

Nancy Drew: Trail of the Twister

Game by Her Interactive

Walkthrough by NancyDrewFan11

Junior Detective Mode

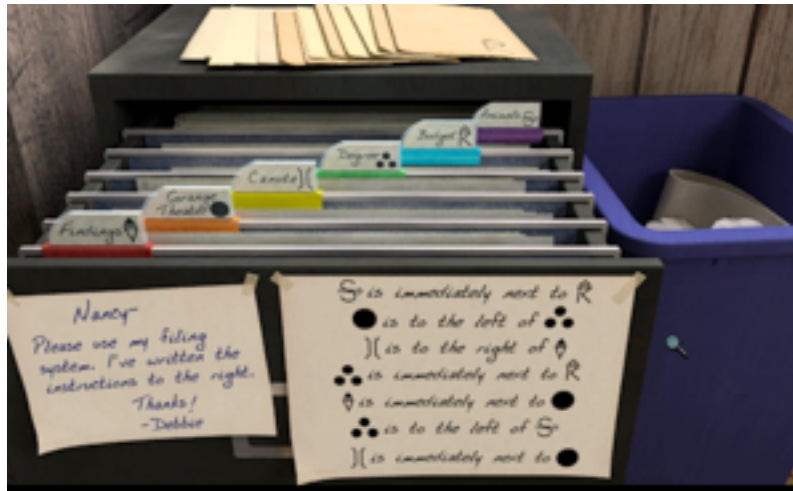
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Notice: You only need to use the discs once, which is when you are installing the game. From then on you can just click the icon on the desktop, and your game will load! Nancy has a backpack, which stores important items, a journal, which provides clues and phone numbers, a task list, which helps you if you're stuck on what to do next, and Nancy's phone, which you can call P.G. Krolmeister and the Hardy Boys. Have fun! Oh, and by the way, this is my first walkthrough.

Nancy's Room: You start off in Nancy's bedroom. You can read the 'How to be a Detective' book, Nancy's scrapbook, and the case file. When you are ready to start the mystery, simply click on the plane ticket!

Starting the mystery: As soon as you start the game, Nancy sees a tornado. Watch the cut scene. After the cut scene is over, enter the white little house. There is some stuff blocking the doorway, so you'll have to move it. Click on the items to move them. At the bottom of the pile Nancy sees a piece of debris. Open the tin. Holy cow! It's filled with money! Nancy comments on it. Read the letter in the tin and take it with you inside the house. No one is home in the house. Find a note on yellow paper on the staircase railing. Read the letter and keep it. Debbie and the team are out chasing. She wants you to take the Tornado Quiz on the computer in the cellar, and file some papers in the filing cabinet. She also says to visit Pa at Ma 'n Pa's General Store. Go into the kitchen and click on the black filing cabinet (to the right of the kitchen table).

Filing Cabinet: Basically, this game is a logic puzzle. You have to put the correct stickies on the tabs of the cabinet. Here is what I got:



The order (in case you can't read the picture) is Findings, Grange Theater, Canute, Degree, Budget, and Animals. Now the next thing you need to do is put the yellow folders in the file slot. On top of the file cabinet is some folders. The first one goes in the Budget slot, the second goes in the Budget slot again, the third goes in Grange Theater, the fourth goes in Canute, the fifth goes in Findings, the sixth goes in Findings again, seventh goes in Degree, and the eighth goes in Animals. Pick up the KoKo Kringle bar wrapper under the pile of folders. Put it in the blue waste can. Pick up the receipt from Ma 'n Pa's General Store that was in the trash can. It says that somebody bought 3 corn bags. Now who on Earth would buy that?? I guess we'll just have to find out! Put back the receipt and see a mouse crawl by. Nancy gets a little freaked out!

Tornado Quiz: Turn around and turn right out of the kitchen. Open the wood cellar door and go downstairs. Don't worry, it's not scary down there! Click on the laptop and play 'Twister Trivia!'. If you want all the right answers (it doesn't matter), here they are:

- Question number 1: C
- Question number 2: C
- Question number 3: D
- Question number 4: B
- Question number 5: A
- Question number 6: C
- Question number 7: A
- Question number 8: D

Exit the quiz when you are done. You can also look at the Gallery of pictures, taken by Frosty (you'll meet him later in the game) on the laptop. Exit the laptop and hear Debbie calling you. She wants you to meet Scott.

Meeting Scott:

Talk to Scott and when you can pick what to say, say these:

- Did you see the tornado?
- What goes into a disaster kit?

When he says bye to you, you can go back over to him and ask him another question, such as:

- What did you mean when you said before that the school would sell the farm if you lose?

Turn around, and just when you are about to leave his office, Scott asks you about the tornado you saw. Talk to him about it. Before you leave, check out that box on the opposite side of his desk. It has some books stacked on it. Read the newspaper clipping. Wow! I didn't know Ma died! Hmm.. Now you can exit the room and meet Debbie.

Meeting Debbie: These are the things you should say to Debbie when you can choose:

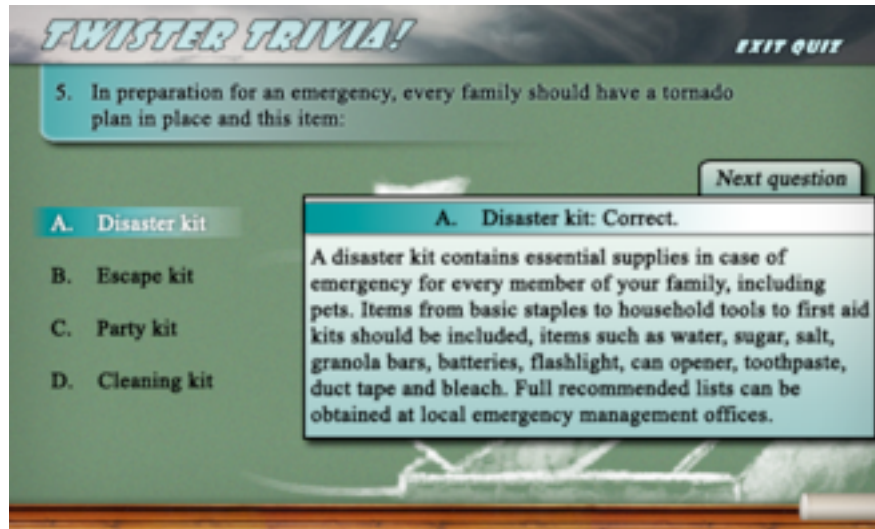
- Do you know why Scott is in such a bad mood?
- Sounds like you've been having a lot of equipment problems.
- I found this box out front when I arrived.
- Why is there a file in the cabinet labeled 'Grange Theater?'
- What goes in the disaster kit again?

Meeting 'Frosty': Go down to the cellar and to the corner of the room. You'll see a guy in a purple shirt sitting down at yet *another* computer. When you can pick what to say, choose:

- What happened to your arm?
- How long've you worked for Scott?
- Do you know what goes in a disaster kit?

When done talking to him, click to the left, where all the shelves are. Nancy sees another mouse! Eek!

Preparing for the disaster kit: Go on the laptop to Twister Trivia. It automatically sends you to the main page of the quiz. This page is like the contents. Go to Question 5, emergency planning. Click the correct answer, A. Since you got this question correct, it will tell you you got it right and the things in a disaster kit. Make a note of these things so you won't forget. You can actually write them down on a piece of paper so you remember, since Nancy does not make a note of this. We need water, sugar, salt, granola bars, batteries, a flashlight, can opener, toothpaste, duct tape and bleach.



Driving to Pa's: Go up the stairs and out the doors to go outside the house. When you are outside, you can choose three cars to use. My favorite is the blue one! It looks like a Lexus a little bit! Choose your car by clicking on it. The way of transportation on this game is just like Secret of the Old Clock. It is an above view and you click and drag to move the car. Do you see that little yellow device in the bottom left corner of your screen? That is your GPS. It will tell you which way to go if you get lost. Click on it and enter your location (farmhouse) and destination (Ma 'n Pa's). Click enter and it will generate a map for you. The GPS wants you to go straight twice, turn right, and go straight and Ma 'n Pa's is on your left. Follow those directions and you will be there.



Meeting Pa: Talk to Pa and when you can say either phrase, choose these:

- I take it you're... 'Pa?'
- Not really, no.
- Debbie tells me you're pretty involved in the local theater.
- So what's this play about?
- So do you ever chase tornadoes?
- So you've seen a tornado?

Disaster kit supplies: After you've talked to Pa, look around for those disaster kit supplies. Remember, you have a budget that the team gave you. Don't buy two of the same thing or stuff you don't need! Let's see... first on our list we had was water. Go over to the cold drinks freezer and grab a Waterman bottle of water (the bottom one in the freezer). Now we need sugar. The sugar is in the shelf in front of Pa. It is called Sweet Talk Refineries. Still standing at that shelf, grab the Best Bet Gourmet Salt. To the right of that is Flavor Mountain Granola Bars, so go back, turn around, and click over to the left. Pick up one pack of Granola bars. Now let's get some batteries and a flashlight. Go back, turn around, forward, right, and forward. Grab an EV-R-LIT Battery Powered Flashlight. Next to them are the batteries. Grab the blue Chargerizer battery kind. Go back, and turn right. Move your magnifying glass over to the right and it will turn red. Get a Handy Can can opener and a roll of duct tape. Now all we need is toothpaste and bleach. The bleach is two shelves over from the flashlights and batteries. Get a Lucy's Chemicals Bleach Kleen. Go back, turn around, forward, left, forward, and click over near the right. Get Glow'n toothpaste and talk to Pa to check out. Grab the bag when he gives it to you. Now let's go back to the house.

Meeting Chase: After you've got back to the farmhouse, enter the barn and meet Chase, who is over to the right fixing the car. He wants you to fix the LED screen display. Go inside the car. He says you have to move each number so that any numbers that are next to each other when counting (1,2,3, and 6,7,8 for example..) are not next to each other, including diagonals. Fuse number one can't be touching fuse number two, which can't be touching fuse number three, etc. If you're really stuck, here's a picture to beat it:



Chase now talks to you. When you can pick what to say, choose these:

- What do you do on the team?
- Is that why they call you Chase, because you chase tornadoes?
- Do you know a way I could earn some Pa Pennies?
- Couldn't you just give me the Pa Pennies?
- How do you like working with Scott?
- Think he'll win the Green Skies competition?
- Will it bother you if his team doesn't win?
- The guy I'm replacing -- what was the matter with his car?
- Have mice done anything like that before?

Turn around over to Chase's work area with his tools and look at the black pipe next to the coolant bottle.

Phone Calls: Let's call P.G. Krolmeister! His number is saved on your phone. It's 646-555-0162. I wonder why in every game, the phone number has 555 in it? Anyways, when you call him, he sounds busy, but he still talks with you. Ask him why he's so concerned about tornadoes. Now say that you didn't know he got hit by a twister. He tells you Prudence Rutherford hurt herself on her head in the storm. Say 'Prudence Rutherford...are you two friends?' He says it is none of your business. He sounds suspicious about that... Now say 'Why are you so concerned about your machines?' He says every machine of his is a work of art! Say 'Tell me about it! I couldn't agree more.' Ask him why someone would lure mice into the house. He says it's one of those 'reversed pied piper situations,' whatever that means! Now let's call the Hardy Boys. Nancy automatically does most of the talking for you, so you don't need to pick what to say. But when you're at the part where you can choose, say these:

- 'I don't think it's going to be that simple.'
- Then ask Frank and Joe why someone would want to sever a coolant hose.
- After that, say 'What do you mean when you say it might be revenge?'
- 'What are you in the middle of?'
- 'Would either of you happen to know much about storm chasing?'

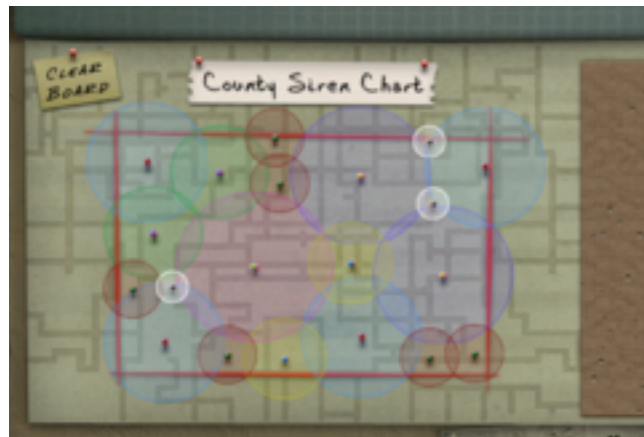
Now let's put our disaster kit supplies in the bag for Scott.

Putting the disaster kit together: Go back in the house and down in the cellar. Two shelves to the left of Frosty is a green duffle bag that says 'Emergency Disaster Kit' on it. Go over to the bag and open up your backpack. Put the groceries from Pa's Store in the bag. Now that's done! Frosty tells you to check in with Debbie. She might make you do something else. Tell her about the corn receipt you found in the trash. Also say:

- I think someone's been trying to lure them inside.

Debbie thinks it's just the mice or that everyone has their quirks.

Siren Puzzle: Turn around and go left out of the kitchen. You will see a blue grid chart. Click it and now you'll see the County Siren Chart. The basic idea of this puzzle is to tack the circles onto the chart, making sure there are no gaps between any and no spaces. You have to put 3 of the 4 blue circles in the corners. Remember, if you are still confused with any puzzle at any point of the game, you can call the Hardy Boys! Here is a picture of the completed Siren Chart:



Fixing the Sprinklers: Go outside and take a right. To the right of the scarecrow,



you'll see a cracked box thing. Open it up.

The way to beat this puzzle is by opening six valves. Sounds simple, right? Not exactly. None of the valves can be in the same row, column, or even diagonal line. If you're really stumped, this will help you:



Whew! Only one more thing left to do on our list right now. Choose a car and head on over to Ma 'n Pa's.

Ma 'n Pa's and the Museum: Talk to Pa. Ask him about the 'Ma' part in 'Ma 'n Pa's.' He tells you she'll be in later. That's weird. That newspaper article said she died. Is he trying to cover his tracks and not saying anything about sabotaging Canute Team, too, maybe? Hmm..... Go through the swing doors and in the museum. Turn a sharp right when you enter and notice that the divining rod is missing. You can play around and read the other stuff in there, too, if you'd like. As soon as you're ready, go talk to Pa about the divining rod. Tell him it's gone missing. Then when asked either to say one or the other, choose:

-Why would somebody take it?

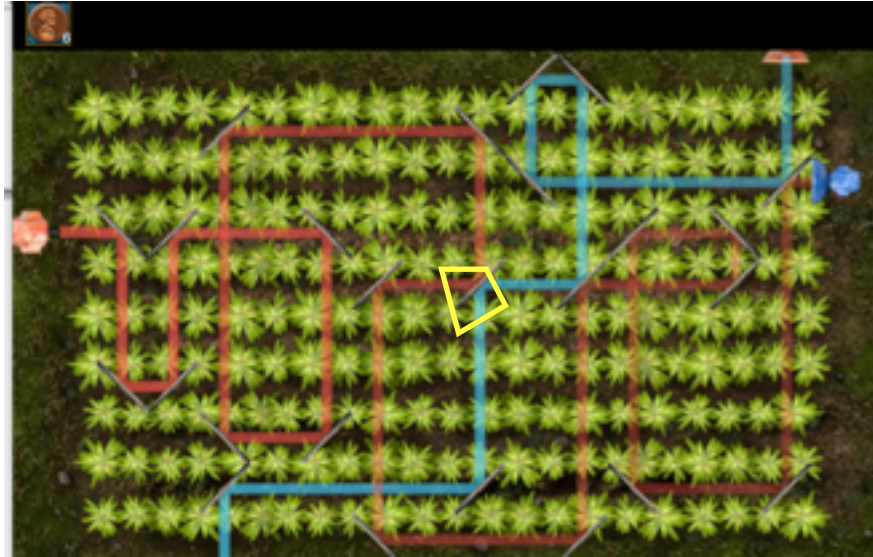
He tells you that it was used for finding oil, although most people don't believe it will work. Pa tells you he'll just have to use a fake one in the meantime. Get in your car and head back to the house.

Time for Bed!: When you get back, Debbie should tell you it's time to 'hit the sack'. Go upstairs and sleep.

More Chores?: Debbie now wants you to fix the sensors in the cornfield and go on a cloud hunt with Frosty. Let's go to the cornfield first. Do you remember where you fixed the sprinklers? To the right of that are tall cameras. Go over there and Nancy says you have to connect the red beam to the red sensor and

the blue beam to the blue sensor. In order to do this, you must bend those sticks so the light bounces off of them into the correct sensor.

Unfortunately, my laptop won't take a picture of this puzzle. Every time I finish the puzzle it automatically goes straight into a cut scene, and it is too quick to take a picture of it done, so I took a picture of it *before* it is completed.



Do you see that yellow shape I drew on the screen? On your game, just click that piece of wood in that spot and the puzzle will be completed. Sorry about that! Hear Debbie and Frosty talking after you finish the puzzle. Debbie says something about (assumably) Scott. She thinks he need a little push and she says she's not leaving Canute. She also says he needs to be taken care of. Frosty says he didn't agree to this and doesn't know how he feels about this anymore. Frosty says it's time to get rid of him! Oh my gosh! Could Debbie and Frosty be working together, sabotaging the team, so Scott would get upset and leave? Suspect list!

As soon as they finish their conversation, P.G Krolmeister, the guy who hired you, calls on your cell phone. Talk to him and then go choose a car to go cloud hunting with Frosty.

Cloud Hunting: As soon as you start driving, Frosty will tell you the best place for pictures is the Fraiser Creek Windmill. Let's go to our GPS. On the map, there are various places with cloud symbols on them. Those are the places to take pictures of clouds. Right now we're going to the windmill, so enter a new route in the top left corner, from the farmhouse to the windmill. Follow the directions until you get to the windmill. Grab the notebook that Frosty gives you when you get

there. Look at the cloud drawings and try to take some shots of these. If your screen looks like this,



you can take a picture with your phone of this spot:



It really doesn't matter what part of the windmill you take the pictures, unless you want to try and get a shot of each different cloud. You can still check it off your list when you finish taking random shots.

Once you think you have enough shots at the windmill, head on over to Lark Lane. You'll find it on your GPS. It's the area to the right of the windmill. When you get there, it kind of looks like a swamp. If there isn't any clouds in the sky, go back in your car and back to the swamp. The clouds might change. If not, just take pictures of the sky! Now let's go to N620 Street (or whatever it's called!) It's above the windmill area. It looks like a grassy meadow with yellow flowers. Take some pics, then move on. Now we'll go to Bluebird Lane. You can get some really good shots of Mammatus here! After you've done that, there's one more place to go! It's on Gracemount Road. This place looks like a meadow, too,

except there's also a barn here. Looks kind of deserted, eh? Take a couple of shots and then go back to the farmhouse.

Uploading photos: Go to the laptop in the cellar. Do you see that plug connected to the right of it? Click it and Nancy automatically plugs her phone in it. Go to the Gallery on the laptop and click on the button that says Camera. Any pictures that you like, just click the download button. You can even set an image as a wallpaper on your phone! Download as many as you can until the download button goes black. Now talk to Frosty. Nancy may not have anything to say, so you can say bye to him. But then he tells you to do him a favor before you leave and give Chase his MP3 Player that he borrowed.

Returning the MP3: Go outside to the barn and give Chase his MP3 Player back. When you get out there, you hear Chase talking to someone. I wonder who? Peek in closer and hear him yelling at himself about his boots being all dirty. That was a little weird....

Anyways, go inside and give him his MP3. He tells you that Frosty doesn't borrow stuff from him a lot and that they don't have much in common. Ask Chase what Debbie's relationship to Frosty is like. Chase says lately they've been hanging out together a lot, talking. Maybe that explains when we heard them talking out in the cornfield before? Go inside the house and Debbie tells you it's time for bed.

Strange sightings: Wake up in the morning and hear the radio broadcast. The guy on the radio says there has been reports of tornadoes in the area. Listen to Nancy talk and then turn right. See a figure in the living room! A flash of lightning and they're gone. I wonder who that was? Turn a curved left and open the cellar door in pitch blackness. Go down the cellar stairs and wake up in the morning.

Rise and Shine!: Debbie says that Scott wants to talk to you. Let's head into his office. Scott says that you did a pretty good job driving during the chase yesterday. He tells you that you could've done better, and all of a sudden a mouse runs across his desk! Yikes! Scott says your next job is to get rid of those mice! Now Debbie said to talk to Chase to get that prairie dog machine to catch and relocate them all! He said he'll give you his 'handy dandy prairie dog vacuum' he just invented. But first, he needs you to head on over to Ma 'n Pa's and trade this black tube for a bigger one. Take the tube from him and drive down to Ma 'n Pa's.

Ma 'n Pa's Fujita Scale: First, ask Pa if he has a mouse trap that will allow Nancy to catch mice instead of kill them. Pa will let you borrow it if you update

the tornado display in the museum. You have to move the notes that say F1, F2, F3, etc. until it compares with the Enhanced Fujita Scale EF1, EF2, EF3, and so on (don't worry, you'll see how it works). Go to his museum and straight back is the Fujita Scale. Click on the booklet. Again, this puzzle was too hard to get a picture of completed, because every time I finished it would go straight to people talking, so here is the puzzle with one missing:

FUJITA SCALE	FASTEST 1/4 MILE WIND SPEED, MPH	3-SECOND GUST SPEED, MPH	EF SCALE	3-SECOND GUST SPEED, MPH	DAMAGE INDICATOR
F0	40-72	40-78	EF0	85-85	
F1	73-112	79-117	EF1	86-110	
F2	113-157	118-161	EF2	111-135	
F3	158-206		EF3	136-165	
F4	207-260	210-261	EF4	166-200	
F5	261-318	262-317	EF5	201+	

WIND SPEED
DAMAGE

162-209

The only one not in its spot is 162-209.

Brooke and Pa: When you finish the puzzle, hear Brooke and Pa talking. Who is Brooke anyway? It seems like she's trying to get some good gossip out of Pa about Scott's team. Why would she want to know any of that in the first place? Are Scott and Brooke friends? Go talk to Pa and he tells you that you did the Fujita Scale correctly and you can borrow the mouse trap. Walk in Pa's museum, and you should see some hay, a mannequin's head, and a dust bowl. go over there and under the Route 66 sign is something metal. Aha! It's the mouse trap. Grab the trap and talk to Pa again. Ask him who that woman was asking about Scott. Pa says her name was Brooke and she is the leader of another team of chasers. Ask Pa if she was always been so interested in Scott's team. Pa says she asks questions and talks about Scott's team all the time. She asks about it a lot, and she wants to know about any accidents over there. Brooke and Scott are so alike, they always check up on each other, even Scott does! Now ask Pa where Ma is. He says she's in Chickasha, helping her sister. Well, we already know he's lying, because she's dead....

A Bigger Vacuum: Ask Pa if he has a bigger tube for Chase's vacuum. He wants you to update the snack aisle display in return. Turn right and go all the way down to the candies. For this game, you have to make all the snacks fit in the box, with no cracks. You can right-click snacks to rotate them. Here is the completed display:

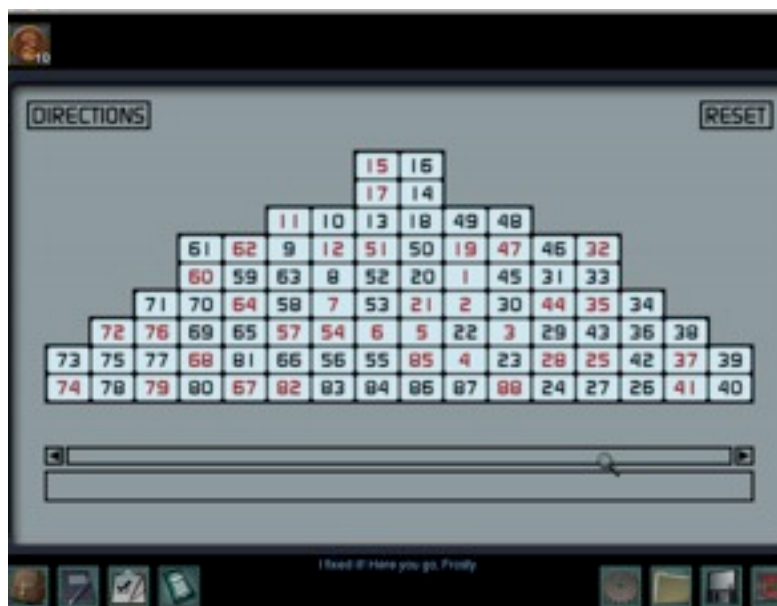


Tell Pa you're done. He gives you a white tube in exchange. Now, for the mouse trap, we'll need a Moon Chunk snack to lure the mice into it. You'll need to get rid of the mice in four places; in Scott's office, Debbie's area, the cellar, and at Ma 'n Pa's; but you'll only need 3 packs, since Pa gives you one for free. Moon Chunks cost 95 cents each, and 95 times 3 packs is 285, so we'll need 285 Pa Pennies. You can either play Land Rush in Pa's museum to win Pa Pennies, or you can fix circuits for Chase to get them. Personally, I like playing Land Rush instead. But be warned, it takes 5 Pennies for every game of Land Rush you play! If you are running severely low, and you want to play Land Rush but don't have 5 Pennies to play, go to Chase's and do the circuit breaker. That should give you enough to play Land Rush. It may take a while to get 285 Pennies, but Scott, Debbie, Frosty, and Pa sure will love it!

As soon as you've got 285 Pennies, go over to the snack display and trade them in for 3 boxes of Moon Chunks. Now let's head over to Scott's office and trap those mice!

Mouse trap and Scott's mice: This game is pretty simple, it just takes a while. Talk to Scott when you come in. He'll tell you the best place to put the mouse trap is in a corner near the wall, with those corn piles. Once you're done talking to him, turn around and make a left. You will see a corn pile to the left of a green metal box. Click over that spot. Out of your backpack, take out the mouse trap and set it on the ground. You will see a grocery bag in the top left corner. Click it and take the Moon Chunk. Place the Moon Chunk in the trap. You will see a mouse come by and it eat. Basically, what you do, is when a mouse goes in the very last space on the opposite side of the entrance, trap it. You can trap it by clicking in between every metal space. Continue in this way until every one has a wall put up and is trapped. Oh, and one other thing. You might see some kind of turner thing, and once a mouse walks on the yellow part of it, rotate it (with the mouse still on it) and he'll walk the other direction. Make sure you put a mouse on every space, even on the rotator thing! There really is no need for a picture, just make sure the mice get in every spot. Once you finish Scott's room, he'll ask you to bring them down to the Springhouse. Get in a car and set your GPS to the Springhouse. Once there, go forward once and go to your backpack. Click the mouse trap and the ground and then they will all run out. Now go back to the house.

Storm Chasers: Talk to Debbie and she'll tell you to get outside and go storm chasing. Choose the blue Lexus (you have to) and get out there! Go over to Gracemount Road, one of the places where you looked for clouds. Wow! Look at that twister! Oh no! Frosty's camera just died! And he wants you to fix it! The directions are in the top left corner, and what you have to do is have every sequential number (1,2,3,4,5,6,7,etc..) should be touching, either above, below, left, right, or diagonal. The trick is that some numbers are already put in for you, and you cannot move these! So you must think wisely when you are doing this! Don't worry, they give you plenty of time to complete this puzzle. Here is a spoiler picture if you need help:



Watch the cut-scene of the twister after you've fixed Frosty's camera. Whoa! That tornado knocked that barn down flat! After you've seen the tornado, Frosty yells at you and tells you that you didn't fix it. But you did! Hmph! Maybe Frosty is lying...

Back at the homestead--talking with Scott: You'll automatically talk to Scott when you get back. When you can choose what to say out of two different phrases, choose this one:

-Not really, no.

Prairie Dogs: Go over to the barn and give Chase the new tube. Grab the vacuum and over to the left of the house (if you're facing its front), will be burrows. Go over there and get out the vacuum from your backpack. You'll need to suck them up every time you see a prairie dog sticking out of a hole. Collect 16 and you're done. If you can't get it, and they keep getting sucked back out, keep trying. You'll get it eventually. Also wait until there is more than one prairie dog sticking up from a burrow.

You won't be allowed to drive anywhere or go in the house until you've found a new place for the prairie dogs. So turn around, and to the left of the Lexus but to the right of the barn, is an area you can go to. Make a curved left, go forward, and empty the tube here. Then drop the vacuum off at the barn for Chase.

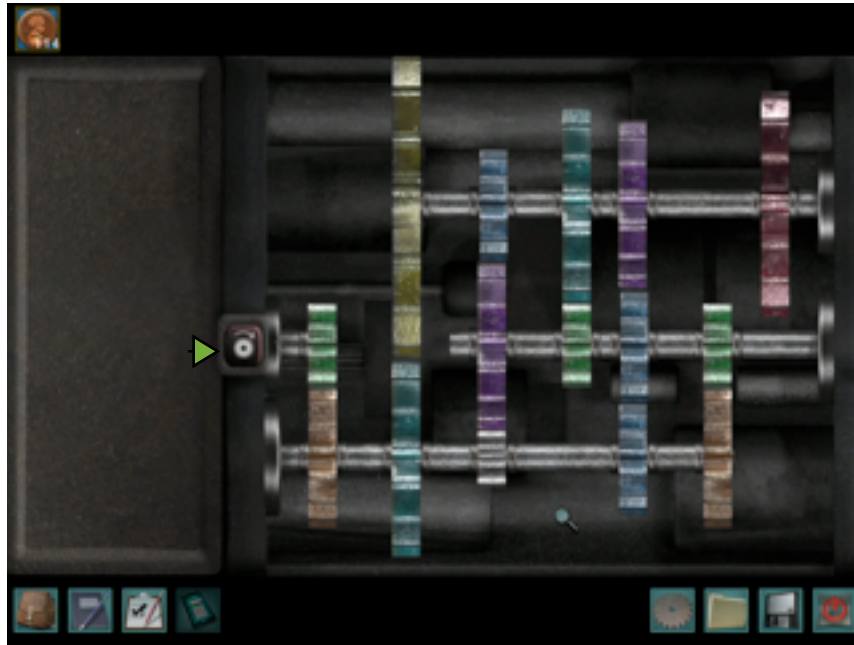
Bedtime and morning tasks: Go back inside and Debbie tells you it's time for bed. When you wake up, Debbie wants you to talk to Chase and fix the antennas. Look on the table in the living room in front of the sofa. Take a look at Frosty's camera. That's odd, Frosty told us we didn't film anything! But we heard audio on this camera! Let's go confront Frosty!

Go down to the cellar and talk to Frosty. When you can choose what to say out of two different phrases, pick these:

-How come Scott told me you didn't get any footage on that tornado we saw?

He says 'Because I didn't!' He also says you can check the camera if you don't believe him (we already did that). Hmm.... Let's go talk to Chase instead.

Gear puzzle: Chase wants you to put the gears on the car. Let's see... in order to do that we must have to make sure every gear is the right size for the one below it and none are overlapping. If you're confused, here's the solution:



Make sure you click the gear turner button to test it (the green arrow is pointing to it on this picture).

Now Chase wants you to give Scott the estimate for Pete's car. Pick up the envelope from Chase.

Mice--again?!?: Head on over to Scott. Give him the envelope from Chase. He tells you about it, and then suddenly, AAAAAA!!! Hear Frosty scream! Scott wants you to take care of whatever he was screaming about. Go down to the cellar and hear Frosty scream again. He's afraid of mice and wants you to get rid of them. It's a good thing we already got the Moon Chunks! Turn around, go forward, sharp left, and to the right of the laptop on the ground is a little area to put the trap. This time, though, you'll need to catch more mice (it's getting trickier)! Put down the trap and cheese and get ready! After you've got the mice, head out to the Springhouse to drop them off.

Debbie's mice: Let's talk to Debbie. She tells you about Frosty's scream. Debbie thinks the mice are just storing up for winter, making their corn piles. She also wants you to get rid of the mice in the kitchen! Well, we already have everything we need, so let's get started! Next to the blue trash bin is where you'll set the

trap. Go to the Springhouse (again!) to drop the mice off when you are done trapping them all. Now let's go fix those antennas.

Fixing the Antennas: Your GPS should've automatically entered 'Antennas' as one of the favorites. Follow the route to get there. There really is no spoiler to this puzzle, for all you have to do is right-click the pieces to rotate them, and put them where they belong in the missing spots. You might see behind the antennas more white, as to fill in with the pieces, but you don't have to fill those in, for there is not enough pieces, so just stick to the front part of the antennas. Here is the completed picture of the puzzle anyway:

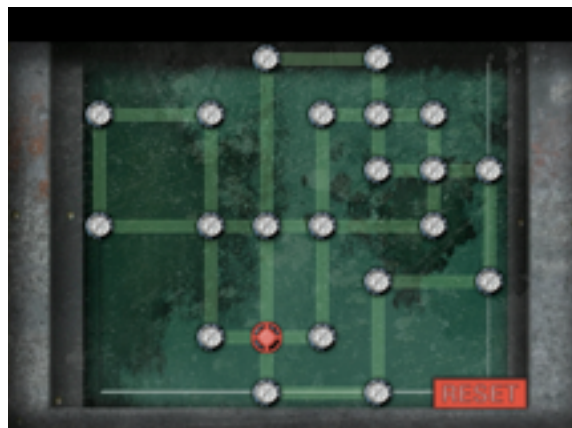


When you finish, Nancy spots out something on the ground next to that blue tin box. Go over to it. It's a key! Nancy thinks someone on the team must have left it there. Pick up the key and watch the storm come in from the antennas. Yikes! This might be a bad one! Uh oh! Nancy gets in her car and her GPS is giving faulty directions! It's telling her to go right into the storm! Who would have done this? Make a right onto Willow Boulevard (look on your GPS map). Go up Swamp Drive and make a right on Creek Avenue. Go up on N620 Street. Turn right on Tumbleweed Drive. Make a left onto Kinglet Avenue. Go up onto N630 Street. Make a left on Hayward Drive. Go down N670 Street and house is on right. Why did that happen?

Go inside the house to Debbie and tell her what happened with your GPS. Nancy thinks someone tampered with it.

Go outside to the barn and talk to Chase. Tell him about your GPS. Chase says he'll make sure it never happens again. Go back in the house and Debbie tells you it's time for bed.

Phone Jack: Debbie tells you in the morning that you'll be riding with Chase. There seems to be a big supercell! Suddenly, Scott's phone jack falls across the living room floor! Debbie tells you to go fix that instead. Go over to the left of Scott's desk and see the fire in the outlet. For this puzzle, you'll need to trace over each one, one at a time. If you have played WAC, it's kind of like that, with the secret door. Unfortunately, the beginning position of the red wheel changes, so keep resetting it until the red wheel starts at this spot:



Here is the puzzle completed, with every silver button thing connected by another, traced only once.



Snooping around when everyone's out: When you finish fixing the phone jack, hear muffled voices. Go over to Scott's desk and see a bright green light. Click on his bluetooth and listen to Scott and Brooke's conversation. When their conversation ends, use that key you found from the antennas to open Scott's desk drawer. See a piece of paper from Melvin Tidmore about Atmospheric Sciences. Close the drawer, go back, turn around, and go left, where Scott's green lock case, books, and giant wires are. Click on the giant wire (it looks like a really big thimble) and it will move. Behind it is a blade with coolant on it. What is Scott up to?



Go outside to the barn. Turn to where you usually see Chase working. Go forward, and a curved left and see Chase's boots. Nancy thinks that Chase stepped in some oil! Turn out of the barn and your cell phone rings. Pa wants you to hurry down to his store. Let's go!

Pa's mice: Talk to Pa, and he wants you to catch the mice in the museum. Go forward into the museum once, and turn a sharp right. To the right of the Homestead display area, your magnifying glass will turn red. Click over there and see an empty spot, with a pile of corn. Place the trap, and the cheese, and get ready to catch some more mice!

As soon as you're finished, go to the Springhouse to drop them off. What's that? Oil? And there's the divining rod! Someone must have stepped in the oil while trying to hide the rod! Could it have been Chase? We saw oil in his boots, and earlier he was talking to himself about them being dirty. Pick up the divining rod and free the mice. Now let's go back to Pa and tell him we found his rod. He wants you to put it back in the display. Before you do, though, ask Pa if Scott's team has always been so accident prone. He says from what he hears, this year has been especially bad.

Go back into the museum and place the divining rod on the display. Now talk to Pa and tell him you put the rod in its spot. He'll give you some Pa Pennies in return. Head back to the farm.

Confronting Chase: Go to the barn and ask Chase about the divining rod. Chase tells you he heard about the oil and signed up with Scott to get some. If he got some, he could get his dad to invest a little real estate. He says he's sorry and that when Scott's phone jack blew up, he found a wiring rod connected inside the house, not in the ground. Nancy thinks someone wanted that to happen on purpose.

Fix the TV!: Debbie tells you that you didn't miss much on the chase. Debbie thinks that since you're so good at fixing stuff, she wants you to fix the TV. Open the slot on the right and click the yellow button. Make sure your screen looks like this:



If it doesn't, turn the knobs until it does.

This puzzle is a little tricky, and it may hurt your eyes a bit. See how in the corners there are little pictures? Start with the red one. Basically, all the shaded in red pieces in that little corner picture are mandatory to be filled in, it doesn't matter if more than that of red is filled in. I numbered the buttons 1-4, 1 is the outside, 4 is the inside. If you are confused, here's a little help:

RED PUZZLE:

- Click button 1 clockwise 7 times.
- Click button 2 clockwise 15 times.
- Click button 3 clockwise 1 time.
- Click button 4 clockwise 1 time.

GREEN PUZZLE:

- Click button 1 clockwise 9 times.
- Click button 2 clockwise 14 times.
- Click button 3 clockwise 4 times.
- Click button 4 clockwise 17 times.

BLUE PUZZLE:

Click button 1 clockwise 0 times (it is already in the correct spot).

Click button 2 clockwise 1 time.

Click button 3 clockwise 12 times.

Click button 4 clockwise 13 times.

The TV will be fixed! Watch the screen and see some footage of a tornado. Wait a minute--that's the one that we saw with Frosty! So he did get footage! Nancy really did fix his camera! I wonder why it says the footage was taken by Erin Aldriedge. Did he sell it to her?

The TV dies. Debbie says she thinks it's permanently broke.

Talking with suspects and phone buddies: Go down to the cellar and talk to Frosty about the chase. You can look on the laptop to see photos that Frosty took. Now let's go talk to Debbie. Tell her you're positive you saw the footage that hit the barn on TV, the one that Frosty shot, and he says he didn't. Debbie thinks in all the excitement somebody with a camera started filming and you just didn't see them. Hmm.. I don't think so...

Now let's talk to Scott. Ask him about Brooke and Pa. He says you should spend more time with the team than at Pa's. Sheesh! That was a little harsh! You can also ask Scott who Brooke is. He says she's on the other team. Ask Scott if he can get a cat for his mice problem. He says he's allergic to them.

Now let's call the Hardy Boys! After you've called them, call P.G. Krolmeister.

More Money: To the right of the barn (if you're looking at its front), you will see some yellow roses. Click the tin on the soil. That looks just like the other tin we found...

Open it up and find another letter. It says payment will be rendered in the amount of \$550! Who and why would someone be giving away that much money?? Carry the tin with you inside the house.



Confronting Frosty: Go down to the cellar and tell Frosty that you know him and Debbie have been secretly selling tornado footage to someone. Nancy tells him that they want to get Scott so frustrated that he leaves the team. He admits to that, but says all the other stuff is not his fault. He tells you to head on over to the windmill to get some shots of cirrostratus. You can do that if you want to (it's optional) or you can just go to bed (Debbie will tell you to).

The Next Day (Storm Chasing in the white truck): Wake up the next morning. Debbie wants you to come with them storm chasing. Choose the white truck to drive with. Go west to Gracemount Road and to that little alcove. Scott wants you to do this next activity. Go forward and open the white box. You have to switch 4 sets of 3 switches, and all the lights should be blue.

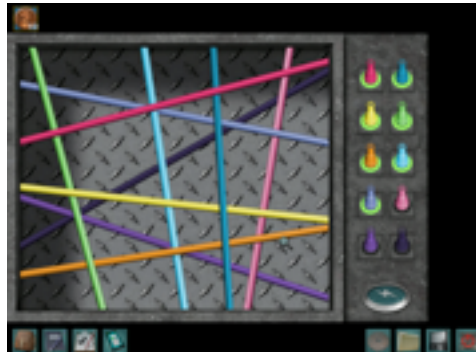
I numbered each switch, from one to eleven. Here are the groupings for this puzzle:

Click switches 1, 4, and 5. Then press the green button.



Click switches 2, 3, and 11. Then press the green button.
Click switches 7, 9, and 10. Then press the green button.
Click switches 8, 3, and 10. Then press the green button.

Then you will see a doppler radar tracker. Oh no! It just died! Go forward and open the tin. This game is like pick-up sticks. The plugs on the side of the screen need to be placed in their peg spots.



The wire that will be picked up first should have its color peg go on 1, and the wire that will be picked up last should have its color peg go on 10. Remember, if you want to check your work, click the lightning button to test it. Here is the finished puzzle:



Where's Scott: Debbie will tell you to go back to the house. When you get in, talk to her. She will ask you if you've seen Scott. She wants you look for him, so someone can keep an eye out on these fronts! Go into Scott's office and open his drawer with the key. Read the letter in his drawer. Whoa! Brooke has been paying Scott? For what? Look at the stuff written in red. It says location site:

review surface charts. It also says minimum 45 + dewpoint and continuous, moderate rain. 85 degrees + with either light hail, no thunder or severe thunderstorm with hail. At the bottom in red, it says 'find dates.'

Check out Scott's calendar. Hmm.. there's a piece of paper, where you can type on your real keyboard. I wonder what we write there? Go down to the cellar.

Next to the laptop, there is a sink. Under that is a loose piece of paper. Have a look at it. In Scott's letter he said 'moderate rain, continuous.' That matches up with weather symbol number 63! It is the symbol with 3 dots. In the letter he said 'light hail, no thunder, or severe thunderstorm with hail.' And that matches up with 89 and 99! 89 is the symbol with two triangles. 99 is the symbol that looks kind of like an 'R'. Behind Frosty is a white binder. Look at the Surface Charts and the weather symbols. Find the one row that has either a minimum dewpoint 45+ or temperature 85+, with a symbol of three dots.

-March 8 matches up!

-So does March 21!

-And March 26!

-April 3 matches also!

-April 10 does!

-April 29 matches too!

It looks like that's all of them for the three dot symbol! Now let's find the two triangle symbol that works, again either with a dewpoint of 45+, or temperature of 85+. These are the dates:

-March 3

-April 6

-April 23

-May 12

And now for the last one, the 'R' symbol:

-March 18

-May 6

Go to Scott's office. Look at his calendar. Start with the date that would go first in numerical order, which would be March 3. Flip to March 3rd on Scott's calendar.

On March 3, the letter W is written. Do you see that white piece of notebook paper? Let's write a W with our actual keyboard on the first line for the first part of the code. The next date would be March 8. The letter M is written. Now add that to your code. The next date would be March 18, which is a 9. Add that to the code. The last part of this code is an A, for the date March 21. So now you have your first code, which is WM9A. Let's go to the next date after March 21, which would be March 26, and the letter G (kind of sloppy!). Type a G on the second line. Flip the calendar page to April. April 3 comes first, and it has the letter V, so type in a V. Next is April 6, a number 2, so type in a 2. Then would be April 10,

with the letter C. So now for the second line you should have GV2C. April 23 comes next, and that is an S, so type in an S for the last line. Next would be April 29, an H, so add an H to that line. Turn the calendar to May, and the next date would be May 6, with the number 4, so add a 4 to that code. The last one is May 12, an A. The last code should now be SH4A. Grab the piece of paper once you're done.

Go down to the cellar, on the laptop. Go to the Gallery. Scroll through the pictures. Those codes we just found match pictures of the windmill! That must be where Scott is! Get in your car and drive over there!

The Last Scene:

Well, Scott sure wasn't expecting you! He thought you were Brooke! Nancy talks to him and tries to confronts him. Uh oh! Scott completely knocks you out! Debbie calls on your phone. Go back from the windmill and on the road. Talk to Debbie. She wants to meet you at the Grange Theater. Your GPS will automatically set the Grange as a favorite. Drive over there. Go left towards the tornado shelter when you get there. Debbie wants you to unlock the shelter. Look in your backpack and find a key that Debbie just gave you. Use it to open the shelter. Go down the steps. Click near the white box. Why are there so many keys? Choose the fourth one on the top row and click the keyhole. Go through the door and wait. DO NOT EXIT! When Nancy says the worst has passed, you can exit the shelter. Get out on the road! You will see an arrow. That is where Scott is. Let's go on a car chase and follow him. You will never catch up with him, but he eventually leads to the Springhouse. Oh no! He fell! Quickly, grab the divining rod and pry off the wood on the door. Enter the Springhouse quickly! Watch the ending scene.

CONGRATULATIONS!

You have beat Nancy Drew #22: Trail of the Twister!

Be sure to play the next Nancy Drew Game: Secret at the Water's Edge

Make sure you watch the bloopers at the end!