

Harvest Festival - Solutions

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Location: Sage Advice **YOU REAP WHAT YOU SEW**

Main set:

Vegetable Garden

RADISH STEW

Pumpkin Carving

SELF PORTRAIT

Apple Picking

NEW HEIGHTS

Corn Maze

RAMBLE

Meta: Hayride

THE FINAL STRAW

Bonus: Ghost Story

NO MORE BOOS FOR YOU



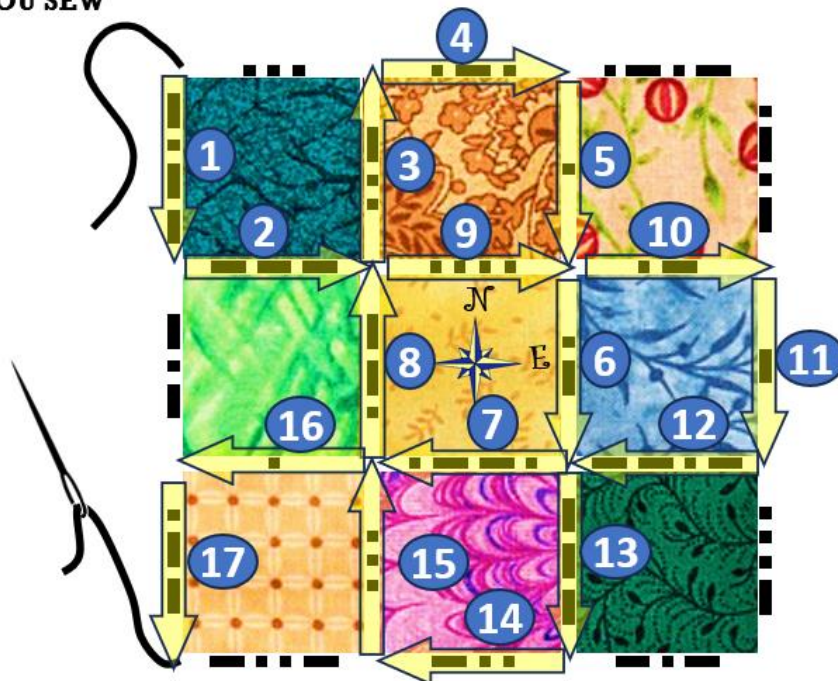
Location: Sage Advice

Use the words of Dottie's advice as compass directions based on the first letter of each word: **Seeking Extraordinary Never Ever Satisfies. Seek Wee-little Nuances Every Ephemeral Second. Seek What Next We Serve.** Starting where the seamstress started in the upper left corner, first head S then E then N... These are indicated by the 17 numbered arrows below:

If you read these segments as Morse

code they spell out the solution:

YOU REAP WHAT YOU SEW



Vegetable Garden

In the first section, we begin by solving the clues. As we progress, we discover that the answers are in alphabetical order, which can help us fill any gaps:

AC	Summertime convenience (Abbr.)
ART	It might be exhibited
BAG	One might be for punching, or for sleeping
BEE	Yellow and black insect
BRUSSELS	European Union seat
CAB	Yellow and black vehicle
CAR	Sports or clown ____
CHAR	To blacken veggies, for example, on the grill
CHOKER	Hazard with small children and small toys
HAL	AI from 2001: A Space Odyssey
LOT	Parking ____
O	Most common blood type in the world
OT	Exciting basketball situation (Abbr.)
OUT	Openly trans, perhaps
PEP	Excitement, or a kind of rally
PER	Each
POT	What you might cook the answer to this puzzle in
PR	Department in charge of damage control (Abbr.)
SPIN	Something positive the above dept tries to put on a situation
SWEET	____ Caroline (BA, BA, BA!)
TO	Infinitive initiator
YELL	Holler

Looking at the second section, we notice that our answers can be inserted into the blank spaces, and that answers can (almost) be combined to create vegetables. (For example, ART and CHOKER together almost make ARTICHOKE, we are just missing an I.) If we insert one extra letter in each bracketed space, we can then complete our vegetables (e.g. ART / [I] / CHOKER).

CAR / [R] / OT

SWEET / POT / [A] / TO

CHAR / [D]

ART / [I] / CHOKER

[S] / HAL / LOT

SPIN / AC / [H]

BRUSSEL / [S] / PR / OUT

BEE / [T]

CAB / BAG / [E]

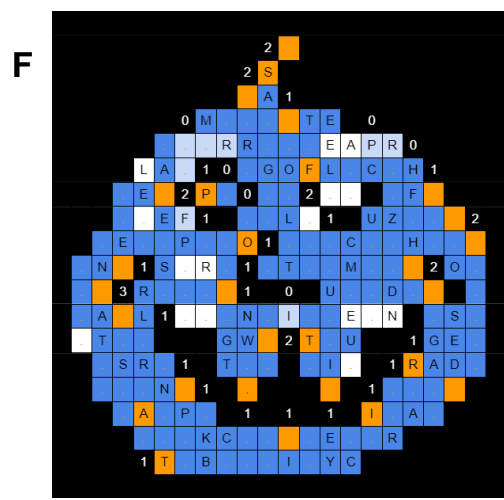
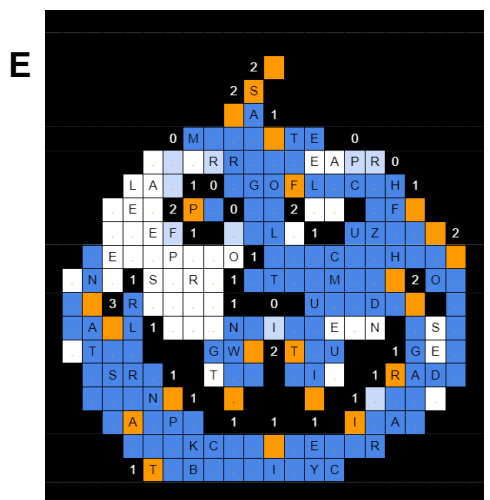
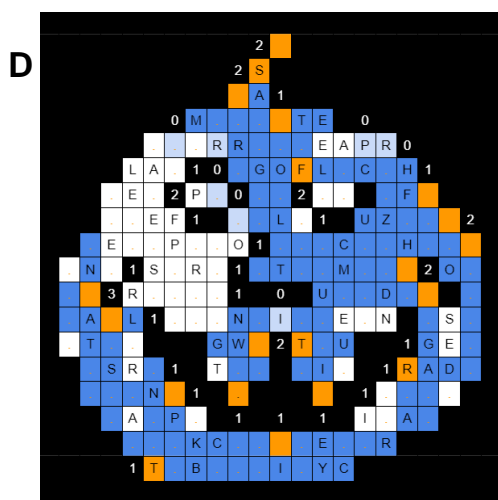
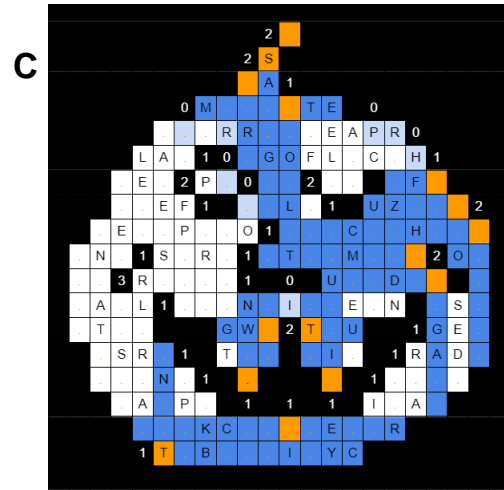
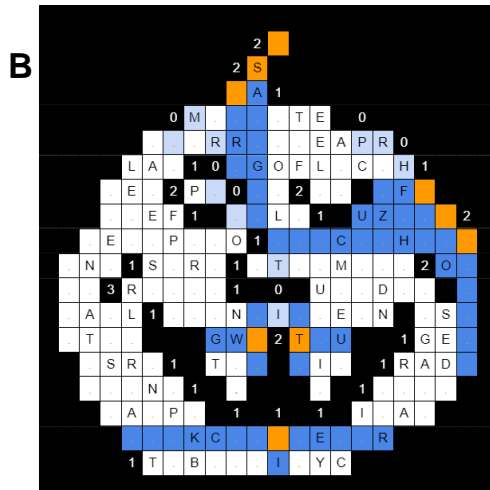
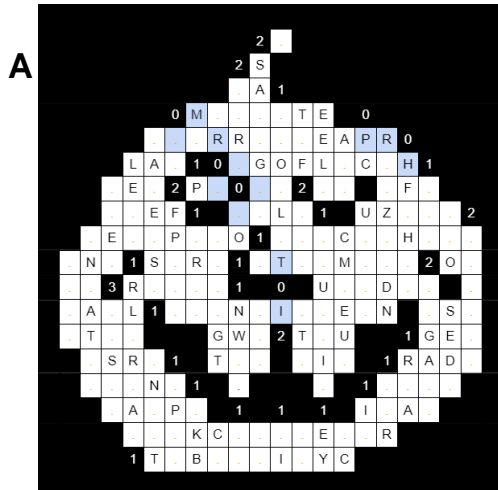
YELL / O / [W] / PEP / PER

Lastly, we read the bracketed letters from top to bottom to cook our meal: **RADISH STEW**

Pumpkin Carving

This is a logic puzzle (of a type called akari), and we can solve it by placing lights one at a time, noticing constraints as to where some lights cannot go, and iterating.

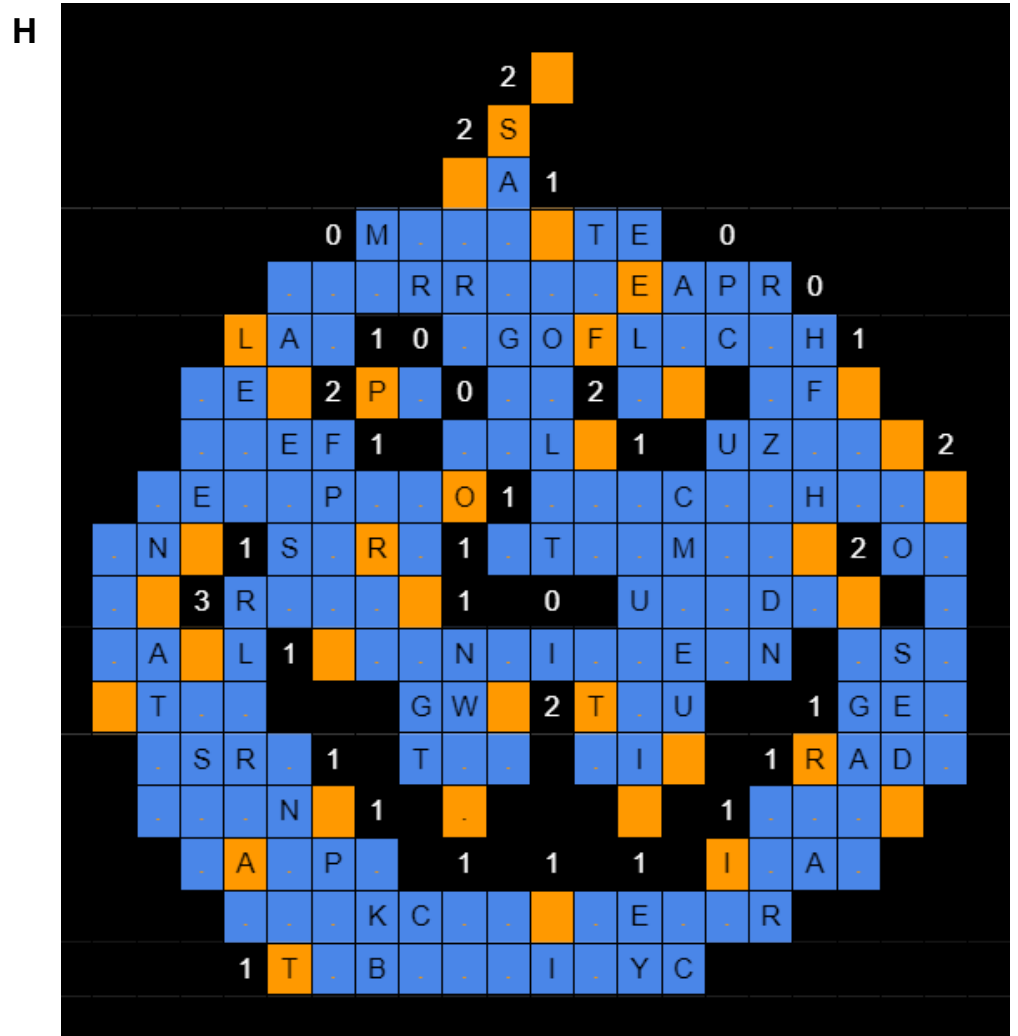
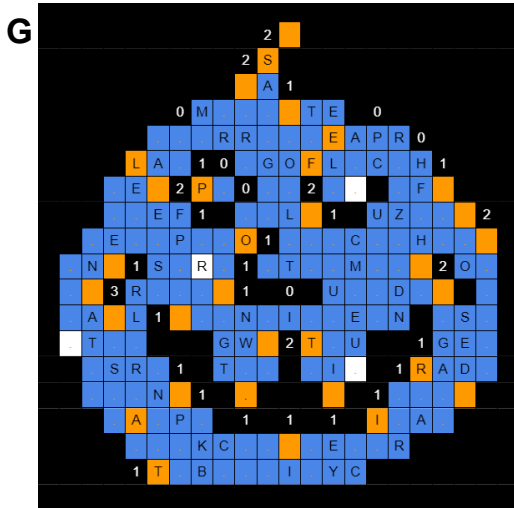
1. First, mark (light blue) as non-candle-containing all cells adjacent to a 0: (A below)
2. Next, we notice some clues where the number of adjacent cells a light could be in is the number of adjacent cells a light *must* be in. Highlight (in orange) those cells as being lit, and note (in dark blue) all the cells they illuminate:(B below)
3. Repeating that process, we fill in more lights and more illuminated cells.(C)
4. We can now make a couple of more interesting observations:
 - in the left of the puzzle, the 3-1 pair overlaps on two squares. Only one of them can have candles (per the 1), so the other 2 squares touching the 3 must have candles in them.
 - same observation around the 1-2 in the top middle (D)
5. Exactly one of the two cells in the left eye must have a candle in it. There's only one way to finish satisfying the diagonal of ones in the bottom right. The cell touching a 1 in the bottom left has to be illuminated somehow, but it can't have a candle in it. (E)
6. Finish off the left 3. Something has to illuminate the candle-less square on the bottom right diagonal. Finish off the 2 on the left eye. Finish off the central one. Finish off the 1 at the corner



7. Finish off the one at the left of the mouth. Something must illuminate the square below the right eye. Something must illuminate the square just northwest of the left eye, which has to be the L near the edge. One of the E and A in row 5 must have a candle, to illuminate the cell in the 4th column of that row; If it were the A, nothing would illuminate the left internal part of the right eye, so it is the E. (G)

8. The four remaining cells have candles in them. (H)

Reading illuminated cells by rows, we see that we've drawn a **SELF PORTRAIT**.



Apple Picking

We can search in the word search and notice some words, but none of them seem to quite answer the clues at the bottom. We notice, as clued in the flavor text, that each word starts or ends with an apple. For example, we might find 🍏 STATE OF MIND, or STATUE OF 🍏. These phrases are conspicuously missing a piece, and we might notice that the missing piece is a kind of apple: EMPIRE STATE OF MIND and STATUE OF LIBERTY.

Once we have found some more of the phrases, we notice that the rest of the grid seems to be spelling something out: it is a list of apple types. This is helpful for us to understand the rest of the phrases.

The unused letters spell APPLES:
 AMBROSIA BALDWIN BRAEBURN
 CAMEO EMPIRE ENVY FUJI GALA
 GRANNY SMITH HONEY CRISP
 JONATHAN LIBERTY PAZAZZ PINK
 LADY RED DELICIOUS SNOW
 WINESAP. Not all the apples are used, but the ones we need are in this list.

Now we can solve all the clues:
 JAMES (BALDWIN) – a Black queer novelist
 (EMPIRE) STATE OF MIND - a legendary rap song
 GREEN WITH (ENVY) - an expression
 MOUNT (FUJI) - a Japanese natural wonder
 THE MET (GALA) - an annual fashion event
 (JONATHAN) SWIFT - a British satirist
 STATUE OF (LIBERTY) - a sculpture
 (SNOW) WHITE - a Disney damsel

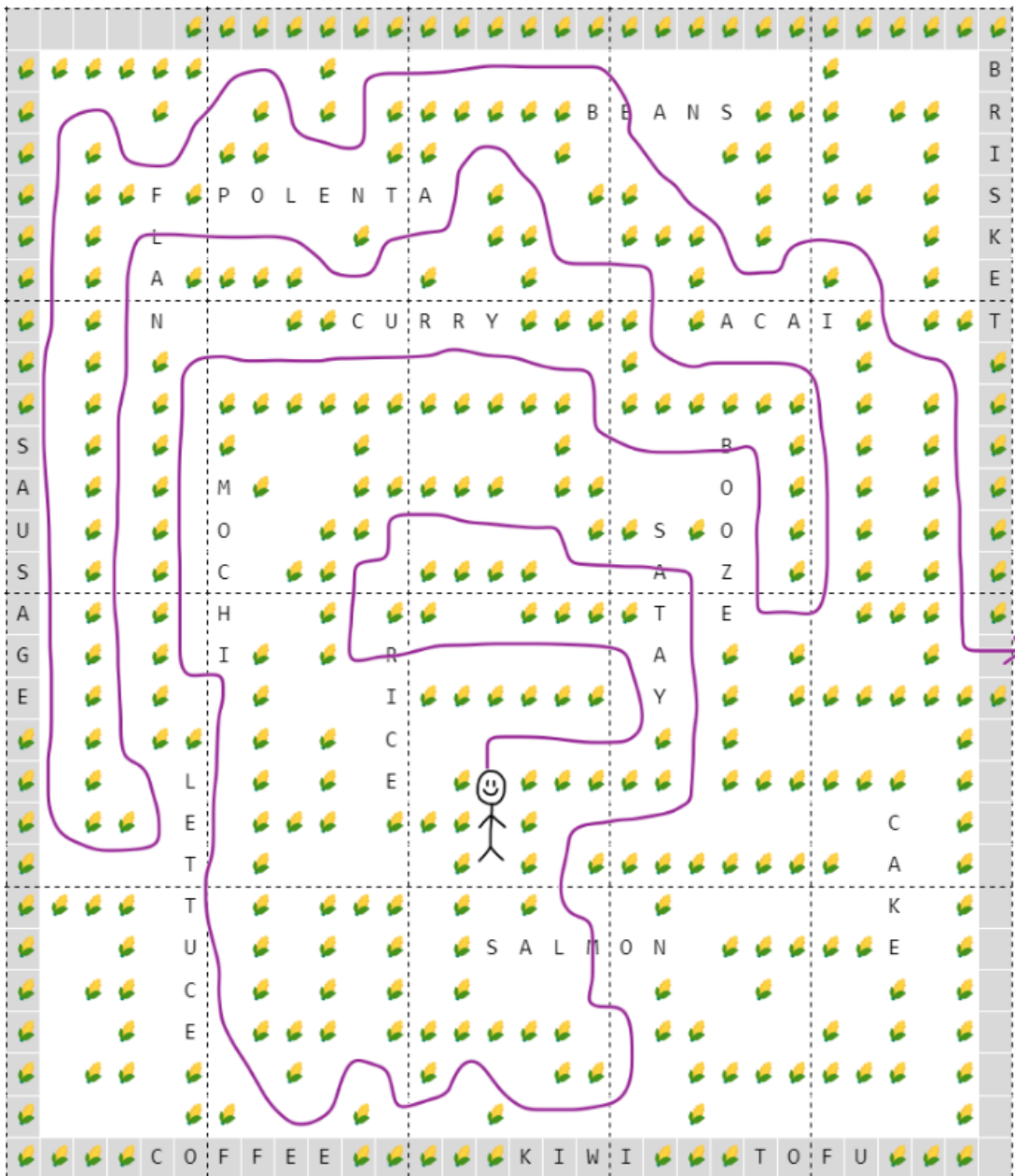
A	P	D	P	L	E	M	S	A	M	B	R	O	S
I	A	N	B	A	L	D	O	W	I	N	B	R	A
E	B	I	U	R	N	C	A	U	M	E	O	🍏	E
M	P	M	I	S	R	E	E	N	N	V	H	Y	F
U	J	F	I	🍏	T	E	M	E	H	T	G	A	L
A	G	O	R	A	N	A	N	Y	I	S	🍏	J	M
I	T	E	H	H	O	N	T	W	E	Y	A	C	📧
I	S	T	P	J	O	N	N	U	A	M	T	H	🍏
A	N	A	L	I	B	E	E	R	E	T	Y	S	P
A	Z	T	A	Z	E	Z	P	S	I	O	W	N	K
L	A	S	D	R	Y	R	🍏	E	D	I	F	D	E
L	I	🍏	G	C	I	O	U	S	F	S	N	🍏	O
W	W	I	N	🍏	W	H	I	T	E	E	S	A	P

Filling the apple types into the blanks and taking the indicated letters, we reach **NEW HEIGHTS**.

Corn Maze

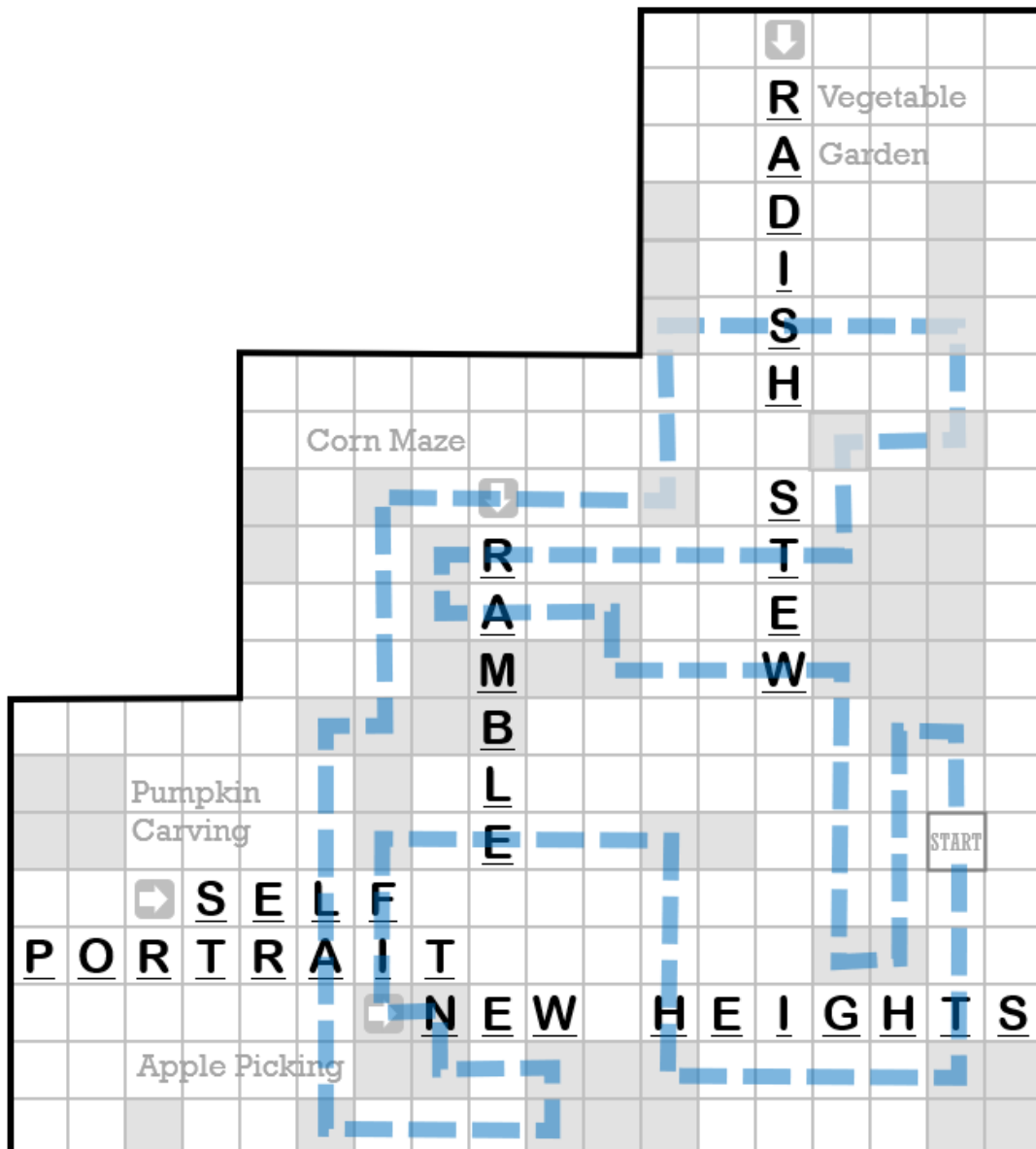
First, we cut out and assemble the pieces of the maze, using the borders and the food words to help us:

We then can solve the maze, only going through letters when we leave behind a real word. Reading out the letters we cross through, we learn that what we must do to escape is **RAMBLE**.



Hayride (META)

We start by filling in the four puzzle solutions. Then, using the four rules [1. Always go straight on white squares. 2. Always turn (90°) on gray squares. 3. No more than three consecutive gray squares. 4. The path must not cross itself.], we must find a path. We know the path will go through the START square, and a path to the left or right from START would end up going off the map, so it must reach START from above and below. We can start the path and figure out each turn one-by-one, avoiding turns that would take us into a self-intersection or off the edge of the map. Eventually, we end up with a path that connects at both ends. This path is shown below, and it passes through some of the letters from the puzzle solutions. Reading in the order of the path, we see that the driver had muttered something about **THE FINAL STRAW**



Ghost Story (Bonus)

Use the scary word bank at the bottom to fill in appropriate sound-alike words for the story (GOBLIN in place of GOBBLING, PHANTOM in place of FANDOM). This is shown below. The number of pleat lines on each ghost's sheet indicates the index of the letter in that scary word that you should focus on. These are highlighted in the story below.

They spell out the Solution: **NO MORE BOOS FOR YOU**

The ghost family was ready for their end-of-October haunting of all the farms in the area. After GOBLIN down a big bag of SHOCK-olate candy she stole from some trick-or-treaters, Dybbuk, the Mom ghost DAEMON-strated proper scaring technique to her brother Gomez, who just recently joined the undead family. Casper, the Dad ghost then pulled the family car around and Dybbuk and Gomez hopped in. Casper gently GHOST-ed to a stop in front of the day SCARE center, and they picked up their youngest ghostling, Beetlejuice. Dybbuk and Gomez were bickering about something. Casper inter-FIEND, "Next we'll BEHEADED down to Graves Middle School to pick up our sweet little Adelaide," Casper cackled. But he SPOOK too soon: for the car ran over some jagged bones, and they got a flat tire.

After fixing the flat, and picking up Adelaide, they were ready to start their HOWL-owe'en scare fest. Hoping to make quite a SPECTER-cle of himself, Casper drove the car straight into an on-coming FRIGHT train. What fun and mayhem! Then they spent the rest of the night scaring the costumes off all the children, especially those who were HORROR-ding too much candy. Finally, they topped the evening off with frozen treats at Casket Robbins i-SCREAM shop. When the song "Ghost Story" by SCARY Underwood came on the radio, Dybbuk just had to sing along. Underwood PHANTOM was like an obsession with Dybbuk – ever since she was in high s-GHOUL.