

17. th Annual MIT IAP Mystery Hunt proudly presents: Bill and Ted's Bogus Mystery Hunt

On a cold, wintery day in January 1997, a collision of fate was about to change the lives of our heroes forever. They waited in a side alley of the Institute, ignorant of their imminent meeting with the kindred souls that would alter their destiny forever.

"Dude," Ted said, his breath freezing as it escaped his mouth, "it is most heinously frigid out here."

"And our mission has been most untriumphant," Bill replied. "We missed Tom Sholtz by over twenty years, dude. If we were going to wind up in the wrong year anyway, we could've at least gone to visit Jimi in 1968."

"I think the phone booth is busted. We'll need to see Rufus."

"Excellent!" Bill enthused. *Air guitar.* "Maybe he'll jam with us. But... where is the phone booth? And where's Death?"

"We left them right here. Maybe Death went for a joy ride, dude."

"Yeah. He majorly needs some colorful threads, dude. And a tan. Maybe he went to Maui." Bill shrugged.

"Well, I'm sure death will be here in a couple of minutes."

As our heroes waited, shivering, on the icy sidewalk, two figures with long, scraggly hair walked up to them uncertainly. They stopped, enshrouded in shadows, a few feet away. One spoke: "No way!"

The other responded: "Way!"

"No way!"

"Way! It's Bill and Ted of Wyld Stallyns! What a truly excellent event!" The two paused, looked at each other, and prostrated themselves at the feet of the future enablers of world peace.

"We're not worthy! We're not worthy!"

Bill and Ted looked at one another in shock. "Dude!" Ted uttered breathlessly. "It's Wayne and Garth!"

"Most excellent! Dudes! We watch your show all the time!" Bill said.

Wayne stood up slowly. "Exquise me? You get Aurora Community Access?"

"We get every channel," explained Bill. "Our friend Rufus hooked it up."

"Excellent," Wayne nodded. "Well, we've got all your albums. They give us a sense of cameradery and brotherhood with every living thing." Wayne looked down and nudged Garth. "You can get up now."

Garth stood up. "I like... your music," he said shyly, eating Pez from his Bugs Bunny holder.

"It's most righteous of you to say so," answered Ted, "but we haven't made any yet. That's in our future."

"Hey," Bill said, "could we borrow some of our tunes from you? We don't know what we sound like yet."

"Sure," Wayne replied. He reached for his walkman, but then stopped. "How do I know you're the real Bill and Ted and not some evil Bill and Teds out to foil yourselves? What number am I thinking of?"

"69. dude!" Bill and Ted answered simultaneously.

As Bill, Ted, and Wayne air guitared, Garth quietly chewed on Pez and mumbled, "Um, I was thinking of 68. Oh, well, never mind."

"So what are you doing here?" asked Wayne.

"Well," Ted replied, "we were playing at this totally rockin' concert, just thrashing away on our guitars with great speed, but we were getting booted by the audience. At first I thought they were making much ado about nothing, but as we continued, I thought, 'What's the point? Break a load of guitar strings and make bad music?' It set off a chain reaction in my mind, and I figured out we should get some guitar lessons. But time travel's not just a walk in the clouds, you know, and now we're lost in the wrong decade and our phone booth is gone. We have been most untriumphant. What are you dudes here for?"

Garth spoke up. "We were kinda stuck in a rut, ya know? Doing the same show over and over again. There was no room for our artistic freedom. I felt like I was trapped in paradise. But then we got a call from TV36. They wanted us to move our show out here. I figured opportunity knocks only once, so we decided to make a clean slate of things and start over, so here we are on the road to wellville."

"Er, hum," Wayne said.

"Mmm, oh," Bill said.

"So where is this phone booth?" Wayne asked. "We could go back in time and see the REAL Queen of Babylonia."

"Dude," Ted whispered, "majorly NOT worth it. Trust me."

"The booth was right here," Bill said. "Right on this very exact spot that we're standing on right now."

Overhead, a few bolts of lightning streaked across the blanketed sky. Suddenly, the clouds parted, forming a small hole (Author's note: I know, as if clouds part in Boston. Bear with me.) and the phone booth rocketed down from the heavens, landing with a thud on the same spot it had left from a half hour before. The door creaked open, and two scrawny, ugly adolescents stepped outside. They scrutinized the lifeless landscape. The blonde one spoke first.

"That phone sex line RULES!"

"Huh huh," the other one said. "The markwiss de sharday kicks ass! Hey, we, like, landed on some guys." Butt-head bent over for a closer look. "I think they're dead."

"Heh heh, cool," said Beavis. "Maybe they had money."

"Yeah. Then we could take their money and buy some nachos. That'd rule."

"Hey," Beavis said, "this guy had Pez. Cool." Beavis picked up the Pez container and ate one. Then another. And another and another until the whole container was gone.

"You buttmunch, I wanted some," Butt-head said, preparing to take a swing at Beavis. But Beavis, having just eaten about 15 or 16, didn't notice; he had started to converse.

"Aaaaaahhh... sugggaaarrrrr.... waaaaaarrhhhh." Beavis suddenly pulled his shirt over his head, lifted up his palms, and declared, "I am the great Cornholio! I need TP for my bunghole!"

"No way, dumbass," said Butt-head. "Let's use the phone booth to go back to the Summer of Love in 1967. I bet we'd score. I'd go up to some hippie chicks and I'd say, 'Hey, baby, I'm Butt-head --' Where are you going?"

"I must find TP for my bunghole... Bungholio... Industrial High-Fidelity TP for my bunghole..."

"Whoa!" Butt-head stared in awe. "The IHFTP! That rules! Wait for me!"

Can you assist Beavis and Butt-head on their impossible mission to find the fabled IHFTP? Your challenge awaits. ..

THIS PUZZLE IS FOR WUSSES

The follow chess problem involves an elaborate sequence of moves which leads white from a losing position on board A, to a winning position on board B. Determine the sequence of moves and give moves 3. white, 4 black and the last move. Note the sequence is the minimal sequence to get from position A to position B and obviously does not include black's best play for most of it.

Board Position A

Board Position B

White to move:

White to move:

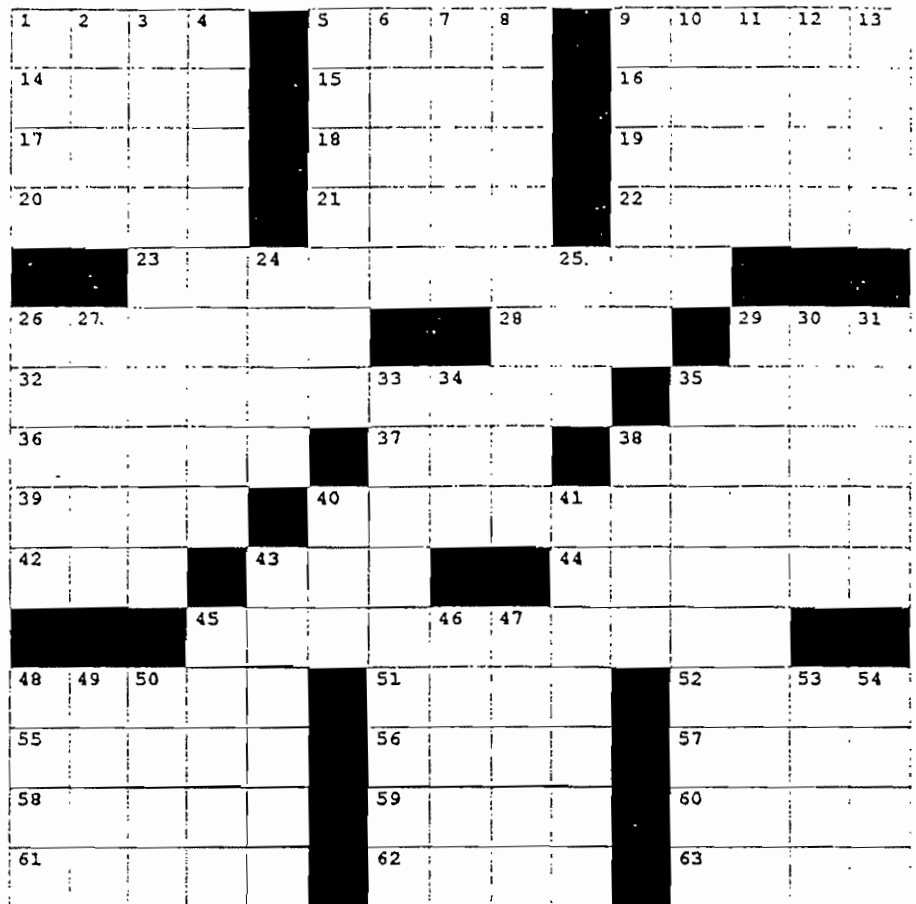
| | | | | | | | | |
|---|----|----|----|----|----|----|----|---|
| 8 | | | *R | | *R | | *K | |
| 7 | *P | | | | *P | *B | | |
| 6 | | | *P | | | *P | | |
| 5 | | | | | | P | | |
| 4 | | | | | | | | |
| 3 | | N | B | *P | | | | |
| 2 | P | *N | | | P | | | |
| 1 | R | | | K | | | | R |
| | a | b | c | d | e | f | g | h |

| | | | | | | | | |
|---|----|---|----|----|---|----|----|---|
| 8 | | | *R | | | | *K | |
| 7 | *P | | | | | *P | *R | |
| 6 | | | *P | | | | *P | |
| 5 | | | | | | | | |
| 4 | *N | | *B | | | | P | |
| 3 | | N | B | *P | | | | R |
| 2 | P | | | K | | P | | |
| 1 | | | | | | | | R |
| | a | b | c | d | e | f | g | h |

* denotes a black piece

THIS PUZZLE IS STUPID -- CHANGE IT

In this crossword, you are given the letters that fit into an entry position, but you are not told what order they go in. Using logic and deduction from the crossing words, fill in the entire grid.



ACROSS

- 1 RUOF
- 5 NWOD
- 9 NPZWY
- 14 RGYL
- 15 JBAQ
- 16 LNYJX
- 17 FSHC
- 18 RAGM
- 19 LGYQN
- 20 KBSM
- 21 KAMV
- 22 LKBWF
- 23 IRZBDKWMEX
- 26 BVQYZF
- 28.PTM
- 29 NAT
- 32 CBTELVISKH
- 35 TAWG
- 36 FBVYL
- 37 WAM
- 38 GNAXY
- 39 LYHG
- 40 LMZBGJPKNH
- 42 LCU
- 43 MIS

- 44 QGYAJN
- 45 ZLWCXPFVIT
- 48 HQMSV
- 51 AQYB
- 52 LAQD
- 55 MGYPS
- 56 XFCA
- 57 LDAG
- 58 PHYMS
- 59 DUGY
- 60 DXAL
- 61 SFGYX
- 62 BJUZ
- 63 HZBD

DOWN

- 1 EPGT
- 2 IETA
- 3 ATDIQJPENQ
- 4 UPONDETAI
- 5 LEDINSP
- 6 ECTIO
- 7 NOFTH
- 8 ESECLUESY
- 9 OUVEDI

- 10 SCOVE
- 11 REDT
- 12 HISM
- 13 ESSA
- 24 GETH
- 25 ECR
- 26.OSSWO
- 27 RDISO
- 29 FCOURSEIMP
- 30 OSSIB
- 31 LESOD
- 33 ONTEVENTR
- 34 YIT
- 35 IMSURETHA
- 38 TYOU
- 40 DLI
- 41 KETOKNO
- 43 WYOUSH
- 45 OULDK
- 46 EEPPE
- 47 RIODS
- 48 BUTI
- 49 GNOR
- 50 EDOL
- 53 LARS
- 54 IGNS

THIS PUZZLE IS, LIKE, CA-SA-TROPIC

The encryption cipher is different from problem to problem. If $B=5$ in the first problem, it equals 5 throughout that problem, but it may not equal 5, in any of the other problems. The relations are reciprocal: if $5=B$ in the first problem, then $B=5$ in all of that problem (but maybe not the others). These four division problems are in four different bases. One of them is base 8, one is base 10, one is base 11, and one is base 12; it is up to you to determine which is which.

$$\begin{array}{r}
 \text{GLQ} \\
 \hline
 \text{AXR} \bigg) \text{BLTXVQ} \\
 \underline{\text{BQVH}} \\
 \text{NTVV} \\
 \underline{\text{JSTB}} \\
 \text{VXAQ} \\
 \underline{\text{VTHN}} \\
 \text{CN}
 \end{array}$$

$$\begin{array}{r}
 \text{CRK} \\
 \hline
 \text{DLM} \bigg) \text{LRJXWT} \\
 \underline{\text{RDPX}} \\
 \text{FSTW} \\
 \underline{\text{CDPR}} \\
 \text{RTFT} \\
 \underline{\text{MRKC}} \\
 \text{XKGV}
 \end{array}$$

$$\begin{array}{r}
 \text{LRF} \\
 \hline
 \text{ZLKE} \bigg) \text{PZXWAY} \\
 \underline{\text{PNYO}} \\
 \text{HEZA} \\
 \underline{\text{HXES}} \\
 \text{NYZY} \\
 \underline{\text{RXZA}} \\
 \text{WOH}
 \end{array}$$

$$\begin{array}{r}
 \text{ALBT} \\
 \hline
 \text{UT} \bigg) \text{NOQPB} \\
 \underline{\text{LI}} \\
 \text{CQP} \\
 \underline{\text{CIO}} \\
 \text{SLB} \\
 \underline{\text{SCQ}} \\
 \text{NF}
 \end{array}$$

THIS PUZZLE SUCKS

In this puzzle, you are a chess knight, and you move exactly (and only) as a chess knight moves. Your goal is to get from the upper left hand corner, where you start, to the lower right hand corner, where you will exit. The black squares are barriers; you may not land on one. You may jump over them in the course of a legal knight move, however. Every 4th square you land on, you will keep that letter.

| | | | | | | | | | | | |
|---------|---|---|---|---|---|---|---|---|---|---|---|
| (START) | A | | R | | S | T | X | | Q | U | N |
| L | R | T | | E | M | | P | C | O | L | Z |
| | E | H | G | | T | G | C | U | S | | P |
| V | | U | | N | R | B | S | | Y | R | |
| | U | | I | | A | | E | M | F | | M |
| P | Y | H | | S | | N | K | R | | R | J |
| N | | S | | L | O | L | | O | P | | A |
| | F | E | C | P | | E | B | | I | | R |
| W | O | H | | K | I | S | O | | A | O | |
| R | | W | O | G | D | | O | H | S | | M |
| A | N | I | | P | L | T | M | | X | E | E |
| | C | R | E | X | | S | U | N | F | | Y |

THIS PUZZLE BLOWS CHUNKS

A few ground rules for the trail:

- 1) Once you go through a door or a pair of doors, you will never go through that same door or pair of doors, even from the other direction, during the remainder of the trail.
- 2) All turns, unless specifically stated otherwise, are 90° turns to either the left or the right. There are no tricks such as turning 180 degrees or turning downwards; all instructions are in earnest.
- 3) You never need to go outside.

In order to acquire the IHFTP, it is necessary to join Todd's gang. (And let's face it, Todd is cool.) You must find his secret hideout in the depths of the campus. Luckily, you've picked up a set of directions that Todd wrote down for one of his friends to come and join him. Follow them carefully and maybe Todd will like you.

Todd writes:

Listen, loser, I don't care if you are my cousin and once donated a kidney to save my life, I think you're a sissy. But I'll let you hang out with me today if you bring a couple of scrawny wimps back to the hideout so we can beat them up. To get here start on the first floor under the puny little dome. In front of you, you'll see a long sewer tunnel stretching off forever. Although it's fun to go in there and kick rats on Friday nights, if you did it, you would just be wasting our time. Turn left and walk, sticking close to the outer wall. Ahead of you will be a couple of slimy, moss-covered doors. Go through them. Keep going straight until you find yourself at the base of a junk pile. Don't climb up it; instead, turn left and walk down the narrow alleyway between two walls. Now, ignoring any bums you might pass -- even dad -- count the number of abandoned doorways you pass on your right as you walk (try using your fingers). Since you've only got the one hand, (that's missing the pinky) (but has the second thumb) stop when you reach number 5. Read what it says on the door -- well, look at the letters, anyway. Take the last letter on the door and convert it into the appropriate number (A=1, B=2, C=3... Z=26). Go to the third floor of the building with this number and go to the bathroom.

I meant find the bathroom and walk into it. The plumbing probably doesn't work any more, so walk back out of it and turn right. Now you should chuck yourselves upward. Again. You should find yourselves looking down a short sewer tube. Wallow through the muck until you find a cascade into the septic table. That's where you want to go. Go down as far as possible (you'll know by the smell when you've hit the bottom.) Turn towards your left -- your *other* left -- and walk along until you pass four giant rat holes. If you can see a fifth rat hole ahead of you, turn left. If not, keep going straight. Eventually you'll find a way to pull yourself up out of the muck. Do it, but only so you're just out of it; you can still smell it.

Find the unlocked door that's the closest to you. Burglarize it and add the digits on the door. I'll wait. Keep counting. Good. Turn to your right as you leave the door and take that many paces forward. Then turn to the left wall and take another 4. You are looking into a display case of some rich snob that has more stuff than you, so break it. Since the cops are coming now (Way to go, genius) take the shortest route to run outside and keep running in a straight line until you come to a building.

Since you were stupid enough to run headfirst into a brick wall, you need to lie down inside the building until the bleeding stops. Figure out what building it is you're inside of now and add 8. Go now to the building with that number.

Stand outside that building on the side closest to Massachusetts Avenue. Turn and face the setting sun. You can see ahead of you a place that looks like it might be my hideout. Go to it.

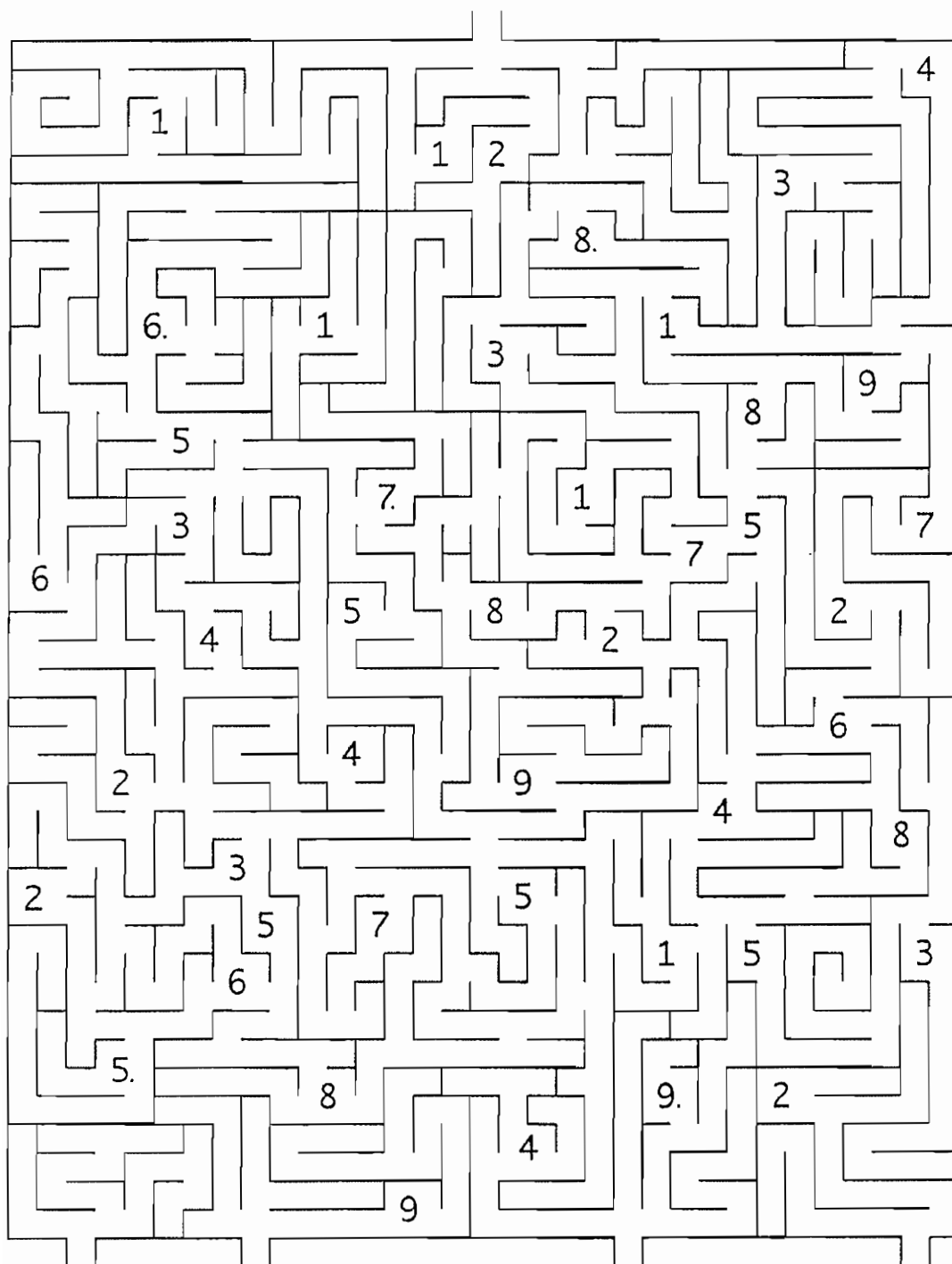
It's not my hideout, you idiot, do you think I'd hang out here? Go inside and get back down in the sewers. Having lost all sense of orientation, you make the first left you can see, then the first right. Walk for 15 paces. Turn right, then walk for 9. Stare at the pit I might throw you into. Maybe... maybe... naah. Just wanted to scare you. And boy, you're scared. You get as far away from the pit as you can, and that's straight up. When you get out of the stairwell (You're out of breath? Wussie) find the nearest bathroom. Take the fourth digit in the number and go to that building.

In this building, go to the place where I would be the most likely to be. I'm not there either, but you can see a prominent number. Take this number, divide it in half, and add 10. Go to this room number.

Face the room, turn left and walk until you can't any more. Turn the only way you can and walk exactly halfway down this corridor. Go back into the sewers. You've been here before, so walk the opposite way that you did last time. Continue until you come to the first room that has all even digits. Add the last two digits together. Walk to the east until you pass that many doorways (after climbing three levels first). Look out the closest window.

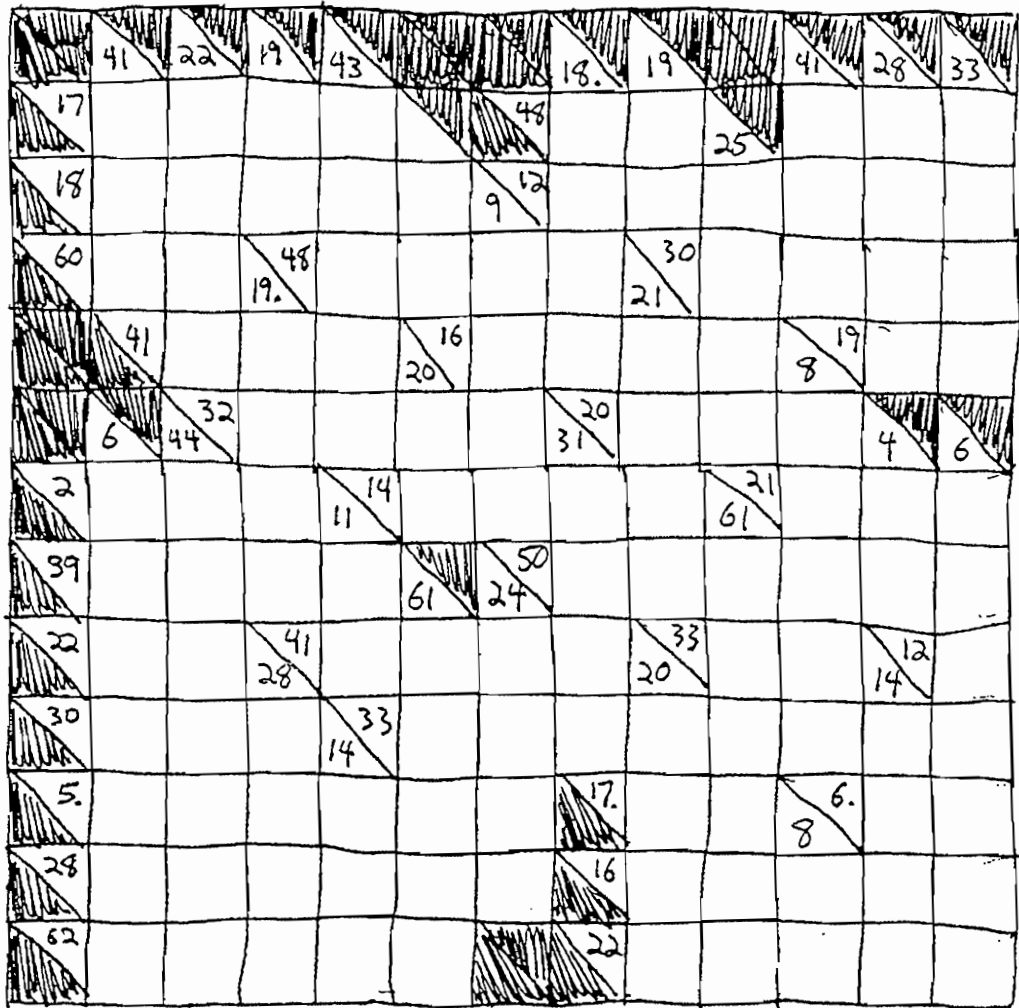
Proceed directly to the building that you see right in front of you. Go to the highest room number on the second floor. No, you idiot, I didn't say get high. Just do what I told you to. Now walk into the closest building from where you are now. Take the building number you are in and subtract two hands and a finger. (That's 11.) Repeat that number in front of itself, subtract the number of the third building you were in since trying to find my hideout, and go to that room number. That's my hideout. I'm gone, of course. (You took too long to get here, you didn't bring me any beer, and you smell awful. But at least you have this room number.

THIS PUZZLE BLOWS RHINO



THIS PUZZLE IS MOST UNTRIUMPHANT

Each box in this grid is to be filled with a single digit from 0-9 such that the number at the top of a column or to the left of a row equals the sum total of all the single digits in the boxes in that particular row or column that run from the aforementioned sum number to the next obstruction (a block or a wall).



THIS PUZZLE BITES

Scavenger hunt: bring us 13 of the following items:

- 1, A videocassette of the movie *Surf*. (Its sequel *Surf II* will NOT be accepted.)
- 2, An authentic newspaper headline (or a photocopy thereof) announcing Gerald Ford's presidential election victory.
- 3, A United States postage stamp featuring Walter Cronkite.
- 4, The cast recording soundtrack album issued by Warner Bros. for the original movie version of *Little Shop of Horrors* (1960).
- 5, A rubbing of the name Nigel Visconte from the Lobby 10 wall.
- 6, A postcard or photograph showing the famous landmark located in the town with zip code 00010
- 7, A pin or other piece of memorabilia from the 1940 Summer Olympic Games.
- 8, An issue of *Games World of Puzzles* featuring a puzzle credited to one-time senior editor Mark Gottlieb.
- 9, A birth certificate dated February 29, 1900.
- 10, A picture of a brown *Elbissopmi elvissa*.
- 11, A baseball card of a 1967 Seattle Pilots player whose last name contains no ascenders (letters that go above the center line, such as d, f, etc.) or descenders (g, y, etc.).
- 12, A Professor Plum Clue card.
- 13, A 1975 US quarter.
- 14, A business card from the place of business whose phone number is (617) 689-75 15.

THIS PUZZLE IS MOST HEINOUS

We've seen cryptograms in Spanish, backwards, misspaced, and with letters able to substitute for themselves. But here is something wholly unique and viciously devious. Feast your eyes on the never-before-seen double cryptogram. The original message was encrypted using a simple letter-substitution cipher. Then THAT cipher was re-encrypted with a different letter-substitution cipher. Therefore when you decode, you are initially trying to find what is essentially gibberish. The final, twice-unencrypted message is irrelevant; what we want here is the intermediate ciphertext.

RFVGTU UY PODNWG THW CLD TMGOHGN RJELKL YT S PTRM

THSIGF RWQDF GKH DROF LGND. TPGKE TJE S FOENQ GENNIW

NVD TEKJO NFSJ AYO MGOH PYKLSK RE SJFDN YK MONF. RHWI

WDWA TKOGH IDNDS NGO CLD FENGG KSIW RUHW ILAD PWKJ FNFD,

HMO EUYREKK FNDI THW DFJ SDBUW UY DFNO.

THIS PUZZLE BLOWS DONKEY

This is not a run-of-the-mill connect-the-dots puzzle. You are only allowed to connect two dots if they are directly associated with consecutive numbers. For example, you would draw a line from a 9 to an 8. You would not, however, connect a 6 or a 10 to an 8 even if there was no 7 or 9. If a dot ever appears completely within a number, as in 65.33, then that dot is completely void and you cannot connect anything to it. If a dot appears between a number and a letter, then the dot is affixed to the number and is valid for a connection.

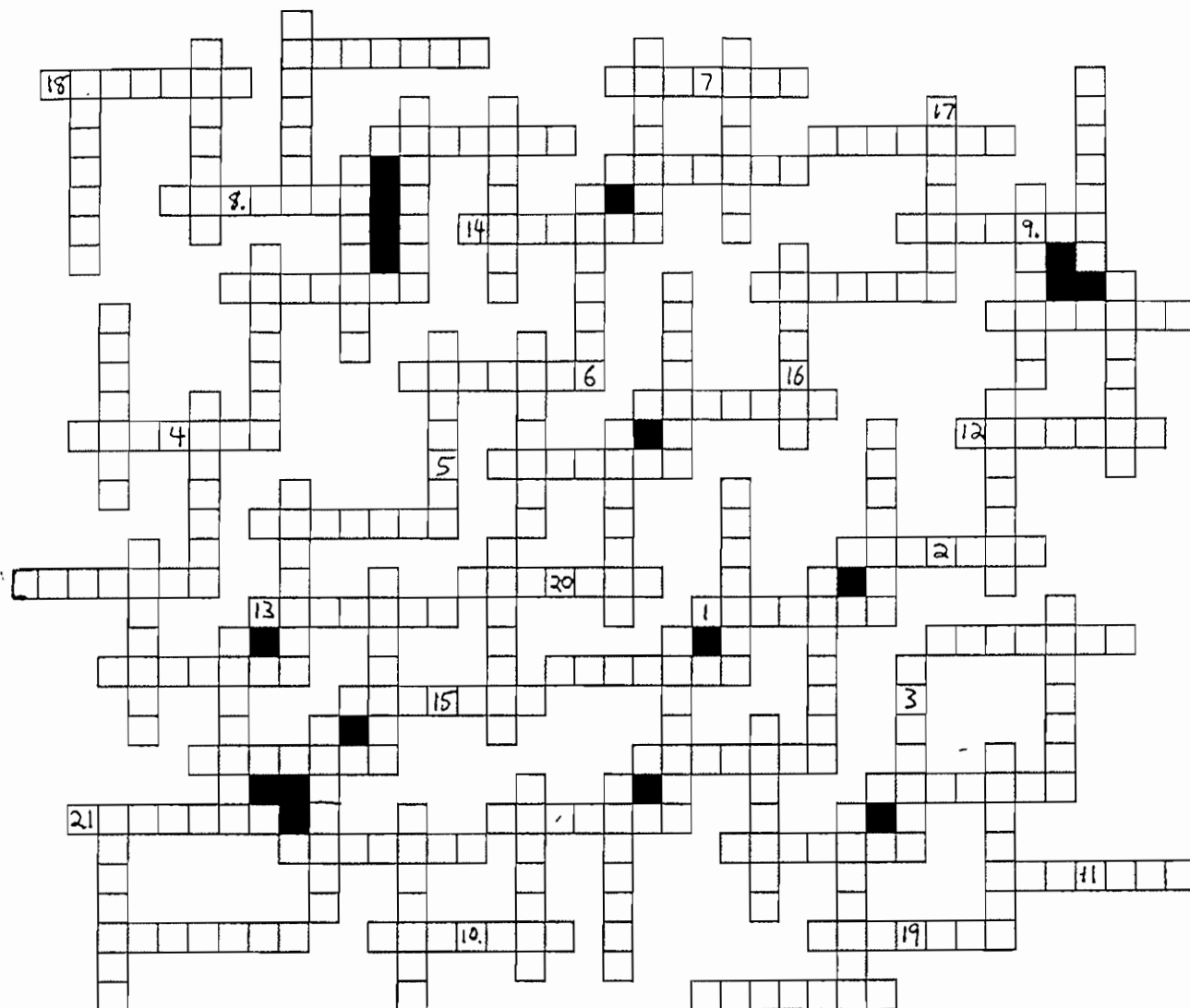
When you have completed the puzzle on this page, your task is to locate one of the objects pictured and bring it to one of the puzzlemasters.

.144 501. .393 39. .479 206. .491 .617 .595 264. .277 .693 118. 372. .641
 .577 638 120. 450 .36 79.72 562. 619. .358
 .177 718. .251 .508 782. .153 .475 .24 530. 295.
 .303 .588 638. .4 .73 .12 .254 746. .753 102.734 .208 .633
 .62 .572 123. .488 78.833 .325 446. .772 .572 .418 182. .788
 .70 125. 832.74 .29 128. .668 .535 .214 .388 391. .761
 .728 .453 779. .377 .46 .608 .723 201. .523 .199 375.
 391. 533. .601 94.155 .142 .725 334. .993 .750 703. .651 .455
 .646 .575 156. .346 288. .666 .586 .998 .933 219. .644 517.
 .103 .461 614. 95.90 630.227 .742 .60 954. .672 .716 472. .720
 564. .188 89.157 .977 527. .355 .416 758. .488 .777

.695 .249 172. 403. .77 .235 659.
 .927 951. 968. .659 .191 .468 196.
 .170. .739 .163 .549 .431 .425 .51
 230 654. 342. .320 116. .75 .76 .80 .203 923.
 434 212. .679 .559 93. .590 .688 21. 506.
 .775 .988 568. .930 .906 399. 217. .544
 606.150 .49 .477 503. 91. .92 662. .557 363.
 .16 657. .551 379. .146 81. .368 .770 796. 10.
 257. .384 .625 .279 .456 328. .165
 .293 .675 353. .318 496. .87 .612 382.
 .423 331. 68. .225. .290 .651 .246 912.
 .403 442. 677. .88 .546 .266 684.

.64 428. .131 582.598 272. .298 .82 .83
 635. .482 .175 .316 26. .275 .554 .86
 .223 350. .690 .268 .623 .901 .975 731.
 .179 323. .420 .233 .286 593. 627. 85. .84

THIS PUZZLE RULES -- NOT!



BEAKERS
 BEARERS
 BEATERS
 BEAVERS
 BEEPERS
 BENDERS
 BETTERS
 DEALERS
 DEFIERS
 DENIERS
 FEEDERS
 FEELERS
 FENCERS
 FENDERS
 FESTERS
 FETTERS

GEEZERS
 GENDERS
 GETTERS
 GEYSERS
 HEADERS
 HEALERS
 HEATERS
 HEAVERS
 HEDGERS
 HEIFERS
 HELPERS
 HEMMERS
 HERDERS
 JEEPERS
 JEERERS
 JESTERS

KEEPERS
 LEADERS
 LEAKERS
 LEANERS
 LEAPERS
 LEAVERS
 LECHERS
 LEDGERS
 LENDERS
 LETTERS
 MEETERS
 MELTERS
 MEMBERS
 MENDERS
 MERGERS
 NEEDERS

NEUTERS
 PECKERS
 PEEKERS
 PEELERS
 PEEPERS
 PEPPERS
 PESTERS
 READERS
 REAPERS
 REELERS
 RENDERS
 RENTERS
 SEALERS
 SEEDERS
 SEEKERS
 SEIZERS

SELLERS
 SENDERS
 SERVERS
 SETTERS
 TEASERS
 TEETERS
 TELLERS
 TEMPERS
 TENDERS
 TETHERS
 VENEERS
 WEARERS
 WEAVERS
 WEEDERS
 WEINERS
 WELDERS

THIS PUZZLE IS BOGUS

Start with \$1. Enter the dungeon at the door pointing inwards. Your goal is to exit the dungeon at the door at the bottom right-hand corner of the grid (marked with an out-pointing hand and 0.4 2.) Each time you go through a door, you must pay the amount of money stated and follow the specific instruction regarding your string of letters. When you enter a room for the first time, pick up the letter in the room and add it to the end of your string of letters. (This string is empty when you enter the dungeon.) If you re-enter a room, you do not pick up the letter again; it is no longer there. You will pass through every room at least once. Your string of letters will never exceed 20 letters. The letter "Y" is considered a consonant but not a vowel. If you cannot pay the amount of money stated or you cannot fully follow all instructions given, you may not pass through that specific door. (For example, if your string was ASD, and the instructions said to double the fourth letter, you could not pass through that door.) For doors marked 1 through 14, you must pay letters instead of money. To go through one of these doors, you must have in your string *in consecutive letters* a word or name that is a member of the given category. If so, remove those letters from your string and move through.

| | | | | | | |
|-------------|----------------------------|----------------------------|----------------------------|---------------------------|----------------------------|-------------|
| | T _{0.69} | R _{#28 0.71} | EB _{#71 0.33} | U _{#4} | S _{#51 0.10} | S |
| 0.69 | | #42 0.68 | #32 0.28 | #54 0.52 | #34 0.70 | #52 0.28 |
| | H _{#71 0.61} | A _{#33 0.66} | O _{#3} | E _{#66 0.22} | TO _{#23 0.51} | E |
| #21 0.74 | | #12 | #79 0.13 | #76 0.64 | #43 0.39 | #73 0.22 |
| | E _{#22 0.09} | S _{#5} | G _{#77 0.47} | G _{#45 0.31} | T _{#79 0.31} | ON |
| #61 0.58 | | #74 0.47 | #24 0.21 | #11 | #62 0.37 | #7 |
| | S _{#27 0.88} | R _{#44 0.79} | U _{#65 0.93} | N _{#10} | H _{#72 0.14} | L |
| #14 | | #26 0.34 | #51 0.59 | #78 0.38 | #25 0.19 | #31 0.33 |
| | EL _{#51 0.19} | E _{#63 0.29} | S _{#2} | A _{#51 0.27} | E _{#9} | A |
| #35 0.48 | | #8 | #36 0.37 | #41 0.35 | #53 0.44 | #6 |
| | E _{#13} | TT _{#64 0.20} | C _{#80 0.36} | H _{#75 0.24} | R _{#1} | E |
| | | | | | | 0.42 |

- 1) Book of the Old Testament
- 2) Brass Instrument
- 3) Clue Weapon
- 4) Color of the Spectrum
- 5) Day of the Week in French
- 6) Deadly Sin
- 7) Ludlum Title Adjective
- 8) NFL Team
- 9) NHL Team
- 10) Part of the Eye
- 11) Planet
- 12) US Presidential Surname
- 13) Quark
- 14) US State

- 21) Advance by 1 (TRU ⇒ USV)
- 22) Advance by 2 (NUM ⇒ PWO)
- 23) Advance by 3 (DSU ⇒ GVX)
- 24) Advance by 7 (MAN ⇒ THU)
- 25) Advance odd-placed letters by 4 (GITSO ⇒ KIXSS)
- 26) Advance 3rd, 4th, and 5th by 3, 4, and 5, respectively (ETTER ⇒ ETWTW)
- 27) Advance 1st and 5th by 10
- 28) Advance vowels to next in vowel sequence; back up consonants to previous in consonant sequence (PINT ⇒ NOMS)

- 31) Back up by 1 (EPR ⇒ DOQ)
- 32) Back up by 2 (E.WHE ⇒ CUFC)
- 33) Back up by 6 (RIG ⇒ LCA)
- 34) Back up 1st, 3rd, 4th, and last by 2
- 35) Back up all vowels by 3 (ISO ⇒ FSL)
- 36) Back up by place number (PSTHROU ⇒ OQQDMIN)
- 41) Double all letters (UNG ⇒ UUNNGG)
- 42) Double all vowels (INAL ⇒ IINAAL)
- 43) Double 1st, 3rd, and 6th letters (GHAHOLE ⇒ GGHAAHOLLE)
- 44) Double even-placed letters (HISD ⇒ HHSDD)
- 45) Triple 4th letter
- 51) Reverse (DEN ⇒ NED)
- 52) Alphabetize (LFRO ⇒ FLOR)
- 53) Reorder as odd-placed letters followed by even-placed letters (PART ⇒ PRAT)
- 54) Reorder as consonants (in their current order) followed by vowels (in their current order) (ITDE ⇒ TDIE)

- 61) Switch 1st with last (MABOV ⇒ VABO)
- 62) Switch 2nd with 5th (EONWIL ⇒ EINWOL)
- 63) Switch 2nd with 6th
- 64) Switch 3rd with 4th (HUCEL ⇒ HEECL)
- 65) Switch 3rd with 5th, move 6th after 8th, move last after 7th
- 66) Switch next-to-last with last (LFAL ⇒ LFLA)
- 71) Move 1st to last (NAL ⇒ ALN)
- 72) Copy 1st and move this copy to last (DRO ⇒ DROD)
- 73) Move 1st after 3rd (SREAL ⇒ RESAL)
- 74) Move 1st after 4th, 2nd after 5th, 3rd after 6th (NERSOFT ⇒ SNOEFRT)
- 75) Move 1st after 13th, 4th after 5th, 6th after 9th, last after 11th
- 76) Move 1st, 3rd, and 6th (in that order) to end (LBEARIN ⇒ BARNLEI)
- 77) Move 2nd after 4th
- 78) Move 3rd after 7th, 5th after 2nd, 9th after 11th
- 79) Move last to 1st (SIT ⇒ TSI)
- 80) Move last after 1st (BER ⇒ BRE)