Tenet Special Instructions

Please don't make me read before I start puzzling! What do I need to know to start?

- For each of the initial four puzzles, you get a codeword before you start that you'll need. That codeword is generated by you solving a different puzzle at a different time.
- You solve the puzzle using that given codeword at some point in the solving process.
- When you're done with that puzzle, you discover the puzzle answers that you'll use in the Meta puzzle AND a new, different codeword that you will use to solve another different puzzle at a different time.

OK, I'm intrigued and I'm willing to read a bit before I start puzzling. What the heck is going on?

It's Puzzled Pint night! You and your team walk into a blue-lit room that contains some chairs, some pints of beer, and a table with some Puzzled Pint puzzles on it. At the far end of the room is a large door.

Through a window on the right side of the room, you see another room, lit by red light, with another table, chairs, empty pint glasses, and another door at the far end.

Strangely, in this red-lit room, *you see you and your team walking backwards into the room, smiling at you through the window, holding what appears to be a completed Puzzled Pint set! It appears as though they are moving backwards in time, walking backwards towards their table!*

Welcome to the Tenet Time-Turnstile!

When anyone goes through a door at one end of the Time-Turnstile, they appear immediately at the other door in the other room, moving in the reverse direction in time from then on! Think of the doors as time-reversal portals!

This puzzle set can be solved *much more easily* using a Tenet Time-Turnstile! Good thing you're in one now! To complete the set, you'll need to solve puzzles AND communicate with you and your team on the other side of the window! Each of the four initial puzzles requires an input codeword to solve it. Solving each puzzle produces an output codeword needed by another puzzle AND two words which will be used in the Meta puzzle at the end.

First, you'll complete Puzzle #1. The input codeword for puzzle #1 is the output codeword from puzzle #4. When you start to solve puzzle #1, you look through the window and see you and your team who have just solved puzzle #4 in the other room! They (you?) will show you the codeword from #4 to #1! With that codeword, you can solve Puzzle #1, find the Puzzle #1 output codeword, and show *that* through the window to your team on the other side that will now just be starting Puzzle #4 and will need that codeword to do it!

Similarly, before starting Puzzle #2, you'll get a needed input codeword from Puzzle #3. And when you're done with Puzzle #2, you will find an output codeword that will be a codeword needed to solve Puzzle #3..

Once you're done with Puzzle #2, you and your team will enter the Time-Turnstile and instantly appear on the red side of the room, moving backwards in time! Now you can look on the blue side of the room to see you and your team walking backward out of the blue side's door, moving backward in time relative to you! Just swap codewords before and after each puzzle, solve Puzzles #3 and #4, solve the Meta Puzzle, and then leave while smiling at you and your team entering the blue room at the start of the night as you exit. Enjoy the rest of your life moving backwards in time!

Get it? Great! Start solving Puzzles #1 and #2!

Thoroughly confused? No problem! Start solving Puzzles #1 and #2 anyway. You'll get it.

You can use any and all information you may receive at any time to help you solve or backsolve the puzzles!

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                          Clock Time
                          8:00          8:20          8:40          9:00
                          ┌─────────────┬─────────────┬─────────────┬──────────
                          │Enter, see red team
                          │Grab a pint
        Y                 │      Read Instructions│Start Puzzle #1
        O                 │                       │        Finish Puzzle #1│Start Puzzle #2
        U                 │                       │             CW 1->4    │        Finish Puzzle #2
        R                 │                       │           ▲            │ ▲           CW 2->3  │Enter
                          │Blue room, forward     │           │            │ │                    │Turnstile
        A                 │ Red room, reverse     │           │            │ │                    │Exit
        C                 │                       │           │            │ │                    │Turnstile
        T                 │                       │           │          ▼ │ │     ▼
        I                 │                       │           │ CW 3->2    │     Start Puzzle #3
        O                 │          CW 4->1      │ Start Puzzle #4│Finish Puzzle #3
        N                 │      Start Meta│Finish Puzzle #4
        S                 │Finish Meta
                          │Smile at blue team
                          │Drive safely!
                          └─────────────┴─────────────┴─────────────┴──────────
                          8:00          8:20          8:40          9:00
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TENET CODEWORDS FROM RED SIDE

Your team on the red side shows you a piece of paper that says:

"Codeword 4->1 is **JUMBO**"

Your team on the red side shows you a piece of paper that says:

"Codeword 3->2 is **TIMECARD**"

Extra Very Optional Bonus Mini-Puzzle

To be done only after completing the AREPO puzzle!

These are some of Arepo's paintings. What are their titles?
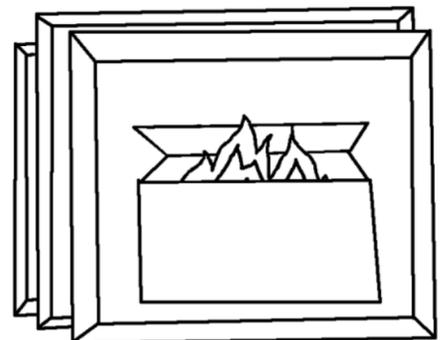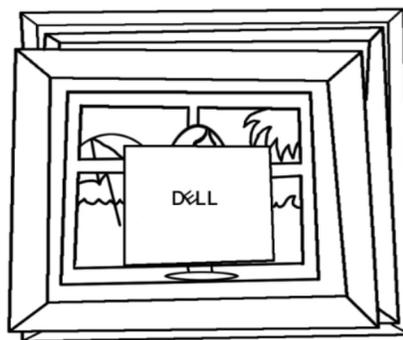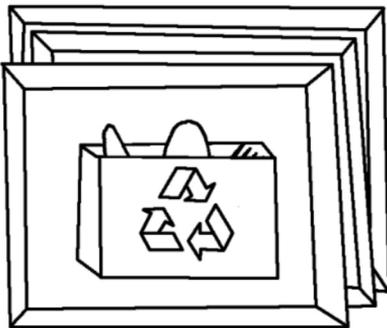
1. OPERA

Tenet's opening scene takes place before a concert in an Opera House. While waiting for the concert to start, the musicians are telling jokes about each other. (Get Codeword 4->1 from your red side team now! _____)

1. What's the difference between a drummer and _____?

   You have to plug in the second one before it _____.

2. What's the difference between a musician and _____?

   The second one can feed _____.

3. What's the difference between a clarinet player and _____?

   The second one isn't always _____.

4. What's the difference between a saxophone and _____?

   You can _____ the second one.

5. What's the difference between a violinist and _____?

   The second one sometimes decides to stop _____.

6. What's the difference between a banjo and _____?

   You tie _____ to the second before you throw it overboard.

7. What's the difference between an orchestra and _____?

   The second one has _____ in front and _____ in back.

8. What's the difference between a bassoon and _____?

   You take off your shoes before you _____ on the second one.

9. What's the difference between an opera singer and _____?

   You can _____ with the second one.

10. What's the difference between an oboe and _____?

    Some people _____ when you chop the second one in half.

a dog	a gorilla	a rope	an anchor	an onion	flat	scratching
a family of four	a large pizza	a trampoline	an ass	bounce	horns	sucks
a good tire	a piano	a vacuum	an impala	cry	negotiate	tune

Extracting Final Answers:

What is the name of the Opera House?

Enter Codeword 4->1 twice:
Enter final letters of joke *questions*:

Alphabetize each set of 5 letter pairs by the top letters:

Final answers to Meta (5, 5)

What does everyone enjoy at the end of a jam session?

___ ___ ___ ___ ___ ___ ___ = Codeword 1->4

Extract from joke *answer* completions: 1-1 2-5 3-2 4-4 7-4 8-5 9-2

Enter Codeword 1->4 here and show it to your team starting Puzzle 4 on the red side: _____

Puzzled Pint September 2021

Sator is the villain in Tenet. He has developed a communication system for sending messages between subordinates moving **forward and backward** through time. The system is not yet perfect and some **errors are introduced**.   (Get Codeword 3->2 from your red side team now! _____)

CW 3->2

#	Clue							Answers
1	Cheesy grilled sandwiches (5)			↔	X			Oscar or Tony
2	Non-reactive, like the noble gases (5)			↔	X			Car dings
3	Mini-motorbike, or expressed sorrow about losing it (5)			↔		X		Military supply, or bus station (US)
4	Pointy church topper (5)			↔	X			0-9, or a finger or toe to count on
5	Ancient object like The Holy Grail (5)			↔		X		Leaks a bit, as a faucet
6	Small, swarming insects (5)			↔	X			Cut side of a gemstone
7	Stiff and unbending (5)			↔	X			Founding Soviet leader
8	Coffee that won't keep you up (5)			↔		X		Lymph junctions
1	Feudal toilers (5)			↔	X			Member of the Edmonton hockey team
2	Four-door auto with a trunk (5)			↔	X			Location of famous witch trials
3	Southern twang (5)			↔		X		Fathers, as at a stud farm
4	Yellow striped pool balls (5)			↔		X		Chief of **The Police**
5	Horse, poetically (5)			↔	X			Fashion fad

To Meta   To Meta   CW 2->3

Final answers to meta (5, 5): Something that might occur on a CW3->2 caused by all of this time-traveling!

Enter Codeword 2->3 here and show it to your team starting Puzzle 3 on the red side: _____

3. ROTAS

Rotas is the name of Sator's company in Tenet. Sator established Rotas to collect gold bars and coins in various locations in space-time, and to pursue other devious activities. (Get Codeword 2->3 from your blue side team now!)

Determine the path taken by the Rotas team using **all three of the following rules**:

1. The team starts at **some vertex** in the top row, ends at **the center vertex** in the bottom row, and visits every other vertex only one time moving along the shown segments connecting the vertices.
2. The team collects all of the bars and coins in the grid during its travels!
3. Codeword 2->3 appears somewhere along the path, along with two other words.

Codeword 2->3: ____ ____ ____ ____ ____ ____ ____ ____
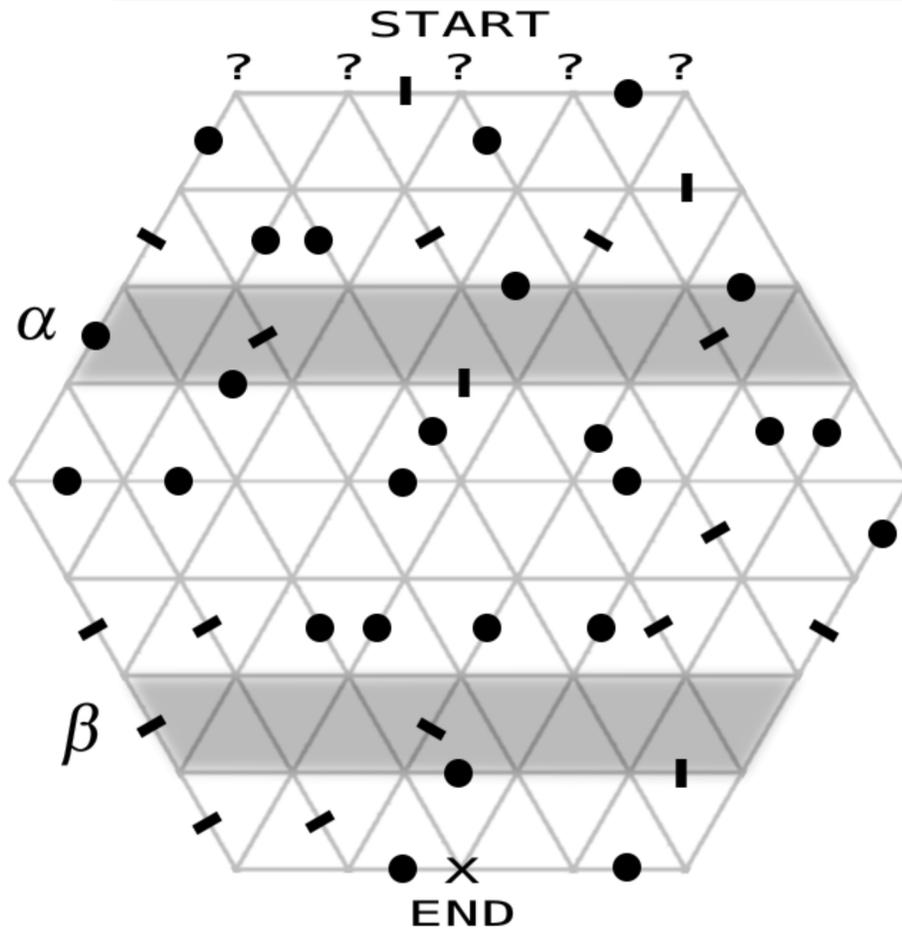
Final answers (5, 5), for meta: the two other time-related words found along the Rotas team's path

After you determine the path, enter numbers in the triangles in the alpha and beta rows corresponding to how many sides of that triangle are in the path.

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_ _ _   _ _ _   _ _ _   _ _ _     _ _ _   _ _ _   _ _ _   _ _ _
|  copy #s from alpha L-R    | copy #s from beta L-R  |
```

Codeword 3->2 : ____ ____ ____ ____ ____ ____ ____ ____

Enter Codeword 3->2 here and show it to your team starting Puzzle 2 on the blue side: _____

# 4. AREPO

**Arepo** is a skilled art forger in Tenet. In addition to forging famous works, he also enjoys creating original artworks like those shown below by painting subjects that are **nearly impossible**. The largest painting of nearly impossible subjects below, entitled **Government Organization**, hides the titles of many of his other paintings of nearly impossible subjects. (Get Codeword 1->4 from your blue side team now! _____)



CW 4->1

CW 1->4

Z

K
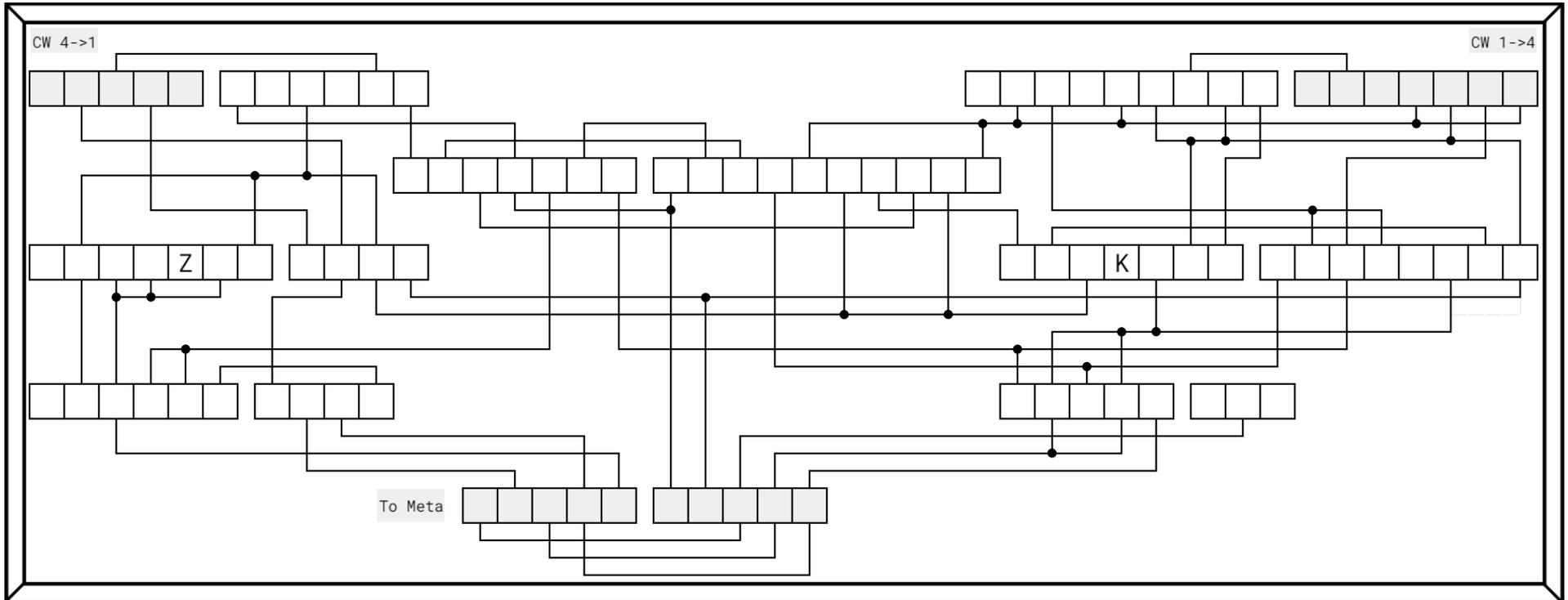
To Meta

**Final answers to meta (5, 5):**
The nearly impossible thing revealed at the bottom of the Government Organization painting.

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Enter Codeword 4->1 here and show it to your team starting Puzzle 1 on the blue side: _____