

The Rules of the Game

Number of Players

1. minimum of 5 players
2. 1 mole within the players selected prior to start of game

Objectives:

1. Player's Objective: Collect all the puzzle pieces and return the completed puzzle to the moderator.
2. Mole's Objective: Discover the final message from the puzzle pieces and text it to the moderator before the players collect all the pieces.
3. The mole has access to "hidden" pieces which complete the puzzle. In order for the mole to succeed, he must find these hidden pieces without letting the players know.
4. In order for the players to succeed, they must identify the mole and take his pieces before he can finish the puzzle.
5. If the mole is discovered before he can collect all the "hidden" pieces, then the players gain access to his special hints and can find the hidden pieces themselves.

Rules:

1. Prior to starting game, all players must exchange cell phone numbers.
2. Follow the clues through campus to collect puzzle pieces in order to complete a final message printed on the puzzle.
3. There are 8 puzzle pieces in total.
4. Each clue will lead you to a code number.
5. Each time a code number is uncovered, players are required to text this code to the moderator in order to get the next clue.
 - a. If the mole types this code number to the moderator, he will receive instructions to find the "hidden" puzzle piece if there is one located near this code.
6. Players are allowed 1 free hint during the game if they become stuck on a puzzle. The use of this hint should be unanimously agreed on, but anyone who texts the moderator can use this. Only one person should text the moderator in order to receive the hint.
 - a. The mole has an unlimited number of hints and can ask for assistance from the moderator at any time. He or she may choose to use this to his/her discretion.
7. At any time, a player can accuse another player of being a mole. If the mole is discovered, the players gain access to his "secret hints" and all his previously found puzzle pieces.
 - a. If the player wrongly accuses someone of being a mole, the accuser will be eliminated from the game.

The Pathway of the Game

1. Location: Start Point (CFA clusters)
 - a. Clue: "Time would change its direction if men should start walking backwards one day."
 - i. Answer: Location "Kraus Campo"
2. Location: Kraus Campo (T751)
 - a. Clue: Mao YiSheng
 - i. Answer: Location "Mao Statue in front of Porter/Baker"
 - b. Puzzle Piece #1
 - i. Taped to the inside of a curve.
 - c. Mole's Hidden Piece #2
 - i. Hidden in a patch of lighter pink flowers by the giant French curve center piece
3. Location: Mao Statue (M906)
 - a. Clue: Venus & the Virgin
 - i. Answer: Venus and The Virgin Mary Statues in CFA 1st floor
 - b. Puzzle Piece #3
 - i. In Mao's hand
4. Location: Statues in CFA 1st Floor (P823)
 - a. Clue: "4 backdoors of eateries" (Behind Venus statue)
 - i. Answer: Ginger's Deli, The Underground, Skibo, Tartan Pavilion
 - b. Puzzle Piece #4
 - i. Behind the Virgin Mary statue
 - c. Mole's Hidden Piece #5
 - i. Behind Augustine statue
5. Locations: Campus Eateries
 - a. Clue: Locker #274 (@ Ginger's Deli)
 - i. Answer: That locker that it's found at.
 - b. Clue: Locker combo #14 (@ Skibo)
 - i. Answer: 1st combination number
 - c. Clue: Locker combo #0 (@ The Underground)
 - i. Answer: 2nd combination number
 - d. Clue: Locker combo #10 (@ Tartan Pavilion)
 - i. Answer: 3rd combination number
 - e. Open locker @ Ginger's Deli
 - i. BOMB
 1. Clue: Library video cluster, 2nd floor vending area in Wean, Donner Lounge, Cyert Computer Cluster
 2. 12-min limit
6. Locations: Bomb-disarming spots
 - a. Clue: Bomb code #K87632 (@ Library Video Cluster)
 - i. Answer: Doherty Hall

- b. Clue: Bomb code #X51349 (@ 2nd Floor Vending Area in Wean)
 - i. Answer: A Level
 - c. Clue: Bomb code #G18641 (@ Donner Lounge)
 - i. Answer: Room #14
 - d. Clue: Bomb code #A03861 (@ Cyert Computer Cluster)
 - i. Puzzle Piece #6
 - e. Mole texts any serial code:
 - i. Mole's Hidden Piece #7
 - 1. Taped to the bottom of the table in the entrance hall of Doherty.
7. Location: Doherty Hall xxx
- a. Final Piece on Door. #8