

KNOW YOUR RIGHTS:

Welcome to MN0PQ6: Team The Professor Challenge Mystery 1

If everyone cooperates and plays along, success and glory are guaranteed.

Today you will solve many puzzles and visit many sites. At each site you should acquire an item before you go to the next site. Keep all of your items safe in the bag provided –they are important.

Each puzzle your team encounters will have a plot point, a primer and a final room clue:

This is a plot point, it will help provide context for the story, but don't look to it for clues on the puzzle at hand.



This is the Primer, it will help you get started on the puzzle, and may even contain a hint.

Puzzle #0

FINAL ROOM			
M	N		
Z	E	R	Q
		P	Q
S	I	X	

00 OF 13

THIS IS A FINAL ROOM CLUE.
IT WILL HELP YOU MAKE A GOOD
DECISION IN THE FINAL ROOM.
IT WILL NOT HELP YOU WITH
THE PUZZLE AT HAND.

Many puzzles will require you to make appointments for entrance into certain rooms. If you are not at the room at your designated time, your appointment will be skipped and you must make another appointment. The final room is such a puzzle.

The latest appointments for the final room must be made before 7:20, but you may choose to go in earlier. In the event of a tiebreaker, the earliest appointment for the room will be used to determine the winner. You may only enter the final room once, and you will have 60 seconds in the final room to make your decision.

Repeat: YOUR TEAM WILL ONLY HAVE 60 SECONDS IN THE FINAL ROOM. Be prepared.

Scoring is based on **ITEMS** and **DEMERITS**.

Each item is worth 300 points when they are turned in at the end of the game.
The item in the secret location is worth 600 points.
The objects in the final room range from 0 points to 1200 points.

You have been issued an ID card - be ready to present it at any time. Each ID card can hold 8 demerits. At a puzzle site, hints can be obtained by asking the puzzle attendant for a hint.

Asking for the first hint on a puzzle will result in one demerit on an ID card.
Asking for the second hint on a puzzle requires the first hint and will result in one more demerit.
Asking for the solution requires the second hint, and will result in TWO more demerits.
If you lose an item, it may be replaced for THREE demerits.

All ID cards must be returned with your items at the end of the game:
each demerit will result in a penalty of 100 points. A lost ID will result in a penalty of 800 points.

Here is an **ESTIMATE** of how much time you should be budgeting for puzzles:

Don't forget to save extra time for the later puzzles –they get harder!

Puzzle 0 ~ 10 min	Puzzle 5 A,B,C,D ~ 100 min
Puzzle 1 ~ 30 min	Puzzle 6 ~ 115 min
Puzzle 2 ~ 35 min	
Puzzle 3 ~ 40 min	Total Travel time between
Puzzle 4 ~ 45 min	locations ~ 45 min

Don't be shy about asking for hints!
Points aren't everything, you may still score well without finishing every puzzle.

PUZZLE CONTROL PHONE NUMBERS: (612) [REDACTED] OR (612) [REDACTED]