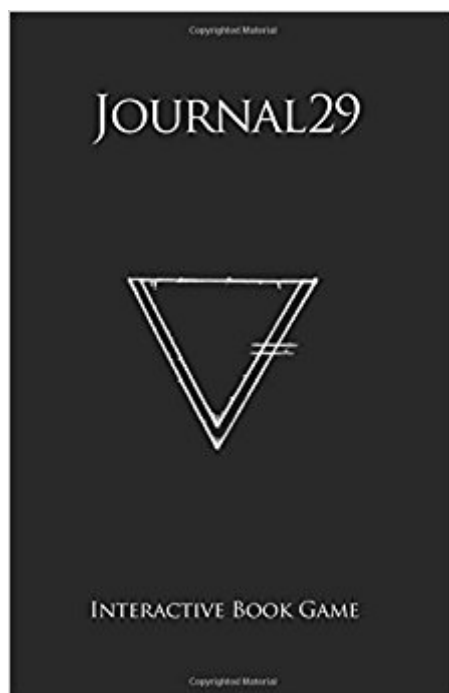


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Journal 29: Interactive Book Game



Synopsis

Journal 29 is a unique book game where you can solve riddles and puzzles and submit your answers online to get the keys and move forward. To solve the riddles, you need to think out of the box. You can write, draw, search, fold pages, combine different methods and try to get those riddles right. Journal 29 is a 148 pages book providing over 63 riddles you can solve. The Story: A top secret excavation did not bring any result for 28 weeks. It was on the 29th week that something unexpected happened. The team disappeared and the only thing that was left behind was their Journal. You must solve the riddles in order to solve the mystery. How to Play: Journal 29 is a book game of riddles and puzzles. To play, you will need: A copy of Journal 29 A pencil An internet connected device (preferably a smartphone) Every two pages of Journal 29 have two elements: The riddle page and the key page. Step1: You solve the riddle on the riddle page. Step2: Visit the URL from the key page (you can type the URL on your browser or scan the unique QR code available on the page). Step3: Submit the answer of the riddle. Answer correctly, and get a key that is usually a word or a number. Step4: Write down the key. These keys are needed for solving the next riddles. To solve the riddles you will need to think out of the box. Write, draw, search, tear paper, fold pages, combine and more. You don't need any special app to play the game. Just a browser will do (preferably on your smartphone)

Book Information

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Customer Reviews

Journal 29 is one of the most interesting concepts I've seen in a while. Somewhere in between classic pen and paper puzzles and phenomenons like escape room games, the book

does a great job of adding something new to the genre. It's a book of 63 puzzles with a loose thematic theme tying them together. The puzzle themselves are generally great, but it's the clever implementation that really sets this apart. First, each puzzle leads to an answer (usually a word or number) to be entered on a specific webpage to receive a "key" for the puzzle (again, usually a word or number). QR codes are provided so things are very smartphone friendly, but urls are also given and it was fine to play using a laptop. Keys are often used in future puzzles, so there's a nice feeling of progress throughout the book. Second, there are a lot of interesting puzzle variations, with some inventive uses of the internet involvement, connectivity between the puzzles, and the book format to stretch the genre a bit. There are also some similar looking puzzles here and there, but with different approaches and solutions that creates an additional level of intrigue. It's really well put together, with solid levels of variety, originality, and challenge. The story elements provide a nice theme and aesthetic, but are also minimal from a narrative point of view. This is a book of puzzles with a story framework, not any sort of complete tale. Which is perfectly fine, but should be kept in mind if you're particularly intrigued by the story setup. The book can be "played" solo or with a group (each person having their own copy is recommended). For people (like me) who opt for the solo play and have no other minds to bounce ideas off of, there are online message boards on the same site answers are entered that have hint threads by page. It's a pretty good resource and reasonably useful help is provided without full spoilers. I referenced it several times for a little help to get started or when stuck (some of the puzzles are a bit obtuse and a push in the right direction greatly appreciated), and its availability generally prevents anything from getting too frustrating. There was one puzzle I was unable to solve even with the hints (I know exactly what I need to do, but am not capable of it and got tired of trying different combinations of educated guesses). The hints were good, so short of someone handing me the answer there's no further help to be gained. I was however able to reverse engineer that particular key from a later puzzle (which certainly won't be possible in the vast majority of cases) so I wasn't kept for completing anything else nor from finishing the book. The idea of that puzzle was quite good too, just the implementation was off for me. A little disappointing, but only one out of sixty three missing the mark is pretty good odds and it didn't significantly detract from my enjoyment. I managed to complete the book without writing in it, damaging pages, etc (by using scratch paper and occasionally photocopying pages), but if I had it to do over I probably would have just used the book straight up as intended. It's well worth the price (\$18 retail) and I likely spent

too much effort and made some things harder on myself trying to keep it pristine to potentially be lent out / used again. Overall Journal 29 is a unique puzzle experience that comes together really well. Recommended to anyone who enjoys stretching their brain a bit.

Simply an incredible journey. I'm about half way through the riddles and the mystery is becoming just that more fun. Some puzzles have been tricky, but with the help of the spoiler free hints (found on books website where you enter answers) I have been able to figure out and move forward. Such a great idea, can't wait to see if there would be more journals in the future.

The setup of Journal 29 is intriguing. There is a secret excavation effort that produced nothing for 28 weeks. On week 29, something unexpected happens. The excavation team disappears and all that is left behind is what you hold in your hand. This book. The book is a series of 63 puzzles that require you to use logic, intuition, some online sleuthing skills and even a little ingenuity to figure them out. Called an "interactive game book," Journal 29 is true to its name in that regard. You use the ENTIRE book, in all sorts of ways, to figure out the puzzles. Things I like about Journal 29: * It's challenging and unique. I've never played anything quite like it. * The puzzles, and the artwork and the aesthetic in the book, are very evocative and often ominous and creepy. It sets a good tone. * The way you enter answers into unique web pages to see if you are correct is cool. If you get the puzzle right, you get a key word. * Puzzles quite often require information you gathered in previous ones to solve. It gives a nice sense of progression in the book. Criticisms * Some of the puzzles seem to require illogical leaps in reasoning, or throw in useless information simply to confound and confuse. * The ending is sort of left open to interpretation. I was hoping that when I solved the final puzzle that there would be a cogent, clear narrative to the whole thing explaining what happened to the team. You SORT OF get answers, but not really. I can go through the book and vaguely tell you what happened, but it would have been much better if it tied up loose ends more neatly. I'll have to say, overall, I enjoyed my time with Journal 29. The book became sort of a sensation at my office. Myself and many of my co-workers would work on the puzzles in spare time. Some folks would make photocopies of the pages or take photos with their cell phones to look at and try to solve at home in the evenings. I think there can definitely be a team-building aspect to this book. Very good overall. I'd do it again and will be searching for similar books, but I deducted a star for the lack of a clean, clear resolution to the events hinted at in the book.

This is a great puzzle book, unlike any other you've ever had. If you love strategy games like the

escape rooms that are becoming popular, you will like this book. You use all sorts of methods (tearing pages, drawing, etc) to solve puzzles on each page. You enter your solution onto a website and, if correct, provides you with a key. That key may be used in future puzzles. Can't wait for the next book!

My wife and I have been avid escape room enthusiasts for just over a year - 59 different rooms as of 07/23. Journal 29 was recommended by someone else who likes these adventures. Journal 29??? AWESOME!!! Inventive to the core!! My wife and I took 6 nights (about 10 puzzles/night) to complete Journal 29 and had the utmost of interactive fun together. Opens the mind... Improves the communication... Enhances the teamwork... We have bought three other copies to give to friends/family to play. Feedback? They loved it!! This is NOT your grandmother's puzzlebook!!! We can't wait for Volume 2 to come out!!! Team Rabbit

I love this book. The challenges are different enough to keep it interesting. There are some online videos that you need to access in order to solve the puzzle that are not accessible through every browser, that was frustrating enough to keep me from giving the book 5 stars.

Tons of fun with lots of different puzzle varieties. Great to work on alone or with friends to bounce around ideas. Would make a great gift for any puzzle room lovers!

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