BAPHL 19—General Reference Sheet

	Alpha	NATO	Braille	Semaphore	Morse	Binary	Ternary
1	A	Alfa			•▬	00001	001
2	B	Bravo			▬•••	00010	002
3	C	Charlie			▬•▬•	00011	010
4	D	Delta			▬••	00100	011
5	E	Echo			•	00101	012
6	F	Foxtrot			••▬•	00110	020
7	G	Golf			▬▬•	00111	021
8	H	Hotel			••••	01000	022
9	I	India			••	01001	100
10	J	Juliet			•▬▬▬	01010	101
11	K	Kilo			▬•▬	01011	102
12	L	Lima			•▬••	01100	110
13	M	Mike			▬▬	01101	111
14	N	November			▬•	01110	112
15	O	Oscar			▬▬▬	01111	120
16	P	Papa			•▬▬•	10000	121
17	Q	Quebec			▬▬•▬	10001	122
18	R	Romeo			•▬•	10010	200
19	S	Sierra			•••	10011	201
20	T	Tango			▬	10100	202
21	U	Uniform			••▬	10101	210
22	V	Victor			•••▬	10110	211
23	W	Whiskey			•▬▬	10111	212
24	X	X-ray			▬••▬	11000	220
25	Y	Yankee			▬•▬▬	11001	221
26	Z	Zulu			▬▬••	11010	222

Musical Notation + Scale

staccato *(shorter)* — tenuto *(longer)* — accent *(loud)* — marcato accent *(loud and short)* — fermata *(hold the note)*

Treble ("G") clef

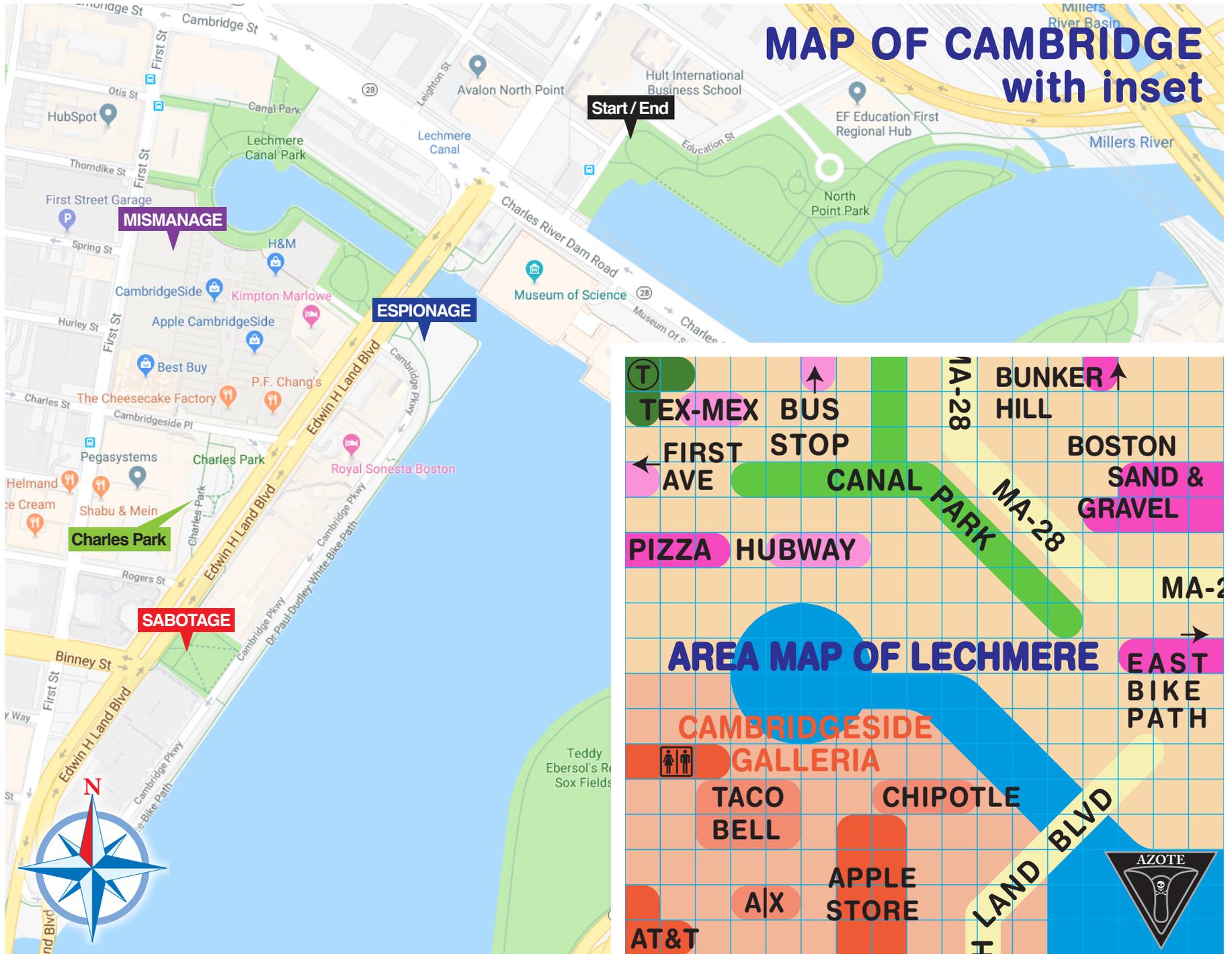C D E F G A B C D E F G

| DO | RE | MI | FA | SO (L) | LA | TI | DO |

Scrabble Tile Values

A₁ B₃ C₃ D₂ E₁ F₄ G₂ H₄
I₁ J₈ K₅ L₁ M₃ N₁ O₁ P₃
Q₁₀ R₁ S₁ T₁ U₁ V₄ W₄ X₈
Y₄ Z₁₀

Greek Alphabet

Α α alpha   Ι ι iota   Ρ ρ rho
Β β beta   Κ κ kappa   Σ σ ς sigma
Γ γ gamma   Λ λ lambda   Τ τ tau
Δ δ delta   Μ μ mu   Υ υ upsilon
Ε ε epsilon   Ν ν nu   Φ φ phi
Ζ ζ zeta   Ξ ξ xi   Χ χ chi
Η η eta   Ο ο omicron   Ψ ψ psi
Θ θ theta   Π π pi   Ω ω omega

MAP OF CAMBRIDGE with inset

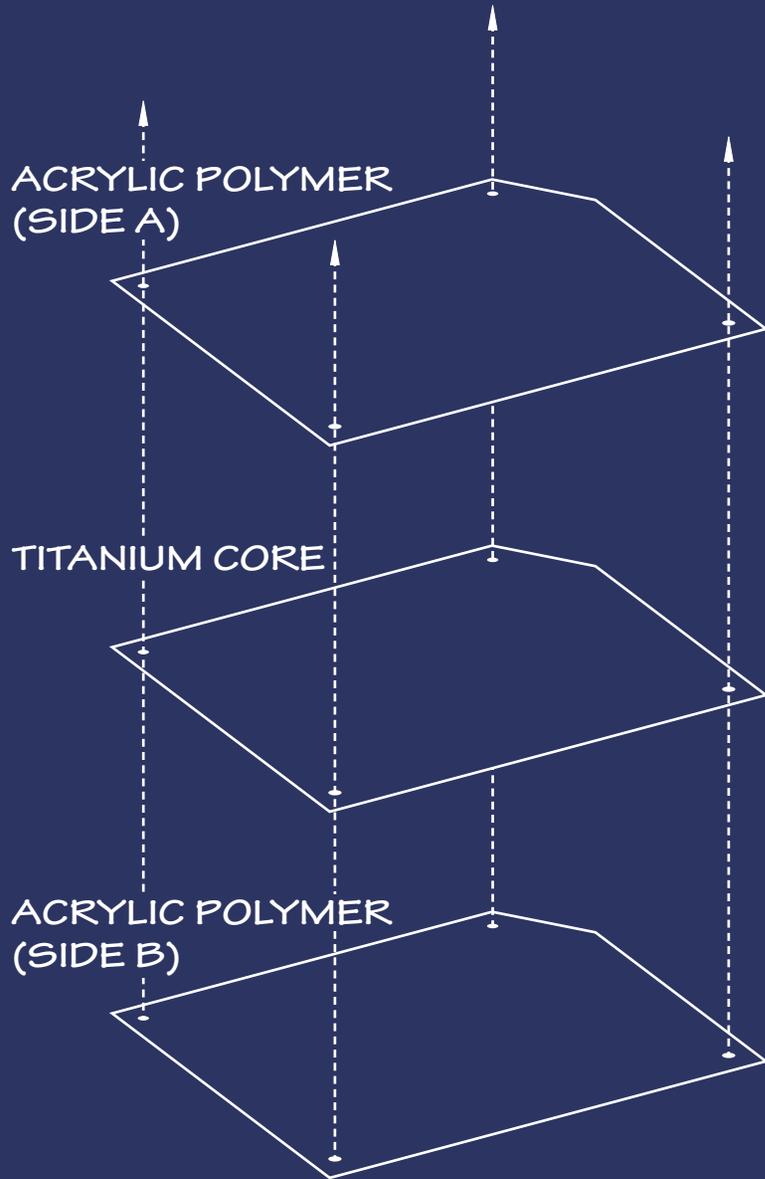**Start / End**

MISMANAGE

ESPIONAGE

Charles Park
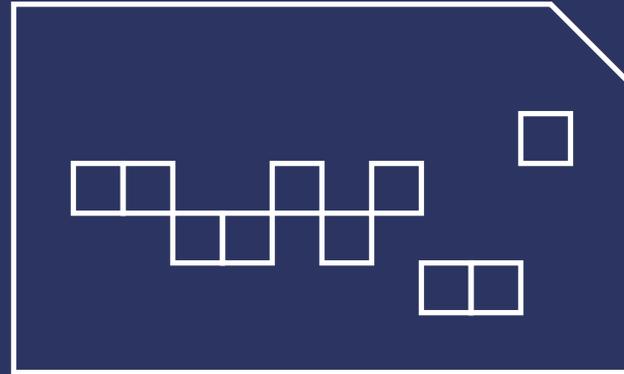
SABOTAGE

N

AREA MAP OF LECHMERE

TEX-MEX BUS STOP

FIRST AVE

BUNKER HILL

BOSTON SAND & GRAVEL

CANAL PARK

MA-28

PIZZA HUBWAY

MA-2

EAST BIKE PATH

CAMBRIDGESIDE GALLERIA

TACO BELL CHIPOTLE

LAND BLVD

A|X APPLE STORE

AZOTE

AT&T

NOTE: FOR INTERNAL TESTING JUST
DRAW PATTERN ON ACETATE SHEET

ACRYLIC POLYMER
(SIDE A)

TITANIUM CORE

ACRYLIC POLYMER
(SIDE B)

PATTERN 1 "BLUE CARD" (1:1 SCALE)

PATTERN 2 "RED CARD" (1:1 SCALE)
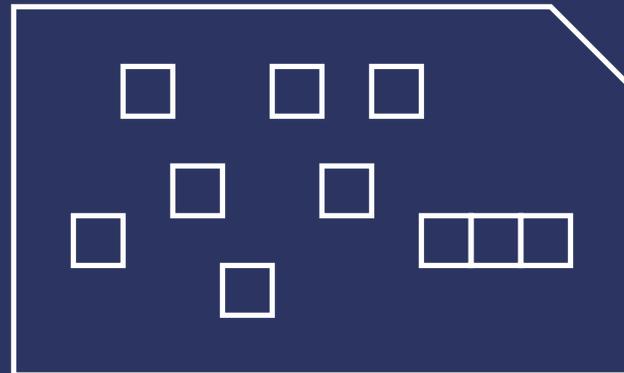
BAPHL 19—Cryptic Clues Primer

Every cryptic clue can be divided into two parts: **definition** and **wordplay**. The **definition** works like a normal crossword clue, but the **wordplay** portion gives you words or phrases to manipulate and explains how to do so to get to that definition. (The two parts are sometimes separated by a simple link word or phrase such as *and*, *with*, *is*, *of*, *make*, *becomes*, etc.)

Each of the cryptic clue types listed here include a brief explanation about how they work, some of the more common indicators they employ, and a sample clue. The clue examples also show the definition portion underlined and the wordplay portion highlighted to make things easier to visualize. (Tip: the definition is always either at the beginning or the end of every cryptic clue; the remainder will be the wordplay.)

Note that some indicators work in more than one clue type which can make things tricky (*e.g.*, *about* could indicate reversal, or putting something around something else). Other word tricks to look out for include misleading punctuation and words posing as other parts of speech (*e.g.*, *Polish* could be *someone from Poland* or *to buff*). A question mark in a cryptic clue can sometimes indicate that the definition may be looser than one would expect in a dictionary sense, often involving a pun.

❶ Anagram │ anagram of word or phrase

Indicators: confused, mixed, reorganized, altered, changed, reworked, doctored, engineered, dancing, possibly, erratic, wild, crazy…

Old Tesla wrecked (5) = STALE (anagram of *Tesla*)

❷ Charade │ combine different letters, words, phrases to form a new one

Indicators: often doesn't use an indicator, but may use additional words indicating combination, like *and*, *with*…

Fire some valuable pottery? Delightful (8) = CHARMING (*char* + *Ming*)

❸ Homophone │ homophone of word or phrase

Indicators: heard, by the sound, in the ear, orally, on the tongue, in audition, in conversation, some say…

Evergreen tree — it keeps some animals warm, I hear (3) = FIR (homophone of *fur*)

❹ Container/Insertion │ letters surrounding something else, or inserting letters into another word or phrase

Indicators: outside of, about, divided by, having, holding, eating, receiving, inside of, within, filling, going into, wearing, splitting…

H&M stocking overhead railroad and ship's steering wheel (4) = HELM (*el* inside *H+M*)

❺ Hidden Word │ word or phrase spanning wordplay

Indicators: hiding, displaying, showing, partially, letters from, selection from, element of, crossing…

Candice Bergen caressing a big, frozen block (7) = ICEBERG (hidden inside *CandICE BERGen*)

❻ Reversal │ word or phrase backwards

Indicators: backwards, back, reversed, in reverse, returning, running back, from the rear, turned around…

U-turn on Google's Street View app is a Gmail problem (4) = SPAM (reversal of *Maps*)

❼ Deletion │ deleting letter(s) from the beginning, end, or somewhere within

Indicators: missing the first, headless, first off, endless, falling short, flipped, unfinished, missing both ends, limitless, losing heart…

Large, heavy book without an ending depicting Jerry's nemesis (3) = TOM (*tome* without last letter)

❽ Double Definition │ both parts of the clue are the same spelling of a word but with different definitions (link words are optional)

Boom box (4) = SPAR (definition for both *boom* and *box*)

❾ Bits and Pieces │ first letter(s), last letter(s), central letter(s), or both ends (often used in conjunction with other wordplay)

Indicators: First letter(s): first, foremost, opening, leader, premiere, piece of, initially, at first, originally, initially, heads of, starts to…
Last letter(s): last, back, end, conclusion, terminal, finally, last, end, close… *Center letter(s):* center, heart, middle, core, middle…
Both ends: borders, extremities, terminals…

The red planet starts to make astronauts run scared (4) = MARS (acrostic: first letters of *make astronauts run scared*)

❿ Abbreviation/Letters │ anything representable by an abbreviation or letter(s) may also be used with other wordplay

Weak drunk keeps failing (4) = SOFT (*sot* containing *F* for "failing")

BAPHL 19

Welcome to **BAPHL 19: Same Area, Different Hunts**! Phlogazither began years ago as just Phlogiston, but since then it has grown to the point where two related teams have been formed: Azote and Ether. When the opportunity to write BAPHL 19 arose, the whole mess of us jumped at the chance. We thought that we'd play off of the "squares" theme from BAPHL 16 and write a whole hunt themed around triangles, which are very cool. Less … square … than squares, if you will. (You won't? Oh, okay. That's cool. Never mind.)

The trouble started almost immediately.

"Triangles" was a good head-fake jumping-off point, but the theme discussion went in two *very* different directions from the get-go. It started respectfully enough, sure, but quickly devolved into name calling and recrimination. To make a long story short (too late), the membership of Phlogazither fractured into three factions, which naturally over time took on the names of our three constituent teams. Phlogistonites went directly to the percussion instrument called the triangle, and ended up writing an entire music-themed set of puzzles. Azoteans decided that the most interesting triangle was the Bermuda Triangle, and wrote a piracy-themed set of puzzles. We were caught in the middle and tried our damnedest to bring balance and harmony back to the team and to the hunt.

Perhaps unsurprisingly, we didn't have a whole lot of success. Phlogiston and Azote were in full-out war before too long. Their disagreements evolved into malice, distrust, and a complete lack of pragmatism and managerial competency. That combination very nearly destroyed the team and BAPHL itself.

Through a frankly Herculean effort, we have now managed to figure out what each team was doing to undermine each other and has very nearly come up with ways to get them to stop acting like prats, start working together again, and eventually move forward again as a unified whole. Ironically enough, it was the puzzles that Phlogiston and Azote wrote that eventually got us on the right track. Now, we need your help to finish the job!

At each of three locations, Phlogiston and Azote members will each be present to hand you a round of their Hunt. Before picking these up, go to the Ether member who is also there, and check in to receive *Ether's* answer sheet. Then get the rounds and start solving; when you have a certain number of answers (indicated on our answer sheet), you can request *Ether's* meta puzzle for the round; when you have solved it, check out with us, and you're free to move to the next location!

(And as you solve today, don't forget about Phlogiston's and Azote's own metas! You'll need the solutions to those too, eventually.)

One final warning: Phlogiston and Azote each wrote three puzzles per round, but the havoc they wrought on each round will mean that getting six individual answers won't just be a matter of solving six individual puzzles …