



SQUID GAME

Welcome to Puzzled Pint!

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>
 - Go to the location page there to find out if your location is running virtually and how to contact your local GC.
 - Look there for online remote solving tools for remote teams, like google-sheets and answer checkers.
- How did tonight go? Email us at Feedback@puzzledpint.com or fill out a brief survey at this QR code link ----->



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.

About Puzzled Pint

- 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>.

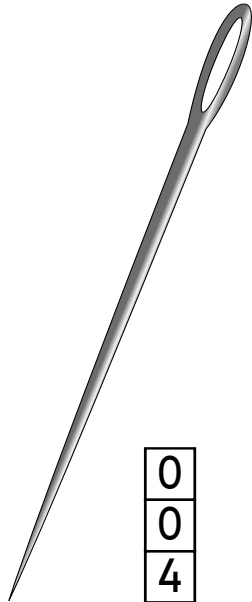
Team Name: _____ **Start Time:** _____

Team Size: _____ **End Time:** _____

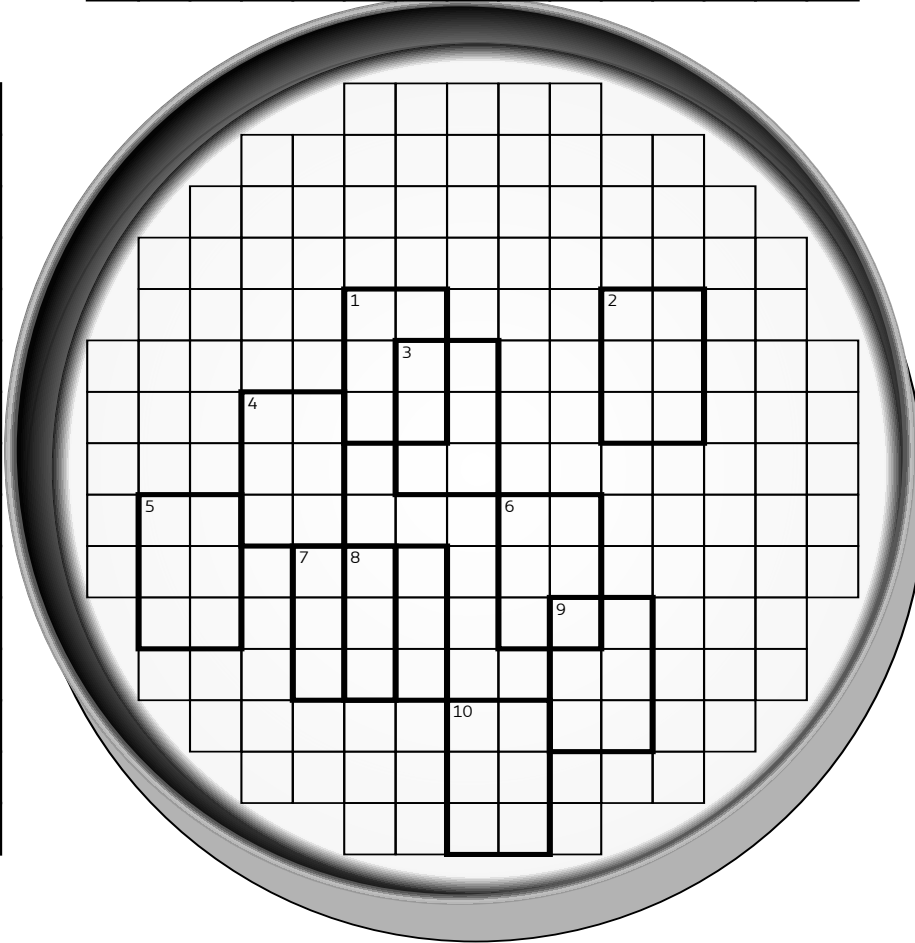
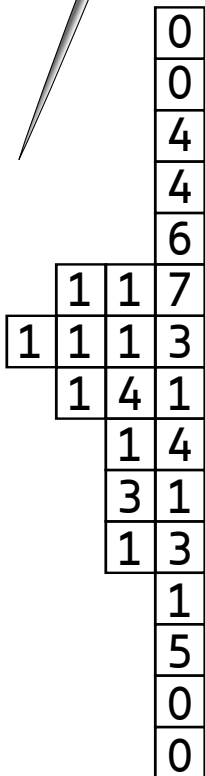
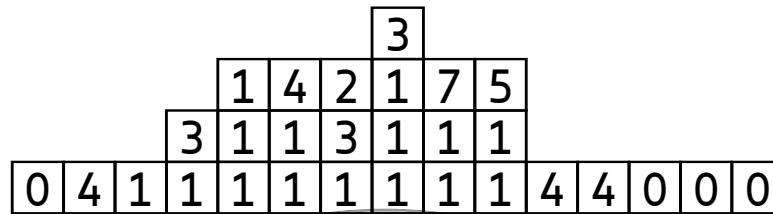
Puzzle Answers	
Honeycomb	
Tug Of War	
Games Of Chance	
Glass Bridge	
Meta: Squid	
Bonus: Ddakji	



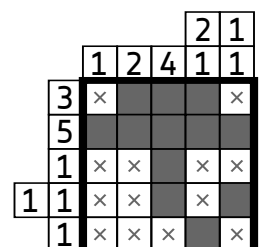
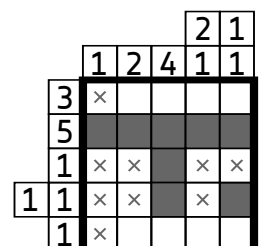
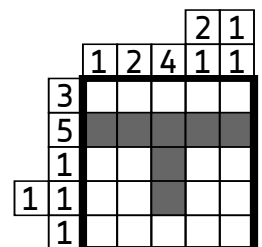
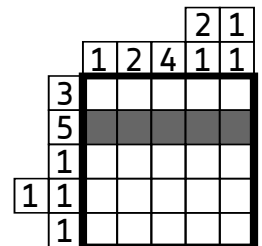
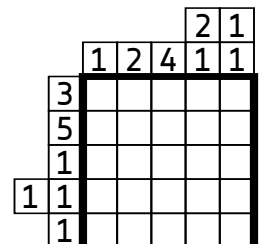
No Sang-hun (Player #119) and the other remaining competitors have been given tins containing needles and round, flat, toffee “honeycomb” candies known as dalgona. They've been tasked with scratching specific shapes out of the brittle treats perfectly on the first try. To make it harder, the shapes are not even drawn on the treats. Instead, each row and column is labeled to show how many squares in that row or column to keep. If a row is labeled “2, 3, 1”, the final treat should include 2 squares in a row, followed by a gap of some size, then 3 squares, then a gap of some size, and finally 1 square. Besides the fact that Sang-hun is having a **hard time seeing** all the tiny details in the candy, what else is contributing to his having such a hard time?



7 3 5 1 7 6 2 4 10 7 7 9 8 5



Example



TUG OF WAR



The next game's identity was supposed to be a secret, but someone leaked it to Jang Deok-su (Player #101). In addition to their 3-digit IDs, each player also has an ID word. The pair *Blackbeard* and *Incubator* are acting as team captains for the next game. The players have been instructed to form teams of 10. The captains decide to **pair up** the remaining players who are not on teams yet, then each team selects one player from each pair. *Blackbeard* knows core strength will be important, and therefore picks the player with the **bigger core** from each pair. *Incubator's* team got so frazzled and intimidated that they were eliminated since they...

Player IDs	10		(9)
ANATOMY (7)	9		(9)
BEGINNINGS (10)	8		(9)
BLACKBEARD (10)	7		(10)
BLOCKBUSTER (11)	6		(7)
COMPOUNDED (10)	5		(8)
CONDIMENT (9)	4		(8)
DESPONDENT (10)	3		(10)
DISCIPLINED (11)	2		(11)
DRIFTWOOD (9)	1	BLACKBEARD	(10)
ECCENTRICS (10)			
GRAPPLES (8)			
HONEYCOMB (9)	1	INCUBATOR	(9)
INCUBATOR (9)	2		(8)
LIGAMENT (8)	3		(8)
MICROELECTRONICS (16)	4		(11)
POSTCARD (8)	5		(10)
SCOREBOARDS (11)	6		(16)
SNOWFLAKES (10)	7		(10)
TROUNCED (8)	8		(9)
UNIVERSES (9)	9		(11)
	10		(10)

GAMES OF CHANCE



For the next game, each of the remaining competitors is given 10 glass balls. To make it to the next round their goal is to play games of chance with the other players until they have 20. The second player below is a little senile, and therefore having a harder time with this game. Why didn't this player make it to the next round?

Player 1

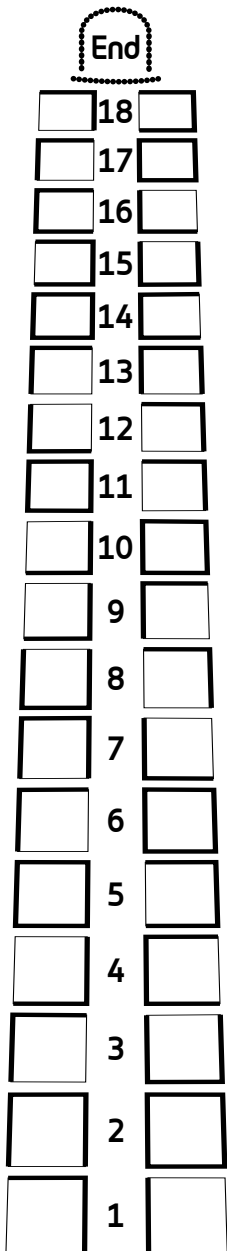
Drone vacuum cleaner that can sit in midair		→	
Autopsy practitioner situated near the intersection		→	
Provides orders to special forces operatives		→	
Possible lumberjack company brand symbol		→	
Silly drawing on a milk container		→	
Critical detail left out of an important assignment		→	
Attendance-taking barnyard bird		→	
Speech demanding we apportion our goods in wartime		→	
2-in-1 hairdresser and bar		→	
One-masted sailboat that is shipping gruel		→	

Player 2

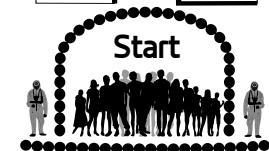
Despises spinning tools used for making wood furniture		→	
Working hard installing a ceramic backsplash		→	
<i>Saturday Night Fever</i> CD		→	
Branch you can hold for others to dance underneath		→	
Portion of the light spectrum between red and yellow		→	
Photocopies King Leonidas of Sparta's opponent		→	
Place for a male hog to drink with others		→	
Location to lock up part of a string quartet		→	
Beer made from a soothing succulent		→	
Use a fishing rod at the seashore		→	



The remaining competitors are trying to cross a glass bridge by jumping between spaced glass tiles. Each row has one tempered glass tile, which is strong enough to hold their weight, and one regular glass tile, which they will fall through if they jump on it. The tempered glass and regular glass look nearly identical, except for the ways the light sometimes catches their edges at the right angle. What is the issue that some of the contestants face that's keeping them from safely crossing the bridge?



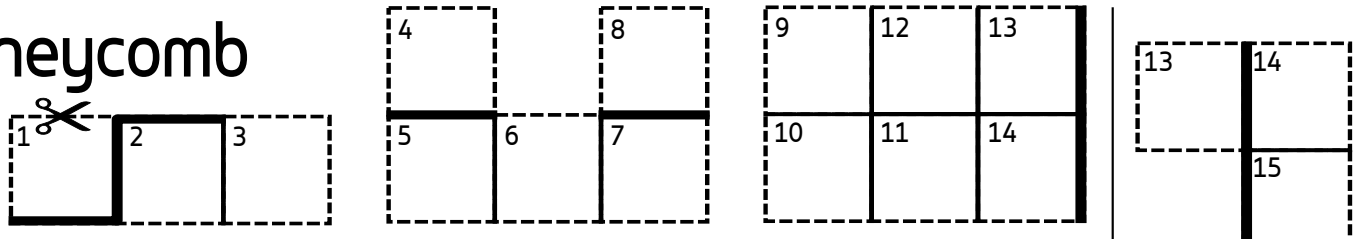
- Contestant 1:** I think I can tell the difference between the types of glass just by looking! I'm pretty sure the first one on the left is tempered! Here, watch!"
- Contestant 2:** ...I guess he couldn't tell after all.
- Contestant 3:** Does anyone have something we can throw to listen for a difference between the types of tiles?
- Contestant 4:** I kept a marble from the last competition. Let's throw it at the right side.
- Contestant 5:** I have good aim. Let me do it.
- Marbles:** clank-clink-clank-clink-clink-clink-clink-clink-clink
- Contestant 6:** I've **spotted** all the tiles the marble bounced on. It was every even numbered tile!
- Contestant 7:** Is there anything else we can throw?
- Contestant 8:** How about our shoes?
- Contestant 9:** Everyone throw your shoes at the left side, since we've already learned some about the right!
- Shoes:** thud. thud. thud.
- Contestant 10:** Wow, you all have terrible aim. Most of the shoes missed entirely!
- Contestant 11:** I **spotted** the tiles that we hit with the shoes. They were the 3rd, 5th, and 13th tiles on the left.
- Contestant 12:** At least we heard the shoes landing on tiles all making the same sound.
- Contestant 13:** Is there anything else useful we know or can do?
- Contestant 14:** A few of us overheard guards laughing earlier. One said, "They'll never expect that the last five rows have tempered glass on the same side."
- Contestant 15:** And the other replied, "Yeah, especially not since the most they'll have seen in a row by then is 2!"
- Contestant 16:** Come on! Are you waiting for pigs to fly? Let's cross the bridge!



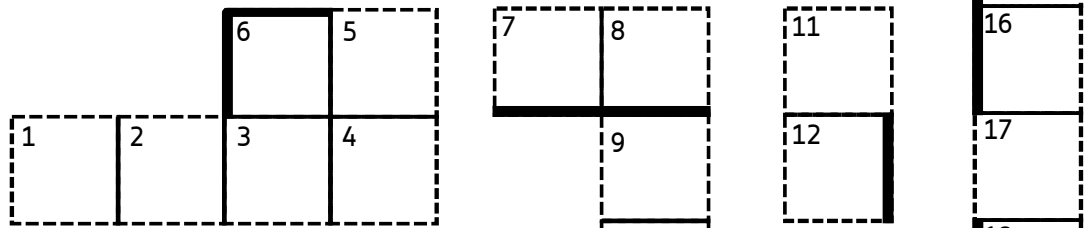


Squid, a Korean tag game, pits together offensive and defensive teams, who start at the squares marked “O” and “D”, respectively. After first moving away from the defense, the offense’s goal is to cut through the shaded defensive zone and return to their starting position, without crossing the dark lines on the field. They must also never cross their own path, except on the square marked “+”. The defense’s goal is to stop them without leaving the defensive zone. VIP spectators dressed as animals are seated around the perimeter of the field watch the game. The number by each VIP shows how many times the offense is in their direct line of sight (counting once for each “O” and “D”, and twice for the “+”). As the offense moves about the field, they have flashbacks about the reasons players were eliminated in the earlier games.

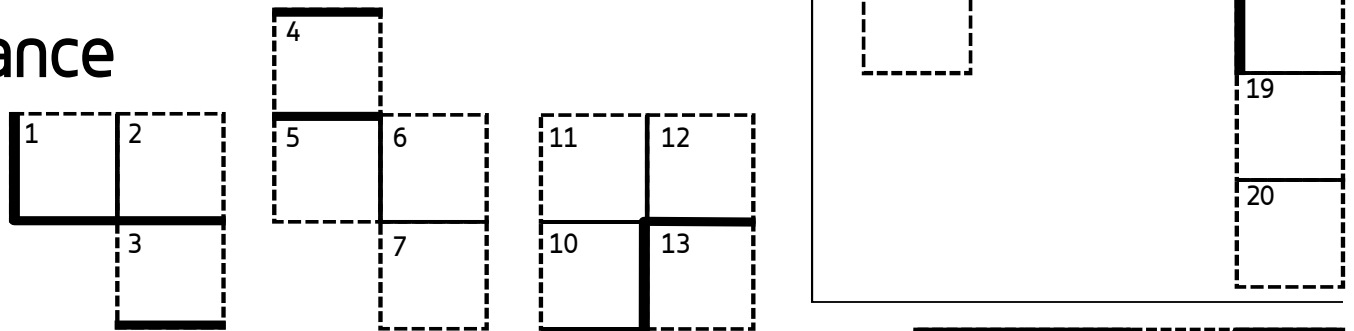
Honeycomb



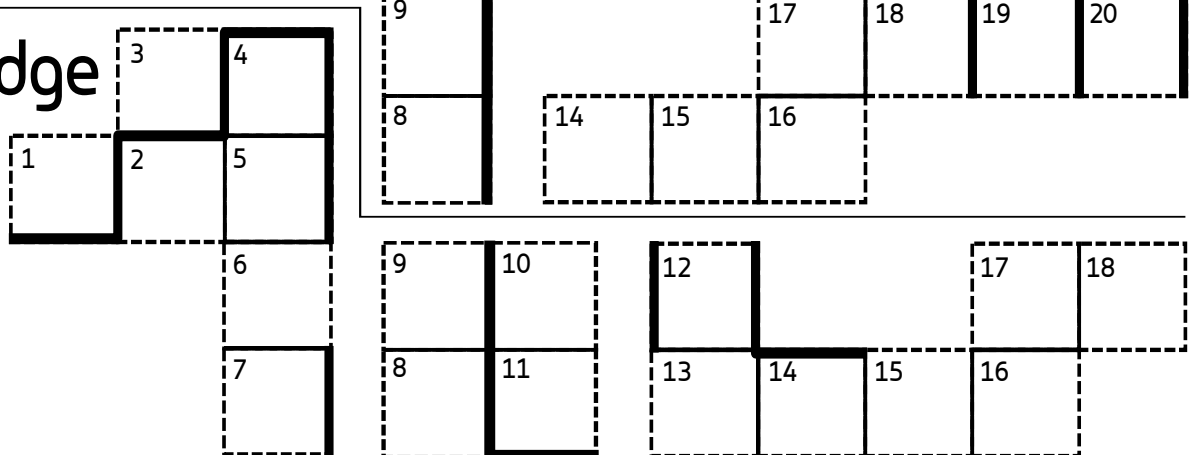
Tug of War



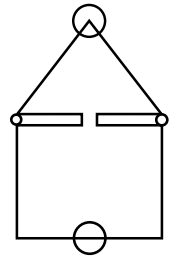
Games of Chance



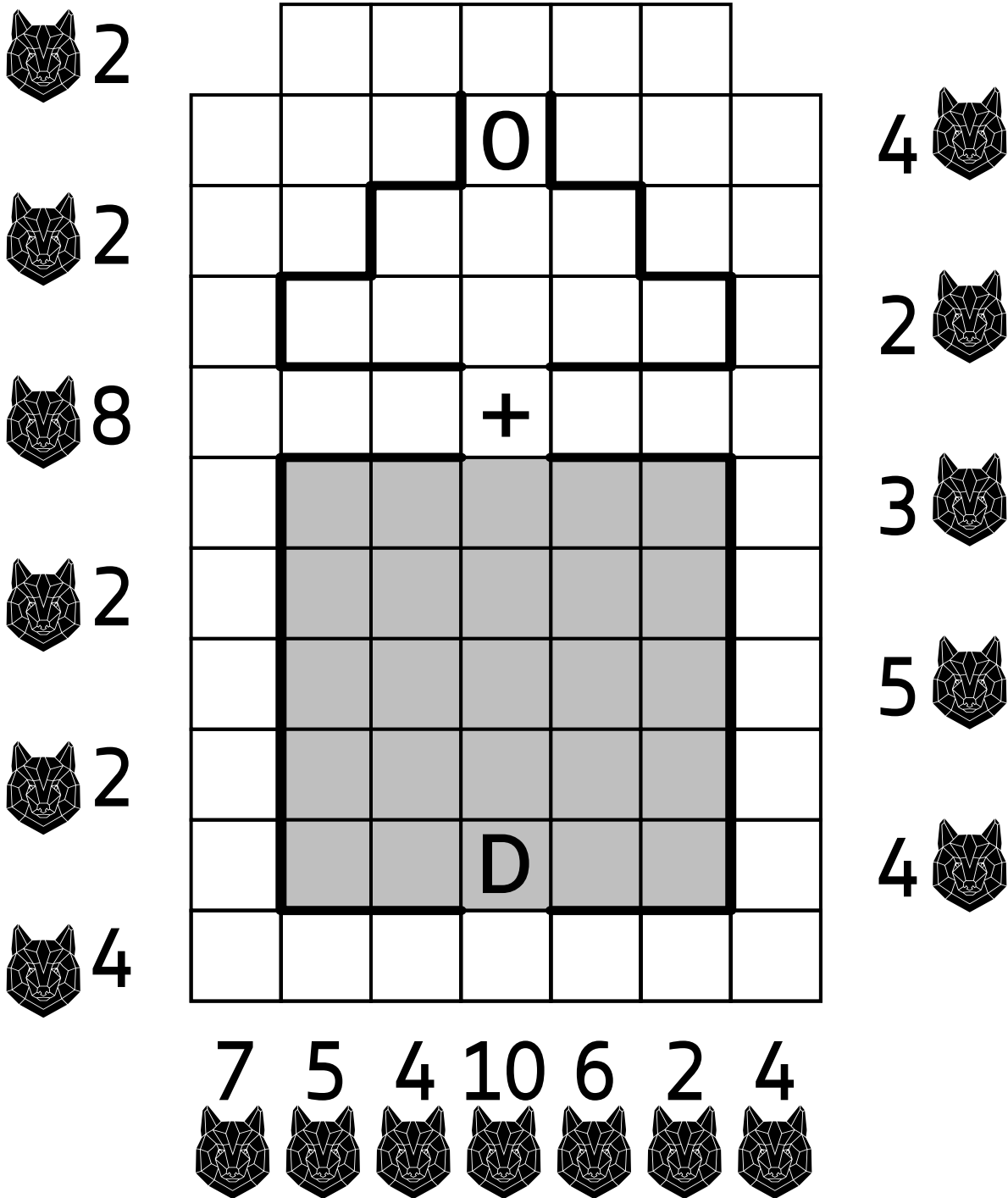
Glass Bridge



SQUID [META PAGE 2]



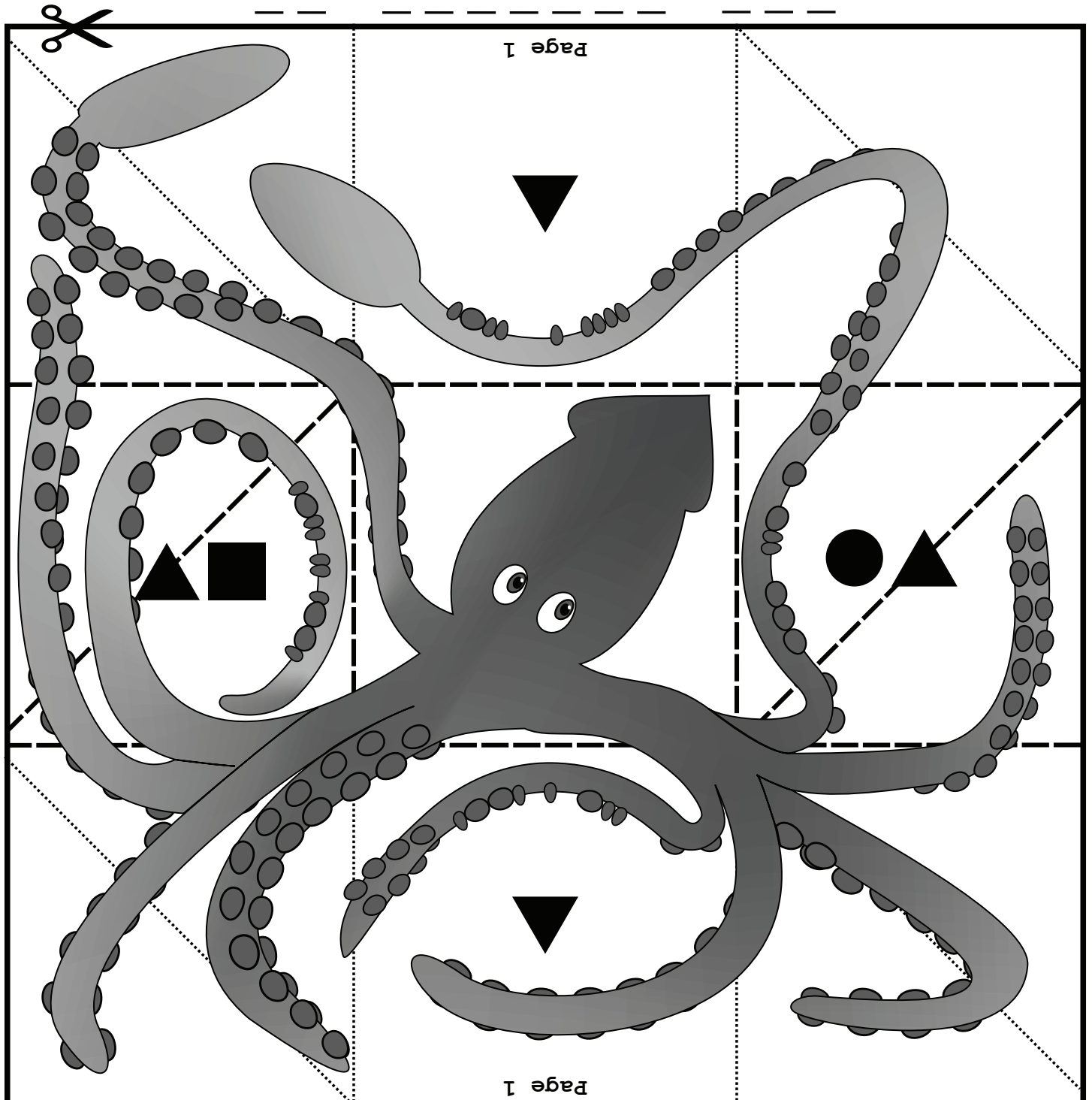
What aggressive technique does the offense employ inside the defensive region to win Squid?



DDAKJI



A salesman for the Games has offered Gi-hun ₩100,000 if he can win a simple game. The salesman places a ddakji (folded paper square) on the ground and invites Gi-hun to make a second ddakji, and throw it at the first one hard enough to turn it over to the other side. The salesman provides the following two-page pattern, mentioning that the **dashed** lines are mountain folds, and the **dotted** lines are valley folds. Gi-hun makes a ddakji, and tries throwing it many times, but keeps losing. How did Gi-hun react after finally winning?



DDAKJI

