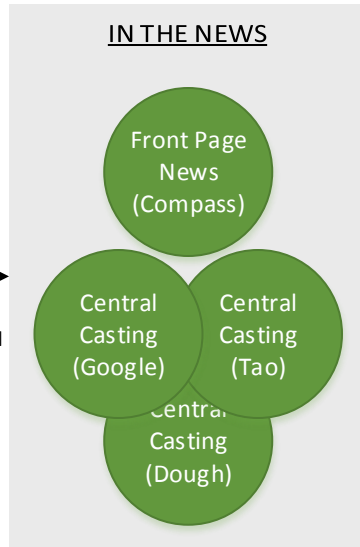


# Compass 2017 Game Flow

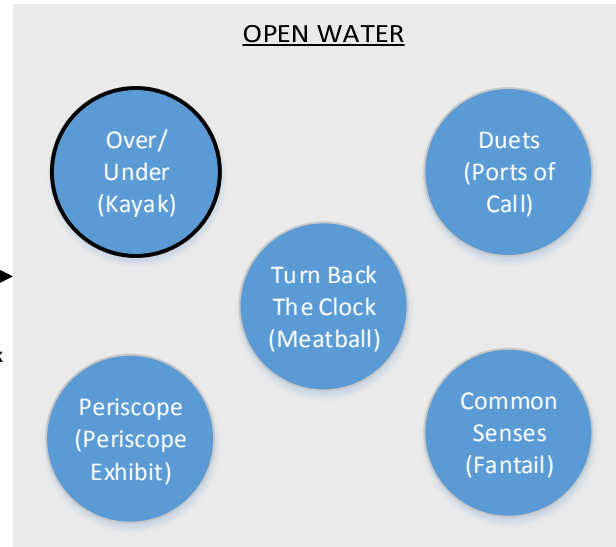


Initial envelopes distributed with contents: Compass Directions, Location Cards, Telegram. Upon leaving pier, rucksacks distributed with contents: Mexican Army Cipher, Black Light, Stellerscope, View Finder, Enigma Code Book.

"Compass Directions" lead to one fixed location and three parallel locations.



"Front Page News" yields Manhattan Kayak for map pickup and orientation. "Central Casting" yields a pass phrase and the Enigma wheel settings.



"Over/Under" yields a lock box. Each of the other puzzles yields a digit that will be used to open the lock's combination (solutions are unambiguously associated with a number – e.g. "Hat Trick" would indicate "3"). Lock box contents: "Test Tube", Art Exhibit invite and key card, and Enigma reflector settings (Cookie Monster card).



"Battleship" yields 10 Enigma plug settings, but solving it will likely require the additional ammo received at "Elementary Geography". "Elementary Geography" yields the Enigma inner ring settings as well as an instruction to return to the ship. Upon reboarding ship, team will receive an updated map and instructions to divide into 3 officers and 3 enlisted. Officers are directed to the maze in the SAET and enlistees are directed to the Anchor Chain Room.

