

# BAPHL XII: ~~Bodacious Azote-Phlogizton Hibernial Luau~~

## *Belated (Arguably Postponed) Holiday Leftovers*



*Okay, so we weren't quite as on top of the timeline as we might have liked. Things kept coming up: first there was this other big puzzle event in Cambridge every January, then that record-breaking snowfall ... so it's now happening in April. But perhaps you're not yet completely sick of holiday displays, light-up snowmen, and endless iterations of "The Little Drummer Boy", and so will enjoy this winter wonderland of puzzles. Oh, and you'll come across some handwritten corrections like the ones above and below on some of the puzzles due to our rescheduling: the changes aren't clueful, just a badge of our shame...*

### ***SPRING***

~~WINTER IS COMING!!~~ We now have BAPHLs in Spring, Summer, and Fall, so why not do one in the winter? To celebrate this wonderful holiday season, Phlogizote is hosting THREE holiday parties around Harvard Square. The whole shebang starts off with an old-fashioned gift grab bag. The gift your team received determines which party you go to first:

- If you got a *candy cane*, go the *Christmas party at Sever Yard*
- If you got a *dreidel*, go to the *Menorah lighting at JFK Park*
- And if you got a *stick of gum* (suitable for spicing up bagel dough), go to the *Festivus dinner at Radcliffe Yard*

(Consult your map to help you find them.) When you get to a holiday party, look for the Phlogizotinator with the Happy New Year tiara, who will check you in and give you the four puzzles associated with that holiday. Note that unlike some previous BAPHLs, you are free to use the internet. We tried to design puzzles where you wouldn't need to, but a couple of them may benefit from a Google or two for some teams — it's up to you to decide whether you'll have more fun using the Net or not.

You can check your answers with the Phlogizotinator (and ask for hints, though if you're a Blizzard team, we might be stingy with them). After an hour, or after your team has solved three puzzles, you can move on if you like. Note that some of the puzzles are location specific (this is noted on the puzzle itself), and the location-specific material is always near where you got the puzzle. Once you've solved three puzzles or an hour has passed, you'll receive additional material for the meta-puzzle and get directions to the next holiday party. Each meta-puzzle will provide some information about ~~the holiday~~,  
*why BAPHL XII is being held in April rather than December.*

Once you've solved all three of the metas, come back to this starting point at Winthrop Square and find the Phlogizotinator who will give you the meta-meta-puzzle.

If you have questions or problems, or are simply not having a good time, you can contact Phlogizote HQ at 952-428-9350 or 617-669-8677. Good luck and happy holidays!

# BAPHL XII Answer Sheet

Team Name \_\_\_\_\_

## PUZZLE

## ANSWER

**CHRISTMAS**

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**HANUKKAH**

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**FESTIVUS**

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# BAPHL XII—General Reference Sheet

Standard Alphabet		NATO	Braille	Morse Code	Semaphore	Binary	Greek Alphabet			Hebrew Alphabet			
1	A	Alfa				00001	1	A α	alpha	1	א	alef	
2	B	Bravo				00010	2	B β	beta	2	ב	bet	
3	C	Charlie				00011	3	Γ γ	gamma	3	ג		gimel
4	D	Delta				00100	4	Δ δ	delta	4	ד	dalet	
5	E	Echo				00101	5	Ε ε	epsilon	5	ה	he	
6	F	Foxtrot				00110	6	Z ζ	zeta	6	ו	vav	
7	G	Golf				00111	7	Η η	eta	7	ז	zayin	
8	H	Hotel				01000	8	Θ θ	theta	8	ח	het	
9	I	India				01001	9	Ι ι	iota	9	ט	tet	
10	J	Juliet				01010	10	Κ κ	kappa	10	י	yod	
11	K	Kilo				01011	11	Λ λ	lambda	11	כ	kaf	
12	L	Lima				01100	12	Μ μ	mu	12	ל		lamed
13	M	Mike				01101	13	N ν	nu	13	מ	mem	
14	N	November				01110	14	Ξ ξ	xi	14	ם		nun
15	O	Oscar				01111	15	Ο ο	omicron	15	נ	nun	
16	P	Papa				10000	16	Π π	pi	16	ך		samekh
17	Q	Quebec				10001	17	Ρ ρ	rho	17	ק	pe	
18	R	Romeo				10010	18	Σ σ ς	sigma	18	פ		tsadi
19	S	Sierra				10011	19	Τ τ	tau	19	צ	qof	
20	T	Tango				10100	20	Υ υ	upsilon	20	ק		resh
21	U	Uniform				10101	21	Φ φ	phi	21	ר	shin	
22	V	Victor				10110	22	Χ χ	chi	22	ש		tav
23	W	Whiskey				10111	23	Ψ ψ	psi	23	ת	tav	
24	X	X-ray				11000	24	Ω ω	omega	24	ת		tav
25	Y	Yankee				11001							
26	Z	Zulu				11010							

(Just in case there's any confusion, **this sheet is not a puzzle.**)

# BAPHL XII—Cryptic Clues Primer

Every cryptic clue can be divided into two parts: **definition** and **wordplay**. The **definition** works like a normal crossword clue, but the **wordplay** portion gives you words or phrases to manipulate and explains how to do so to get to that definition. (The two parts are sometimes separated by a simple link word or phrase such as *and, with, is, of, make, becomes, etc.*)

Each of the cryptic clue types listed here include a brief explanation about how they work, some of the more common indicators they employ, and a sample clue. The clue examples also show the definition portion underlined and the **wordplay portion highlighted** to make things easier to visualize. (Tip: the definition is always either at the beginning or the end of every cryptic clue; the remainder will be the wordplay.)

Note that some indicators work in more than one clue type which can make things tricky (*e.g., about* could indicate reversal, or putting something around something else). Other word tricks to look out for include misleading punctuation and words posing as other parts of speech (*e.g., Polish* could be *someone from Poland* or *to buff*). A question mark in a cryptic clue can sometimes indicate that the definition may be looser than one would expect in a dictionary sense, often involving a pun.

## 1. Anagram | anagram of word or phrase

*Indicators:* confused, mixed, reorganized, altered, changed, reworked, doctored, engineered, dancing, possibly, erratic, wild, crazy ...

Old Tesla wrecked (5) = STALE (anagram of *Tesla*)

## 2. Charade | combine different letters, words, phrases to form a new one

*Indicators:* often doesn't use an indicator, but may use additional words indicating combination, like *and, with...*

Fire some valuable pottery? Delightful (8) = CHARMING (*char* + *Ming*)

## 3. Homophone | homophone of word or phrase

*Indicators:* heard, by the sound, in the ear, orally, on the tongue, in audition, in conversation, some say ...

Evergreen tree — it keeps some animals warm, I hear (3) = FIR (homophone of *fur*)

## 4. Container/Insertion | letters surrounding something else, or inserting letters into another word or phrase

*Indicators:* outside of, about, divided by, having, holding, eating, receiving, inside of, within, filling, going into, wearing, splitting ...

H&M stocking overhead railroad and ship's steering wheel (4) = HELM (*el* inside *H+M*)

## 5. Hidden Word | word or phrase spanning wordplay

*Indicators:* hiding, displaying, showing, partially, letters from, selection from, element of, crossing ...

Candice Bergen caressing a big, frozen block (7) = ICEBERG (hidden inside *CandICE BERGen*)

## 6. Reversal | word or phrase backwards

*Indicators:* backwards, back, reversed, in reverse, returning, running back, from the rear, turned around ...

U-turn on Google's Street View app is a Gmail problem (4) = SPAM (reversal of *Maps*)

## 7. Deletion | deleting letter(s) from the beginning, end, or somewhere within

*Indicators:* missing the first, headless, first off, endless, falling short, flipped, unfinished, missing both ends, limitless, losing heart ...

Large, heavy book without an ending depicting Jerry's nemesis (3) = TOM (*tome* without last letter)

## 8. Double Definition | both parts of the clue are the same spelling of a word but with different definitions (link words are optional)

Boom box (4) = SPAR (definition for both *boom* and *box*)

## 9. Bits and Pieces | first letter(s), last letter(s), central letter(s), or both ends (often used in conjunction with other wordplay)

*Indicators: First letter(s):* first, foremost, opening, leader, premiere, piece of, initially, at first, originally, initially, heads of, starts to ...

*Last letter(s):* last, back, end, conclusion, terminal, finally, last, end, close ... *Center letter(s):* center, heart, middle, core, middle ...

*Both ends:* borders, extremities, terminals ...

The red planet starts to make astronauts run scared (4) = MARS (acrostic: first letters of *make astronauts run scared*)

## 10. Abbreviation/Letters | anything representable by an abbreviation or letter(s) may also be used with other wordplay

Weak drunk keeps failing (4) = SOFT (*sot* containing *F* for "failing")

(Just in case there's any confusion, **this sheet is not a puzzle.**)



# BAPHIL XII Area Map

**Menorah Lighting**

**Festivus Dinner**

**Start/finish**

**Christmas Party**

**Public bathrooms**