



June 2020 Answer Sheet

Welcome to Puzzled Pint!

Tonight

- We're here to help! This is not a competitive event. Ask the Game Control volunteers (GC) for hints as often as you'd like. The goal is to have fun, not to be frustrated!
- **If your location is running virtual**, go to the location page and find out how to contact your local GC. <http://www.puzzledpint.com/june-2020/yourturn/>
- **If you don't have a printer**, check out the solving Google sheet available on the puzzles page.

The Puzzles

- Each puzzle will solve to a short word or phrase. How? That's for you to discover.
- Need a code sheet or solving resources? Check out the Resources page on Puzzled Pint's webpage: <http://www.puzzledpint.com/resources/>
- You can use anything to help solve: Use your phone; the internet is fair game! Think your brother might have an insight? Give him a call!
- While each month has a theme, you need no special knowledge of the theme to solve.

About Puzzled Pint

- How did tonight go? Email us at Feedback@puzzledpint.com
- We're an all-volunteer organization.
 - Help us run locally: Talk with Game Control about how you can volunteer.
 - Help us run globally: <https://www.patreon.com/PuzzledPint>.



July is the 10th Anniversary of Puzzled Pint!
We made special T-shirts just for the occasion.
Order now until June 14th at
<https://www.bonfire.com/10th-anniversary-t-shirt/>



Puzzle Answers	
Letter Jam	
Wingspan	
Codenames	
Gloomhaven	
Century: A Meta Puzzle	

Team Name:

Start Time:

Team Size:

End Time:



Letter Jam

In Letter Jam, players will see four or five letters and are tasked with coming up with words made up only of these letters (including possibly multiple uses of each letter). Pair up the sets of letters with definitions for words you can make using those letters. Each set of letters matches up with one definition, which leaves you with one definition left over.

- ABENT ●
- ACLNT ●
- AEGLR ●
- AELT ●
- AGNMR ●
- ALNT ●
- BORSU ●
- CEORS ●
- DELS ●
- GINR ●
- IMPS ●

B
C
A

D
E

G
F

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I
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W
Y

- A child who tells on other children.
- The name of a U.S. state and river.
- The city where the author of this puzzle lives!
- "The IT Crowd" countdown answer.
- People wielding powerful magic.
- A word formed by rearranging letters.
- Mouthwash user.
- Official language of Andorra.
- Lacking meaning.
- Some varieties of watermelon.
- What the Cheshire cat is probably doing.
- A snake eating its own tail.



WINGSPAN

In Wingspan, you own a bird aviary and try to collect the birds that will earn you the most victory points (VPs). Once, while playing a game, your board got knocked over and all your bird cards fell out of order. Fortunately, you remembered some things about the correct arrangement of the cards. Note: by 'adjacent' is meant only horizontal or vertical contiguity.

Cut out the cards below (along the dashes, the dots should be on the cards) and rearrange them to the proper game state to work out one way you can get extra victory points to win the game!

1. The birds formed a rectangle that was 2 birds wide and 4 birds high.
2. The bird that doesn't eat invertebrates was in the left column.
3. Each bird with a cavity nest was directly below a bird with a bowl nest.
4. The birds in the third row had exactly the same habitats.
5. Each bird that likes fruit was adjacent to another bird that likes fruit.
6. The first row had one wild nest and one bowl nest.
7. The bird with the ground nest was not adjacent to the bird with the wild nest.
8. The American Robin was in a different column than the Eastern Screech Owl.

Habitats:

- Forest
- Grassland
- Wetland

Food:

- Invertebrate
- Seed
- Fruit
- Fish
- Rodents

<p>American Robin</p> <p>Habitat: Forest, Grassland</p> <p>Diet: Invertebrate, Fruit</p> <p>Nest: Bowl</p> <p>VPs: 1</p> <p>Wingspan: 43cm</p>	<p>Barn Swallow</p> <p>Habitat: Grassland, Wetland</p> <p>Diet: Invertebrate</p> <p>Nest: Wild</p> <p>VPs: 1</p> <p>Wingspan: 38cm</p>	<p>Bewick's Wren</p> <p>Habitat: Forest, Grassland, Wetland</p> <p>Diet: Invertebrate, Seed</p> <p>Nest: Cavity</p> <p>VPs: 4</p> <p>Wingspan: 18cm</p>	<p>Chipping Sparrow</p> <p>Habitat: Forest, Grassland</p> <p>Diet: Invertebrate, Seed</p> <p>Nest: Bowl</p> <p>VPs: 1</p> <p>Wingspan: 23cm</p>
<p>Eastern Screech Owl</p> <p>Habitat: Forest</p> <p>Diet: Invertebrate, Rodents</p> <p>Nest: Cavity</p> <p>VPs: 4</p> <p>Wingspan: 51cm</p>	<p>House Finch</p> <p>Habitat: Forest, Grassland, Wetland</p> <p>Diet: Seed, Fruit</p> <p>Nest: Bowl</p> <p>VPs: 3</p> <p>Wingspan: 25cm</p>	<p>Lincoln's Sparrow</p> <p>Habitat: Forest, Grassland, Wetland</p> <p>Diet: Invertebrate, Seed</p> <p>Nest: Ground</p> <p>VPs: 3</p> <p>Wingspan: 20cm</p>	<p>Pileated Woodpecker</p> <p>Habitat: Forest</p> <p>Diet: Invertebrate, Fruit</p> <p>Nest: Cavity</p> <p>VPs: 4</p> <p>Wingspan: 74cm</p>



CODENAMES

In the game Codenames, one is given a word as a clue to some other words on the board. In this puzzle, the usual Codenames rules are broken. This time, you will be given clues that are either antonyms, synonyms, or anagrams of other words that are, in turn, antonyms, synonyms, or anagrams of the words on the board. In other words, every clue will be two steps away from the clues on the board. Each of the nine boards below has two words **flagged** in this way by the clue word. Who came up with these crazy rules anyway?

SEVEN	WORLD	ABOUT	PUBLIC	DOUBLER	POINT	BABBLE	MARCH	BOLT
GATHER	1) Angel	TIME	OBSERVES	2) Stone	LARGE	GRACE	3) Marble	HIKER
COMPANY	BUTTON	LIVED	WHALE	BRIDGE	WITCH	VACUUM	HORSE	LEAD
MATCH	RING	COTTON	POLICE	ORGAN	LEMON	LEAF	STABLE	JUMPER
SEAL	4) Hates	SOLVE	TELESCOPE	5) Space	STREAM	SCRIBED	6) Tower	DREAM
WARMS	GUITAR	ROSE	CLOAKS	FOOTSTEPS	DELTA	RAM	MISS	PIERS
SHIPMENT	WARBLER	VOLCANO	STORY	FLOOD	WORDIER	MOON	ALPS	CHURCH
PATIENT	7) Fighter	GREECE	VIOLET	8) Stressed	WIZARD	REVIEW	9) Tear	HERDS
PALM	BOSS	TEA	TORNADO	SWEETS	RAT	STICK	SERVER	GROUND

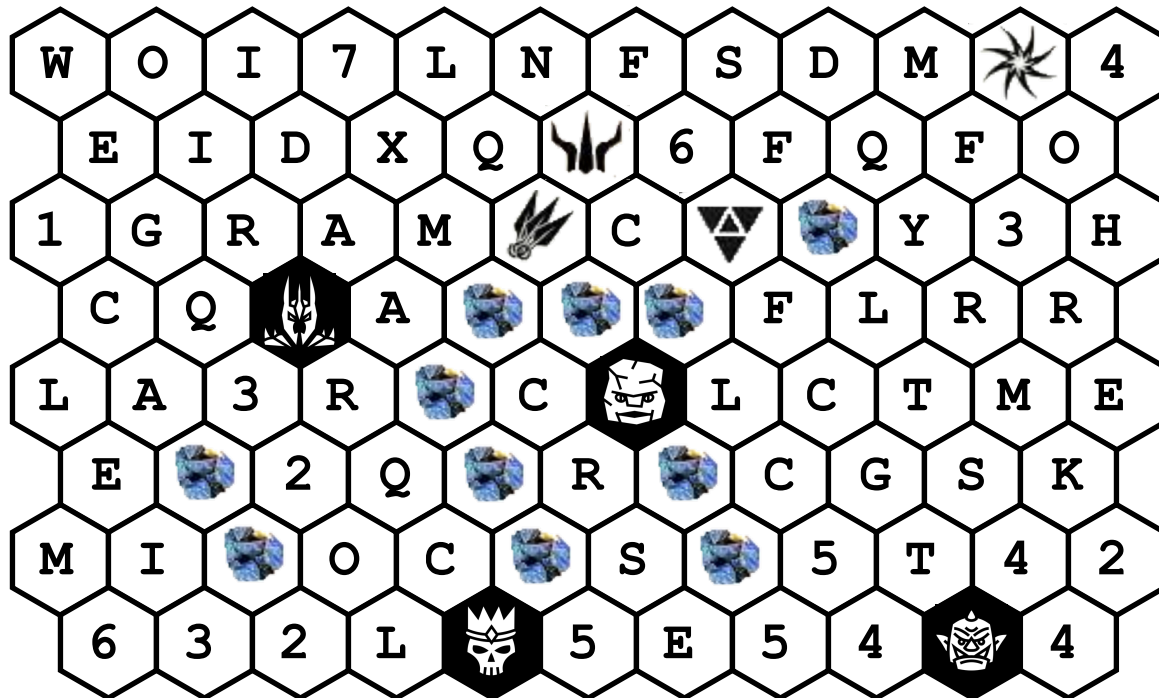






Gloomhaven

In Gloomhaven, players choose scenarios where they usually have to kill all the monsters. In this scenario, it's currently the monsters' turn. In order, each monster will take its turn moving to the closest hex adjacent to a player's character and then attack, following these rules:

1. Monster 1 starts first and follows these rules and completes their turn, then Monster 2 will take their turn, followed by Monster 3 and then Monster 4.
2. Each monster on their turn finds the closest unattacked character to them using a legal path. See rule 4 for what is considered a legal path.
3. The monster then moves until they are adjacent to the target character.
4. Spaces that contain obstacles, characters, or the original monster locations are not considered hexes, so the monsters cannot move through these. All other spaces are considered hexes.
5. Record the monster movement by drawing lines below.

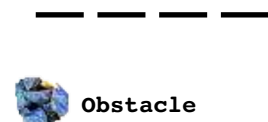
Note that each monster has a hit point value, indicating how much more damage needs to be done to kill them. These hit point values might **shift** the players' priorities. When the monsters' turn is over, the characters have all survived! What is it the characters are hoping to do on their turn?



-  Monster 1, HP = 24/26
-  Monster 2, HP = 19/26
-  Monster 3, HP = 17/26
-  Monster 4, HP = 7/26

Characters:

-  Spellweaver
-  Scoundrel
-  Triforce
-  Brute



Obstacle

Century: A Meta Puzzle

The Century series of board games is made up of Century: Spice Road, Century: Eastern Wonders and Century: A New World. There are rules to combine the games, so you could play the first two together to make a new game, or all three, and so on for seven total possibilities! Below, the four puzzles from this month's set have been combined in different ways, using either theme or mechanics or both. Solve all these new puzzles to work out what happens when you combine these games and puzzles!

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CODESPAN

Three agents come back from a secret mission. Each agent sends a secret message to the spymaster. Any agents who are true to the mission tell the spymaster the truth. The other agents, if there are any, are double agents, and lie to the spymaster. Which agents (if any) are true to the mission, and which (if any) are double agents?"

Agent M: Exactly one of us is a double agent.
 Agent W: Exactly one of us is true to the mission.
 Agent E: All of us are double agents.

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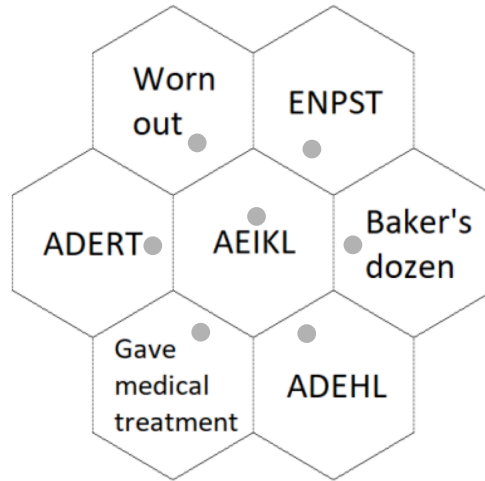
WINGJam

- | | | | |
|-------|-------------|-------------|---------------------------------|
| ACORT | •
○
• | ○
○
○ | Speeches at weddings. |
| AEGRT | •
•
• | ○
•
○ | Vital archery equipment. |
| AOST | •
•
• | •
•
○ | Drives faster than is legal. |
| EDPS | •
○
○ | •
○
○ | Apparitions of the once living. |
| IPRST | ○
•
• | ○
•
○ | Bugs Bunny's favorite snack. |

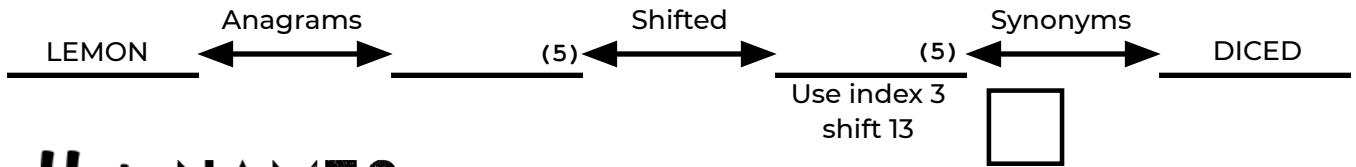
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Letter Haven

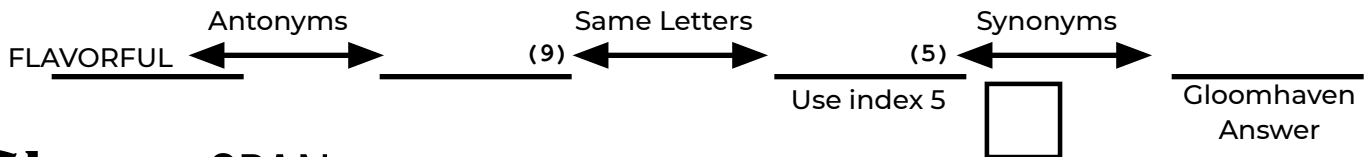
Connect the dots of adjacent hexes with a line if they go together.



CODEHaven

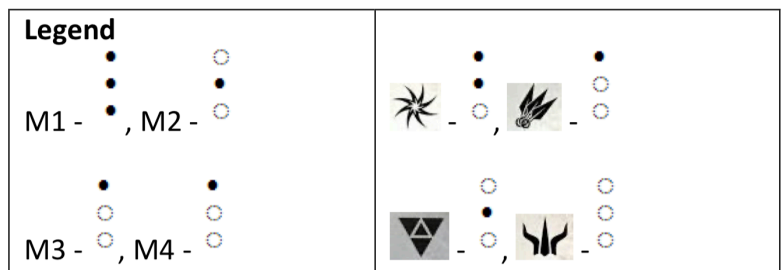
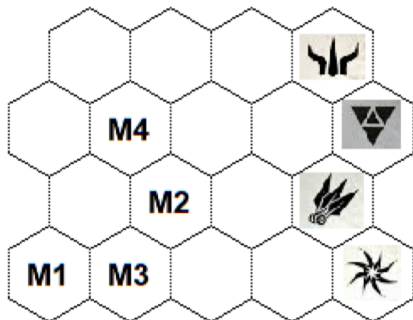


Letter NAMES



GloomSPAN

On this board, each monster attacks a different player.



Bonus: Board Game Night

Oh no! You're running late to board game night, and to make matters worse you got lost on the way! Your friend was telling you the directions to the house, but you only had board games on your mind and wrote down this list instead. You somehow glean how to get there anyway. From time to time you stop, noting what street and avenue you're on. It seems like street names are words whereas avenues are letters. You finally arrive, and before you know it the first game is over. How do you know who won?

1. *Nemesis* nicely employs new editions
2. Nobody wins *Scythe* naively
3. *Everdale* succeeds enormously with sales
4. Even winning *NMBR Nine* necessitates nuance
5. Even *Splendor* starts scuffles sometimes
6. Energetic eaters enjoy *Werewords* noisily
7. New *Sagrada* now seems nominally newer
8. Everyone wants noteworthy *Wingspan* showdowns streamed

