

INSTRUCTIONS

Welcome to Bang XXVI: Viking Conquest!

Locations and Navigation

On this conquest, you'll be traveling to various Nordic locations (cleverly disguised as locations near downtown Mountain View). Each location is staffed by a GC Viking – just look for the Viking helmet.

Present your answer sheet to have your start time recorded and receive your puzzle. When you believe you may have solved a puzzle, write the answer in the appropriate space on the answer sheet and check with the GC Viking. After each puzzle, you'll be given a navigation slip with the coordinates of the next location. Use the map in the Handbook to navigate to the next location.

For your convenience, we've indicated on the answer sheet which locations are near restrooms or food.

When the GC Viking is helping another clan, please stand back while awaiting your turn.

Answer Sheet Submission

To be in contention for one of the fabulous prizes valued at \$10 each, you'll need to submit your answer sheet before 6:30 pm at the final puzzle location. At 6:00 pm, if your clan is not yet at the final puzzle location, please open your sealed envelope. You'll have 30 minutes to travel to the final puzzle location in order to submit your answer sheet by 6:30 pm. After submitting your answer sheet, you'll receive a navigation slip for the wrap-up location.

This game is quite long for a BANG, and it's possible that you'll be in possession of unsolved puzzles after submitting your answer sheet. If you wish to continue solving after 6:30 pm, there will be GC Vikings at both the final puzzle location and the wrap-up location that can verify answers and provide hints. (Also, if you arrived at the start location early or finish quickly, ask us for bonus puzzles as well!)

Scoring

Your clan's rank is first based on the number of correct answers on your answer sheet, and then based on your "adjusted last solve time".

$$\text{AdjustedLastSolveTime} = \text{LatestFinishTimeOutOfAllCorrectAnswers} + \text{HintCosts}$$

Note that the time you submit your answer sheet is not important for scoring. For example, let's assume you solve the first 15 puzzles by 4:50 pm (in any order), but are still stuck on the meta puzzle when you turn in your answer sheet at 6:30 pm. Also assume that you have 18 minutes of hint costs, so your adjusted last solve time is 5:08 pm. You will rank higher than all teams that solved less than 15 puzzles. You will also rank higher than all other teams that solved exactly 15 puzzles but have an adjusted last solve time later than 5:08 pm (even if they solved the meta puzzle).

Hints

If you're stuck or not having fun on a puzzle, it may be time to take a hint. Hints can be taken at any time for each puzzle. We'll try to customize the hint based on your current progress. There is a small cost for taking the first hint to a puzzle. The hint cost will be added to your last solve time for computing your score.

$$\text{HintCost} = 20 \text{ minutes} - (1/2) \times \text{TimeSpentOnPuzzle}$$

For example, if you've been working on a puzzle for 20 minutes, then take a hint, your hint cost for that puzzle will be 10 minutes. If you've been working on a puzzle for 40 minutes, then the hint is free. After the first hint, all subsequent hints on that puzzle are free.

GC Phone Numbers

Stanley 408-313-8821, Kai 650-224-8865, Ariel 408-368-4665

Credits

GC for this game is Code Yellow, also known as Snow Job, along with one member of The Inner Loop and one member of Universal Solvent. This game is a simulcast of SNAP VI by Los Jefes except for the meta puzzle, which is unique to the BANG version.