



NOVEMBER 2017

ANSWER SHEET

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*

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) _____



Puzzling Basics

What is your team's favorite candy?



Feedback