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
- 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 ●

A   B   C   D   E   F   G   H   I   K   L   M   N   O   P   R   S   T   U   W   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

American Robin

Habitat: 🌲🌱
Diet: 🐛🍒
Nest: Bowl
VPs: 1
Wingspan: 43cm

Barn Swallow

Habitat: 🌱🌊
Diet: 🐛
Nest: Wild
VPs: 1
Wingspan: 38cm

Bewick's Wren

Habitat: 🌲🌱🌊
Diet: 🐛🌱
Nest: Cavity
VPs: 4
Wingspan: 18cm

Chipping Sparrow

Habitat: 🌲🌱
Diet: 🐛🌱
Nest: Bowl
VPs: 1
Wingspan: 23cm

Eastern Screech Owl

Habitat: 🌲
Diet: 🐛🐀
Nest: Cavity
VPs: 4
Wingspan: 51cm

House Finch

Habitat: 🌲🌱🌊
Diet: 🌱🍒
Nest: Bowl
VPs: 3
Wingspan: 25cm

Lincoln's Sparrow

Habitat: 🌲🌱🌊
Diet: 🐛🌱
Nest: Ground
VPs: 3
Wingspan: 20cm

Pileated Woodpecker

Habitat: 🌲
Diet: 🐛🍒
Nest: Cavity
VPs: 4
Wingspan: 74cm

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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
GATHER	1) Angel	TIME
COMPANY	BUTTON	LIVED

PUBLIC	DOUBLER	POINT
OBSERVES	2) Stone	LARGE
WHALE	BRIDGE	WITCH

BABBLE	MARCH	BOLT
GRACE	3) Marble	HIKER
VACUUM	HORSE	LEAD

MATCH	RING	COTTON
SEAL	4) Hates	SOLVE
WARMS	GUITAR	ROSE

POLICE	ORGAN	LEMON
TELESCOPE	5) Space	STREAM
CLOAKS	FOOTSTEPS	DELTA

LEAF	STABLE	JUMPER
SCRIBED	6) Tower	DREAM
RAM	MISS	PIERS

SHIPMENT	WARBLER	VOLCANO
PATIENT	7) Fighter	GREECE
PALM	BOSS	TEA

STORY	FLOOD	WORDIER
VIOLET	8) Stressed	WIZARD
TORNADO	SWEETS	RAT

MOON	ALPS	CHURCH
REVIEW	9) Tear	HERDS
STICK	SERVER	GROUND

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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 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?
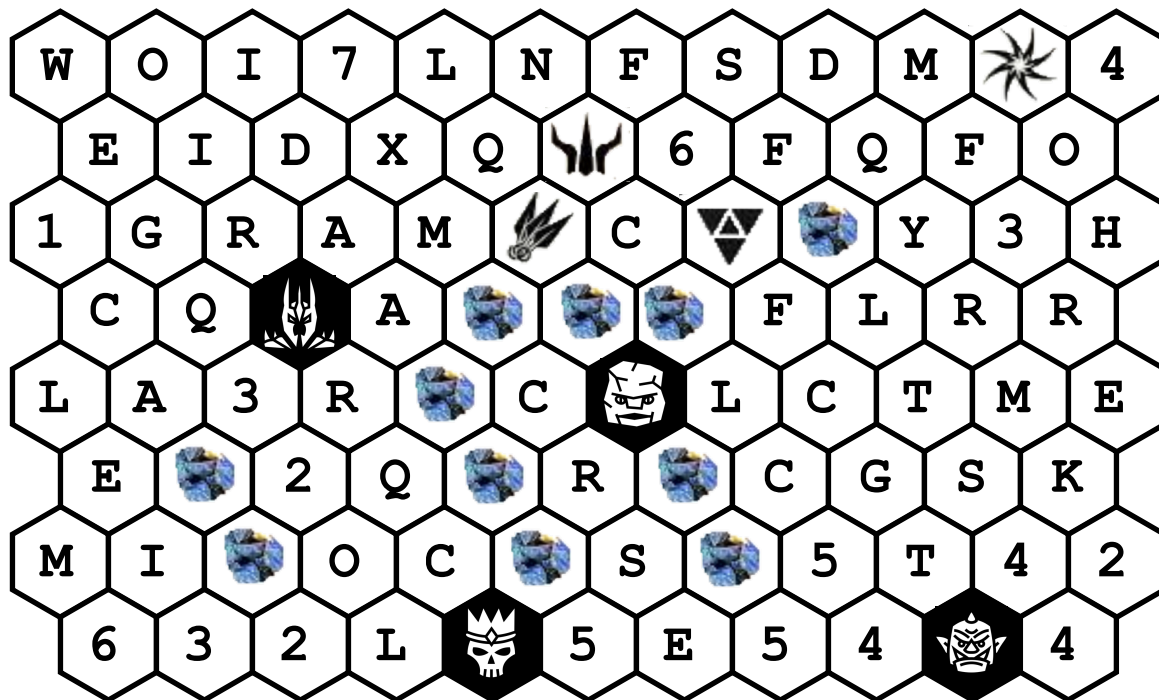
Monster 1, HP = 24/26

Monster 2, HP = 19/26

Monster 3, HP = 17/26

Monster 4, HP = 7/26

Characters:

Spellweaver

Scoundrel

Triforce

Brute

Obstacle