

grunthunt :: **gameplay** | **general play rules**



1. Put simply: don't cheat.
 - a. If you think what you're doing can be construed as cheating, it probably is.
 - b. If you are in doubt, always ask first.
2. Don't be an asshole.
 - a. It's just a game.
 - b. Sure, winning is fun but no one likes a poor winner than they do a poor loser.
3. Access to the Internet or use of a computer is not allowed. All the puzzles are solvable without the use of such aids, anyway.
4. If the event is happening in a public place, be careful not to disturb the locals.
5. Have fun.

grunthunt :: **gameplay** | **helpful tips**



- Make good use of your time. Plan ahead.
- If possible, split your team up to cover multiple tasks/problems simultaneously. Or, even better, assign people roles like secretary or runner.
- Sometimes having a fresh set of eyes inspect something will yield an interesting/different perspective or solution. This could come in the form of a fellow teammate or coming back to the problem at hand after a brief walk.
- Some solutions really are that simple. No, seriously. There is no penalty for undersolving but oversolving can lead to frustration and confusion.
- If possible, reduce the answer to its simplest form. Sometimes the solution is hidden or clued at in the first answer obtained.
- Read the flavor text.
- Don't be afraid to submit answers you're not 100% sure about. Besides getting Freebies, wrong answer penalties are not as painful as Hint requests.
- Read the flavor text again.

- Realize that when asking for a Hint, you will be asked to explain what your method is thus far. This is done to determine if you even need to expend a Hint in the first place. Points aren't going to be taken from you if anyone can help it.
- All answers resolve to words or phrases. In some instances, the answer is a letter or a bigram. Very rarely will it resolve to a phrase as the final answer.
- Books are handy. Namely dictionaries and thesauruses.
- Draw insight (or even parallels) from previous hunts. What, you weren't around for the others? Then find someone who was!
- No Hunter should be without pens, pencils, and paper (some elect to bring graph paper, even). A straightedge is a good idea, too. As are tape, highlighters and scissors.
- Do the Challenges. No, really. Do them. They're fun and helpful as hell.
- Though technically you don't need to do all the puzzles that make up a metapuzzle to solve it (it is possible), you should always go back and complete as many as you can for points. Back-solving also works.
- Feel free to ask any questions you need to in order to understand what's going on systemically. You will be informed whether or not it requires a Hint penalty to answer..
- Use your scoresheet to not only track your points but to be a central place to store all your answers. Also, keep tabs as to what bonuses you've managed to land as well as what penalties you've been stung with.
- Mark the puzzles you've already completed. Sometimes things get so harried that you don't realize that you're wasting time trying to solve something someone else on your team has already finished.
- If the puzzles physically come together as part of a set, it's usually a good idea to keep them together that way.
- Though it's 100% awesome to get newbies to the hunt, it is not advisable to have an entire team of newbies. There should be someone on the team that's had at least 1 hunt under their belt so as to ensure an understanding of the general system of the grunt hunt.

- Go over all the puzzles with the whole team - don't have everyone immediately go off by themselves to tackle puzzles using just their brainpower alone. Maximize group intelligence.