

# 2008 MYSTERY HUNT RUNAROUND

## OFFICIAL SOUVENIR COPY

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Face the door of the start location. Take the first door on the right.

Down one level. Through a stair door. Through a stair door. To the top. Turn around.

Standing at the top of the stairs, look out under the diagonal at the many outdoor vertical metal thingies. Go to them.

Follow the metal fence around the corner, past the rhombuses in the direction of the blue rhombuses, past three small trees, straight on to Mr. Walker.

Standing to the left of Mr. Walker, still facing the same direction you came from, look up and you'll see a backwards long rack. Go to the end of it.

Go around the corner, and through the see-through door. Enter elevator, exit on a different floor.

Left along passage. Continue along. Take the second elevator along down three floors.

Left, all the way along. Exit and up. Exit through fire door by Elevator Breaker.

Turn left, immediately pass under a winch, past fuel, past short building, past dueling mirrors to the red 213 next to the tree.

Up eight wide steps. Through the glass door. Follow wall around to the right until you reach an elevator. Take it down one floor.

Exit through the double doors. Go through another set of double doors.

Take the passage all the way to the end, past everything. Through one stair door. Upstairs. Exit here.

Into the nearest door in another building. Take six steps, go through door.

Follow the colored path two-thirds of the way around. Exit accessibly. Diagonally across. Enter.

Walk forward. Left. Walk down the ramp. Right. Walk forward. Left. Walk forward a short ways.

Follow the parallel pipes that are perpendicular to you as far as you can.

Up the stairs, go through the door at the medieval station.

Turn left, and walk 80 to 90 paces due north.

Go through the metal double-doors, and go up to the top. Go through the doors.

Cross over to the railing between the brick wall and the corrugated wall.

Go to the left end of the railing, lean over, and spot the primary-colored round tables. Unless it's too sunny. Then spotting the tables will be hard through the glass.

Go to those tables. (You'll want to pick up a plastic knife or card near here - you'll need it later at the very end of this runaround.)

Go through the nearby door a machine and smoke appear to have just come out of.

Down to the bottom of the classroom, out of the exit.

Take the door on the north wall of this passage. Go down one level.

Out the door, through the see-through door. Continue straight, past the pretty colors.

Follow CS/B passage until it ends. Through the doors.

Up the entire slope. 4th door on left.

Up 3 and a half. Out door. Diagonally across through the door that frames a picture. Then, diagonally through a door framed by a picture.

Follow passage. First passageway to left. Through the double double doors.

Past the extra caution, the variable lasers, and the double danger.

Through the unusual blue double doors. Choose the swankiest location available.

Through the door into a junkyard, turn left, and go to the first door on the left.

You'll now want to use the plastic card or knife you picked up earlier in this runaround to open the door.

Enter. Walk in, turn right, walk forward. The coin is located on top of the machine on your left.

With the coin firmly in your hand, your team has won the Hunt! Congratulations! Well done! You must be exhausted - now you can all go have a good rest!