

Welcome to BAPHL 23!

This is a puzzle hunt designed for groups of 3 to 6, taking place under the auspices of the Boston Area Puzzle Hunt League (BAPHL).

Your friend's pet parrot has gone missing. Ordinarily, this would be a job for Animal Control, but this situation requires a little more... puzzling finesse.

We hope you have a fun day of puzzling!

Schedule

10:30

BAPHL 23 begins

Opening skit and rules

Afterwards, follow the order of locations assigned to your team.

10:30–17:30 **Puzzling**

There are four total locations; consider moving on once you have spent about two hours at a location so that you can experience new puzzles and see the entire hunt.

17:00

Locations 2 and 3 close

If you are at locations 2 and 3 (see map) we will ask you to start moving to the ending location A.

17:15

Locations 1 and 4 close

If you are at locations 1 and 4 (see map) we will ask you to start moving to the ending location A.

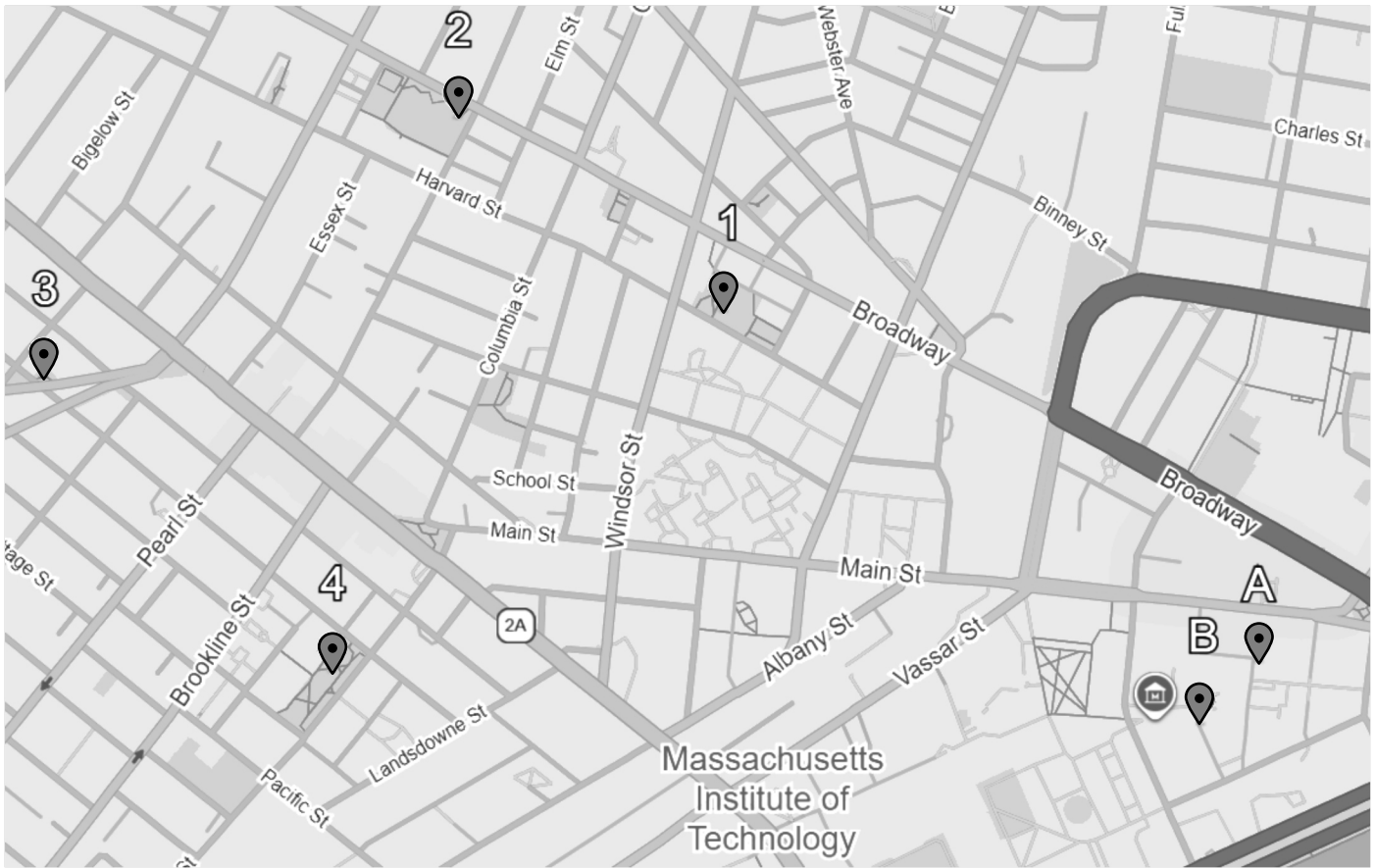
17:30

BAPHL 23 ends

We will hold a brief wrapup at the end location (the Kendall/MIT Open Space).

All puzzles and solutions will be posted on the BAPHL website (www.baphl.org) within the next week.

Location Map



Round locations:

- **A - Kendall/MIT Open Space** - Starting and ending locations
- **B - near MIT Media Lab** - overflow kickoff location
- **1 - Greene-Rose Heritage Park**
- **2 - Sennott Park**
- **3 - McElroy Park** (*This is one of the smallest locations, but there are open spaces nearby and a number of establishments where you might be able to eat/drink while you puzzle.*)
- **4 - University Park Commons**

Teams are assigned to follow one of the following paths.

A/B → 1 → 2 → 3 → 4 → A

A/B → 4 → 3 → 2 → 1 → A

If you're not sure which path your team should be following, please reach out to Game Control.

Basic Rules and Safety

BAPHL 23 is a puzzle hunt consisting of one round, spread across multiple locations, with a single metapuzzle at the end. Teams will proceed from location to location solving puzzles. All puzzles in BAPHL 23 have a word or phrase as their answer. Puzzles are not intended to be research-heavy or to require extra reference materials, though you are permitted to look things up online if you feel that it is necessary.

The term "Game Control" refers to the staff and volunteers running this event. There will be one or two staff members stationed at each location. You may confirm answers, ask logistical questions, and request hints from staff.

Puzzles will not instruct you to do anything unsafe or illegal; please consult with Game Control if you believe that you have received an instruction to do so.

Be courteous to the community. Please be respectful to others, and be mindful of other people while solving. Do not obstruct doorways or sidewalks, do not harass passersby, and do pay attention to traffic signals.

In the case of an emergency...

- If it is life-threatening, please call 911 first.
- If not, reach out to Game Control staff.

If you are not having fun, or are unable to continue participating in BAPHL 23, please contact Game Control.

Contact Info

If you are in between locations or otherwise unable to contact a BAPHL volunteer in person, you may contact (text or call) any of the following people until about 6 PM on May 4th.

- Hubert Hwang 857-201-0369
- Molly Frey 617-431-6663
- Heléne Andersson 508-579-4652

Moving Between Locations

When you arrive at a location, please look for a BAPHL volunteer from whom you will receive the puzzles for that location. These people are there to verify answers, answer questions, and give hints.

When you leave a location, please make sure to check out with the staff! Not only does this allow us to keep track of where people are, but there's also a little something that you'll need to collect from each location.

If you're not sure where to go next, please ask the staff!

Checking Answers, Asking for Hints, Having Fun

You may check your answers at any time by speaking to the BAPHL volunteer at that location. You may also ask for hints from those same volunteers if you feel stuck or frustrated.

If your team has spent about 2 hours at a round location, we encourage you to move on to the next location to pick up new puzzles. Most puzzles can be solved anywhere – the only exceptions are the location puzzles, which are given in italics on the answer sheet.

Basically, if you're not having fun, please let us know and we'll do what we can!

Kickoff Script for BAPHL 23: Beloved Avian Pet, Hopelessly Lost!

THE UNLUCKY FRIEND

Hi! So... I've got a problem.

Remember a couple years back I decided to get a pet? I thought about it for a while, and I decided to get a parrot since they're super smart and charming. I named her Polly - I mean, that's what you do with parrots, right?

So one day I had this idea. Parrots are smart, so what if I taught Polly to read? I had these alphabet blocks [FRIEND holds up wooden block] and so I taught her the ABCs. And then I had this poster [FRIEND shows poster] of all of the "squares" in Somerville and Cambridge, so she could learn cursive and shapes, too. I even hung up the poster right near her cage so she could always see it.

But... I think she might be too smart now.

You see, I've been buying these Panda magazines recently... but they're really hard and I was getting frustrated. I started using the puzzles as birdcage liner 'cause I couldn't think of a better use for them. But the weirdest thing happened whenever I went to clean up. All of the cryptic crosswords were totally filled in!

Then this morning, the cage door was open. Polly's gone! There was a note telling me that she'd run away, and I should go to a few different locations in town and solve some puzzles if I wanted to find her. But I think they might be too hard for me. Can you give me a hand?

[The crowd hopefully responds affirmatively. if you are reading along with this, please do so!]

Alright! Here's what I know:

There are four different spots nearby where Polly left some puzzles. In your team packet, you will have a particular route for your team to follow to visit each of those four spots. At each location, you should check in with a BAPHL volunteer, who will give you a packet of puzzles. You'll be able to identify those people because of their distinctive headbands.

Whenever you solve a puzzle, you can confirm your answer by bringing it to a BAPHL volunteer.

No matter how many puzzles you've solved at a location, feel free to move on whenever the fancy strikes you! (We recommend moving on after 2 hours at the latest, so that you can see everything in the hunt and get some new puzzles.)

Whenever you leave a location, make sure to check out from your location with a BAPHL volunteer before you move on to the next spot - there's a little something that you'll need to collect from each place.

But the most important thing is that you're having fun - if you're frustrated and not having fun, please let us know and we'll try and find a way to help you out.

Please also make sure that you read and follow the rules.

BAPHL 23 will run until 5:30 PM at the latest, at which point there will be a wrap-up at the Kendall/MIT Open Space (location A on your map).

If you've got any questions about logistics, feel free to ask me or any other BAPHL folks before you head out. Otherwise, good luck and happy solving!