Plugging letters into the Hangman puzzles from the letter matrix provided yields clue phrases, each with a letter off. Each phrase clues the demise of one of Edward Gorey's Gashlycrumb Tinies. One letter in each phrase is wrong and must be corrected.

I. ACTS TH[D/E] RUMMY<br>II. SEW[O/E]R ACCESS<br>III. SH[I/R]IVELS GRAVELY<br>IV. SINK INTO C[N/H]AMPLAIN<br>V. TOT SLIPS, [B/T]IPS, FALLS<br>VI. TOXIC DR[R/A]UGHT<br>VII. B[A/O]REDOM<br>VIII. UNHAN[I/D]Y MUCH<br>IX. FUZZ[L/Y] DRUPE<br>X. [L/G]RIZZLY AMBUSH<br>XI. TROIKA CATA[E/S]TROPHE

The CORRECT letters fall in unique positions within the answers. Ordered first to eleventh, they spell GOREYDEATHS, a clue to the Gashlycrumbs. The INCORRECT letters, in puzzle order, spell DOINBRAILLE.

For the letter associated with each of the Tinies ("Z is for Zillah", etc.) arrange the six guessed letters into two columns of three, reading down. Note that this is the canonical direction in which Braille dots are numbered, as opposed to in three rows of two (the arrangement of the actual puzzles on the page is also demonstrative of this). Consider only the guessed letters which coincide with the dots in the specified letter in Braille. Doing so yields the phrase NOWP / UTN / UM / BE / R / SLE / FTSI / XSPOT / SI / NP / UNS, or NOW PUT NUMBERS LEFT SIX SPOTS IN PUNS, and instruction which may be applied to Hunting and Fishing. Doing so derives the phrase, in that puzzle, APT WORD INSIDE CLUE VII. Given the twins' propensity to kill themselves again and again and again and again, the aptest word in clue VII of this puzzle is REDO.

The letter matrix from this puzzle can be overlaid by the assembled grid from Visiting the Underworld; see that puzzle's solution for details.

