



# SOLUTION: Mockery



This puzzle is centered around words that end in -ery but do not follow the common usage of being the place where something occurs/exists. This is clued by the title, Mockery, and the flavor text saying “it’s not a place for trial runs?” (a.k.a. not a place for mocks). The title serves a double meaning too, since these can be considered *mock* usages of the -ery ending.

Each of the images in the house clues the thing before the -ery, and the true definition of the -ery word is listed on the second page. For example, the first house contains an arrow pointing to an ADULT, which clues ADULTERY—and this is not a home of adults, but a “Commandment violation” as listed in the clues. Easy break-in points are BAT->BATTERY, ARCH->ARCHERY, and FLAT->FLATTERY.

Once making these pairs, the number in parentheses next to the clues serves as an index. Since the words are given in order in the house images, the order of provided clues should be used. This spells HOME OF PAINTINGS, which serves as a clue phrase. Repeating the central mechanic of the puzzle, a home of paintings that fits the 6-letter enumeration gives us the final answer of ARTERY.



ADULTERY



ARCHERY



BATTERY



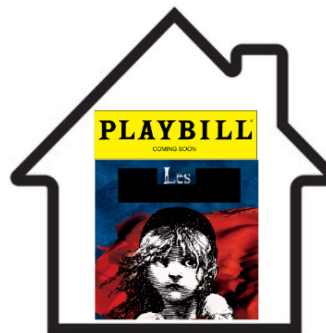
FINERY



FLATTERY



LOTTERY



MISERY (Miserables = Mis)



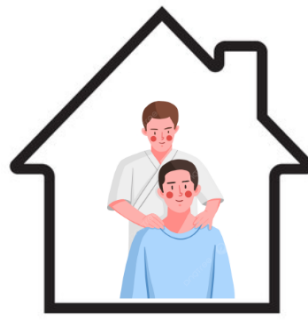
MYSTERY



PUFFERY (Puff the Magic Dragon)



ROBBERY (Rob Lowe)



RUBBERY



SLIPPERY



STATIONERY



SUMMERY



SURGERY (Lieutenant Surge from Pokemon)

Sport (4) = ARCHERY = H

Theft (2) = ROBBERY = O

Genre (1) = MYSTERY = M

Tough (5) = RUBBERY = E

Raffle (2) = LOTTERY = O

Praise (1) = FLATTERY = F

Exaggerated advertisement (1) = PUFFERY = P

Commandment violation (1) = ADULTERY = A

Sadness (2) = MISERY = I

Ball gown, e.g. (3) = FINERY = N

Charger (3) = BATTERY = T

Slick (3) = SLIPPERY = I

Letterhead (7) = STATIONERY = N

Operation (4) = SURGERY = G

Warm (1) = SUMMERY = S

HOME OF PAINTINGS → **A R I E R Y**