CAUTIOUSLY, YOU STEP OFF YOUR AIRCRAFT ONTO.....

# FORBIDDEN RHODE ISLAND

For years you have heard tales of this uncharted land of mysterious secrets, ancient traps, and hostile natives. Legends say that there are four treasures hidden on the Island, waiting to be stolen away. So once you learned the Island's location, you gathered your most trusted colleagues and a team of specialist assistants and chartered a direct flight, making sure not to reveal the news to your rivals.

But even if no other human knows you are here, the Island knows. And to defend its prize possessions, it has already begun to sink into the ocean. Thus, time is of the essence; you must explore the island, find the four treasures, and return to the Fool's Landing where the plane will pick you up. If you are too late, all the valuables in the world won't rescue you from a watery grave...

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## Instructions

The map in your packet pinpoints four locations (in addition to Fool's Landing, your current location). When we begin, your team should head to one of these locations and check in with the BAPHL representative there by giving them your log sheet. You may check into the four locations in any order.

When you check in at a location, you will receive four puzzles. When you solve a puzzle, you can confirm your answer with any BAPHL representative at any location by writing the answer on your log sheet and showing it to the representative.

After checking in at a location, you may not check in at another location until you check out at your current location. You may check out at a location (again by giving your log sheet to the representative) once either:

a) You have confirmed correct answers to any three of the four puzzles from that location, or

b) One hour has passed since you checked in at that location.

You are encouraged to check out and move to a new location as soon as you are eligible to do so, so that you have time to visit all locations. However, each location has one puzzle that may only be solved at that location. This puzzle is clearly marked; you should prioritize solving this puzzle early, so that when you are allowed to move on, you can do so immediately.

In addition to solving puzzles, your primary goal is to determine four treasures that can be found on the Island. For each location, the name of a treasure can be extracted from the four puzzle answers from that location, with some help from the specialists you brought along (see below). Like puzzle answers, treasure names may also be confirmed with any representative at any location.

Once you have checked out for the fourth time, you should return to Fool's Landing (the starting location near the train station). Once you've determined the names of all four treasures, give them to the representative at Fool's Landing, and you will be able to leave the Island with the fortune you dreamed of. Or will you?

## Rules

At all times, please be safe and courteous to other teams and to people not participating in BAPHL. As this event takes place downtown, you will be traveling over and near busy streets, and the drivers on these streets are not trained to watch for people staring at clipboards. Obey pedestrian traffic laws at all times, and allow people and vehicles to go about their daily business. (In particular, Burnside Park is near some major roads... use crosswalks!)

While this event has been designed to be solved primarily without internet resources, there is no official rule against using them. And in fact, if you feel like you're blocked on a puzzle because you don't know an answer to a particular clue, we would much rather you look up that answer than continue to be stuck. Use your judgment.

Casual teams may ask for puzzle hints from any BAPHL representative; depending on the representative's familiarity with the puzzle, they may either give hints directly or arrange for someone to call you.

Competitive teams will likely not be hinted until they reach the fifth and final location; at that point, we may help teams with unsolved puzzles depending on their progress and the state of the competition. EXCEPTION: If you are eligible to check out at a location and have not solved the location-specific puzzle for that location, talk to the local BAPHL representative and nudges may be available so that you can move on without abandoning that puzzle.

If you have a question or concern, it is always best to bring it up with the nearest BAPHL representative. But if you are not near a BAPHL location, call us at (401)-578-9662.

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## Specialists

The following four members of your adventuring party may be able to help you identify treasures once you've solved the puzzles at a particular location.

The **DIVER** can fetch important things that are surrounded by water.

The **ENGINEER** has a sharp eye for detail, and is sure to notice if something appears twice twice.

The **NAVIGATOR** can handle all of the directions, but the rest is up to you.

The **PILOT** can take you from one part of the country to another, pointing out a couple of interesting things along the way.

# Adventurer's Log

## Waterplace Park

| In | Out |
|---|---|
| | |

Flotsam Jetsam and Driftwood: _____

Rose-Colored Glasses: _____

Symbols of Strength: _____

Underground Husbandry: _____

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| | | | | | | | |

## One Citizens Plaza

| In | Out |
|---|---|
| | |

Beyond the Sea: _____

Bricked In: _____

Forbidden→Island←Treasure→Map: _____

Responding to Danger!: _____

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| | | | | | | | |

## Burnside Park

| In | Out |
|---|---|
| | |

Blown to Bits: _____

Grains of Truth: _____

Log Jam: _____

Verbal Assault: _____

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| | | | | | | | |

## Memorial Park

| In | Out |
|---|---|
| | |

Circuit Court: _____

Plugging Away: _____

Seasoned Traveler: _____

Tastes Like Chicken: _____

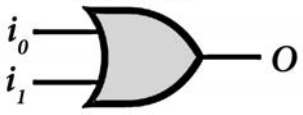
| | | | | | | | |
|---|---|---|---|---|---|---|---|
| | | | | | | | |

# Helpful Information

| Letter | Binary | Braille | Morse | Semaphore |
|---|---|---|---|---|
| **A** | 1 | ⠁ | • – | |
| **B** | 10 | ⠃ | – • • • | |
| **C** | 11 | ⠉ | – • – • | |
| **D** | 100 | ⠙ | – • • | |
| **E** | 101 | ⠑ | • | |
| **F** | 110 | ⠋ | • • – • | |
| **G** | 111 | ⠛ | – – • | |
| **H** | 1000 | ⠓ | • • • • | |
| **I** | 1001 | ⠊ | • • | |
| **J** | 1010 | ⠚ | • – – – | |
| **K** | 1011 | ⠅ | – • – | |
| **L** | 1100 | ⠇ | • – • • | |
| **M** | 1101 | ⠍ | – – | |

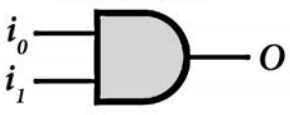
| Letter | Binary | Braille | Morse | Semaphore |
|---|---|---|---|---|
| **N** | 1110 | ⠝ | – • | |
| **O** | 1111 | ⠕ | – – – | |
| **P** | 10000 | ⠏ | • – – • | |
| **Q** | 10001 | ⠟ | – – • – | |
| **R** | 10010 | ⠗ | • – • |  |
| **S** | 10011 | ⠎ | • • • | |
| **T** | 10100 | ⠞ | – | |
| **U** | 10101 | ⠥ | • • – | |
| **V** | 10110 | ⠧ | • • • – | |
| **W** | 10111 | ⠺ | • – – | |
| **X** | 11000 | ⠭ | – • • – | |
| **Y** | 11001 | ⠽ | – • – – | |
| **Z** | 11010 | ⠵ | – – • • | |

**OR Gate**



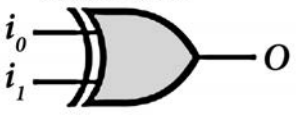

| $i_0$ | $i_1$ | $O$ |
|---|---|---|
| 0 | 0 | 0 |
| 0 | 1 | 1 |
| 1 | 0 | 1 |
| 1 | 1 | 1 |

**AND Gate**




| $i_0$ | $i_1$ | $O$ |
|---|---|---|
| 0 | 0 | 0 |
| 0 | 1 | 0 |
| 1 | 0 | 0 |
| 1 | 1 | 1 |

**XOR Gate**




| $i_0$ | $i_1$ | $O$ |
|---|---|---|
| 0 | 0 | 0 |
| 0 | 1 | 1 |
| 1 | 0 | 1 |
| 1 | 1 | 0 |