



September 2024 Answer Sheet

Welcome to Puzzled Pint!



Give us
Feedback!

Tonight

- We're here to help! This is not a competitive event. Ask the Game Control volunteers (GC) for hints as often as you'd like. The goal is to have fun, not to be frustrated!

The Puzzles

- Each puzzle will solve to a short word or phrase. How? That's for you to discover.
- Need a code sheet or solving resources? Check out the Resources page on Puzzled Pint's webpage: <http://www.puzzledpint.com/resources/>
- You can use anything to help solve. Use your phone; the internet is fair game! Think your brother might have an insight? Give him a call!
- While each month has a theme, you need no special knowledge of the theme to solve.

About Puzzled Pint

- How did tonight go? Fill out the survey with the QR code above.
- We're an all-volunteer organization.
 - Help us run locally: Talk with Game Control about how you can volunteer.
 - Help us run globally: <https://www.patreon.com/PuzzledPint>

We are always looking for puzzle sets for future months! Check out how to write puzzles for Puzzled Pint by going here: <https://puzzledpint.com/volunteering/write-puzzles/>

Team Name:

Start Time:

Team Size:

End Time:

Puzzle Answers	
Ancient Ruins	
Alchemy Lab	
The Enigmansion	
Hedge Maze	
Meta: The Decision Tree	
Bonus: Spell Check	

Ancient Ruins



What's going on?

The puzzles in this Puzzled Pint are part of a big branching story with numbered sections. At the end of each one, you'll see actions like this:

- **Pet the dog** → 51

Choose the action you want to take (usually, but not always, there will be more than one choice), and then go to the section labeled with that number.

- **Begin your adventure** → 1

- 1 Sipping on a Pint at the tavern, you contemplate where you should find your next big quest. You overhear a druid from a nearby table:

"A great evil has taken root in the kingdom! The only way to destroy it is to collect the four Orbs of Choice."

Perfect: it sounds like your quest has been decided for you.

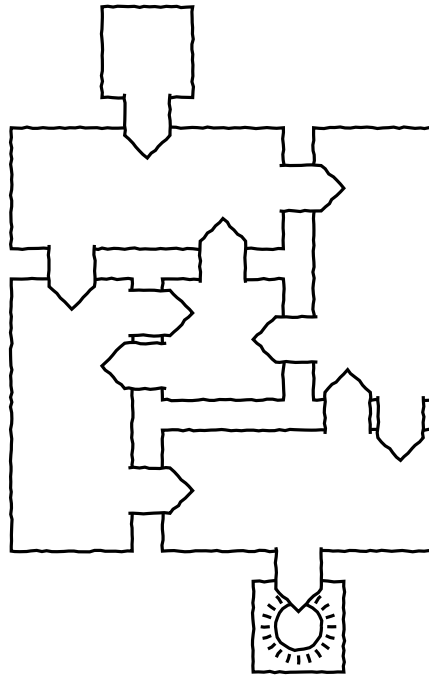
- **Explore the Ancient Ruins** → 2
- **Visit the Alchemy Lab** → 9
- **Go to the Enigmansion** → 22
- **Check out the Hedge Maze** → 45
- **I've found all four Orbs** → 64

- 2 You arrive at the ruins and are greeted by a friendly archaeologist. She hands you a clipboard.

Order	Room	Gems
1	3	
2		
3		
4		
5		
6		
7		
8		
9		
10		
11	8	—

She continues:

"These ruins are filled with gems," she explains, "but they're also filled with traps. You'll need exactly the right number of gems to get through each chamber." She points out an engraving on the wall. "This appears to be a map of the ruins."



"The one-way doors between the chambers each require you to take or deposit a certain number of gems in order to traverse them, and you must use each door exactly once."

The first door contains a pile of gems. You don't know how many, but it's less than 26.

- **Go through the door and enter the first chamber** → 3

- 3 A brief scan of the room reveals several holes to slot your gemstones into. After some finagling, you discover that the next doors open only if you place all your gems into a perfect square. You have just enough time to grab your gemstones and slide under a door as it closes behind you.

- **Use this door (+2 gems)** → 5
- **Use that door (-8 gems)** → 7

- 4 A diagram scratched into the wall shows a mage speaking about their stash of treasure. You say aloud the number of gems you have, and as soon as that initial "f" sound leaves your lips, two small flames ignite, revealing passages you swear weren't there a moment ago.

- **Use this door (+5 gems)** → 3
- **Use that door (+3 gems)** → 5

- 5 A sign written in ancient runes says: *Enter this room with the same number of gems each time.* You wonder how it knows, but think it's best to follow the instructions.

- **Use this door (-14 gems)** → 4
- **Use that door (÷ 2 gems)** → 6

- 6 This room has a three-way balance scale. You divide your gems evenly onto the three plates. With a *click*, the next doors slide open. You grab your gems and run through.

- **Use this door (+4 gems)** → 7
- **Use that door (lose all gems)** → 8

- 7 You are overcome with an odd feeling. An *extremely* odd feeling. You rifle through your bag and realize you are carrying an odd number of gems. You decide to keep going—all this wordplay is creeping you out.

- **Use this door (+2 gems)** → 4
- **Use that door (+11 gems)** → 6

- 8 Moments after you enter the last chamber, a panel at the center of the room shifts and a pedestal slowly lifts up a brilliant sphere.

It's the Archaeologist's Orb!

When you reach the entrance again, you wonder if the friendly archaeologist will go for it, but she is happy to let you have it. "I'm more interested in your clipboard—if I inspect the number of gemstones you had in each room, maybe I can discover the secrets of this place as well."

- **Return to the tavern** → 1

Alchemy Lab



9 The alchemist welcomes you to their lab. “This is the National Alchemical Transmogrification Office. I bet you’re here for the Orb. I’d be happy to give it to you, but first I need you to master my craft.” They hand you a code sheet.

“There are 26 base components to the alchemical arts, but in this lab you’ll only need to identify 11 of them. When you begin, I’ll give you a single starting component. You can use various potions—whose effects I will explain—to transform one component into another. Learn their identities, then return here when you’ve named them all.”

- **Enter the lab** → 10
- **Show the alchemist your completed notes** → 21

You can jump back to this section at any time.

10 You have: _ _ _ _ _ _

- **Use the Finality Potion** → 11
“This potion changes every letter *except* the last.”
- **Use the Love Potion** → 17
“This one changes the (misspelled) component into its lover.”

11 You have: _ _ _ _ _ _

- **Use the Alternative Potion** → 16
“This potion changes it into something from the same art form.”
- **Use the Swallowtail Potion** → 20
“This one changes the component into a word that contains its last two letters.”

12 You have: _ _ _

- **Use the Headbutt Potion** → 12
“This potion changes the component into a word that starts with its last two letters.”
- **Use the Mixup Potion** → 18
“This one changes the odd letters of the component, then anagrams it.”

13 You have: _ _ _ _ _

- **Use the Headbutt Potion** → 14
“This potion changes the component into a word that starts with its last two letters.”
- **Use the Travel Potion** → 19
“This one changes the component into a country, teleporting it approximately 7,400 miles east-southeast.”

14 You have: _ _ _

- **Use the Exemplary Potion** → 12
“This potion changes the component into a word whose letters are, in some sense, an example of it.”
- **Use the Headbutt Potion** → 20
“This one changes the component into a word that starts with its last two letters.”

15 You have: _ _ _ _

- **Use the Backup Potion** → 18
“This potion changes it into a word that sounds like it comes three earlier, in another alphabet.”
- **Use the Headbutt Potion** → 16
“This one changes it into a word that starts with its last two letters.”

16 You have: _ _ _ _

- **Use the Alternative Potion** → 11
“This potion changes it into something from the same art form.”
- **Use the Native Potion** → 19
“This one changes the first letter of the component to get a fruit, and then changes it into a country that fruit is native to.”

17 You have: _ _ _ _

- **Use the Love Potion** → 10
“This potion changes the component into its misspelled lover.”
- **Use the Travel Potion** → 13
“This one deletes the last letter of the component, then teleports it approximately 4000 miles west.”

18 You have: _ _ _

- **Use the Action Potion** → 14
“The component could become a sprout if you perform a certain action on it. This potion changes it into that action.”

- **Use the Completion Potion** → 17
“The component is the first half of a car brand. This potion changes it into the second half.”

19 You have: _ _ _ _

- **Use the Finality Potion** → 15
“This potion changes every letter *except* the last.”

- **Use the Travel Potion** → 13
“This one changes the component into a province, teleporting it approximately 7,400 miles west-northwest.”

20 You have: _ _ _ _

- **Use the Swallowtail Potion** → 15
“This potion changes it into a word that contains its last two letters.”
- **Use the Time Potion** → 10

“The component starts with a three-letter adjective. This potion changes it into a word which starts with the abbreviation for a month which, in the northern hemisphere, is described by that adjective.”

21 You show the alchemist your notes. “Bravo!” they cry. “Here’s your Orb, as promised.”

You’ve found the Alchemist’s Orb!

“By the way, I’ve been a bit under the weather. Since you’re already so familiar with the lab, would you be able to concoct one last potion to help me get over this blasted cold?”

- **Return to the tavern** → 1

The Enigmansion



22 You've heard that Sir Pintington IX keeps one of the Orbs at his estate, the so-called "Enigmansion". Maybe he'll be willing to let you have it for a good cause.

As your team approaches the mansion, you're abruptly seized by guards and hauled before him.

"You're here to steal my Orb, aren't you?" Pintington sneers, and turns to his guards. "Throw them in the dungeon!" The guards knock you unconscious.

Some time later, you awake to find yourselves in a sparsely furnished room. There's a desk, a couch, and a door. One wall has something written on it, and there's also a ghost floating here doing nothing.

You feel around in your pockets, and pull out a note that reads:

Please record passwords here.

Door: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Ghost: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Chest: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Huh. Maybe a guard gave it to you?

- **Look at the desk** → 34
- **Look under the couch** → 39
- **Look at the door** → 24
- **Look at the wall** → 33
- **Talk to the ghost** → 28

You can also jump back to this section at any time to explore more of the room.

23 "Don't get me wrong—many have come through here over the years. They almost never make it out, though. People rarely notice that in order to escape, not only do you have to find the three passwords, but you also have to figure out how to read the map of the room."

- **Keep listening** → 30
- **Tell the ghost the password** → 38

24 Eight symbols are etched on the face of the door:



The door itself has no handle, but there's a keypad where you can type an eight-letter password.

- **Enter the password** → 32

25 Hey, the drawer contains a coin! (3)

26 "I can't tell you the password directly," says the genie, "but I can answer one yes-or-no question about it."

- **Does it start with a vowel?** → 37
- **Is it two syllables long?** → 29
- **Does it contain a B?** → 37
- **Does it end in a Y?** → 29
- **Is it the name of a month?** → 37

27 In front of the door is a small doormat, which looks sort of lumpy. The door is locked, and a sign reads: "After you've located all nine coins, shout the answer to this puzzle to be released from the room."

- **Shout it** → 44
- **Look under the doormat** → 41

28 "Locked away, eh?" The ghost smiles. "At least I finally have someone to talk to now. It sure gets lonely hanging out here all the time, waiting for visitors to be trapped with me! Anyway, if you can figure out my password, I'll give you something special."

- **Keep listening** → 23
- **Tell the ghost the password** → 38

29 "No." He disappears in a puff of smoke, leaving behind a coin. (6)

30 "Thanks for listening to me ramble. Here, you can have this as a token of my appreciation: (4)

"Also, I hope you're keeping track of where you're finding these coins."

- **Tell the ghost the password** → 38

31 The chest glows softly, then opens to reveal a coin! (1)

32 The password was correct! The door slides open to reveal... another room. Of course.

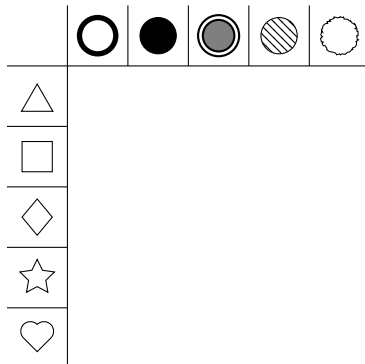
You enter the room and find a coin lying on the floor. You add it to your collection. (7)

Looking around this room, you see a chest, a lamp, and yet another door.

- **Look at the chest** → 35
- **Rub the lamp** → 42
- **Look at the door** → 27



33 The wall is engraved with this diagram.



Also, next to the diagram you see a switch.

○ **Toggle the switch** → 40

34 There's a neatly wrapped scroll sitting on the desk. The desk also has a drawer, which seems to be unlocked.

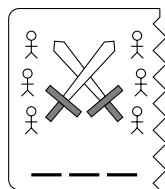
○ **Unroll the scroll** → 43

○ **Open the drawer** → 25

35 Tiny writing on the chest explains that it's sealed shut with a magical spell, and will only open when you've determined the correct eight-letter incantation.

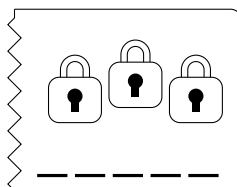
○ **Speak the incantation** → 31

36 "To open the chest, you'll need a tablet engraved with magic runes. Here's one half of it." The genie gives you a fragment of the tablet, then disappears in a puff of smoke.



37 "Yes." He disappears in a puff of smoke, leaving behind a coin. ⑨

38 "Yes, that's correct! Here, take this as a reward." The ghost hands you a slab engraved with some strange runes.



39 You find a coin under it! ⑧

40 You flip the switch, and the room plunges into darkness! As your eyes adjust, you notice a grid of letters on the wall, drawn in glow-in-the-dark paint:

```

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

○ **Turn the lights back on** → 33

41 You look underneath the doormat and find a coin! ⑤

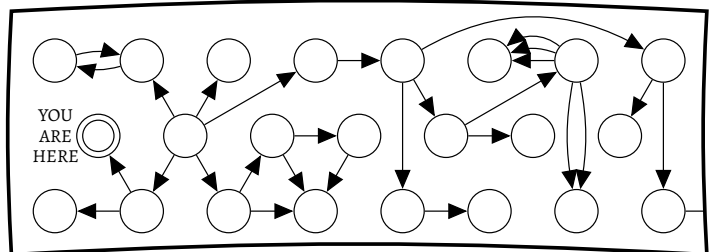
42 You rub the lamp, and a genie emerges.

"As a reward for freeing me from this lamp, I will grant you one wish. The only rules are that you can't wish for more wishes, or for the answer to the puzzle."

○ **Help me open the chest** → 36

○ **Help me deal with the ghost** → 26

43 You unfurl the scroll. It appears to be some sort of map.



Hm, this map looks strangely familiar.

You hear a clinking sound, and find a coin on the floor. It must have been wrapped up in the map: ②

44 The door swings open to reveal Sir Pintington IX standing on the other side, grinning widely.

"Wow, you're incredible! That's got to be the fastest escape time yet. Way to collaborate!" He gives you some silly props to hold and takes your team's photo. "This will be on our website later. If you had fun, please tell your friends. And here, take this—you earned it!"

You found the Aristocrat's Orb!

○ **Return to the tavern** → 1

Hedge Maze



45 Four adventurers are arguing by the entrance to a gigantic hedge maze. They each seem to have their own ideas about how to navigate this maze.

- **Talk to the wizard** → 46
- **Talk to the ranger** → 47
- **Talk to the warrior** → 48
- **Talk to the bard** → 49
- **Go southwest into the maze** → 57

46 “I’m very good at spelling,” explains the wizard, “which is how I noticed that every section of this maze contains exactly one eleven-letter word. I think you should always choose the option with that word, and then write one of its letters in the blank marked with the wand:



Since there are eleven such words, the most natural way to do this is to use the first letter of the first word, the second letter of the second word, and so on.”

- **Neat, thanks!** → 45

47 “As an expert navigator,” says the ranger, “I think you should always choose the option that contains a compass direction. At each section of the maze, you can combine the direction you *just* used with the direction you’re *about* to use to get a semaphore letter. Try entering that letter in the space with the compass.”



- **Cool idea!** → 45

48 “This maze contains eleven choices,” says the warrior, “which is clearly a reference to the Warrior Creed: *A Proper Soldier Shall Take Whichever Action Allows For Behaving Aggressively*. “That means you should always pick the most aggressive choice. This will allow you to fill in the spaces marked with the sword:



Just write the initials of the words from the Creed in the sword spaces, in the order you visit them.”

- **Um, okay** → 45

49 “Those three are always squabbling! If only they could work together in harmony.”

The bard plucks a sad tune on their lute.

“In all their arguing, they’ve missed one of the options in each section. Follow those choices, and record their first letters in the spaces marked with the clef:



While you’re at it, you might as well keep track of all the words you’ve made so far as you pass them. I always find inspiration for my lyrics in the most unlikely places.”

- **Worth a shot!** → 45

50 You find yourself... back at the maze entrance? Darn, guess that was the wrong way to go.

- **Try something else** → 45

51 Sorry, there isn’t actually a dog here. That was just an example.

52 This time, instead of revealing yet another intersection, the path leads to a gorgeous clearing with a glimmering sphere sitting at the top of a fountain.

You found the Adventurers’ Orb! A plaque reads:

*The Orb is here, but the answer to this puzzle lies somewhere else!
The path you took to get here tells you where to look.*

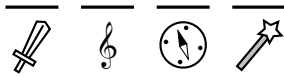
As you leave the maze, you pass the adventurers again, still bickering with each other. You explain that you couldn’t have made it through the maze without each of their ideas. Stunned, they sit in silence for a few seconds, and then they all begin to laugh. The bard strums a jaunty tune, and they all join in. Out of tune, of course.

- **Return to the tavern** → 1

Hedge Maze

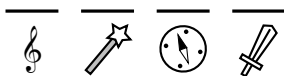


53 There's a locked door here.



- **Bash it into smithereens** → 59
- **Open it with your mind** → 62
- **Use the key under the fake rock to the northwest** → 55

54 A family of ladybugs appears.



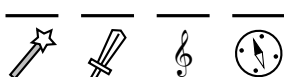
- **Carefully track them** → 52
- **Attack these challengers** → 53
- **Flee to the south** → 59

55 A group of angry groundhogs surrounds you.



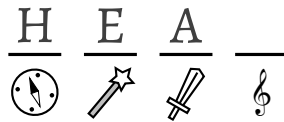
- **Negotiate with them** → 63
- **Attack the one to your west who looked at you funny** → 56
- **Follow them underground** → 54

56 A girl in a red hood asks for your help.



- **Take her southwest to visit her grandmother** → 60
- **Scare her with wolf noises** → 63
- **Compliment her on her bold fashion choices** → 54

57 You enter the maze.



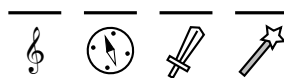
- **Dig in your bag for a map** → 55
- **Scan the environment** → 61
- **Charge towards the west** → 58

58 There's a helpful map here.



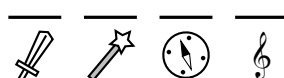
- **Write down the coordinates of the site to the east** → 63
- **Invert the map** → 53
- **Burn the map** → 60

59 You find a bush with some berries.



- **Give these ingredients to the apothecary in the northeast** → 62
- **Shoot the bush** → 50
- **Replant the bush to maintain proper soil rotation** → 56

60 A troll sits blocking the way.



- **Evade it** → 58
- **Throw sand in its eyes** → 62
- **Feed it some fruits you got from the East Archipelago** → 50

61 This puzzle has stumped you.



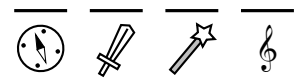
- **Ask for a hint** → 60
- **Try threatening the author** → 55
- **Just go north and hope** → 53

62 An angry gnome complains that you trampled his flowers.



- **Beg for forgiveness** → 58
- **Trample the flowers to the northwest, too** → 61
- **Display your flower-trampling permit** → 59

63 You come across a pile of trail markers, but all but one have been cut to pieces. Ominous.



- **Follow the one undestroyed marker** → 56
- **Stitch together the pieces** → 61
- **Destroy the remaining marker, then go northeast** → 54

64 You interrupt the druid, revealing your collection. "You mean these Orbs?"

"You are meddling with forces far greater than you, *puzzler*," the druid warns. "You think you lead your own adventure, but you are mistaken—your destiny had been written long before you entered this tavern. The Decision Tree controls all who reside in this kingdom."

You don't like the sound of that. You resolve to destroy the Decision Tree.

- **Take fate into your own hands** → Show your answers to Game Control to get access to the meta puzzle



The Decision Tree

1 Having collected the four Orbs of Choice, you feel ready to face your final adversary: the Decision Tree, which has tangled the fates of the kingdom in its branches, sapping the free wills of everyone in the land. You realize every path you've taken so far had been laid out before you, as if you had been following a set of choices that had been written ahead of time.

You feel more determined than ever as you set out towards the darkest depths of the forest.

- **Begin your battle** → 7

2 Your steed's legs get caught on a root.

- **Thwack!** → 11

3 The Decision Tree is impervious to your moves!

- **Charge towards it on a four-legged animal** → 2
- **Petition an authority figure for help** → 5

4 The Decision Tree pays your appeal no heed.

- **Thwack!** → 11

5 No authority is higher than that of fate itself.

- **Appeal to the Tree with careful manners and respect** → 4
- **Call for help** → 6

6 Your cry for help goes unanswered.

- **Thwack!** → 11

7 Deep within the forest, you find the Decision Tree. It's time to end this.

- **Use your special moves** → 3
- **Circle around the tree** → 9

8 No one can help you here, out in the woods.

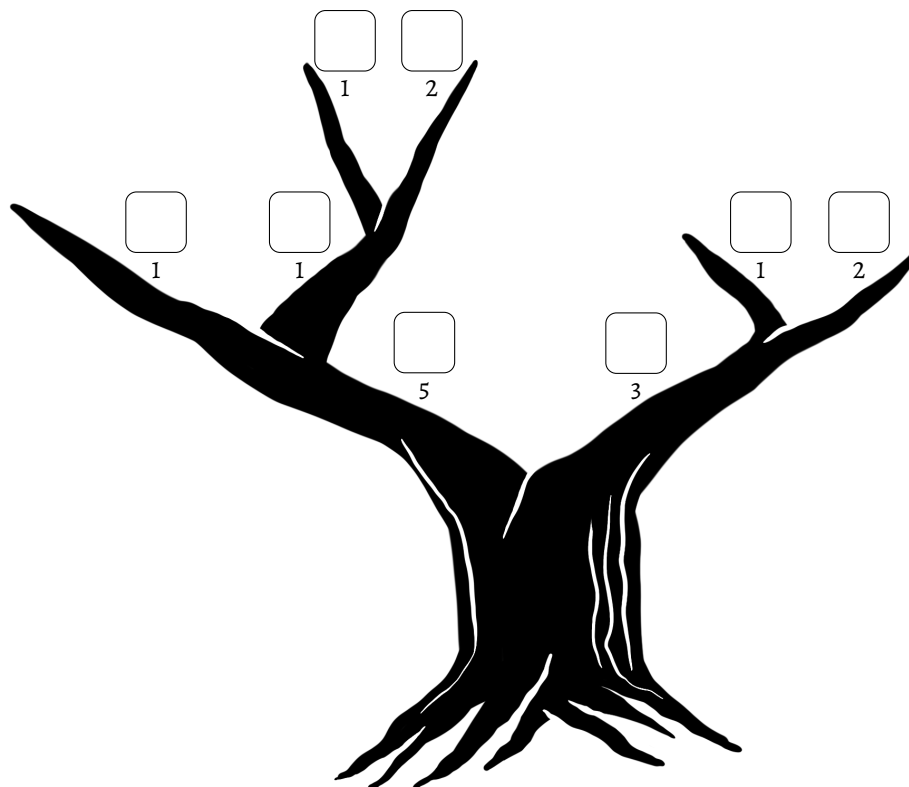
- **Thwack!** → 11

9 The Decision Tree looks the same from all directions.

- **Recruit a member of an army to your side** → 8
- **Try to anticipate the Tree's next attack** → 10

10 The Decision Tree saw that coming.

- **Thwack!** → 11



11 Out of nowhere, a branch *thwacks* you in the helmet. By the time you regain composure, you find yourself back where you started. You ponder the four Orbs you collected during your journey. "Could these help me assess my options?"

What can you choose to destroy the Decision Tree?



Spell Check

1 On your way to the tavern, you come across a wizard's acolyte who invites you to a friendly magical duel. You fashion a nearby twig into a wand and prepare for some sorcery.

Unfortunately, you keep getting your spells all mixed up. Which one should you cast?

- **Begin an incantation** → 4
- **Begin an incantation** → 5
- **Begin an incantation** → 6
- **Begin an incantation** → 10
- **Begin an incantation** → 12
- **Begin an incantation** → 15

2 You wave your wand, and a letter appears in the air:



- **Cast DISNEY** → 14
- **Finish your spell** → 17

3 You wave your wand, and a letter appears in the air:



- **Cast MARRIED** → 11
- **Finish your spell** → 17

4 You wave your wand, and a letter appears in the air:



- **Cast BIRD** → 15
- **Cast SOUNDS** → 10

5 You wave your wand, and a letter appears in the air:



- **Cast OF** → 2
- **Cast WOMAN** → 9

6 You wave your wand, and a letter appears in the air:



- **Cast BOASTED** → 14
- **Cast WINTER** → 13

7 You wave your wand, and a letter appears in the air:



- **Cast IN** → 8
- **Finish your spell** → 17

8 You wave your wand, and a letter appears in the air:



- **Cast GRAND** → 11
- **Cast SWEET** → 6

9 You wave your wand, and a letter appears in the air:



- **Cast FOR** → 16
- **Cast WHO'S** → 3

10 You wave your wand, and a letter appears in the air:



- **Cast HEARD** → 7
- **Cast HOT** → 8

11 You wave your wand, and a letter appears in the air:



- **Cast CANYON** → 16
- **Finish your spell** → 17

12 You wave your wand, and a letter appears in the air:



- **Cast BLACK** → 4
- **Cast COMMAND** → 9

13 You wave your wand, and a letter appears in the air:



- **Cast A** → 12
- **Cast BEVERAGE** → 2

14 You wave your wand, and a letter appears in the air:



- **Cast LIKE** → 13
- **Cast SEPTET** → 3

15 You wave your wand, and a letter appears in the air:



- **Cast MEMBER** → 5
- **Finish your spell** → 17

16 You wave your wand, and a letter appears in the air:



- **Cast GENIE** → 7
- **Finish your spell** → 17

17 You finish the spell. A multicolored arc shoots from your twig and hits the acolyte square in the chest.

A rabbit hops out from the pile of clothes lying where they were just standing.

(Don't worry, it'll wear off in an hour or two.)

You rejoice in your victory.

What did you use to win the duel?