BAPHL 18

BENCH ATTORNEYS PROSECUTING HEARSAY LAWLESSNESS

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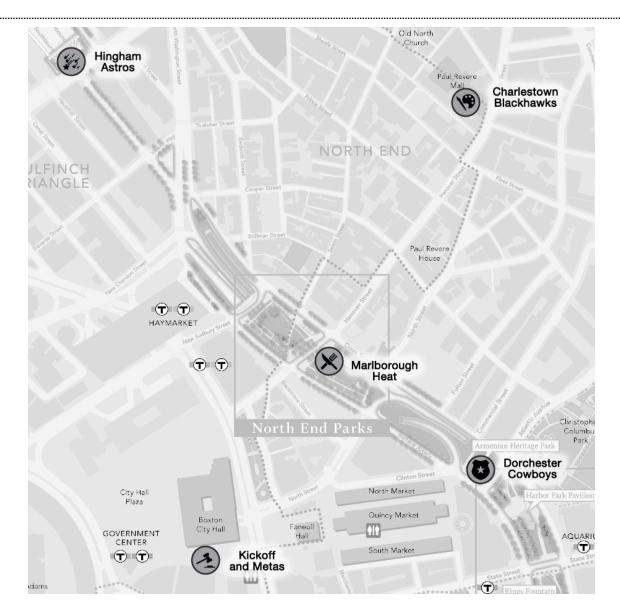
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22	V	10110	16	Victor	•	•••	
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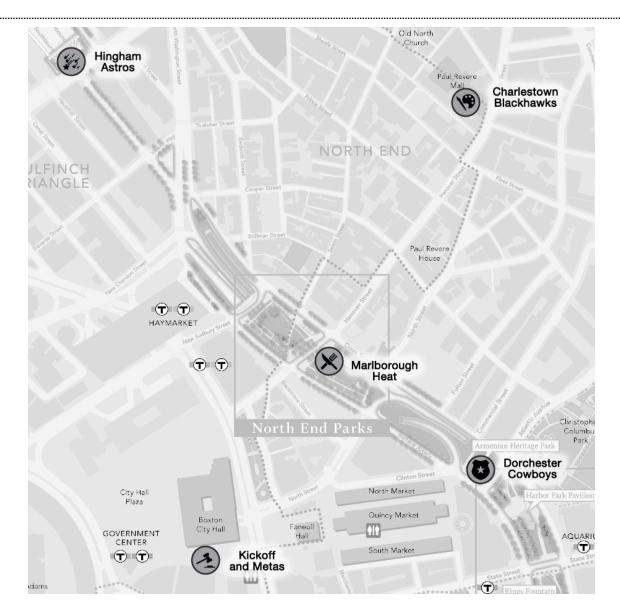
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BAPHL 18

BENCH ATTORNEYS PROSECUTING HEARSAY LAWLESSNESS

Baby Velociraptor is on trial for the immoral, illegal, and fattening crime of eating all of the BAPHLball equipment. Without any equipment, there can be no BAPHLball championship game tonight.

Their attorney's defense is that Baby Velociraptor has made reparations for their crime: they have brought **eighteen** athletes from neighboring cities to play in the championship game. They will be drafted onto two teams for the championship game: the Back Bay Legends, and the South End Celebs.

BAPHLball is an unusual sport: in BAPHLball, the athletes play as the equipment themselves. Sixteen of the athletes that have come to Boston for the championship game come equally from four teams, and the athletes from the same original team all play as the same piece of equipment in BAPHLball. Additionally, there are two free agents that have been brought in to be the most valuable players for the two teams.

To help Baby Velociraptor get acquitted for their crimes, you need to:

- Convince the sixteen main athletes to play by solving their puzzles
- Determine what pieces of equipment they will play as in the championship
- Discover what piece of equipment the most valuable players will be
- Use the championship game to uncover the identities of the most valuable players

If you succeed, Boston will enjoy a riveting final game for the BAPHLball season, and Baby Velociraptor can go participate in the next upcoming puzzlehunt in the area.

Let's play ball!

BAPHL 18

BACKUP ATHLETES PLAYING THE HOMETOWN LEAGUE

SAFETY & RULES

BAPHL 18 is a puzzlehunt consisting of multiple rounds. Each round is independent and does not need information from any other round. For each round, once you have solved at least three puzzles you can move on the next location as indicated in your team materials. If you have been working on a round for 90 minutes, please move on to the next location so that your team can collect all the puzzles. Visit the rounds in the order specified on your map; this has been arranged to minimize team congestion at each location and to enable staff to manage the rounds.

You can confirm solutions or intermediate messages with staff or Game Control. The puzzles are intended to be solved without extra reference materials. However, you are permitted to look thing up on the internet if you feel you need to. You may also request hints from staff or from Game Control. There are multiple hints available for each puzzle.

There are several teams participating in BAPHL 18, and there will likely be many other people moving around Boston today as well. Please be respectful of other teams and of non-participants. Do not collaborate with other teams on puzzles, and try not to discuss puzzles your team has solved where other teams might overhear. Please be careful moving around the city, and be mindful of other people while solving: do not obstruct doorways or sidewalks, do not pester passersby, and pay attention to traffic signals. If someone inquires about the event, feel free to give them one of the business cards from your team materials folder.

In the event of inclement weather, some of the puzzle locations may move indoors. Game Control will announce any such changes.

If you believe a puzzle is instructing you to do anything unsafe, please consult with staff or Game Control. If you are not having fun, or if you are unable to continue participating in BAPHL 18, please contact Game Control to let them know. We will do what we can to help.

You may contact Game Control during the event at:

Ata Gurpinar: (817) 881-8544 (SMS preferred) Amy Swartz: (617) 767-3858 (SMS preferred)

After the event, a leaderboard will be posted. To get credit for solved puzzles, check your team's answers at each station, or submit your answers sheet at the final location. A team will score 100 points per correct puzzle answer, 150 points for each correct round meta, and 200 points for each megameta answer. Teams will also score one point for each minute under 90 spent on a round, and one point for each minute under 60 spent on a megameta. If you care about scoring, it is suggested you visit staff at a round's location to check out before moving on. If you do not care about scoring, check out is unneeded. Solutions will also be posted after the event is complete.

LOCATION MAP



Kickoff - At the City Hall Plaza steps near the Bill Russell statue and next to Dreamland Wax Museum.

1st Round: Hingham Astros - At Portal Park, on Causeway Street, just southeast of TD Garden.

2nd Round: Charlestown Blackhawks - At the Paul Revere statue in Paul Revere Mall, between Hanover St. and Unity St. next to Tileston St.

3rd Round: Dorchester Cowboys - At the Armenian Heritage Park on the Rose Fitzgerald Kennedy Greenway, next to Mercantile St. (which turns into Atlantic Ave.)

4th Round: Marlborough Heat - On the Rose Fitzgerald Kennedy Greenway, on the southeast side of Hanover St.

Final Metas - In front of the Bill Russell statue again, same as the kickoff.

ANSWER SHEET

Use this to track your answers as you complete puzzles. Answers will be used again later for metas.

HINGHAM As	TROS	EQUIPMENT PLAYED (META ANSWER)	
	ATHLETE	MISSION (Puzzle Answer)	
CHARLESTOW	N BLACKHAWKS	EQUIPMENT PLAYED (META ANSWER)	
	A THLETE	BLACK COWL (PUZZLE ANSWER)	
Dorchester	Cowboys	EQUIPMENT PLAYED (META ANSWER)	
	ATHLETE	CATCHPHRASE (Puzzle Answer)	
Marlboroud	вн Неат	EQUIPMENT PLAYED (META ANSWER)	
	ATHLETE	KEY INGREDIENT (PUZZLE ANSWER)	
Медамета 1		QUIPMENT PLAYED BY T VALUABLE PLAYERS	
Megameta 2	Mos	IDENTITIES OF T VALUABLE PLAYERS	

REFERENCE SHEET

Alpi	nabet	Binary	Hexadecimal	NATO	Braille	Morse Code	Semaphore
1	Α	00001	1	Alfa	• ° ° ° ° ° ° ° ° ° ° ° ° ° ° ° ° ° ° °	• —	A
2	В	00010	2	Bravo	• ° ° ° ° ° ° ° ° ° ° ° ° ° ° ° ° ° ° °		-
3	С	00011	3	Charlie	• • • • • •	- · - ·	
4	D	00100	4	Delta	• • • • • •		1
5	Е	00101	5	Echo	• ° ° ° ° ° ° ° ° ° ° ° ° ° ° ° ° ° ° °	•	
6	F	00110	6	Foxtrot	• • • • • •	•••	i
7	G	00111	7	Golf	• •		! >
8	Н	01000	8	Hotel	• ° • • • • • • • • • • • • • • • • • •	• • • •	
9	I	01001	9	India	• • • •	• •	
10	J	01010	Α	Juliet	• •		
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12	L	01100	С	Lima	•	• — • •	
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14	Ν	01110	Е	November	• • • • • •		4
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16	Р	10000	10	Papa	• • • • • •	. — — .	E-\$\big
17	Q	10001	11	Quebec	• • • • • •		
18	R	10010	12	Romeo	•	• — •	E-
19	S	10011	13	Sierra		• • •	
20	Т	10100	14	Tango	• • • •	-	* * * * *
21	U	10101	15	Uniform	•	• • •	
22	V	10110	16	Victor	•	•••	
23	W	10111	17	Whiskey	• • • •	•	
24	Χ	11000	18	X-ray	• • • •		Ŕ
25	Υ	11001	19	Yankee	• • • •		
26	Z	11010	1A	Zulu	• • • • • • • • • • • • • • • • • • •		i ≥ ■

CREDITS

Many people came together to make BAPHL 18 happen, and we would like to thank them all:

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HUNT MANAGER

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