

Eric's 12th Puzzle Party – Spring 2012

Back To Basics

<http://www.ericharshbarger.org/epp/>

DO NOT READ PAST THIS PAGE OR OPEN THE ACCOMPANYING ENVELOPE UNTIL TOLD TO DO SO BY THE REFEREE!

Rules Of The Day

No Internet! You are not allowed to use outside sources of knowledge to solve any of these puzzles. So, no internet, no running to the library to look things up, no calling non-party friends to ask them for answers. You are only supposed to use personal knowledge, paper, pencil/pen, and simple calculators. You should not need any "code sheets" or such; any auxiliary reference pages or charts will be provided with the puzzles. You are also welcome to ask me questions about puzzles if the instructions are unclear or if you are not sure whether or not some action constitutes "using outside knowledge." When in doubt, ask me. I'll be happy to answer questions.

Team Locations. Your team may set up "headquarters" anywhere in the Student Union Building. You may want to be fairly close to *my* headquarters (here) since there will be at least one puzzle located nearby. You will also have to turn in answers to puzzles, so you may not want to be too far away. However, you probably want to stake out a place away from other teams. I will be at this station all day. If crucial errors are found in any puzzles, I will try to inform your team as soon as possible (so be sure to mention to me roughly where your team can be found). You are allowed to leave the Student Union Building if you wish (to go eat, maybe to solve a puzzle or two?), but, again, do not do this with the intention of drawing upon some outside knowledge source.

Puzzles. There are thirteen puzzles described in this folder; each is numbered and titled clearly. Some of the puzzles might have additional props necessary to work with. Such items either are provided in the accompanying envelope or have their location stated.

Eight of the puzzles challenge you to solve them faster than the other teams, and bonus Points are awarded to the teams who solve them soonest. All such puzzles have a clock icon (🕒) next to their title so that you are reminded which ones are time-sensitive. If you do not present a valid answer to me for these puzzles by the end of the party, your team will receive no Points for them. Unless otherwise stated, you are allowed to submit answers again if you your previous solutions were incorrect. However, if there are other teams waiting to speak with me, you will have to wait in line to submit another answer.

The remaining five puzzles are "optimization" puzzles and ask you to maximize a variable score in some way. These generally have to be graded, so you will have to be ready to present your solution to me. Each such puzzle has a deadline (usually earlier than the 6:00pm "End Of Party" time) by when you must submit your puzzle for grading. If you do not submit a puzzle by that deadline (or are not, at least, standing in queue waiting to submit an answer), you will receive no Points for it.

All puzzle pages have the potential Points and any possible early deadlines clearly stated. It is up to you as a team to decide which puzzles to tackle in what order and so forth. When you are submitting an answer for grading, be sure to tell me which color team you are on.

End Of Party. The Puzzle Party ends at 6:00pm. By then you should have submitted answers for all puzzles (even those without earlier deadlines stated). It is your responsibility to keep track of the time; I will not alert you to the approach of the finish time. It may take me a few minutes to do some final grading (during which time I hope you will fill out a survey about the puzzles). Once I have tallied all of the scores, the winning team will be announced, and trophies presented.