



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. 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.



Puzzling Basics

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, our puzzles do not require special knowledge of the theme to solve. Nonetheless, you are allowed to use the internet for general knowledge queries when solving, if needed.

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.

To provide any feedback on your experience tonight, please email feedback@puzzledpint.com.

Team Name: ______Team Size: ______
Start Time: ______End Time: _____

Thanks, and we sincerely hope you enjoy your evening! — Puzzled Pint GC

The Mystics _____

Kira _____

Aughra's Orrery

Meta: The Crystal _____

Question of the Month:

Puzzled Pint is an all-volunteer endeavor, and we need more hands to make our city run smoothly. Can you join the team that runs the event and/or scouts future bars? To learn more, please leave your email.

EMAIL: