

Kick-Off

BAPHL Organizer: Welcome to BAPHL 14, our 6th anniversary party! *cheers from crowd/noisemakers* It's surprisingly chilly for May, but I suppose that's New England weather for you. We're going to go ahead and celebrate anyway.

We've got a great bunch of gifts for you, but it seems we've misplaced them. We definitely didn't forget the date or forget to pick up your presents. You'll have to solve a bunch of anniversary-themed puzzles to find out what we've gotten for you -- and we certainly hope these items will be useful to you at our future hunts!

****Bureau Agent presses PAUSE button, BAPHL Organizer freezes.****

Bureau Agent: What you've just seen is evidence of a time paradox somewhere in the Boston area. We at the Bureau of Anti-Paradox Historians and Logicians are investigating the cause of the time-shift. It appears BAPHL 14 has been unstuck and moved forward in time. As you know, changes in a small part of the space-time continuum can have disastrous effects on the entire history of the universe. We need to fix this issue as soon as possible. We're relying on you to help us out.

As far as we can tell, the best way to do this is to go through BAPHL 14 as normal, so as not to startle the misplaced celebrants. We'll continue to observe you and the other puzzlers until we've gathered enough information to start finding a solution to this paradox. If you find anything that seems to be out of place, keep track of it, as that could be the key to unlocking this paradoxical mystery.

Please be very careful as you solve. Remember disturbing any of the people in this altered state could have catastrophic effects, potentially leading to the end of the universe as we know it. Travel on puzzlers, we wish you luck in this important task.

****Bureau Agent presses PLAY button, BAPHL Organizer resumes****

BAPHL Organizer:

There are three rounds to this anniversary hunt, at three different locations. In your starting packet, you'll receive a piece of confetti telling you where to go to start. Once there, you'll need to solve three of the puzzles given to you before moving on to the next location. At each spot, there will be a location-specific puzzle, so be sure to solve that before moving on.

Remember, this is all about celebrating BAPHL and having fun! *noisemakers/applause* So if you ever feel you're completely stuck, feel free to ask for a hint, though you may not receive one. Have fun BAPHLers, we'll see you at the afterparty! *noisemakers/applause*

Teams Receive the First Meta (“The Last BAPHL”)

Futurists: Hello! Hasn't this been a great BAPHL? We're visitors from your far future, the hosts of the Last BAPHL. Now that we've realized what a special occasion this is, we've found a gift for you. In the spirit of this hunt, however, you've got to solve a puzzle before you can get it. Happy solving, puzzlers.

Teams Solve the First Meta

Futurists: Congratulations! You've solved the puzzle! Here's your gift, *A Miniature Red Robot Overlord!* He's here to take over your silly hunt!

Bureau Agent: Psst! Over here! We need to get rid of this robot! This is the reason for the anomalies. You've got to help us out. Take this, it's the schematics for the robot. If we rewire it, perhaps it can fix this time travel dilemma for us. So have at, then come back and let us know how we can return to normalcy.

Teams Solve the Final Meta (“The End?”)

Bureau: You’ve done it! You’ve fixed this time paradox. Now we just have to pack this up *pulls out pre-wrapped package addressed to BAPHL 15* and send it along. Thank you for your service. Unfortunately, no one will ever know....*disappears*