

# BAPHL 4

## Rules and Actually Helpful Information

### Answers

- Each puzzle has a designated person, in a particular place, to check the answer. When you get what you believe is the answer to a puzzle, you should go there and check it with that person. This is different from hunts where you “call in” the answer.
- HQ will be manning a phone for other things, such as if you believe there is a problem with a puzzle, if you are stuck, or if you simply need some information (see below). The default phone number to call for this is 617-947-9680. We might give you an additional number to try at some point.
- You might get new instructions about what to do with puzzle answers later in the hunt. Pay attention to those!

### This is a low-tech hunt. Solve it like it's 1985.

- The general rule is: **Do not use the Internet or computational power to help you solve puzzles.** Your phone should be used mostly for making phone calls. We suggest turning off your data connection if possible.
- You may use non-electronic references and tools to help you solve puzzles.
- You may also use devices with specific purposes, particularly calculators and cameras, if the need arises.
- For convenience, you may use offline applications on your phone that simulate a low-tech device, such as a calculator, a camera, or a compass.
- Absolutely no Googling, no searching word lists, no GPS, no question-answering services (besides us).

### Tank, I need an exit! (Also, I'm in the wrong movie)

- Even though you cannot access the Internet while on this job, that doesn't mean Saito is leaving you stranded without a clue. If you feel that you need information you would usually look for on the Internet, call HQ. BAPHL's highly-trained Googlers will answer any reasonable question.

### Extra puzzles, switching difficulty levels

- If you need an extra copy of a puzzle, ask the person who's responsible for that puzzle – they probably have one.
- We'll particularly keep some extra copies of the “normal mode” puzzles. If you're in “hard mode”, and you're falling behind and you want to see more of the hunt, feel free to ask us to switch to “normal mode”.

## FAQ (you probably already read this on the Web)

### What do we get if we win?

Fame, glory, and an utterly token prize. Oh, and if you win the Hard version, you get an invitation to write BAPHL 6 (that's two BAPHLs from now so you have time to organize).

### What time should the hunt end by?

You should expect that the hunt will be over around 6 PM, and around then we'll meet for a wrap-up. We'll call your team when we know exactly where and when the wrap-up will be.

### Are teams allowed to use the Internet?

**No.** BAPHL should be solved using paper and your mind. Think back to a simpler era. Don't bring a computer, and don't use any sort of Internet connection.

We suggest turning off your phone's data connection if it has one, to resist the temptation to use it; but if you need to be on call or something, you may use it for things entirely unrelated to puzzle solving.

### What about other kinds of outside help?

Don't call people you know and ask for help, because that effectively makes your team bigger. You can ask HQ for hints if you're totally stuck.

### Can we ask random strangers on the street for help?

Sure, if you think that would help. As long as they don't use the Internet either.

### Can we ask HQ for help?

Yes! We'll even answer specific questions for you if we think they're reasonable. But if you're doing well, you might find our answers less helpful.

### Let's stop beating around the bush: suppose my team decides that our only way of progressing in the Hunt is to find all English words containing two Zs and an O. What should we do?

Ask HQ. We will do the search for you. Slowly. And then we will read the answers to you. *Very* slowly. And we will stop to snicker at all the variants of the word "schozz".

### What if it's getting late and my team is totally stuck?

Ask us for hints. We won't think less of you for it.

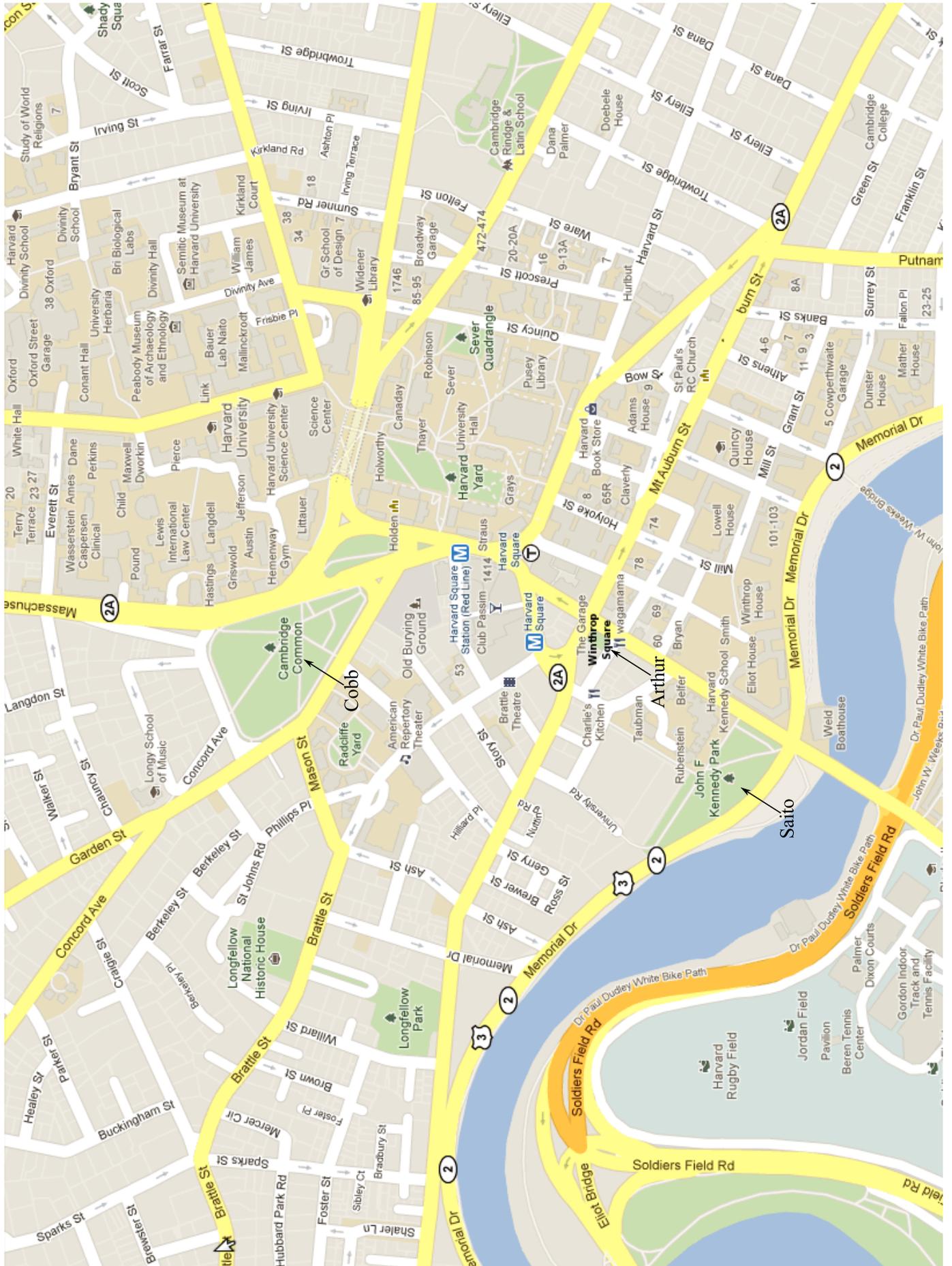
### I'm still hung up about the Internet thing. Can you give me copious examples?

Fine. But the following are just examples, some of them implausible. You'll have to extrapolate using your common sense and your sense of fairness.

- Use your phone as a phone, not as the Internet in your pants or as a reference material. You may use it to call teammates and HQ, or for things that are entirely unrelated to solving puzzles.
- In particular, don't use smartphone apps to solve puzzles.
- Don't use a laptop or a tablet for anything.
- Bringing a few paper references, if you want, is fine. We hope you don't have to use them. If you bring a cart full of books, you will probably be mistaken for the homeless booksellers of Harvard Square, and we reserve the right to try to buy them off of you for a dollar each.
- You may look up information in printed materials in a bookstore, newsstand, or public library if you want.
- If you have Wikipedia printed on microfilm and a microfilm reader... never mind, that's kind of awesome.
- Google Maps is on the Internet. Don't use it. We'll give you a map of the area on paper.
- Google Latitude is on the Internet. Don't use it. If you lose track of where your teammates are, call them and ask.
- Text messages are kind of not the Internet. You may text your team members. You may not text Google or any service that answers questions for you.
- If you use a service on the Internet as a *complete substitute* for a cell phone plan or a text message plan, you may continue using it for exactly that during BAPHL.
- If anything makes you stop and think "is this lame?", it probably is, so don't do it.
- If anything makes you stop and think "is this a really clever loophole?", it's probably lame, so don't do it.

# INFORMATION YOU MAY OR MAY NOT NEED ABOUT THE ALPHABET

Letter	Index	Morse code	Binary	Webster spelling	Scrabble points	NATO phonetic alphabet
A	1	.-	00001	a	1	Alpha
B	2	-...	00010	bee	3	Bravo
C	3	-.-.	00011	cee	3	Charlie
D	4	-..	00100	dee	2	Delta
E	5	.	00101	e	1	Echo
F	6	..-.	00110	ef	4	Foxtrot
G	7	--.	00111	gee	2	Golf
H	8	....	01000	aitch	4	Hotel
I	9	..	01001	i	1	India
J	10	....-	01010	jay	8	Juliet
K	11	-.	01011	kay	5	Kilo
L	12	..-..	01100	el	1	Lima
M	13	--	01101	em	3	Mike
N	14	-.	01110	en	1	November
O	15	---	01111	o	1	Oscar
P	16	..-..	10000	pee	3	Papa
Q	17	--.-	10001	cue	10	Quebec
R	18	..-	10010	ar	1	Romeo
S	19	...	10011	es	1	Sierra
T	20	-	10100	tee	1	Tango
U	21	..-	10101	u	1	Uniform
V	22	...-	10110	vee	4	Victor
W	23	...-	10111	double-u	4	Whiskey
X	24	-.-..	11000	ex	8	X-ray
Y	25	-.--	11001	wye	4	Yankee
Z	26	---.	11010	zee	10	Zulu



Cobb

Arthur

Saito

Cambridge Common

Harvard Square

Windup Square

Radcliffe Yard

Harvard Kennedy School

John F. Kennedy Park

Longfellow National Historic House

Longfellow Park

Harvard Rugby Field

Jordan Field Pavilion

Beren Tennis Center

Palmer Dixon Courts

Gordon Indoor Track and Tennis Facility

Hubbard Park Rd

Foster St

Shaler Ln

Sibley Ct

Brabury St

Memorial Dr

Soldiers Field Rd

Eliot Bridge

Soldiers Field Rd

Field Rd

Brattle St

Sparks St

Hubbard Park Rd

Foster St

Sibley Ct

Brabury St

Memorial Dr

Soldiers Field Rd

Eliot Bridge

Soldiers Field Rd

Field Rd

Field Rd

Field Rd

Brattle St

Sparks St

Hubbard Park Rd

Foster St

Sibley Ct

Brabury St

Memorial Dr

Soldiers Field Rd

Eliot Bridge

Soldiers Field Rd

Field Rd

Field Rd

Field Rd