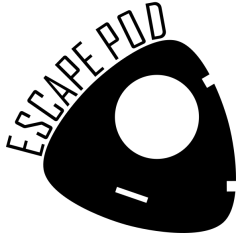




# **Von Braun's Puzzlehunt: Agent Fieldbook**

*Escape Pod | Steven Clontz*



## Von Braun's Puzzlehunt: Agent Fieldbook

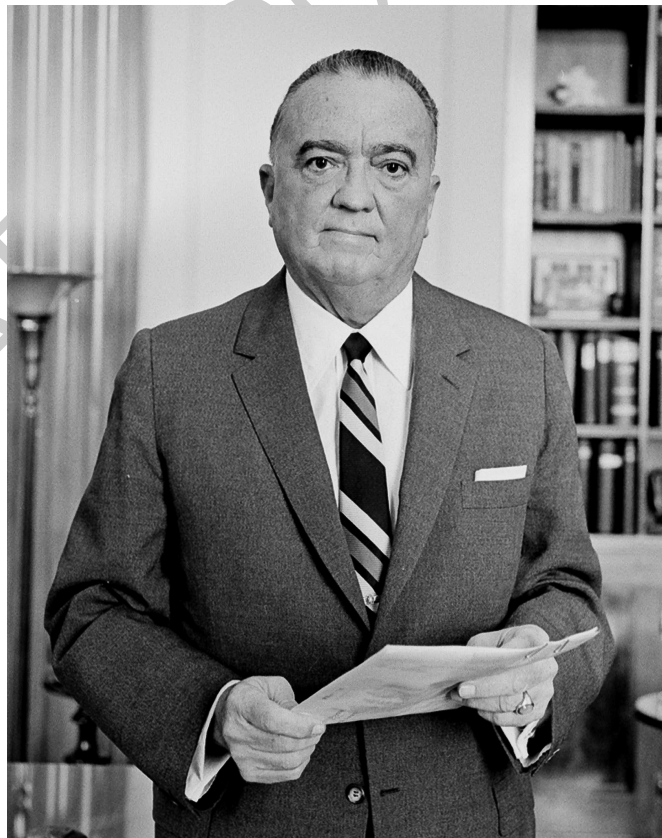
# From the Desk of J. Edgar Hoover

Agents,

A unique situation has arisen in the Huntsville, Alabama area which requires your services. Our intelligence reveals that several Soviet spies are converging on Dr. Wernher von Braun's personal office to obtain secret documents vital to our national security.

We've already sent a team of agents to von Braun's office to find and extract those classified documents before the Soviets can, but we cannot guarantee their success. As such, it's up to you to track down the Soviet spies as they attempt their escape, by following the clues our operatives have uncovered around the City of Huntsville. You are our last line of defense in this crucial national security mission, and our fate lies in your hands! Good luck.

- JEH





## Von Braun's Puzzlehunt: Agent Fieldbook

# Puzzlehunt Rules

Welcome to Escape Pod's first **puzzlehunt** event! A puzzlehunt is a puzzle-solving competition which takes place throughout an entire city. You and your team will race between certain locations around Huntsville, Alabama to discover clues which will lead to the identities of three Soviet spies. JEH has a few prizes for participating teams, so get ready for a fast-paced competition against your fellow agents!

Please read these rules, so you'll be prepared for the competition.

### Time/Date

The puzzlehunt will be held on {TODO: date} beginning at 10am. Teams must complete the hunt before 3pm to be eligible for prizes.

### Teams and Registration

Each participating team must register online at (<http://ephunt16.clontz.org>) before 11:59pm Central on the day before the hunt to be eligible for prizes. You must have at least two players, but otherwise there is no limit to the number of players on your team. Note that any awarded prizes will be divided amongst all team members according to the team's registration. We recommend having a team of between three to five players who can fit in the same vehicle.

You can also play from home or by yourself, but you won't be eligible for prizes, and it's not quite as much fun.

### Before the Game

Your team should download and print the *Agent Fieldbook* (this document!) for your reference during the competition. It contains important evidence (read: puzzles) which you'll need to decipher to uncover the identity of the Soviet spies. Don't bother trying to solve the puzzles before the competition... they are missing several key components which you'll pick up in the field during the hunt.

At least one player on your team should have a smartphone (called a "handheld computer" byiff JEH) with access to the internet ("ARPAnet"), a camera app, a barcode scanning app, and either the Facebook ("FB protocol") or Twitter ("Twtr protocol") app. He or she should follow Escape Pod at @EscapePodGame and must be able to post publicly. All posts should include the hashtag #EscapePodHunt and a hashtag assigned to your team after registration (watch your email).

It will be helpful to have a few pencils/pens and notepads as well.

## Gameplay

At 10am, Escape Pod will release information via social media which will direct you to the first **Location** of the game. At each of the five Locations used in the game, your team should find a QR code. This will reveal the URL of a webpage containing a **Mission Update**.

Most Mission Updates will reveal two things: the key to solving a **Puzzle**, and a **Riddle** pointing to your next Location. You may need a page from this *Fieldbook* to solve the Puzzle, and you may be instructed to photograph something in the environment to help you as well. The Mission Update will tell you to upload a photograph to social media, confirming that your team has visited the Location.

Once you have solved the Riddle and completed any other tasks suggested in the Mission Update, your team may move on to the next Location. You do NOT have to solve the Puzzle before moving on; you may wish to work on it while one team member drives you to the next Location.

Please note that all Location clues will refer to modern Huntsville, despite the game being set in the 50s. For that matter, the Soviet spies always speak in English, so don't overthink it!

Hints will be occasionally distributed via Escape Pod's social media channels during the game, so you'll want to be following us while you play. If you're playing from home, we will eventually reveal the Mission Updates and other required information for working on the puzzles on social media, sometime after teams in the field have discovered them for themselves.

## Endgame

Your final Mission Update will explain how to solve the final **Metapuzzle**, which will reveal the identity of the Soviet spies. You will require the answers to the other Puzzles in order to solve the Meta. A special webpage will be provided for your team to submit your solution. Your team is limited to three guesses, so choose carefully! Escape Pod will respond to submissions via social media. Only submissions before 3pm will be considered.

## Prizes

The first team to submit the correct solution on the provided webpage wins the **Grand Prize!** {TODO what is it?}

All teams that visit all five Locations are considered winners, though, whether or not they solve all the Puzzles, and will receive a small token recognizing their achievement {TODO what?}. Another **Prize** {TODO what?} will be raffled off after the game ends at 3pm. Each team will receive one chance to win the raffle for completing each of the following tasks:

- Posting a public Location photograph to social media.
- Posting the *first* public photograph to social media for a Location
- Submitting the correct Metapuzzle solution.

(Make sure your photos are posted with the correct hashtags so we can find and count them for the raffle!)

## Safety and Common Sense

Have fun, but don't do anything silly. Escape Pod reserves the right to disqualify any team which does anything unsafe or unfair, and is not liable for your actions during the game. Keep in mind the following:

- Follow all traffic laws when driving. Don't solve and drive; let your passengers work on the Puzzles instead.
- Don't do anything which prevents other teams from playing or enjoying the game, such as moving or removing any QR codes.
- Don't jump fences or otherwise trespass on private property. All Locations are public areas accessible by driving on roads or walking on sidewalks.
- Don't do anything which violates the spirit of these rules or the game. Contact Escape Pod if there's any question on whether something breaks the rules, but if you have to ask...

## Have Fun!

Contact us at [info@escapepodgame.com](mailto:info@escapepodgame.com) with any questions before the game.



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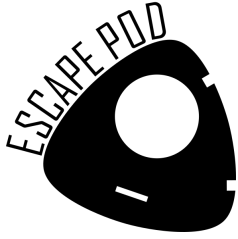
# Soviet Puzzles

Agents,

Our operatives have intercepted the following secret messages from the Soviet spies over the past few weeks. Despite all attempts, we have been unable to decipher their hidden meanings. We expect that further data is required to do so. **So, you are advised not to attempt to solve these puzzles until you receive further instructions.** Rather, **print these pages** and bring them with you into the field on your upcoming mission.

Don't forget to load either the **FB or Twtrr protocol** on your **handheld computer** before leaving on your mission. I will be sending you **Mission Updates** via those channels during your outing which will help you decipher these mysterious documents. Be on the lookout for your first clue on the morning of {TODO date}, and good luck!

- JEH



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## Soviet Puzzles

### Puzzle A

Only fools cross Mother Russia!

I L V G S I D W Y J Y Z I W J B P N I L G F  
U W D P U X S S B Y Y S Z K M D S N A I O E  
J V F L P V N I M Z N K B H R G K C K S H I  
I B T Y F K Z G Q W R K O R H H A F F T K Z  
A R N U I S E O A T C T C Q L P S Y R G D G  
X Z L W K R S A C E E R H Z A G U Q D I O Q  
A O G V Z N Z H Q H W J H N S I L U T V L E  
M F I S M E K N X A V L Z R A E Q U N O W P  
E P V B K C F T B Q X Y S E L Q X C E V O A  
B E T H I H O N M V R N N O R B R A S T L I  
L I V Z D Y Q A I W W H Q T X C U W O G B G  
C T U I D D Q F E F P B Z J O N Q D E L M T

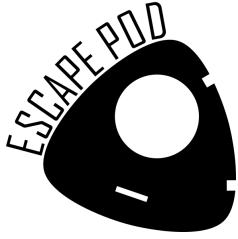
(6,3) × (13,1)

(7,6) × (2,3)

(13,1) × (15,3)

(3,1) × (9,3)

(2,3) × (9,3)



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## Soviet Puzzles

Puzzle B

Soviet spies can be rather shifty!

TDDOYDTQEYDLMAAECLNIL

ELWHAKARLUAHONSAPQORZ

NEBKNPOVDQRNIZTSOWDO





## Puzzle C

```

graph TD
    A(( )) --- B(( ))
    A --- C(( ))
    B --- D(( ))
    B --- E(( ))
    C --- F(( ))
    C --- G(( ))
    D --- H[4]
    D --- I[1]
    E --- J[6]
    E --- K[2]
    F --- L[3]
    F --- M[7]
    G --- N[5]
    G --- O(( ))
  
```

```

graph TD
    Root(( )) --- L1L(( ))
    Root --- L1R(( ))
    L1L --- L2L1(( ))
    L1L --- L2L2(( ))
    L1R --- L2R1(( ))
    L1R --- L2R2(( ))
    L2L1 --- L3L1[2]
    L2L1 --- L3L2[4]
    L2L2 --- L3L3[5]
    L2L2 --- L3L4[1]
    L2R1 --- L3R1[3]
    L2R1 --- L3R2[6]
    L2R2 --- L3R3[7]
    L2R2 --- L3R4[ ]
  
```

```

graph TD
    Root(( )) --- L1L(( ))
    Root --- L1R(( ))
    L1L --- L2L1(( ))
    L1L --- L2L2(( ))
    L1R --- L2R1(( ))
    L1R --- L2R2(( ))
    L2L1 --- L3L1[6]
    L2L1 --- L3L2[1]
    L2L2 --- L3L3[4]
    L2L2 --- L3L4[3]
    L2R1 --- L3R1[2]
    L2R1 --- L3R2[7]
    L2R2 --- L3R3[5]
    L2R2 --- L3R4(( ))
  
```

```

graph TD
    Root(( )) --- L1L(( ))
    Root --- L1R(( ))
    L1L --- L2L1(( ))
    L1L --- L2L2(( ))
    L1R --- L2R1(( ))
    L1R --- L2R2(( ))
    L2L1 --- L3L1[1]
    L2L1 --- L3L2[5]
    L2L2 --- L3L3[4]
    L2L2 --- L3L4[6]
    L2R1 --- L3R1[7]
    L2R1 --- L3R2[3]
    L2R2 --- L3R3[2]
    L2R2 --- L3R4[ ]
  
```

```

graph TD
    Root(( )) --- L1L(( ))
    Root --- L1R(( ))
    L1L --- L2L1(( ))
    L1L --- L2L2(( ))
    L1R --- L2R1(( ))
    L1R --- L2R2(( ))
    L2L1 --- L3L1[1]
    L2L1 --- L3L2[7]
    L2L2 --- L3L3[4]
    L2L2 --- L3L4[3]
    L2R1 --- L3R1[2]
    L2R1 --- L3R2[6]
    L2R2 --- L3R3[5]
  
```

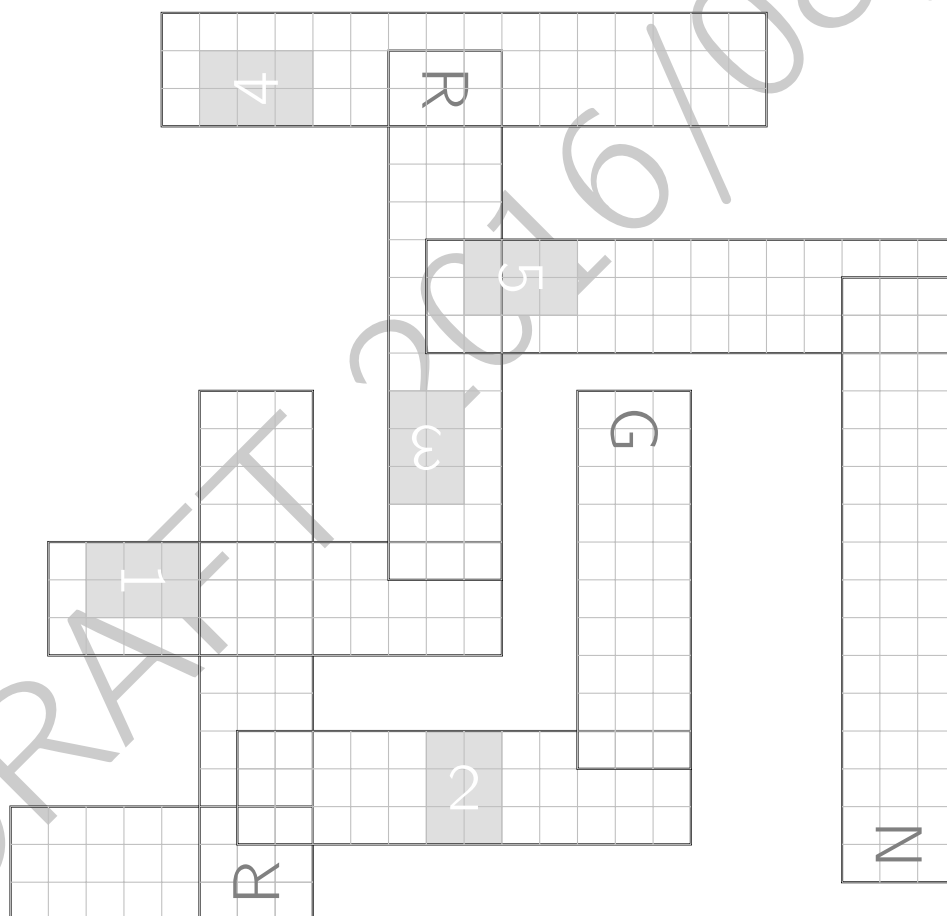
Use the first letter of each...

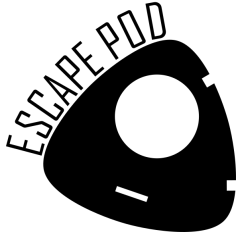
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# Soviet Puzzles

## Puzzle D

## Those American pigs are blind!





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## Soviet Puzzles

Metapuzzle

Only those who know our codewords will be able to identify our spies!

#A0DCB


#DCB0A


#CBAD0
