

Location: Title Track



We are so excited about the upcoming 15th Anniversary of Puzzled Pint that we've curated a list of titles to help you celebrate. We've also provided synopses for these titles in case you don't have time to enjoy them all (the summaries are listed chronologically by release date, but you might prefer to **index** them differently). At least that's how we remember them going, and we're not normally the **sort** to mix these things up. Although we have admittedly had 15 on the brain recently...



The curated list of titles all have 15 substituted in for the number that is supposed to be in the title. These titles can all be matched up to their synopses as indicated by the lines. Indexing into the synopses gives the letters that are circled. These are the letters of the solution but they must be sorted. To the left of each title is the proper number that actually belongs in the title. Below, the indexed letters are sorted by the proper number smallest to largest. This gives the solution: THE BIG ONE FIVE

1	2	3	5	12	13	34	99	100	451	2001	20,000	1,000,000
Т	Н	Ε	В	Ι	G	0	Ν	Ε	F	I	V	Ε







The 26 clues have answers that cover all 26 possible starting letters A-Z. They are shown below. Each group has a total of fifteen letters, which may prove helpful. The middle letters of each word is a compass direction (N, S, E, W). Cut out the fifteen squares and place them as they are presented with the hole in the lower righthand corner. Then move the tiles to shift the hole sequentially 26 times in the direction of the middle letters: a**N**t, bro**W**nie, ca**S**es, d**W**i... All in all, there should be 8 moves to the N, 5 to the S, 8 to the W, and 5 to the E. The tiles should end up in the configuration shown below with the hole in the upper lefthand corner. The solution is **FOUR BY FOUR LESS ONE**

Ah yes, the classic 15 puzzle.* Focusing on 15 tiles at once might be a bit much. Some find it easier to focus instead on the one empty space. Below are 26 clues for 26 moves. The answers may vary in length, but the total number of letters in each group is equal to the total of every other group. Two have been filled in for you. In the **middle of all these answers**, you will hopefully find the **directions** – **hol**istically, of course – to the solution.

*"15-puzzles" date back to 1874. The objective is to unscramble 15 tiles by sliding them one at a time back and forth, up and down within a rigid square frame.

- Insect not your dad's sister ANT • Square cakey chocolate treat
- BROWNIE • Packages of 24 – as in beers – or criminal investigations
 - CASES
- Acronym/initialism for Driving While Impaired DWI
- Finale
- END • "Far-between" companion FEW
- Wildebeest GNU
- Folded-over and stitched edge HEM

• Irregularities, things that deviate from the pattern – perhaps in a suspect's story INCONSISTENCIES

• Precious gem or stone JEWEL

• A _____ wings are too small to allow it to fly KIWI'S

• Narnia author LEWIS





- If you would rather try an online version of this 15-puzzle, use this QR code:
- Soaked in a flavorful liquid MARINATED
- Fresh and unused NEW
- Loneliest number ONE

• Medications, or the large companies that manufacture them PHARMACEUTICALS

- Chivalrous mission
 QUEST
- It's rubbed on bows ROSIN
- Underground conduit for waste water – or tailor SEWER
- Rexes of the Dinosaur Age TYRANNO**S**AURUSES

Employ or manipulate

 USE
 There's at least one in every
 English word – usually
 VOWEL

• Unintentional crease in a cloth or brow WRINKLE

• One of the heavier noble gases XENON

• Indications of boredom or lack of sleep YAWNS

• Designated areas, for example where parking is forbidden ZONES

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The zoomed in clues give the words shown below. Since O is common to all of them and shown in the top window pane, find where the remaining letters appear within one of the six window frame grids. These coded in braille designate letters to each of the six panes as shown at right. Using this letter grid for each of the 17 zoomed-out words, again, ignoring the O and finding the remaining letters gives the 17 braille symbols below right. These yield letters which when ordered as shown at the very bottom give the solution: **TRIPS AROUND THE SUN**

Once every 15 years the planets in the distant Omicron solar system perfectly align in your window. At **night** you use your telescope to zoom in to each window frame, revealing certain planets **illuminated** by their sun, Omicron, which is **always freely visible** in your window. You brainstorm a few ideas for what each configuration looks like. When you zoom out and refocus to the whole window, a new pattern emerges.



Zoomed In

S

D

E

В

R

R

Т

Ν

Α

Ŵ

Ν

Μ

Α

L	Primary artery = Five suit deck = Palindromic shoulder cuff	ADRTA = TARDT = ROTATOR \rightarrow D, T, A, R
	Circular band = Small jump = e.g. Winnie	HOOP = HOP = POOH → D. H. P
	Deficit or casualty = Scandinavian Capital = Arias or red cups	LOSS = OSLO = SOLO → O. S. L
	ientific or musical = Country or tribe = Rite of passage for group	
Semi	aquatic mammals = Renovate: or returns to original condition = Nig	$htmare OTTERS = RESTORES = TERRORS \rightarrow 0, T, E, R, S$
	Public disturbances of the peace = Rice dish = Stooges and Musketer	ers $Ridts = Risotto = trids \rightarrow 0, t, i, r, s$

I. Latte or Cortado ingredient (8) ESPRESSO I. Latte or Cortado ingredient (8) IRON I. Latte or Age (4) IRON I. Latte or Age (4) IRON I. Latte or Cortado ingredient (8) IRON I. Notorious first century emperor (4) NERO I. Notorious first century emperor (4) NOIR I. Notorious first century emperor (4) NOON I. Notorious first century emperor (4) NOON I. Notorious first century
 2. Curtain or Age (4) 3. Fluorescent sign contents (4) 4. Notorious first century emperor (4) 5. Dark film genre (4) 6. Gibberish or ridiculousness (8) 7. Midday (4) 8. Negative response or Jordan Peele film (4) 9. Starting pitcher or device to unseal a can (6) 10. Bursts a balloon (4) 9. Starting pitcher or device to unseal a can (6) 11. Susceptible or inclined (5) 12. Items an actor carries (5) 13. Positive column in a decision-making list (4) 14. Reclaim after defaults on payments (9) 15. Device to detect or measure an input (6)
 3. Fluorescent sign contents (4) NEON S. Dark film genre (4) S. Dark film genre (4) G. Gibberish or ridiculousness (8) NONSENSE NONSENSE NOON S. Dark film genre (4) NOON S. Dark film genre (4) NONSENSE NONSENSE NONSENSE NONSENSE NOON S. C S. C
 4. Notorious first century emperor (4) 6. Gibberish or ridiculousness (8) 7. Midday (4) 8. Negative response or Jordan Peele film (4) 9. Starting pitcher or device to unseal a can (6) 10. Bursts a balloon (4) 9. Starting pitcher or device to unseal a can (6) 11. Susceptible or inclined (5) 12. Items an actor carries (5) 13. Positive column in a decision-making list (4) 14. Reclaim after defaults on payments (9) 15. Device to detect or measure an input (6)
B T B T C 6. Gibberish or ridiculousness (8) C 7. Midday (4) NONSENSE NONSENSE T NOON MOON S C 9. Starting pitcher or device to unseal a can (6) 1 0 1 P S C 1 P S C 1 P S C 1 P S C 1 P S C 14. Reclaim after defaults on payments (9) 15. Device to detect or measure an input (6)
S H I I I
 8. Negative response or Jordan Peele film (4) 9. Starting pitcher or device to unseal a can (6) 10. Bursts a balloon (4) 11. Susceptible or inclined (5) 12. Items an actor carries (5) 13. Positive column in a decision-making list (4) 14. Reclaim after defaults on payments (9) 15. Device to detect or measure an input (6)
 8. Negative response or Jordan Peele film (4) NOPE 9. Starting pitcher or device to unseal a can (6) OPENER 9. Starting pitcher or device to unseal a can (6) OPENER 10. Bursts a balloon (4) POPS 11. Susceptible or inclined (5) PRONE 12. Items an actor carries (5) PROPS 13. Positive column in a decision-making list (4) PROS 14. Reclaim after defaults on payments (9) REPOSSESS 15. Device to detect or measure an input (6) SENSOR
 9. Starting pitcher or device to unseal a can (6) OPENER 9. Starting pitcher or device to unseal a can (6) OPENER 10. Bursts a balloon (4) POPS 11. Susceptible or inclined (5) PRONE 12. Items an actor carries (5) PROPS 13. Positive column in a decision-making list (4) PROS 14. Reclaim after defaults on payments (9) REPOSSESS 15. Device to detect or measure an input (6) SENSOR
H E 1 P 1
11. Susceptible of inclined (3) PRONE 12. Items an actor carries (5) PROPS 13. Positive column in a decision-making list (4) PROS 14. Reclaim after defaults on payments (9) REPOSSESS 15. Device to detect or measure an input (6) SENSOR
13. Positive column in a decision-making list (4) PROS S S C 14. Reclaim after defaults on payments (9) REPOSSESS S 15. Device to detect or measure an input (6) SENSOR S S
S C 14. Reclaim after defaults on payments (9) REPOSSESS \rightarrow T 15. Device to detect or measure an input (6) SENSOR \rightarrow S R
15. Device to detect or measure an input (6) SENSOR \rightarrow 8
$[D] [S] = 16. \text{ Earlier (6) } SOONER \longrightarrow \mathbb{R}$
17. Supporter or benefactor (7) $\xrightarrow{\text{SPONSOR}} \xrightarrow{\text{OP}} $
E R T R I P S A R O U N D T H E S U N
<u>14 16 10 17 13 7 15 4 2 9 8 1 6 3 12 5 11</u>



3. Unleash Your Solving Potential (1/2)

Dr. Puzz has been busy promoting his new PuzzlTein[™] Bars that claim to improve solving abilities. You're skeptical: puzzle-enhancement supplement bars? What's next—hint mints?! He offers to show you the results of his research as proof. "While experimenting with optimal PuzzlTein intake sequencing per bar, the reviews from testers correlated exactly as expected!" Dr. Puzz still seems a little **shifty**, but you agree take a look yourself.

Each PuzzlTein bar has a number series. The objective is to discover the pattern or rule for that series and match it up with the reviews on the next page. For example, bar #2 (1, 3, 5, 7, 9...) is simply odd numbers, and this matches with the review: "I couldn't get over how <u>odd</u> it tasted!" by Jade C. Then **shift** the reviewers last name letter (C) by the missing number (11) to get C+11=N for the 18th & 20th letters in the solution. Bar #11 (31, 14, 41, 15...) should be recognizable as the 1st&2nd, then 2nd&3rd, then 3rd&4th...digits of pi (3.1415926...) and matches with Sofia O's review that the bar "tasted vaguely like pie." 0+26=O=the 19th letter in the solution. These symbol and letter match-ups are shown written to the right of each review on the next page. The final answer is: **THE BEST BAR GAME BAR NONE**



3. Unleash Your Solving Potential (2/2)



Bar #12	"Amazing at first but just got worse and worse. Ended up distracting my team more than helping." -Sarah X30=T ()
Bar #8	'At the start of each month I look forward to the upcoming Puzzled Pint. This will help spell more success for our team!" -Liam Z.+19=S (△)
Bar 10	"Constant benefit from start to finish." -Fatima M. +15=B (🔿)
3ar ‡9	"Did better than expected on some puzzles, worse than expected on others. Overall didn't seem to make much of a difference at all." -Michael T . -15=E (C
3ar #6	"I can usually only focus on one puzzle at a time, but tonight I was consistently able to double up!" -Mia I. +30=M (()
Bar #2	"I couldn't get over how odd it tasted." -Jade C . +11=N (★)
3ar #1	"It bothered me that each piece was almost (but not quite) perfectly square." -Yusuf J . +8=R ()
Bar #11	"It definitely helped, but to seemingly random extents. Tasted vaguely like pie." -Sofia O .+26=O (//)
Bar #3	"It was almost two powerful!" -James B . +3=E (�)
3ar ‡7	"My teammate and I shared the bar but had very divergent experiences. She did increasingly better and better over time while I just did worse and worse. Total scam." -Ursula K . -10=A (]
Bar #5	"Terrific treat! Entirely tolerable texture. Intensely terrible taste though." -Ayesha V . +12=H (()
Bar #4	WOW! Maybe Rome could have been built in a dav if they had had these bars." -Hana W . +10=G ()







The streamers' pattern is shown below. Placing the twelve letter pairs into the two columns, starting with 1 and ending with 12 and with the leftmost letter in each streamer placed in lefthand space and the rightmost letter placed in the righthand space gives the solution shown below: Read down column one and then down column two gives the solution:

CELEBRATIONS HAVE ALL BEGUN

WOO HOO! Everyone cheers as a dozen party streamers shoot up into the air. The streamers land around the perimeter of the room – none on the central dance area. And their pattern on the floor is quite puzzling:

- 1) The streamers have only right-angle bends in them.
- 2) No streamer crosses itself or another streamer.



Every square tile has one and only one streamer covering it.

Every streamer is the same length and has a letter at one end,

a letter at the other end and a number in the exact middle.

The number indicates how many bends occur in the streamer.

The B-5-A streamer has been filled in for you as an example.





the secret to

this a**maz**ing





The celebration is really underway now, and all the party-goers are chanting – at the bar, in backrooms, and even outside in patios and **in decks: "15-15-15-15!"** This entire evening has been the perfect **combination** of camaraderie and puzzlery. You feel certain you'll be able to un-**lock**

= turn right

= turn left

gives the letter sequence: O, S, B, V. This is the lock "combination!" Cut out the dial, place it on the inner circle and rotate it so the "O" lines up with the black triangle on top. The arrow in and arrow out are your entry and exit points to the maze. The path (red) crosses through SO LET'S RAISE A PINT. Next align the "S" with the triangle. Now the path (yellow) runs through EVERYONE. Then align the "B:" (green) TO FIFTEEN YEARS. Finally the "V:" (blue) OF PUZZLING FUN! Solution:

Indexing 15 into the four solutions (bottom, left)

SO LET'S RAISE A PINT EVERYONE TO FIFTEEN YEARS OF PUZZLING FUN!*









To celebrate Puzzled Pint's 15th birthday, you bake a cake for each team at your local chapter- for both the regulars and those that attend **off and on**. As an extra special surprise, you decorate the cakes with a combination of regular candles (that are easily blown out) and trick candles (that cannot be blown out) so that a special pattern will emerge when you look around the pub afterward. For each team, you devise a customized **coding** scheme to label the candles and help you remember which are the trick candles.

Find the commonality in the "liked" candles on each team's cake. The first is "Gemini" (twins) and the likes all come in two's (NOSTRIL, WING...). Team A Bit Much dislikes all O's, likes all I's (HITCHHIKING, INSTINCTS...) Alfalpha dogs likes words with letters arranged alphabetically (DEITY, ALMOST...). Beast Mode likes words comprised of animal names plus two extra letters (**RAT**IO, **DOG**MA...) Banned Geeks likes things that are shaped like bands or hoops (WRISTWATCH, LEI...) and Let 'Er Rip likes words that are homophones of letters (SEIZE = C's, USE = U's...). These likes, indicating the trick candles, have all been highlighted in the candles below. If these candles are taken in groups of five (as hinted in the cake's decorative border) then the trick candles and regular candles represent the 1's and 0's respectively for binary code – shown beneath the candles. Solution: **JUST ICING ON THE CAKE**

