

Hill Hunt Info

Welcome to the Hill Hunt BANG! In this game, you will solve a sequence of puzzles around Telegraph Hill. This here info sheet is not a puzzle and has no hidden messages.



Food, Bio Breaks, etc.

Food: Puzzles 1, 2, and 3 take place around lunchtime on the west side of the hill, the side with many open to-go restaurants and cafes. Eat, don't get hangry. There will be appetizers at the end location and you can furthermore buy meals there.

Bio Breaks: The map shows some public restrooms that are close to puzzle sites.

Scoring

This hunt uses the Universal Longshots Scoring System, a par-based scoring system. Each puzzle has a target solve time, its *par value*. You get bonus points for minutes under par. You're "off the clock" between clues, fetch snacks then. Don't take *too* much time between puzzles: If the hunt ends before you see the last puzzle, you might regret how you spent that time.

Puzzles have *partial answers*, messages you find partway through. If you find a partial answer, enter it into ClueKeeper; this moves you ahead on the hint-unlocking schedule since ClueKeeper knows you've solved that "layer" of the puzzle.

Contact

Real emergency? Call 911.
Game emergency (missing clue?
unsafe ClueKeeper directions?)?
Call game control:
Larry 415-868-4629 or
Jan 650-906-4547

