



The **MISSING** Game Answer Key with Hints

For more information:

On the web: www.webwisekids.org

By phone: toll-free (866)-Web-Wise

Via E-mail: info@webwisekids.org



Just Friends

1. Child's Name: **ZACK TAYLOR**
2. Birthdate: **JUNE 12, 1985**
3. City/Province: **VANCOUVER, BC**
4. Country: **CANADA**
5. Child's Website Address: **WWW.ZACKMAN.SITE**
6. Child's School: **CENTRAL HIGH**
7. Hobbies/Sports: **BASKETBALL, SOCCER, COMPUTERS**
8. Took Vacation at: **PEACE ARCH PARK**

Game 1: Go to **WWW.ZACKMAN.SITE**

- **MIDDLE KEY** opens lock
- Password is **FREEDOM**

Game 2: Go to **WWW.ZACKMAN.SITE**

- Solution is **ROUTE B**
- Password is **KID NABBED**

Baiting the Hook

1. Nickname of website designer: **FANTASMA**
2. Male/Female: **MALE**
3. Type of Vehicle/Color: **RED CONVERTIBLE**
4. Address of Website: **WWW.CALIFORNIADREAMING.SITE**
5. Circle these Locations on the Map:

Surf:

La Jolla Beach has a **PIER**.

People on South Mission Beach have **TATTOOS**.

Pacific Beach has a **FRISBEE**.

Sail:

Bonita Cove has a **ROLLER COASTER**.

Quivira Basin has **WINDSURFERS**.

South Cove has **STARFISH**.

Scenes:

Belmont Park has a **ROLLER COASTER**.

The Boardwalk is for **WALKING**.

Mount Soledad Park has a **CROSS**.

Note: Close California Dreaming when you are finished.

Password to begin: **June 12, 1985**

Website: **WWW.CALIFORNIADREAMING.SITE**

Make sure students have the map in their Detective's Notebook out and are circling all (9) nine locations while investigating Fantasma's website.

When looking at the "Roving Eye," students should describe his appearance.

Examples: **WHITE MALE, BROWN HAIR, RECEDING HAIRLINE**

3

Caught in the Net

1. Cryptogram from Suspect:

Federal Credit Union
EPYR XIR ERP YIX
423890 YIYY

Federal Credit Union
4309 289 493 082
EXPIRY 0800

2. Solution to Cryptogram

4	2	3	8	9	0
E	X	P	I	R	Y

3. Meeting Point: **PEACE ARCH or BORDER**

4. State/License Plate: **MUGMIH = SAMSON**

5. Has a crime been committed? Yes No

6. What crime/crimes? **CREDIT CARD FRAUD, THEFT**

7. Who can be held responsible for the crime/crimes?
FANTASMA

Password to begin: **WWW.CALIFORNIADREAMING.SITE**

Game 1 - Credit Card Cryptogram.

*Note - Do not let the students spend too much time looking at the credit cards displayed on the computer screen. The solution is best found using the Detective's Notebook.

- To solve the cryptogram, look at the first (top) credit card in the Detective's Manual. Find the series of numbers that includes **4-2-3-8-9-0**.

3.

Caught in the Net, continued

- Now look at the second credit card in the Detective's Notebook. Find the letters **E-X-P-I-R-Y** on the bottom credit card. By exchanging the numbers **4-2-3-8-9-0** with the letters **E-X-P-I-R-Y**, you can assist the students to convert the letters to numbers (credit cards are numeric).
- In the solution grid, you should have **4-2-3-8-9-0** because **4** on the top card equals **E** on the bottom card, and **2** on the top card equals **X** on the bottom card, etc.
- Continue substituting all remaining letters for numbers until you arrive at the solution: **4309 289 493 082 EXPIRY 0800** (enter all this into the computer).
- Zack will travel by **BUS**.
- Where is Zack meeting Fantasma? **PEACE ARCH**.

Game 2 - License Plate Cryptogram.

- Since Fantasma is from California, students need only to look at California license plates.
- Scroll down the long list of license plates and look for plates that have a repeating 1st and 4th digit.
- Solution: **SAMSON**

4

Living in Paradise

1. Victim's Name: **ZACK TAYLOR**
2. House Number: **34**
3. City/State: **SAN DIEGO, CA**
4. Country: **USA**
5. Hobbies/Sports: **SURFING, GIRLFRIEND, RVs**
6. Took Vacation at: **BEACH RESORT**
7. Suspect's Age/Height: **OVER 40, 6 FEET TALL***

**Zack's dad reveals these clues in a video clip*

Password to begin: **SAMSON**

Game 1.

- Go to **WWW.ZACKMAN.SITE**
- Move through the maze towards the coconut tree, avoid all creatures with teeth.
- Password: **COCONUTS**

Game 2.

- Find (3) three keys. They are located under the curtain at the left, in the character's mouth, and on the side table under the glass.
- Use the key retrieved from the mouth to pick the lock. Do NOT rotate the lock.
- Password: **PRESTO.**



Closing the Trap

1. Code to enter the Private Website: **CONQUISTADOR**

2. Password to enter Child of the Month: **ESCAPE**

3. Crimes committed in Child of the Month:
 - a. July's Child (Marnie): **KIDNAPPING, CHILD ABUSE**

 - b. August's Child (Roddy): **KIDNAPPING, CHILD ABUSE**

 - c. September's Child (Danielle): **KIDNAPPING, CHILD PORNOGRAPHY**

 - d. October's Child (Zack): **KIDNAPPING, CHILD ABUSE**

4. What clues does Zack give about the location of his house? **ON A HILL, HAS A METAL DOOR, NEAR A PARK WITH A CROSS**

5. Name of Suspect: **FRANK BUCKLEY**

Password to Begin: **HOUDINI**

Game 1 - Locating the Private Website.

- Use your mouse to click all over the homepage on California Dreaming. When you click on the left side of the screen, you will hear chimes and see a blinking sparkle. Click on this object.
- To crack the code, click on HINT. Find each number on the grid. Match each number to (2) two corresponding letters. First match and record the number from the left column, then match and record the number from the top column. For example, 67 equals C and O.
- When you line up the letters, they spell: **CONQUISTADOR**

5.

Closing the Trap, continued

Game 2 - Finding the secret password to open the laptop (October's Child).

- Listen carefully to the Morse code. You will hear:

Dot

Dot - dot - dot

Dash - dot - dash - dot

Dot - dash

Dot - dash - dash - dot

Dot

- Use the hint to spell **ESCAPE**
- Exit California Dreaming after keying in **ESCAPE**.

Game 3 - Suspect Identity. Note: Frank Buckley has worked hard to conceal his identity. Do not be surprised if you have more information about Frank in your files than the Police have in their files.

- Fill in the information about Fantasma:

Description - **FANTASMA**
MALE
40 YEARS OLD
6 FEET TALL

Crimes - **KIDNAPPING**
CHILD ABUSE
CREDIT CARD THEFT

Vehicle - **CONVERTIBLE**
RED
SPORTS CAR
SAMSON

Location - **SAN DIEGO**
CALIFORNIA
USA

Occupation - **PHOTOGRAPHY**
COMPUTERS
WEB DESIGN

- Use the process of elimination to find a suspect.
Solution: **FRANK BUCKLEY**



The Betrayal

1. Clues to Fantasma's Address:

Evidence File:

Map:

Location of Fantasma's House: **34 CONQUISTADOR**

2. Clues to the Marina:

Evidence File:

California Dreaming:

Location of the Marina: **BONITA COVE**

3. Clues to the Resort:

Evidence File:

Map:

Location of the Resort:

3	2		2	0		1	1	7		0	7
---	---	--	---	---	--	---	---	---	--	---	---

4. Was a crime committed? Yes No

6. What crime/crimes? **KIDNAPPING, CHILD ABUSE**

7. Who can be held responsible? **FRANK BUCKLEY**

Password to begin: **FRANK BUCKLEY**

Game 1 - Finding Fantasma's address:

- Look in the Evidence File. Fantasma's house number is revealed twice. Once in a photo of Zack in a hammock and again in the Private Website on a rock wall.
- To find the name of Fantasma's street, students should remember that Zack is near a park with flags and a cross. It's called Mount Soledad. Find the park on the map. Examine the streets nearby and you will see **CONQUISTADOR**, which is familiar because Fantasma uses this name as his secret password.

6. **The Betrayal, continued**

Game 2 - Finding the Marina where the boat is docked.

- Look in the Evidence File and open "At the Dock."
- Behind the boat is a roller coaster. Using the map and page 2 of the Detective's Notebook, identify which of the three "sails" has a roller coaster.
- Solution: ***BONITA COVE***

Game 3 - Finding the location of the Resort.

- Open Fantasma's Secret Website and click on the laptop.
- Look through the photos until you see a photo of Zack on the boat with Frank Buckley.
- On the right side of the picture you will see an instrument that displays the latitude and longitude of their location.
- **Note - Due to a printing error, students will NOT be able to successfully use the latitude and longitudinal readings in the Game to locate the Resort on the included Map. We apologize for the inconvenience.**
- The correct degrees of longitude and latitude are:
32 20 117 07