Puzzle title: The Corrupt Casino

Location: Starbucks on 4th Ave between El Camino and San Mateo Dr. Staffer should sit outside the Starbucks, preferably along the sidewalk, but alternatively just inside the door to the hallway. Staffer should be easily visible from teams on the sidewalk.

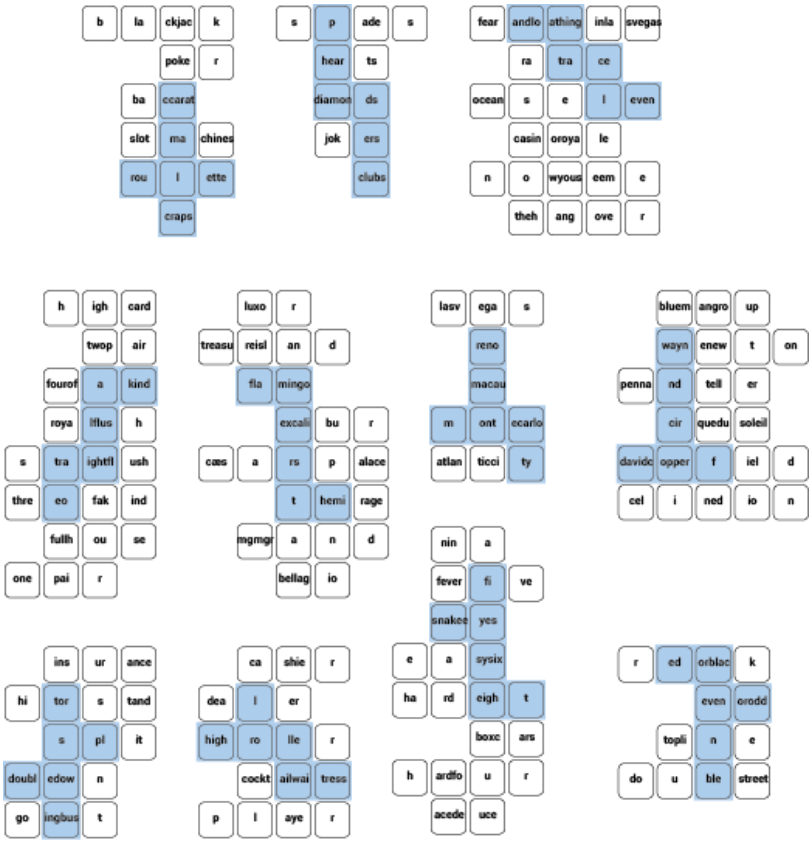
Set-up: Display welcome sign. Prepare to hand out packets.

Interaction: This puzzle is long and should hit teams about noon. Suggest that now is a good time to eat lunch.

This puzzle is on the long and involved side. After about half or two-thirds of the teams come through, feel free to walk amongst the teams and make yourself obviously available if anyone is not having fun. For example, if you see a group of frowning faces, try the “how’s it going? I’m just making sure everyone’s still having fun.” The check-in is enough to brighten some faces. Or, you might get someone asking for help - please give it if you can!

If a team tells you ROLLOVER, they can get any two hexomino placements from the arrangement; ask them which one they want, and then show it to them (see below).

If a team shows you the correct positioning of pieces (depicted below), give them the code word “STEAMROLLER”. If they don’t know what to do with the code word, tell them to enter it into Cluekeeper.



CK Hint/Partial Data [squares = minutes, hexes = points]:

12 — If you've figured out what's going on, the first row on the title page should look something like
[1/B] [2/LA] [5/CKJAC] [1/K]
and the second row
[4/POKE] [1/R]

 Once you have filled out all 11 grids, you may enter, in alphabetical order, the first letter of the first row on each page to move your hint clock forward.

30 — After filling a number into each cell, you should have enough information to figure out where each hexomino goes -- especially if you've studied the hexomino we've supplied on the title page.

 When you know where each hexomino goes, you may show that to a staffer for a Cluekeeper code to move your hint clock forward.

40 — The hexominoes in this puzzle are those that can fold into a cube. Place one hexomino on each sheet in order to cover the six faces of a die. You may use the given die to aid you; the pips should match the top face of the die as it rolls along the correct hexomino for each sheet.

50 — It might help to know that since opposite faces of a die always add up to 7, two adjacent cells that add up to 7 cannot ever both be in the hexomino. Similarly, adjacent cells with the same number cannot both be in the hexomino. You could draw a border between such pairs to help you visualize that the hexomino cannot cross such a border.

65 — If you haven't placed all the hexominoes yet, you may give a staffer the codeword "ROLLOVER" to give you any two placements for free.

70 — Use the entire chunk from the depicted hexomino and die face to produce a clue phrase that leads to your final answer.

15 pts — HITORSTAND, ..., THEHANGOVER
Yes, that's one of the rows.

 Once you have filled out all 11 grids, you may enter, in alphabetical order, the first letter of the first row on each page to move your hint clock forward.

30 pts — BBCFHILLNRS
Good job filling in the grids! Now to do something with the hexominoes.

 When you know where each hexomino goes, you may show that to a staffer for a Cluekeeper code to move your hint clock forward.

65 pts — STEAMROLLER
Good job identifying the hexominoes. It's finally time to decode that last page...

70 pts — TRAMPLEDFLATOR...VENLETTERS
Great progress! What 7-letter word could mean those things?

70 pts — CRUSH
Very close! But that's not a 7-letter word. (We said "trampled flat", not "trample flat"...)

80 pts — CRUSHED
(correct answer)

Solution walk-through:

Hexominoes needed (on welcome sign):

There are eleven sheets with chunks of words and grids. Each grid is a set of items that can be created from the chunks. The first square in each row has die pips drawn in; the number of pips equals the length of the chunk for that square (and is sufficient to disambiguate the rows).

The reconstructed sets are: (in grid order, top to bottom):

Games: b-la-ckjac-k poke-r ba-ccarat slot-ma-chines rou-l-ette craps

Blackjack: ins-ur-ance hi-tor-s-tand s-pl-it doubl-edow-n go-ingbus-t

People: ca-shie-r dea-l-er high-ro-lle-r cockt-ailwai-tress p-l-aye-r

Craps rolls: nin-a fever-fi-ve snakee-yes e-a-sysix ha-rd-eigh-t boxc-ars h-ardfo-u-r acede-uce

Roulette bets: r-ed-orblac-k even-orodd topli-n-e do-u-ble-street

Poker hands: h-igh-card twop-air fourof-a-kind roya-lflus-h s-tra-ightfl-ush thre-eo-fak-ind fullh-ou-se one-pai-r

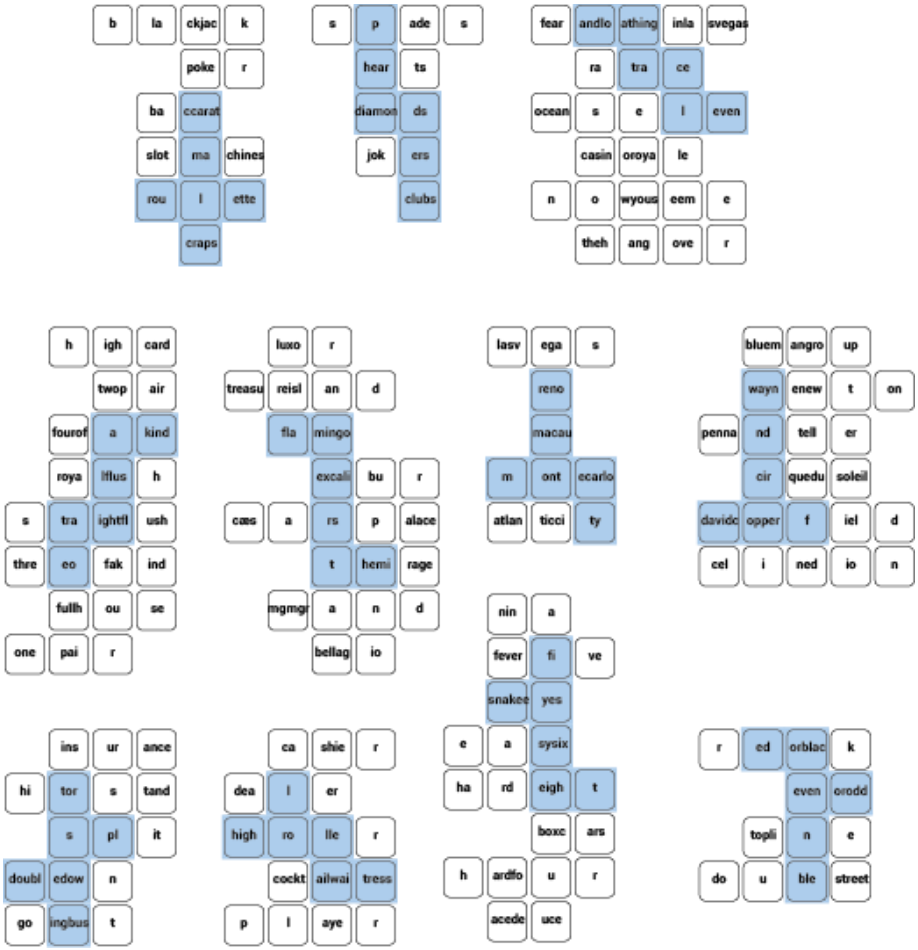
Casinos: luxo-r treasu-reisl-an-d fla-mingo excali-bu-r caes-a-rs-p-alace t-hemi-rage mgmgr-a-n-d bellag-io

Gambling cities: lasv-ega-s reno macau m-ont-ecarlo atlan-ticci-ty

Vegas shows: bluem-angro-up wayn-enew-t-on penna-nd-tell-er cir-quedu-soleil davidc-opper-f-iel-d cel-i-ned-io-n

Cards: s-p-ade-s hear-ts diamon-ds jok-ers clubs

Movies: fear-andlo-athing-inla-svegas ra-tra-ce ocean-s-e-l-even casin-oroya-le n-o-wyous-eem-e theh-ang-ove-r



Note that the grids themselves are unordered.

Once the grids are filled, a hexomino must be laid on each grid so that the hexomino can be folded up into a valid die (taking the length of the covered chunk as the number of pips on the die side). When done correctly, the provided die can be rolled along the hexomino so that its *top face* always matches the length of the word chunk it covers. One grid -- **Games** -- has a blue highlight that shows the correct positioning of its hexomino (but teams need to figure out why this is correct in order to apply it to the other grids.)

Once the grids are filled and the hexominoes placed, the twelfth sheet comes into play. It contains a list of hexomino icons and die sides. Solvers should copy the word chunk corresponding to that side of that hexomino onto the twelfth sheet, when done the sheet will read:

`TRA M PL ED FLA TOR TY P EO FI CE F RO MA BLE ND ERS EVEN L ETTE RS`

Or with the correct word breaks inferred:

`TRAMPLED FLAT OR TYPE OF ICE FROM A BLENDER SEVEN LETTERS`

which should clue the answer **CRUSHED**.