

## Puzzle 10. Follow the Leader

Start with the first clue. Figure out where to go and then figure out from the clues which clue number is next in the list. Don't try to skip ahead or you might go on a wild goose chase! Text the answer to 775-200-9776.

1. On the front of the hall, at the south of the quad, find a plaque by the door, use the third digit not more.
2. Between Ross and Jones lies Franks metal plate. His last century of life may not have been fate. But it's the century to use, not the number: that's bait.
3. The Frandsen building has a garden at the SE corner, the plaque that is there is a bit of a loner. But take the first digit you find. Take that digit add one then you add nine.
4. West of the quad and towards Pennington SAC, find the plaza of Bryan – he's alone in the pack. He sits in a chair reading his book, the last digit he was prez is the number we took.
5. The honor court pillar with the presidents who rate, has a name on it and it's a name we don't hate. Add the digits his first year because that number is your fate.
6. Head West past the court and then just past the road. The war number on top is the number to load.
7. The goose you may be chasing is gone. Go back to the start and next time don't be wrong.
8. On the sheet with the answers, fill in this word. "preplexability" is the word that I heard. But if you use this word you may be a cheat, because this clue is a fake and you didn't tire your feet. If you got here sincerely, I'm sorry I accused – but your still at the wrong spot and you may be confused.
9. You may be close to the end, no need to run for your life. Add and double the digits you find next to his wife.
10. On Morrill Hall on the ground by the stairs, is a number in concrete whose digits we'll share. Add the digits together then add one to the clue then go to that number, it's right there as you knew.
11. Go back to the start, something went wrong. If you do this again, you will take far too long.

12. Now go north on the quad to the stairs on the right, down by the blue monster – it won't give you a fright. Walk further on over to look for a bench. How many 76 mechanics will give you a wrench.
13. The honor court has a list of people that's slim. The one to take is professor Kim. The last two digits are the number to use. There's no other number that you should choose.
14. Now follow his gaze 400 feet down the grass, a building on the East you should not pass. There's a car out in front and it's not yours it's mine – double the article and you will be fine.
15. Go back to the start, something went wrong. If you do this again, you will take far too long.
16. On the Gym on the corner that's looking south-east, there is a big number for your eyes to feast. Take the last two digits to form a number then subtract number nine and don't you slumber.
17. Some clues are not real; they are here to force care, start over again, it sucks but it's fair.
18. I ran out of steam for creating these rhymes, so for this one instance, the words just tell you that this is the wrong choice and you need to start over at the beginning because you got something very wrong (say the mimes ;).
19. On Morrill Hall where this puzzle did start, is a number at the door that of this puzzle it's part. Add the digits, that's common, then go to that clue, that's... Ramen?
20. Go back to the court, it's the professors you'll read. It's Hayne's last two digits that form the number you'll need.
21. Head to the monolith you saw in the court, the number of lines is the number to... bort.
22. There are no more clues and this is a fact. Write down the last word and don't look back.
23. On the quad on the east about half way above middle is a car that is parked by a plaque – not a fiddle. On that plaque is a digit that shows up six times – use that one digit and don't worry about rhymes.
24. Go back to clue number I, something is wrong and you are not done.