

Welcome to BANG 21!

RULES

This game is played on foot. Your team must stay together as a group. You won't need to do anything dangerous or illegal; if you think you need to do something or visit a location that doesn't seem quite right you should check with a staff member first.

All puzzles solve to a word or short phrase. When you solve a puzzle, look at the bottom of the map for the crossword-style clue whose answer is also the answer to your puzzle. The number of the clue is the location of your next puzzle. You won't need these numbers for anything else.

All locations are staffed; find the BANG 21 staffer(s) to check in and receive your next puzzle. If you're at the right location you shouldn't need to hunt around.

HINTS

If you need a hint on a puzzle, talk to the staffer at that location where you picked it up. Taking hints on a puzzle has a "cost" described in the scoring section below; the staffer will mark it on your answer sheet when you receive the hint. Once you've taken any hints on a puzzle, further hints on that puzzle are free.

Staffers will confirm partial progress and/or the answer to a puzzle for free. They will warn you when your questions are crossing the line over into "charging you for a hint" territory.

If you can't solve a puzzle and want to move on, you can scratch and skip to the next one. Tell the staffer, and they will mark the "scratch" box on your answer sheet and tell you the location number of the next puzzle. (They won't give you the answer, though.) You will not be charged for any hints you took on a puzzle which you scratched.

SCORING

Teams will be ranked first by the number of puzzles solved (i.e., have the correct answer entered on the answer sheet and the "scratch" box not marked). Ties will be broken by adjusted arrival time, which is the time at which you turn in your answer sheet to GC at the final location, plus the time penalties for any hints you have taken.

The cost of a hint starts at 30 minutes and decreases by one minute for every minute you work on the puzzle. If you work on a puzzle for 20 minutes before deciding you want a hint, that hint will cost you 10 minutes. Once you've been working on a puzzle for 30 minutes, hints become free. (Again, hints for puzzles on which ultimately scratched do not count against you.)

You must turn in your answer sheet to GC by 5:30pm. In your starting packet you'll find a small envelope labeled "End Location"; if you haven't solved the last puzzle by 5:10 or so you should open the envelope and start walking in order to reach the end location in time to turn in your answer sheet.

CONTACTING GC

In case of problems, try talking to the staff member at your puzzle site. If you're not at a site, or you can't find the staffer, or something else goes wrong, you can reach GC at:

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