



# WHERE IN THE WORLD?

## **Magic Kingdom**

*Where in the World?*



Magic Kingdom | *Where in the World?*

## About the Game

Welcome to the companion document for *Where in the World?*'s Magic Kingdom hunt, powered by ClueKeeper! If you haven't already, you'll need to download the free ClueKeeper app and purchase this hunt to play. For more information on the app and purchasing the hunt, visit <http://whereintheworld.fun>.

Using this document is completely optional: for casual play with a single group, simply follow the directions in the app! But to enhance your experience, we've provided a few printable pages for you to bring with you to the hunt:

- A **Bonus Puzzle** for puzzle enthusiasts, based on the solutions to the main puzzles.
  - Print however many copies of the Bonus Puzzle you'd like to have for your group(s) and bring it with you to the hunt location along with the ClueKeeper app, as well as an appropriate number of pencils and clipboards.
  - You will check your solution by submitting it in the ClueKeeper app during the hunt. You do not need to be in any particular location to solve this puzzle.
  - Even if you skip out on solving the Bonus Puzzle at the park, you can always try out the Bonus Puzzle later using the ClueKeeper app.
- **Versus Instructions** to enjoy a competition with multiple groups solving puzzles at the same time. Two options are available: **Casual** and **Advanced**. We recommend about 2 to 4 players per team.
  - *To play competitively, each team will need to purchase their own copy of the hunt from the ClueKeeper app. For discounts on bulk orders for 10+ teams, or to request pricing for a customized event, contact us at [info@whereintheworld.fun](mailto:info@whereintheworld.fun).*
  - If you're playing with multiple groups casually, print one copy of the casual rules for each team to accompany the ClueKeeper app. The Bonus Puzzle is optional (see above if you'd like to include it).
  - If you're playing with multiple groups looking for more of a competition, print one copy of the advanced rules for each team, as well as an appropriate number of Bonus Puzzle pages (see above).

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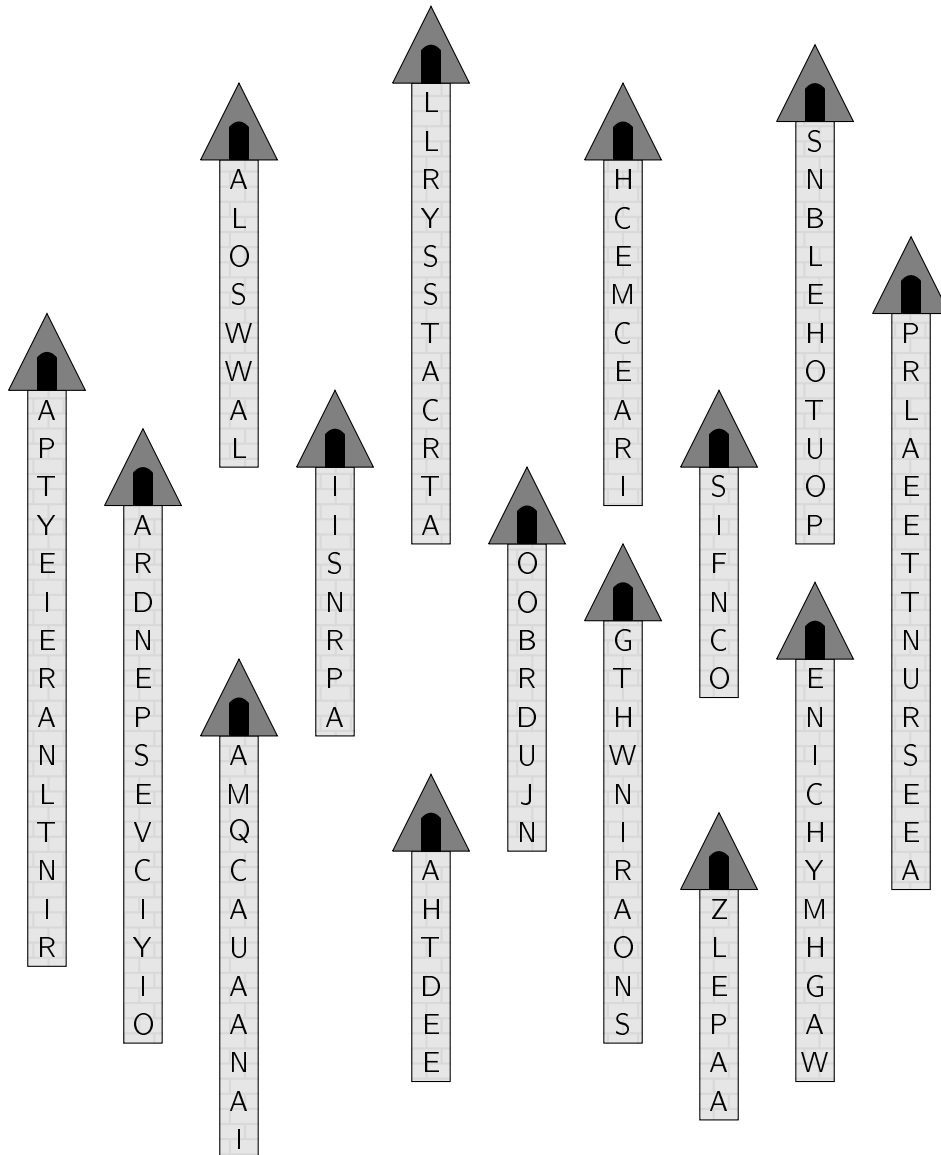
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## Let Down Your Hair

Bonus Puzzle

A constant in the many retellings of the **Rapunzel** story is the tall tower the **Evil Witch** locks her in. Without a more traditional entrance, the only way to scale the tower is to climb the princess's rope-strength braids of hair. We think this sounds like a real **pain** for our heroine, but it makes for a good fairy tale.

In our version of the tale, the Evil Witch has erected fourteen additional **decoy towers** as extra security against any wandering princes or thieves with hearts of gold. By solving the fourteen main puzzles in our hunt, you should be able to identify these decoy towers. **Find Rapunzel's tower in the below image and puzzle out its hidden meaning to solve this puzzle!**





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## Versus Instructions

### Casual Rules

#### Before the Game

- Read all of these rules so everyone is on the same page. Feel free to make changes if you like - just make sure the other teams agree!
- Make sure one player on each team has a copy of *Where in the World?*'s Magic Kingdom hunt loaded onto their ClueKeeper app, but don't enter the Start Code yet.
- Bring an extra battery in case the device running ClueKeeper gets low on power.
- Agree with the other teams on a place to meet up at the end of the hunt. We recommend Casey's Corner, a quick service restaurant near the starting location.
- Agree with the other teams on a time to end the hunt. You should allow for around three hours to let teams visit all of the puzzle locations. If you'll be enjoying other attractions between puzzles, give yourselves a full day!
- Decide if you want to include the printable Bonus Puzzle in the competition, or if all teams should skip it in the ClueKeeper app.

#### Playing the Game

- All teams will start at the same location: the **Partners statue** of Walt and Mickey in front of Cinderella's Castle. When everyone is ready, each team can enter the start code PARTNERS into their app to start the game.

- Puzzles may be unlocked and solved in any order. To unlock puzzles after the first, you'll need to visit the designated location within the Magic Kingdom and check-in using the GPS feature in the ClueKeeper app.
- Feel free to use **Hints** as needed. Once a puzzle is unlocked, up to two hints will become available automatically every ten minutes. You can read hints early, but the remaining time you'd have waited for the hint will be added as a penalty to your total time.
- Tap **Skip** to give up on any puzzles you have trouble solving before your time runs out.
- Once you've solved/skipped all the main puzzles, the Bonus Puzzle will become available in the app. It requires the solutions to the other puzzles, but can be solved from any location in the park. If your group has decided not to include the Bonus Puzzle in your game, tap **Skip** to dismiss it.

#### Winning the Game

- Each puzzle is worth 10 points, for a total of 140 possible points. (Or 160 possible points if you are playing with the 20 point Bonus Puzzle.)
- The team that scored the most points is the winner! In the case of a tie in points, then everyone's a winner. Or, log in at (<http://cluekeeper.com/play>) to see which team finished the hunt quickest!



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# Versus Instructions

## Advanced Rules

### Before the Game

- Read all of these rules so everyone is on the same page. Feel free to make changes if you like - just make sure the other teams agree!
- Make sure one player on each team has a copy of *Where in the World?*'s Magic Kingdom hunt loaded onto their ClueKeeper app, but don't enter the Start Code yet.
- Print one or more copies of the Bonus Puzzle for each team. Bringing a clipboard and pencils is suggested as well.
- Bring an extra battery in case the device running ClueKeeper gets low on power.
- Agree with the other teams on a place to meet up at the end of the hunt. We recommend Casey's Corner, a quick service restaurant near the starting location.
- Agree with the other teams on a time to end the hunt. You should allow for around three hours to let teams visit all of the puzzle locations.
- Optionally, each team picks a different Team Land out of the following choices: Adventureland, Fantasyland, Liberty Square, Main Street U.S.A., or Tomorrowland. This will force teams to take different paths throughout the game (see "Playing the Game").

### Playing the Game

- All teams will start at the same location: the **Partners statue** of Walt and Mickey in front of Cinderella's Castle. When everyone is ready, each team should enter the start code PARTNERS into their app to start the game and first puzzle.

- If each team choose an optional Team Land, their second puzzle must be unlocked from that land before unlocking other puzzles.
- Otherwise, the main puzzles may be unlocked and solved in any order. To unlock puzzles after the first, you'll need to visit the designated location within the Magic Kingdom and check-in using the GPS feature in the ClueKeeper app. Smart routing through the park will help you finish the hunt quickly!
- Feel free to use **Hints** as needed. Once a puzzle is unlocked, up to two hints will become available automatically every ten minutes. You can read hints early, but the remaining time you'd have waited for the hint will be added as a penalty to your total time.
- Tap **Skip** to give up on any puzzles you have trouble solving before your time runs out.
- Once you've solved/skipped all the main puzzles, the Bonus Puzzle will become available in the app. It requires the solutions to the other puzzles, but can be solved from any location in the park.

### Winning the Game

- If everyone agreed on an ending time/location for the hunt, all teams that arrive late to the ending location are disqualified, so watch the clock!
- Each of the fourteen main puzzles is worth 10 points, and the Bonus Puzzle is worth 20 points, for a total of 160 points.
- The team that scored the most points is the winner! In the case of a tie in points, log in at (<http://cluekeeper.com/play>) to see which team finished the hunt quickest (including time penalties for taking hints early)!