

### **Runaround: Ice Pirate Attack!**

Teams reach the runaround after they solve all other puzzles and recruit four pirates-for-hire (staff members) to serve in the roles of Captain, Doctor, Lookout, and Navigator.

For this runaround, the Navigator brought teams a small puzzle which they needed to solve in order to determine a path around campus leading to a final location. Teams followed a series of directions at first, before they were attacked by ice pirates (other staff members). At this point, the Captain instructs the team to avoid the ice pirates because if they touch you, you need to stand still because you're frozen. The Navigator tells the teams which way to run as more ice pirates come from other hallways. If any players were tagged frozen, the Doctor could come and unfreeze them.