

OH, THE PLACES YOU'LL GO!

Thing One and Thing Two are cleaned up from their baths.

They now enter the world and must **take different paths**.

The places they go will all be dynamite

if one wisely goes Left when one wisely goes Right.

Thing One wants to swim and might jump in a _____

while Thing Two cleans up new fallen leaves with a _____.

Thing One sees the end of a firefly _____

while Thing Two likes to water his plants so they'll _____.

Thing One's bungee _____ lets him bounce down and up

but Thing Two caught a _____ from the germs on his pup.

Thing One dodges _____, frozen rain from the sky,

while Thing Two combs his _____ and then blow-dries it dry.

If they follow their paths then the letters they pass on

reveal one of famed Dr. Seuss's great passions!

THING ONE AND THING TWO



THING ONE'S PATH

THING TWO'S PATH

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May 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!

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
- We're an all-volunteer organization.
 - Help us run locally: Talk with Game Control about how you can volunteer.
 - Help us run globally: <u>https://www.patreon.com/PuzzledPint</u>.

Team Size:

 Puzzle Answers

 Green Eggs and Ham

 Crazy Creatures and Lands

 McBean's Machines

 Thing One and Thing Two

 Meta: Who's in Whoville?

Start Time:

End Time:

GREEN EGGS AND HAM





Sam-I-Am and Guy-Am-I shared Green Eggs and Ham once Guy gave them a try. Guy-Am-I is a ham-loving hound. He **loves having ham** when he's walking around. Sam-I-Am is a colorful male. He takes **colorful steps** at each step of his trail. They both want to meet and then break while they eat, but they both have peculiar needs for their feet. But **what are the paths on the trail that they take**? And **what do they eat** when they're taking their break? The **off-trail locations** will give you instructions. So now start your solving! No more introductions!



What do they eat when they're taking their break? (7, 8)



GREEN EGGS AND HAM

OPTIONAL PRINTABLE SOLVING GRID





CRAZY CREATURES AND LANDS



There is a land named **Ba-Nono-Sli-Cro-Sem-Bra**! **Puzzles are stacked** there to save precious pa-per-ah! Creatures live there like the zink and the quidgited. Solve now to answer: **Which creature's prohibited**?



Cro

Across and Down

- 1. Kissed and caressed amorously (6)
- 2. Relating to horses (6)
- 3. Lie or sit close and snuggle (6)
- 4. Take someone to obtain a ransom (6)
- 5. Braid or intertwine (6)
- 6. Make farther down, as when digging a hole (6)

Ba	-	-	

Nono								









PUZZLE GUIDE

Ba: Modified - The object is to fill the grid with the ships shown at the bottom of the puzzle horizontally or vertically. The numbers to the right of the rows show how many squares to the left of the number are filled with ship pieces. The numbers below the columns show how many squares above the number are filled with ship pieces. Ships may not have pieces directly adjacent to pieces of other ships.



Sample empty and completed puzzles

IMPORTANT NOTE: Ba-Nono-Sli-Cro-Sem-Bra-nian puzzles *allow ships to be diagonally adjacent!*

Nono - The object is to fill the grid with black or white filled squares. The numbers to the left of the rows show the number of black segments and their lengths in the corresponding rows. For example, 4 5 would indicate a black segment of length 4 and a black segment of length 5, separated by at least one white square. The numbers above a column indicate similar black segments below the numbers.

					2	1							2	1	
		1	2	5	1	2	4			1	2	5	1	2	4
	4								4			(;;;			
2	1							2	1	<u> </u>					
1	2				1			1	2					ļ.	
	4								4						
	2		3		3		3	8	2	3				37	
	2								2					1	

Sample empty and completed puzzles

Sli - The object is to draw a single loop joining the corners of grid points with only horizontal and vertical line segments. Each number in the grid represents how many of the 4 borders of that grid-square are segments of the loop. The loop cannot touch itself or cross itself. All line segments drawn must be part of the loop.

			1						1						1		
2		1			0	2					0	2		1			0
2		0	0			2		0	0			2		0	0		
3	1		0	1	1	3	1		0	1	1	3	1		0	1	1
2	3		1	1	1	2	3	[1	1	1	2	3		1	1	1
		2						2						2	- 8		

Sample empty, partially and fully completed puzzles

MCBEAN'S MACHINES





The Star-Belly Sneetches had bellies with stars. The Plain-Belly sneetches had none upon thars. Then one day Sylvester McMonkey McBean came up to the Sneetches with lots of machines. See, some of his gizmos could take away stars, while other fine gadgets put stars back on thars. He also brought number-o-change-o contraptions that **smashed up their numbers** without using fractions. But **some of the widgets contained screwy labels**! Please solve all the mysteries if you might be able!

Machine	Function	Example Input	Example Output
А	Plus 1	3	4
		17	18
В	Minus 1	3	2
		17	16
C	Times 2	3	6
		17	34
D	Square Root	4	2
		9	3
E	Prime	1	2
	Index	2	3
	(in order)	3	5
		4	7
		5	11
??	Letter Count	3	5
		17	9
??	Ones Digit	3	3
		17	7
??	Plus 10	3	13
		17	27
??	Reverse Digits	3	3
		17	71



MCBEAN'S MACHINES

INPUT



What are McBean's Machines made from? (12)

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THING ONE AND THING TWO



Thing One and Thing Two like to **walk as a pair**. They walk with some friends that some people compare. Friends walk with **one friend on the left OR the right**.

And things might make sense! Yes now, really, they might!

- 1. A place sticking out horizontally off a roof that people who had too much to drink the night before might convene under the next morning (8 8)
- 2. A short recess to grab a drink in the middle of a hot workday on a barrier protecting a harbor (10 5 5)
- 3. A spewing hot-spring named after one of Google's founders (6 6)
- 4. A strategic action using a tiny brand-name mint (6 6)
- 5. Sitting atop a galloping horse named after actress Bergman (6 6)
- 6. Groups of icons found at the top of desktop office applications that let you open, save, or print a pub seat (8 8)
- 7. Hot rooms in spas in the capital of The Bahamas (6 6)
- 8. Radiate out one part of a list (4 4)
- 9. What fire-fighters might do at the end of a long day, but in a smoky, breezy place if the fire is still raging (4 4 8)
- 10. When Beavis calls it when he taps his noggin with his friend (8 8)
- 11. What baby Jesus might have laid in if he was born in Berlin instead of Bethlehem (6 6)



What might you hope for at the end of this evening? (4 4)

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META WHO'S IN WHOVILLE?



The Whos down in Whoville use curious signs to write out their curious writing on lines. Now use what you know to help show you the way to find what the Whos have decided to say.



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BONUS: YERTLE THE TURTLE

Yertle the Turtle and Tack the Yak were **best-friends** in grade school and never looked back! They're throwing a party for **best-friends like they-are**. Who are the invitees? The party is whe-ere?

Yertle
Cardboard container, or to spar in a ring (3)
Desired result, especially in soccer or hockey (4)
Front of a ship, or to bend at the waist (3)
Green Monopoly structure (5)
Growth of bacteria or virus in a petri dish (7)
Signal a taxi, or frozen precipitation (4)
User of a loom (6)

Tack Big tub in a brewery or winery (3) Dots and dashes (5) Dump water overboard (4) Obese (3) The "C" in TLC (4) Trap, or type of drum (5) Water-filled defensive ring (4)

