

RED LIGHT, GREEN LIGHT



In *Red Light, Green Light*, Gi-hun (Player #456) and 455 other competitors attempt to cross the red finish line by the guards, tree, and animatronic doll before the final round. Each round, the doll announces “Red Light!” or “Green Light!”. During *red light* rounds, players must freeze in place, or risk elimination. During *green light* rounds, players can take one step closer to the finish line. Unfortunately, some players were eliminated because they committed a...

Each row clues a phrase that starts with the word “red” or “green”.

MOVING VIOLATION

“Little” visitors from the red planet

When filling in the blanks, “red” and “green” should be omitted (as shown in the example of “green men”)

R **G** **M** **E** **N** _ _ _ _ _

Boston sluggers

R **G** **S** **O** **X** _ _ _ _ _

A ticked ballot box for the environmental party

R **G** **V** **O** **T** **E** _ _ _ _ _

Third part of an aquatic Dr. Seuss rhyme

As a solving aid,

R **G** **F** **I** **S** **H** _ _ _ _ _

Merlot, for example

each red phrase is the same length as the prior answer,

R **G** **W** **I** **N** **E** _ _ _ _ _

Relationship warning sign

and each green phrase is one letter longer.

R **G** **F** **L** **A** **G** _ _ _ _ _

Mediterranean tree produce that’s picked while unripe

R **G** **O** **L** **I** **V** **E** _ _ _ _ _

Color change of objects moving apart near light speed

R **G** **S** **H** **I** **F** **T** _ _ _ _ _

Norman Osborn's supervillain identity

R **G** **G** **O** **B** **L** **I** **N** _ _ _ _ _

DC superhero with a magic ring

R **G** **L** **A** **N** **T** **E** **R** **N** _ _ _ _ _

Culinary fish sharing part of its name with a kind of turtle

R **G** **S** **N** **A** **P** **P** **E** **R** _ _ _ _ _

The unripe (and often fried) versions of normally red fruits

R **G** **T** **O** **M** **A** **T** **O** **E** **S** _ _ _ _ _

Ralph Nader in the 2000 US presidential election

R **G** **C** **A** **N** **D** **I** **D** **A** **T** **E** _ _ _ _ _

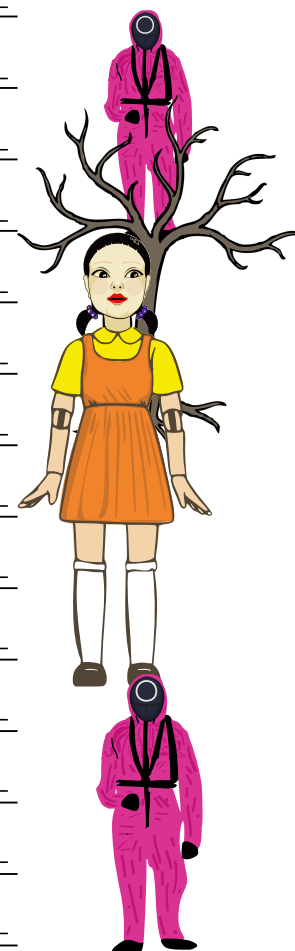
Oxygen carrier (2 words)

R **G** **B** **L** **O** **O** **D** **C** **E** **L** **L** _ _ _ _ _

Sam-I-Am's suggestion (3 words)

The highlighted letters extract in order for the answer.

R **G** **E** **G** **S** **A** **N** **D** **H** **A** **M** _ _ _ _ _

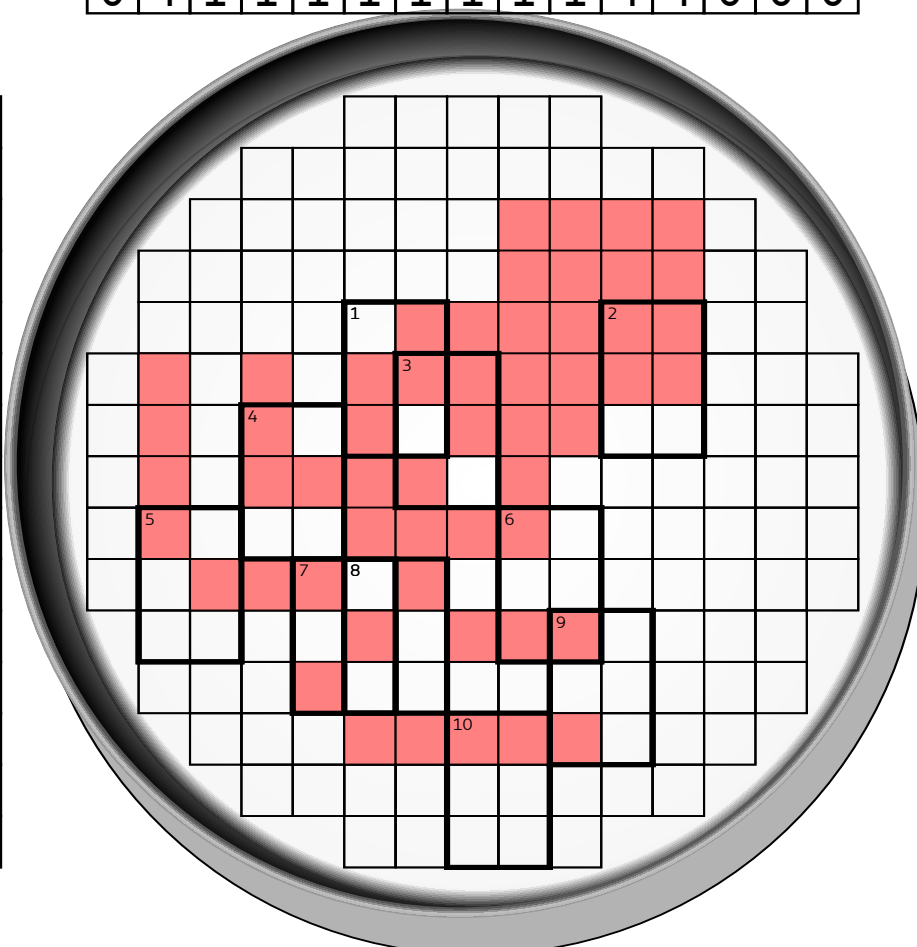
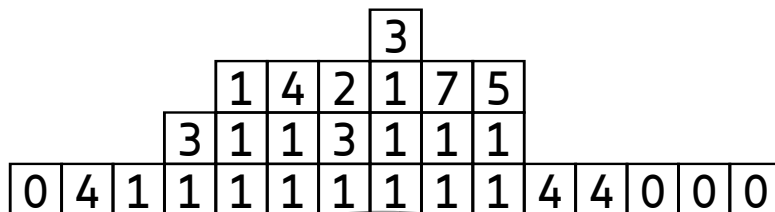
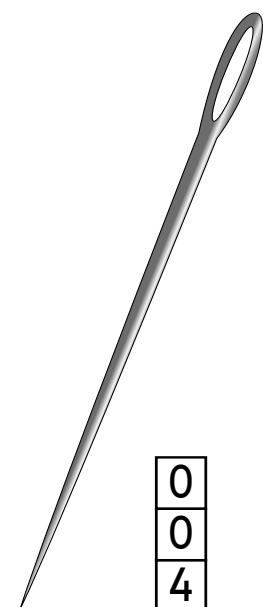
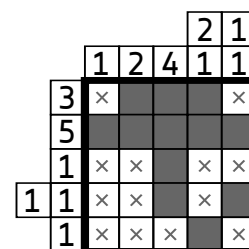
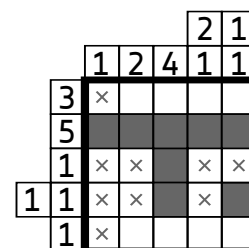
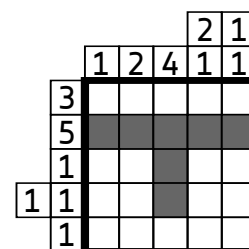
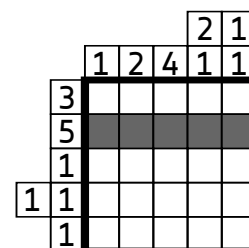
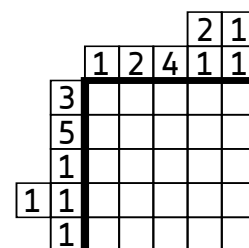




No Sang-hun (Player #119) and the other remaining competitors have been given tins containing needles and round, flat, toffee “honeycomb” candies known as dalgona. They've been tasked with scratching specific shapes out of the brittle treats perfectly on the first try. To make it harder, the shapes are not even drawn on the treats. Instead, each row and column is labeled to show how many squares in that row or column to keep. If a row is labeled “2, 3, 1”, the final treat should include 2 squares in a row, followed by a gap of some size, then 3 squares, then a gap of some size, and finally 1 square. Besides the fact that Sang-hun is having a **hard time seeing** all the tiny details in the candy, what else is contributing to his having such a hard time?

O N E T O U G H C O O K I E
7 3 5 1 7 6 2 4 10 7 7 9 8 5

Example



The fact that the player is having a “hard time seeing” is a hint to use Braille after completing the grid. Each outlined rectangle can be read as a letter in Braille, then written in the corresponding blank(s).



The next game's identity was supposed to be a secret, but someone leaked it to Jang Deok-su (Player #101). In addition to their 3-digit IDs, each player also has an ID word. The pair *Blackbeard* and *Incubator* are acting as team captains for the next game. The players have been instructed to form teams of 10. The captains decide to **pair up** the remaining players who are not on teams yet, then each team selects one player from each pair. *Blackbeard* knows core strength will be important, and therefore picks the player with the **bigger core** from each pair. *Incubator's* team got so frazzled and intimidated that they were eliminated since they...

D I D N O T P U L L I T T O G E T H E R

DIME > CENT	10	C O N D I M E N T	(9)
VERSE > LINE	9	U N I V E R S E S	(9)
TWO > ONE	8	D R I F T W O O D	(9)
LAKE > POND	7	S N O W F L A K E S	(10)
ATOM > ELECTRON	6	A N A T O M Y	(7)
GAME > INNING	5	L I G A M E N T	(8)
APPLE > CORE	4	G R A P P L E S	(8)
POUND > OUNCE	3	C O M P O U N D E D	(10)
BUS > CAR	2	B L O C K B U S T E R	(11)
BEAR > CUB	1	B L A C K B E A R D	(10)

"Bigger core" hints that you should look at the "core" of the words. There is a shorter word hiding inside each long word. These shorter words can be joined into pairs where one is "bigger" than the other, such as an ATOM being bigger than an ELECTRON. The length of each word is listed to help with finding where to write each answer once found. Each word pair has a unique combination of lengths, so each pair has only one possible location. Since ANATOMY and MICROELECTRONICS are the only 7-letter and 16-letter words respectively, and they form a pair, they give a second example (besides the "team captains") to help identify the pattern.

1	I N C U B A T O R	(9)
2	P O S T C A R D	(8)
3	T R O U N C E D	(8)
4	S C O R E B O A R D S	(11)
5	B E G I N N I N G S	(10)
6	M I C R O E L E C T R O N I C S	(16)
7	D E S P O N D E N T	(10)
8	H O N E Y C O M B	(9)
9	D I S C I P L I N E D	(11)
10	E C C E N T R I C S	(10)

GAMES OF CHANCE



For the next game, each of the remaining competitors is given 10 glass balls. To make it to the next round their goal is to play games of chance with the other players until they have 20. The second player below is a little senile, and therefore having a harder time with this game. Why didn't this player make it to the next round?

H E D L O S T A L L H I S M A R B L E S

Player 1 Player one gains a “marble” in each word. The marbles correspond with the letter “O” in the answers.

Drone vacuum cleaner that can sit in midair	H O V E R → H O O V E R
Autopsy practitioner situated near the intersection	C O R N E R → C O R O N E R
Provides orders to special forces operatives	C O M M A N D S → C O M M A N D O S
Possible lumberjack company brand symbol	L O G → L O G O
Silly drawing on a milk container	C A R T O N → C A R T O O N
Critical detail left out of an important assignment	M I S S I O N → M I S S I O N
Attendance-taking barnyard bird	R O S T E R → R O O S T E R
Speech demanding we apportion our goods in wartime	R A T I O N → R A T I O N
2-in-1 hairdresser and bar	S A L O N → S A L O O N
One-masted sailboat that is shipping gruel	S L O P → S L O O P

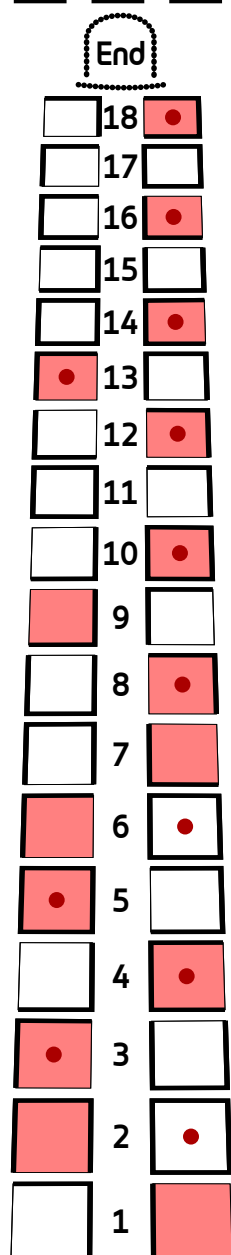
Player 2 Player two loses a “marble” in each word.

Despises spinning tools used for making wood furniture	L O A T H E S → L A T H E S
Working hard installing a ceramic backsplash	T O I L I N G → T I L I N G
<i>Saturday Night Fever</i> CD	D I S C O → D I S C
Branch you can hold for others to dance underneath	L I M B O → L I M B
Portion of the light spectrum between red and yellow	O R A N G E → R A N G E
Photocopies King Leonidas of Sparta's opponent	X E R O X E S → X E R X E S
Place for a male hog to drink with others	B O A R → B A R
Location to lock up part of a string quartet	C E L L O → C E L L
Beer made from a soothing succulent	A L O E → A L E
Use a fishing rod at the seashore	C O A S T → C A S T



The remaining competitors are trying to cross a glass bridge by jumping between spaced glass tiles. Each row has one tempered glass tile, which is strong enough to hold their weight, and one regular glass tile, which they will fall through if they jump on it. The tempered glass and regular glass look nearly identical, except for the ways the light sometimes catches their edges at the right angle. What is the issue that some of the contestants face that's keeping them from safely crossing the bridge?

C H R O N I C P A N E P R O B L E M



End

Contestant 1: I think I can tell the difference between the types of glass just by looking! I'm pretty sure the first one on the left is tempered! Here, watch!"

Contestant 2: ...I guess he couldn't tell after all.

Contestant 3: Does anyone have something we can throw to listen for a difference between the types of tiles?

Contestant 4: I kept a marble from the last competition. Let's throw it at the right side.

Contestant 5: I have good aim. Let me do it.

Marbles: clank-clink-clank-clink-clink-clink-clink-clink-clink

Contestant 6: I've **spotted** all the tiles the marble bounced on. It was every even numbered tile!

Contestant 7: Is there anything else we can throw?

Contestant 8: How about our shoes?

Contestant 9: Everyone throw your shoes at the left side, since we've already learned some about the right!

Shoes: thud. thud. thud.

Contestant 10: Wow, you all have terrible aim. Most of the shoes missed entirely!

Contestant 11: I **spotted** the tiles that we hit with the shoes. They were the 3rd, 5th, and 13th tiles on the left.

Contestant 12: At least we heard the shoes landing on tiles all making the same sound.

Contestant 13: Is there anything else useful we know or can do?

Contestant 14: A few of us overheard guards laughing earlier. One said, "They'll never expect that the last five rows have tempered glass on the same side."

Contestant 15: And the other replied, "Yeah, especially not since the most they'll have seen in a row by then is 2!"

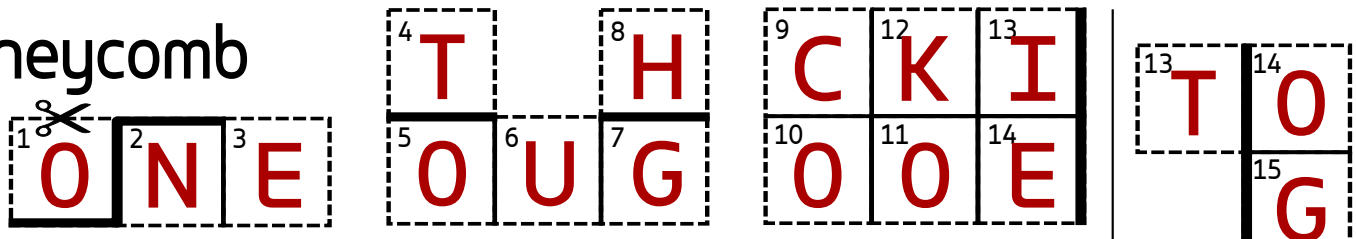
Contestant 16: Come on! Are you waiting for pigs to fly? Let's cross the bridge!

Start

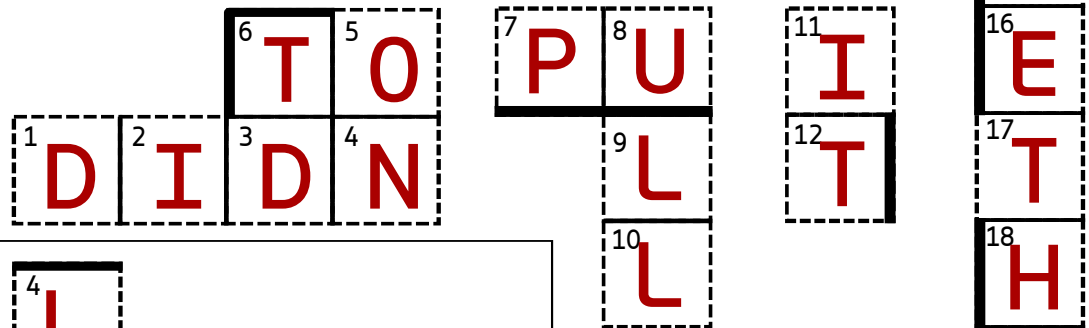


Squid, a Korean tag game, pits together offensive and defensive teams, who start at the squares marked “O” and “D”, respectively. After first moving away from the defense, the offense’s goal is to cut through the shaded defensive zone and return to their starting position, without crossing the dark lines on the field. They must also never cross their own path, except on the square marked “+”. The defense’s goal is to stop them without leaving the defensive zone. VIP spectators dressed as animals are seated around the perimeter of the field watch the game. The number by each VIP shows how many times the offense is in their direct line of sight (counting once for each “O” and “D”, and twice for the “+”). As the offense moves about the field, they have flashbacks about the reasons players were eliminated in the earlier games.

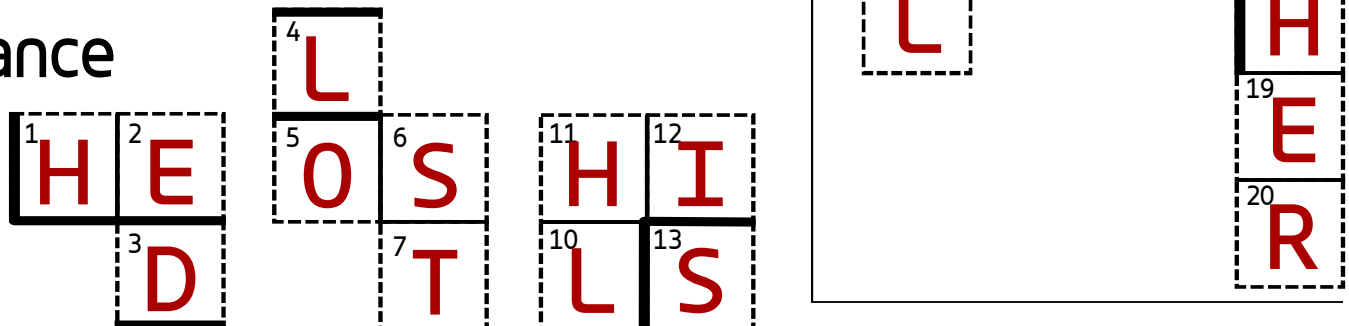
Honeycomb



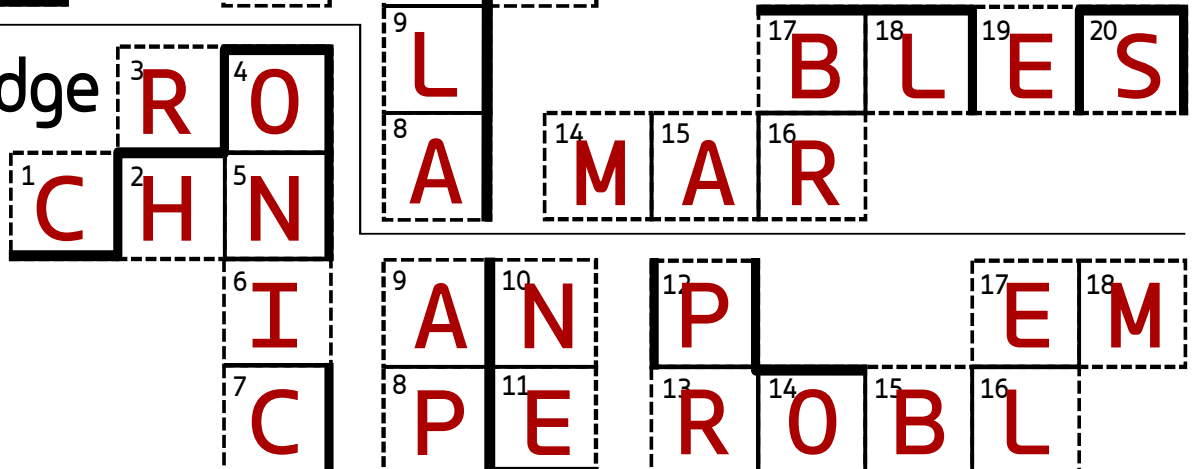
Tug of War



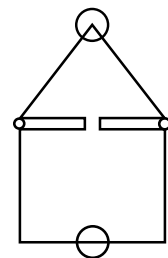
Games of Chance



Glass Bridge



SQUID [META PAGE 2]



What aggressive technique does the offense employ inside the defensive region to win Squid?

T E N T A C K L E S

2		N	D	I	D	M	
	R	O	T	O	C	E	L
2	E	O	N	E	H	R	B
	H	S	C	I	N	O	O
8	T	E	L	+	D	P	R
	E	L	O	S	E	H	P
2	G	B	R	T	L	L	U
	O	T	A	C	K	I	A
2	A	N	M	O	O	E	L
	P	E	T	D	H	S	L
4	I	T	O	U	G	I	H
	7	5	4	10	6	2	4

4

3

5

4



A salesman for the Games has offered Gi-hun ₩100,000 if he can win a simple game. The salesman places a ddakji (folded paper square) on the ground and invites Gi-hun to make a second ddakji, and throw it at the first one hard enough to turn it over to the other side. The salesman provides the following two-page pattern, mentioning that the **dashed** lines are mountain folds, and the **dotted** lines are valley folds. Gi-hun makes a ddakji, and tries throwing it many times, but keeps losing. How did Gi-hun react after finally winning?

H E F L I P P E D O U T

After folding the ddakji, the result is a square that has edges one third the length of the original squares. One face of the square shows a squid face, while the other shows a circle composed of tentacles with suction cups. The suction cups are different sizes. Some are short and some are wide.

The bolded “**dotted**” and “**dashed**” in the description suggest that these can be interpreted as Morse code. When aligning the orientation of the shapes to match this month's logo, a sensible message can be found starting at the top left and reading clockwise around the ring.

