

HOUSE RULES (aka Nitty Gritty Rules of the game (there's no puzzle here))

After the introductory puzzle, there will be 5 puzzle TRACKS – each puzzle track can be worked on concurrently, in any order. The beginning of each TRACK is a logic puzzle, which should result in two outputs: a KEY LETTER and an instruction. The instruction will lead you down the track through two CRUMBS (mini-puzzles). At the end of each track is a Solution Puzzle, the answer to which is a real, dictionary word SOLUTION.

In addition to the 5 puzzle tracks, there are 5 CODEWORDS to be collected. These can each be earned by participating in the 5 activities on your scorecard, and are each run by the Taskmasters in PARTY HATS. You can earn WINS from competitions. You may find the codewords elsewhere. You can at any time check your codewords with the HOST for the accuracy.

At 4pm, the Final Puzzle will be released in the party room.


There is a hint system – your progress map notes puzzles and checkboxes. Each checkbox represents an available hint. The HOST will mark a verified progress map for the hint deduction, and give you the hint. HINTS CAN BE CRYPTIC, and contain more information than they appear to at first. Once you take all of the hints for the puzzle, you may take a larger deduction for the answer.

Go at your own pace! If you want to race, you can race. If you want to do a bunch of cool puzzles, relax and do puzzles. This is a party, so don't sweat it.

There are 3 ways to 'win' MNØPQ10. The first team to successfully deliver a correct FINAL puzzle solution wins the RACE. The winners of the race receive the MNØPQ Trophy, and the express privilege of putting on the next MNØPQ event. Congrats! The team to submit a progress map with the best SCORE (Total correct solutions minus deductions for hints or late submission) wins the GAME. They get the glory of being perfectionists. They will receive a special prize, and should also consider putting on a puzzle quest. Finally, all teams belonging to the winning FACTION should all think of themselves as winners.

Scoring details: 1,000 pts per correct SOLUTION, 2,000 for FINAL, 200 for KEY LETTERS, 200 per CODEWORD, 100 per WIN. -200 pts. per hint, -1,000 per solution bought.







Below is a template for what you will see in each puzzle:



Track #
??? Puzzle

This is the primer for the puzzle - it will introduce the puzzle and maybe provide a cryptic hint - no, really, this can actually be very important.

Map Key --->

 Crumb Mini-Puzzle	 Logic Puzzle	 Solution Puzzle
 Key Letter	 Page	 Hint Checkbox

Newbies: note the Puzzle Quest Tropes (frequently repeated paradigms):

- First Letters!!!! -Look in your codebook! -Look again later!
- Organize your information: numerically, alphabetically -small details can matter
- Cryptic hints will hide more information than you first assume
- Mechanics can escape the confines of the 'sheet' puzzle. -think context
- Avoid group think! Divide and conquer! Don't just try your first assumptions!
- But also: communicate. You each may have the idea that might lead to the answer.

Finally: Don't waste too much time hitting a wall: Work on other puzzles! Or grab a hint and MOVE ON- it will be more fun.

Don't hesitate to call puzzle control if you are having difficulties. ██████████