



# June 2020 Answer Sheet

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!
- **If your location is running virtual**, go to the location page and find out how to contact your local GC. <http://www.puzzledpint.com/june-2020/yourturn/>
- **If you don't have a printer**, check out the solving Google sheet available on the puzzles page.

## The Puzzles

- Each puzzle will solve to a short word or phrase. How? 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

- How did tonight go? Email us at [Feedback@puzzledpint.com](mailto:Feedback@puzzledpint.com)
- 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>.



July is the 10th Anniversary of Puzzled Pint!  
We made special T-shirts just for the occasion.  
Order now until June 14th at  
<https://www.bonfire.com/10th-anniversary-t-shirt/>



| Puzzle Answers         |  |
|------------------------|--|
| Letter Jam             |  |
| Wingspan               |  |
| Codenames              |  |
| Gloomhaven             |  |
| Century: A Meta Puzzle |  |

Team Name:

Start Time:

Team Size:

End Time:



# Letter Jam

In Letter Jam, players will see four or five letters and are tasked with coming up with words made up only of these letters (including possibly multiple uses of each letter). Pair up the sets of letters with definitions for words you can make using those letters. Each set of letters matches up with one definition, which leaves you with one definition left over.

ABENT ●

ACLNT ●

AEGLR ●

AELT ●

AGNMR ●

ALNT ●

BORSU ●

CEORS ●

DELS ●

GINR ●

IMPS ●

B

C

D

E

G

F

H

I

K

L

M

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T

U

W

P

Y

● A child who tells on other children.

● The name of a U.S. state and river.

● The city where the author of this puzzle lives!

● "The IT Crowd" countdown answer.

● People wielding powerful magic.

● A word formed by rearranging letters.

● Mouthwash user.

● Official language of Andorra.

● Lacking meaning.

● Some varieties of watermelon.

● What the Cheshire cat is probably doing.

● A snake eating its own tail.

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# WINGSPAN

In Wingspan, you own a bird aviary and try to collect the birds that will earn you the most victory points (VPs). Once, while playing a game, your board got knocked over and all your bird cards fell out of order. Fortunately, you remembered some things about the correct arrangement of the cards. Note: by 'adjacent' is meant only horizontal or vertical contiguity.

Cut out the cards below (along the dashes, the dots should be on the cards) and rearrange them to the proper game state to work out one way you can get extra victory points to win the game!

1. The birds formed a rectangle that was 2 birds wide and 4 birds high.
2. The bird that doesn't eat invertebrates was in the left column.
3. Each bird with a cavity nest was directly below a bird with a bowl nest.
4. The birds in the third row had exactly the same habitats.
5. Each bird that likes fruit was adjacent to another bird that likes fruit.
6. The first row had one wild nest and one bowl nest.
7. The bird with the ground nest was not adjacent to the bird with the wild nest.
8. The American Robin was in a different column than the Eastern Screech Owl.

## Habitats:

- Forest
- Grassland
- Wetland

## Food:

- Invertebrate
- Seed
- Fruit
- Fish
- Rodents

|   |  |   |   |
|---|--|---|---|
| <b>American Robin</b><br>Habitat:<br>Diet:<br>Nest: Bowl<br>VPs: 1<br>Wingspan: 43cm        | <b>Barn Swallow</b><br>Habitat:<br>Diet:<br>Nest: Wild<br>VPs: 1<br>Wingspan: 38cm | <b>Bewick's Wren</b><br>Habitat:<br>Diet:<br>Nest: Cavity<br>VPs: 4<br>Wingspan: 18cm     | <b>Chipping Sparrow</b><br>Habitat:<br>Diet:<br>Nest: Bowl<br>VPs: 1<br>Wingspan: 23cm      |
| <b>Eastern Screech Owl</b><br>Habitat:<br>Diet:<br>Nest: Cavity<br>VPs: 4<br>Wingspan: 51cm | <b>House Finch</b><br>Habitat:<br>Diet:<br>Nest: Bowl<br>VPs: 3<br>Wingspan: 25cm  | <b>Lincoln's Sparrow</b><br>Habitat:<br>Diet:<br>Nest: Ground<br>VPs: 3<br>Wingspan: 20cm | <b>Pileated Woodpecker</b><br>Habitat:<br>Diet:<br>Nest: Cavity<br>VPs: 4<br>Wingspan: 74cm |

# CODENAMES



In the game Codenames, one is given a word as a clue to some other words on the board. In this puzzle, the usual Codenames rules are broken. This time, you will be given clues that are either antonyms, synonyms, or anagrams of other words that are, in turn, antonyms, synonyms, or anagrams of the words on the board. In other words, every clue will be two steps away from the clues on the board. Each of the nine boards below has two words **flagged** in this way by the clue word. Who came up with these crazy rules anyway?

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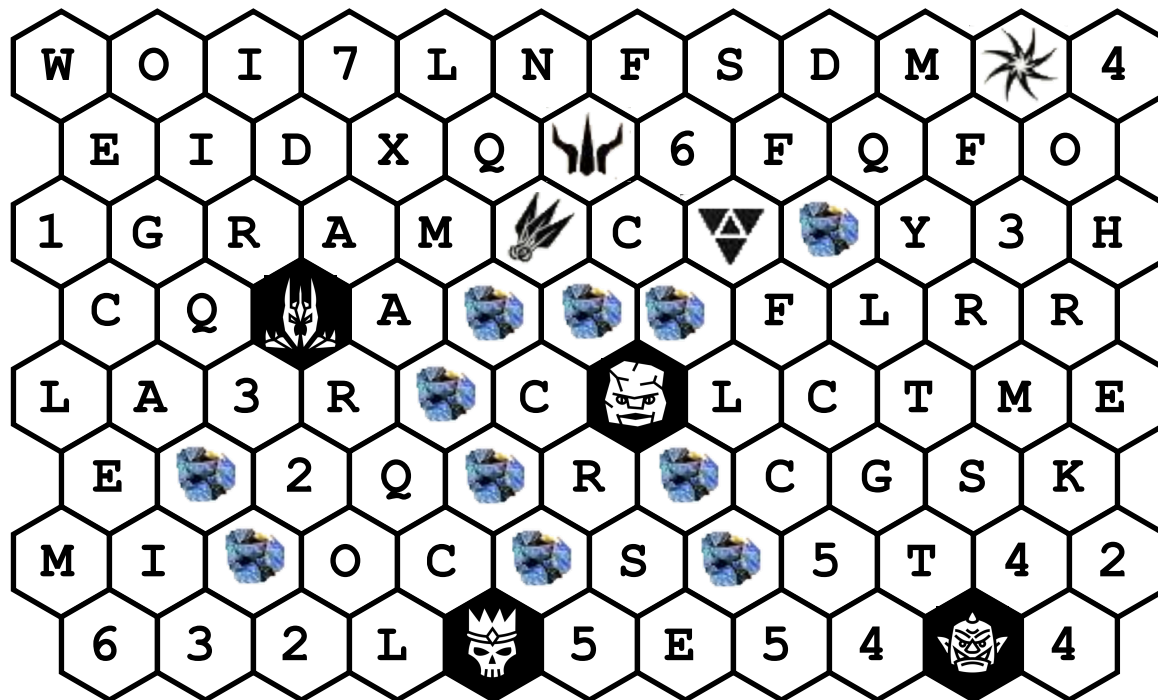
|          |            |         |           |             |         |         |           |        |
|----------|------------|---------|-----------|-------------|---------|---------|-----------|--------|
| SEVEN    | WORLD      | ABOUT   | PUBLIC    | DOUBLER     | POINT   | BABBLE  | MARCH     | BOLT   |
| GATHER   | 1) Angel   | TIME    | OBSERVES  | 2) Stone    | LARGE   | GRACE   | 3) Marble | HIKER  |
| COMPANY  | BUTTON     | LIVED   | WHALE     | BRIDGE      | WITCH   | VACUUM  | HORSE     | LEAD   |
| MATCH    | RING       | COTTON  | POLICE    | ORGAN       | LEMON   | LEAF    | STABLE    | JUMPER |
| SEAL     | 4) Hates   | SOLVE   | TELESCOPE | 5) Space    | STREAM  | SCRIBED | 6) Tower  | DREAM  |
| WARMS    | GUITAR     | ROSE    | CLOAKS    | FOOTSTEPS   | DELTA   | RAM     | MISS      | PIERS  |
| SHIPMENT | WARBLER    | VOLCANO | STORY     | FLOOD       | WORDIER | MOON    | ALPS      | CHURCH |
| PATIENT  | 7) Fighter | GREECE  | VIOLET    | 8) Stressed | WIZARD  | REVIEW  | 9) Tear   | HERDS  |
| PALM     | BOSS       | TEA     | TORNADO   | SWEETS      | RAT     | STICK   | SERVER    | GROUND |

# Gloomhaven

In Gloomhaven, players choose scenarios where they usually have to kill all the monsters. In this scenario, it's currently the monsters' turn. In order, each monster will take its turn moving to the closest hex adjacent to a player's character and then attack, following these rules:

1. Monster 1 starts first and follows these rules and completes their turn, then Monster 2 will take their turn, followed by Monster 3 and then Monster 4.
2. Each monster on their turn finds the closest unattacked character to them using a legal path. See rule 4 for what is considered a legal path.
3. The monster will then moves until they are adjacent to the target character.
4. Spaces that contain obstacles, characters, or the original monster locations are not considered hexes, so the monsters cannot move through these. All other spaces are considered hexes.
5. Record the monster movement by drawing lines below.

Note that each monster has a hit point value, indicating how much more damage needs to be done to kill them. These hit point values might **shift** the players' priorities. When the monsters' turn is over, the characters have all survived! What is it the characters are hoping to do on their turn?



Monster 1, HP = 24/26



Monster 2, HP = 19/26



Monster 3, HP = 17/26



Monster 4, HP = 7/26

Characters:



Spellweaver



Scoundrel



Triforce



Brute



Obstacle