

Answer Sheet February 2022 - Spiritfarer

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!
- You can find complete information about this puzzle set online at: http://puzzledpint.com
 - The location page shows if your location is running in-person or virtually, and how to contact your local GC.
 - This month's puzzle page has online remote solving tools for remote teams, like google-sheets and answer checkers specific to this month's puzzle set.
- How did tonight go? Email us at Feedback@puzzledpint.com or fill out a brief survey via the QR code shown above.

The Puzzles

- Each puzzle's solution will be a short word 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

Team Name:

- We're an all-volunteer organization.
- Help us run locally: Talk with Game Control about how you can volunteer.
- Help us run globally: https://www.patreon.com/PuzzledPint.

Team Size:	End Time:	
Puzzle Answers		
Inventory		
Navigation		
Sidequests		
Dialogue		
Meta: The Everdoor		
Optional Bonus: Constellations		

Start Time:



Inventory



Stella's inventory is glitched! Every item's letters got jumbled up, and an extra letter got added somewhere too. Fortunately, items are still showing up in the correct category. This might help figure out which item is which. Stella already figured out one. What does she need to fix the glitch?

Category 1:
1) Cop rope (6 + 1)
2) Born zen (6 + 1)
3) Relives (6 + 1)
4) Fleets (5 + 1)
5) Orion (4 + 1)
6) Bursas (5 + 1)
7) Alder (4 + 1)
Category 2:
1) Top fin (5 + 1)
2) O friar (5 + 1)
3) Bravely (6 + 1)
4) Recon (4 + 1)
5) Wet hat (5 + 1)
6) Oaths (4 + 1)
7) Crier (4 + 1)
8) Keyed in (6 + 1)
9) Email (4 + 1)
Category 3:
1) Tractor (6 + 1)
2) Lechery (6 + 1)
3) Army (3 + 1)
4) Per unit (6 + 1)
5) Boo cleric (8 + 1)
6) Flake (4 + 1)
7) Neon elf (6 + 1)

8) Curses (5 + 1)

9) Taproot (6 + 1)

- 1) Hillside frog (74 + 1)
- 2) Sandal (5 + 1)
- 3) Pale ale (6 + 1)
- 4) Specter (6 + 1)
- 5) Tweaks (5 + 1)
- 6) Coarse back (45 + 1)

Category	5:	

- 1) Yentas (5 + 1)
- 2) Tribute (6 + 1)
- 3) Manly supper (55 + 1)
- 4) Tales (4 + 1)
- 5) Rhyme caveat (55 + 1)
- 6) Argues (5 + 1)
- 7) $\frac{1}{100}$ (3 + 1)

OIL N

Category Bank:

not every category in the list will be used.

- Animals
- Clothing
- Flowers
- Grains and beans
- Ingredients
- Meals
- Metals
- Vegetables



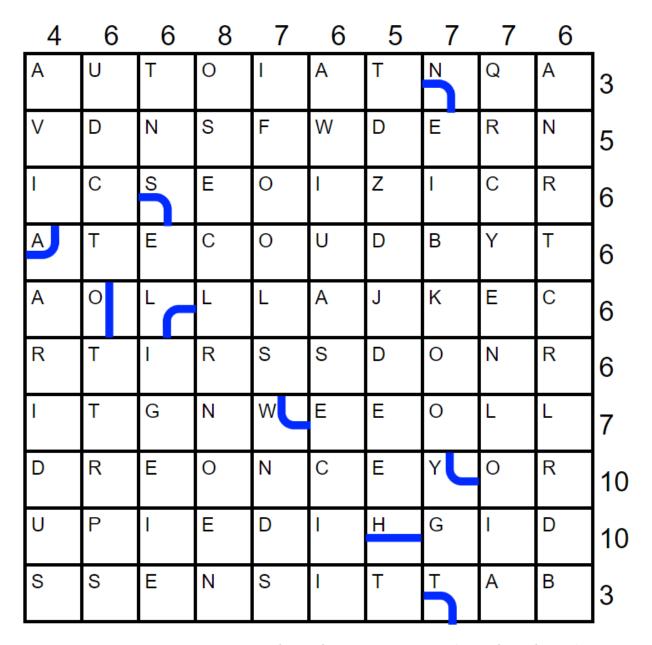
Navigation



Stella takes a look at the map, then sets a course and takes the helm of her boat. Daffodil looks over and notices the course looks rather strange and involves many turns. Why did Stella choose this course? Daffodil figured it out **straightaway**!

Rules:

Stella's boat goes through the centers of squares, as opposed to along the borders. Some paths are provided to get you started. At each square, the ship's course either goes straight through or turns left or right. The course cannot cross itself and it must begin and end at the squares where the course is shown leaving the grid. Additionally, each column and row indicates the number of squares in that column or row are occupied by a segment of the course.





Sidequests



In addition to her spiritfarer duties, Stella sometimes assists spirits who live in towns and islands. She goes to an island looking for a sidequest, where there is a line of spirits waiting for the ice cream shop to open. She checks if each spirit needs any help. She notices that as she moves from the front to the back of the line, there is a pair of spirits standing next to each other that somehow show up again later down the line. The pattern is ... 123...423...

1)	One seafood restaurant chef asks Stella, who is using a hook, line and rod , to catch something. She has trouble finding it, so she asks the chef for indirect suggestions .
2)	A construction company gives Stella four carts of unprocessed iron ore, and she begins refining the iron with heat and then hammering and forging it .
3)	After Stella finishes exploring most of the four corners of the uncharted ocean, a mapmaker asks her to finish her explorations. She sets out on her final task to visit these bodies of water .
4)	A child is lost and Stella offers to help find the parents. After searching for four hours, Stella can't find the parents but she does find a large animal with a trunk who is a childcare provider that can help.
5)	A designer has a raised level surface that video game characters jump on . They ask Stella to perform on one to create a new type of creative expression medium .
6)	A spirit asks Stella to find their favorite baseball that they lost on an island covered in frozen precipitation, on top of one of the very tall structures.
7)	A scheming spirit wants Stella to cook a soup made of a type of fish famous for swimming upstream that the spirit will use to trick four friends into thinking it's an elixir with magical properties.
8)	A group of four spirits asks Stella to help them be more intimidating, so she makes spooky looking items of clothing for them.
9)	To help a picky soul, Stella arranges, from smallest to largest, all four of the soul's grounds for growing fruit trees.
10)	A local farmer needs Stella's help to look after a farm fowl 's health. Stella finds it is an annoying condition that is remedied by holding your breath and counting to four.
11)	One dressmaker asks Stella for help. It seems like she'll need to use a few of the dress maker's machines that turn threads into fabric .



Dialogue



Stella wakes up and eats her usual breakfast, a bagel. She gently wakes Daffodil up and they head to the bow of the ship where Stella does some fishing. She then goes to the kitchen and takes out the chili she had cooking overnight and starts making ceviche using the morning catch. Finally, she's ready for the day. She rings the bell to wake up her passengers and sets out to talk to Martha.

Good morning, Stella. Oh I'm fine, I don't need any help getting to the lounge, thanks for asking. I Martha can't tango anymore, but I can still move around on • my own. Oh those were the days ... I used to travel so often for ballroom competitions, I feel like I must've been to at least 1001. I would Martha go from city to city, staying in a hotel here, a friend's house there. Not to toot my own horn, but I became a pretty accomplished dancer! In fact, they even invited my partner and me to a competition in India. They flew us out and it was just a wonderful time. I remember the morning of, I Martha was so nervous all I could eat was an omelet and some chapati. And then we danced, and wow... that may have been the best moment in my whole life! I remember it like it Martha was yesterday, it was 11/10 in the year 1994, and my partner was stunning. He looked like a real Romeo! But all good things must come to an end. We flew home on Delta that day, and then the accident was only a Martha month later, and the rest is history... Oh but look at me, I've told you all this before haven't I? You run

off now, I know you have lots to do.

Saddened, Stella heeds this advice but keeps Martha in mind as she runs more errands. Stella goes to the garden to harvest some kohlrabi, weaves some fabrics at the loom, and smelts some ingots at the foundry. She goes to the kitchen and gets some goulash going, after all there are many mouths to feed on the ship. That's when inspiration strikes. Some time passes and Stella returns to Martha holding her favorite, some freshly made yoghurt.

Oh Stella, how did you know this is my favorite?

Thank you so much dear, I really appreciate it.

Martha

Stella knows there's only one more thing she can do to help right now, and that's to __ __ __ __ _____________

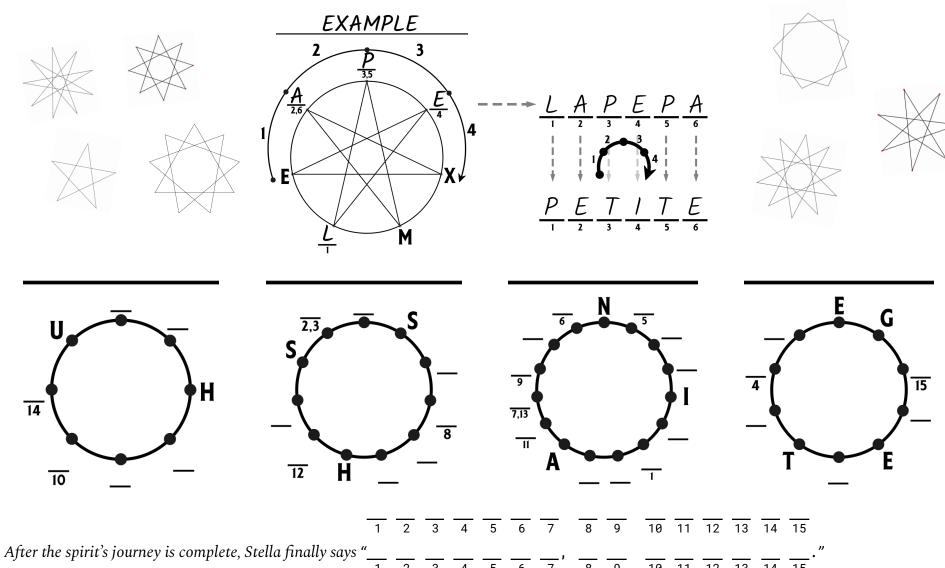




The Everdoor



After a long journey, it's time for Stella to lead a spirit to The Everdoor, where the spirit moves on. The Everdoor **makes stars** in the sky which are used later for that spirit's constellation. Each star **rotates clockwise and shifts in its own unique way** in the sky as the spirit passes. An example star shows how.





Constellations



After leading another spirit through the Everdoor, Stella takes some time to reflect on their life. A constellation representing the spirit is formed by taking an event from their life or something of significance, forming these into stars, and then connecting all similar stars with a straight line. Stella identifies the stars and determines the only possible path the horse could have taken through all of them. What did Stella promise the spirit?

Spirit's Life Events

- 1) Sound a lion makes
- 2) Descriptor of some eagles
- 3) Honey drink
- 4) Bull or ram
- 5) Item strung on a necklace
- 6) A helmet protects one
- 7) CTRL + B
- 8) Actor Christian
- 9) Winnie the Pooh is one
- 10) Fly like a circling hawk
- 11) Parent of a piglet
- 12) Had a grip on
- 13) One part of a constellation (START)
- 14) Mind, as a warning
- 15) A female horse (END)*
- 16) Blue cheese ingredient
- 17) Combine

Note: in the diagram, each star is a dot and is labelled with a single numbered blank.

