Team-Building Exercise – Solution

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This metapuzzle borrows mechanics from the board game *Codenames*. The four feeder answers (BOOTY, GHOST, RINGS, and WHIPS) represent four 'codenames' (i.e. categories) in a Codenames game. The number of matching words in the grid is

    b. (for casual solvers) equal to the number of cards below the grid bearing the image of the associated bank robber; or

    a. (for expert solvers) left ambiguous but some permutation of $\{2, 4, 5, 3\}$, to match the array of cards below the grid.

To begin, we solve the Codenames puzzle:

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	1	2	3	4	5
1	SHEET (GHOST)	WEDDING (RINGS)	RICE	PLANE	STRIKE (WHIPS)
2	HORSE (WHIPS)	LEMON	NOSE (RINGS)	GREEN	ICE
3	PEACH (BOOTY)	DEATH (GHOST)	THEATER	BELL (RINGS)	DUCK
4	SATURN (RINGS)	RIVER	PISTOL (WHIPS)	MOUSE	PIRATE (BOOTY)
5	STICKER	ONION (RINGS)	ROCK	LEATHER (WHIPS)	SOUL (GHOST)

(row order)

For answer extraction, recall that the stacks of cards at the bottom of the puzzle page correspond to the number of cards in the grid corresponding to each feeder answer. The ordering 2, 4, 5, 3 gives an ordering to the feeder answers: BOOTY, WHIPS, RINGS, GHOST.

The two grid words corresponding to BOOTY are PEACH and PIRATE. Ordering by row order, we extract two letters:

    a. since PEACH lies in column #1, we extract the first letter of BOOTY: B;

    b. since PIRATE lies in column #5, we extract the fifth letter of BOOTY: Y.

Extracting letters from the feeder answer (as opposed to, say, the words in the grid) is suggested by the fact that each feeder answer has length 5. We then repeat this process for the other three feeders. WHIPS produces SWIP, RINGS produces INGRI, and GHOST produces GHT. Concatenating these letters gives us the final puzzle answer:

How has Finster attracted such a committed crew?   BY SWIPING RIGHT