

# THUNDERBIRD

A likeness of this legendary creature adorns the top of many Native American **TOTEM POLES**, especially in the **MOUNTAINS** of the **NORTHWEST**, where its titanic wings are believed to stir the wind.

# YETI

Like its neighboring cousins the **WENDIGO** and the **BIGFOOT**, the **YETI** is a shaggy humanoid that some speculate may be the missing link in human evolution.

# JACKALOPE

The **JACKALOPE** is believed to be the offspring of a pygmy deer and a killer **JACK RABBIT**.

These creatures would overrun its habitat in the **NORTH** plains if not for the neighboring **LOUP GAROU** on one side and **HINKYPUNK** on the other.

# OGOPOGO

The **OGOPOGO** is a **LAKE**-dwelling beast, described as a 50' long **SERPENT**.

# CHUPACABRA

The **CHUPACABRA** or "**GOAT SUCKER**" gets its name from its habit of drinking the blood of **GOATS, COWS**, and other **LIVESTOCK**. Although famous in the Caribbean (particularly Puerto Rico, the Dominican Republic, and **JAMAICA**), it is a solitary creature that prefers the fewest neighbors possible, and has migrated far to the north to escape the relentless spread of humanity.

# HAGGIS

The **WILD HAGGIS** is a quadruped inhabiting the **WESTERNMOST** highlands, and was once believed to be the source of the traditional Scottish dish **HAGGIS**.

# WENDIGO

Neighbor and close relative of the **YETI**, the **WENDIGO** is a hairy **APE-MAN** who inhabits frigid mountaintops. Where the **YETI** eats sheep and yak, and the **BIGFOOT** eats twigs and berries, the **WENDIGO** hungers only for human flesh.

# DRAGON

The reptilian **DRAGON** is the source of legends around the world, most notably in Europe and Asia. In these myths, the **DRAGON** is closely connected to and surrounds itself with **WATER**, living in

**LAKES, RIVERS**, or on remote **ISLANDS**. In Asia, it is considered an omen of **GOOD LUCK**

– 2012 was the Year of the **WATER DRAGON**. But in Europe, where **DRAGONS** have a taste for human blood, those who stumble across them are anything but **LUCKY**.

## JERSEY DEVIL

Described as a flying, two-legged creature with the head of a **GOAT**, leathery **WINGS**, and hooves, the fearsome **JERSEY DEVIL** now lends its name to a national **HOCKEY TEAM**.

Although originally from **NEWARK**, it fled from the influx of noisy **NEW YORKERS**, and now prefers the central plains exclusively.

## BIGFOOT

The star of several blurry **FILM CLIPS**, **BIGFOOT** is a huge, smelly, hairy beast found in dense **FOREST** regions. Despite their similarities, the **WENDIGO** and the **BIGFOOT** will fight to the death, and so are never found in proximity to one another.

## SKYFISH

The **SKYFISH**, sometimes known simply as **RODS**, were first recorded near the infamous **AREA 51** in **ROSWELL**. Because of this, many believe them to be flying **ALIENS**.

**SKYFISH** have been spotted skimming over flat, low-lying terrain.

## MOTHMAN

A humanoid creature with a 10' **WINGSPAN** and glowing red eyes, the **MOTHMAN** terrorized the **EAST COAST** in 1966. It remains there to this day.

## HOOP SNAKE

This unusual **SNAKE** travels by grasping its **TAIL** in its **MOUTH** and rolling after its prey. It is **VULNERABLE** to attacks from the air, and will not be found near flying creatures.

## LOUP GAROU

When the **MOON** is **FULL**, the howls of the **WOLFMAN** echoes across the **NORTHERN** plains.

## WYVERN

A wingless cousin to the **DRAGON**, this venomous, bipedal **REPTILE** prefers arid regions.

## HINKYPUNK

The **HINKYPUNK**, or **WILL-O'-THE-WISP**, is a ghostly **LIGHT** found in swamps and **MARSHES**. It is rumored to lure travelers to their death.

## SATYR

This legendary **GOAT-MAN**, the **SATYR**, is fond of music and will sometimes leave his **FOREST** to rock out to **SPRINGSTEEN** tapes with the **JERSEY DEVIL** to the **NORTHEAST**. The **SATYR** surrounds itself with bipeds: they dance better.

## MERMAID

**MERMAIDS** are aquatic creatures which may have originated with sailors' sightings of **SEA COWS** (much to their chagrin). The **MERMAID** has appeared in popular **FAIRY** tales, and in 1997, became the fourth **DINSEY PRINCESS** (to their even greater chagrin). **MERMAIDS** are found in warm southern climates.

MOUNTAINS  THUNDERBIRD  1	MARSH/PLAINS  HINKYPUNK  1	PLAINS  JACKALOPE  9	PLAINS  LOUP GAROU  1	LAKES  OGOPOGO  5	ISLAND  CHUPACABRA  1
MOUNTAINS  HAGGIS  1	MOUNTAINS  WENDIGO  3	MOUNTAINS  YETI  2	PLAINS/FOREST  JERSEY DEVIL  4	PLAINS  SKYFISH  1	COASTAL  MOTHMAN  1
DESERT  HOOP SNAKE  2	DESERT  WYVERN  6	FOREST  SATYR  1	FOREST  BIGFOOT  7	COASTAL  MERMAID  2	ISLAND  DRAGON  2

CRYPTOGRAM SOLUTION

A	B	C	D	E	F	G	H	I	J
G	L	S	W	B	J	N	P	H	E
E	Q	D	H	W	T	U	R	A	C

K	L	M	N	O	P	Q	R	S	T
X	K	U	I	Z	O	V	A	Q	C
Y	P	S	L	M	I	F	X	K	O

U	V	W	X	Y	Z
R	M	Y	D	T	F
N	B	J	Z	G	V

## MAP SOLUTION

1. The THUNDERBIRD inhabits the mountains of the northwest, or A-1.
2. The OGOPOGO is a lake-dwelling beast; the only lakes on the map are in A-5.
3. The wild HAGGIS lives in the westernmost highlands, B-1.
4. The JERSEY DEVIL inhabits the central plains, B-4.
5. The SATYR lives in the forest, and sometimes travels to the northeast to rock out with the JERSEY DEVIL. Since the JERSEY DEVIL lives at B-4, the SATYR must be in C-3.
6. The HINKYPUNK lives in the marshes, which are only found in A-2.
7. The LOUP GAROU lives in the north plains, either A-3 or A-4. The JACKALOPE lives on the plains between the LOUP GAROU and the HINKYPUNK; if the HINKYPUNK lives in B-2, the JACKALOPE must be in B-3 and the LOUP GAROU in B-4.
8. The WYVERN prefers arid, desert regions, so it must be in either C-1 or C-2.
9. The CHUPACABRA prefers are few neighbors as possible. It must live in one of the corners of the map with 3 neighbors: the other squares have 5 or 8 neighbors. It has fled to the north, which means it lives in A-1 or A-6. Since the THUNDERBIRD lives in A-1, the CHUPACABRA can only be in A-6.
10. The DRAGON is found in lakes, rivers, or on islands. Since the OGOPOGO inhabits the only lake on the map (2), the DRAGON must be on one of the two islands, A-6 or C-6. We know that the CHUPACABRA lives in A-6, so the dragon must inhabit the island at C-6.
11. The MERMAID is aquatic and lives in the south; it must be in either C-5 or C-6. As the dragon lives in C-6, C-5 is the only possibility.
12. BIGFOOT is a forest dweller, and the only remaining forest is in C-4.



13. The WENDIGO lives in the mountains, so it must be in either B-2 or B-3. But the WENDIGO and BIGFOOT are never found next to each other, so it cannot live in B-3. The WENDIGO lives in B-2.
14. The YETI is neighbor to the WENDIGO and BIGFOOT; its only possible location is the other mountainous region in B-3.
15. The MOTHMAN lives on the east coast, where only one location is open. The MOTHMAN lives in B-6.
16. The HOOP SNAKE fears flying creatures. The THUNDERBIRD rules out all locations around A-1, the JERSEY DEVIL rules out all of columns 3, 4, and 5; and the MOTHMAN rules out all locations in columns 5 through 6. This leaves only the two desert regions, C-1 and C-2.
17. The SATYR surrounds itself with bipeds which rules out the legless HOOP SNAKE for C-2. Therefore, the HOOP SNAKE is in C-1, and the WYVERN is in C-2.
18. The last remaining location, the plains in B-5, are home to the mysterious SKYFISH.

The numbers on the map indicate the letter you should extract from the creature's name. When you extract the letter from each location, it spells out THE LOC/H NESS M/ONSTER.