Paradigm Shift

Shift has so many meanings! Eight of them are on display in the save summaries of an old adventure game.

Each file captures a frozen moment in the journey of a different character. Though the word shift never appears, each scene quietly reflects a different kind of change. Can you describe them all?

Answers are on the last page.

1. Sam – Lecture Hall

Location: Archivist's Wing

Play Time: 4:11:04

Midway through a long explanation about rune logic, Sam Before the incline, Terry pulled the lever into second and zoned out and began counting ceiling tiles. He stopped listening after "conjugate inversion."

Type of shift:

3. Jordan – Office

Location: Lost Library – Third Floor

Play Time: 2:18:42

Jordan banged out his daily report on the old mechanical typewriter. The machine rattled like a drawer of bones, echoing down the library's long stone corridor.

Type of shift: _____

5. Coach Alden – Training Grounds

Location: North Field

Play Time: 2:33:17

The left flank was exposed. Alden barked orders and signaled the defenders to slide over and tighten the line. It wasn't elegant, but it stopped the rush.

Type of shift:

7. Dana – Hall of Councils

Location: Inner Keep

Play Time: 3:41:09

Just days earlier, Dana had opposed the alliance. Now she defended it fiercely, holding court with the undecided and pressing for unity.

Type of shift: _____

2. Terry – Steam Tunnel Cart

Location: Tunnel Spur 3B

Play Time: 5:49:33

gave the cart a nudge. The rails creaked but caught. Somewhere ahead, the crash site still smoldered.

Type of shift: _______

4. Nina – Mossy Overlook

Location: Cliffside Trail

Play Time: 6:05:00

The box was too heavy to lift outright, so Nina braced herself and nudged it inch by inch along the ledge. It now sat just far enough from the drop to squeeze by.

Type of shift:

6. Carlos – The Night Watch

Location: Eastern Gate

Play Time: 4:53:18

Carlos hadn't slept. He was nearly at the end of his rotation, pacing the wall while waiting for his relief. Monsters were spotted near the riverbank.

Type of shift:

8. Mira – Quartermaster's Loft

Location: Fortress Spire

Play Time: 1:57:21

Mira refused armor. Said it slowed her down. She wore a loose indigo tunic and carried only a dagger. The spire wind tugged at the hem as she stood near the ledge.

Type of shift: _____



Shifting Sands
One of the three puzzles on this page is not like the others. It may be easy to pick out, but you have to determine two reasons that the odd one out doesn't belong. To see if you picked the right puzzle, follow the instructions on the page for that puzzle in Two's Company, Three's a Crowd. (You'll only need to solve Part A, B or C.) If you need help, feel free to to skip ahead to the next page.

Answers are on the last page.

| A. | B. |
|------------|-------|
| DETERS | NOTES |
| ABCEH | APPRE |
| ETRFRTNWOA | IPPRE |



The task you accept and do not shun The trend you follow or sometimes shun

The share you receive and seldom shun



Two's Company, Three's a Crowd: Part A Hopefully, you have determined the "odd one out" among the three puzzles in *Shifting Sands* (A, B or C). If you think **A** is the odd one out, stay on this page. If you think **B** is the odd one out, turn to Part B on the next page. If you think **C** is the odd one out, skip the next page and go to Part C.

Answers are on the last page.

Follow these instructions carefully!

The following sentence is missing a word.

An atom that has gained or lost an electron is called an ______.

List each word from puzzle A:

Look at the four clues below. When you find a word for each clue, cross out the corresponding letters from your list.

- 1. A group of eight people
- 2. Hurled
- 3. Beverage made with hops
- 4. A great distance

Rearrange the remaining letters to form the missing word. If the sentence makes sense, you were right about the odd one out! If not, go back and try to figure out whether you followed directions correctly or simply chose the wrong puzzle as the odd one out!



Two's Company, Three's a Crowd: Part B

Follow these instructions carefully!

| The | following | sentence | is | missing | a | word. |
|-----|-----------|----------|----|---------|---|-------|
| | | | | | | |

An atom that has gained or lost an electron is called an ______.

List each word from puzzle B:

Think of a four-letter word that can be placed before each of the words to create three common nine-letter words.

Treat your four-letter word as the missing word. If the sentence makes sense, you were right about the odd one out! If not, go back and try to figure out whether you followed directions correctly or simply chose the wrong puzzle as odd one out!



Two's Company, Three's a Crowd: Part C

Follow these instructions carefully!

| The following sentence is miss | ing a | word. |
|--------------------------------|-------|-------|
|--------------------------------|-------|-------|

An atom that has gained or lost an electron is called an ______.

List each word from puzzle C:

Remove the last three letters from each word. Two of the three words, when shortened, will be English words.

Treat your three-letter word as the word missing from the sentence. If the sentence makes sense, you were right about the odd one out! If not, go back and try to figure out whether you followed directions correctly or simply chose the wrong puzzle as odd one out!



Answers

Paradigm Shift

Your interpretations may differ.

- 1. Change in focus
- 2. Gear change
- 3. Keyboard key
- 4. Change in position
- 5. Defensive formation
- 6. Work period
- 7. Change in opinion or attitude
- 8. A simple dress

Shifting Sands

C is the odd one out! The first reason **C** doesn't fit is that **A** and **B** both require you to rearrange letters to form words. The second reason is that both **A** and **B** have a connection to *sand*.

A describes three locations where you will find sand: desert, beach and waterfront.

B is a bit trickier: if you put the word *sand* in front of each of the rearranged letters, you get three new words: **sandstone**, **sandpaper** and **sandpiper**.

C has an interesting feature: the three answers (**mission, fashion, portion**), when spoken aloud, all sound like "shun", even though each letter before the *ion* is different!



Mitchell Allen is a life-long puzzle enthusiast, story-teller and programmer. One day, he decided that it would be cool to mash all three hobbies into one mad creation. You are holding it. If you, too, appreciate cleverly crafted puzzles mixed in with your classic wordplay staples, you'll love the kinds of puzzles and activities Mitchell has planned.

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