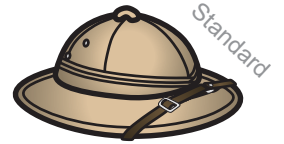




# Funny Business



## Puzzle 1

Page 1 of 2

Did you know that a group of ferrets is called a “business?” This **business** of ferrets is grateful for all the sponsors of The Bewilderness and excited to see the sponsors **matching** up with animals. You observe the ferret behavior closely. What does this business of ferrets want?



- A band of ferrets sit around, looking comfortable and relaxed. After some time, half of them leave, and then one more leaves. Later, half of the remainder leave, along with one more. Finally, a bit later, half of the remainder leave, and then so does the final ferret.
- A bunch of ferrets convene, discussing what appear to be governmental matters. They are seated at the corners of two hexagonal tables, with one more ferret in front of them.
- A pair of ferrets build a flat structure, push it into the water, and clamber on.
- A crowd of ferrets put on bright, stylish clothing and walk around with exuberance and confidence. There are two types of hats, two types of shirts, and two types of pants; each combination of the three pieces of clothing is modeled by exactly one ferret.
- A ferret moves around at a brisk pace.
- A few ferrets put on a ten-scene performance and then line up and bow. Each scene starred a unique pair of ferrets, and every possible pair shared a scene.
- A group of ferrets drink a beverage, then suddenly collapse, as if poisoned. Twenty-four limbs are sprawled out.



# 1. Funny Business



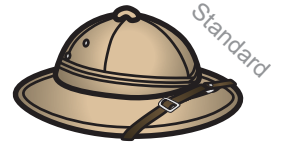
- A number of ferrets huddle together, wrap their arms around themselves, and shake rapidly. One of them observes that their count is the largest one-syllable number.
- A row of ferrets in graduation robes cross a stage to receive a paper, and then they throw their hats in the air. The hats land in four groups, each having a different number of hats from one to four.
- After running a tight race, a group of ferrets look rather pleased with their performances. Each ferret finished exactly one second ahead of the ferret behind them; first place finished exactly six seconds before last place.
- For an hour and six minutes, a group of ferrets take turns performing a complicated maneuver while the others look on, astonished. The first maneuver takes one minute, and each subsequent maneuver takes one minute longer than the last.
- Some ferrets dabble in archery, taking time to admire each other's arrow-holding cases. When they're done, there are three dozen arrows in the target; each ferret shot exactly four.
- Some ferrets march in place, positioned in the corners of a square, holding what appear to be weapons.
- Some ferrets pull items off of shelves and hangers and put them into a suitcase. They each gather 17 items, for a total of 51 items.



*Thank you to HALO, one of the sponsors of The Bewilderness! You can find all our sponsors—and lots of great information about the park—in your guidebook.*



# Trouble in Paradise



Puzzle 3

Page 1 of 8

Protesters are gathering at the entrance to The Bewilderness. Most of them seem eager to chat with you, but the group that's chained together refuses to talk to you until you tell them what you learn from the other groups.

Start by talking to the first three groups of protesters to gather information from each of them. You can send one or two members of your group to talk to each of these protesters:

- Have **A Chants Encounter** with the protesters who are chanting.  
(*Note*: nothing in the guidebook will help you with this group.)
- Talk to the petitioners about their **Donor Dilemma**.
- Look at the **Traffic Ham** caused by protesters blocking traffic.

Once you've gotten a phrase from each of those groups of protesters, regroup with your whole team to visit the remaining protesters:

- Uncover who the protesters are by filling in the missing details in **Chain Letters**.



### 3. Trouble in Paradise

Page 2 of 8



## A CHANTS ENCOUNTER

These protesters are all chanting but none of it makes sense. Maybe you could **pitch** in and interview them to find out what this **uprising** is about. Use the Interview button in ClueKeeper to display a microphone; that will make you totally official!

What do you hear from this group? \_ \_ \_ \_ \_



**NOTE:** If you are not using ClueKeeper, install the Zappar app on your phone and use it to scan the ZapCode on the right.

<https://www.zappar.com/getzappar/>



*Technical note: This puzzle uses Zappar, which requires internet access.  
It is the only DASH 12 puzzle that uses Zappar.*



## DONOR DILEMMA

One of the protest groups is working on a petition. They explain: “We’re including everyone’s remarks on our petition, especially donors. We want **donors** to say ‘**I see myself in there!**’ when reading through our demands.”

You work on deciphering their cryptic comments in order to figure out: Who is organizing this petition? \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_

*Note:* the blue vertical bar ( | ) shows the division between the definition and cryptic wordplay. The definition can be on either the right or left side of the clue. The answers to the clues below are in alphabetical order.

Fear old stewed | pasta sauce (7)

Set of letters | smuggled by Ralph, a betrayer (8)

Playing a box drum set, I | can use either hand equally well (12)

Pleasant | beer around Michigan and Alberta (7)

Road crew’s covering | idiot mistake, sounds like (7)

Rice dish | initially boiled in rich yogurt, aloo naan included (7)

Kimchi antipasto contains | red wine (7)

Sharp | butcher knife missing core (6)

Giant | headless chicken or tailless rodent (8)

Make chestnut end table that’s | unmemorable (11)

Gaudy | fish, kinda? (6)

Underground tunnel | starts to meander into nasty environs—secure helmet and flashlight tightly! (9)

Hamming it up | badly, I got craven (10)

Veer back around left! An opening to traffic is | pertinent (8)

Small backward cap with wacky ties binding top of underwear is | out-there attire? (9)

“Ease up,” | understudy wearily exhaled to the audience (7)



### TRAFFIC HAM (PAGE 1 OF 3)

Traffic is a mess around The Bewilderness—everyone's penned in, bumper to bumper! It looks like protesters are blocking off roads, trying to prevent people from visiting the zoo.

The leaders of the protest are communicating over walkie-talkie, and you tune in to hear their plans.

#### Traffic Laws

- A *road* is an unbroken stretch of asphalt that goes in a straight line without turning.
- An *intersection* is where two or more roads meet.
- *Crosswalks* indicate the boundaries between *city blocks*.
- A named road continues straight on through intersections, and through crosswalks if applicable.
- Note: the map contains only the names of roads relevant to the puzzle.

#### Radio Chatter

Let's lay down some ground rules. When we assign a protester somewhere, they will block the section of road between two intersections.

But we shouldn't put anyone at an intersection or crosswalk. There's too much going on in those areas and it isn't safe. If a car wants to go through those spots, let them.

Let's start by assigning protesters to roads with animal names. Assign one person to Fox Street and two folks to Texan Lynx Street. Then assign one person to Ant Thorax Street—the map exhibits the exact block, and there's an excellent reason to affix a protester to that block; examine this example for an explanation.

Relax! I got it! So we don't need anyone on House Mouse Avenue?

Exactly! Now explore the map and assign protesters to the other three critter roads.

Exciting! That's four more protesters. I've always wondered, are there a lot of snakes or are they just older?

Whoa! Stay focused. Put people all along the longest road in town. It's a big thoroughfare.

Sounds good. That accounts for another four protesters.

Next step: we gotta lock down all five boulevards; put a protester on each.

Should we also put someone on each of the roads intersecting those boulevards?

Sure! But we don't need protesters on both segments of those roads. You'll need to determine whether to turn right or left when you get to the intersecting road. For instance, if we start on Farmer Blvd and walk to Lettuce Way, we'll want to put another protester on the northeast end of Lettuce Way.



And starting on Miller Blvd and walking toward Rye Way, we'll want to put a protester on the southwest side of Rye Way, right? Cool, we'll follow that pattern and put protesters on the rest of the roads that intersect boulevards. What's next?

Can't you just tell me which one you want to leave open?

If you say so. Didn't those street names used to be longer?

—but leave the middle block open, please; there's an ice cream store I like.

There's a BoarDash driver that needs to get through; apparently she's gotta deliver feed to the Petting Zoo! The driver says she can't turn around or pass through any intersection more than once, due to how old her van is. Based on the noise it's making, I'm...inclined to believe her. Can we leave her a path to the Petting Zoo?

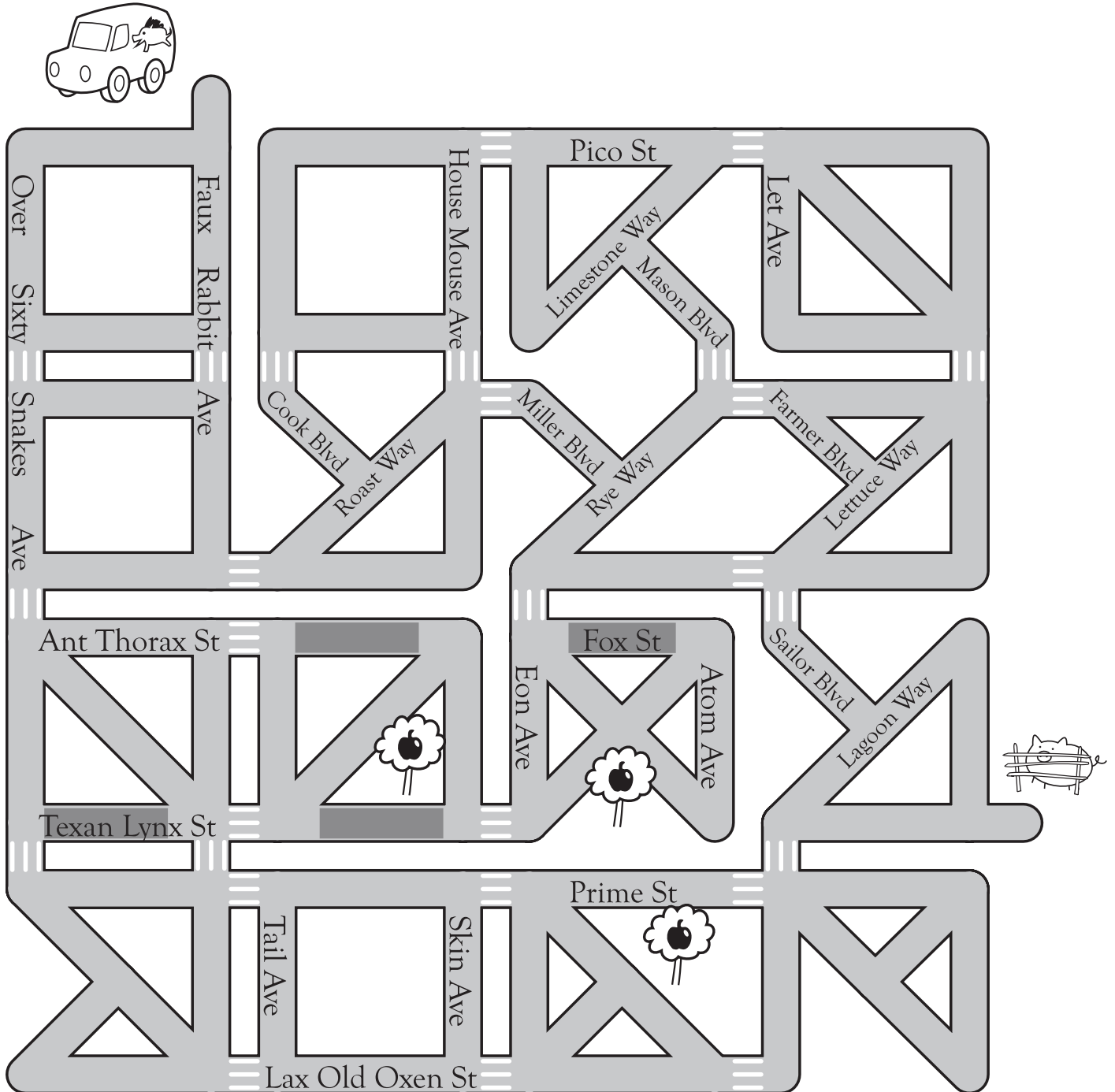
Perfect! Go on through, pal!

*BoarDash Driver*: “I don’t care if these **protesters are demonstrating something important**, they’re making me drive through every city block! These guys are total \_\_\_\_\_!”





## TRAFFIC HAM (PAGE 3 OF 3)







### 3. Trouble in Paradise

Page 7 of 8



## CHAIN LETTERS (PAGE 1 OF 2)

These protesters are going without **food**, **chaining** themselves together in a hunger strike.

You'll need to get some answers from the other three protesting groups before you can fill in the blanks for what's going on here, though.

You overhear one of the protesters say, "There's a problem with the links!"

You ask the nearest protester, "What's wrong? The links look strong enough to me."

She looks at you with scorn. "Have you seen them yourself? They're stressed! They'll disrupt the whole chain!"

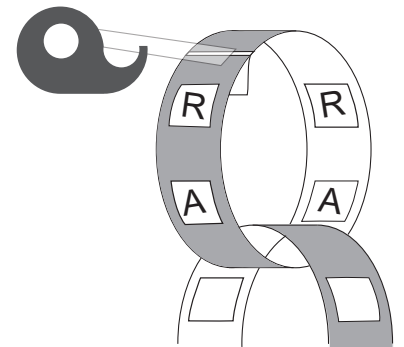
Their restraints look fine to you—maybe they're talking about something else?

Cut apart the strips on the next page and put them in the correct order, then fill in the missing letters. Using tape, form a chain as shown to the right.

Be wary—this chained-up assembly might try to **spin** their story, so you'll have to **see that** the facts **line up**.

When things **come together**, we trust you to see both the **upsides** and **downsides** of their position.

What kind of people would disapprove of our wonderful park?





# Cryptic Clue Reference

created by Sara Goodchild, Tim Lipus, Justin Melvin, Jonah Ostroff, and Cathy Saxton

This sheet explains cryptic clues, which may be unfamiliar to some players.

Cryptic clues contain two parts: a “straight” definition and wordplay. The straight definition will always be at either the beginning or end of the clue (never in the middle).

Numbers in parentheses after the clue specify how many letters are in the answer; multiple numbers indicate separate words, e.g., “(6,4)” for “puzzle hunt.”

Here are some of the common types of cryptic clue wordplay that you’re likely to see in DASH puzzles.

**Charade** – The answer is formed by joining individual words/letters from the clue together. This type of wordplay is commonly combined with other types.

*Clue:* 1000 in family (3)

*Answer:* KIN (family)

*Explanation:* K (1000) + IN

Note that in this example, K is clued by 1000 whereas IN comes directly from the clue.

**Container** – Words/letters are put inside another word. Containers are clued with indicator words like “surrounds,” “embracing,” or “within.”

*Clue:* Break down artificial intelligence in Miami’s state (4)

*Answer:* FAIL (break down)

*Explanation:* AI “in” FL (Miami’s state)

**Anagram** – The letters of part of the clue are rearranged. Anagrams are clued with indicator words like “changed,” “messy,” or “fresh.”

*Clue:* Captures crazy parts (5)

*Answer:* TRAPS (captures)

*Explanation:* an anagram of PARTS

**Hidden Word** – The answer is hidden in consecutive letters within the clue itself. Typical indicators are “found in” and “featuring.”

*Clue:* Evacuate group held in contempt yesterday (5)

*Answer:* EMPTY (evacuate)

*Explanation:* hidden in “contEMPT Yesterday”

**Double Definition** – In a double definition, two different senses of a word are given.

*Clue:* Is able to preserve (3)

*Answer:* CAN (is able to & preserve)

**Deletions** – Letters are removed from a word. Deletions may be at the beginning (“headless,” “starting late”), middle (“heartless”), end (“tailless,” “unfinished”), or even both ends (“boundless”).

*Clue:* Writer Virginia’s unfinished yarn (4)

*Answer:* WOOL (yarn)

*Explanation:* WOOLF (writer Virginia) without the final letter (unfinished)

**Selections** – One or more letters are selected from the clue. This may occur at the beginning, middle (“heart of”), end, or even both ends (“at the extremes”) of a word. Other types of this clue are initials (take the first letters of a sequence of words), and even/odd.

*Clue:* Odd characters in play rate role (4)

*Answer:* PART (role)

*Explanation:* the “odd” letters from the phrase play rate

**Reversal** – Words/letters are read backward. Reversals are clued with indicator words like “in reverse” or “backward.”

*Clue:* Impale flying mammals the wrong way (4)

*Answer:* STAB (impale)

*Explanation:* BATS (flying mammals) backward

**Homophone** – In a homophone clue, a word or phrase sounds the same as the answer. An indicator is used that indicates sound, like “out loud” or “for the audience.”

*Clue:* Moved a boat route, we hear (5)

*Answer:* ROWED (moved a boat)

*Explanation:* homophone of ROAD (route)



## 4. True Stripes

Page 2 of 3



Clues for zebra stripes:

### Stripe 1

Put on (5)

S T A bilizin G w E ight (7)

\_\_ \_\_ \_\_ sy \_\_ ct\_\_ on se\_\_ (6)

\_\_ \_\_ \_\_ de\_\_ \_\_ ' \_\_ place (6)

### Stripe 2

Fastener (4 3)

\_\_ r\_\_ \_\_ kled \_\_ ra\_\_ ola constit\_\_ en\_\_ (6)

\_\_ \_\_ m\_\_ \_\_ or P\_\_ \_\_ ter (6)

\_\_ \_\_ ir \_\_ em\_\_ va\_\_ bla\_\_ e (5)

### Stripe 3

Semiprecious stone (5)

\_\_ lternative to \_\_ loves or c\_\_ \_\_ nam\_\_ (7)

E\_\_ \_\_ \_\_ “\_\_ ee h\_\_ e” sou\_\_ d\_\_ (6)

\_\_ \_\_ le pa\_\_ \_\_ \_\_ \_\_ n (6)

### Stripe 4

Cozy homes (5)

Har\_\_ \_\_ \_\_ s par\_\_ \_\_ (7)

\_\_ i\_\_ d y\_\_ el\_\_ ing \_\_ arge \_\_ gg\_\_ (7)

Like m\_\_ \_\_ \_\_ in Zu\_\_ \_\_ \_\_ \_\_ (5)

### Stripe 5

Trial (6)

Doct\_\_ al \_\_ \_\_ mands, usu\_\_ \_\_ ly (6)

\_\_ \_\_ \_\_ ft on the \_\_ \_\_ a\_\_ (6)

Ca\_\_ r\_\_ , Sa\_\_ dini\_\_ , or \_\_ \_\_ prus, e.g. (6)



## 4. True Stripes



Clues for zebra stripes:

### Stripe 6

Flunky (6)

\_\_ \_\_ \_\_re \_\_uting splur\_\_ \_\_ (5)

\_\_ome \_\_ape\_\_ adh\_\_siv\_\_s (6)

S\_\_ \_\_res and \_\_ \_\_rik\_\_ \_\_ game (7)

### Stripe 7

Class (5)

On-\_\_ \_\_mera mi\_\_ \_\_ak\_\_ (7)

\_\_ \_\_ \_\_d \_\_asseng\_\_ \_\_s? (1 5)

Rus\_\_i\_\_ dw\_\_ \_\_ \_\_ing\_\_ (6)

### Stripe 8

Farm tool (6)

\_\_hr\_\_eker in Gaeli\_\_ fol\_\_ \_\_or\_\_ (7)

\_\_ \_\_ \_\_i\_\_ \_\_ed or d\_\_pos\_\_d (6)

J\_\_ \_\_ \_\_ \_\_ing n\_\_e\_\_ (5)

### Stripe 9

Movie category (7)

\_\_atirica\_\_ \_\_nd \_\_ \_\_ort p\_\_ \_\_formance (4)

\_\_icily's \_\_ey c\_\_ \_\_y (7)

Im\_\_ \_\_ \_\_ \_\_ o\_\_ \_\_ \_\_ck (6)

### Stripe 10

Guides (6)

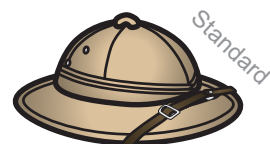
\_\_ \_\_ing t\_\_ \_\_ oa\_\_ \_\_ (6)

Nicke\_\_ \_\_r \_\_h\_\_ \_\_ny disapprovin\_\_ly? (5)

K\_\_ \_\_ad\_\_n\_\_ t\_\_erapy (7)



# This Trivia's Gone to the Birds



Puzzle 6

Page 1 of 5

Savannah is looking at your group with a puzzled look, like she wants something but isn't sure how to ask for it. She finally hands you a few items and says, "Oh, you're puzzle solvers. Solve this to figure out what I need!" You look at the items from Savannah—these pages, a stack of cards containing several decks, and a duck. It looks like you're going to be playing a trivia game!

This trivia game is for four players—a Host and three contestants: Crow, Duck, and Rook. The stack of cards included with this puzzle should be split into four decks; do not shuffle the cards or alter their order. Each of the four players will get a deck. The roles are:

- **Host** – The Host will read trivia questions and judge the game. This player will use the *Question Deck* (9 cards).
- **Crow** – Crows like trivia questions, but are answering their own trivia questions instead of the ones that the Host is asking. This player will use the *#CrowFacts* deck (15 cards).
- **Duck** – Ducks like to follow complicated instructions that tend to mess up what other people are doing. This player will use the *Duck Konundrum* deck (10 cards).
- **Rook** – Rooks like different kinds of wordplay. This player will use the *Rook's Castle* deck (10 cards).

*If your team has only three members, we recommend one person play as both Host and Crow. If you have five, we recommend two people work together as Rook.*

## The decks

Each card has a number to help you reorder them if you need to backtrack. Note that cards may go out of order as you play the game; this is okay.

## The duck

We expect that every team has brought a live duck with them. If you do not have a duck, we will provide you with a rubber duck. The duck begins play in the center of the table.

Player names start with a capital letter, which means that "the Duck" refers to the player with the *Duck Konundrum* deck and "the duck" refers to the duck. We anticipate no confusion.

Once you have decided who will take on which role, pass out the decks of cards and the Rules Sheets to each player. Everyone should read through their Rules Sheet carefully. Once everyone is ready, the game begins with the Host drawing and reading their first card.



# 6. This Trivia's Gone to the Birds



## Rules Sheet: Host

*As Host, you will be responsible for asking the other players trivia questions.*

This trivia game includes six rounds with one question per round. These questions are included on the cards in your deck.

We have forgotten to include the correct answers, so you'll need to find those for yourself. Take the guidebook—you are the only player who will need it for this puzzle. Each answer is located somewhere in the guidebook. While the other players are answering the questions, reference the guidebook to find the answers and write them down on your answer sheet.

During each round, you will:

1. Draw the top card of your deck and follow any instructions.
2. Ask the question shown on your card.
3. Find the answer to the trivia question in the guidebook and write it on your answer sheet.
4. Discard your card into a pile next to your deck.

During the quiz, make sure no one works ahead or falls behind—you should wait until everyone is ready for the next question. At the end of the game, your final card will tell you how to score the game.

On your cards, anything you need to say out loud will be formatted like this: **"This is an example of something you would say out loud."**

Now, let everyone know you are ready to start the quiz: **"Players, I have read my rules and I am ready to start the quiz!"** Once you've heard that everyone else is ready, draw the top card of your deck and read the question aloud.

## Answer Sheet

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_
6. \_\_\_\_\_

*NOTE: If your team has only three members, you'll be playing as both Host and Crow. After reading your Host card out loud, draw and read your Crow card before looking for the answer to the Host's trivia question.*



# 6. This Trivia's Gone to the Birds



## Rules Sheet: Crow

*You love trivia, but your Host's questions are terrible. It'd be more fun to answer your own trivia questions and impress everyone else with your bird facts.*

Your deck of cards includes instructions you'll need to perform to do well in this quiz. This trivia game includes six rounds with one question per round.

During each round, you will:

1. Wait for the Host to ask a question.
2. Draw the top card of your deck and follow its instructions.
  - Some cards will instruct you to draw other cards. You should do that right away.
3. Discard all cards drawn into a pile next to your deck.
4. Enthusiastically say **"I'm ready for another question!"**

Make sure you don't work ahead or fall behind—if you want help, ask your fellow players for assistance!

On your cards, anything you need to say out loud will be formatted like this: **"This is an example of something you would say out loud."**

Now, let everyone know you are ready to start the quiz: **"Host, I have read my rules and I am ready to start the quiz!"**

## Answer Sheet

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_
6. \_\_\_\_\_





# 6. This Trivia's Gone to the Birds



## Rules Sheet: Duck

*Yawn - trivia. How boring. You and your duck will have to create your own fun!*

Your deck of cards includes instructions you'll need to perform to do well in this quiz. This trivia game includes six rounds with one question per round.

During each round, you will:

1. Wait for the Host to ask a question.
2. Draw the top card of your deck and follow its instructions.
  - Some cards will instruct you to draw other cards. You should do that right away.
3. Discard all cards drawn into a pile next to your deck.
4. Enthusiastically say **"I'm ready for another question!"**

Make sure you don't work ahead or fall behind—if you want help, ask your fellow players for assistance!

*NOTE: If your team failed to provide a live duck, you will be mostly responsible for simulating this duck with the provided rubber duck. When you draw a card and it describes what the duck should be doing, perform those actions with the rubber duck instead. We recommend quacking whenever the live duck would move, to get the full experience. Quacking is not required to solve the puzzle, but we've found it will increase overall satisfaction while puzzling.*

On your cards, anything you need to say out loud will be formatted like this: **"This is an example of something you would say out loud."**

Now, let everyone know you are ready to start the quiz: **"Host, I have read my rules and I am ready to start the quiz!"**

## Answer Sheet

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_
6. \_\_\_\_\_



# 6. This Trivia's Gone to the Birds



## Rules Sheet: Rook

*You signed up for this event expecting puzzles and wordplay, not silly bird trivia. Ignore the trivia. Just do some more puzzles—that'll make you look really smart!*

Your deck of cards includes instructions you'll need to perform to do well in this quiz. This trivia game includes six rounds with one question per round.

During each round, you will:

1. Wait for the Host to ask a question.
2. Draw the top card of your deck and follow its instructions.
  - Some cards will instruct you to draw other cards. You should do that right away.
3. Discard all cards drawn into a pile next to your deck.
4. Enthusiastically say **"I'm ready for another question!"**

Make sure you don't work ahead or fall behind—if you want help, ask your fellow players for assistance!

*NOTE: The Crow player will be spouting a lot of nonsense. But, you know better. You will often need to wait for the Crow to say something before your card makes sense.*

On your cards, anything you need to say out loud will be formatted like this: **"This is an example of something you would say out loud."**

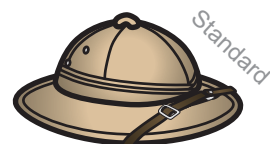
Now, let everyone know you are ready to start the quiz: **"Host, I have read my rules and I am ready to start the quiz!"**

## Answer Sheet

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_
6. \_\_\_\_\_



# Putting the Pieces Together



Puzzle 7  
Page 1 of 3

Inside park headquarters, your tour group quietly rifles through some paperwork. It seems pretty routine until...

Wow! It looks like one of the employees accidentally introduced an invasive species of plant—*alienata oderata*—to the ecosystem at the park. The plant's growth is destroying some of the animals' food sources and leading to health problems in many species. This file folder is huge; The Bewilderness has clearly been busy responding to the invasive species.

What have the park staff been working on?

**The solution to each grid is identical to exactly one other grid's solution.**

Each matching pair of grids will contribute one letter to the answer.

1. Latin Squares	Sudoku	
2. Walls	Yin-Yang	
3. Walls		
4. Latin Squares		
5. Loops	Masyu	
6. Walls	Nurikabe	
7. Loops		

## Latin Squares

Fill each of these grids with the numbers 1-4 so that every row and column contains all of the numbers 1-4.

**CALCUDOKU** ~ In addition to the **Latin Square** constraints, the numbers in each outlined region must evaluate to the given number with the given operation.

16+		3x	
4+		8x	
4x		5+	

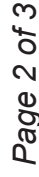
**FUTOSHIKI** ~ In addition to the **Latin Square** constraints, the symbols in the grid represent a basic "greater than" / "less than" inequality between the two adjacent cells.

			<
		v	v
>			
^			^
>			

**SKYSCRAPERS** ~ In addition to the **Latin Square** constraints, the numbers outside the grid represent how many "skyscrapers" can be seen from that position looking in a straight horizontal / vertical line into the grid, where the values 1-4 represent the heights of the skyscrapers and taller ones hide any shorter ones behind them.

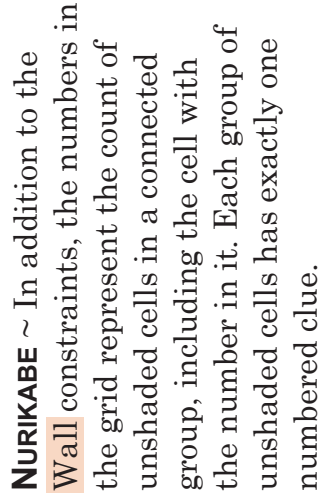
	3			2	
2					1
3					
				2	

**SUDOKU** ~ In addition to the **Latin Square** constraints, each of the four 2x2 outlined regions contains all of the numbers 1-4.

In each of these grids, shade some cells black to create a single connected group of shaded cells; two cells connect if they share an edge (corners do *not* count). Shaded cells cannot form a  $2 \times 2$  square anywhere in the grid.

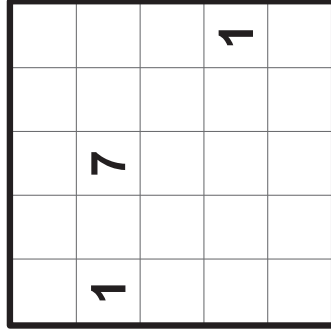
may be reflected any way. Two shapes



			3	
1 2				
3				2

**YIN-YANG** ~ In addition to the Wall constraints on shaded cells, the unshaded cells follow the same rules (all connected, no  $2 \times 2$  squares).

**CROSS THE STREAMS** ~ In addition to the **Wall** constraints, the clues outside the grid specify the length of each shaded-cell sequence in that row / column. Sequences in the same row / column must be separated by at least one unshaded cell. **?** represents a single sequence of one or more shaded cells. Every **?** can be a different number.





## 7. Putting the Pieces Together

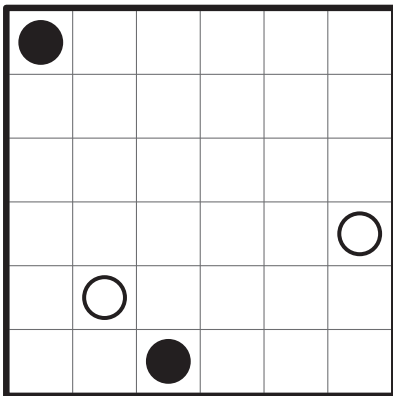
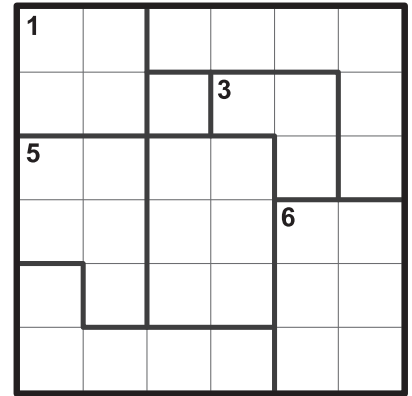
Page 3 of 3



### Loops

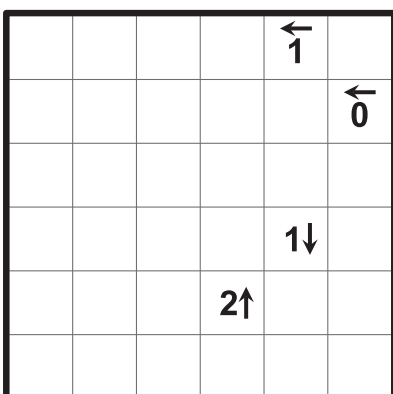
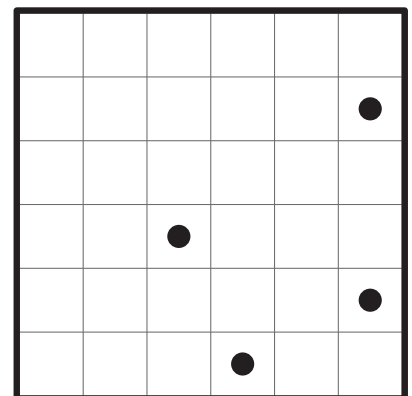
In each of these grids, draw lines between the centers of horizontally / vertically adjacent cells so that the lines form a single closed loop. Each cell will contain a straight horizontal/vertical line or a corner, or it will remain empty.

**COUNTRY ROAD** ~ In addition to the **Loop** constraints, the loop must enter and exit each outlined region exactly once. If a region has a number clue, it indicates the count of cells used by the loop in that region. When two cells share an edge at a region border, at least one of them must contain the loop.



**MASYU** ~ In addition to the **Loop** constraints, black and white circles control the loop's path. A black circle indicates that the loop must turn in that cell but not in the cell immediately before or after it. A white circle indicates that the loop must travel straight through that cell and turn either immediately before or after it (or both).

**MID-LOOP** ~ In addition to the **Loop** constraints, the loop must pass straight through each circle, and each circle must be at the midpoint of its loop-based line segment; that is, the distance to the corners will be the same in both directions.



**YAJILIN** ~ In addition to the **Loop** constraints, the clues (number + arrow) in some cells indicate how many of the cells in the specified direction are shaded black. Shaded cells may not share an edge with each other. A cell may be shaded even if not pointed to by a clue. Every cell is exactly one of: (1) a clue, (2) shaded, or (3) part of the loop.

*Note: the solution to this puzzle is solely the loop; the shaded cells won't match another grid.*

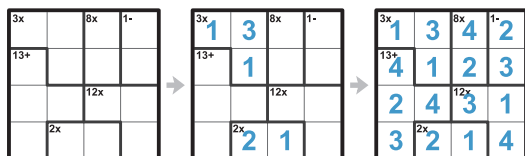


# Examples *This page is for reference only! Other than as a solving aid, it is not part of the puzzle.*



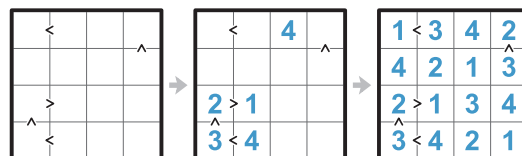
The grids below show examples for solving each of the puzzle types in "Putting the Pieces Together." The first grid shows the puzzle, the second grid shows some of the initial steps, and the final grid shows the solution. Refer to the puzzle for rules.

## CALCUDOKU

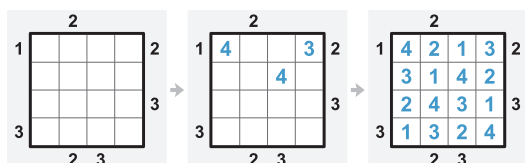


## Latin Squares

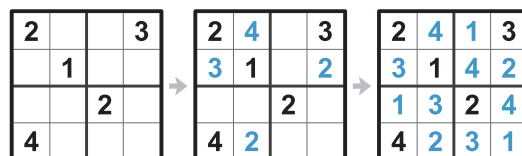
## FUTOSHIKI



## SKYSCRAPERS

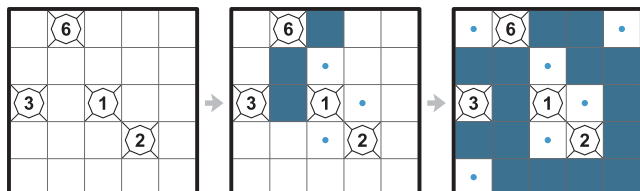


## SUDOKU

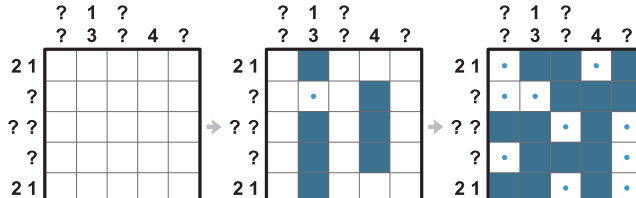


## Walls

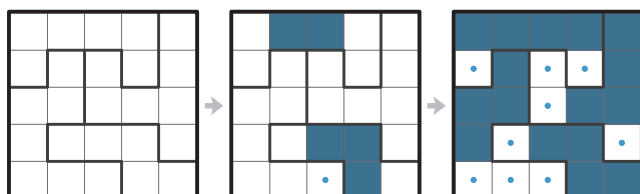
## CANAL VIEW



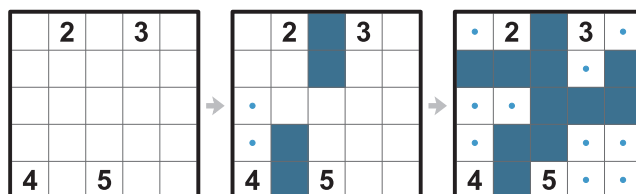
## CROSS THE STREAMS



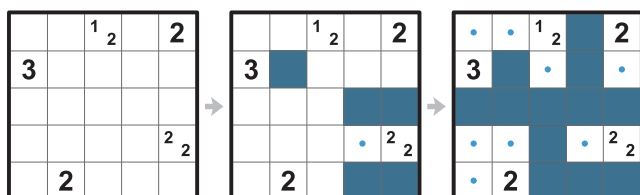
## LITS



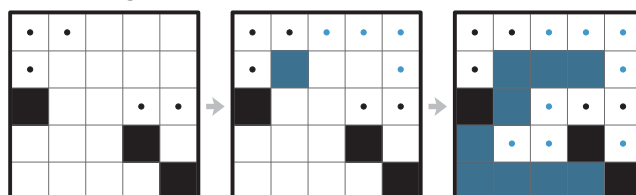
## NURIKABE



## TAPA

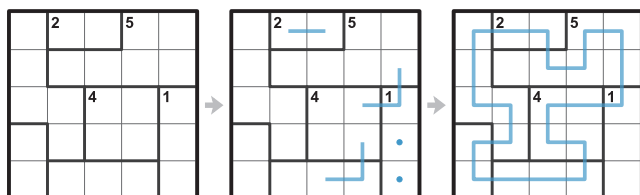


## YIN-YANG

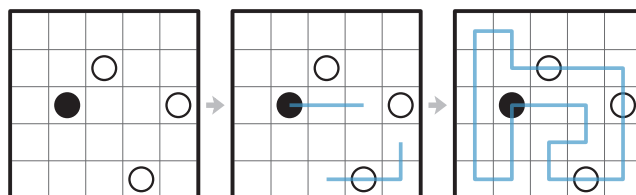


## Loops

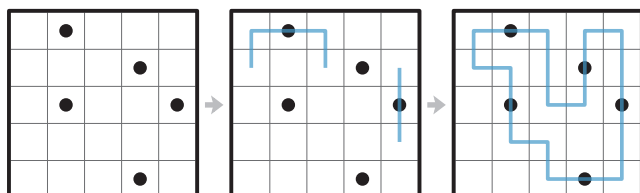
## COUNTRY ROAD



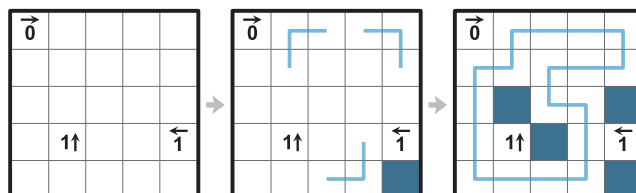
## MASYU



## MID-LOOP



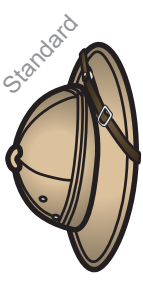
## YAJILIN







# Searching the Park



Puzzle 8

Page 1 of 3

It sounds like the animals need our help! Can you hear the animals in distress? You need to find the invasive plant and eradicate it to restore the park to its former ecological balance. What kind of animal can help you navigate through the park in search of this invasive plant?

## Heads

Tiny biter (3)  
High school vampire hunter (5)  
Charlie (1)  
Use for tin or aluminum (3)  
Flue (7)  
Parka or Chesterfield (4)  
Earthenware pot, or utter nonsense (5)  
Make a blueprint (5)  
Gadriel or Legolas (3)  
To peel the skin from (4)  
Magnetic flow (4)  
Padawan graduate (4)  
Scottish skirt (4)  
Strong animal scent (4)  
To breathe heavily, like a dog (4)  
Uncured animal hide (4)  
Magnet's side (4)  
MRI or PET (4)  
Open contempt (5)  
Where to sit (4)  
Pie-in-the-face sound (5)  
Spoon with tines (5)  
Wild canine predator (4)

**JEST**

## Bodies

Stogie (5)  
Programmer (5)  
Nerd or geek (5)  
Female sheep (3)  
Foxtrot (1)  
Collapse (4)  
Firearm (3)  
Surprise loser of Aesop's race (4)  
Photosynthesis site (4)  
Fib (3)  
Wait in the shadows (4)  
Post-Yuan dynasty (4)  
Opposite of under (4)  
To give a bad review (3)  
Green or black-eyed (3)  
Bog fuel (4)  
Vend (4)  
Ream unit (5)  
Ill (4)  
Rotate (4)  
Opposite of down (2)  
Of or from a city (5)  
Barrier (4)

**LEAF**

## Tails

FBI or CIA worker (5)  
Soft French cheese (4)  
Is able (3)  
Part of an old phone (4)  
Zipper (3)  
Caprine animal (4)  
Blue plus yellow (5)  
Scion (4)  
Opposite of high (3)  
Pulmonary organ (4)  
Evergreen (4)  
The "lowest form of humor" (3)  
Plant's anchor (4)  
Like string, but thicker (4)  
Land frog (4)  
Two thousand pounds (3)  
Second city of Oklahoma (5)  
Furry boot (3)  
Cremains repository (3)  
Object form of "we" (2)  
Banshee's cry (4)  
Genie's gift (4)  
Zulu (1)

**WISH**





# 8. Searching the Park



Put the proper animal into each of these habitats.

The animals will be in alphabetical order reading from left to right, top to bottom.

SOUTH AMERICAN WETLANDS		
-P	-SH	-N
<div><div></div><div></div><div></div></div>		

OPEN GRASSLANDS		
	-S	-R
<div><div></div><div></div><div></div></div>		

RICE PADDY		
-Y		
<div><div></div><div></div><div></div></div>		

ISLANDS WEST OF AFRICA		
	-H	-B
<div><div></div><div></div><div></div></div>		

AFRICAN FORESTS		
-NEY		
<div><div></div><div></div><div></div></div>		

THE NILE		
	-R	
<div><div></div><div></div><div></div></div>		

RIVERBANKS		
-FT		
<div><div></div><div></div><div></div></div>		

SAVANNA		
-F		-AG
<div><div></div><div></div><div></div></div>		

ALKALINE LAKES		
-X		-T
<div><div></div><div></div><div></div></div>		

OCEAN CURRENTS		
JEDI -DI	LEAF	WISH -W
<div><div>J</div><div>E</div><div>L</div><div>L</div><div>Y</div><div>F</div><div>I</div><div>S</div><div>H</div></div>		

THE OUTBACK		
-S	-CI	-T
<div><div></div><div></div><div></div></div>		

COLDER OCEANS		
-T	-K	
<div><div></div><div></div><div></div></div>		



## 8. Searching the Park



Page 3 of 3

Put the proper animal into each of these habitats.

The animals will be in alphabetical order reading from left to right, top to bottom.

EUKALYPTUS FORESTS		
-T	-NG	
		<input type="text"/>

WITH APHIDS		
-F	-W	
		<input type="text"/>

STAGNANT WATERS		
	-P	-D
		<input type="text"/>

COASTAL LAGOONS		
-T	-S	
		<input type="text"/>

AUSTRALIAN TRIBUTARIES		
-S		
		<input type="text"/>

ARCTIC REGIONS		
	-AN	
		<input type="text"/>

TEMPERATE FORESTS		
-S		
		<input type="text"/>

SEMI-ARID REGIONS		
-N		-P
		<input type="text"/>

COASTAL JETTIES		
	-T	
		<input type="text"/>

WORLD OCEANS		
-T	-N	-SA
		<input type="text"/>

HUNTING GROUNDS		
-PA	-W	-MA
		<input type="text"/>

CANADIAN TUNDRA		
-F	-O	-G
		<input type="text"/>



# Plant of Attack (meta)



Puzzle 9

Page 1 of 2

You finally found it: the source of the *alienata oderata*. You make a sketch of the plant's anatomy, desperate to find its weakness.

To help you discover what's missing from your sketch, you review what you learned over the course of your journey.

Then, you use the guidebook to fill in the missing parts. The transparent copy on the next page **leads you to a number** of key observations.

When you combine those observations with everything you learned on your tour, you discover what saves The Bewilderness!

