

# Century: A Meta Puzzle

The Century series of board games is made up of Century: Spice Road, Century: Eastern Wonders and Century: A New World. There are rules to combine the games, so you could play the first two together to make a new game, or all three, and so on for seven total possibilities! Below, the four puzzles from this month's set have been combined in different ways, using either theme or mechanics or both. Solve all these new puzzles to work out what happens when you combine these games and puzzles!

--	--	--	--	--	--	--	--	--	--	--	--

## CODESPAN

Three agents come back from a secret mission. Each agent sends a secret message to the spymaster. Any agents who are true to the mission tell the spymaster the truth. The other agents, if there are any, are double agents, and lie to the spymaster. Which agents (if any) are true to the mission, and which (if any) are double agents?"

- Agent M: Exactly one of us is a double agent.
- Agent W: Exactly one of us is true to the mission.
- Agent E: All of us are double agents.

--

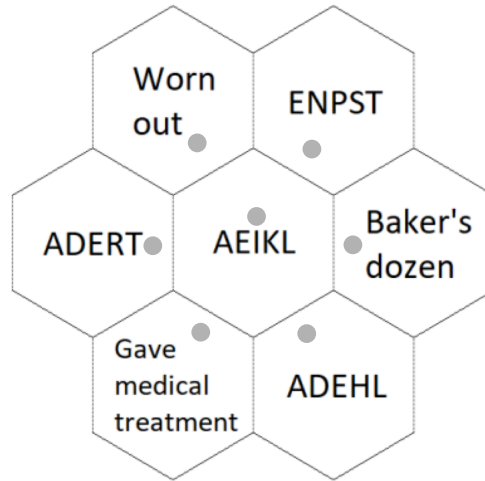
## WINGJam

- |       |             |             |                                 |
|-------|-------------|-------------|---------------------------------|
| ACORT | •<br>○<br>• | ○<br>○<br>○ | Speeches at weddings.           |
| AEGRT | •<br>•<br>• | ○<br>•<br>○ | Vital archery equipment.        |
| AOST  | •<br>•<br>• | •<br>•<br>○ | Drives faster than is legal.    |
| EDPS  | •<br>○<br>○ | •<br>○<br>○ | Apparitions of the once living. |
| IPRST | ○<br>•<br>• | ○<br>•<br>○ | Bugs Bunny's favorite snack.    |

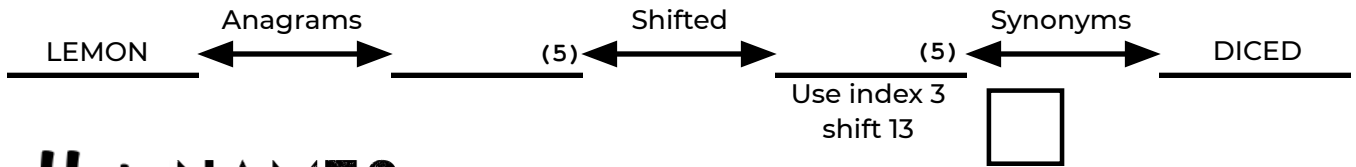
--	--	--	--	--

## Letter Haven

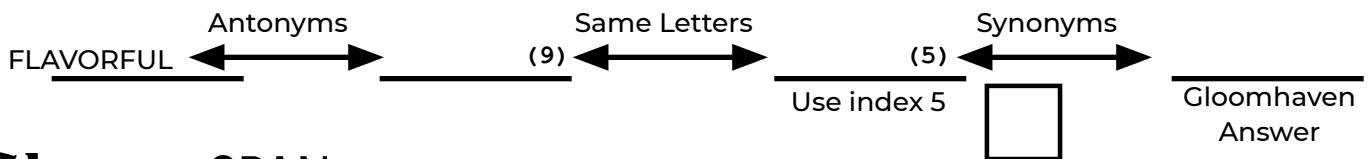
Connect the dots of adjacent hexes with a line if they go together.



## CODEHaven



## Letter NAMES



## GloomSPAN

On this board, each monster attacks a different player.

