

Board Game Mixed Doubles

In mixed doubles crosswords, each Across clue has a matching Across clue with the same answer, and each Down clue has a matching Down clue with the same answer. Once you find two matching clues, add up their clue numbers to get the location in the crossword. This mixed doubles crossword has one more rule: each board game clue always pairs with a clue not about board games. Hint: Look up the board games you don't know on www.boardgamegeek.com.

**ANSWER:
YOUR TURN**

Across

- PYRAMID** 1. Tourist attraction in Giza
- DRAGON** 2. Smaug, for example
- EUROPE** 3. One of the seven continents
- DRAGON** 4. D&D baddie
- VICTORY** 5. Famous road that is in a cave in *Pokémon*
- TILES** 6. Rectangles made from clay or ceramic
- TILES** 7. Playing pieces in *Azul*
- PYRAMID** 8. Solid with mostly triangular faces
- EUROPE** 9. *Spirit Island* villian
- VICTORY** 10. The goal of every board game

Down

- 1. *Tzolk'in* moving board pieces **GEARS**
- 2. Queen Elizabeth II, for example **MONARCH**
- 3. Common parts of role-playing games **QUESTS**
- 4. Important scuba gear element **OXYGEN**
- 5. *Terraforming Mars* level to increase **OXYGEN**
- 6. Mechanical device components **GEARS**
- 7. Of a high social status **NOBLE**
- 8. Gases like neon or krypton **NOBLE**
- 9. *Dominion* player role **MONARCH**
- 10. Searches for something **QUESTS**

Letter Jam

In Letter Jam, players will see four or five letters and are tasked with coming up with words made up only of these letters (including possibly multiple uses of each letter). Pair up the sets of letters with definitions for words you can make using those letters. Each set of letters matches up with one definition, which leaves you with one definition left over.

Take **ELNS**, the uncrossed off letters with the unmatched definition to get **SENSELESS**.

ABENT ● A child who tells on other children.
 TNETENNBA ● The name of a U.S. state and river.
 ACLNT ● The city where the author of this puzzle lives!
 CATALAN ● "The IT Crowd" countdown answer.
 AEGLR ● People wielding powerful magic.
 GARGLER ● A word formed by rearranging letters.
 AELT ● Mouthwash user.
 TATTLETELL ● Official language of Andorra.
 AGNMR ● Lacking meaning.
 ANAGRAM ● Some varieties of watermelon.
 ALNT ● What the Cheshire cat is probably doing.
 ATLANTA ● A snake eating its own tail.
 BORSU ●
 OUROBOROS ●
 CEORS ●
 SORCERER ●
 DELS ●
 SEEDLESS ●
 GINR ●
 GRINNING ●
 IMPS ●

● A child who tells on other children.
 ● The name of a U.S. state and river.
 ● The city where the author of this puzzle lives!
 ● "The IT Crowd" countdown answer.
 ● People wielding powerful magic.
 ● A word formed by rearranging letters.
 ● Mouthwash user.
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 ● Some varieties of watermelon.
 ● What the Cheshire cat is probably doing.
 ● A snake eating its own tail.

E L N S =
 S E N S E L E S S



WINGSPAN

Wingspan, you own a bird aviary and try to collect the birds that will earn you the most victory points (VPs). Once, while playing a game, your board got knocked over and all your bird cards fell out of order. Fortunately, you remembered some things about the correct arrangement of the cards. Note: by 'adjacent' is meant only horizontal or vertical contiguity.

Cut out the cards below (along the dashes, the dots should be on the cards) and rearrange them to the proper game state to work out one way you can get extra victory points to win the game!

1. The birds formed a rectangle that was 2 birds wide and 4 birds high.
2. The bird that doesn't eat invertebrates was in the left column.
3. Each bird with a cavity nest was directly below a bird with a bowl nest.
4. The birds in the third row had exactly the same habitats.
5. Each bird that likes fruit was adjacent to another bird that likes fruit.
6. The first row had one wild nest and one bowl nest.
7. The bird with the ground nest was not adjacent to the bird with the wild nest.
8. The American Robin was in a different column than the Eastern Screech Owl.

Habitats:

- Forest
- Grassland
- Wetland

Food:

- Invertebrate
- Seed
- Fruit
- Fish
- Rodents

<p>American Robin</p> <p>Habitat: Forest, Grassland</p> <p>Diet: Invertebrate, Fruit</p> <p>Nest: Bowl</p> <p>VPs: 1</p> <p>Wingspan: 43cm</p>	<p>Barn Swallow</p> <p>Habitat: Grassland, Wetland</p> <p>Diet: Invertebrate</p> <p>Nest: Wild</p> <p>VPs: 1</p> <p>Wingspan: 38cm</p>	<p>Bewick's Wren</p> <p>Habitat: Forest, Grassland, Wetland</p> <p>Diet: Invertebrate, Seed</p> <p>Nest: Cavity</p> <p>VPs: 4</p> <p>Wingspan: 18cm</p>	<p>Chipping Sparrow</p> <p>Habitat: Forest, Grassland</p> <p>Diet: Invertebrate, Seed</p> <p>Nest: Bowl</p> <p>VPs: 1</p> <p>Wingspan: 23cm</p>
<p>Eastern Screech Owl</p> <p>Habitat: Forest</p> <p>Diet: Invertebrate, Rodents</p> <p>Nest: Cavity</p> <p>VPs: 4</p> <p>Wingspan: 51cm</p>	<p>House Finch</p> <p>Habitat: Forest, Grassland, Wetland</p> <p>Diet: Seed, Fruit</p> <p>Nest: Bowl</p> <p>VPs: 3</p> <p>Wingspan: 25cm</p>	<p>Lincoln's Sparrow</p> <p>Habitat: Forest, Grassland, Wetland</p> <p>Diet: Invertebrate, Seed</p> <p>Nest: Ground</p> <p>VPs: 3</p> <p>Wingspan: 20cm</p>	<p>Pileated Woodpecker</p> <p>Habitat: Forest</p> <p>Diet: Invertebrate, Fruit</p> <p>Nest: Cavity</p> <p>VPs: 4</p> <p>Wingspan: 74cm</p>

Wingspan – Solutions

Here is the correct order for the cards:

Chipping Sparrow	Barn Swallow
Pileated Woodpecker	American Robin
House Finch	Bewick's Wren
Eastern Screech Owl	Lincoln's Sparrow

Now the bird cards spell out braille. The outermost dots don't pair with anything so these won't be relevant. Starting with the braille on the border between Chipping Sparrow and American Robin, then the braille on the Chipping Sparrow and Lincoln's Sparrow, then American Robin and Barn Swallow etc, this spells out USE VPS AS INDEX ORDER BY WINGSPAN.

Ordering the birds by wingspan gives: Bewick's Wren, Lincoln's Sparrow, Chipping Sparrow, House Finch, Barn Swallow, American Robin, Eastern Screech Owl, Pileated Woodpecker. Their VPs are 4, 3, 1, 3, 1, 1, 4, 4, so taking the fourth letter from Bewick's Wren, the 3rd letter from Lincoln's Sparrow etc spells out INCUBATE.



CODENAMES

In the game Codenames, one is given a word as a clue to some other words on the board. In this puzzle, the usual Codenames rules are broken. This time, you will be given clues that are either antonyms, synonyms, or anagrams of other words that are, in turn, antonyms, synonyms, or anagrams of the words on the board. In other words, every clue will be two steps away from the clues on the board. Each of the nine boards below has two words **flagged** in this way by the clue word. Who came up with these crazy rules anyway?

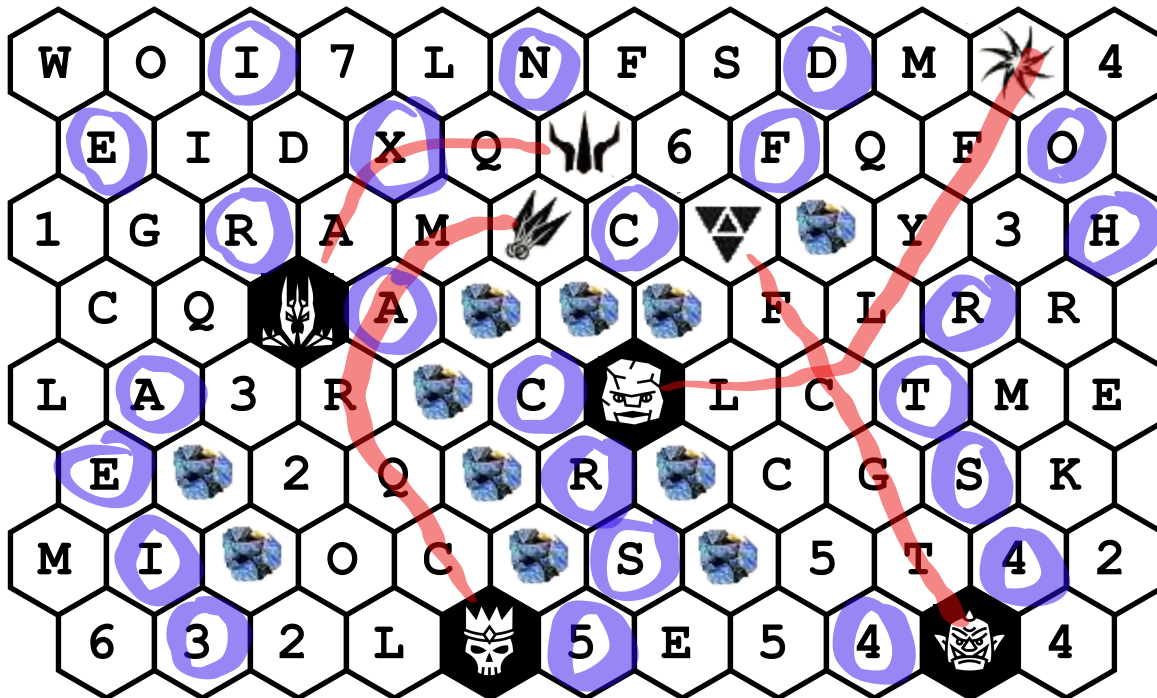
SEVEN	WORLD	ABOUT	PUBLIC	BOULDER DOUBLER	POINT	RAMBLE BABBLE	MARCH	LOU
GLEAN GATHER	1) Angel	S TIME	NOTES OBSERVES	2) Stone	P LARGE	GRACE	3) Marble	AMBLER HIKER
COMPANY	BUTTON	DEVIL LIVED	WHALE	BRIDGE	WITCH	VACUUM	HORSE	LEAD
MATCH	RING	COTTON	POLICE	ORGAN	LEMON	LEAF	STABLE	JUMPER
M SEAL	4) Hates	LOVES SOLVE	A TELESCOPE	5) Space	STREAM	WROTE SCRIBED	6) Tower	DREAM
HEATS WARMS	GUITAR	ROSE	CAPE CLOAKS	PACES FOOTSTEPS	DELTA	RAM	MISS	SPIRES PIERS
FRIEGHT SHIPMENT	BRAWLER WARBLER	VOLCANO	STONY	FLOOD	WORRIED WORDIER	MOON	R IS	CHURCH
PATIENT	7) Fighter	T GREECE	E VIOLET	8) Stressed	WIZARD	RATE REVIEW	9) Tear	SHRED HERDS
PALM	BOSS	TEA	TORNADO	DESSERTS SWEETS	RAT	STICK	SERVER	GROUND

Gloomhaven





In Gloomhaven, players choose scenarios where they usually have to kill all the monsters. In this scenario, it's currently the monsters' turn. In order, each monster will take its turn moving to the closest hex adjacent to a player's character and then attack, following these rules:

1. Monster 1 starts first and follows these rules and completes their turn, then Monster 2 will take their turn, followed by Monster 3 and then Monster 4.
2. Each monster on their turn finds the closest unattacked character to them using a legal path. See rule 4 for which hexes are valid for the path.
3. The monster will then moves until they are adjacent to the target character.
4. Spaces that contain obstacles, characters, or the original monster locations are not considered hexes, so the monsters cannot move through these. All other spaces are considered hexes.
5. Record the monster movement by drawing lines below.

Note that each monster has a hit point value, indicating how much more damage needs to be done to kill them. These hit point values might **shift** the players' priorities. When the monsters' turn is over, the characters have all survived! What is it the characters are hoping to do on their turn?



Take each monster path and shift by HP:
TGCF= READ
LCLYF=EVERY
CQRAM=THIRD
AXQ = HEX

-  Monster 1, HP = 24/26
-  Monster 2, HP = 19/26
-  Monster 3, HP = 17/26
-  Monster 4, HP = 7/26

Characters:

-  Spellweaver
-  Scoundrel
-  Triforce
-  Brute

L O O T

 Obstacle

INDEX FOR CHARACTERS IS 4,3,5,4 = LOOT

The Century series of board games is made up of Century: Spice Road, Century: Eastern Wonders and Century: A New World. There are rules to combine the games, so you could play the first two together to make a new game, or all three, and so on for seven total possibilities! Below, the four puzzles from this month's set have been combined in different ways, using either theme or mechanics or both. Solve all these new puzzles to work out what happens when you combine these games and puzzles!

CODESPAN

Three agents come back from a secret mission and each pull the spymaster aside to tell them something in private. Each agent is either true to the mission, in which case they always tell the truth, or they are a dreaded double agent in which case they always lie. Who is/are the true agents?

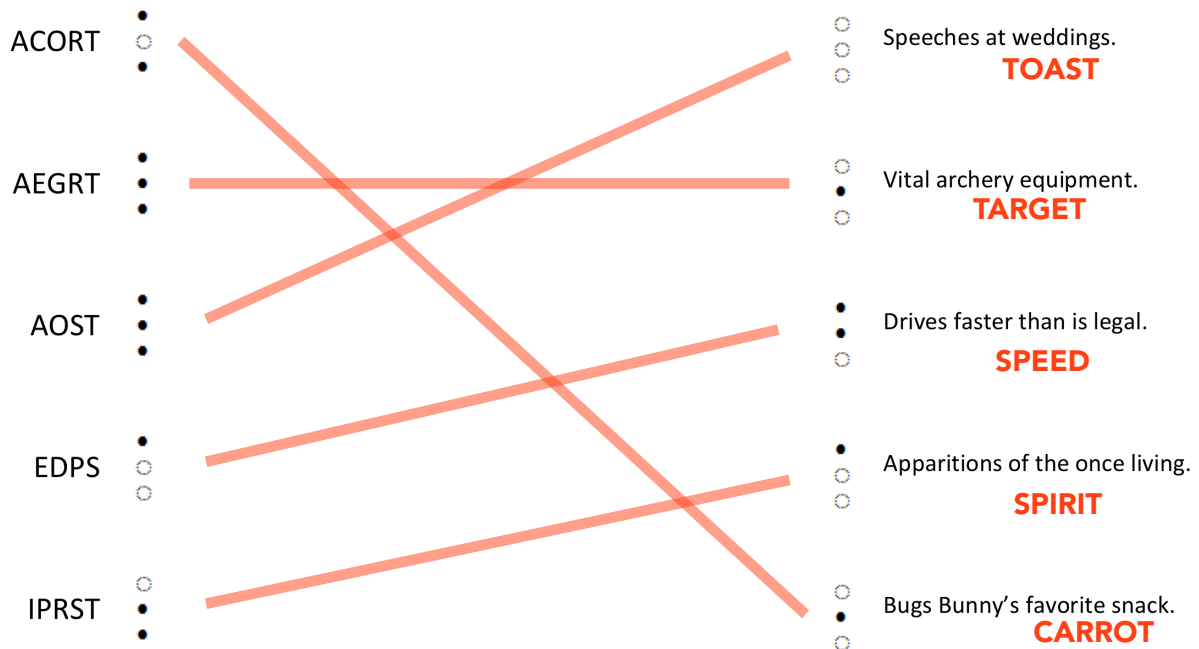
Agent M: Exactly one of us is a double agent.

Agent W: Exactly one of us is true to the mission.

Agent E: All of us are double agents.

Agent W is the only true agent.

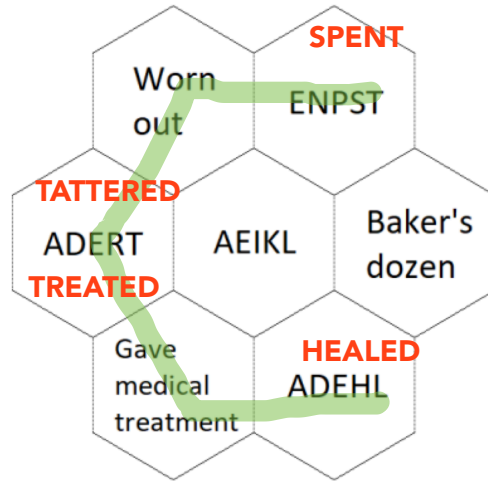
WINGJam



Connecting the two halves of the Braille = ORLDS

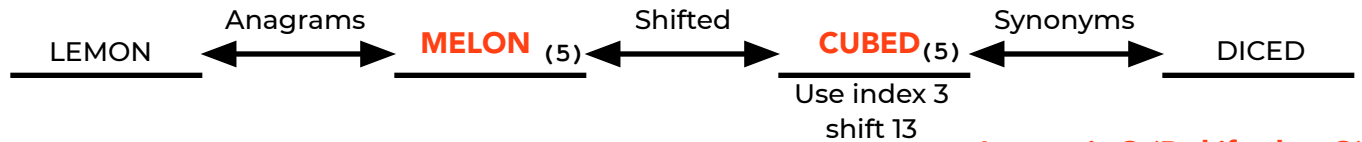
Letter Haven

Connect adjacent hexes with a line if they go together.



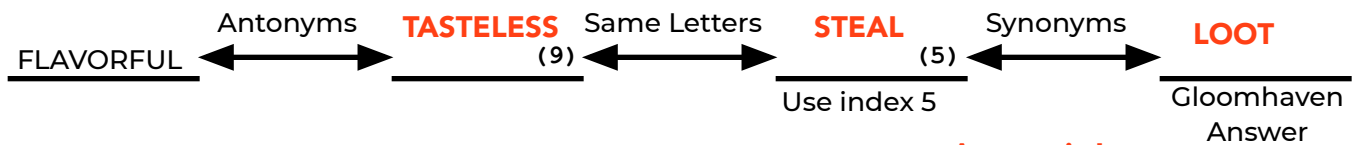
Looks like a "C"

CODEHaven



Answer is O (B shifted to O)

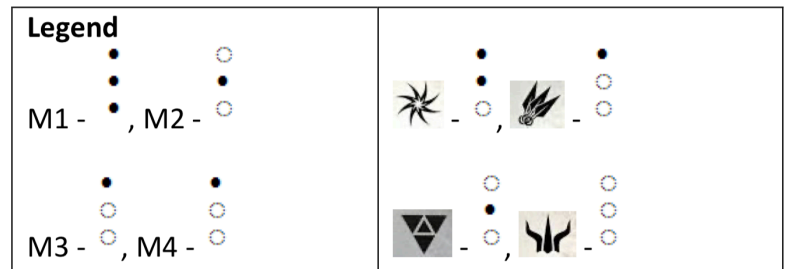
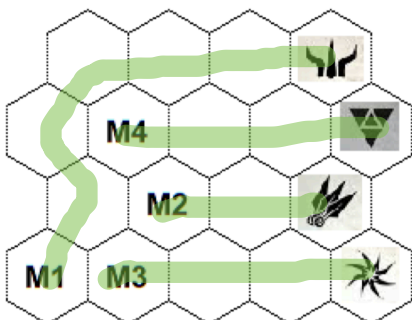
Letter NAMES



Answer is L

GloomSPAN

On this board, each monster attacks a different player.



Matching monster to character for Braille = LIDE

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EVERYTHING TOGETHER IS FINAL ANSWER = "WORLDS COLLIDE"

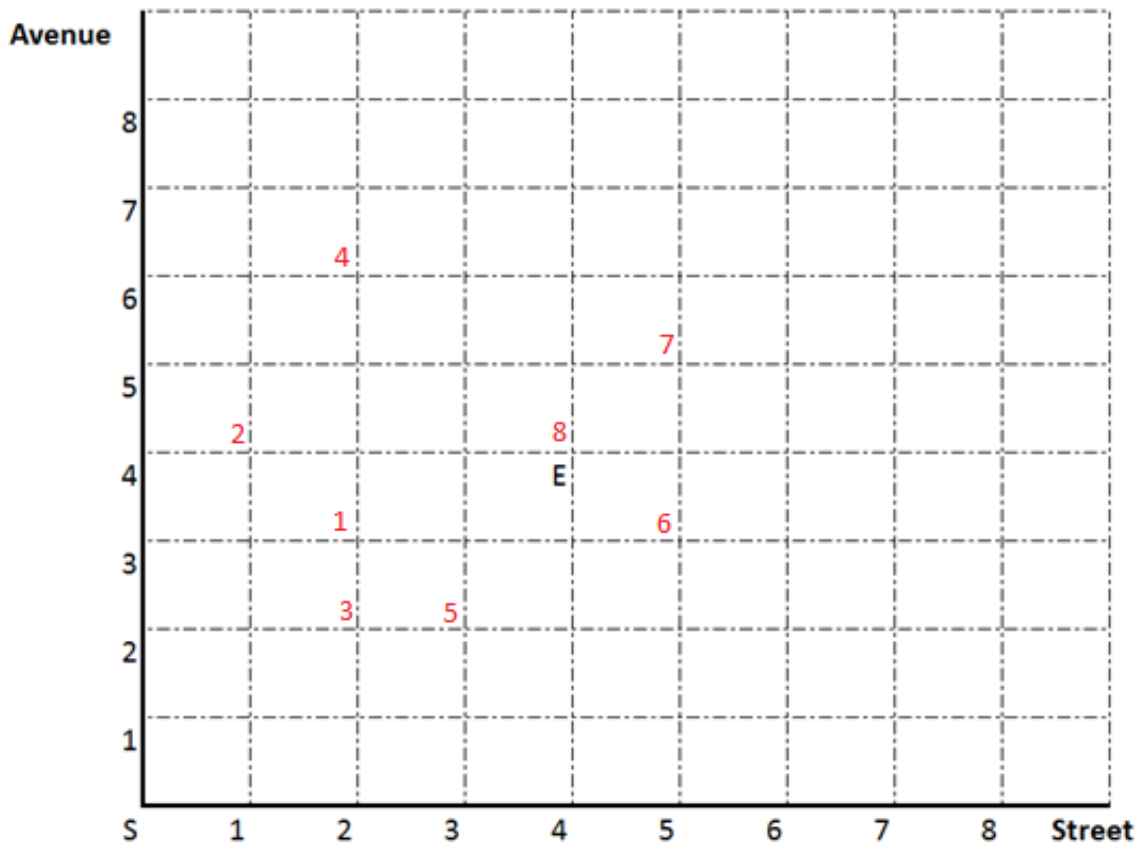
Reading in Two Ways

Oh no! You're running late to board game night, and to make matters worse you got lost on the way! Your friend was telling you the directions to their house, but you only had board games on your mind and wrote down this list instead. You somehow glean how to get there anyway. From time to time you stop, noting what street and avenue you're on. It seems like street names are mostly words whereas avenues are mostly letters. You finally arrive, and before you know it the first game is over. How do you figure out who won?

To get the directions, take the first letter of each word to get a cardinal direction. So for example line 1 becomes North North East North East. Perform this sequence of moves on the grid, and note where you end up at the end of each line of directions (these are marked on the grid below). This will take you from the start to the end. Then take the street number and avenue number of those locations, and use them to find that number word and that number letter in that line of directions. So line 1 that ends at 2nd street and 3rd avenue gives you the c in nicely.

1. Nemesis nic**e**ly employs new editions (2, 3)
2. Nob**o**dy wins Scythe naively (1, 4)
3. Everdale su**u**cceds enormously with sales (2, 2)
4. Even winning N**u**MBER Nine necessitates nuance (2, 6)
5. Even Splendor s**t**arts scuffles sometimes (3, 2)
6. Energetic eaters enjoy Werewords no**i**sily (5, 3)
7. New Sagrada now seems nomi**n**ally newer (5, 5)
8. Everyone wants noteworthy Win**g**span showdowns streamed (4,4)

Put these together to get the answer: COUNTING.



KEY	
S:	Start
E:	End