## ŃNOVEM-bER 2017

## Welcome to Puzzled Pint!

Tonight your packet contains four puzzles. Each puzzle will somehow solve to a short word or phrase. If you're joining us for the first time tonight, please read our Puzzling Basics page by going to http://www.puzzledpint.com/ basics or by scanning the QR code below. Note the "How to solve" section that discusses puzzle techniques like indexing and using the code sheet, which should have been provided to you along with your packet.

Puzzled Pint is not a competitive event. We encourage you to ask Game Control (GC) for hints as often as you'd like. Our goal is for you to have fun, not to be frustrated!

While we like to theme our puzzle sets, most puzzles do not require special knowledge of the theme to solve them. Still, using the internet is completely allowed and even expected for some puzzles.

When you've solved all four puzzles, confirm your answers with GC, and you'll get the final meta-puzzle, which requires the previous puzzle answers to solve.

When you're all finished, please return this answer sheet to Game Control, along with your code sheet and any borrowed items like pencils, tape, or scissors. Returning your answer sheet with an accurate count of your team size will allow us to make sure that we have enough space for everyone at our venues in future months and that we have enough puzzle packets available. Additionally, you'll be able to see how your time ranks relative to other teams worldwide on our web site.

If you'd like to provide any feedback on your experience tonight, please scan the QR code on the right or visit http://www.puzzledpint.com/feedback.

Thanks, and we sincerely hope you enjoy your evening! - Puzzled Pint GC
$\square$
Team Name: Team Size:
Start Time:_ End Time:
The Chocolate Room
The Inventing Room
The Nut Room
The Television Room
The Great Glass Elevator (Meta)
What is your team's favorite candy? 'THE ČTLOCOLATE ROOM
"Welcome to the heart of my factory, the Chocolate Room! In we go! But do be careful, my dear children!" warns Mr. Wonka. "Don't lose your heads! We had a slight incident earlier this morning with a nasty Hornswoggler, and now there are large holes scattered about the floor and in the river pipes. Here, take this map to help you navigate the room," cautions Mr. Wonka as he hands you a copy of a grid. "I haven't quite had time to finish it yet, but I'm sure you're bright enough to figure it out! Just find the path from Start to Finish while avoiding the Holes. And don't try to go through the River, just take the Bridge over it!"


What can Mr. Wonka use to solve his problem? $\square$


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"Oh dear!" cries Mr. Wonka! "It appears that a troublesome Whangdoodle has snuck in and put away nearly all of the wires powering my machines! We can't go any further until we get this squared away. Unfortunately, I can't seem to remember where everything is supposed to go, so we're going to have to figure this out together!"
Fortunately the Whangdoodle didn't remove any of the nodes, and even left some of the wires behind (I recall these being correct, and in the right quantities, so don't modify those!). I remember that I decided to use a HashiWonkaKero layout, which means the following:

1. All of the nodes must be connected by a series of wires, connecting orthogonally from one node to another node.
2. A connection can either consist of a single wire or a double wire.
3. No two connections can cross over each other.
4.The number on each node represents how many wires are connected to it.
4. No node has only double wires connecting to it (The Wonka twist on the standard Hashi format).

It also appears that the Whangdoodle knocked some of the excess signboard letters from the machines onto the ground, but don't worry, the wires should cover most of those up. Though if you can, picking up the remaining letters would be very helpful.

| (3) |  | T |  |  |  | (4) |  | H |  | 1 |  | (3) |  |  |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| N |  | (1) | H | S | 1 | M | G | (2) | N | (2) | H | 0 | L | (2) | A | R | (5) | (4) | B | (2) |
| 0 |  | C |  | $\cup$ |  | L |  | M |  |  |  | P |  | Q |  |  |  | 1 |  | R |
| (3) | T | (5) |  | 5 | 0 | (3) | 1 |  | G | $7$ | H |  | T | S | (1) | $P$ |  | 5 |  | (3) |
| ) |  | A |  | T |  |  |  | I |  | (4) | L | (4) |  |  | S |  | P | E |  | A |
| - |  | A |  | D |  | - |  | G |  | V |  | $\bigcirc$ |  | (2) | N | E | (6) | A (7) | R | (5) |
|  |  | (3) | W | (5) | 1 | (4) | $R$ | (7) | V | (5) |  | $\bigcirc$ |  | N | G |  |  | S |  | S |
| - |  | L |  | $8$ |  | V |  | Y |  | W |  | (4) | A |  | (3) | E | (4) | $T$ (4) |  |  |
| (3) |  | N | T | (4) |  | A |  | 0 |  | U |  | Q |  | W | - |  | 0 | A |  | B |
| B |  | 1 |  | N |  | T |  | S |  | P |  | 1 |  | R | $\checkmark$ |  | $\cup$ | (2) | S | (4) |
| (3) | T | (1) | E | P | S | (2) |  | (5) | C |  |  | (5) | E | (1) | - |  | A |  |  | E |
| P |  |  |  | 0 |  |  |  | S |  |  |  | । |  |  | 7 |  | (3) |  |  | (3) |
| 1 |  |  |  | L |  |  |  | 0 |  |  |  | V |  |  | $\nabla$ |  | A |  |  |  |
| (3) |  | 1 |  | (4) | S |  | 0 | (4) | L | V |  | (4) | E |  | (5) | H | (5) | S | S | (3) |

How can Mr. Wonka prevent having to relearn the layout every time something is moved?
"Welcome to the Nut Room, children! This is where we create, test, store, and distribute all of the nuts in the factory. Each nut has wondrous properties, though you'd best use them quickly, they tend to ROT! When they do, they change into something completely different, and we have to deal with the changes right away. Some rotten nuts even take multiple squirrels to deal with, but each squirrel can only deal with one nut. Anyway, we had a Snozzwanger hide some of our nuts, and now they've all gone rotten. Can you help me figure out what the nuts have turned into, and then get the error codes to the squirrel(s) that can best help each situation?"

## In the end these nuts are best sold as:

$\qquad$ .

Example:
If a "Pecan" nut happens to rot, it will turn into a "Tiger". This incident has an error code of 4.
$1=$ QFDBO $2=$ RGECP $3=$ SHFDQ $4=$ TIGER


To use the nut cracker, cut out the bar on the right-hand side of the page, and line up the arrow on the bar on the bottom of the page with an error code. Convert the letters on the top bar corresponding to the original nut to the letters on the bottom bar corresponding to the rotten nut.

| Rotton Nut Response Squirrels | Error <br> Code |
| :--- | :--- |
| Emily: An expert in identifying counterfeit items. |  |
| Rachel: Wrote his thesis on the Roman Colosseum. |  |
| Robert: Keeps all factory processes eco-friendly. |  |
| Oscar: A boxer who always controls the boxing ring. |  |
| Ryan: Oversees elements of the Wonka franchise. |  |
| Carl: A physical therapist who specializes in the leg bend. |  |
| Olivia: Keeps things stationary - not one movement forward. |  |
| David: Able to easily fasten or connect two objects. |  |
| Elmer: A great event coordinator, can easily fill a stadium. |  |
| Alex: Helps cater to the inexperienced. |  |
| Luke: A martial artist; a pro at the rising leg strike. |  |
| Peter: A grill king; knows his was around a roasting spike. |  |
| Harry: Supplies every morning beverage for the factory. |  |
| Alexis: She makes a mean foamed milk drink. |  |
| Nancy: A medic who treats leg joint pain. |  |
| Ulysses: A baker who makes a fantastic bread unit. |  |
| Meric: Always willing to shout encouragement. |  |

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"And here we are, the Television-Chocolate Room! With WonkaVision, I can insert my candy into programs for people at home to enjoy!" Mr. Wonka exclaims. "But tonight, the Oompa Loompas are having a movie marathon. Well, at least they were, until a dastardly Vermicious Knid disrupted the satellite signal! Now, instead of inserting things into the movies, each movie has been


