

Around the World in 80 Minutes

On behalf of CEO Robsleet Winter of Stratospheric Travel, I congratulate you on being selected for the Around the World in 80 Minutes challenge! You and your team have Round the World tickets, which will allow you to circumnavigate the globe until you make it back to Arkansas. Your task is to visit a collection of cities and towns, each of which is on a different continent, and do so before the timer runs out.

Here's the catch: while on each continent, your team must also answer 7 questions. There are two versions of each question: one is trivia and tests your knowledge of the city or town, while the other is a puzzle. For any given question, both versions lead to the same answer. Some of the answers are words, while other answers are numbers.

Every question is worth 2 points, and there is *no penalty* for guessing. If the answer to a question is a word, Mr. Winter will give your team 2 points only if you answer with the exact word (he'll be lenient with minor spelling errors). Some questions give you the number of letters in the correct word as a hint. Meanwhile, if the answer to a question is a number, Mr. Winter will give you 1 point if your answer is close and 2 points if your answer is exact. Keep in mind that correctly solving the puzzle will always give you the exact answer to any question, although doing so will likely take longer than answering trivia.

After traveling through all 7 continents, you'll go to a mysterious 8th continent where you'll answer one question that makes use of your answers to earlier questions. This final question is worth 14 points.

Mr. Winter expects all of you to do well on this challenge. If your team doesn't score to his satisfaction, he'll make you pay for the Round the World tickets with your own money. But if your team scores high, Mr. Winter will give your team \$1 million*!

Good luck and bon voyage.

*Refers to one million Zimbabwe dollars

Trivia Guide

You'll be visiting the following cities:

| Continent | City | Country |
|------------------|-----------------|-------------------------------------------------------------------------------------------------|
| 1. North America | Quebec City |  Canada |
| 2. South America | Buenos Aires |  Argentina |
| 3. Africa | Luanda |  Angola |
| 4. Europe | Berlin |  Germany |
| 5. Asia | Seoul |  South Korea |
| 6. Australia | Melbourne |  Australia |
| 7. Antarctica | McMurdo Station |  Antarctica |
| 8. ??? | ??? | ??? |

Question topics include (but are not limited to):

- Tourist attractions and points of interest
- Language and culture
- Local cuisine
- Local history
- Practical aspects of visiting

The best way to prepare is by pretending to make a trip to these cities beforehand. You can read travel guides and explore Google Maps, for example. Think about what you would see, experience, and learn over the course of your visit. Take note of anything you find interesting.

Note that some trivia questions will be difficult even for the most prepared contestant. Remember that you can always arrive at the correct answer by solving a puzzle instead.

We recommend splitting your team into groups, each of which is in charge of answering trivia questions for a particular continent. There's no need to complete the continents in any particular order.

Puzzle Guide

If you've never puzzle-hunted, fear not! This guide will take you through the basics and what you can expect out of this Interschool.

Essentials

A puzzle in this Interschool will produce either a number, a word, or a short phrase that points to a word. For example, the phrase "Sherlock author last name" quite clearly produces the final answer DOYLE; do not submit "Sherlock author last name." Whether the final answer is a number or a word will be indicated by the trivia, so it's helpful to use context from the trivia when solving. After all, the answer to the puzzle must make sense as the answer to the trivia.

Some puzzles take multiple steps in order to get to the answer, while some are simpler. **The puzzle difficulty is random**, so we encourage you to try your hand at them all. However, this Interschool was not made with the expectation that you will finish using puzzles alone. In the case that your team does happen to finish, a **meta puzzle** will be waiting for you at the end. The meta puzzle will use answers from the previous 49 puzzles and you must somehow combine them to form an answer.

While no niche knowledge—memorizing the PokeDex, knowing the order of the Monopoly board, e.g.—is required to solve these puzzles, there will be some common ciphers you should memorize and study, since **encoding/decoding cheat sheets won't be provided**. It'll help to be familiar with typical "newspaper" puzzles also: crosswords, word searches, sudoku, etc. They're all fair game!

Common Puzzle-solving Tools

Flavortext - usually-vague contextual clues that often give you subtle and not-so-subtle hints as to how to approach the puzzle, or how to extract an answer.

- Since puzzles rarely come with explicit instructions on solving, most but not all have flavortext. For those that do, be sure not to overlook anything that seems unnaturally worded or emphasized. When you've reached your answer, there shouldn't be any blatant information that has gone unused.
- Look for patterns! You might be able to extract your answer from something that repeats (or something that interrupts the repetition).
- For example, the phrase, "take this puzzle for a spin!" may indicate that you need to rotate the puzzle in order to solve it.

Indexing - count into the word or phrase by the given number and take the letter in that position.

- Useful for when a word/phrase corresponds or appears with a number
- Ex. sour cream (5), chili (2), vinegar (2), pepper (3), sea salt (4) would produce: sour cream, chili, vinegar, pepper, sea salt. Extract those letters to get **chips**.

Alphanumeric code - $A = 1, B = 2, C = 3 \dots Z = 26$

- When numbers range from 1 to 26, it's always a good idea to consider alphanumeric code.
- Ex. 3, 8, 9, 16, 19 might indicate C, H, I, P, S.

Acrostics - a clue where the first letter, syllable, or word of each line, stanza, or some recurring feature, spells out a word or message. This could be indicated by the words "first" or "last", or even a strange-looking flavortext such as "*facets Amy could try out, right?*" may clue you to FACTOR.

Ciphers - for some of the puzzles, you'll need to study some basic ciphers beforehand. This might include (but is not limited to) Caesar Shift, Morse Code, the NATO phonetic alphabet, etc. The resources below offer excellent explanations to study from on a range of different ciphers.

Rumkin - <http://rumkin.com/tools/cipher/>

dCode - <https://www.dcode.fr/en>

PracticalCryptography - <http://practicalcryptography.com/ciphers/>

Keep in mind that these tools may show up in many different forms, so keep your eyes peeled for key moments in which you can use them.