

EXPOSITION

Arthur: Our target is Robert Fischer, who is both the heir to a multinational corporate empire and a puzzle aficionado. He uses the free time his privileged life provides him to write puzzle hunts. However, his father has just passed away, and all this may change as he inherits control of Fischer Industries.

His father left him a set of puzzles, saying it was the only way to communicate with him. The answers to these puzzles are largely-inscrutable words that probably have particular meaning to Fischer. But we see one answer that would probably cause him to turn away from the world of puzzles and devote his life to big business. He may stop writing puzzles entirely, or worse, we may take to writing puzzle hunts that are only vehicles for advertising. Therefore, we must gain access to those puzzles and change that answer before he solves the hunt.

In order to do this, we need to construct multiple layers of puzzles around the puzzles he is going to solve. My hunt is another one of those layers. You'll need to solve one of these puzzles before you can proceed.

Of course you're still solving Saito's puzzle hunt as well. If you get an answer to one of Saito's puzzles, bring the answer to him in JFK Park. If you get an answer to one of mine, bring the answer to me here in Winthrop Park.

Here are the four puzzles in my hunt. Good luck.

Architectural Research (free puzzle answer!)

In order to convincingly create a dream-like environment of puzzles, we often visit locations to get architectural ideas. We've identified particular locations that will help us break into and change Fischer's puzzles. Doing architectural research in these locations – that is, bringing us back a picture of a team member in front of a particular Boston-area building – can allow you to bypass some of the puzzle solving process (you'll get a token for a free answer for any non-meta puzzle).

Over time, we'll identify more useful locations, and we'll be able to send you to places that are closer to our hunt headquarters. But as you solve more puzzles, we'll need more exotic locations to have any useful effect. So:

- You may ask Saito (in JFK Park) to go on an architectural research mission. He will tell you what location to go to.
- The later in time you ask for the mission, the closer the target location will be.
- The more puzzles you have solved, the farther away the target location will be.
- You may use your own camera or phone, or you may get someone else to take the picture with their camera or phone. In that case, they should e-mail it to baphl-editors@manicsages.org, MMS it to HQ's phone, or post it online in some visible way. Yes, using the Internet is okay here.
- Once you succeed, you get a token for a free answer. You may only do this once.