



Puzzled Pint

September 2018

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Fireys

"Don't lose your head!"

Starting with the only 3-letter word (VEX) fill in the words clockwise with possible words that can accept a new "V" head (VAST & VEST). Eliminate VEST as the second word because there's no 5-letter words that can accept the Z, but WRONG can accept the P to make PRONG). Once words are filled in, shift in the alphabet the new heads (see arrow) to get VISIT TOWER along the campfire.

BANDY COVE DOOM HOUSE LEARN PAST VEX WRONG YARN ZEST

DOOM



Boȝ of Eternal Stench

"Hoggle, if she ever kisses you, I'll turn you into a prince...Prince of the Land of Stench!"

- soggy mutt (3, 3)
- wind of butt (10)
- sweaty pits (4, 4)
- mud and shit (6)
- scent of Hell (6)
- dying smell (5)
- septic water (6)
- highway slaughter (8)
- acrid breath (9)
- piscine death (4, 4)
- rancid junk (7)
- upheaved chunks (5)
- showers gold (5)
- yolk with mold (6, 3)

↓
Wet Dog

Flatulence
Body Odor

Pig Sty

Sulfur

Decay

Sewage

Roadkill

Halitosis

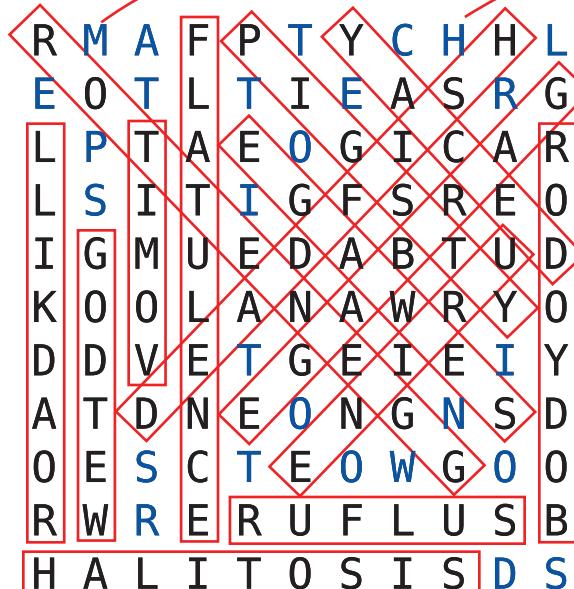
Dead Fish

Garbage

Vomit

Urine

Rotten Egg



A kiss from Sarah sparked a curse; this hit adversely, for Seal heroes in morass this did! Fruit rotten to the core, This pit, stink endless piled on stink: revolting shore to shore. "Goldarn it, Sarah," pulling hair, the dwarf did writhe and wrench. "You've gone and done it now! Do you enjoy Eternal Stench? You stumble in this water and, a sprinkle or a drench, You'll smell of it plain simply, smell of common, standard Hell." But there on top the scent were rocks producing footholds well Amid the plant and tree vines used to also make defense. "Attend your footwear in this boȝ; these stones are not immense, And to be branded with such stink would madden and incense."

"Kiss from a "this, hit for Seal" → R 0 S E
10 3 6 9

In this fruit, the pit; on it, hair → P E A C H
7 9 1 8

Plain, standard, scent producing plant → V A N I L L A
2 1 4 1

Tree used to make footwear and incense → S A N D A L W O O D
6 1 5 1 3 3 5

A V O I D S P H E R E S
1 2 3 4 5 6 7 8 9 10 9 6

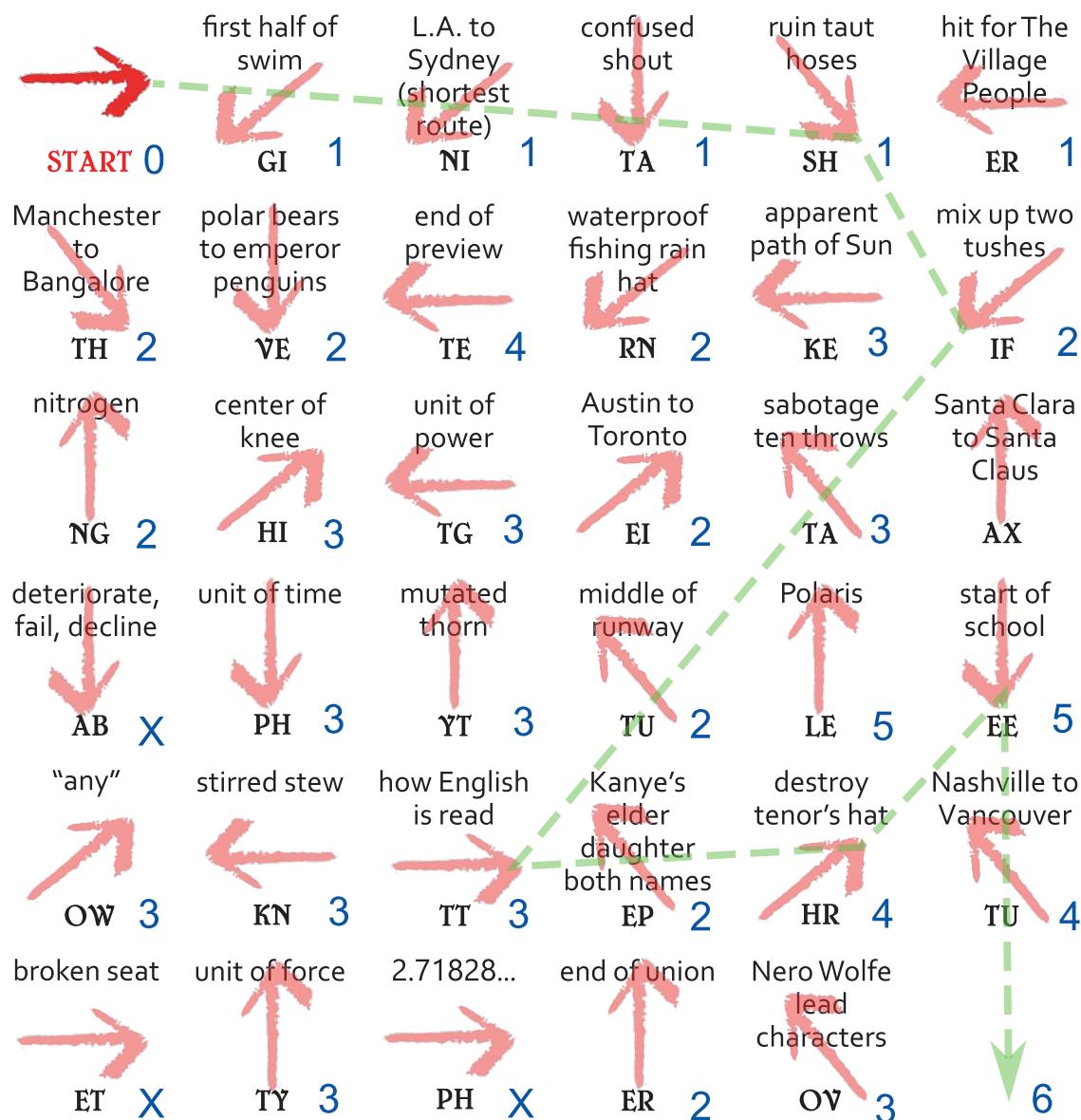


Lipstick Marks

"Someone has been changing my marks. What a horrible place this is!"

Mark Start as 0. Mark every stone reachable in one step with 1. Then mark every stone reachable from each 1 with a 2. Do not mark any stone a twice. Once you've marked the Door (6) follow the arrow backwards counting down the numbers to find the path. Take the letters along the right path.

Many words are cryptic-style anagram clues: confused, ruin, mix up, sabotage, mutated, stirred, destroy, broken. Anagram the remaining letters to get the direction. For city clues, use direction of travel from on to the other. Other answers: Village People = Go West, waterproof hat=southwester, "any"=NE (sound), Kanye's daughter=North West, Nero Wolf=NW (initials), 2.71..=math 'e'.



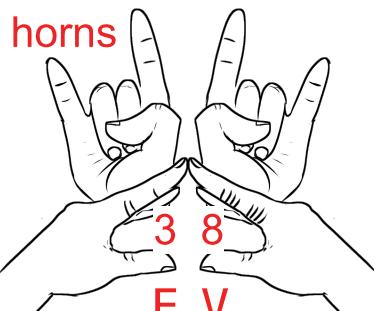
S H I F T T H R E E



Helping Hands

"She chose doooooown!"

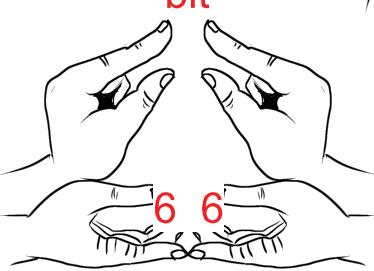
Match statements to hands. Wikipedia names for these gestures are in blue (see https://en.wikipedia.org/wiki/List_of_gestures). Then count the number of lines on each index finger. Finally, index these counts into the associated full phrase.



Sign of the horns
E V



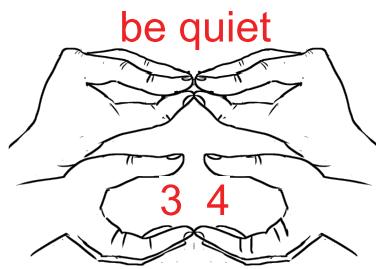
OK
H I



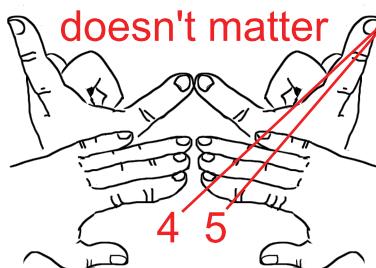
Tiny
T T



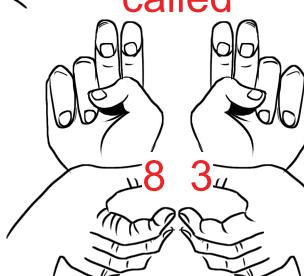
Beckoning finger
Y T



"blah-blah" or "zip it!"
E R



Whatever
R D



Air quotes
L E



V sign
E R

E V E R Y T H I R D L E T T E R

I'm a little tiny bit concerned about this young lady's safety. *Up or down, doesn't matter to me!*

I think she's doing just fine. *She'll have a devil of a time without help from that big guy with horns.*

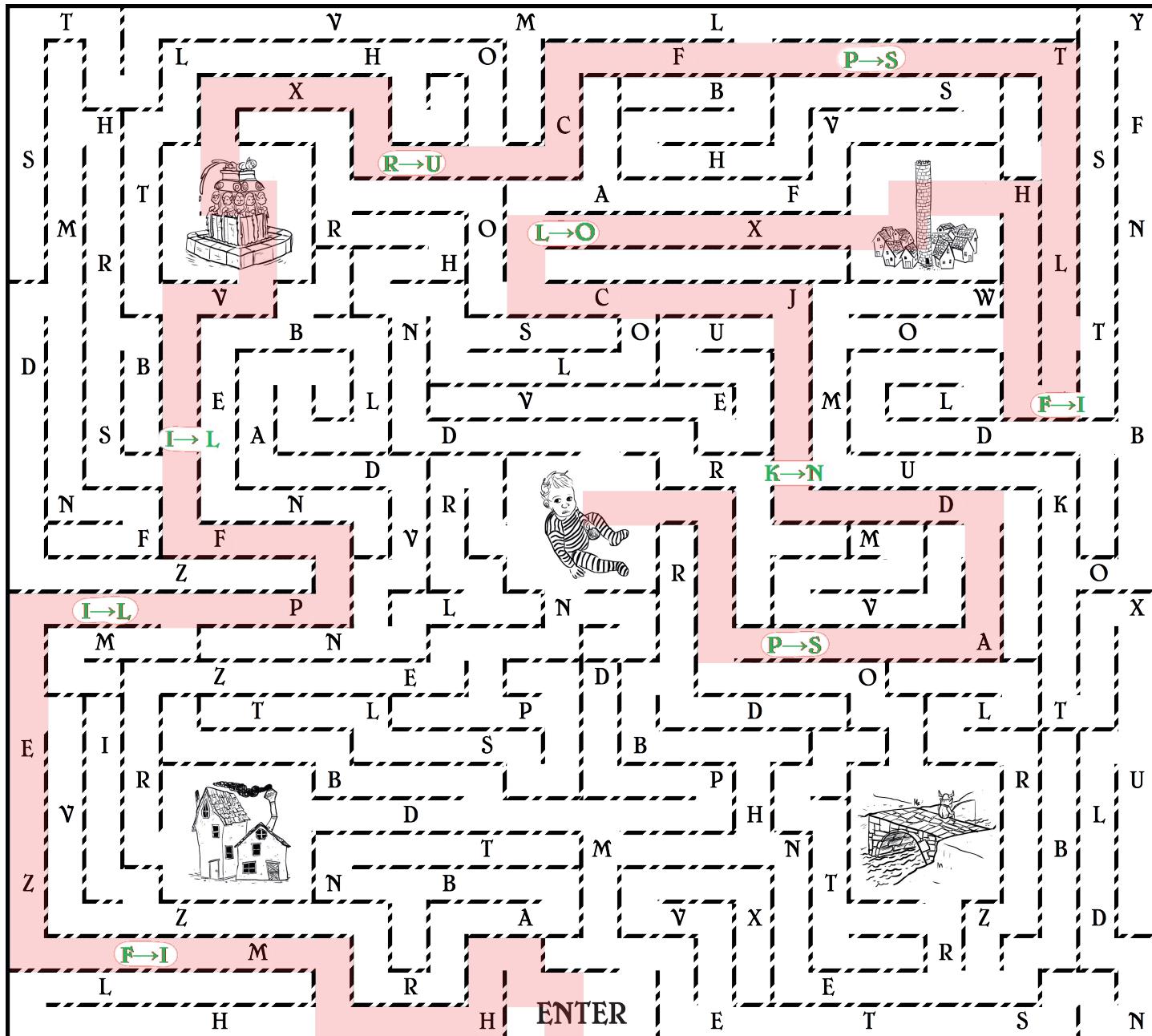
Everyone be quiet! I can't tell what she's trying to say!
The so-called Goblin King is looking for you.
She's ready to vanquish Jareth and his Labyrinth.
This way! Come this way!



Goblin City

"Through dangers untold and hardships unnumbered I have fought my way here to the castle beyond the Goblin City to take back the child you have stolen, for my will is as strong as yours and my kingdom as great. You have no power over me!"

Follow the instruction from each puzzle answer. Avoid Spheres means don't go through any "O" letters. The result of shifting every third letter on the path by three is shown in green.

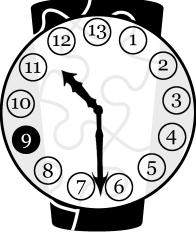


ILLUSIONS

Many thanks to the Synod (www.synod.us) for invaluable help with brainstorming, writing, and early playtesting of this set. Special thanks to Matt Smith (www.outercitylimits.com) for all of this set's illustrations!

Labyrinth Puzzle Set: Logo Puzzle

The bug is the 13-hour clock from Labyrinth. Extract the letters in the order of the puzzles per the Answer Sheet.

 <p>Puzzled Pint</p> <p>LOCATION (semaphore, N/A; no letters highlighted = nothing)</p>	 <p>Puzzled Pint</p> <p>MAIN PUZZLE (semaphore D; letter = 13 = M)</p>
 <p>Puzzled Pint</p> <p>MAIN PUZZLE (semaphore A, letter = 1 = A)</p>	 <p>Puzzled Pint</p> <p>MAIN PUZZLE (semaphore N; letter = 7 = G)</p>
 <p>Puzzled Pint</p> <p>MAIN PUZZLE (semaphore C, letter = 9 = I)</p>	 <p>Puzzled Pint</p> <p>META (semaphore E; letter = 3 = C)</p>
 <p>Puzzled Pint</p> <p>BONUS (nothing)</p>	<p>SOLUTION</p> <p>highlighted numbers spell out: MAGIC semaphore spells out: DANCE</p>

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SOLUTION TO GUARDS

PART 1

The answer is EIGHT.

In summary, the first guard's clues describe the numbers 18 and 8. The second guard's clues describe the number 18. Since they can't both be telling the truth, the correct number cannot be 18; therefore, the first guard must be telling the truth, and the answer must be 8 (EIGHT).

BLUE GUARD'S CLUES:

- "The square of this number, minus this number, is less than 1400." The number is less than 38: $38^2 - 38 = 1406$.

- "The sum of this number's digit(s) is greater than the sum of the digit(s) of the number that is two greater than this number."

Typically, when you add 2 to a number, its Ones digit will increase. The exception is, of course, when the Ones digit goes past 9, ending on either 1 or 0. For this number's digits' sum to be greater than the sum of the digits of the number that is two greater, this number must have either an 8 or a 9 in the Ones place.

Since we know the equal to 37 or less, and ends in either 8 or 9, we know that this guard can only be describing 8, 9, 18, 19, 28, or 29.

- "This number's digits do not contain an odd quantity of 9s."

This means that none of the numbers ending in 9 can be correct; it is not possible to have an even number of 9s at this point.

This guard can only be describing 8, 18, or 28.

- "This number is not a multiple of 7."

Excludes 28.

This guard can only be describing 8 or 18.

- "This number, when spelled out as a word, has at least five letters."

Neither 8 nor 18 is eliminated by this clue. This clue doesn't add anything at this point. Pure red herring.

This guard can only be describing 8 or 18.

RED GUARD'S CLUES

Basically, the first clue tells you that (the guard claims) the number can only be 18. Once you realize that, that's all the information you need to know that the second guard is lying and the answer must be 8 (as explained above).

-"The sum of this number's digits is equal to half of this number."

This statement only describes 18, but few people would realize that quickly. But it is easy to draw a few conclusions from this:

- 1) The number (according to this guard) can only have two digits. The digits of a three-digit number could at most sum to 27 ($9+9+9$), which is less than half of the smallest three-digit number. Going to any more digits than three only makes this ratio worse.
- 2) The number can be, at most, 36. This is because the most a two-digit number's digits can sum to is 18 ($9+9$), and that is half of 36.
- 3) The number cannot be single-digit. (A single digit could not be equal to half of itself.)
- 4) The number must be even.

So, suddenly this clue has become very manageable. But it's easy to go further still:

- 5) The number cannot be a number in the 30s. 36 is our upper bound, but 3 and 6 sum to 9, which is nowhere near half of even 30. Lower numbers yield smaller digit sums.
- 6) The number cannot be in the 20s. 29's digits sum to 11, and that's the highest sum you can get. That's half of 22--but 22's digits sum to 4. 20's digits sum to 2. Neither of those will work, and neither will larger numbers in the 20s.
- 7) That leaves us with two-digit numbers less than 20, and those are easy to check one-by-one. That will leave us with only 18.

None of Guard 2's other clues are necessary to solve the puzzle, although they all correctly describe the number 18.

PART 2

The answer is ATE.

Summary: The Blue Guard's clues are internally inconsistent and he must therefore be lying. The Red Guard's clues, together with the Blue Guard's first clue, should easily lead the solver to ATE.

The Blue Guard:

The last clue tells you that the word must have twelve letters. But the penultimate clue suggests that the word must have the same number of letters as the last names of two US presidents. And no US presidents have had a last name 12 letters long. (The longest are 10 letters long.) So the Blue Guard must be lying. This tells us that the correct word DOES contain the most frequently occurring letter in English (E), although this is not necessary to finding the correct word.

The Red Guard:

- “This word is a homophone of a playing card rank.” The word is a homophone of ace, two, three, four, five, six, seven, eight, nine, ten, jack, queen, or king.
- Homophones:
 - two -> TO, TOO
 - four -> FOR
 - eight -> ATE
- “You can change one letter in this word to make a playing card rank”: You can change one letter in TOO or ATE to get a playing card rank: (TWO or ACE). Only ATE fits the other clues:
 - Adding N to ATE gives you “ANTE”.
 - ATE anagrams to TEA which is a homophone of the letter T.
 - ATE is a verb that anagrams to EAT, which is the same verb in a different tense.
- Note that ATE also contains the letter E (see Blue Guard).