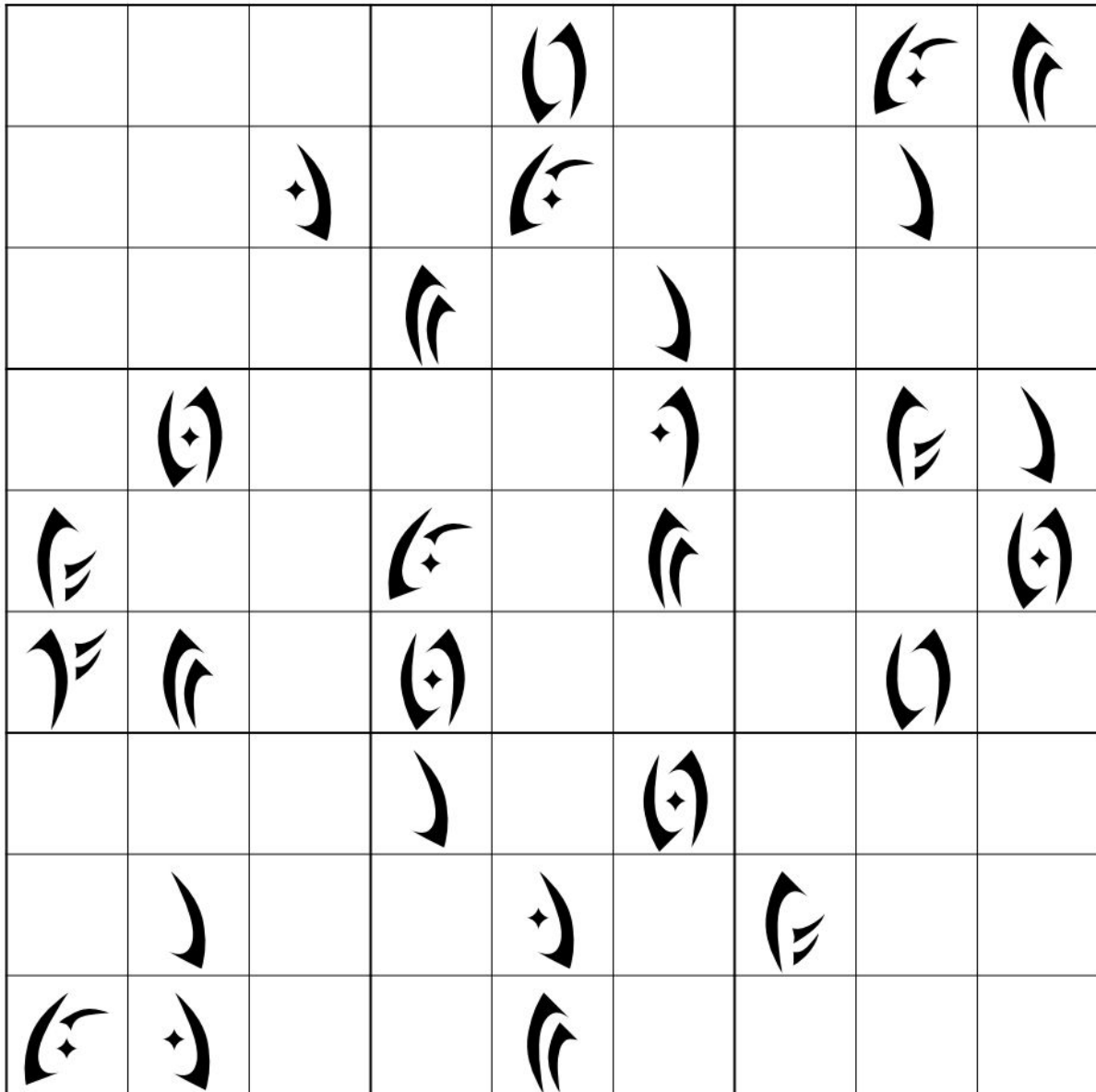## Sudoku

Production: Designed by JK & HH, to be laser-cut by Mandala (arranged)

Detect Magic:

The magic of the runes on this board appear to be pulsating against one another, as if trying to vie for control. The runes need to be balanced perfectly in the grid, such that the same rune does not appear twice in any row, column, or 3x3 box.

Note-based clue: scribbled notes about "harmony of runes", possibly give 1 or 2 early answers.

Must complete board as sudoku using tiles.

FAILURE: No penalties for failure until every tile placed - if solution invalid, solver is hit with PARALYSE.

SUCCESS: Upon correct solution, manifest 1 Autumn vis and 1 shiny.

Solution:

Further Clues: Prospero Agent can suggest team makes sketched copy to bring outside and allow more people to work on at once.
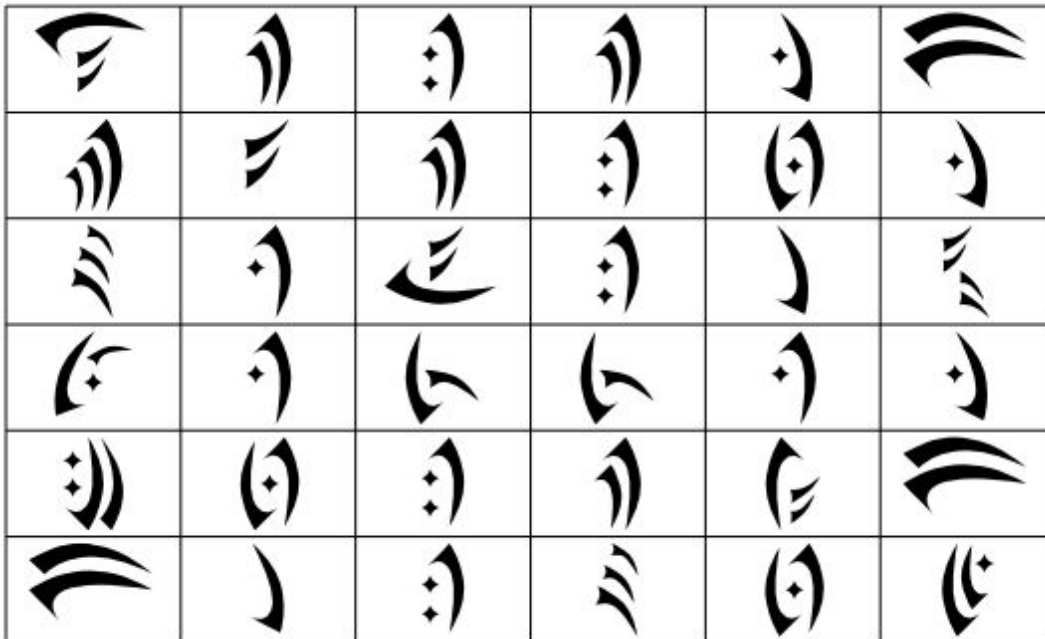
Spinning Tiles
Production: JK & HH

Detect Magic: Nothing.
Note-based clue: possibly.

An array of 6x6 tiles, each with a rune on each side.

The tiles need to be flipped such that each row, if converted to letters, reads the name of a rune -

FERESH
QUEROS
MAWRIG
PALLAS
ZORECH
HIRMOK

This is then the clues required for the **Rune-Coded Drawers**.

FAILURE: No effect.
SUCCESS: First time all rows are arranged in correct order, reward players with 1 Autumn vis.

Clues: Prospero Agent can suggest there must be some meaning to the choice of runes, and encourage teams to write down all of 1 line to take back for examination.

<u>Rune-Coded Drawers</u>
Production: KQ

Detect Magic: *These drawers are sealed shut with Autumn magic, but could be opened if the right symbolic key were placed in the correct slot of each drawer.*
Note-based clue:

A series of 6 drawers, each of which has space for a single card to be placed in a little slot. Each is held closed using ribbons if the players approach.

If the runes Feresh, Queros, Mawrig, Pallas, Zorech and Hirmok are placed into the respective slots, each drawer in turn will be unlocked.

The drawers contain:

Feresh: Clue for **Potion Logic?**
Queros: 1 Autumn vis
Mawrig: Clue for **Potion Logic?**
Pallas: 1 Autumn vis
Zorech: Clue for **Potion Logic?**
Hirmok: 1 shiny

Clues: Prospero Agent can suggest that the key to each drawer must be hidden as a clue elsewhere in the room - where else are there 6 of something?

Dominoes
Production: HH

Detect Magic: *The tiles in this box seem to yearn to snap together when the pips on opposing sides match. The tiles with more pips on seem to resonate more strongly, unless one side contains no pips at all.*
Note-based clue:

A labyrinthine spiral pattern with a series of spaces marked for dominoes, next to which are numbers. The dominoes must be laid in the correct sequence, with opposing ends matching, such that the product of the pips on each side matches the number.

FAILURE: PARALYSE
SUCCESS: Once all dominoes arranged correctly, reward players with 2 Autumn vis.

Clues: Prospero Agent can suggest the numbers might match up to some combination of the pips on the dominoes.

Sand Pouring
Production: JK & HH, working on

Detect Magic:
The basins here appear to be carefully weighted - disturbing the balance of them would likely release a pulse of disruptive magical energy. However, it seems that if the correct weight is placed in each in succession, something will occur.

The classic puzzle, featured in *Tomb Raider IV: The Last Revelation* (amongst so many other things).

There are two vessels that can be filled with sand - one has a "3" marked, the other a "5". There is a reservoir of sand, and 3 basins, which are marked "2", "4" and "1".

The vessels hold a number of units of sand equal to their number. The solver must use them to measure out a precise number of units equal to the number on the basins, and pour this is in all at once.

FAILURE: Each time the wrong amount is poured into any basin, call WEAKNESS.
SUCCESS: Upon all 3 basins being filled correctly, manifest 2 autumn vis and 1 shiny.

Clues: Prospero Agent can suggest the labels must all be amounts, and ask if there's some way to use the items to hand to measure out different quantities.

<u>Tower of Hanoi</u>
Production: Bought. Testing.

Detect Magic:
Each of these discs is being charged with Autumn magic from the leftmost pole, and is designed to support only those discs smaller than it. The rightmost pole acts as a ground that will funnel the magic of the discs away, but only if they are all present upon the rightmost stack at the same time. Moving more than one disc from a pole at once is likely to cause a violent discharge of magical potential.
Note-based clue: technical-sounding writeup to support the above, setting out rules for Tower of Hanoi.

A classic Tower of Hanoi setup with 6 or 7 discs to be moved from pole A to pole C.

Puzzle scales up to 9 discs, but testing and maths confirm that the exponential increase in moves required is likely a significant factor in being able to solve with 5-minute limitations on each team.

FAILURE: If more than 1 disc moved at a time, or if a larger disc placed upon a smaller one, call STRIKEDOWN.
SUCCESS: Upon the whole stack being moved from the centre to any other pole, manifest 3 autumn vis.

Clues: Prospero agents can give guidance on overall strategy for Tower of Hanoi.

Key-Waterpipe
Production: KQ, already made/being made for E3 anyway

Detect Magic: Nothing.

KatQ: "The drainpipe for filling with water attached to the window (if I can get a key float to actually be visible properly - it wasn't last time. I expect to buy a few more locks also for search and find puzzles (I have a thing about needing the key with the sky attached and a series of coloured ribbons)"

Key would then open a locked something - the locked something contains 1 or more clues required for **Potion Logic**.

Clues: Prospero Agent can muse about how "there must be some way to get whatever's in the pipe out without having really small arms…"

Puzzle Box
Production: bought

Detect Magic: *You detect the presence of autumn magic within this box.*

Simple puzzle box. Contains 1 Autumn vis, possibly a clue for **Potion Logic**.

To start off with, find the small lever on the back.

Clues: not really needed.

Potion Logic
Production: JK & HH - working on

Detect Magic (or possibly Apothecary):
{Something confirming "don't just guess"}

Broadly, this is going to be a logic puzzle like the one in *Harry Potter & the Philosopher's Stone*, with the clue fragments from previous puzzles.

The solver must logic their way to the correct potion and EITHER:
- Drink it - the false ones are horrible poisons, OR
- Pour it into a cauldron/basin/etc - the false ones will produce negative effects

Magic Hexagon
Production: bought

Detect Magic: *You sense that each hexagonal piece must be carefully placed in the frame.*
Note-based Clue: Confirms sum to 38.

The numbers 1-19 on hexagonal prisms, which need to be arranged into a "hive" where each straight line sums to 38.

One solution:

FAILURE: ENTANGLE
SUCCESS: Manifest 1 autumn vis and 1 shiny.

Clues: Prospero Agent can suggest this could be figured out by people with parchment and quill outside.