

I.A.P. MYSTERY HUNT '86

EXPLANATIONS AND RULES

- 1) The Mystery Hunt clues will lead you to an unusual coin hidden somewhere on the MIT campus.
- 2) When you find the coin call the Mystery Hunt Hotline (225-7176 or 225-7175) and describe the coin and its location. Leave your name and a number at which you can be reached.
- 3) A prize of \$20.00 will be awarded to the first person or team to retrieve the coin.
- 4) Nothing illegal or immoral is necessary to solve this hunt.
- 5) The clues to the location are broken into three groups. The first group (warm-ups) contains both word and numerical answers. The second group contains the questions to find X . You **MUST** find the correct value of X to solve the mystery hunt. All answers to the second group are integers. The third group leads you to the coin. Answers from the first group are used here, and should be solved before attempting the third group questions.
- 6) Note that all the variables in Part I are lower case letters. The variables in Part II are **boldface** capital letters, and the variables in Part III are ordinary capital letters. Also note that variables from Part I are used in Part III, as is X .
- 7) We anticipate that participants will work in groups. If you plan to work alone, you may be at a slight disadvantage. Teams of more than 6 will be strongly frowned upon.
- 8) It is difficult to estimate how long it will take for someone to solve the hunt. However, if nobody has found the coin by Sunday morning, an additional set of clues will be handed out in Lobby 7 at 10 am on Sunday. Hopefully, this will lead someone to the coin by day's end.
- 9) A Mystery Hunt Hotline has been set up. The following numbers can be called: 225-7175 or 225-7176. From an Institute phone, dial 5-7175 or 5-7176. You can call this number to receive update, clarifications, and corrections (if necessary). If you have pressing questions, dial 5-7177.
- 10) Solutions to the hunt will be posted on the I.A.P. bulletin board in Lobby 7 after the coin is found.