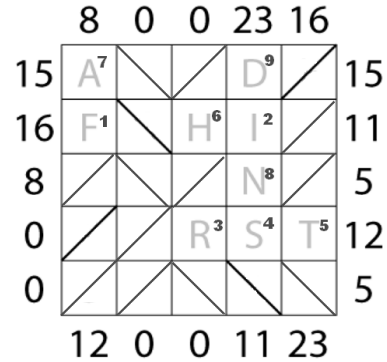**SolTrade Portfolio Summary**

1-1. All squares will have either an employee wearing a numbered jersey, or an obstacle. As implied by "reflection" and "laser tag", the obstacles in the grid will reflect lasers from outside the grid until passing through a separate side.

This can be accomplished mostly through trail and error, starting with the 23, the 5 and 8. (Three alternate solutions exists, none of which affect solving.)
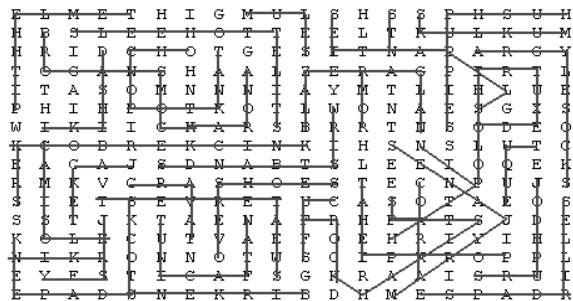
The numbers outside the grid are the sum of all of the numbers the lines pass through. 15 for example passes through A, H, and I. (Zeroes reflect lines that pass through no squares with employees.)

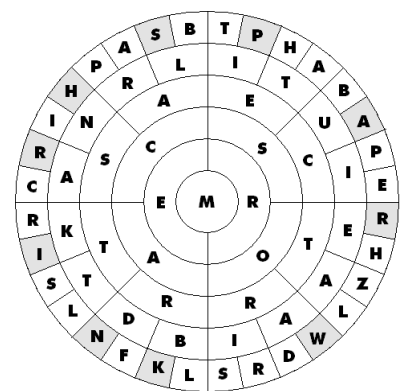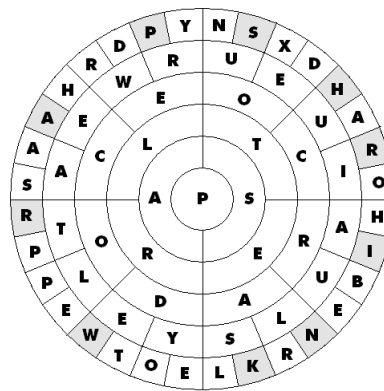|			
AHI = 15	FHD = 16	FA = 8	RST = 12
RN = 11	SIND = 23	T=5	

If only positive numbers are used, and no number repeated, then there is only one solution. Taking the letters in numerical order spells **FIRSTHAND**.

1-2. The word search is solved normally. The grid to the right shows all entries crossed out. Remaining letters spell "HIGHLIGHT ANYTHING WITH SLEEVES IN GRID." Highlighting DASHIKI; SMOCK & ANORAK; BLAZER, ARMOR & RAGLAN; POLOSHIRT & TUXEDO; JACKEY & JERSEY; TUNIC & CAFTAN; FROCK; PARKA & COAT will show the letters **JUMPSUIT** (dashiki represents the J, smock & anorak the U, etc.) [Note: there are a number of tops in the grid not used that do not have sleeves: camisole, tanktop, poncho, etc.].

1-3. The movies in order are THE BEST OF TIMES, BACKDRAFT, ESCAPE FROM LA, SOLDIER, THE THING, BIG TROUBLE IN LITTLE CHINA, SWING SHIFT, and TOMBSTONE. As indicated by the flavor text, peppered with "final" references, read the last letters in order to spell **STARGATE**.

1-4. [in clue order] 1-Front. PUT(S)ON*; 1-Back. MISTER*; 2. SIMPER (hidden); 2. TOSSUP*; 3. T(H)ERMS &lit; 3. S(EXPO)T; 4. DE(S)POT; 4. ST(R)EAM &lit; 5. P(UTSC*)H; 5. C(RUM)BS; 6. MAR(CU)S; 6. CAT+sSUP (rev.); 7. S(H/c)RIMP; 7. S(CR)IPT*; 8. OPT+ICS(rev.); 8. CRI(M)ES; 9. kingfiSHERPAlisades; 9. TRE(M)OR*; 10. MOTHERs*; 10. wASP+I+RE; 11. SU(P)ERB*; 11. MO(Z/re)ART; 12. MOR(T)AL; 12. PER USE; 13. MAR+ROW; 13. PANELS; 14. RA+MROD*; 14. PEA(R)LS; 15. S+PEAKS; 15. MI(RRO)R rev.; 16. S+PARSEs; 16. MORRIS (even letters of "um your orgies"); 17. M(ARB)LE rev.; 17. sPRAYED; 18. PA(ROD)Y; 18. E(M)BARK*; 19. DE PART; 19. FR(AM)ED; 20. REMANDk*; 20. WAR+PED; 21. PAR+OLE; 21. MATTress + fELt; 22. POPuLAR; 22. T(AMES)T; 23. POP(t)ART; 23. uMAKEITel; 24. M(ARK)ET; 24. PARRy+OT; 25. PAy+SCALe; 25. ME(CC)AS*; 26. S+CREAM; 26. AL PACino+A; 27. PA(LA)CE; 27. MIN+CES; 28. woMENSCHannel; 28. moCHAPELegrina; 29. sCAMPER; 29. P+REL+AW (rev); 30. DE(W)LAP rev.; 30. CAMbrianERA; 31. MESCAL*; 31. RAPPE*+L; 32. REP(L)AY; 32. B(EC)ALM*.

Placing one grid on the back of the other, the highlighted letters match up and spell **SHRINKWRAP**. (Give yourself bonus points if you noticed that "middle of the afternoon" described the center letters PM.

Portfolio Summary 1

The rule is hidden in 1-3, and is spelled out by both the deleted letters (all of which are the last letter) and numbered boxes. The deleted letters spell: TAKE THE FOURTH AND EIGHTH LETTERS FOR SHORT SYMBOLS AND; the numbered boxes spell INTERLACE. (9 comes from STARGATE, and uses the last letter.) Taking the fourth and eight letters gets SN, PT, RE, and IR, which spell **SPRINTER** when interlaced.