

The Locked House of Dr. Matrix

A Puzzle Hunt by Wei-Hwa Huang

Hello, and welcome. I'd invite you in, but I have made a grave error in designing the lock on my front door; in my elaborateness, I seem to have forgotten to design a way to open it from the inside! That is precisely why you are here. There are twenty-six puzzles spread around the house, each one with a single identification letter in the upper-left corner. Choose any puzzle to start with.

The answer to each puzzle is usually a single English word, although occasionally it might be a name or hyphenated. Using basic numerological analysis, that word can be converted into a single letter. You should then proceed to the puzzle with that identification letter, and solve that one. Convert the solution for that puzzle into a letter, and so forth.

After you have solved thirteen puzzles, you'll be that much closer to finding the unlock code that will get me out of here; come back and I'll give you more instructions.

I do hope you can get through and let me out of here. It's been getting dreadfully boring for a man of my age.

Sincerely,

Dr. Irving Joshua Matrix

dedicated to and inspired by
the many works of Martin Gardner

Bringing your own notepad and pencil is highly recommended.