

Waterplace Park – Casual Supplement

Flotsam, Jetsam, and Driftwood

This is a crossword variant called a “Rows Garden.” The answers to the Row clues should be filled in from left to right, with the vertical bar indicating where one answer stops and the next starts. Meanwhile, the six-letter answers to the Flotsam, Jetsam, and Driftwood clues must each appear in a 2x3 box of the appropriate color. They can start in any square of the box, and they proceed clockwise, except for the answers to the clues labeled with a counterclockwise arrow. In this puzzle, one of the box answers for each color does not have a clue given.

In order to get a final answer, you’ll need to transfer the letters in the numbered squares to the rows on the second page. Then compare the answers to those new clues with the unclued answers in the grid.

If you need help getting started, the first letters in the Rows (from top to bottom) are LSTEESSPRSUT.

Rose-Colored Glasses

If you try to follow the instructions for each grid, you’ll find they don’t work. That’s because of two issues: (a) for each grid, the person giving the instructions cannot see objects of a particular color, and (b) the empty squares actually contain rose-colored objects that you can’t see! Once you figure out which color should be ignored and what rose objects must be present to make the instructions make sense for a grid, you should follow the instructions and use the unremoved objects to fill in the boxes above the grids.

If you need help getting started, the colors each person can’t see are, in order: Yellow, Red, Cyan, Blue, Green.

Symbols of Strength

There are many panels of painted tiles under a bridge near Waterplace Park. First, find six panels for which the tiles labeled with letters match the silly descriptions given for those letters. The numbered descriptions on the second page refer to tiles on these six panels only. The first few are on the first panel, the next few are on the second panel, and so on. Label these clued tiles, and then try to extract one letter per panel.

Underground Husbandry

The instructions are hopefully clear (but complicated!). Place the 28 hybrids onto the 28 tunnel spaces so that each hybrid makes it into the treasure room safely. For some of the tunnel spaces, multiple hybrids could work; focus on the more constrained rooms first, then use process of elimination on the others, since no hybrid is used twice.

When you need to obtain a final answer, one of the codes on your Supplemental Information sheet will help. You may not need to solve every room to figure out the answer.

One Citizens Plaza – Casual Supplement

Beyond The Sea

The phrases clued on the left are related to the words clued on the right, though the phrases aren't likely to show up in a dictionary. The way in which the phrases turn into the words is clued in the story text... try saying that text out loud.

When you've finished matching up pairs, take a letter from each pair to form a two word phrase. That phrase clues another phrase (that goes in the blanks on the left), and at this point you should know how phrases on the left change to become words on the right...

Bricked In

First, solve the clues and find pairs of answers that are similar. Connect those pairs, and looking at exactly how they're related should reveal a message telling you where to look next.

The names on the rectangles can be found in One Citizens Plaza. Once the message has told you which three places to look on your paper, use the names in the plaza in a similar way. Each number should turn into a letter.

Forbidden Island Treasure Map

Fill words into each bubble so that the bubbles connected by arrows form common compound words or phrases. For most of the bubbles, the first letters are given to you, but for the last two (which form the puzzle's answer), you're on your own.

If you've gotten the four words surrounding the final two words and you're stuck, one of the phrases you'll need is associated with money, and another is associated with cows.

Responding to Danger!

Traverse the maze by moving the given number of squares in one of the two directions from each square. If you find yourself getting lost, look for squares or sets of squares that lead to dead ends or loops, and color in these squares so you know to avoid them.

When you need to obtain a final answer, one of the codes on your Supplemental Information sheet will help. Make sure you keep track of the squares you landed on to get to the Finish.

Burnside Park – Casual Supplement

Blown to Bits

Once the Bit answers are filled in (on the “pieces,” starting from the numbered squares), those pieces can be fit together like a jigsaw so that the Row answers read across the rows. One piece is not given, and the letters that end up on that piece are the key to finding a final answer.

The Row clues are given in alphabetical order by first answer in the row. If you’re having trouble fitting together the grid, you can relabel the Row clues as follows: 2, 5, 10, 12, 8, 7, 6, 9, 4, 11, 1, 3.

Grains of Truth

This puzzle references the Kennedy Plaza bus depot next to Burnside Park. If you study the tall pillars with letters on top of them, you should find a way to change letters into numbers, which is also a way to change numbers into letters.

Log Jam

There are six separate subpuzzles here... for each one, hop from “log” to “log” to put together words or phrases that almost spell out a plant or animal. For each subpuzzle, finding all of the items should allow you to extract a single word, and together those words will clue a final answer.

Verbal Assault

Each insult has a word hidden inside it, and the hidden words are related for each opponent. In each of the incomplete insults, there should be a word you can insert (of the given length) that will create a sentence that makes sense and has a hidden word that goes with one of the opponents.

Once you’ve found an insult that goes with each opponent, use the opponent’s winning streak to decide which letter to use from the missing word you used for that insult.

Memorial Park – Casual Supplement

Circuit Court

Something is hidden in the answers to the A-clues, and something different is hidden in the answers to the B-clues. For the B-clues, look for something that appears on your Supplemental Information sheet. For the A-clues, try to find something unusual that all of the answers have in common; you should be interested in five letters from each A-clue answer.

Once you put your results into the circuit diagram and determine the outputs, you may need something else from your Supplemental Information sheet to get an answer.

Plugging Away

The instructions tell you how to solve a kropki puzzle, and there are some solving hints given as well. If you find it hard to get started, here are the numbers that appear on the main upper-left-to-lower-right diagonal in each grid: 3162626, 2453141, 6275524, 7456177, 4371726, 4354322, and 4744414.

After solving, you need to assign a plug to each kropki so that the shaded squares in the plug cover all instances of one digit and avoid all instances of another. Fill these digits into the given chart; one of them will be used as an ordering, and one will be used to choose letters from the city associated with the plug.

Seasoned Traveler

This puzzle requires you to investigate a war memorial in Memorial Park. You'll need two pieces of information: a set of pictures that illustrates the scenes described in the puzzle, and a diagram similar to the grid given in the puzzle. The pictures should tell you what words and phrases to fill into the grid, and the diagram should help you to determine where to place the first letter of each.

Tastes Like Chicken

For each "menu," place the given letters into the shaded squares within each third of the menu, so that the entries in the resulting crisscross reveal who's on the menu. Remember that the restaurant patrons are cannibals.

Also, for each menu, one of the thirds has a letter missing from its list (denoted by a question mark). Those letters should be placed in appropriate locations in the final grid.

Treasures – Casual Supplement

Identifying Treasures

Each of the descriptions of specialists in the introduction handout clues a transformation that can be applied to certain puzzle answers in order to obtain a pair of letters. For the four answers in a given location, you can apply each transformation once.

The resulting letters should be filled into the squares on your log sheet with the symbol of that specialist. For each specialist, the two letters may be filled into the two squares in either order; you'll have to experiment to find an arrangement that yields the name of a treasure.

If you need help figuring out how the transformations work, there are hints below.

The Diver

Each diver answer contains an unbroken string of letters in which two letters are "surrounded" by a thematic word.

The Engineer

The engineer description suggests you pay attention to anything that occurs "twice twice." Look for a pair of letters (a pair of pairs?) that demonstrate this behavior.

The Navigator

Since the navigator is interested in directions, look for answers that contain a lot of letters that indicate directions. The letters that don't are the ones you should be interested in.

The Pilot

These answers "go from one part of the country to another"; in particular, that country is the United States. All pilot answers are the same length.