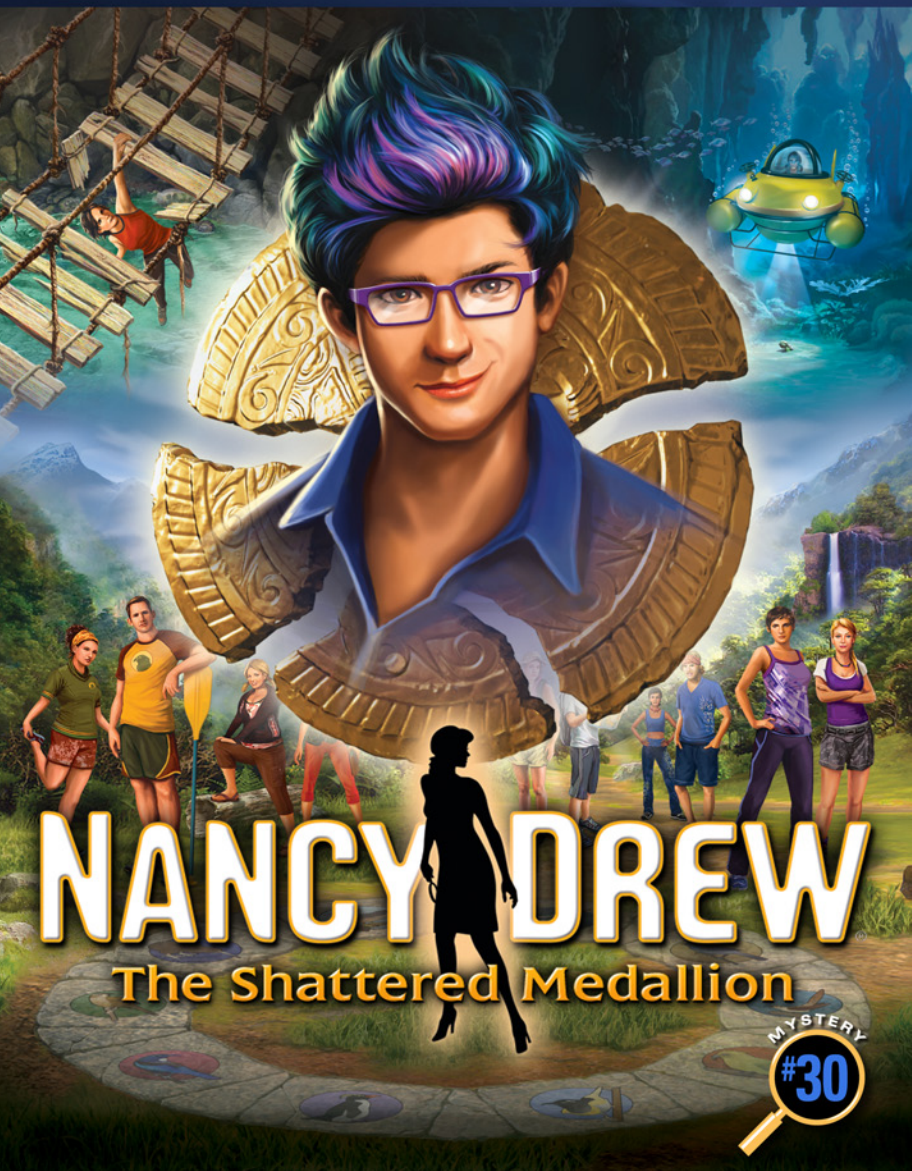


OFFICIAL
Strategy Guide



A black silhouette of Nancy Drew, a young woman with short dark hair, wearing a dark dress and high heels, holding a small object in her right hand. She is standing with her left leg slightly forward.

NANCY DREW

The Shattered Medallion

dare to play™

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Your Challenge

Ever since the Secret of the Scarlet Hand, the eccentric Sonny Joon always seemed a step ahead of Nancy Drew. That changes when Nancy and George travel to New Zealand and compete in the hit reality TV contest, Pacific Run. Sonny runs the show, but it's spiraling out of control. Are the mishaps the result of cheating competitors or something beyond this world? Win big to uncover the truth!

This Guide is Your Trusty Sidekick!

Refer to this guide whenever you need tips, direction, or guidance for solving the mystery. Its purpose is to take you step-by-step through the game, reveal puzzle solutions, and steer you away from wrong turns, without spoiling the ending or culprit.

Many pages will give a brief summary of where you are in the game, followed by a short list of mini-tasks for you to do at that point. This is to make it easier to understand what you must accomplish.

Game-Play Tips and Tricks:

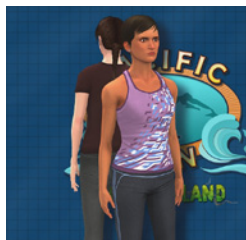
- Be sure to check your notes often. Click on the "Notes" tab on the lower right side of the screen. Scroll down the entries to review important clues that you, as Nancy Drew, have already come across. Review your tasklist to see what still needs to be accomplished.
- Keep an eye and ear on your in-game cell phone—you will receive text messages and calls throughout the game.
- Some items will be completely removed from your inventory once you use them. For example, a key may disappear once you have used it.
- Be thorough. Keep a sharp eye out for extra bonus score cards hidden in the game. These bonus score cards can be used at the team scoreboard in Base Camp.

Starting Your Adventure

You begin at your desk. Read the letter from Bess and watch the TV introduction of Pacific Run: New Zealand, narrated by the announcer. Some competitors are introduced on screen, including Patrick of Team Kea, Kiri from Team Tawaki with her partner Erin, followed by Leena of Team Kea, and then George and Nancy of Team Tui.



Team Kea



Team Tawaki



Team Tui

Instructions

The video feed is cut off by Sonny Joon, the line producer. He gives you and the other teams basic instructions about the Pacific Run competition.

Remember what Sonny tells you:

- Keep an eye on your phone for announcer updates
- Bring back your medallion pieces back to the medallion stand
- Producer areas are off limits
- Read the rulebook found in your tent
- The first team to finish a stage gets the highest score
- The second team to finish gets the next highest score, and so on
- Keep an eye out for extra missions to earn perks



At the end of the video playback, an odd blue disc is seen along with recorded audio of Sonny saying "My plan requires many specific talents." Apparently Sonny didn't mean for you to hear that, because he then leaves without an explanation.



Stage 1 - Train

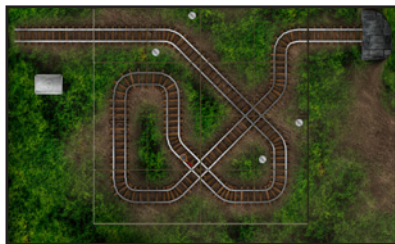
The announcer gives you instructions to begin Stage 1. The first step is to solve the rails puzzle to find your own Pacific Run data chip. This chip will give you access to new locations and challenges.



The miniature train track is broken up into a grid of squares. Your goal is to arrange all of the rails in a continuous path from the starting position to the tunnel entrance for the train to follow. Hint: Begin with the starting and ending rails and work out. The tracks will cross over themselves at some point.

Trains Solution

Amateur Sleuth



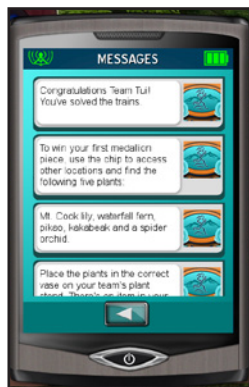
Master Sleuth



The train reappears from the far side of the tunnel, carrying a data chip for you to take. Be on the lookout for somewhere you can insert this to gain access to additional locations.



Stage 1 – Plant Hunt



As you add the data chip to your inventory, your phone beeps with a new text message from the announcer. Check your text messages often for more messages in the future. The next part of Stage 1 is to collect, turn in, and arrange specific plants. There's an item in your tent that will help with this activity. Leave the train arena and explore the field.

Plants to collect:

- Mt. Cook lily
- Waterfall fern
- Pikao
- Kakabeak
- Spider orchid

Explore the Field

Explore the field and find the following:

- The dining tent
- Auction House
- Puzzle Palace
- A locked arena
- Stage 1 flowers arena
- The path to Base Camp
- The map kiosk



Stage 1: Flowers



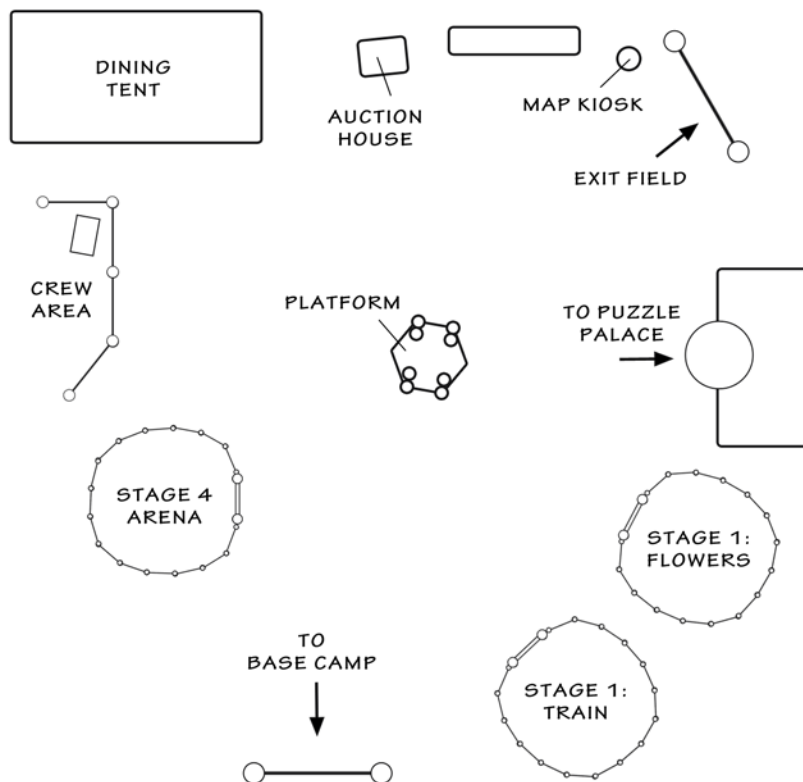
Auction House



Dining Tent

Map of the Pacific Run Field

Near Lake Wakatipu

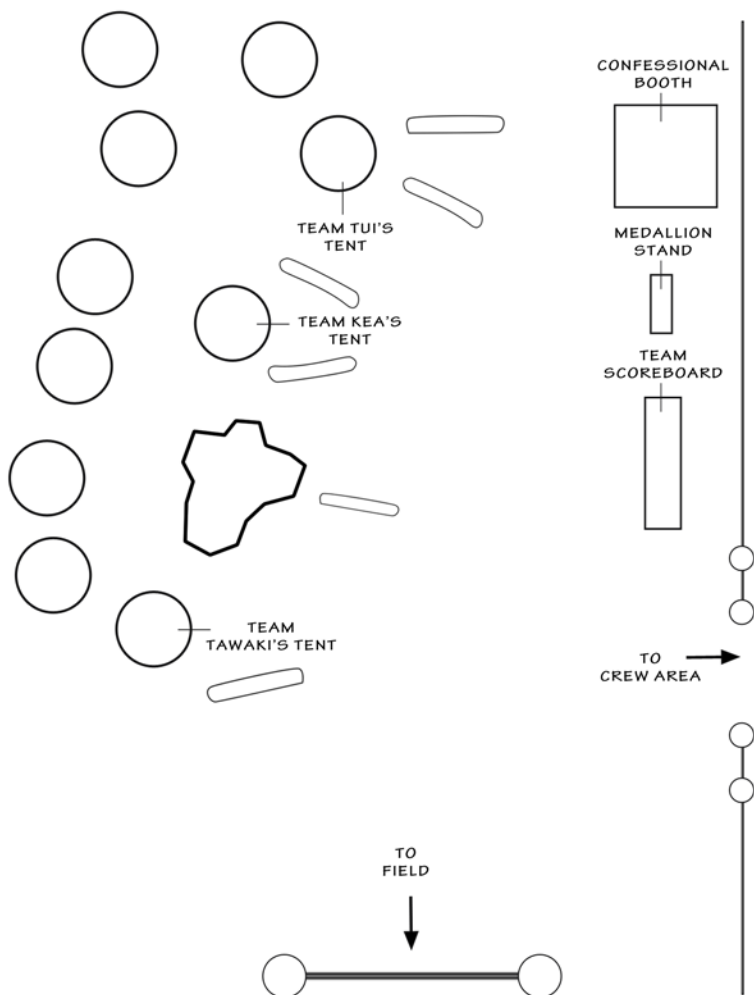


Take the book on sheep farming that is found on the dining table.

Ignore the Puzzle Palace for now and follow the path to Base Camp.

Map of Base Camp

Team Tents, Crew Area, and the Medallion Stand



Explore Base Camp

Explore Base Camp and find the following:

- Patrick sitting on a rock
- George sitting on a log
- Your tent (Team Tui)
- Team Tawaki's tent
- Team Kea's tent
- Confessional Booth
- Medallion Stand
- Scoreboard



Enter your tent and read the show rules. Pick up and read the book *Native Flora of New Zealand*, then take it. Back up and check in with George. She encourages you to search for the plants to complete this stage.

Meet George Fayne



Your good friend George Fayne is your teammate on Pacific Run. She is sporty and competitive and is excited to share upcoming challenges as a member of Team Tui.



Talk to Patrick. Ask him about his enthusiasm to be on Pacific Run, and he will reply that he isn't very excited. Since you now have the book on plants, return to the field to venture to other locations and search for them.

Meet Patrick Dowsett

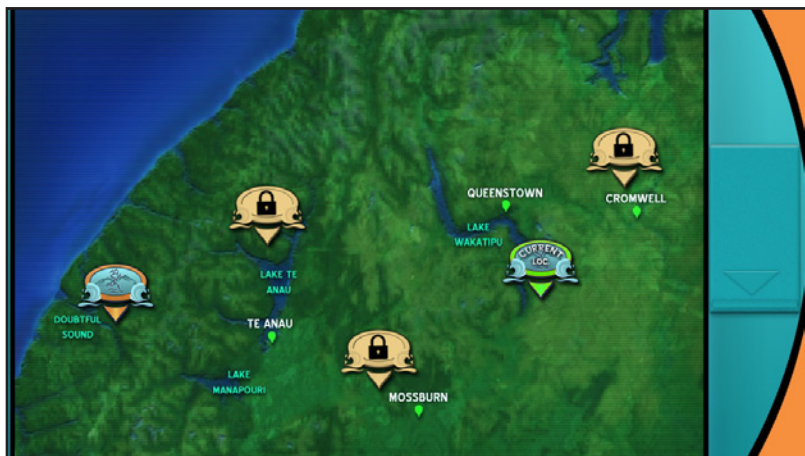


This former rugby star player has the athletic ability to bring his team to an easy victory, but his head just isn't in the game. Has something else brought him to compete in Pacific Run?



Pacific Run on the Map

In the field, next to the big arch, is a kiosk. Place your data chip in the slot to activate the screen.



Some of the location markers are locked. Your phone beeps with a new text message from the announcer. To unlock other locations, you need more passwords. Look for one in Puzzle Palace. Two locations are already available to you - the field you are currently at, and Doubtful Sound. Select the destination marker to travel to Doubtful Sound.

Doubtful Sound

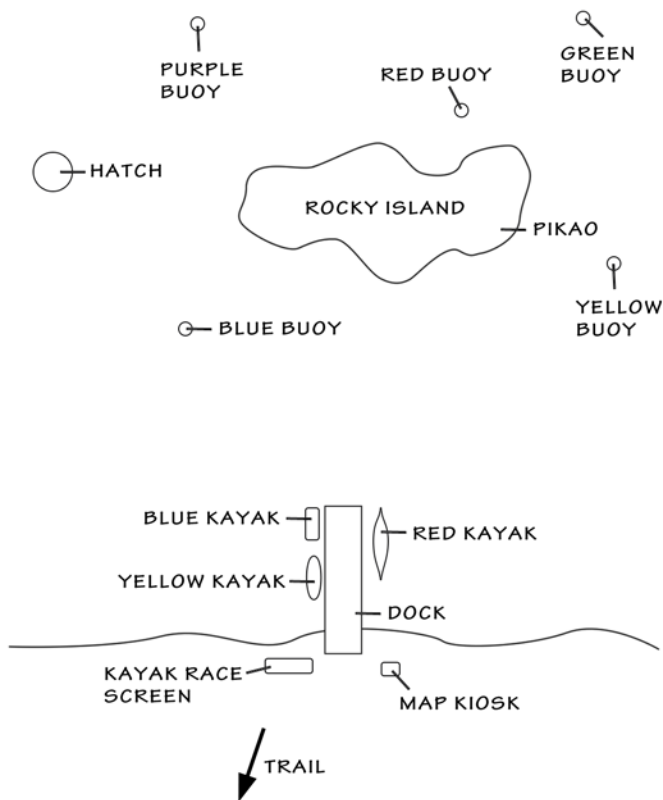
At Doubtful Sound, you first see the fjord and a dock with anchored kayaks, as well as a Pacific Run Screen and another kiosk. Turn around to follow the trail up the hillside.

At the end of the trail is a tree with a nest and potted flowers nearby. Take some of the lilies and hike back down the hill.



Map of Doubtful Sound

The Fjord

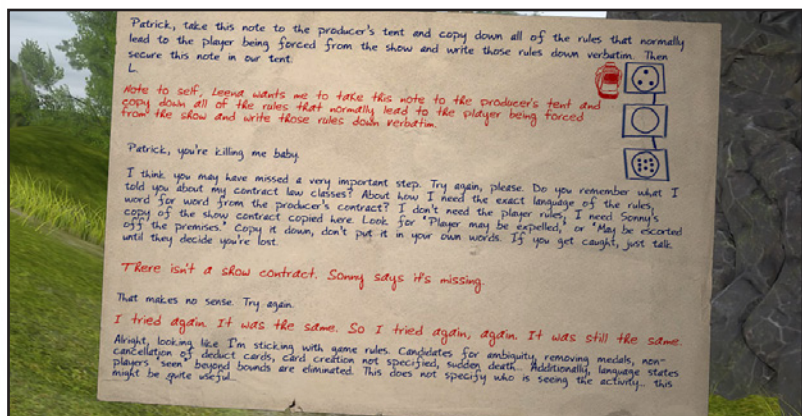


Eavesdropping on Team Kea

As you walk back to the dock, you stop on the trail when you hear footsteps and Leena arguing with Patrick. It sounds like Leena is accusing him of being scared. Remember to ask him about this later. Continue down the path after they leave.



You notice a note on the ground, dropped by Leena and Patrick. Pick it up and read it. Their notes indicate that they are studying the rules of the competition. Add this paper to your inventory and continue towards the dock.



Kayaking in the Fjord

At the dock, you have three different kayaks to choose from. Each one has a different speed when moving straight ahead and when turning. At this point it does not matter which one you select. Choose one and paddle on out.



Exploring Doubtful Sound

From the dock, paddle to your right and then get closer to the little island on your left. Here you find the pikao plant for the flower challenge. Add pikao to your inventory and continue to explore the sound.



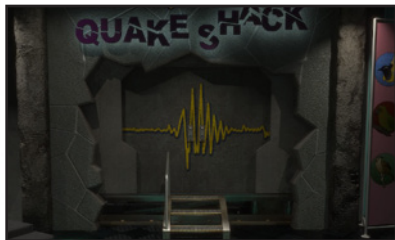
There is a large hatch on the left side of the sound. Paddle up to it. It is locked. Notice the password protected entry keypad and make a note to yourself to look for this password elsewhere. Paddle back to the dock. Look at the map kiosk and select the marker near Lake Wakatipu to return to the Pacific Run field.



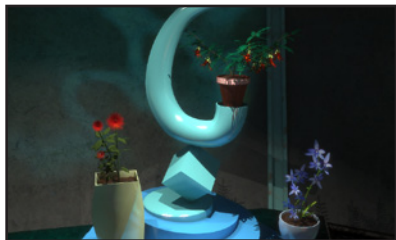
Puzzle Palace

From the field, walk to the left and enter Puzzle Palace.

Inside are interactive displays with information about the natural disasters of New Zealand, a "Quake Shack" earthquake simulator, digital versions of *Raid* and *Monster*, a large machine, plants on display, and a central touchscreen display.

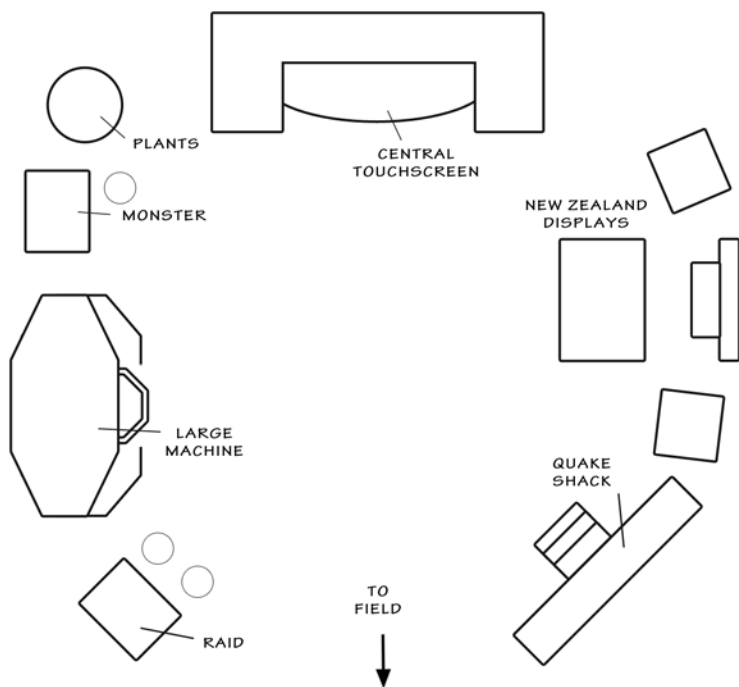


According to your book on plants, one of the display flowers is a kakabeak. Take it, and then approach the central touchscreen display.



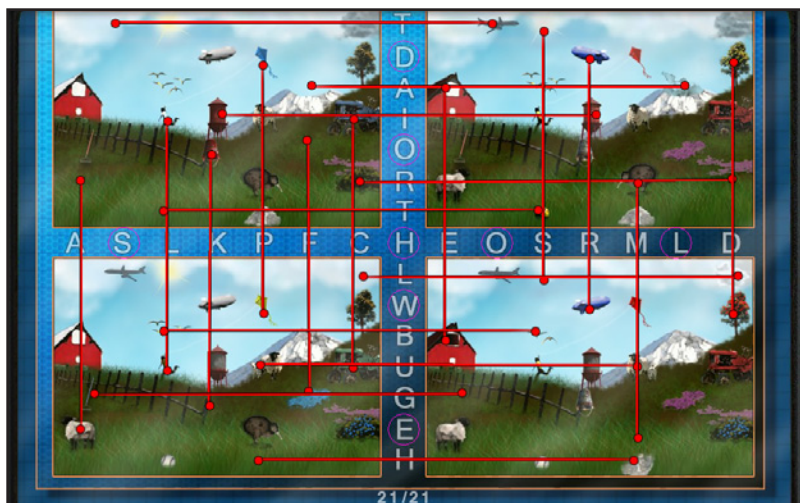
Map of Puzzle Palace

Earn extra points here!



Spot the Difference

Look for all the differences across all four screens. As each difference is spotted, the crossing line eliminates a letter on the board. Find all the differences to collect the remaining letters.

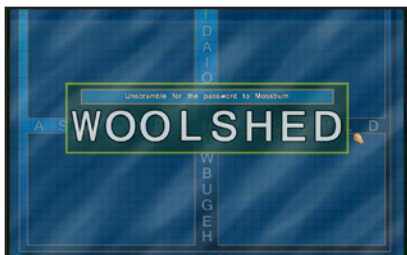
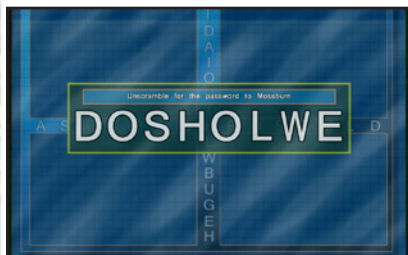


Listed here are all the differences:

- | | |
|---------------------------|-------------------------|
| 1. Rake | 15. Airplane |
| 2. Baby sheep | 16. Bucket on the fence |
| 3. Kiwi bird | 17. Lower left sheep |
| 4. Tractor | 18. Baseball |
| 5. Flowers by the tractor | 19. Birds in the sky |
| 6. Bush by the tractor | 20. Cotton in the grass |
| 7. Mountain top | 21. Rain cloud |
| 8. Kite color | |
| 9. Tree | |
| 10. Silo | |
| 11. Barn window | |
| 12. Boy running | |
| 13. Blimp in the sky | |
| 14. Sun | |

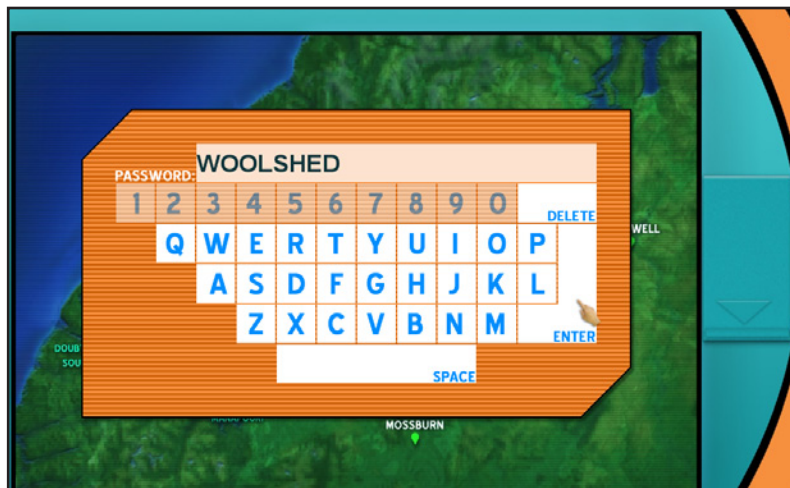
Word Scramble

The remaining letters are DOSHOLWE. Unscramble the letters by clicking and dragging them around to get “WOOLSHED.” This is the password to unlock Mossburn at the kiosk. Return to the map kiosk.



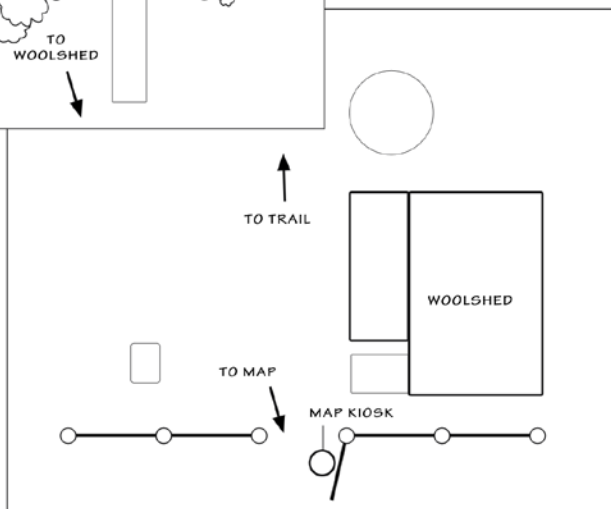
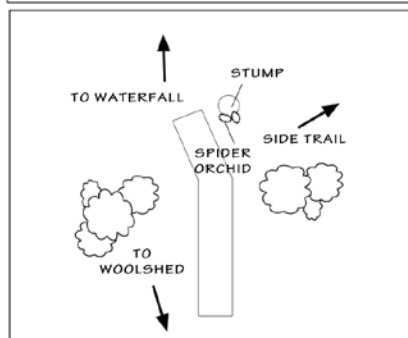
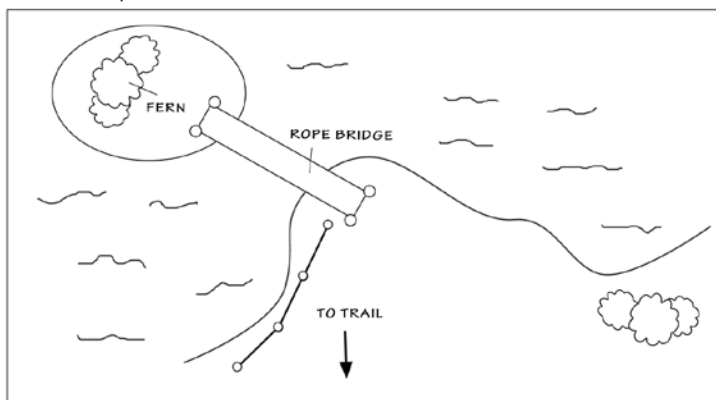
Unlocking Mossburn

At the map kiosk, select Mossburn and type in the password you received from Puzzle Palace. “WOOLSHED” unlocks this location and you now have access to travel there. Travel to Mossburn.



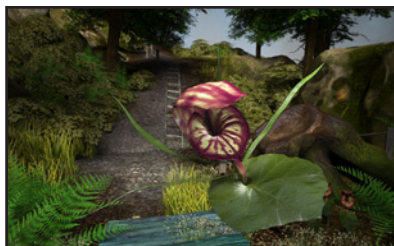
Map of Mossburn

The Woolshed, Trail and Waterfall



Exploring Mossburn

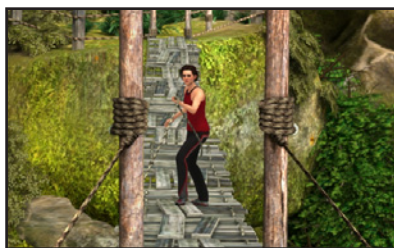
At Mossburn, you immediately see the woolshed, which is locked. Walk past the shed and follow the path to the waterfall.



Growing alongside the boardwalk near the stump is the spider orchid you need. Add this to your inventory and continue your hike. From here you can move forward or turn right. To the right is a side path that leads to a dead tree. Continue along the path towards the waterfall.

The Waterfall Incident

Approach the rope bridge. George walks past you and starts to jog across the bridge but pauses halfway. Suddenly the rope snaps and the bridge collapses, causing George to fall!



The Pacific Run announcer narrates an update about George's health. She broke a few bones in the fall, and is recovering in the infirmary after receiving medical care, but is unable to continue on in the competition

The Infirmary

Talking to George, you promise to win for her, and you promise to find out who sabotaged the rope bridge. George will be watching on her television, and she gives you a key to the producer area to sneak back and catch up with her. She suspects that something odd is going on.



Take the key. You then learn that Bess is going to step in for George. On the TV entry interview, Bess seems less than enthusiastic about joining Team Tui.



Meet Bess Marvin



Although she originally came to New Zealand to support her friends, Bess is now officially on Team Tui as a contestant. She's not thrilled about the potential dangers of the game, but will help you out nonetheless.



Meet the Teams

Back at Base Camp, you notice Patrick, Leena, and Bess. Talk to Bess. She is nervous and worried about joining the competition. After you promise that you've got her back, walk over to meet Leena.

Meet Leena Patel



Leena Patel, the other member of Team Kea, is a bossy overachiever. She is smart and skilled in solving puzzles, and is a stickler for the rules. If tough challenges arise, would you turn to her for extra assistance?



Since you haven't yet collected all of the plants for the challenge, travel back to the field and head towards the map kiosk. Before you reach the exit, Kiri calls out to you.

Meet Kiri Nind



Team Tawaki's Kiri Nind is a fierce competitor on this reality TV show. Off camera she seems nice and may be willing to forge an alliance with you. Can you trust her friendly side, or should you be wary of her fierce façade?



Kiri says she is sorry to hear about George. Her partner, Erin, tried to save George but was hurt as well. Now Kiri is continuing the competition by herself. Kiri then offers to form an alliance. As a promise to her agent, she needs to stay on screen as long as she can. As a show of good faith, she offers you this tip: Sonny Joon, the line producer, is not really supposed to be the one running the show. Ask Kiri more about herself, and you will learn about her past work. After you finish chatting with Kiri, you can greet Sonny Joon.

Meet Sonny Joon

After years of following his trail, you finally get to meet Sonny Joon! As part of Pacific Run's production team, he can influence the show results. Could his quirky personality be hiding mischievous goals?

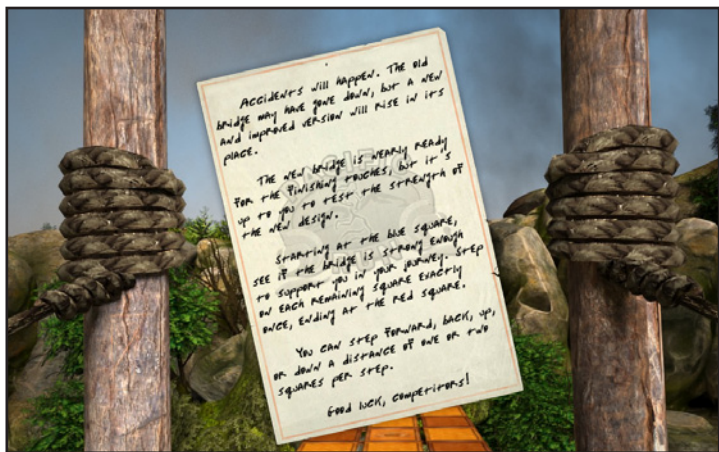


Return to the Waterfall

Travel back to the waterfall by way of Mossburn to gather the fern. Before you cross the bridge, you notice a note attached to the pole. Read the Pacific Run instructions to "test" the strength of the new bridge.

Testing the Bridge

The Pacific Run crew has created an additional challenge for the teams. Cross the bridge, stepping on every remaining plank without falling through before you cross over to the other side. You can move left, right, forward or background over adjoining boards. You may jump over a single board or an empty space if you need to.



Boards Solution

Amateur Sleuth



Master Sleuth



Now that you've completed the bridge test, cross over to collect the waterfall fern. You receive a text message stating that Stage 1 has been completed.



Stage 1 Winner

The Pacific Run announcer congratulates Team Kea on winning Stage 1. Sonny Joon has bent the rules for your team, sparing you from elimination. Team Matata, however, has been eliminated.



Back in the field, you receive another text message on your phone. Stage 2 is ready! Your instructions are to grab a bag, shear a sheep, and drop the wool in the bin in the woolshed to earn the next medallion. However, you will still need to complete Stage 1 and finish collecting the plants.

Before you leave Base Camp, try to look into Sonny Joon. He bent the rules to save your team from the Stage 1 elimination. But why? Sneak back to the crew area to talk to George.



Snooping the Crew Area



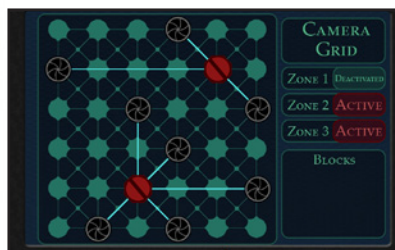
You need to shut off the security cameras to sneak into the restricted area. Use the key George gave you on the security box.

Security Cameras

Block the security cameras in the three zones by placing your available red blocks on the grid. You only have a limited number of blocks per zone to use, so choose your placements carefully.

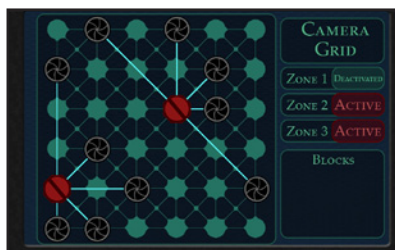
Amateur Sleuth

Zone 1

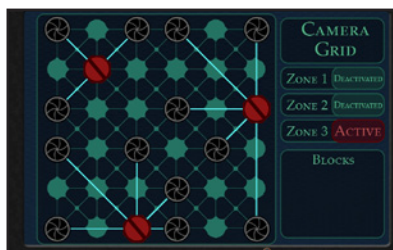
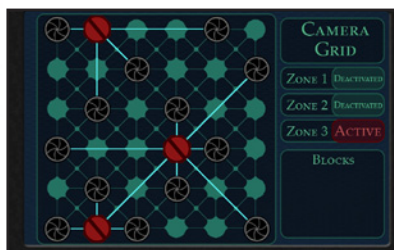


Master Sleuth

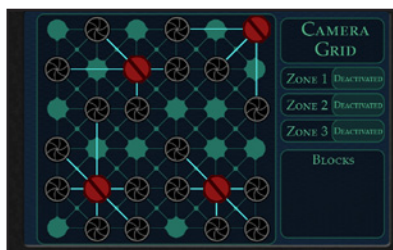
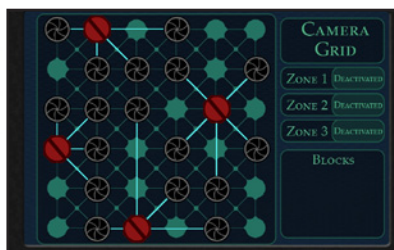
Zone 1



Zone 2

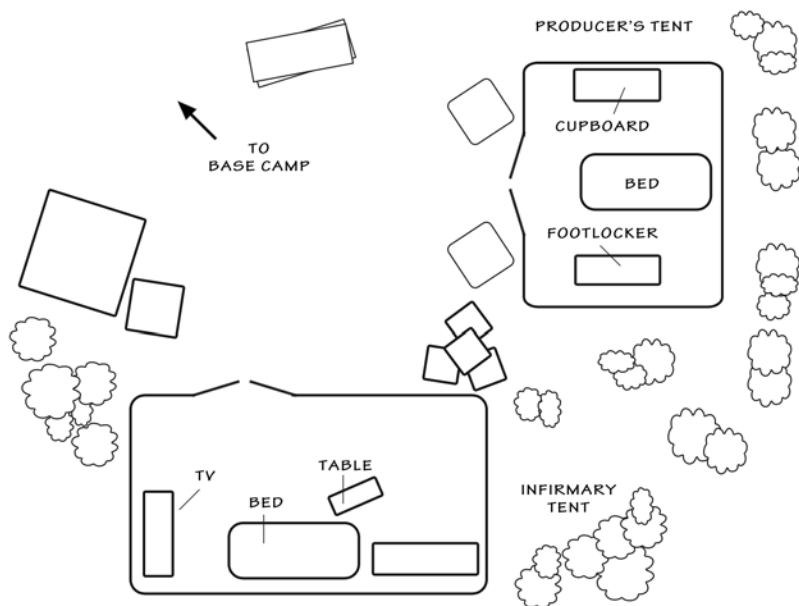


Zone 3



Map of the Crew Area

Infirmary and Producer's Tent



Visiting George

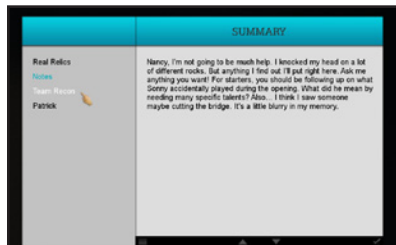
Walk towards the white infirmary tent and enter. Talk to George about Sonny and she will direct you to search his tent. Sonny may have an interest in the other competitors as well. Ask George to do some research on the teams, and she replies that she has already started. Return for updates on her tablet whenever she is asleep.



George's Notes

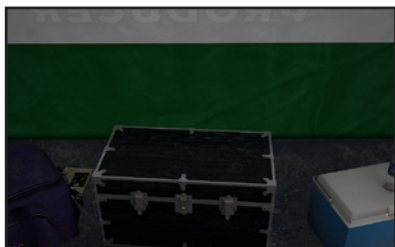
George soon falls asleep. Read the current entries on her tablet. Keep in mind these helpful notes:

- Find out what Sonny meant about needing "specific talents."
- Leena works with data encryption in her highly classified job.
- Someone may have sabotaged the rope bridge...search for clues.
- Sonny's real name is Seung Joon and he runs the S.P.I.E.D. organization started by his grandfather.
- Patrick abruptly retired from professional rugby...blaming "a river."



The Producer's Tent

Exit the infirmary tent and take a right. Enter the producer's tent. Look to the right of the bed and pick up the papers between the bag and the footlocker.



The comic pages of Sonny Joon and Laika show a story of how they cross a bridge. The bridge was cut intentionally and they fall. This story is very similar to what happened to George! Note that it is signed by a J.S. Seung. Keep these comics.

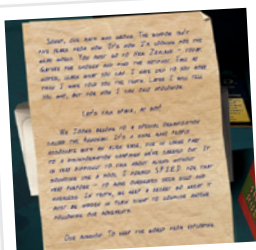


Sonny's Things

Look at the footlocker. You notice it is locked and requires a 4-digit combination. Keep an eye out for that. Turn around and open the cupboard.



Pick up the S.P.I.E.D. pamphlet with the note from Jamila attached to it. Jamila mentions Sonny's "plan" and gives her phone number. When you get the chance, you should try to contact her. Perhaps she can shed some light on this "plan". The rest of this pamphlet doesn't make much sense.



Open the envelope addressed to Sonny and read the letter. Some interesting points mentioned by Jin Soo Seung include:

- Sonny was told to go to New Zealand, gather the "chosen" and find the "artifact"
- Jin's notes are important
- There is a bigger secret behind the origins of S.P.I.E.D.
- Artifacts must be assembled

Close the cupboard and exit the tent. You hear footsteps and see Sonny walking along the path with a box. He looks in your direction, and then walks away without caring that you are in a restricted area.

Stage 1 – Placing the Flowers

Return to the field and locate the Stage 1 flowers arena. Place the plants you have collected in their corresponding vases. Review the plant book for clues.



Put the plants in the vases from left to right:
Kakabeak, waterfall fern, spider orchid, pikao, lily

Completing Stage 1

You receive your first piece of the medallion! Walk back to Base Camp and locate the medallion stand. Place your medallion under Team Tui's logo. You can check the team standings on the scoreboard.



Begin Stage 2 – Sheep Shearing

If you need a reminder, take a look at your phone messages from Pacific Run about the second stage. You need to find a bag before returning to Mossburn. Walk back to the field and take a look at the Auction House.

Matata	0		
Hihi	70		
Tui	70		
Koeboea	110	20	10
Tawahi	130		
Kohoho	40		
Kiwi	190	10	20
Kea	220		
Amohura	160		
Karearea	70	50	40

Remember: You need to keep 50 points in reserve at all times. If you do not have enough points to purchase the bag, you can play mini-games in Puzzle Palace to earn more.

Purchase the bag and travel back to Mossburn.

Entering the Woolshed



The door to the woolshed is now unlocked. Enter the building and take a look around.

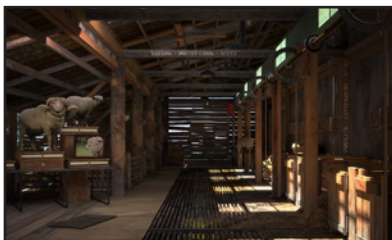
You immediately receive a text message from Pacific Run letting you know about the phone challenge. If you complete it in Puzzle Palace, you will be rewarded with the ability to call an outside friend. Keep this in mind when you return to the field.



Explore the Woolshed

Take note of these features in the woolshed:

- Power switch
- Trunk with photo album
- Sheep at the shearing station
- Fan
- Blades
- Wool drop-off bin
- Wood burning stove
- Names and dates painted in several places
- The locked door to the shearing equipment
- Sheep display
- Sheep pens



At the sheep display, take the key hiding in the left sheep's wool. Find and take the flint on the post by the sheep pens.

Fan Wheel Alignment

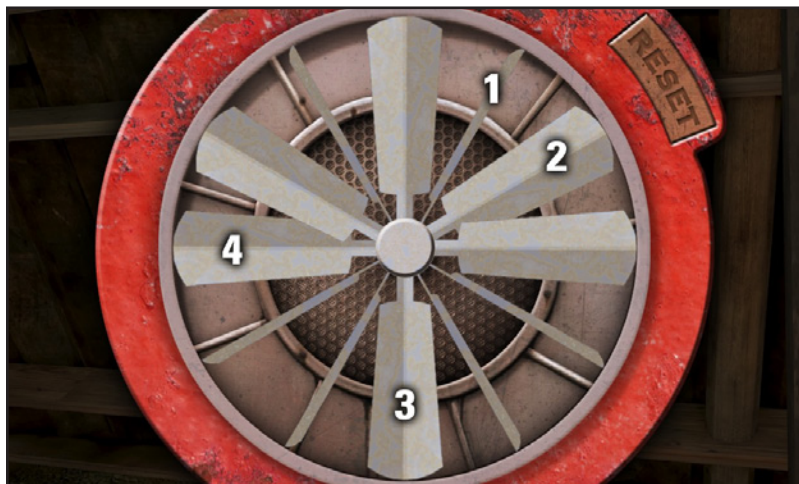


Locate the red fan above the sheep shearing station and take a closer look. All the blades need to lay flat for the fan to work. Turn the blades so they are all horizontal.

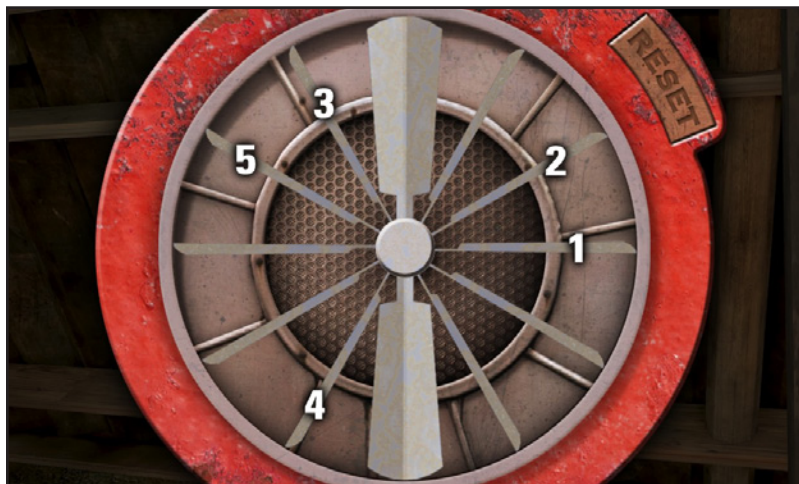
Fan Wheel Solution

Flip each blade in the order shown:

Amateur Sleuth



Master Sleuth

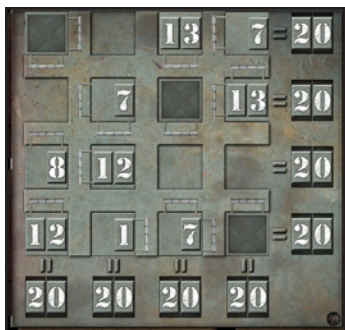


Shearing Equipment - Locked Stall

Before you can use the shearing machine, you need to find the missing blades. Walk over to the storage door labeled "Shearing Equipment" and examine the locked panel. Refer to your book on sheep. Inside is a handwritten note for this locked panel. It says "20 in each row and column unlocks blades."

Move the hinged flaps in the following sequences:

Amateur Sleuth



- Top row: flip the 4
- Top row: flip the 9
- Third row: flip the 7
- Third row: flip the 14

Master Sleuth

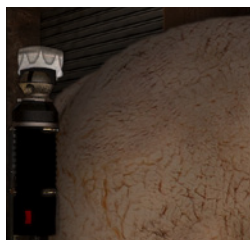


- Top row: Flip the 12 and 7
- Second row: Flip the 12
- Top row: flip the 7 back (it's in the third spot)
- Second row: flip the 5
- Third row: flip the 15
- Second row: flip the 5 back (it's in the last spot)
- Fourth row: flip the 2
- Fourth row: flip the 8 on the left side (it's in the second spot)
- Third row: flip the 2 back (it's in the third spot)

Shearing Sheep

The shearing equipment door unlocks. Open it, take the blades, and turn around. Walk over to the power box on the wall near the door.

Use the power key to turn the power on. Return to the shearing station and place the shearing blades on the razor to the left of the sheep. Shear the sheep and place the wool in the bag.



Sheep Challenge – Complete?

Take your bag of wool over to the bin and drop it in. A compartment opens, but there is no medallion piece! Pick up the scrap of fabric with what looks like a team logo on it. A text message informs you that Stage 2 has been completed.



Stage 2 Winner

The announcer declares Team Kea as the Stage 2 winner. Teams Karearea and Kokako have been eliminated. Back in Base Camp, take a look at the medallion stand and compare the fabric scrap to the team logos. Turn around and talk to Leena.

Questioning Leena

Leena first mentions that she saw you in the out of bounds area. She will “let it slide” if you do her a favor. Leena wants you to ask Sonny about a certain item and see how he reacts. She then hands you some additional comic pages. Ask her if she took your medallion and she will reply with a quote from the rules.

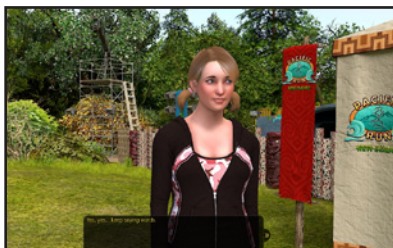
Questioning Patrick

After Leena leaves, go and talk to Patrick. You can ask about his relationship with Leena, but be sure to mention that you overheard them fighting earlier. Patrick tells you that he hates water because he sinks, and Leena wanted him to kayak.

Continue chatting with Patrick. You learn that he doesn't like competition and he was with Leena near the bridge when George was injured. You still have Team Kea's notes that were dropped at Doubtful Sound, and you need to investigate their tent. You can't do that if Patrick is still sitting on his rock. Turn around to find Bess.



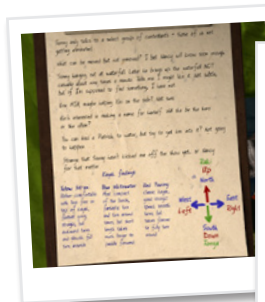
Distracting Patrick



Bess appears to be very interested in watching Sonny Joon. Ask her to pry information out of him. Then ask her to distract Patrick. She immediately leaves to talk to Patrick.

Turn to enter and snoop Team Kea's Tent.

- Take the clipboard
- Take the code notes
- Look at the locked backpack



Beginning Stage 3

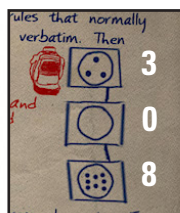


As soon as you pick up the clipboard, you get a Pacific Run text message announcing that Stage 3 is unlocked.

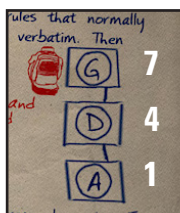
You must "follow the butterflies to find the five pieces of the Hei Tiki hidden underwater" and "return the completed figurine to the "Tiki Turn In" stand."

Backpack Padlock

Amateur Sleuth



Master Sleuth



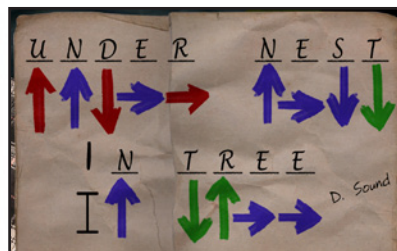
Unlock the backpack padlock using the information from Team Kea's notes. The picture of the backpack is your clue. Look inside the circles. Open the backpack and take the Deduct Card and the arrow code.

Arrow Code

The decoder for the arrow-marked paper is on the clipboard. Note the direction of the arrow and its color to find the letter. For example, a blue arrow pointing to the right would be "E" as in "East".



Remember to look "under nest in tree" in Doubtful Sound.



Before you return to Doubtful Sound, stop by the field and talk to Sonny.



Questioning Sonny's Comics

He asks if you have been reading his papers. Sonny doesn't want you to read them because they are "fascinating."

Ask him about the comics from Leena. He admits to giving it to Leena, then hands you another comic page. Apparently he really likes comics because they teach "so much about ourselves" emphasizing "ourselves" when he speaks. Take this as a hint to read the comics more closely.



You immediately ask Sonny about Jin, his grandfather. He knows you read Jin's letter, because he wanted you to read it. He won't say why, but he does say he needs your help and will send you something later.

If you haven't asked him about these yet, talk to Sonny about being kicked off the show, your missing medallion, if he believes in aliens, his relationship with his grandfather, and if he is purposefully leaving comics for you to find.

Most of Sonny's responses are vague or random or he is distracted in giving you a straight answer. Here is the most of what you are able to learn from him:

- Sonny "possibly" wants something from you
- He knows what happened to your medallion but won't help
- Jin was Sonny's hero, even if the family was embarrassed by him
- Sonny finds you "interesting"

Stage 2's Missing Medallion



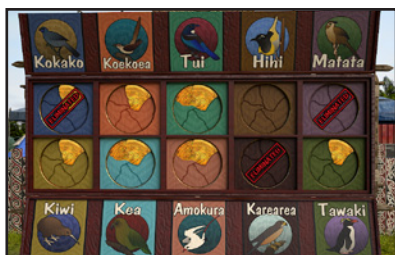
Leave the field and travel to Doubtful Sound. When you arrive at the dock, turn around to hike up the trail. Half-way up you hear the sounds of a rock slide. Back up quickly to avoid the large boulder that rolls down the hill at you. Was this a simple accident? Or was it deliberate? Continue up the path.



Take a closer look at the tree with the bird's nest and you find your missing medallion. Since you are at Doubtful Sound, you may remember that you still do not have access to the hatch to begin Stage 3. Return to Base Camp.

Completing Stage 2

At Base Camp, insert your Stage 2 medallion piece into the stand. Remember, you can check your team points and standings by looking at the scoreboard.



Puzzle Palace Password

As mentioned in a text message from Pacific Run, phone access and a password are given to you if you solve the latest Puzzle Palace challenge. Walk back to the field and enter Puzzle Palace.



Step forward. You hear the sound of a moving object and look up. The hanging mobile is swinging oddly. Step backwards to avoid it dropping on your head.

That was a near miss! Look around for clues. Step inside the earthquake simulator. You immediately overhear Kiri talking to someone. Step out and look around. There is a book on the floor about New Zealand birds. Pick it up and take a look at it. Inside the book, you do not find information about birds, but rather Kiri's notes on the other teams.

Her notes on Sonny reveal that he is not supposed to be running the show and had threatened to kick Kiri off... yet hasn't eliminated her yet. Add these notes to your inventory.

Turn around to face the central screen and solve the word search puzzle to gain phone access.



Word Search Challenge

On the large screen, search for all the words on the list. Click and drag to draw a line over the found words.



As each word is located and crossed off, a letter unlocks to the left, revealing the password to the hatch in Doubtful Sound.

Before you leave Puzzle Palace, you need to look further into Sonny Joon. Remember the note on Sonny's S.P.I.E.D. book from Jamila? Use your phone-a-friend opportunity to talk with her. Look to the left of the main screen. A multi-colored phone is now available to you.

Pick up the phone and press the Puzzle Palace logo. The operator asks you who you would like to call. Give Jamila's name and number and the operator transfers the call.



Calling a Friend

Jamila remembers you from Egypt and asks where you are calling from. As you answer, she immediately realizes that Sonny has “found you.” Ask her about Sonny’s footlocker combination. She says the password is hidden in the S.P.I.E.D. booklet they put together and gives you the clues to figure it out. Ask her if she works for S.P.I.E.D.

Ask Jamila everything you can about Sonny. Here’s what you learn:

- Jin founded S.P.I.E.D.
- Sonny is trying to honor his grandfather’s wishes
- Jamila is not sure exactly what he’s after
- Sonny is searching for an Annunaki artifact
- Sonny could be behind George’s injury
- Jamila works for S.P.I.E.D. as a teacher, which is a cover for the real research she’s conducting

Sonny’s Foot Locker Combination



Leave Puzzle Palace, walk to Base Camp, and sneak back into the crew area. In Sonny’s tent, open up the S.P.I.E.D. book and locate the numbers that Jamila gave clues to find.

Amateur Sleuth

- The number in chapter two = 6
- The lower number of the constellation pamphlet = 5
- The number from the UFO = 8
- The chapter number referenced in chapter five = 3

Master Sleuth

- The number from the UFO = 8
- The sum of the constellation pamphlet = $9+5$ = 14
- The number of stars that look like a hat = 8
- Divide this amount by the chapter about Testers = 7 $8148 \div 7 = 1164$

Stage 3 Challenge

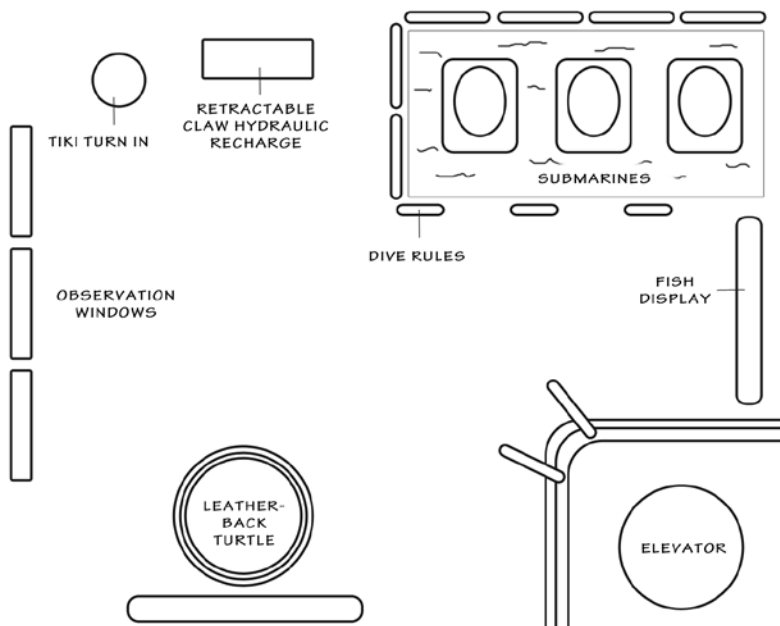
You haven't been working on the third stage, so it's definitely time to change that. Travel to Doubtful Sound and kayak to the hatch.



The password you received from the Puzzle Palace challenge for the hatch is "DOUBTFULSOUND" without any spaces. Enter this into the keypad and enter the hatch.

Map of the Observatory

The Underwater Observatory



Explore the Observatory

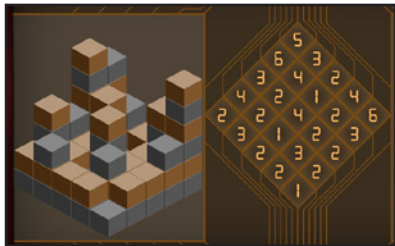
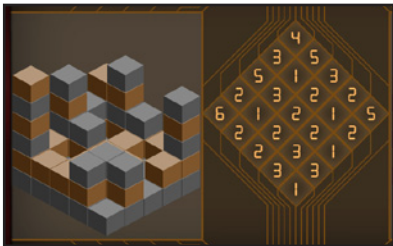
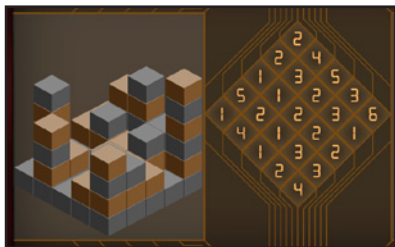
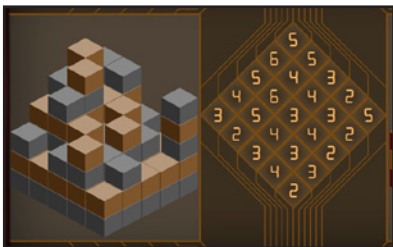
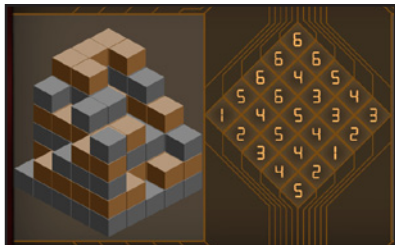
Explore the underwater observatory and notice the following:

- Elevator
- Observation windows
- Fish display
- Tiki Turn In
- Claw recharge station
- Dive rules
- Submarines
- Turtle display



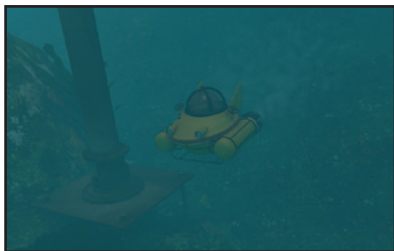
Claw Recharge – Air Pressure

Before you enter a submarine, move over to the Retractable Claw Hydraulic Recharge. Adjust the air pressure to refill the tank that fuels the retractable claw. Press each square as many times as you need cubes stacked for that space.



Tiki Hunt

Get into the sub and dive. Locate all of the tiki boxes underwater. Use the altitude lever to raise or lower yourself to the proper level. Use the claw to reach out and grab each box.



When you find each box, change the altitude lever to the corresponding setting below and use the claw to retrieve the tiki parts:

1. Middle (tiki arm)
2. Low (tiki body)
3. Low (tiki head)
4. Middle (tiki legs)
5. High (tiki arm)

Upon picking up the final tiki piece, you receive a text from Pacific Run regarding a kayak race challenge. Steer your submarine back to the observatory. In the observatory, place the tiki in the "Tiki Turn In" stand. The sign lights up and your phone beeps with a new message. The next part of the Stage 3 challenge is to label the sheep display back in the woolshed.



Kayak Challenge

Ride the elevator back up to the surface and kayak back to the dock. Look at the screen to see the race times. Your goal is to get the best time. Choose the kayak that will help you race the fastest. Take a look at the clipboard you picked up from Team Kea's tent and read their notes about the different kayaks. Press the start button and choose the red kayak.

Paddle in the following direction with the cursors shown like this:



Left Corner
(LC)



Forward Left
(FL)



Forward
(F)



Forward Right
(FR)



Right Corner
(RC)



U-Turn
(U)



LC-F – tap blue buoy

U-F6x-LC-RC-LC-F – tap green buoy

U-RC-FR-FR-F – tap red buoy

U-F-RC-FR-F2x – tap yellow buoy

F-FR2x-F-FR-F2x – tap purple buoy

U-F2x-RC-F3x – press stop button

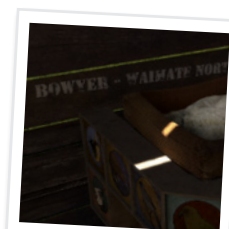
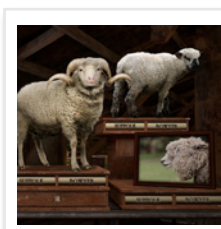


If you get the fastest time, your phone will beep with a new text message from Pacific Run saying you earned 50 points. Pacific Run also gives you the password to the Cromwell location: OTAGOMINES.

Stage 3 – Sheep Labels

Travel to Mossburn to complete the second half of Stage 3. Enter the woolshed and walk to the sheep display. Bess calls you, letting you know that Sonny has given Team Tui a side quest to earn more points. Unfortunately, the only direction Bess offers you is the word "turtle." Remember to ask Sonny for more details later.

Look closer at the sheep display and refer to your book on sheep. Match each display with the correct sheep breed and region they are from. The graffiti of farmer names found all over the shed will help.



Label the sheep as shown:

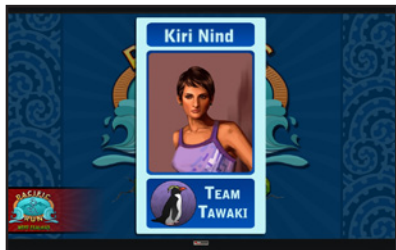


Take the fish for the fish bowl. As you add it to your inventory, the phone message from Pacific Run announces that Stage 3 has been completed.



Stage 3 Winner

The announcer states Team Tawaki has won the challenge, while teams Hihi and Koekoea have been eliminated. Back at Base Camp, your phone beeps again. The text message says Stage 4 is open, and you must grab a pick to mine some gold.



Codes Cracked

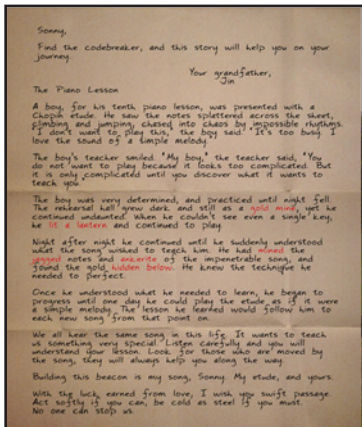
Before you leave Base Camp, talk to Bess. She questions you about your choice in phone friends. Ask her about finding a points card and she will hand you one. Turn to talk to Leena. She knows how you found your missing medallion and tells you to stay out of her things. Offer her your points card and she will give you The Piano Lesson, decoded.



Jin's Etude

Leena remembers that Jin mentioned the etude and spoke of Sonny to her, though she didn't take it seriously at the time.

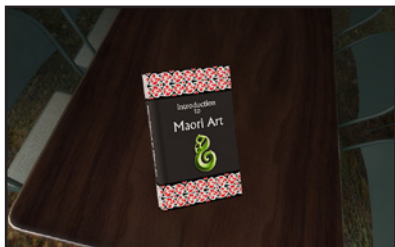
Open the etude from your inventory. Jin's story 'The Piano Lesson' contains a hidden message as several words and phrases are highlighted: "gold mine", "lit a lantern", "mined", "jagged", "ankerite" and "hidden below".



Kiri's Success

Instead of jumping into the next challenge right away, return to the field and talk to Kiri.

Congratulate her on winning the last stage. Ask her if there are any breakthroughs in the competition. You then offer her the password to the mines and she returns the favor by giving you a book on Maori art.



Turtle Quest?

Go and talk to Sonny. Bess didn't provide much information about your special side quest from Sonny, so ask him what "turtle" means. He will tell you to look into the life of the mysterious leatherback turtle, but that's all he says. He then gives you more comic book pages, and tells you to check your phone for a "very special" update from the show.



Ask Sonny more questions about hijacking the show, picking this season's cast, and where his name originally came from. You learn these important facts:

- The name "Sonny" came from Jin
- Jin was an explorer who founded S.P.I.E.D.
- S.P.I.E.D. is a top secret club – and you are already a member

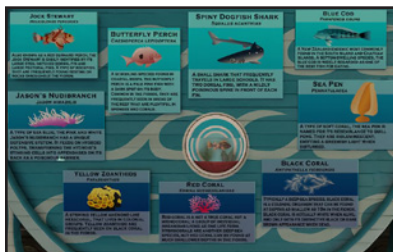


Stage 3 - Fish and the Turtle Quest

Return to Doubtful Sound. At your arrival, your phone beeps. Read the latest message about the new side quest. It doesn't say what kind of quest it is... or if it's even safe, but it is worth 70 bonus points! Take a kayak and paddle to the hatch.

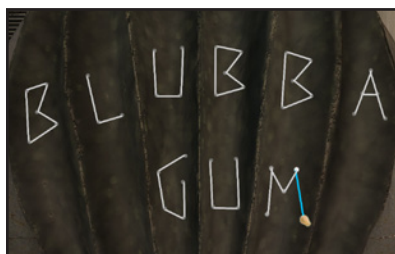
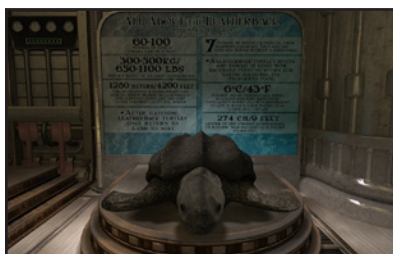


Ride the elevator down to the observatory and walk up to the fish display. Place the fish in the bowl. The bowl rotates and reveals a medallion piece. Add it to your inventory. Turn around to look closer at the leatherback turtle.



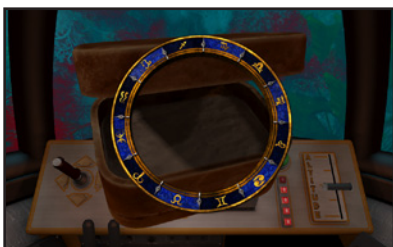
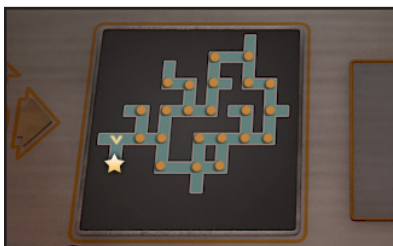
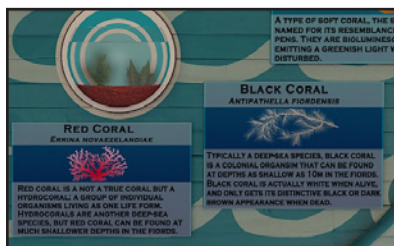
Turtle Quest Letters

The turtle has numerous spots on its back. Refer to the comic with the turtle and connect the dots to spell out 'BLUBBA GUM.' The turtle's mouth opens, revealing a piece of paper within. Take the sheet and read the riddle.



Turtle Riddle

Take another look at the fish display and notice the Red Coral and Black Coral (which is actually white). This is what the turtle riddle mentioned. Go over to the recharging station and recharge the claw pressure. (See “Claw Recharge – Air Pressure” on page 48 for solutions.) Enter the submarine and search for red and white coral found together. Set your altitude to the middle setting and use the claw.



This is odd. This artifact piece does not look like it is part of the competition. Remember to ask Sonny about this later and add it to your inventory. Suddenly an alarm goes off! Head back to the observatory as fast as you can before the sub's control system shuts down.

Finishing Stage 3

In the observatory, take the elevator back up to the surface and kayak back to the dock. Travel back to Base Camp. Approach the medallion stand and place your medallion.



Beginning Stage 4

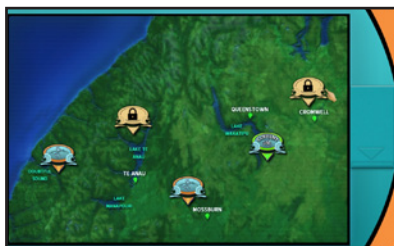
The Stage 4 Pacific Run text told you to grab a pick. Return to the field. To the left, the gold arena has opened up. Take a closer look.



Take the pick and the book. The book describes how to pan for gold. You will need to first find a pan, and then locate the mines. Add the book to your inventory and walk over to the Auction House. Purchase the pan using your points. Head over to the map kiosk.

The Mines

Click on the locked marker by Cromwell and enter your password from winning the kayak challenge: OTAGOMINES. Travel to the mines.



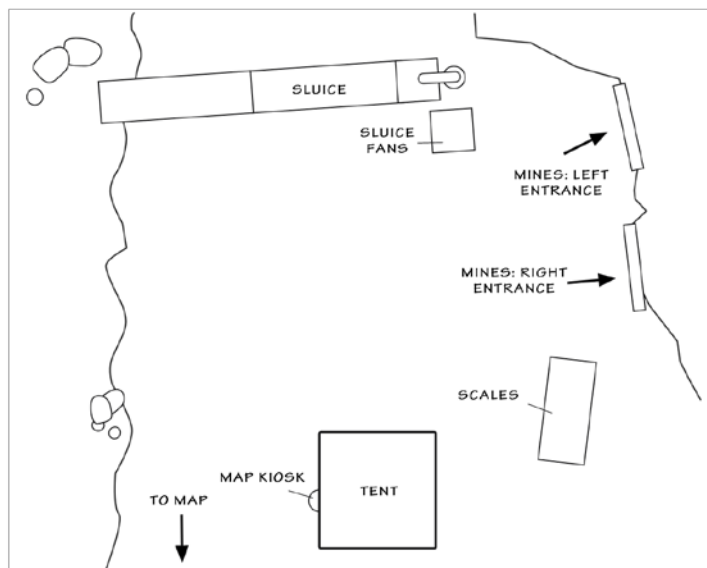
Explore the Mines

Explore the area and notice the scales on the table, the creek, the broken sluice box, and the two entrances to the mines. Enter the mines from the left entrance. Keeping to the left, you reach a dead-end. Turn around and take the side tunnel.

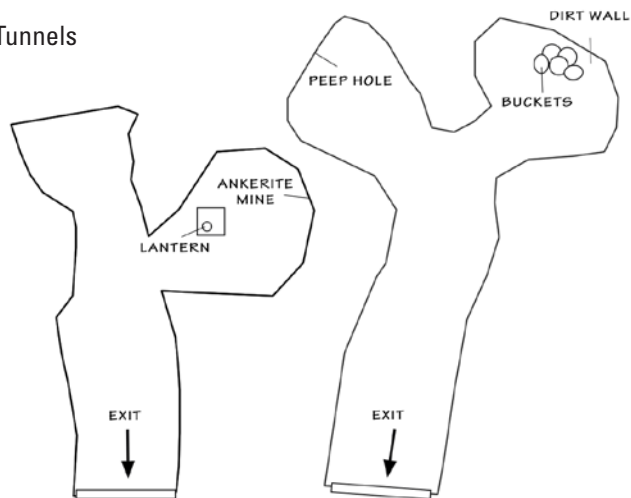


Map of the Mines

The Mines at Cromwell



Mine Tunnels



The Tunnels

Remember what the etude said? The highlighted words were clues to the lantern found here. Use the flint in your inventory (found from the sheep's pen in the woolshed) and light the lantern.

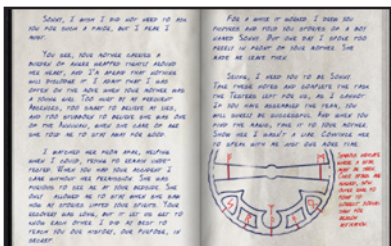
The lantern lid opens to reveal a key! Take this key and remember to follow up with your waterfall clues from the comic.



Ankerite Vein



The clues from the etude hinted at more than just a key. Approach the ankerite vein behind the lantern. Use your pick on the rocks to the lower right of the vein. Hidden below is a worn leather journal. The journal contains notes from Jin to Sonny about a mission. Add this journal to your inventory and exit the mine.



Symbols Sighting

Enter the right mine and turn left at the lights. It's a dead end, but peek through the hole in the rock. On the far side are some stone letters. There's no clear way into the area. Step back into the main tunnel.



Mining for Gold



At the end of this tunnel is a wall of dirt and roots with a pile of wooden buckets. Approach the wall and you receive a text on your phone from Bess. She wants you to ask Sonny if he's seeing anyone.



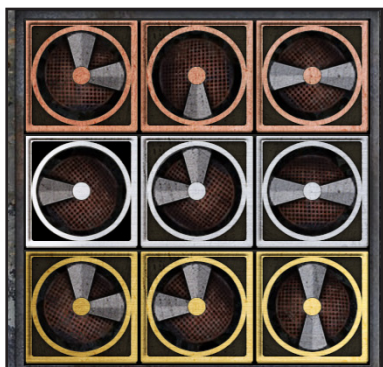
Use your pick on the dirt wall and fill a bucket. Bess texts again, interrupting your work. Take the bucket of dirt and exit the mines.

Walk over to the sluice box and empty your bucket of dirt into the box below the water spout. Try turning on the water. Nothing comes out. Next to the sluice box, you need to adjust the fans for the pipes.



Sluice Fans

To get the proper amount of water pressure to flow through the pipes, place all of the fans in the sluice box so each fan shows four blades.



+



Now that the fans are fixed, turn the water on. The sluice filters the larger rocks out and leaves the sand. Take the bucket of sand and turn around to face the creek.

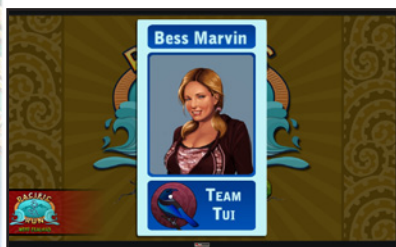
Sift the sand out of the pan by dipping it into the water a few times. Gold pieces remain in the pan when you finish. Take the gold flakes and back up to approach the table of scales.

Place the gold flakes on your team's scale. The scale opens up to reveal your medallion. Add it to your inventory.



Finishing Stage 4 – Gold Challenge

Leave the mines and return to the medallion stand in Base Camp. Set your medallion in its place. Your phone beeps with a new text message from Pacific Run. Congrats! You finished Stage 4 first! Teams Amokura and Kiwi have been eliminated.



The next text message alerts you to the final stage. Your mission is to activate the symbols in the caves at Lake Te Anau. The text message tells you the password to unlock the map marker: WAITOMO.



The Waterfall Clue

Instead of traveling to Lake Te Anau, follow up on the waterfall clues from Sonny's comic. The comic shows a picture of a cave hidden under a tree and covered by roots. You've seen something similar before. Travel to Mossburn and follow the path past the woolshed.



At the tree stump, turn right and climb up the trail to find the mouth of the cave. Push the tree roots to one side and walk in. Continue walking along the bank and underneath the waterfall.



Behind the Waterfall

On the rock wall is a carving with a keyhole. Use your old key (the one found in the lantern in the gold mine) to open the panel. It reveals a grid with numbers along two edges.

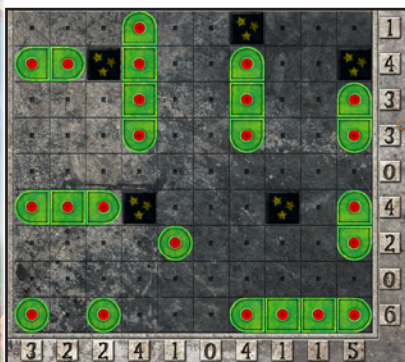


Grid Carving

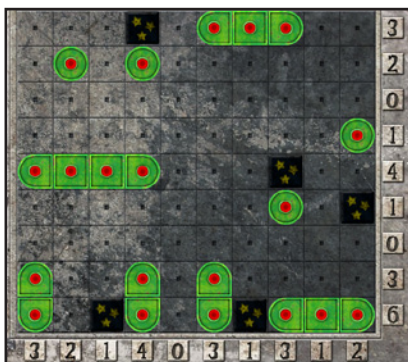
Sonny's grandfather left this spaceship carving puzzle here to be solved. Click and drag the squares across the grid to place ships. The numbers along the edges correspond to how many ship segments should be placed in each row and column.

The stars represent an unoccupied space and you can right-mouse click to add them. It is not necessary to fill the board with stars.

Amateur Sleuth Solution



Master Sleuth Solution

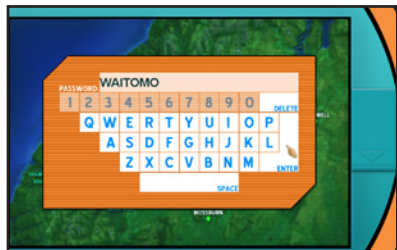


The stone drawer slides open to reveal a strange relic. Could this be an artifact that Sonny is looking for? Add it to your inventory and turn around to hike back to the woolshed.



Beginning Stage 5 – The Final Stage

Select the locked map marker near Lake Te Anau. Enter the password from your messages: WAITOMO. Travel to the newly unlocked location.

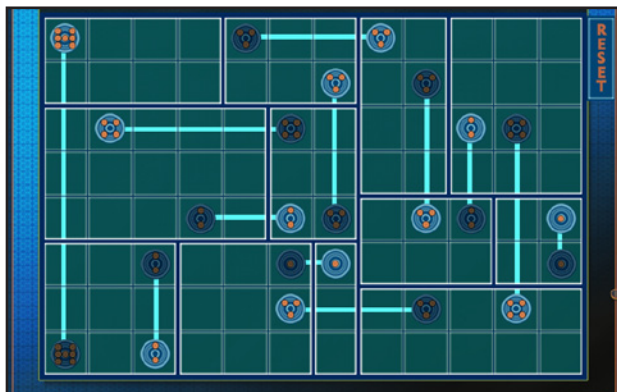


Step up to the cave entrance. It is really dark in there. You need to find a way to get light inside. To the left of the entrance is a grey power box. Open it and solve the grid puzzle.

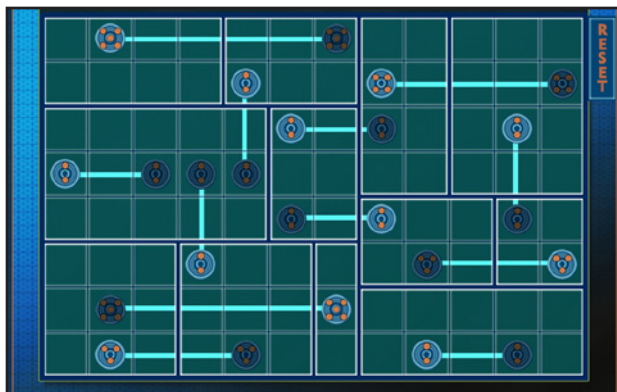


Power Grid

Light up each section on the grid. Select a numbered disc to highlight it, then select the location you want it to light up. The beams cannot cross each other.



**Amateur Sleuth
Solution**

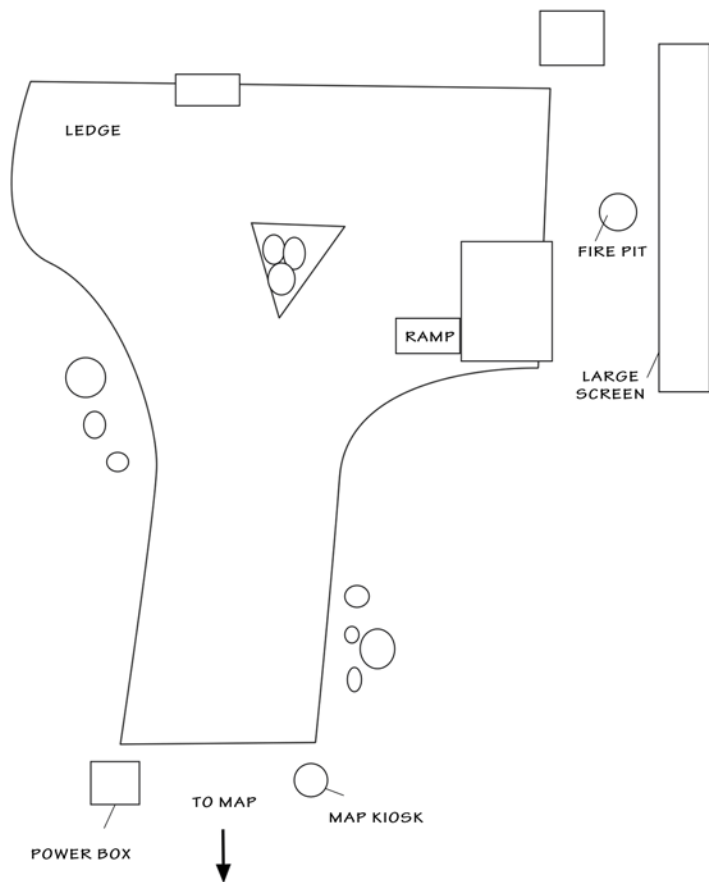


**Master Sleuth
Solution**

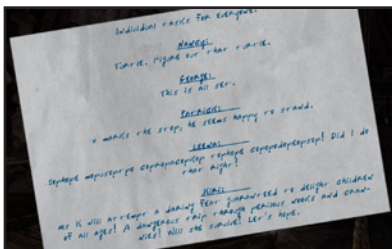
The power box turns the cave lights on. Step inside and explore the area.

Map of the Cave

The Cave at Lake Te Anau

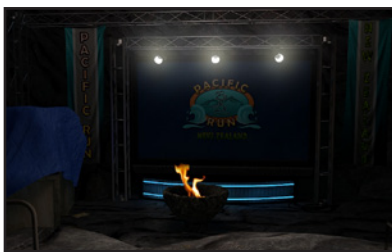


Explore the Cave



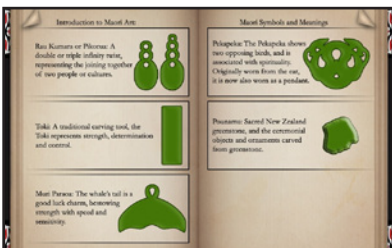
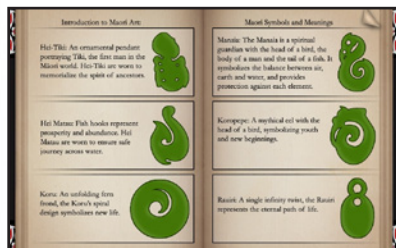
- Read the paper on the floor of Sonny's notes on each competitor
- Find the comic page about the climber in the mines
- Read the large screen instruction to light the fire pit
- See the fire pit
- Use your flint to light the fire

The lit fire pit activates the large screen on the wall. Back up from the fire and look closer at the screen.

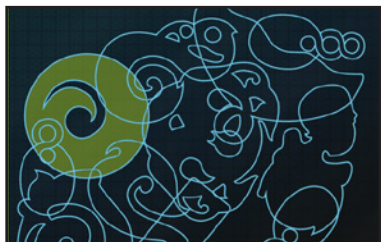


Maori Symbols

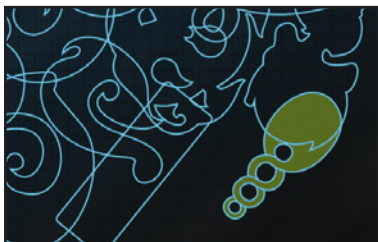
Reference your book on Maori art to determine the correct symbol to fill in on the screen.



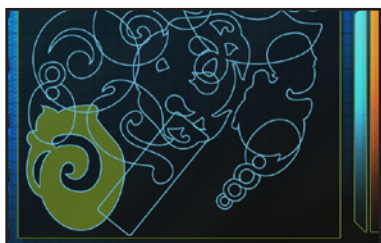
Koru



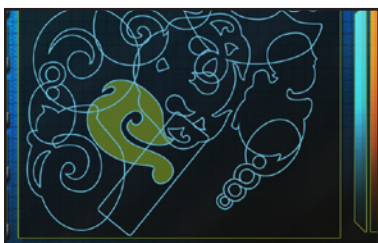
Triple Rau Kumara



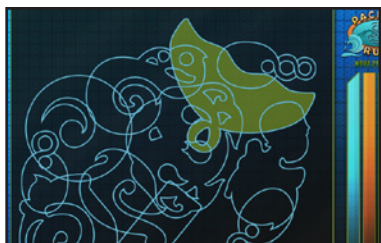
Koropepe



Hei Matau



Muri Paraoa

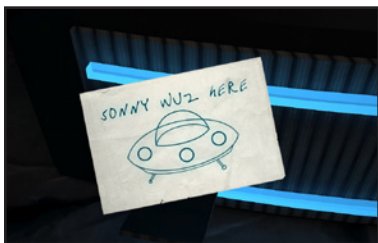


"Sonny Wuz Here"

A panel opens up below the screen. Instead of a medallion, inside is a spaceship doodle with the familiar handwriting "Sonny Wuz Here."

Remember to ask him about the medallion later.

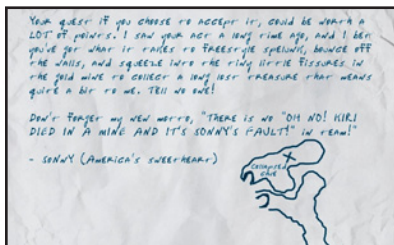
Leave the cave and travel to Cromwell. You need to look further into the comic about the rope climber in the mines.



Snooping in the Mines

Back at the mines, enter the right tunnel entrance and veer to the left. Peer through the peephole into the next room. You see Kiri rotate a symbol which causes rocks to fall. Kiri quickly moves out of the way.

Back up and exit the tunnel. Re-enter through the left mine entrance and head all the way down the tunnel. This was once a dead-end, but the rocks have fallen, leaving an opening large enough to get through.



Pick up the paper from the ground and read Sonny's note to Kiri. It looks as if this mission was not a part of the Pacific Run challenge. Take a closer look at the letters on the wall.

Relic Letters

Rotate each letter to spell "ominous omniscient". A rock panel opens to reveal another artifact. Add it to your inventory and walk back out of the tunnel.



Overheard Argument

Before you exit the mine, you overhear Kiri arguing with Sonny. She's upset with the cave collapsing and questions why no one else got this mission besides her. She knows Sonny isn't supposed to be here and threatens him. Kiri agrees to keep quiet if Sonny will help her progress in the show.



Confronting Sonny

Leave the mine and return to the field to confront Sonny about the missing medallion. He gives you your medallion and encourages you to beat Kiri. Head back to the medallion stand.



The Last Medallion

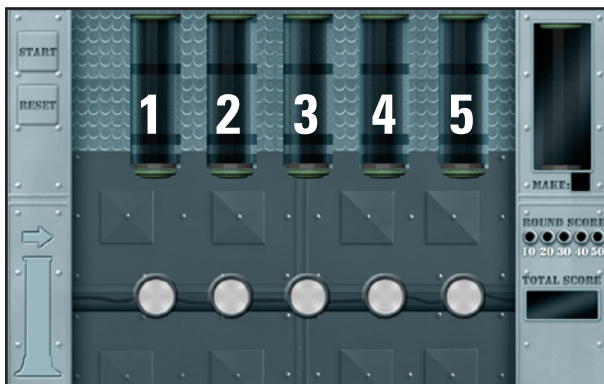
Kiri is right on your tail! You throw the medallion to Bess who then quickly places it on the board at the same moment Kiri does.

The scores are matched and Sonny declares it a tie! You and Kiri go into a "sudden death" tie-breaker challenge in Puzzle Palace.



Sudden Death Challenge

Listen to the directions from the announcer. To the right is the order you must create, as well as how many of these you need. Open and close the funnels to drop in the correct tokens into each case.



Amateur Solution

Round 1

Case 1 = Close #3

Round 2

Case 1 = Close #1

Case 2 = Open #1, close #5

Round 3

Case 1 = Close #1, #5

Case 2 = Close #2, open #5

Case 3 = Open #1, #2, close #4, #5

Round 4

Case 1 = Close #1, #2

Case 2 = Open #1, close #5

Case 3 = Open #2, close #4

Case 4 = Close #1, #3, open #4, #5

Round 5

Case 1 = Close #2, #5

Case 2 = Open #2, close #4

Case 3 = Close #1, #2, open #4, #5

Case 4 = Open #2, close #3,

Case 5 = Open #3, close #5

Master Solution

Round 1

Case 1 = Close #3

Round 2

Case 1 = Close #4

Case 2 = Close #2, open #4

Round 3

Case 1 = Close #2, #5

Case 2 = Open #2, close #4

Case 3 = Close #2, open #4, #5

Round 4

Case 1 = Close #1, #5

Case 2 = Close #2, open #5,

Case 3 = Open #1, #2, close #3, #5

Case 4 = Close #1, open #3

Round 5

Case 1 = Close #1, #2, #3

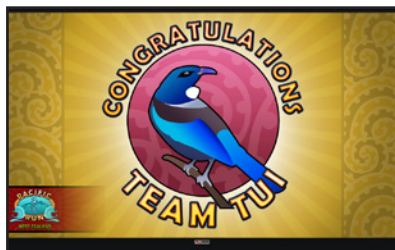
Case 2 = Open #2, close #5

Case 3 = Open #1, close #4

Case 4 = Close #1, open #5

Case 5 = Open #4

Congrats Team Tui on your victory!
At the end of the announcer's wrap up, Sonny calls out for Team Tui to report to the field. Go and talk to Sonny. Sonny tells you to grab a rope and join him in the caves.



Sonny's Mission

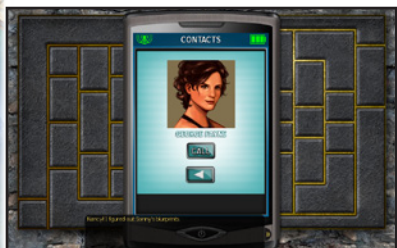


There is rope on the nearby dining table. Grab it and you are taken to the caves at Cromwell.

Walk along the path to the left and notice the sign Sonny left for you. Attach the rope to the sign and rappel down the ledge.

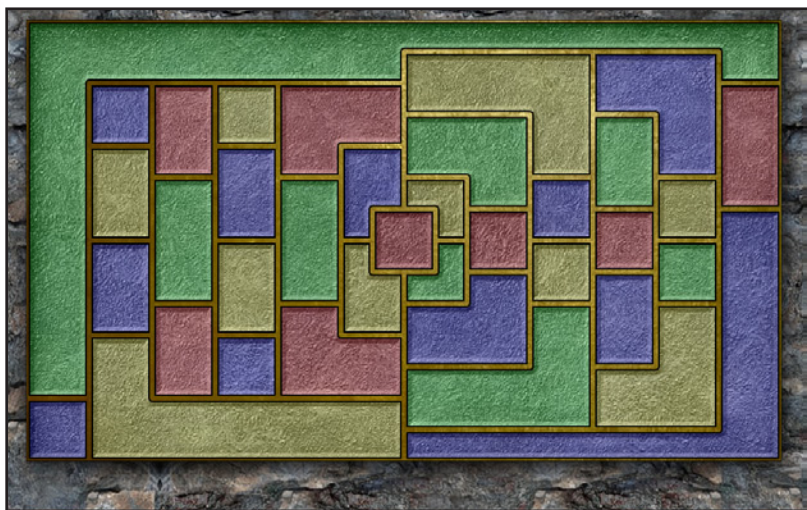
Stone Wall Device

Turning away from the wall, you see a strange device on the opposite side. Take a closer look. You hear Sonny rappel down behind you. He tells you this is why he brought you along: to solve this puzzle.



He isn't sure how to solve it. Your phone rings. George excitedly says she figured out Sonny's blueprints. She tells you that the device has to be colored green in the top corners, and blue in the bottom corners. George hangs up and leaves you to solve the puzzle.

Starting with the corners as George suggested, fill every shape with a color. Make sure that similar colors are not in adjacent shapes.



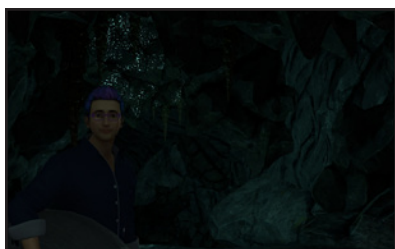
A lever appears behind the hidden door. Pull it. The pool of water next to you begins to recede, revealing a submerged tunnel.

Trapped!

Kiri calls out from the ledge above, obviously upset with your betrayal and cuts the rope, leaving you and Sonny trapped.

Turn around and Sonny will declare good news and bad news. The lights go out, but a moment later the cave ceiling starts to glow. Sonny's idea for an escape is somewhere down in the water. You aren't falling for his tricks. Sonny suddenly grabs you and throws you into the water. You soon find yourself racing down the river in a raft!

Cavern Rafting



Sonny calls out instructions as you steer the raft. If you don't follow what he says, you will certainly crash into the rocks. Carefully navigate your way to the end of the river.

Paddle right, left, right, right, left.

The End of the River

At the end, you leave the raft. Sonny apparently doesn't see what he's looking for and shouts out "There's nothing here, Jin!" clearly upset.

Patrick's voice is heard from above. As he tries to lean in closer to the ledge, he falls into the cavern. He walks towards you and notices something down in the water.



Patrick realizes that this is "his river." It is too deep, and he is the only one who can reach the bottom because he simply sinks. As you both wait for Patrick to surface, Sonny tells you a bit more about Jin.

Sonny looks down into the water and notices how Patrick is not swimming, but walking. You hear a loud noise and the water completely drains, revealing something below. Patrick shouts out to you that he is fine - there are stairs.



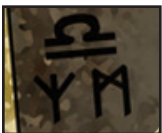
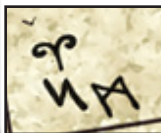
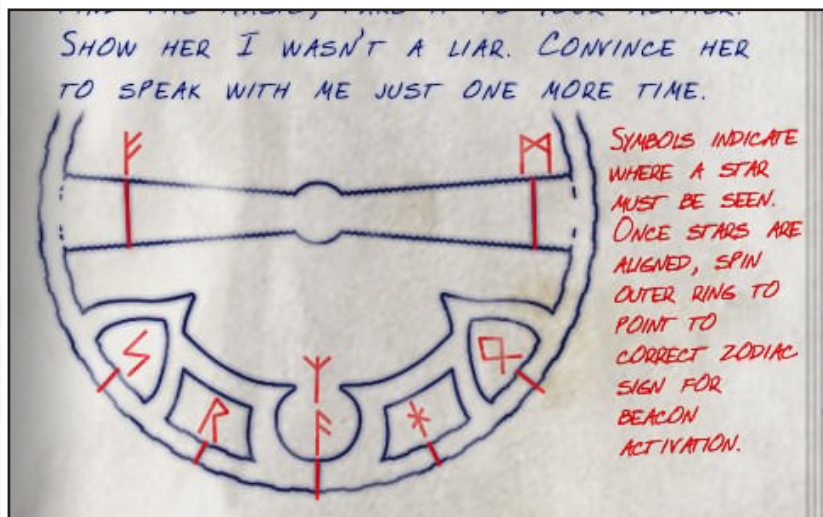
Rebuilding the Compass

Sonny gives you the last piece of the relic. The comics called this set of relics the “Annunaki Compass.” Take a look at Jin’s comic and his notebook to figure out how to work the compass.



Place the relic pieces on the compass in this order:

1. Star Chart
2. Relic Section
3. Relic Piece
4. Relic Fragment



Star Alignment

Refer to Jin's sketch to determine the correct positions. Drag the inner disc to align the stars, then rotate the outer ring to match the point to the zodiac symbol. Each time you align it correctly, a point or two retract in the center of the relic.



The Compass Reveals...

The compass unlocks, lights up, and starts to spin. It stops and projects stars onto the ceiling of the cave. Bess then calls out to you from ground level. She momentarily enjoys her shining moment of “saving the day,” and then sends down a rope.



Congratulations! You found Jin's treasure and won Pacific Run!

Which Trophies Did You Earn?

How many points did you earn? Are you a super fan of Pacific Run? Check your progress often in the menu's trophy award screen. The trophies below are awarded to you for accomplishing the following challenges.

Big Spender	For buying one of each auction item
Card Agon	For using four points cards
Compassionate	For checking in with George
Dive Master	For diving on six different occasions
Egged	For finding an Easter egg
Explorer	For taking the kayaks out 12 or more times
Gamer	For playing Raid or Monster 10 or more times in Puzzle Palace
High Scorer	For reaching 700 or more points
Spoiler Free	For never using a spoiler
Super Fan	For listening to all of the team confessionals
Survivor	For making it through the simulator failure
Trivia Tamer	For correctly answering the trivia question
Charmed	Finding all seven phone charms (Bonus Edition only)