

The Four Treasures

Authors: The Sons of Tamarkin

Each of the four specialists has the ability to extract two letters from a given answer (hinted by the descriptions in the introduction handout). The extractions work as follows:

- The Diver takes answers containing a string of letters which is two letters inserted into a word for a body of water and extracts the two letters.
- The Engineer takes answers containing two double letters and extracts the two repeated letters.
- The Navigator takes answers consisting entirely of the letters N, S, W, and E and two other letters, and extracts those two letters.
- The Pilot takes answers consisting of a state abbreviation followed by two letters followed by another state abbreviation and extracts the two letters.

The Adventurer's Log includes a sequence of eight boxes for each location, two of which are labeled with the symbol for each specialist. The two letters from a puzzle answer from that location extracted by that specialist should be entered into those two boxes (in either order). Inserting the letters in the right orders will spell an eight-letter treasure for each location.

Waterplace Park

- WIN OUT – Pilot – NO
- CLARK KENT – Diver – RK (LAKE)
- SINEWY – Navigator – IY
- CROSSBREED – Engineer – SE
- Treasure: IRON KEYS

One Citizens Plaza

- MADAME – Pilot – DA
- WHEELBARROW – Engineer – ER
- BACKYARD – Diver – CK (BAY)
- ANSWERS – Navigator – AR
- Treasure: CEDAR ARK

Burnside Park

- VOLCANICALLY – Diver – IC (CANAL)
- PAELLA – Pilot – EL
- GRASSHOPPER – Engineer – SP
- WEAKNESS – Navigator – AK
- Treasure: SILK CAPE

Memorial Park

- INDICT – Pilot – DI
- SNOWDEN – Navigator – OD
- PRIMAVERA – Diver – MA (RIVER)
- CONNOISSEUR – Engineer – NS
- Treasure: DIAMONDS