Magical Mystery Tour

"Find" the scepter, taking in a tour of the city as they search. To make the quest more challenging, let each entry in the book be sliced up and jumbled. The only way to reassemble it is by identifying the site. Another text with jumbled words can only be answered by visiting the site itself.

HOW TO PLAY THE GAME

- Send a text to a phone number in the guide book.
- A second text contains a code that points to the next site.
- A code is provided to the site.