

BAPHL 21 Opening Script/Set-Up

(The Fleens are gathered in front of a table, ready to talk)

CHRISTIAN:

Hello, everyone, and thank you for joining us Fleens?--YOU'RE Not Fleens!-- for BAPHL 21--Boston Alternative to Purchasing High-Priced Leaguetickets! As you know, the National Puzzlers' League Convention is this weekend in Boulder, Colorado, so we're providing a local alternative!

Wooooo!

(Under this next bit, Christian searches the table and realizes something's wrong)

OK. So today's hunt is going to be so exciting, because we're focusing on the amazing things right here in Boston!...and, uh...you'll be traveling to different spots here in the heart of the city, solving puzzles to identify... Four of Boston's greatest treasures, and the history behind them and...

(Brief turn away)

...Um, OK. So, funny story...it seems like, uh...well...everything we prepared has, um...vanished. Ha ha! Funny, right?...OK, good joke! Who did it?

(Getting more panicked)

Ha ha, is this one of those MIT hacks I've heard so much about? OK, very funny!...

Seriously...

(Total breakdown)

HELLLLLPPPPPPPPPPPP!

I don't understand--they were all right here! The Boston Cream Pie recipe, the pairs of Red Sox, the Mystery Hunt Coin Collection--do y'all have any idea how long it took us to write the phrase ENIGMATIC NUMISMATIC in Babylonian cuneiform? I mean, who *did* this? Who would possibly steal...

MYSTERIOUS VOICE:

Looking for something...*ACME AGENTS?*

CHRISTIAN:

...No. No, it can't be--*HER!*

(Dramatic point and gasp as the crowds part, revealing CARMEN SANDIEGO herself! She has a big bag full of loot, and winks at the crowd)

CARMEN:

My my my my MY, what a puzzling bunch you all are! I'd love to stay and chat, but I haven't quite finished picking out souvenirs--there's a certain Green Monster with my name on it. But let's make it interesting...Catch me if you can!

(CARMEN dashes off. General hubbub and panic--then THE CHIEF strides forward, seizing the stage)

CHIEF:

OK, folks, listen up! I'm the Chief of ACME Detective Agency. As you see, Carmen Sandiego and her boisterous band of burgling bandits have boosted Boston's best! We have reports of four particular items being stolen in locations around the city. What we need now is a group of people who grew up watching PBS, playing educational computer games, and generally blossoming into nerds to track her down. Any ideas?

(CHRISTIAN pauses a moment, and then gestures to the crowd)

CHIEF:

...Oh, perfect. Congratulations--you've all just been drafted into the ACME Detective Agency Elementary School for Crimefighting! We offer two classes: Private Eye, for those who've collared creeps before, and Gumshoes, for those new to the beat. Your mission is simple. First, travel to your four classrooms. ACME Senior Agents are there--in official ACME disguises, of course--receiving intel from our field operatives about the thefts. Those operatives, who also teach the subjects, will probably find a way to encode that information so that only ACME agents can read it.

CHRISTIAN:

...This is just a guess, but might the encoding method be, I don't know, puzzles?

CHIEF:

Oh, you ARE good at this. Solve the puzzles of your classrooms. The information you gather from them will help you complete the warrants needed to snatch Sandiego's sinister squad! Put them all behind bars, and we'll have enough information to go after Carmen herself and save what she's planning to steal! That's your mission, agents! Now...

CHRISTIAN:

DO IT, ROCKAPELLA!

(CHIEF stares)

CHRISTIAN:

...Just wanted to see if that would work.

CHIEF

Christian...get out of my office. And the rest of you, I declare that Boston ACME's Pursuit of Heisting Lady is begun! Now, GET GOING!