

NUMBER FIVE IS ALIVE

THE JOCO Cruise 5 PUZZLE HUNT

Thank you for volunteering to help with the Joint Operation Center Overall Qualitative Usability & Ergonomics Survey Task (JOCOQUEST)! A recent lightning strike delayed the start of this year's program, but our survey computer Number Five appears to be working normally now. Please complete each customized questionnaire as it's generated by the machine-learning algorithms, then give your answer to an on-site proctor to receive

your Survey Task Activity Record (STAR). Have fun!



What's a "puzzle hunt?"

An event in which you solve a set of unique puzzles, often building to a final "meta-puzzle." (Teams are encouraged. We believe puzzle-solving is best enjoyed with friends!)

Do we win anything?

We hope you'll play #5isALIVE for fun! And maybe bragging rights. Every PUZZLE HUNTER will earn a wearable button and stickers as she solves more puzzles. You may not meet all your fellow Puzzle Hunters during the hunt, so come to our wrap-up event on Saturday (time and place TBD) to share your stories!

So what do these "puzzles" look like?

Our original brainteasers can take many forms! Some may look familiar, like a crossword or sudoku, but each #5isALIVE puzzle will require creative thinking to find its hidden message.

I'm in! How do I play?

Visit the #5isALIVE station in the GAME ROOM (Conference Center: deck 2, forward) to pick up puzzles. We're releasing new puzzles every day from Sunday (January 31st) through Friday (February 6th), inclusive. To confirm your answers, talk to anyone wearing a green-and-gold GAME CONTROL button—we'll give you a new sticker for each solve!

What if I want help solving a puzzle?

Just ask! Hints are always available, and we'll do our best to make sure you have fun during the hunt. If you're ever unsure how to get started on a puzzle, try one of the ideas on the back of this page.

Still have questions? Look for anyone wearing a GAME CONTROL button during the cruise. We're here to help!

Share your adventures on Twit-arr:

or name. You may single solution word, short phrase, or n ways, which help you reach that final answer. **puzzle eventually solves to a** iate messages, encoded in various

Each letter is encoded in a rectangular and visually impaired. of three dot positions each. system used by the blind columns of three dot posit a tactile writing comprising two **BRAILLE** is a grid, or *cell*, o

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means of visual signals with flags held in both hands Often just the arm positions are used. **SEMAPHORE** is used to convey information at a distance by at arm's length, and rotating each arm to a different position. where the first letter, syllable, or word of each line, paragraph, or other recurring text For example: The first letters of each word in the phrase "Foul Air Ruins Taste" produce "**FART**" a new message. feature spells out a

INDEXING is another common way to extract letters from text. Try indexing when you have a list of words or phrases and a corresponding list of numbers. Count into the word or phrase by the given number (ignoring spaces and punctuation) and record the letter in that position. In general, look for information which might yield letters, or unusual patterns in the provided data. Don't forget to follow all given instructions. **And remember, we designed these puzzles to be** *fun* **to solve.** If you're not having fun, we're doing something wrong! Let us know and we'll fix it. = "**BOT**" shots" would index to: beer, majitos, shots





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