

The CMU Weathermen - Runaround Puzzles

After players solve The Meta, they are given 6 more un-flavored puzzles. The answers to these tricky puzzles are supposed to be the answers to password reminders which can help lead them to the Weather Machine. After they solve 4/6 of these password reminder puzzles, a staff member (their navigator for the Runaround) comes to their room carrying some sort of hand-held electronic device called the Plot Device. Nav informs them that they've cracked enough passwords, that the Plot Device has been able to start tracking the Weather Machine. Nav will have the teams follow her as she reads where the device is taking them.

1. The Floor is Lava!

The first location is a large classroom with chairs and tables strewn about forming vague pathways. Nav will enter first and then suddenly stop, informing the team that this room has been altered by the weather machine, and the floor is melting like lava. However, the furniture has not become hot enough to melt yet. She will also inform them that the Plot Device is picking up a signal from across the room to a sheet of paper at the other doorway.

The team and Nav then cross the room by climbing on the chairs and tables to retrieve the piece of paper which has the next location written on it.

2. River Crossing Problem

The second area is an indoor bridge that is serving as a "river." There is a stranger sitting there with three stuffed animals (a wolf, a cat, and a mouse) and a toy boat.

The stranger on the riverside explains that he was traveling with his pets when the weather was altered and a small stream flooded to a full-blown river. He knows the next location, but will only help if the group can successfully get everyone across the river. There are limitations on how this can be done:

- the boat can contain at most three creatures (human or animal) and must contain at least one human
- if the wolf and the cat are in the same boat, the wolf will kill the cat
- if the cat and the mouse are in the same boat, the cat will kill the mouse
- the boat is leaking so everything will need to be completed in two minutes

Teams will have as much time as they want to come up with a strategy on the Wean bank of the flooded bridge. To complete the task in time though, they will have to run back and forth across the bridge. After the task is complete, the stranger gives them the next location

3. Snowman Mastermind

The next location is a sculpture on campus that resembles a snowman. Another stranger is there next to a box that contains 16 distinctive hats. The stranger explains that the weather here has been altered to be unusually snowy, so he built a snowman. This snowman knows the next location, but like Frosty, can only come alive when he's wearing the correct hats. The teams then need to figure out how many hats the snowman wears and the correct order by playing a game of Mastermind with the stranger (who then “translates” for the snowman who tells them the next location).

4. Security Grid

The last location is another classroom, but teams are stopped outside in the hallway. Where there is a 4x4 grid laid out with duct tape on the floor. Nav explains to the teams that the weather has been altered here to be very foggy (and blindfolds a volunteer from the team). The grid is a special security grid: it can only bear the weight of one person at a time and all around it are speech-sensitive sensors that go off if it detects spoken language. On the other side of the grid is an on/off switch, but the grid can also only be crossed in a certain sequence—if a square is stepped on at the wrong time it will begin to heat up to dangerous temperatures. The Plot Device luckily can track this.

Team members must come up with conventions to communicate to their blind team member how to cross the grid without speaking. They are only given an “okay” or “heating up” symbol from Nav as she watches the teammate cross the grid. Most teams utilize various numbers of snaps or claps to indicate which way the person should turn. After the blindfolded teammate crosses, he turns off the grid, and everyone may cross to the final location.

Inside the final location is David Snow and the Weather Machine. The team must have a brief shoot out with Snow (with Nerf guns) before subduing him so they can reclaim the Weather Machine.