

Puzzle title: The Third Degree

Location: San Mateo Caltrain station.

Set-up: This puzzle requires at least 2 staffers and preferably more. One staffer shall be the *greeter*, and the other staffer or staffers shall be *answerers*.

Greeter duties:

- Intercept teams as they arrive to the puzzle site and hand them the instruction sheet. Remember the order in which teams came.
- Monitor the progress of the answerers. When an answerer becomes free, assign them the next available player team (after confirming that the team feels “ready”).
- As answerers become free, assign teams to answerers.

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

15 The game has four rounds; you'll likely need to finish all of them to solve this puzzle. If you wish to stop playing, please tell the staffer the codephrase "WE'LL PASS" to receive the rest of the hexomino cards.

[Not purchase-able until after 35 minutes, never free]

35* If you can read this, it means that you've finished playing all four rounds and should now be working on solving the puzzle. If that isn't the case, please show this message to the staffer.

40* Do the hexominoes on the cards resemble anything?

45* The hexominoes on the cards resemble letters. For example, the Round 1 hexomino resembles a "q".

6 pts QDONE
Congratulations on a successful game of Questions!

6 pts QULZ
You're on the right track, but that's not an L.

10 pts QUIZ
(correct answer)

Answerer duties:

- Check in teams. When a team is ready to play, tell them, “The start code is QUESTIONS.” When they enter it and show you the green screen, tell them that they can begin asking you questions. Do not allow teams to talk to you about Questions-related material such as “definitions” before checking them in.
- Quickly and accurately answer player questions about the properties of hexominoes. **Staffers who are uncomfortable with this duty should not be answerers.**
- Respond to team questions as described below.
- Be familiar with the instructions given to players.
- Keep track of what round the team is in.
- Do not answer more than two type 1 questions per 30s interval. The answerer will use his or her best judgement to time the 30s. This clock resets every round.

Answerer responses to questions:

- If the question is clear yes-or-no question, the answerer will answer it accurately.
- If the question is not a yes-or-no question, not a purely verbal question, or not about the properties of the particular hexomino, the answerer will tell the team that the question is not permitted and why.
- If the question is unclear or ambiguous, the answerer will ask “What do you mean by that?” Questions are ambiguous if they would be ambiguous for the entire set of hexominoes, not just the ones currently being considered by the team. If the question is still unclear, the answerer may ask further clarifying questions to understand the team’s intent. The answerer is encouraged to use common sense and to err on the side of being helpful rather than being pedantic.
- If a team has asked a second type 1 question within 30s, the answerer will warn them that they may only ask two type 1 questions within 30s.
- FAQs:
 - “Is the piece symmetric?” “**Do you mean mirror-symmetric or rotationally symmetric, or both?**”
 - “Does the piece have two leaves?” “**Do you mean exactly two leaves, or at least two leaves?**”
- When a team has correctly identified the hexomino for the first three rounds, the answerer will say, “Yes. Congratulations, you have completed round n !” where n is the number of the round, and give the team the appropriate card with the picture of the hexomino.
- When a team has correctly identified the hexomino for the fourth round, the answerer will say, “Yes. Congratulations, you have completed round 4, the last round of Questions! **Further interaction with me is not necessary to solve this puzzle.**”
- If the team says, “WE’LL PASS,” that means that they have seen a hint in Cluekeeper that appears at the 15min mark and no longer want to play Questions. Confirm with the team that they want to skip playing the rest of Questions and give them their remaining cards.

Solution walk-through: In this puzzle, each team first plays 4 rounds of “20 Questions” with hexominoes, as described in the instructions to teams. After each round, the team receives a card containing a picture of the hexomino they have just guessed. The hexominoes have letter shapes spelling out the answer, QUIZ.

The four hexominoes in order are shown below. On the cards, they are oriented in the manner that suggests the appropriate letter.

