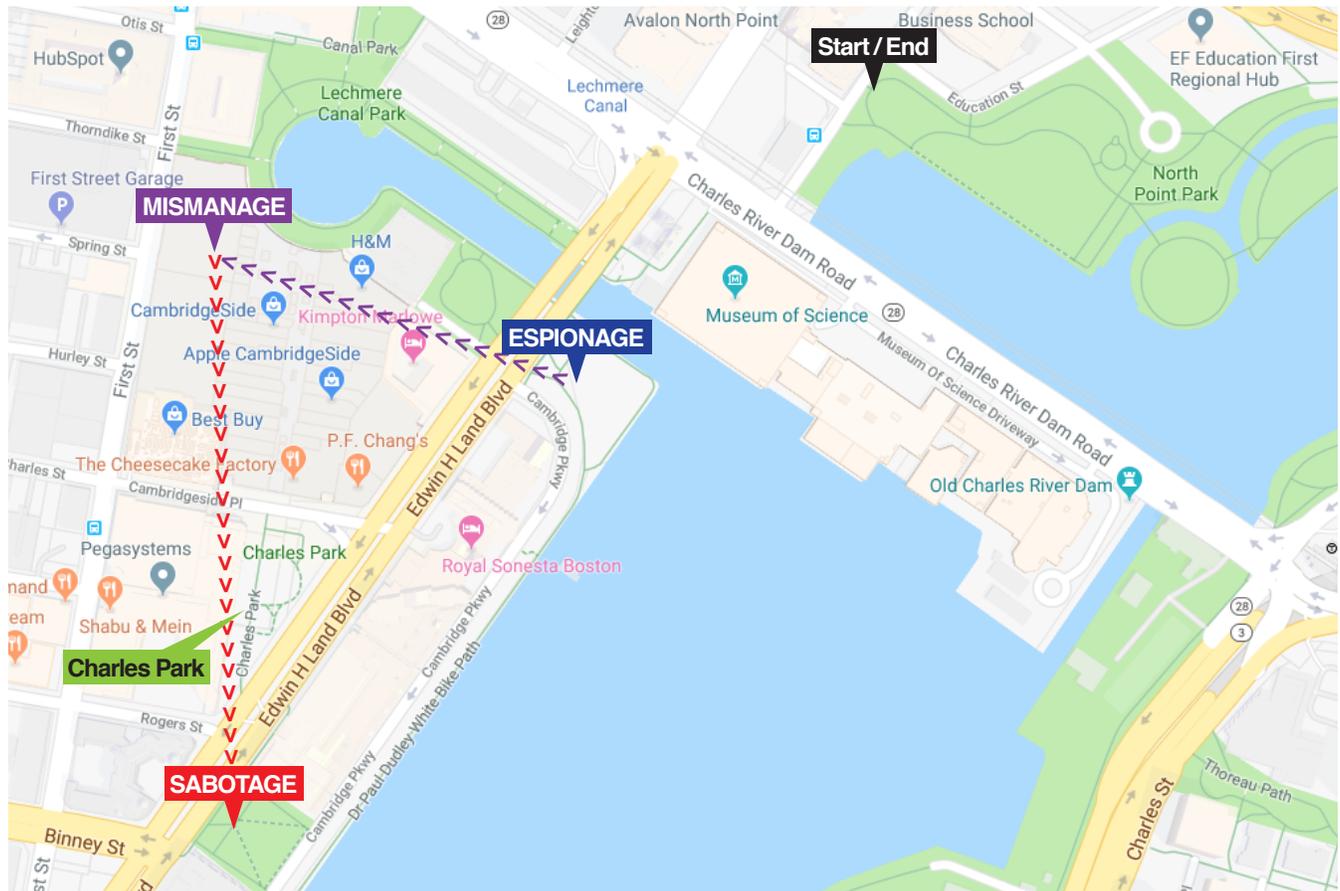


BAPHL 19 – Path A Directions

Your team is on **PATH A**.



First stop: ESPIONAGE — The park behind the Museum of Science, next to the Royal Sonesta

Second stop: MISMANAGE — Just outside the food court of the Galleria Mall, next to the canal

Third stop: SABOTAGE — The park on one side of the Royal Sonesta, near Binney Street

Once you have visited all three stops and solved Phlogiston and Azote's metas, as well as Ether's three round metas for each stop, return to the start point in North Point park to receive the meta-meta.

After 90 minutes at a given stop, feel free to pick up the round meta from Ether, check out, and move to your next stop.

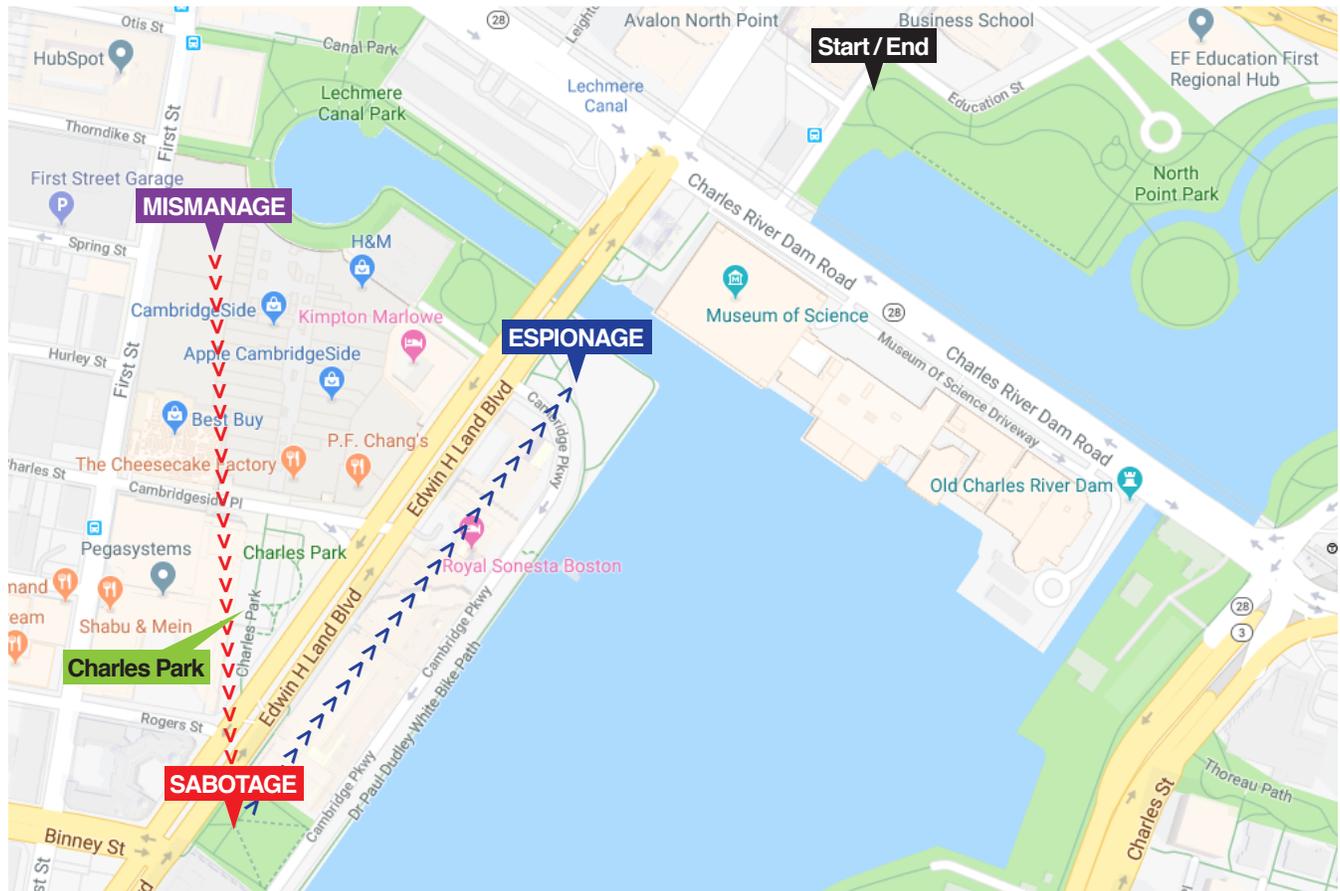
SCORING

After the hunt, 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 for each correct puzzle answer, 150 points for each correct round meta, and 200 points for the meta-meta 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 the meta-meta.

If you care about scoring, it is suggested you visit staff at a round's location to check out before moving on so they can mark the time you leave a location. If you do not care about scoring, check out is not needed. Solutions will also be posted after the event is complete.

BAPHL19 – Path B Directions

Your team is on **PATH B**.



First stop: MISMANAGE — Just outside the food court of the Galleria Mall, next to the canal

Second stop: SABOTAGE — The park on one side of the Royal Sonesta, near Binney Street

Third stop: ESPIONAGE — The park behind the Museum of Science, next to the Royal Sonesta

Once you have visited all three stops and solved Phlogiston and Azote's metas, as well as Ether's three round metas for each stop, return to the start point in North Point park to receive the meta-meta.

After 90 minutes at a given stop, feel free to pick up the round meta from Ether, check out, and move to your next stop.

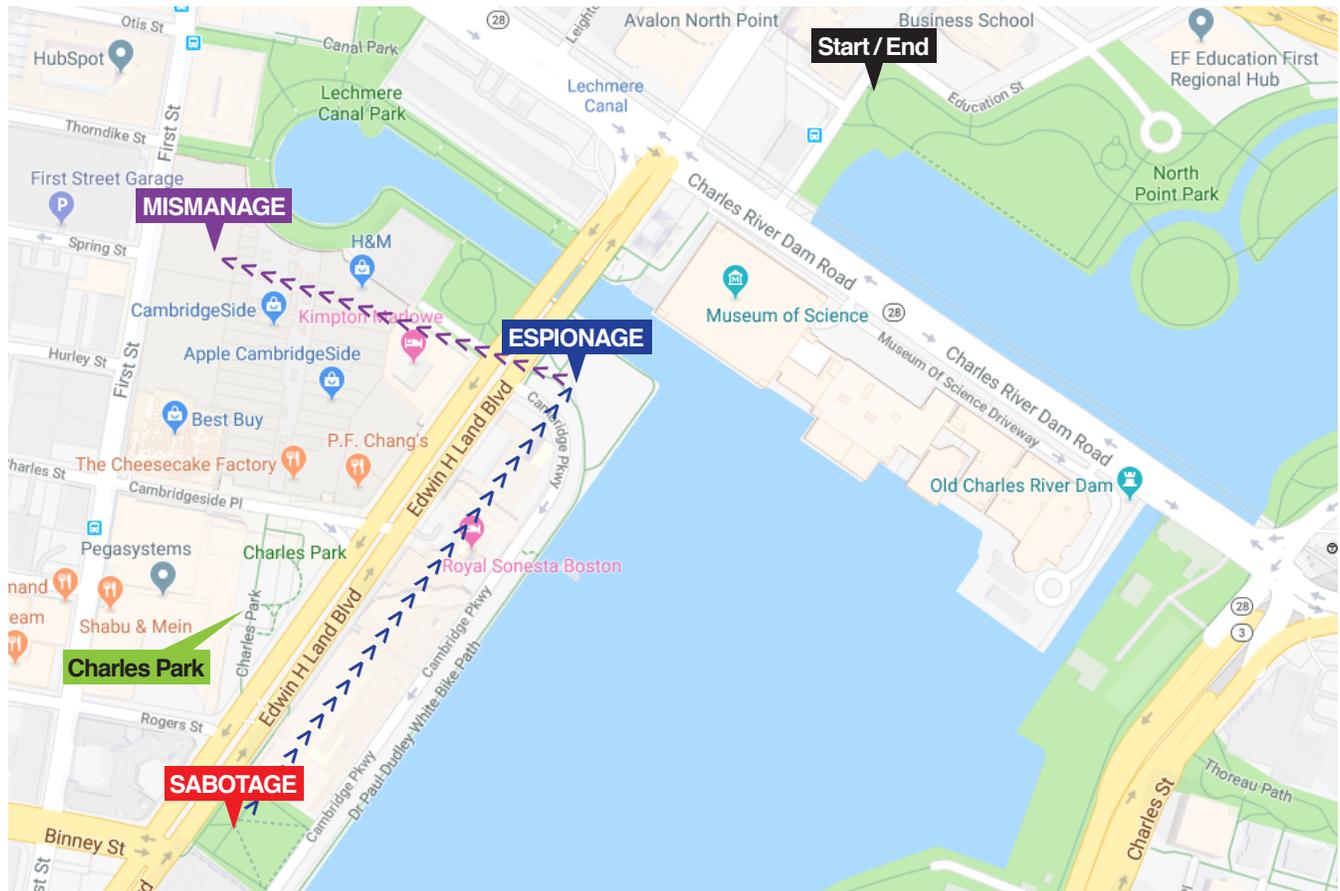
SCORING

After the hunt, 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 for each correct puzzle answer, 150 points for each correct round meta, and 200 points for the meta-meta 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 the meta-meta.

If you care about scoring, it is suggested you visit staff at a round's location to check out before moving on so they can mark the time you leave a location. If you do not care about scoring, check out is not needed. Solutions will also be posted after the event is complete.

BAPHL19 – Path C Directions

Your team is on **PATH C**.



First stop: SABOTAGE – The park on one side of the Royal Sonesta, near Binney Street

Second stop: ESPIONAGE – The park behind the Museum of Science, next to the Royal Sonesta

Third stop: MISMANAGE – Just outside the food court of the Galleria Mall, next to the canal

Once you have visited all three stops and solved Phlogiston and Azote's metas, as well as Ether's three round metas for each stop, return to the start point in North Point park to receive the meta-meta.

After 90 minutes at a given stop, feel free to pick up the round meta from Ether, check out, and move to your next stop.

SCORING

After the hunt, 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 for each correct puzzle answer, 150 points for each correct round meta, and 200 points for the meta-meta 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 the meta-meta.

If you care about scoring, it is suggested you visit staff at a round's location to check out before moving on so they can mark the time you leave a location. If you do not care about scoring, check out is not needed. Solutions will also be posted after the event is complete.