

2017 D&D OPEN – ROUND 2 COMPETITIVE PUZZLE

All teams work on this puzzle simultaneously. In game, the adventuring parties have been exploring small temples in the jungles of Chult, each of which is dedicated to one of the nine ancient trickster gods of Omu. Within each temple the characters can recover a mysterious cube etched with letters and the symbols of the tricksters. There are a total of eight cubes (but it is very unlikely that any table will recover all eight, since cubes can only be recovered during Round 1).

At the end of Round 1 the adventurers have discovered an ancient crater lake. At the edge of the lake is an altar with an outline in the shape of a single large cube. This is a bit of a cliffhanger and is a good place for the break between rounds, since the players will guess that they're going to have to do something with all these cubes.

At the beginning of Round 2 the players return to their tables after the break to discover that they have been given physical copies of all eight of the cubes that were discovered during Round 1. (The individual cubes will be printed larger than what is shown in this document – for ease of assembly, each cube will be on its own sheet of paper.) Each team is also given an answer sheet. When HQ gives the signal to begin, the teams must race to solve the puzzle.

To solve the puzzle, the 8 small cubes must be cut out, folded, and taped together (we may cut the shapes out ahead of time to avoid having the players running around with scissors, but they will definitely have to fold and tape the cubes themselves).

Each cube has six faces. Each face is labeled with one of the following:

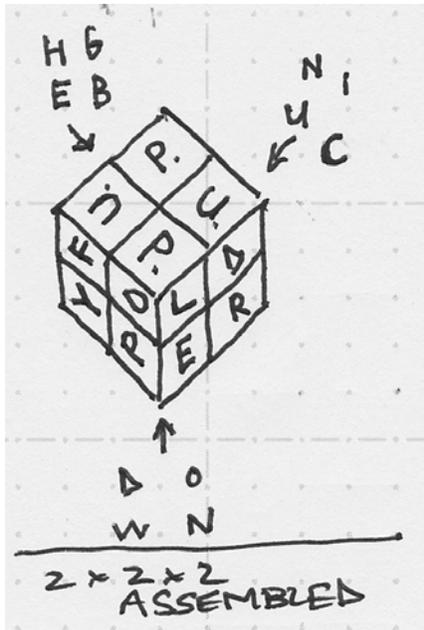
- A single letter in a script font
- A single letter in a block font
- A single symbol of one of the 9 trickster gods

The instruction sheet describes the altar as having a shape roughly 2 x 2 x 2 (where the individual cubes are 1 x 1 x 1). The only other clue given is that the trickster gods are vain and they are happiest when they can only see their own image. These two pieces of information explain how to assemble the larger cube from the smaller cubes: by matching up the trickster symbols so that all touching faces (which will be inside the large cube, with only letters visible on the outside) show the same symbol. In the example given here, that means match (1) to (1), (2) to (2), etc. all the way up to matching (12) to (12).

When the large cube is assembled correctly, the players should notice two things:

- The letters in the SCRIPT font all ended up on two faces of the large cube. On one face it says "UP UP" and on the opposite face it says "DOWN". This tells the players how to orient the large cube so they can read it.
- The letters in the BOLD font can be read around the cube to spell a message. (The fact that the word CUBE is in the message should help them figure out where the message starts, but we can also put an arrow next to the first letter if we want to make it easier.)

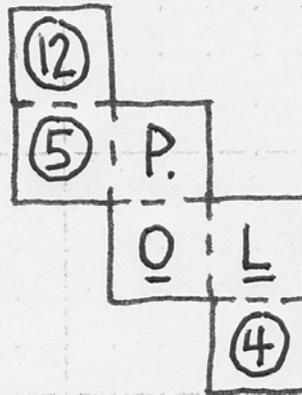
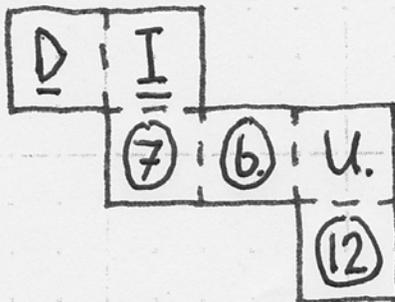
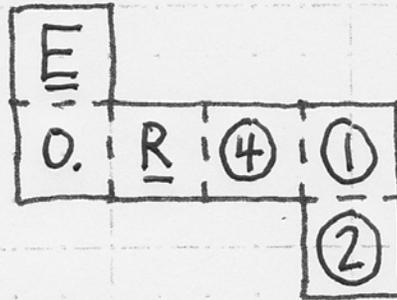
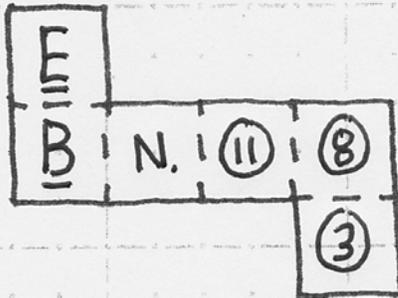
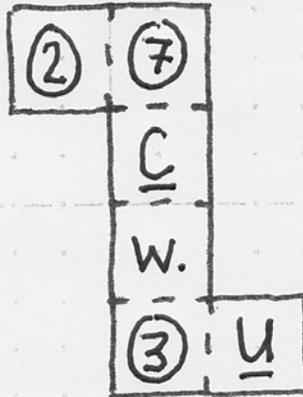
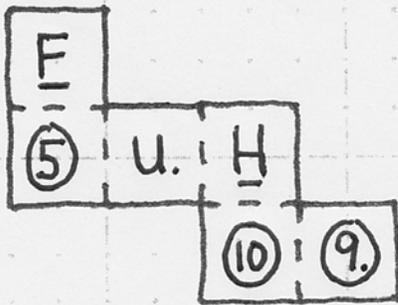
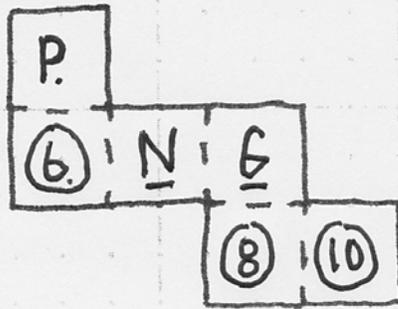
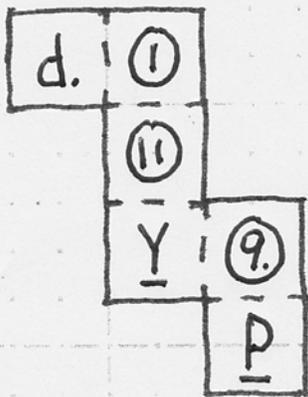
Answer: The message reads: FOLDING HYPERCUBE, which is the answer to the question “When you have assembled this object, what will you call it?” Teams should write that answer on their answer sheet and turn it in to HQ.



Risks: It is conceivable that someone could anagram the bold letters to figure out the answer, but 16-letter two-word anagrams are pretty tough. We don't have to separate the “UP” and “DOWN” instructions by putting them in a separate font if we don't want to give the players the clue that there are two distinct groups of letters involved.

It is also conceivable that this puzzle could take longer than budgeted (we are targeting 15 minutes maximum). In test-solving, one person can build all eight cubes in about 10 minutes, so as long as teams divide up the work, six people should be able to build all eight cubes in more like 2-3 minutes. Once the smaller cubes have been assembled, it is pretty easy to match up the faces, so it should not take more than 5-10 minutes for at least the first few teams to solve the puzzle after building the cubes. We only need 3-5 teams to finish before we call time for the entire group.

Rewards: For the Open as a whole, the “folding hypercube” becomes a dimensional hole that contains the key needed to raise the temple and proceed to Round 2. For the first (fastest) teams to solve the puzzle, the object becomes a permanent magic item (bag of holding / portable hole) in the shape of a cube (a four-dimensional hypercube looks like a three-dimensional cube when viewed by humans, who cannot perceive the fourth dimension).



FOLD INDIVIDUAL 1x1x1 CUBES
ASSEMBLE INTO 2x2x2 CUBE

DIMENSIONAL DILEMMA – ANSWER SHEET

TABLE NUMBER:

TEAM NAME:

At the edge of the crater lake stands a stone altar. Its surface is flat, except for a perfectly square indentation in the center. The indentation is about twice the size of the small cubes that you have discovered.

Weathered carvings along the base of the altar spell out a message in Ancient Omuan.

The trickster gods of Omu are vain and prideful. They are never happier than when they can gaze into their own eyes, forsaking all others. Only a holy object can distract them long enough for a seeker to learn their greatest secret.

When you have built the holy object, what will you call it?

Instructions: You have been provided EIGHT (8) sheets of paper, each of which contains a representation of one of the cubes discovered in the ancient temples. You have also been provided with a roll of “sovereign glue” (tape).

Using these smaller cubes, you must discover the name of the holy object.

When you think you know the answer, write it (legibly!) in the space below, and have your team captain bring this sheet to HQ (do NOT give it to your DM).

ANSWER: