



August 2018
Solutions

Location Puzzle - Like No One Ever Was

Overlaying the mirror images of the Pokémon reveals a message using the Pig Pen cipher (where the open circles represent no dot, and the filled-in circles represent a dot).



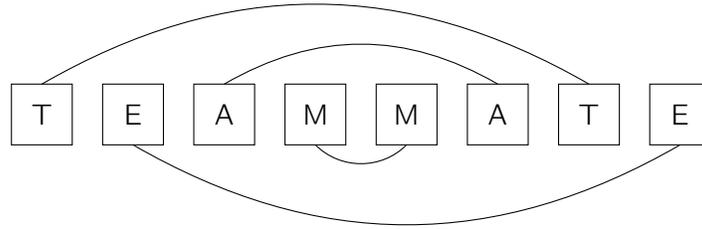
The solution is VERY BEST. (The Pokémon cartoon’s theme song includes the lyrics “I want to be the VERY BEST, like no one ever was.”)

Puzzle 1 - Tutorial Crossing

The *mixed up* tutorial guy asserts that “Only a trainer that has one of these can possibly become HIP-CONAM.” HIPCONAM is an anagram of CHAMPION, hinting players to search for anagrams of the seven given words within the grid.

I	J	I	W	U	L	O	R	A	M	N	P
Y	D	H	S	U	T	L	B	Q	O	Q	H
A	S	T	H	O	G	T	J	I	L	M	S
Y	Y	F	V	F	C	W	S	D	N	T	N
E	M	G	X	C	W	F	R	G	R	I	E
R	D	G	B	O	Z	Y	S	H	A	Y	J
Y	D	N	S	R	P	Y	G	O	F	Y	K
Y	G	I	I	T	A	G	A	O	N	D	R
I	H	B	V	W	B	S	C	I	W	W	F
G	L	E	C	E	T	C	I	R	P	R	U
S	P	E	T	A	N	Z	B	E	U	V	Q
E	K	T	F	X	D	W	H	Z	Y	T	C

Since the name of the puzzle is *Tutorial Crossing*, using the letters AEMT where the words cross yield the following word:



Puzzle 2 - Clearing the Way

This puzzle is solved by ordering the Pokémon alphabetically, then converting the appropriate level for each using $A = 1, B = 2$, etc.

- Abra: $P = 16$
- Beedrill: $R = 18$
- Clefairy: $U = 21$
- Dugtrio: $D = 4$
- Ekans: $E = 5$
- Fearow: $N = 14$
- Geodude: $C = 3$
- Haunter: $E = 5$

The solution is PRUDENCE.

Puzzle 3 - The Name Rater

Seven of the names can be verified to be excellent, as shown below, substituting A for all vowels and B for all consonants.

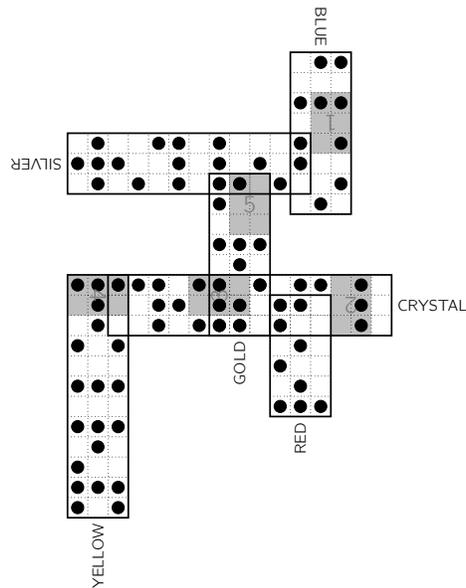
- **MANKAY** 4A->BA->BAB->BABBAB
- *ULTRAMON* (non-excellent)
- **OMASTARE** 16A->ABABBABA
- *VOLTEON* (non-excellent)
- *GENGASKHAN* (non-excellent)
- *EEVOL* (non-excellent)
- **NOHTYP** 16A->BABBAB
- *SLIQUID* (non-excellent)
- **ICHU** 8A->ABBA
- **KADABARA** 4A->BA->BABABABA
- *AERODYCTL* (non-excellent)
- **EWE** 8A->8AB->ABABB->ABA
- *PARACENT* (non-excellent)
- *DRAGONAT* (non-excellent)
- **RAGMAR** 4A->BA->BAB->BABBAB

The solution MONIKER uses the first letter of each Excellent nickname, and is another word meaning “nickname” (but is not Excellent as a nickname).

(How do we know that the non-excellent names cannot be constructed using the Name Rater rules? Since vowels are always doubled or subtracted by 3 when creating excellent nicknames, and the basic excellent nickname A has exactly one vowel, it is impossible for an excellent nickname to have a multiple of 3 vowels in a word. Thus any words that has 3 vowels cannot be excellent.)

Puzzle 4 - Hitting the Gym

The blind Gym Leader suggests finding a way to criss-cross the given words in the grid using Braille. There is exactly one way to do this, involving various orientations for each word. (To get started, note that there is only one option for RED, and if you choose the wrong orientation then CRYSTAL cannot fit.)



The numbered regions 12345 yield the solution ULTRA in Braille.

Metapuzzle - Route to Victory

Each Puzzle solution may be mapped to a Pokémon description from the Pokédex.

- Battle 1: TEAMMATE ⇒ “Works well with other Pokémon.” ⇒ Dugtrio
- Battle 2: PRUDENCE ⇒ “Cautious and level-headed.” ⇒ Dratini
- Battle 3: MONIKER ⇒ “Out to make a name for itself.” ⇒ Koffing
- Battle 4: ULTRA ⇒ “Pushes itself to the extreme.” ⇒ Charmander

There’s only one possible assignment of Pokémon that allow the player to have a type advantage against each of the Elite Four:

Elite Four sends out:			You send out:		
Battle 1:	Dugtrio	LV72	VS	Tangela	LV53
Battle 2:	Dratini	LV48	VS	Clefairy	LV44
Battle 3:	Koffing	LV45	VS	Hypno	LV41
Battle 4:	Charmander	LV17	VS	Shellder	LV36

Using the tens digit to extract letters, and the ones digit to order them, these Pokémon reveal the solution NOEFFECT (the Elite Four’s intimidation has “no effect” on the player).

Bonus Puzzle - Smell Ya Later!

Steinape can only be used successfully against Squidiny, and only Flowmage can defeat Emaphant. Of the Pokémon remaining, only Thundora can defeat Burnezam, which leaves Zomtreed to send out against Ariafire. This results in the following grid.

Battle 1 — Lorelei sends out:	E	M	A	P	H	A	N	T
You send out:	F	L	O	W	M	A	G	E
Battle 2 — Bruno sends out:	A	R	I	A	F	I	R	E
You send out:	Z	O	M	T	R	E	E	D
Battle 3 — Agatha sends out:	B	U	R	N	E	Z	A	M
You send out:	T	H	U	N	D	O	R	A
Battle 4 — Lance sends out:	S	Q	U	I	D	I	N	Y
You send out:	S	T	E	I	N	A	P	E

The solution ELITEONE may be found by reading down the diagonal of the grid; that is, from the northwest (the location of Indigo Plateau) to the southeast (the farthest reaches of Kanto).



Missing House Keys

I got your note about your missing house keys. You must be getting impatient for a reply; this is the **second letter** you've sent me today. I'm sorry that you're locked out of your house but there's not much I can say other than....

We lightly charred the bread - then sampled its flavor. (7-6) **TOASTED-TASTED (O)**

While roasting a pig over the fire - we decided to take a seat. (4-3) **SPIT-SIT (P)**

My alleles - make me a subterranean dwarf. (6-5) **GENOME - GNOME (E)**

Winter rain - was the name of a female pig. (4-3) **SNOW-SOW (N)**

A parenthetical statement - would help in a campaign. (5-4) **ASIDE-AIDE (S)**

I'm afraid - that's not anywhere close to here. (4-3) **FEAR-FAR (E)**

The trees were oscillating in the wind - though the storm was far. (5-4) **ASWAY-AWAY (S)**

I'm showing you what - to carry with you. (6-5) **BARING-BRING (A)**

The scent of perfume - makes me want to offer it to buyers. (5-4) **SMELL-SELL (M)**

Despite the abundance of food - I'm not eating. (5-4) **FEAST-FAST (E)**

O	P	E	N	S	E	S	A	M	E
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