

MYSTERY HEIST



THE STORY

In this part of MITropolis, when people need their problems solved, they come to Robert Finster. (That's why they call him Papa.) But his help is all for show; what Finster's really doing is putting an ear to the ground. Lately, a handful of people have been telling him the same thing: that they're having doubts about the security of their local bank. Rover drove him around to see it, and the bank sure looks the worse for wear, despite the priceless coin inside. They must be skimping on security.

Finster's reverie is interrupted by Sidecar, his right-hand man. "How can I be of assistance, Papa?" "There's a bank nearby that could use our special attention. I'm thinking about making a withdrawal." "Of course, Papa. I'll reconnoiter and determine how we can best get involved."

Finster knows what he has to do: he'll meet with the MITropolis PD chief to make sure everything's smoothed out. Some cops on the force aren't in on the program, true, but with some strategic bureaucracy the team should get away scot-free.

All the pieces are coming together. Finster has Rover as the getaway driver, Nadine Candy as the face and roper, and Nadine's husband Benny Candy as the safecracker. And Sidecar is crafty enough that he can get in as the inside man at the bank. But now Finster has to get them to work as a team. They trust him, of course, but he needs to get them to trust one another. Greasing the police will only get him so far... he can't be there during the heist, and one never knows what's going to happen.

HEALTH WARNING: Overexposure to puzzles may cause fatigue, headache, sleep deprivation, obsession, paroxysms of frustration and/or triumph, very concerning Google searches, ranting to friends about extraction, or reenactment of the Pepe Silvia meme. While using puzzles, remember to take breaks for food and sleep, and remember that no matter what your exhausted paranoia may tell you, this warning is not a puzzle.



PUZZLE MANUAL

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BENNY'S PANOPLY

Benny Candy likes everything—food, money, and, of course, his partner, Nadine. When asked his favorite letter of the alphabet, he replied, “All of them.” But there’s one thing he values more than anything else.



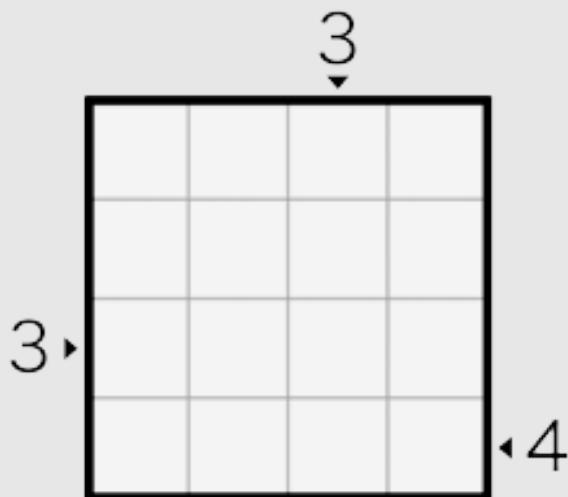
#1 A ①_____④_ WITH A _____ ③_ PAST ⑤_ ②_ IN A _⑥_____.

#2 A _____ ③①_ ②_ ⑤_ ④_ ⑦_ _____ ⑧_ NEXT TO _⑥_____.

#3 A _____ ⑧_ ④_ ①_ ②_ A _____ ⑤_ ③_ ⑦_ BESIDE MY _⑥_____.

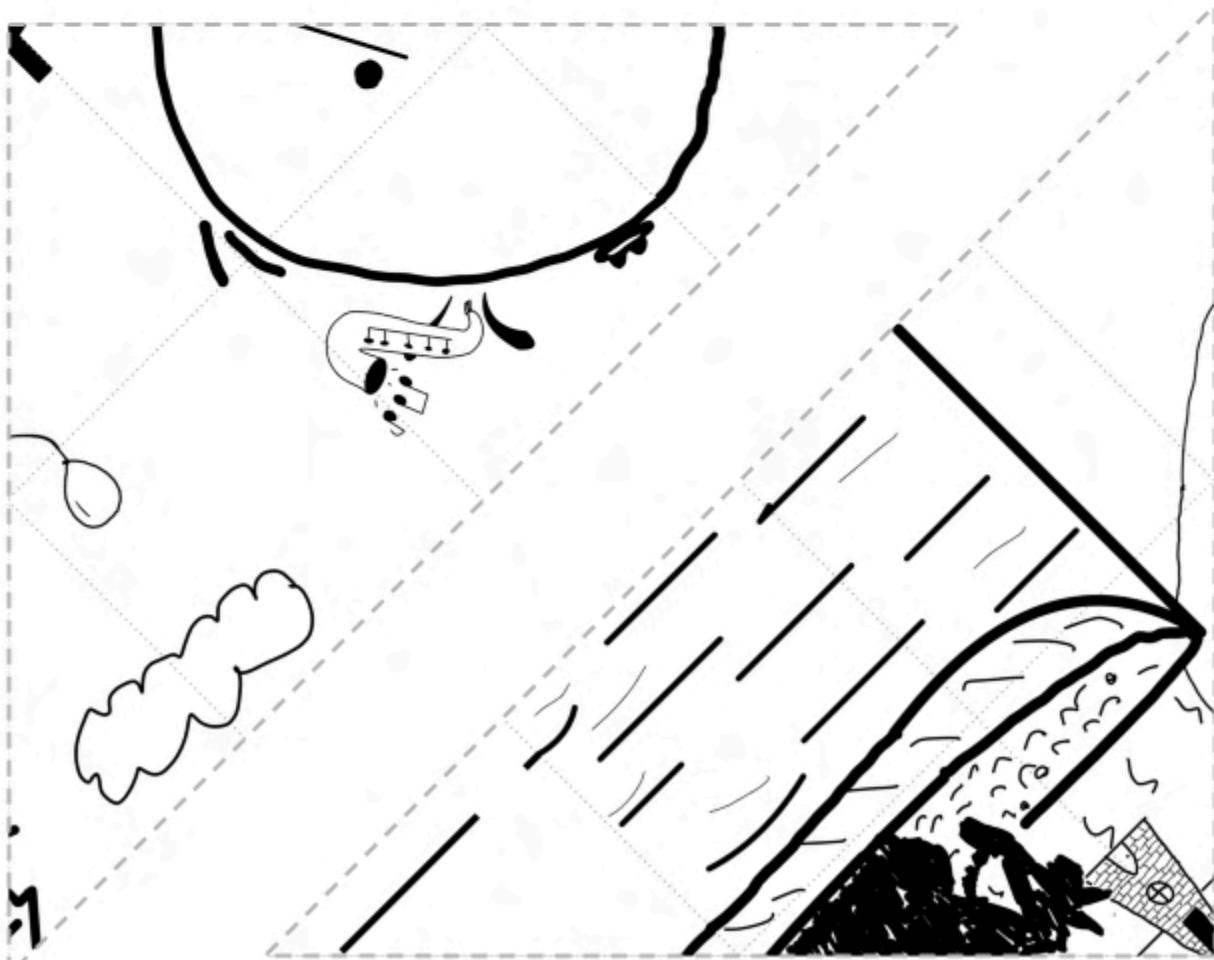
#4 THE _⑧_ ①⑬_ ⑨_ _____ ④_ B③_ A _⑥_ ⑭_ OF _⑫_ ⑤_ ⑩_ ⑪_ ⑦_ _②_.

- ACQUIRING
- BAD
- BUBBLES
- BUTTERFLY
- CONQUERS
- DESIGN
- DIVING
- DON
- DRAWN
- EXPENSIVE
- FACE
- FISH
- HOVERS
- JACUZZI
- JAZZY
- JET
- KAYAK
- LUCK
- MAKING
- MOVES
- OBJECTS
- PARTYING
- POORLY
- QUARTZ
- QUIXOTE
- SPOOKY
- THORNS
- WHALE
- WORLD
- XRAY
- ZOOMS

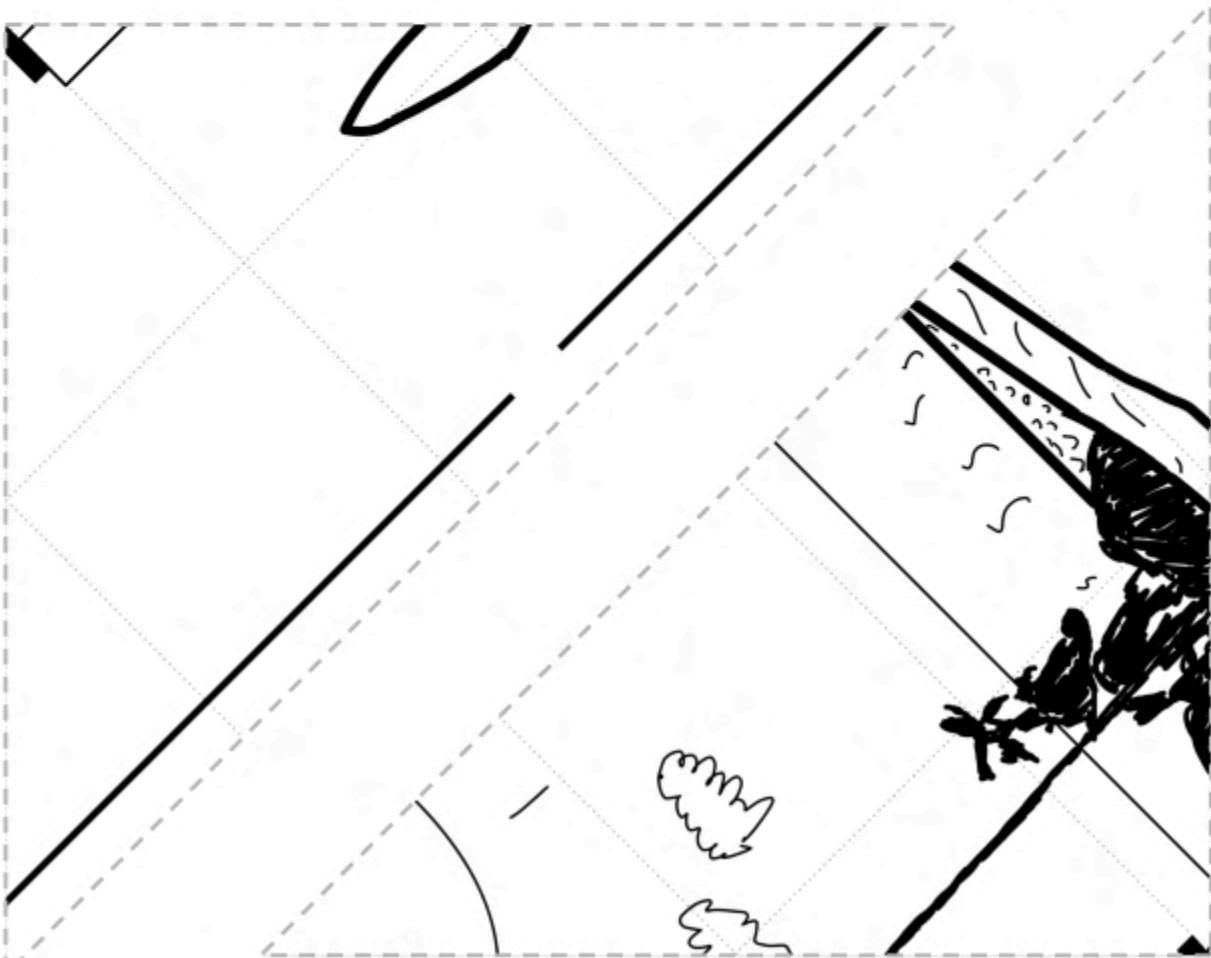
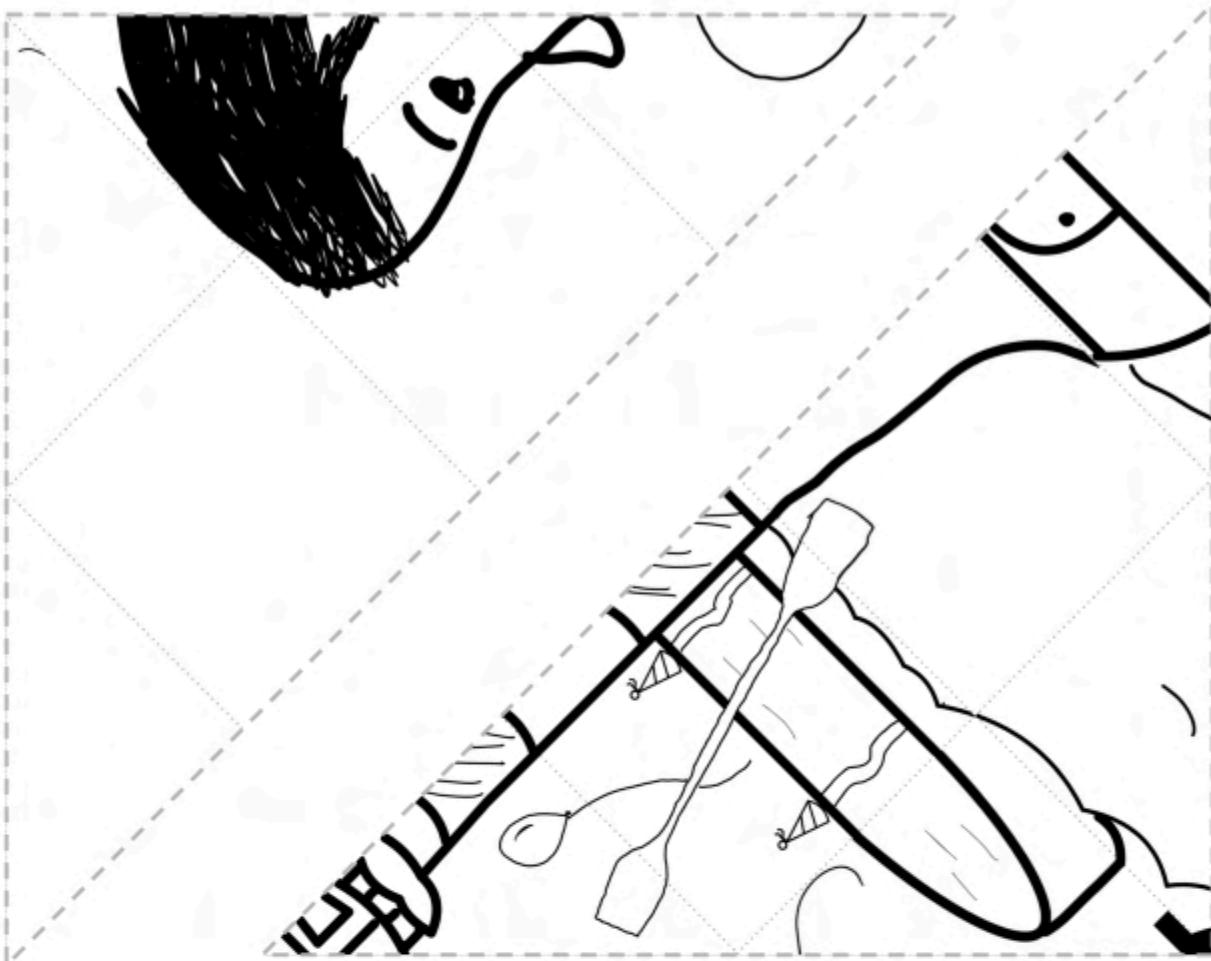


CUT-OUT MATERIALS NEEDED FROM APPENDIX A

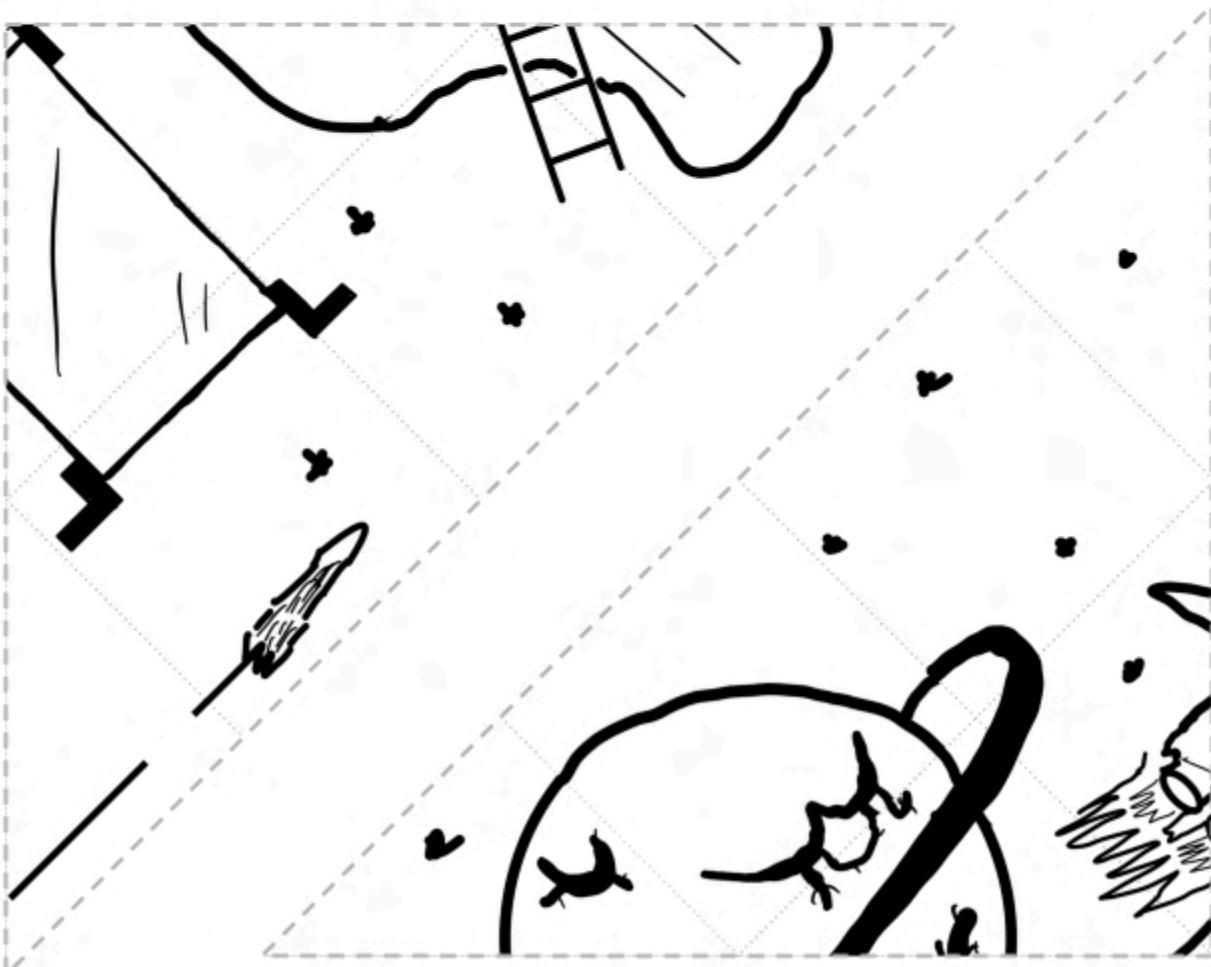
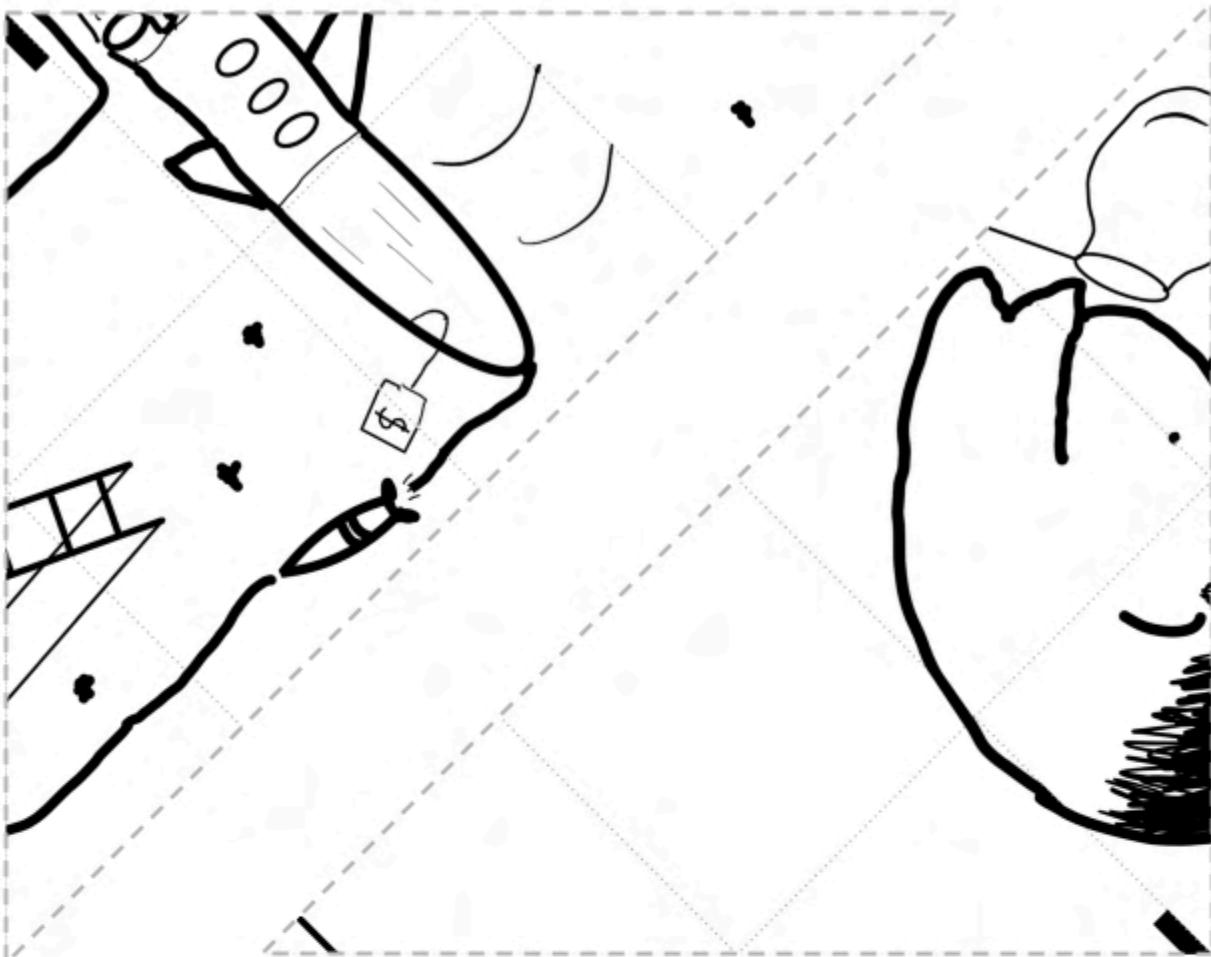
APPENDIX A: BENNY'S PANOPLY



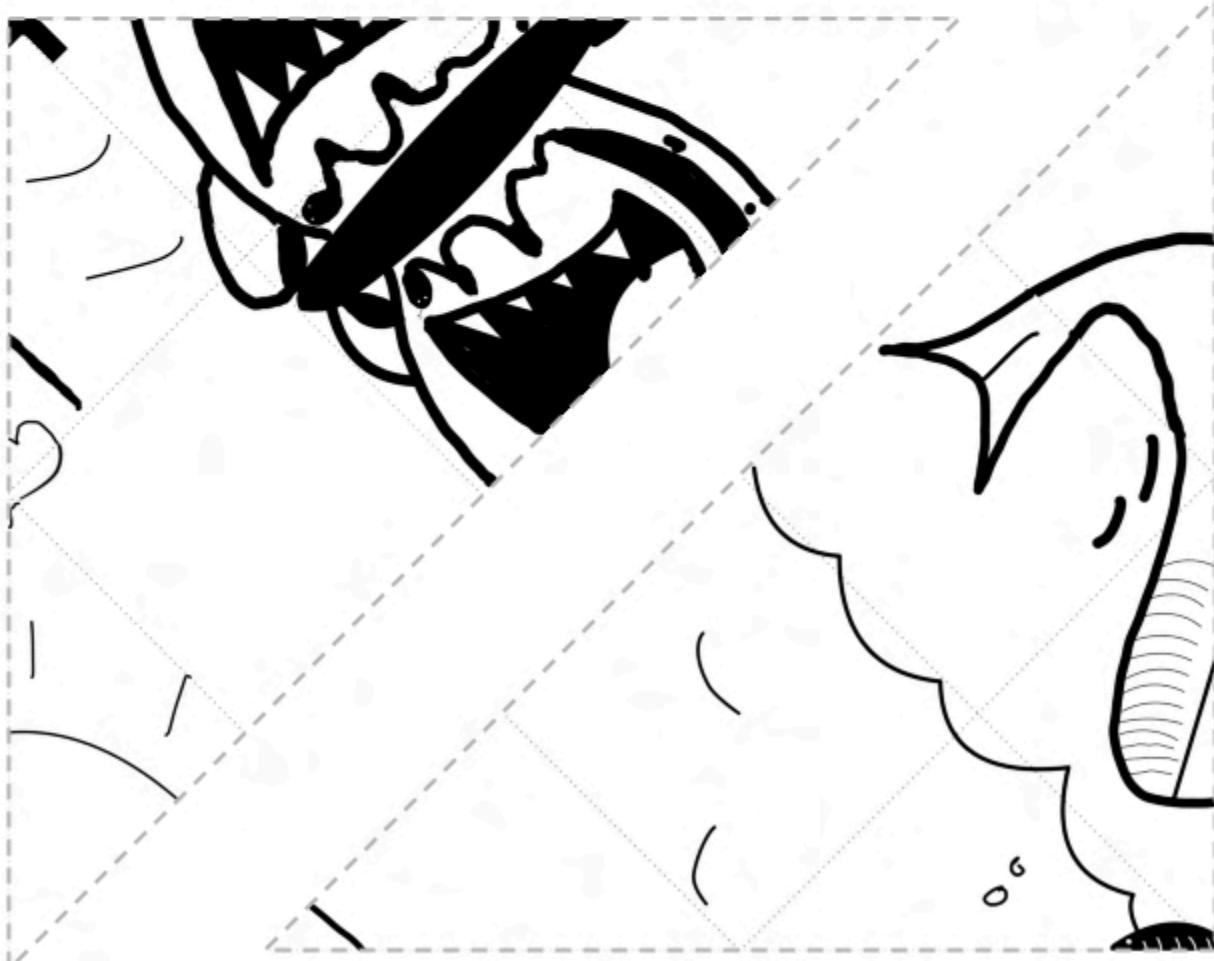
APPENDIX A: BENNY'S PANOPLY



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NADINE'S CONNECTIONS

Benny proposed bringing Nadine into the family. She enjoyed **reading the first letter** he sent her; how did they make their connection official?



CREATE FOUR GROUPS OF FOUR!

MIKE	SASKATCHEWAN	OSCAR	MANITOBA	(4) (8)
OMICRON	AUGUSTUS	OXYGEN	VERUCA	(1)
VIOLET	HUG	ALBERTA	ZERO	(5) (5) (10)
ONTARIO	INDIA	VICTOR	QUEBEC	(8) (9)

CREATE FOUR GROUPS OF FOUR!

VOYAGEURS	THYLACINE	PROCONSUL	SIMOCYON	(7) __
PINNACLES	PREDATORS	FLAME	GAMES	(3) (5)
VILLAGE	DESMOSTYLUS	GLACIER	STADIUM	(8) (5)
SHARKS	JETS	MAMMOTH CAVE	FLAMES	(7) (7)

NADINE'S CONNECTIONS

Benny proposed bringing Nadine into the family. She enjoyed **reading the first letter** he sent her; how did they make their connection official?



CREATE FOUR GROUPS OF FOUR!

MEDIA	ACME	BAT	FLEA	___ (6)
PINNACLE	PASCAL	PICCADILLY	ATMOSPHERE	(6) (4) (3)
BAR	APEX	MOSQUITO	PSI	"(4)"
SUMMIT	KITE	FLYING	DRONE	(5) (2) (8)

CREATE FOUR GROUPS OF FOUR!

JUNGLE	RAISE	CERES	MANOR	(5) (4)/(9)
AURA	FLORA	BOOST	FLIES	(5) (2) (1) (5)
WING	TAIL	APOLLO	FLAP	(4) (2) (3) ___
DANCE	RUDDER	LIFT	HOIST	"(7)"

CREATE ONE GROUP OF FOUR!

→ ___ (5)

ROVER'S ESCAPE PLANS

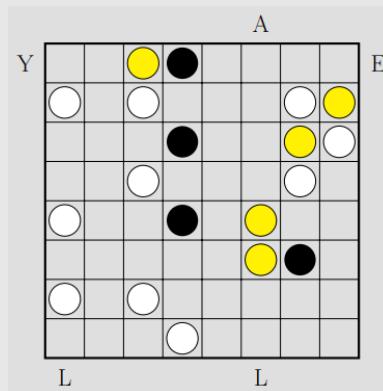
Rover's done a bit of work to logic out getaway routes all across town, and he's ready to take the crew in straight lines from start to finish.



SCENARIO 1

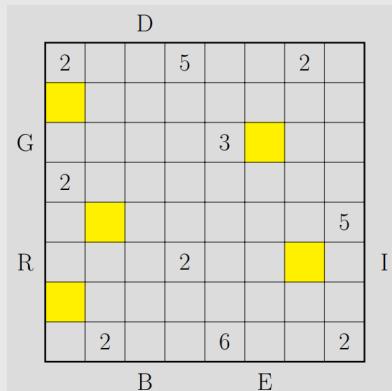
Draw a single closed loop passing through the centers of cells that goes through all white and black cells. When the loop passes through a white cell, it must make a right-angled turn in at least one of the cells next to the white circle.

When the loop passes through a black cell, it must make a right-angled turn, then go straight through the next cells on both sides.



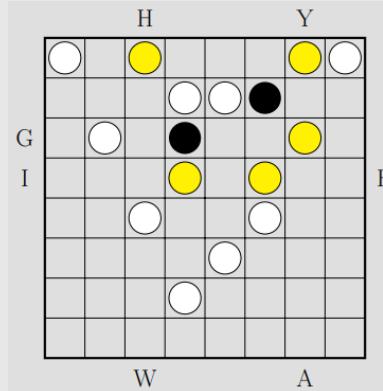
SCENARIO 2

Shade all cells white or black. For each numbered cell, the number indicates the total number of white cells visible from it horizontally and vertically, including itself. Numbers cannot see through a black cell. The white cells must form a single connected group. All black cells must be connected by other black cells to an edge of the grid. Diagonal adjacency does not count as connection.



SCENARIO 3

Shade all cells white or black. There must be a single connected group of white cells and a single connected group of black cells. There must be no 2-by-2 squares of cells with the same color. Diagonal adjacency does not count as connection.



ROVER'S ESCAPE PLANS

Rover's done a bit of work to logic out getaway routes all across town, and he's ready to take the crew in straight lines from start to finish.



SCENARIO 4

Shade all cells white or black. Numbers indicate the number of cells in the area containing this cell. All black regions are rectangles, and all white regions are not. A region may contain multiple numbered cells.

	V	R	O	
D	3	0		2
S		3	2	3
	2		2	1
	1	2		1
	2	2	0	2
E	2		2	1
A	3	2	0	
I		C		

	A	E	T	T	
R	4				
	4	4	4	4	6
U	9		11		
9					
					3
A		1		2	
8	2	8	1	7	
R				1	
	I	N	L		

SCENARIO 5

Draw a single closed loop on cell borders so that each number indicates the number of its cells' borders that are part of the loop.

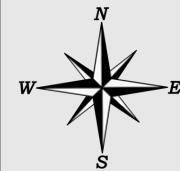
SIDECAR'S BLUEPRINTS

Sidecar gives the crew their directions before every job.



(FIND COMMON WORDS OF FOUR OR MORE LETTERS)

P	E	L	S	T	A	T	E	G	I
O	F	I	E	L	E	R	N	T	W
R	C	P	L	B	M	I	C	W	O
T	E	O	D	E	T	H	U	H	R
S	W	A	O	S	A	U	F	O	R
Y	L	L	O	H	S	H	F	E	A



- FINAL CLUE:
 ABRASION [3/4]
 GULP [2/5]
 SLENDER [1/5]
 RECURSING [3/5]
 FULLY [3/5]
 PROPERTY [1/5]

FINAL GRID:

PASTA [6/6] GAMES [1/5] SWAP [1/4] QUEST [4/4]

FINAL ANSWER:

()

META: TEAM-BUILDING EXERCISE*

Finster knows the perfect team for this job – all he has to do is make contact.

How has Finster attracted such a committed crew?



* this puzzle uses the answers of all previous puzzles in the packet

	COLUMN INDEX				
	1	2	3	4	5
1	SHEET	WEDDING	RICE	PLANE	STRIKE
2	HORSE	LEMON	NOSE	GREEN	ICE
3	PEACH	DEATH	THEATER	BELL	DUCK
4	SATURN	RIVER	PISTOL	MOUSE	PIRATE
5	STICKER	ONION	ROCK	LEATHER	SOUL

ROW ORDER



The Providence Crime Syndication

PUZZLE AUTHORS

Zach Barnett - Benny's Panoply, Cracking the Safe, Interview Questions, Detour de Force, Team-Building Exercise

Trevor Birenbaum - Rover's Escape Plans

Jake Eakle - Financial Planning

Adam Fried - NOLA

Thomas Gordon - Cracking the Safe, Detour de Force, Interview Questions

Karis Jones - Unfolding Futures

Nathan Jones - Unfolding Futures

Alon Levy - How to be Presentable

Eshan Mitra - Cracking the Safe, Detour de Force

Liam Oliva - Benny's Panoply

Paolo Pasco - Cracking the Safe, Detour de Force

Luke Paulsen - Sidecar's Blueprints

Guy Tabachnick - Cracking the Safe, Detour de Force, Team-Building Exercise

Alex Walker - Cracking the Safe, Detour de Force, Team-Building Exercise

Sara Walker - Cracking the Safe, Team-Building Exercise

Jane Widness - Nadine's Connections

Chris Yu - Nadine's Connections

ART TEAM

Phil Avilov

Orion Bloomfield

Lucid Clairvoyant

Gwen Crossman

Eliot Geer

STORY TEAM

Thomas Gordon

Alon Levy

Arnav Singhal

WEBSITE TEAM

Orion Bloomfield

Jake Eakle

Hammad Izhar

Chewy Shaw

PUZZLE TESTERS

Spain Abradi

Hailey McConaughy

Zach Barnett

Eshan Mitra

Trevor Birenbaum

Tuesday Mueller-Harder

Sierra Bornheim

Liam Oliva

Ricky Cruz

Justin Pombrio

Jake Eakle

May Rohrbach

Adam Fried

Daniel Schneider

Matthew Gardner

Chewy Shaw

Spencer

Eli Shupe

Thomas Gordon

Micah Stairs

Jim Grandpre

Natalya Tabony

Aren Guralp

Sawyer Tabony

Kylee Hench

Timwi

Karis Jones

Jocelyn Ting

Nathan Jones

Jane Widness

Alon Levy

Daniel Winograd-Cort

Evan Matteson

Chris Yu

ONSITE VOLUNTEERS

Nishka Pant, Chris Yu

Special thanks to Death & Mayhem and MIT Puzzle Club

1+ Players Memory Card (for PS2) - 132KB

Digital Control Analog Control Vibration Function

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Puzzles



Violence

MITPC CONTENT RATING

PUZZLE CONTENT IS PURELY FICTIONAL. ANY SIMILARITIES TO REAL PERSONS, LIVING OR DEAD, OR TO ACTUAL ORGANIZATIONS, IS PURELY COINCIDENTAL.



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