

Tonight your packet contains four puzzles. Each puzzle will somehow solve to a movie name. 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 the first 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 below or visit <http://www.puzzledpint.com/feedback>.

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

Team Name _____

Start Time _____ TEAM SIZE
 End Time _____

Puzzle	Answer	Movie
Christmas Lights	_____	_____
Ten	_____	_____
Ready Player One	_____	_____
Upside Down	_____	_____
Meta-puzzle	Answer	_____
Demogorgon	_____	_____



Puzzling Basics



Feedback

Question of the month:
 What part of the city are you from? _____

Christmas Lights

"You have to believe me, Hopper! Will sent me a message using these Christmas lights! I painted numbers on the wall to help him communicate, and he did!"
"I'm sorry, Joyce, but you have to admit it's far-fetched. Which bulbs did he light up?"

- It began with nine lit bulbs, nine different colors in nine different columns. I don't recall what those colors were exactly, but I don't think they mattered to Will's message.
- Then, all the bulbs positioned exactly one space away horizontally or vertically from a lit bulb began to shine in a matching color!
- Finally, three of the colors (sorry, I forget which ones) had expanded to light the bulbs that were located two spaces horizontally and vertically away from the original bulb, unless there was an empty space in between.
- All the bulbs had been lit by exactly one of the nine colors! But before I could figure out their meaning, they went out again...

1	2	1	3		2	1	0	1
2	0		1	2	3	1		1
0	1	4	3	4	0		1	2
4	5	1	2	0		5	2	2
2		5	1	0	3	4	3	
2	4	2	4	1	4	3	4	

"That's... well, starting with that upper right bulb, I suppose there's only one way it could work out. And when you consider the bulbs illuminated in each color... yes, I guess your story might just add up. But would you do me a favor, Joyce?"

"Yes?"

"Next time, could you just write out the damn alphabet instead?"

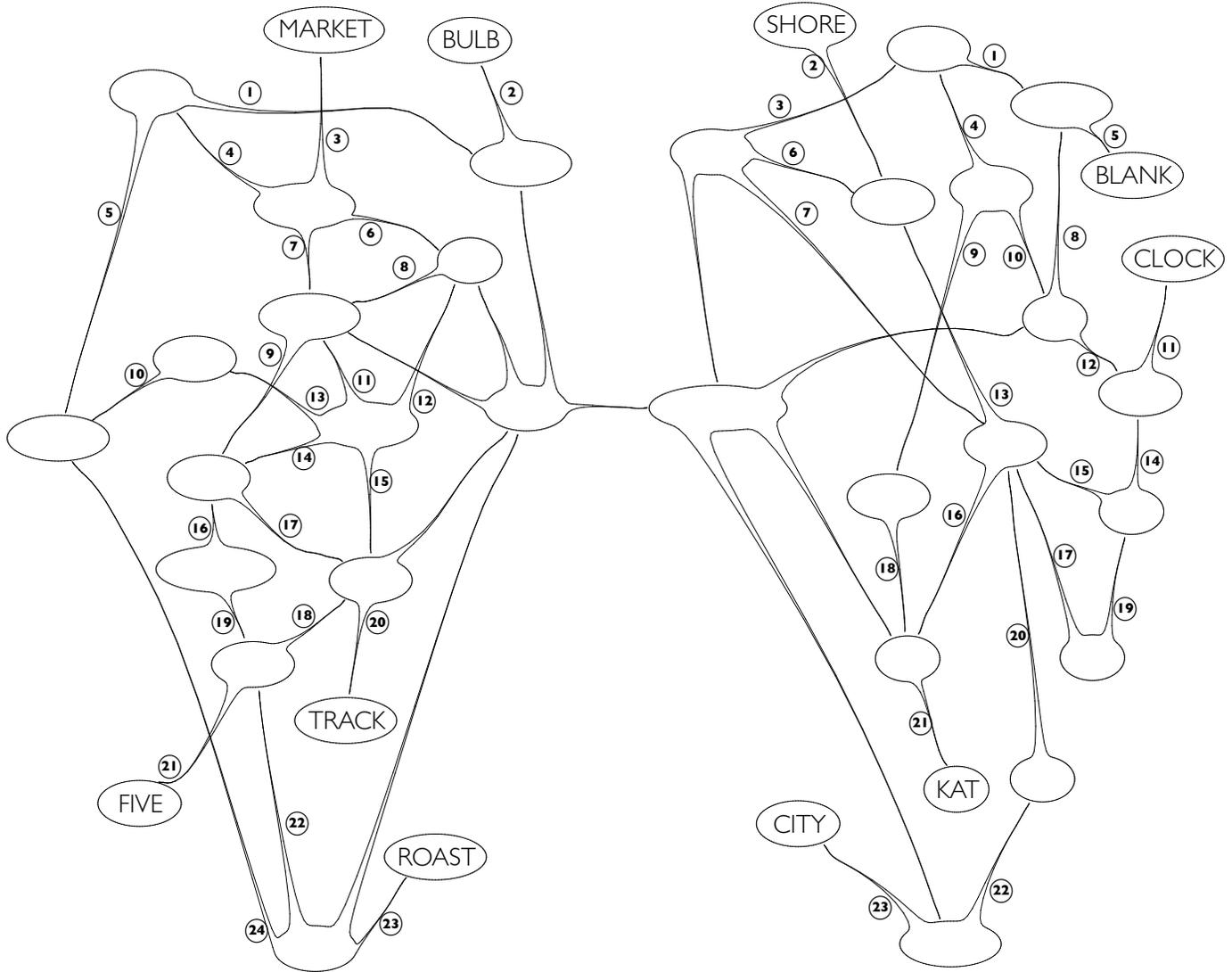
PUZZLED PINT

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Ten

Experiments at Hawkins National Laboratory caused connections to form in the brains of their subjects, though only a few of their effects are known. Subject Eleven developed many psychic powers, but before her there was subject Ten, the first to develop a connection across the two halves of the brain. What was Ten's power?



LEFT

- | | |
|---------------------|------------------------|
| ① Nighttime glow. | ⑬ Lucky U. |
| ② Edison idea. | ⑭ Joshing around. |
| ③ Big store. | ⑮ Saddle location. |
| ④ Perigee syzygy. | ⑯ Air a song too much. |
| ⑤ Country liquor. | ⑰ Listen to a tape. |
| ⑥ Kent alter-ego. | ⑱ Return. |
| ⑦ USSR or USA, e.g. | ⑲ Catch up and pass. |
| ⑧ People at work. | ⑳ Retrace your steps. |
| ⑨ Hockey advantage. | ㉑ Rest a moment. |
| ⑩ Airport amenity. | ㉒ Comical surprise. |
| ⑪ Engine unit. | ㉓ Cook on a pole. |
| ⑫ Rider. | ㉔ Polish with saliva. |

RIGHT

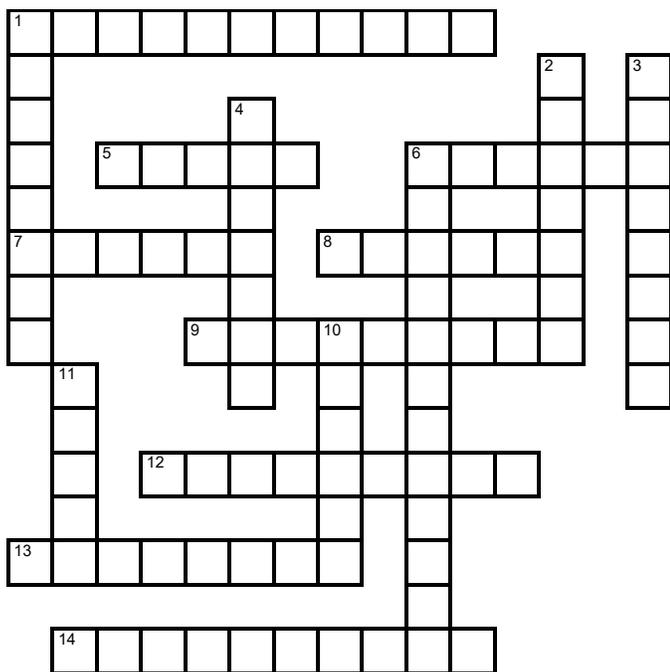
- | | |
|-------------------------|----------------------------------|
| ① Cheap pen. | ⑬ Marching band section. |
| ② Ocean's edge. | ⑭ Hearable distance. |
| ③ US schoolyard game. | ⑮ Tympanic membrane. |
| ④ Soccer foul. | ⑯ Set of traps. |
| ⑤ At close range. | ⑰ What a toy soldier might play. |
| ⑥ Rockettes act. | ⑱ Bob The Builder's box. |
| ⑦ Foot pedal bass. | ⑲ Tone-deaf. |
| ⑧ Where you get mugged. | ⑳ Crude barrel. |
| ⑨ File or pliers, e.g. | ㉑ Four bar chocolate. |
| ⑩ Pistol. | ㉒ Engine lubricant. |
| ⑪ Basketball timer. | ㉓ Detroit, colloquially. |
| ⑫ Retort. | |

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Ready Player One

Like all '80s kids, Will, Mike, Lucas, and Dustin spent a ton of quarters at the arcade. Especially when their number-one game cost fifty cents!

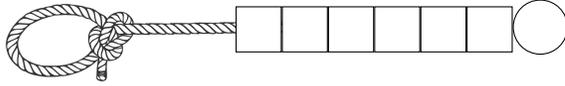


1. D ↓ ↓ F ↓ ↓ ↓ D ⇒ ⇒ ⇒ ⇒ ↓ ↓ ⇒ ⇒ ⇒ ⇒ ↑ ↑ □
2. R ↓ ↓ ↓ ↓ ↓ G ↓ ⇐ ⇐ ⇐ P ↓ O ↓ ↓ □
3. P ↓ ↓ ⇐ ⇐ ↓ P ↓ ⇐ ⇐ ⇐ ⇐ □
4. ↓ ↓ ↓ ↓ ↓ ⇒ ⇒ ⇒ ⇒ ⇒ ⇒ ⇒ ⇒ ↑ ↑ ↑ ↑ ⇒ ↓ C ↓ □
5. ⇒ B ⇒ ⇒ ↓ ↓ ↓ ↓ ⇒ ⇒ T ↓ ↓ □
6. ↓ O ↓ L ⇒ ⇒ G ⇒ ↑ ↑ ⇐ □
7. ⇒ ⇒ G ⇒ ⇒ ⇒ ↓ ↓ ⇒ ⇒ ⇒ ↓ ↓ ↓ ↓ ↓ ↓ ⇐ ⇐ ⇐ □
8. G ⇒ A ⇒ ↓ ↓ ⇐ I ⇐ ⇐ N ⇐ ⇐ □
9. ⇒ ↑ ↑ ⇐ ⇐ ⇐ ⇐ ⇐ ↑ ↑ ↑ ↑ ⇒ R ⇒ ⇒ G ⇒ ⇒ ⇒ □
10. ⇐ ⇐ ↑ ↑ G ↑ ↑ ⇐ □
11. J ↓ ↓ ↓ S ↓ ⇒ ⇒ W ⇒ ⇒ ⇒ ↑ ↑ ⇒ ⇒ ↓ ↓ ↓ ↓ □
12. ⇒ S ⇒ ⇒ ⇒ ↓ ↓ ⇐ R ⇐ ⇐ ⇐ R ⇐ □
13. ⇒ ⇒ ⇒ ⇒ ⇒ ⇒ ↑ ↑ ⇒ ⇒ ⇒ ↑ ↑ ↑ ↑ ↑ ↑ ⇒ ⇒ □
14. ⇒ ⇒ ⇒ K ⇒ ⇒ ⇒ ⇒ ↑ ↑ ↑ T ↑ ⇐ ⇐ ⇐ □



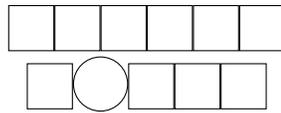
The Upside-Down

The Upside-Down is like our world, only evil. The two are connected by disorienting portals. To explore the Upside-Down, tie the rope to your waist for safety and plunge through.

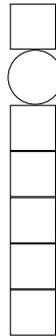


BRUCE
BANNER

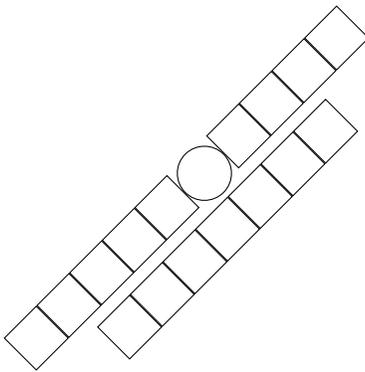
VERBAL
KINT



JACOB



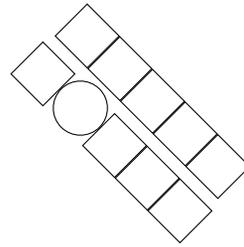
DR. JEKYLL



ANAKIN
SKYWALKER

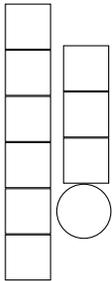


MR. KRUPP

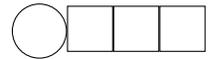


2ASHA
FIERCE

BIZARRO



HEISENBERG



through.

boards. To explore the Upside-Down, tie the rope to your waist for safety and bring the Upside-Down is like our world, only evil. The two are connected by disorienting

The Upside-Down



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