The 2016 WWU Great Puzzle Hunt Rules of Play and Tips

Registration:

Saturday April 9, 2016 at 10:00 a.m., in Red Square, the captain of each team should come to the registration table to pick up their team materials: rules, map, photo/video release, and pre-ordered T-shirts. This first year, all teams must consist of between 1 and 6 WWU students or WWU faculty and staff. No new registrations or changes to teams may take place after 10:00 a.m. April 9, 2016.

Prizes:

Over $600 in prizes will be awarded to the top student teams. Teams will be ranked based on total **scored time**. Due to a recent anonymous donation, prizes will also be awarded to top faculty/staff teams.

Puzzles:

The Great Puzzle Hunt consists of four puzzles and one final Meta Puzzle that unites the four puzzles.

The puzzles are from many disciplines including Music, Art, Literature, Logic, and Math/Science. Build a team that has diverse expertise! Example of a Meta Puzzle - https://en.wikipedia.org/wiki/Metapuzzle

Hint: Time is a factor, so make sure everyone on the team is assigned to a job. Some members can cut out objects if needed. If a problem has several parts, team members may be able to tackle different parts independently.

Each puzzle results in a code word or words.

Hint: If your result does not spell out a word, it might be scrambled!

Hint: If your result is not letters, you need to first decode to letters and you still **may** need to unscramble!

Sample puzzles that emulate the Hunt are on website: https://wwupuzzlehunt.com/puzzles

Scoring:

At 11:00 a.m. the Web Master will push a button and theoretically all teams will be messaged their starting Puzzle Station. Not all teams will travel the same puzzle routes. At each Puzzle Station, teams must scan a QR code to receive the puzzle and start their team clock. When a team enters the proper code word(s), their team clock will stop and their next Puzzle Station will be messaged. There is no penalty for incorrect code word entries. The code words are not case sensitive. If stuck, **a team may "buy" a hint**. Each puzzle will have three hints available. The **cost is 10 minutes**** added to the team's real time for each hint. The hints are progressive where possible. If you have solved 1/2 of a puzzle, you may not need the 1st hint. If a team solves a puzzle in less than 60 minutes without using any hints, **15 minutes will be deducted** from the real time for that puzzle. If 60 minutes* passes and a team fails to solve a puzzle, with or without hints, a score of two hours will be recorded for that puzzle, the code word(s) will be given, and the team will be directed to the next destination. You might strategize when it's cost effective to "buy" a hint.

***Real time**=Actual time passed   ****Scored time**=Real time - **bonus time** or + "**hint purchase**" time

Map:

A map will be provided with all Puzzle Station Locations. The Puzzle Stations are located by Academic West (Stairs to Nowhere sculpture), the PAC (For Handel sculpture), Morse Chemistry Building (The Log Ramp sculpture), and between Humanities and Old Main (India sculpture). All Puzzle Stations can be identified by a grouping of tables, chairs, and balloons at that location. The Puzzle Stations will be moved under building overhangs in case of rain.

Rules of Play:

During the Hunt, teams are encouraged to use the internet as a resource. Each team must have at least one smart phone to scan QR codes. The Hunt is for fun and we rely on you to help make it fun and to abide by standards of fair play. Do not do anything that would interfere with another team's enjoyment of the Hunt and do not give Puzzle information to or obtain Puzzle information from another team.

If you see anything during the Hunt that you feel is unsafe or represents unsportsmanlike conduct, please notify us immediately via our contact page https://wwupuzzlehunt.com/contact

This is the first run of the Great Puzzle Hunt. There are bound to be glitches so please be patient, have a sense of humor, and especially have a great time!

Each team should bring:

In case of rain bring a waterproof pack to hold: Smart Phone with App that can scan QR codes, notepad and/or clipboard and graph paper, pencils, pens, highlighters, scissors (enough for several on team to share), tape, umbrella, snacks, and water.