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.

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MYSTERY HUNT CLUES -- PART I

a) How many HUM-D's have the word "culture" or "cultures" in the title?

b) Number of different 2-digit Interstate highways in Illinois.

c) Direction from Detroit, Michigan to Windsor, Ontario.

d) Glassblowing minus "The Konchenjunga: Nepal 1985"

e) First half of tallest building in Cambridge.

f) Fifth digit of I.R.S. ZIP Code in Andover, MA.

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MYSTERY HUNT CLUES -- PART II

A) Homberg + Landau – Compton

B) kHz of Wellesley – MHz of (M.I.T. + Emerson + Tufts + Boston College + Harvard) – 0.9

C) First two digits of the lowest four-digit dormline number that actually works.

D) Atomic number of the element associated with 26-240.

E) Distance, in yards, from the door to the back wall of 3-121.

F) Last four digits of the nine-digit ZIP Code for McCormick Hall.

G) How many skylights are there over Baker Dining Hall?

H) Number of elevator cars in Building 13 (Hint: it's prime!)

I) Street number of (sin g)(sec g).

J) Number of letters in the most common surname of M.I.T. alumni killed in World War II.

K) Opus number of Beethoven's "Razumovsky" string quartets.

L) How many languages could Norbert Wiener speak?

M) Year in which the anonymous "Mr. Smith" gave $2.5 million for construction of "The New Technology."

N) What's the number that belongs in the blank space? 1,___,7,9,33

O) Fill in the two blanks:

$$\cdots NST\_T\_T\cdots$$

$$\cdots \square\square\square\square\square\square\square\square\square\square\square \cdots$$
$$\cdots TON \quad ROGE \cdots$$

$X = M \times O + F + E^3 + K \times C - I - (A \times L) + B - (H \times J \times G) + D - N$

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MYSTERY HUNT CLUES -- PART III

Go to X.

Proceed to nearest Coke Machine. *** A = 3rd digit of Coca-Cola Bottling Co. ID #. ***

Proceed through nearest double doors. Turn right down the (A-1)th corridor that has a firehose.

Proceed until you see Peru on your right. *** B = 1st digit you see at Peru. ***

Proceed to next firehose. Go through the double doors that are beyond B fire extinguishers. Go up (a - b) floors. Proceed through double doors on your right. *** C = Building that you are now in. ***

Go to the Cth narrow locker. *** D = W/F ***

Go through double doors. Turn c. *** E = second-to-last digit of the first hall telephone that you see. ***

Go past E water fountains. *** G = last digit of room number on your right. ***

Go to the dth sprinkler. *** H = Pro ___ ~ $4.50 at Stones. (Fill in the blank). ***

Proceed e to the nearest stairwell. Descend G floors. *** J = Herbert M. Judd '___ ***

Choose CBS over the other two choices. *** K = $C - A^B - E$ ***

After you pass J identical lights, go to the Kth door. *** L = room number. ***

*** M = (2nd digit of X minus 1st digit of X)/(Sum of last two digits of X) ***

Go to L x M. *** N = Number of pipes. ***

*** P = (D/N) - f ***

*** $Q = \lceil H^{0.5} \rceil$ ***

Find P:Q, and you're there!