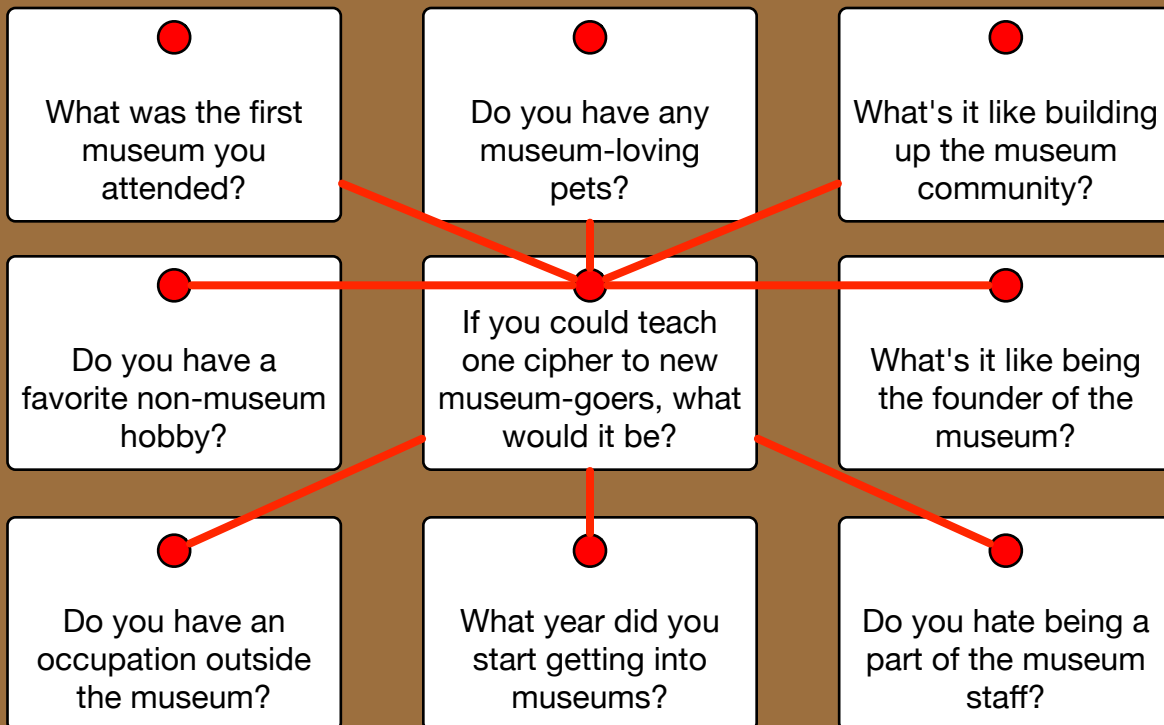


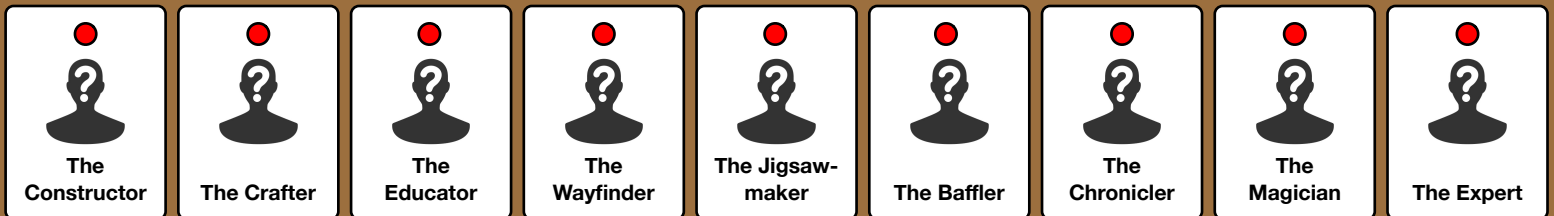
Meet the Museum Staff



The museum staff is a puzzling bunch. You decide to do a little background research on them by reading up on their bios. That way, you can ask each of them the 3 questions that will give you the most intel back. Sometimes, knowing your marks is the best way to crack their defenses!



The Marks



Puzzle Notes: Below are snippets of the blurbs in the “Meet The Team” tab of the Grand Hunt. These are obviously not final, and are meant only to demonstrate the mechanics of the puzzle. If we go with this puzzle, we'll just need to agree on the key questions, and make sure those are answered unambiguously in our blurbs

The Architect

Founded ConstructedAdventures and the Grand Hunt ... when not working on adventures, enjoys playing basketball ... endorses the team's obsession with a certain cipher

The Archivist

Got into puzzle hunts with last year's Grand Hunt ... likes reading mystery books in spare time ... knows how to signal messages to people from great distances

The Artisan

Enjoys playing tennis when not solving puzzles ... first puzzle hunt was DASH ... personal puzzling motto is "Is it semaphore?"

The Confounder

Worked to build up this community so he could have more ideas to steal ... outside of helping with constructed adventures, works in tech ... dreams about waving flags around in his sleep

The Maven

Has a pet bird ... when not solving puzzles, works as a freelance writer ... loves saying "semi-4" three times fast

The Navigator

Got into puzzle hunts in 2020 with COVID ... has a huge German shepherd ... loves 45°, 90°, 180°, and 135° angles, for some reason

The Puzzlesmith

Enjoys playing board games when not puzzle hunting ... first got into hunts in 2010 ... enjoys anagramming, like "SHARE POEM"

The Teacher

Got into puzzle hunts in 2019 ... is a teacher in real life ... teaches her students that the position of clock hands can map to letters.

The Wizard

Got into puzzles in 2018 ... first puzzle hunt was Mystery Hunt ... brain is wired to view a 3x3 grid of objects as a way to encode letters