



BODDY ENTERPRISES, LLC.



April, 2008

My intrepid friend:

I can see that you have a mind for patterns. That's good. For what's coming next, you will need every bit of cleverness, willpower, and determination to succeed. You and your teammates will be tested and through your boldness, I have confidence that you will succeed. I am relying on you.

This is no mere game. This is The Game. I will bring my vast resources to bear to ensure that this will be The Game to remember. Call it a hobby of mine, if you'd like, but that misses the point.

Many of you have never played The Game before. That's quite alright; you had to start somewhere. What is it exactly? Well, The Game is an all-Bay-Area, all-night puzzle solving race. I am personally writing the puzzles which will direct you from place to place. They won't be easy, but I think you are up for the challenge. The clues draw from a variety of disciplines and a balanced team is essential. Do not worry if you are not a technological wizard or a math genius—these puzzles are suited to all sorts of people. A good team works together, listens to each other's ideas, and maintains a positive mental attitude. If you get stuck, I will be available to offer hints—although for a minor time penalty. You are even allowed a “home base” to contact your friends back in FloMo for info, just don't ask them to try to solve clues for you. Hopefully you won't need it.

Your reward for solving the first clue is the following information: the game will begin on **Friday, May 9<sup>th</sup>** starting at **6:00pm** in the **FloMo Main (SLE) Lounge**. The game will last until Saturday morning, ideally ending between 6:00am and noon.

You will need a team of up to five players. You will need a car. I know that some of you don't have access to cars. I have been in contact with your staff and they should be able to work out subsidies for rental cars and gas. For rental cars, check out [http://transportation.stanford.edu/alt\\_transportation/Enterprise.shtml](http://transportation.stanford.edu/alt_transportation/Enterprise.shtml) for more information. If you can't borrow a car, reserve one ASAP.

In general, I have appointed one of your staff members to be my point person while remaining secluded at my estate finishing preparations. Please contact Josh Dillon who lives in Alondra 203 and who can be emailed at [jsdillon@stanford.edu](mailto:jsdillon@stanford.edu) with any and all inquiries and questions about this game. **E-mail him to register your team ASAP.** Please include your team name and the names, email addresses, and dorms of all your team members.

I promise a night you will never forget. I know I won't...

Your friend,

Mr. Boddy  
President, Boddy Enterprises

P.S. The following is a list of materials and codes that I think you might need to succeed in this race. It might be best, whenever possible to have hard copies of these codes available for easy access. Otherwise, it should be sufficient to have them stored to your computers.

**Physical Materials:**

- Scratch paper
- Pens and pencils
- Tape
- Scissors
- Laptop (possibly more than one, depending on your battery life)
- Flashlights
- Money (for food and gas)

**Recommended Materials:**

- Bay-Area map (although I can help with directions)
- Stanford map
- Food (and caffeine)
- Camera (optional)

**Puzzle Materials and Codes:**

- Number-to-letter correspondence (A=1, B=2, ... , Z=26)
- Morse code
- ASCII
- Braille
- UPC
- Semaphore
- ASL alphabet
- Caesar cipher
- Substitution ciphers
- Naval signal flags
- Pigpen cipher
- DVORAK/QWERTY
- Binary, octal, hexadecimal
- NATO alphabet
- Musical notation
- Wingdings
- US map and basic US history
- Roman numerals
- Card game rules, terminology, and slang
- World map
- Periodic table
- Country Flags
- The complete works of William Shakespeare (for simplicity, download it from <http://www.gutenberg.org/dirs/etext94/shaks12.txt>)
- The signs of the zodiac and their symbols