



June 2025 Game Shows 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's solution is a short name(!) or phrase. How do you find it? 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 the puzzles.

About Puzzled Pint

- We're an all-volunteer organization. Talk with GC about volunteering to help us run locally, or help us run globally.

Donate and get an
additional themed
puzzle each month:



Become a GC and/or
write a puzzle set
for a future month:



Team Name:

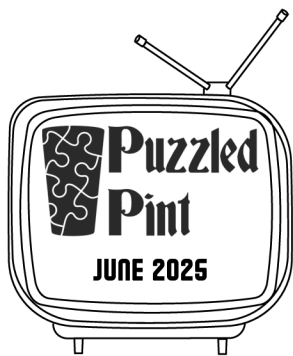
Start Time:

Team Size:

End Time:

Puzzle Answers	
Mr. & Mrs.	
Catch Phrase	
Masked Singer	
The Price is Right	
Checkpoint! Have GC verify your answers to receive the Meta and Bonus puzzles.	
Meta: Fear Factor	
Bonus: Knightmare (optional)	

How did tonight go? Email feedback@puzzledpint.com or fill out the survey with the QR code above.



MR &
MRS



When retired teachers Walter and Gracie first met, their friends couldn't help but comment on how well-suited they were for each other. Now, forty years on, they're ready to put their connection to the test. Walter and Gracie say the secret to marriage is to **meet in the middle** but experts suggest something else. What is it?

Rules: All grid squares must be used once, no pair's connection intersects with another, all connections are made up of straight lines (turns are allowed), and no diagonals may be used.

Royal flush in poker, for example (4)	Tumble over (4)	D	E	A	R	G	R	A	C
I	E	Y	Children's toy (3)	O	U	A	R	E	T
H	E	Weird (3)	G	R	E	A	Metal elastic device that returns to its shape (6)	T	E
S	T	W	O	M	A	N	A person's buttocks (6)	K	Flat and smooth (4)
N	A tuft or strand of hair (4)	Like a quiet and genial voice (4)	O	W	Things pulled at Christmas (8)	N	T	O	M
A	N	Numbers displayed in rows and columns (5)	L	E	T	S	G	Something a photographer may ask you to say (6)	Stage show (4)
O	S	P	E	N	One of four in a deck of cards (4)	D	O	U	Knot (3)
R	P	Moderate a meeting (5)	R	I	M	E	I	N	Force x displacement (4)
S	E	V	I	Port on a ship (4)	L	L	E	Correct (5)	Formal dance (4)
L	12 inches (4)	A button on a typewriter (3)	Difficult (4)	A vampire's animal form (3)	O	V	E	W	X



CATCH PHRASE

Walter: Why do melons have weddings?

Son: To confirm their love for each other and no other fruit?

Walter: That's good but it's not right...

Son: I just don't get it... can't you just tell me the answer?

Walter: They can't elope!

Son: What's that got to do with melons?

*Son: Oh. *groans**

Walter: Not a fan of my dad jokes? I guess you think you have _____ instead!

Why would a chess piece in charge of a city be like a bad dream? It would be a... (6, 5) [4]

What is a Christmas gift's favourite type of music? (4) [2]

What does a sheep say on Valentine's day? (1, 4, 3) [8]

What's a librarian's favourite colour? (4) [3]

What type of coin smells? (4) [4]

What did the buffalo say to his son? (5) [1]

What's a cat's favourite button on a DVD remote? (4) [2]

How many members of a convent does it take to change a light bulb? (3) [3]

What did the pirate say when he turned 80 years old? (3, 5) [6]

What is a golfer's favourite number? (4) [4]

What do you call a deer with no eyes? (2, 3, 4) [9]



The Masked Singer

Walter loves guessing who the celebrities are from only **snippets** of their identity. Now that the show's become more popular, they've started bookending each episode's adverts in a similar way with a £1000 prize for the first viewer to guess the **companies** correctly. Walter's really struggling to figure them out, so he has hatched a secret plan to ensure he wins the money. What will he do to win big?



(8) ●

V

●(7)



(5) ●

S

L

H

●(6)



(6) ●

V

F

C

I

Y

●(8)



(5) ●

E

R
Y

U

S

●(6)



(4, 4) ●

B

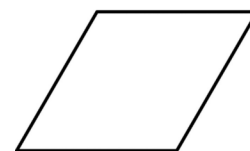
Y

D

W

T

●(7)



(6) ●

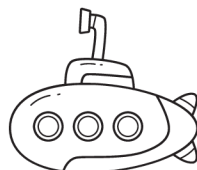
B

I

X

O

●(6)



(9) ●

X

A

Y

●(6)





the PRICE IS RIGHT

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Host: "Walter, come on down! You'll be our fourth and final player on The Price is Right!"

Game One: One Bid

Host: "Today's first item will bring music to your ears. Yes, it's a top-of-the-range television and speakers!"

"To win that amazing prize, you've just got to **sum up** their cost without going a penny over!"

TELE + SPEAKERS = ???

ART = 47
ELKS = 75
KETTLES = 122
LEEKs = 84
PLATES = 116
STAPLER = 129
STEAK = 89
TREES = 75

Game Two: Hole in One (or Two)

Host: "This is your chance to win a brand new car, Walter."

Make a hole in some cells so that each row and column contains exactly one hole.
The region marked by '2' in the lower left must have exactly two holes in it. All other regions must contain exactly one hole.
Adjacent cells or cells that share a corner cannot both contain holes.

"So Walter, reading top to bottom, can you figure out the 5-digit price of the car?"

0	0	1	0	1
1	0	0	1	0
0	1	0	1	1
0	1	0	0	1
₂ 1	1	0	1	0

Game Three: Showcase Showdown

Host: "Walter, congratulations on making it through the first two rounds. For the viewers at home let's remind them of what you've done so far..."

In One Bid (outer ring), you **turned** an extraordinary guess into the television /speaker set, and in Hole in One (or Two) (inner ring), you poked through the **right** holes and avoided the **wrong** ones to win the car.

Let's see if the **answers from your first two games** can set the wheel up to win you tonight's jackpot of £100,000!

Now, all you've got to do to win the money is score more points in total than our other finalists: Heather, Karen, and Helen.

Unluckily for you, the wheel has been playing up since we upgraded to a completely digital system..."

(Continued on the next page)



the PRICE IS RIGHT

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"Every time the wheel is spun, it seems to give an incorrect output that could not belong to our original wheel (see right).

The producers have figured out that each incorrect output can be modified in three possible ways (see below) to change it to the intended output. They have also learned that at the end of each turn, the inner wheel gets rotated clockwise by the sum of the modifier numbers (#Xs) that were applied that turn.

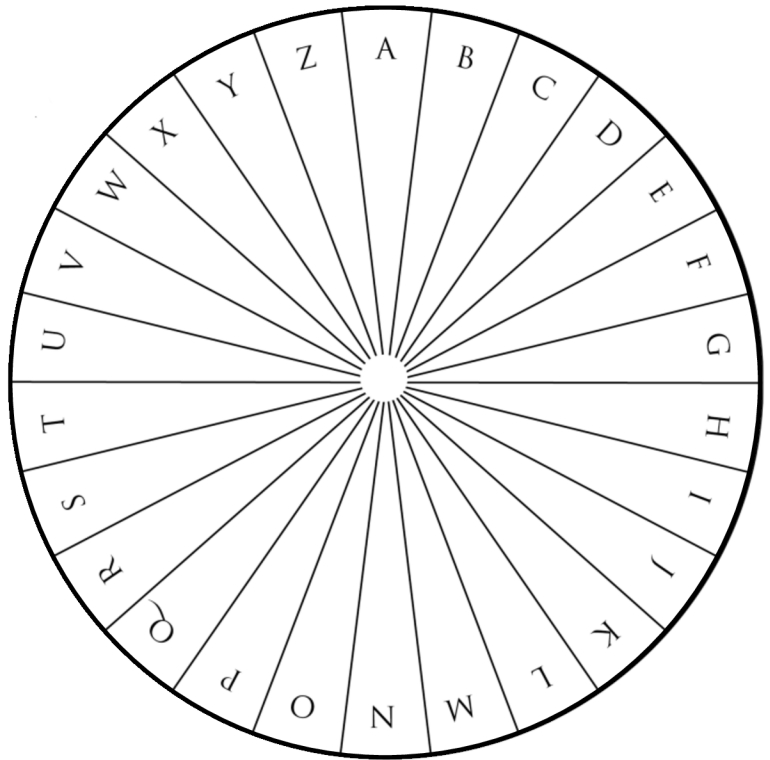
Assuming that each modifier is applied no more than once on each turn, we think it should be possible to figure out which modifiers get us to the intended outputs... but our producers haven't had time to edit the code to make this process automatic. I hope you'll be able to figure it out, Walter."

Modifier Examples

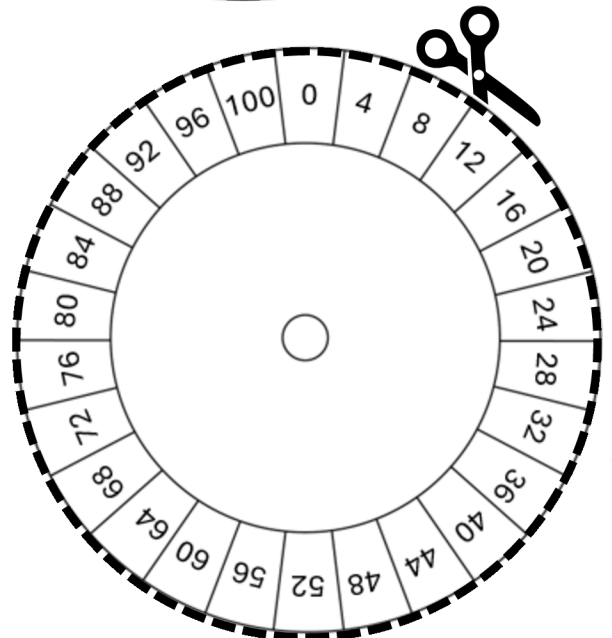
#1: 36 → 34, 49 → 47

#2: 38 → 11, 78 → 15

#3: 5 → 10, 20 → 40



Incorrect Output	Number of Modifiers Applied	Intended Output	Extracted Letter	Modifiers Applied	Rotation Amount At End of Turn
62	2			#1 #2 #3	
32	2			#1 #2 #3	
9999	1			#1 #2 #3	
9992	3			#1 #2 #3	
86	1			#1 #2 #3	
27	2			#1 #2 #3	
992	2			#1 #2 #3	
53	1			#1 #2 #3	
54	1			#1 #2 #3	



Host: "Congratulations on coping with our problematic wheel and more importantly winning tonight's jackpot! There's just one thing left that we need from you to secure your prize..."



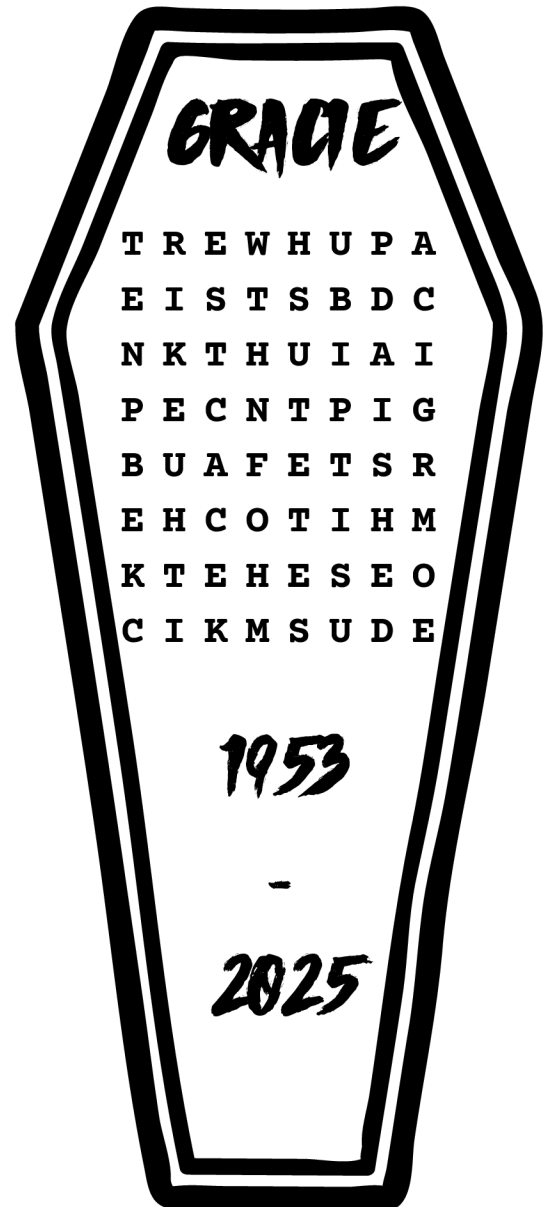
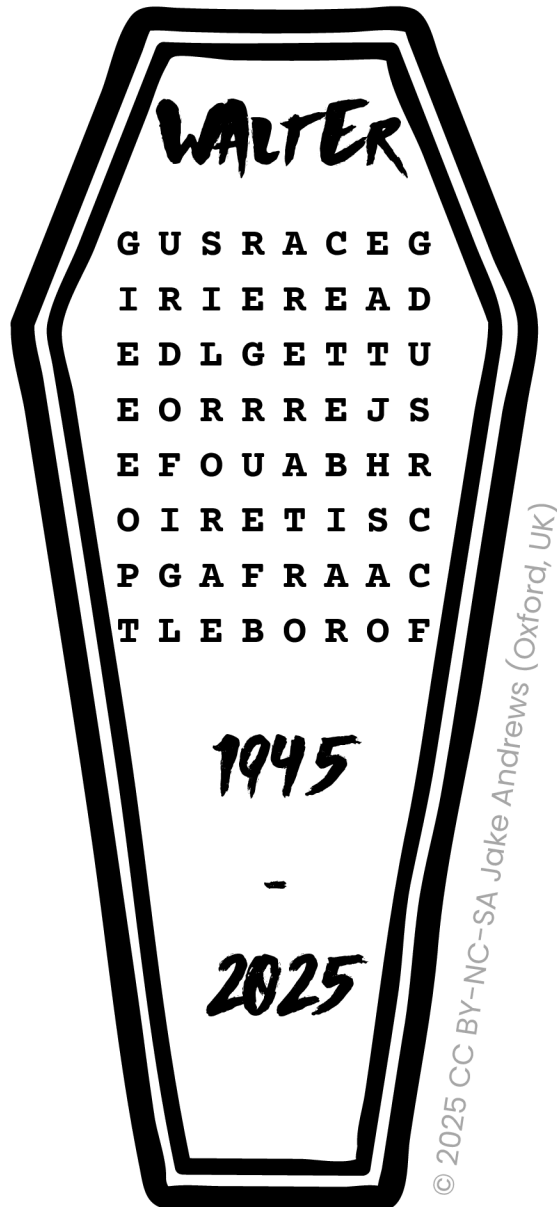
Fear factor



After a weeklong game show marathon, Walter's ready to face his ultimate challenge. His prior experience suggests that being as **bug-free** as possible is the key to coping with the hell that awaits.

In just a moment's time, Walter and his beloved Gracie will be buried in coffins six feet underground with a few 'friends' scurrying around in all directions to keep them company.

As the regret sinks in, Walter begins to think about why he signed up for the show in the first place and wonders if he can think of the ultimate way of surviving this show...





Knightmare

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Walter finds himself in a large room. "This castle's dungeon isn't safe," a bellowing voice says. "We need to guide you to find the spell to freedom before it is too late." **Initially**, Walter was confused and scared. This place feels like a scary prison yet it was oddly familiar. Without a moment of hesitation, Walter sets off in search of the spell to freedom.

What spell will set him free from this Nightmare?

- Knowing that time is of the essence, Walter quickly searches around the room to see if he could find out where he is within the castle's complex. He soon realises that he is in a room with a **three-syllable name**. There is also a suspicious mark on the wall, "first;" Walter believes that this may be critical to finding his freedom spell.
- Eager to find out what secrets the dungeon holds, Walter follows the instructions of the bellowing voice. He continues right to the room that sounds like a question and then goes down one ladder to his left. Finally, he goes four spaces in the direction that reminds him of his favourite Romeo and Juliet adaptation. In this room Walter finds the second mark.
- Yikes! A knight with a giant **sword** and protective **shield** runs at Walter. He must defeat the knight in order to progress. After defeating the knight he continues to the next room where he finds the third mark.
- Before Walter has a chance to catch his breath, more instructions are provided by the bellowing voice but it seems to get distorted: ENO TSAE OG NEHT TRATS EHT OT NRUTER. On arrival, Walter finds the fourth mark.
- On the wall Walter finds a series of strange **words**. He thinks a common change of their firsts may tell him the room where the fifth mark can be found.
- Almost there! Walter goes to the room furthest away from the one he is currently in and then continues to the second closest room made up of exactly four lines. Here he finds the sixth mark.
- Right as Walter goes to leave the room, he sees the floor connecting the rooms to his right slowly crumble away. Instead of going the long way round, Walter decides to use planks of wood he conveniently finds in his current room to build a **bridge** across. Somehow the bridge is sturdy enough for him to cross. He arrives in the room containing the seventh mark.
- Darkness starts to overcome the dungeon; Walter fears his time is almost up. To end his long and difficult journey, he quickly darts to the nearest end of the corridor. Here he finds the eighth and final mark. Finally, Walter is able to cast his spell to freedom...

"Spellcasting... _ _ _ _ _"



KNIGHTMARE

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2	1	2	0	2	1	1	
S	🛡️	F	A	T	E	F	1
R	O	E	P	🛡️	V	O	2
U	W	🛡️	A	S	P	R	0
E	🛡️	N	🛡️	E	R	T	3
🛡️	M	L	R	🛡️	🛡️	A	1
T	S	🛡️	W	T	V	W	2

WORDS AND SHIELDS:

Find all of the swords in the dungeon.
Every shield is attached to exactly one sword, and
every sword is attached to exactly one shield.
The numbers tell you how many swords are in that
row or column.

A sword can only be found horizontally or
vertically next to a shield.

Swords are never next to each other, neither
vertically, horizontally, nor diagonally.

A sword might be next to two shields but is only
connected to one.

2	?	2
---	---	---

1	5	5
---	---	---

2	3
---	---

BRIDGES:

There are no more than two
bridges between a pair of
rooms

Bridges can only be vertical
or horizontal and are not
allowed to cross through
rooms or other bridges

When completed, all
bridges are interconnected
enabling passage from any
room to another.

WORDS:

CAGES
DEN
GATE
JAIL
POTION
RAID
TOWER