

Dr. Sudoku's BANG23 Meta

By Thomas Snyder

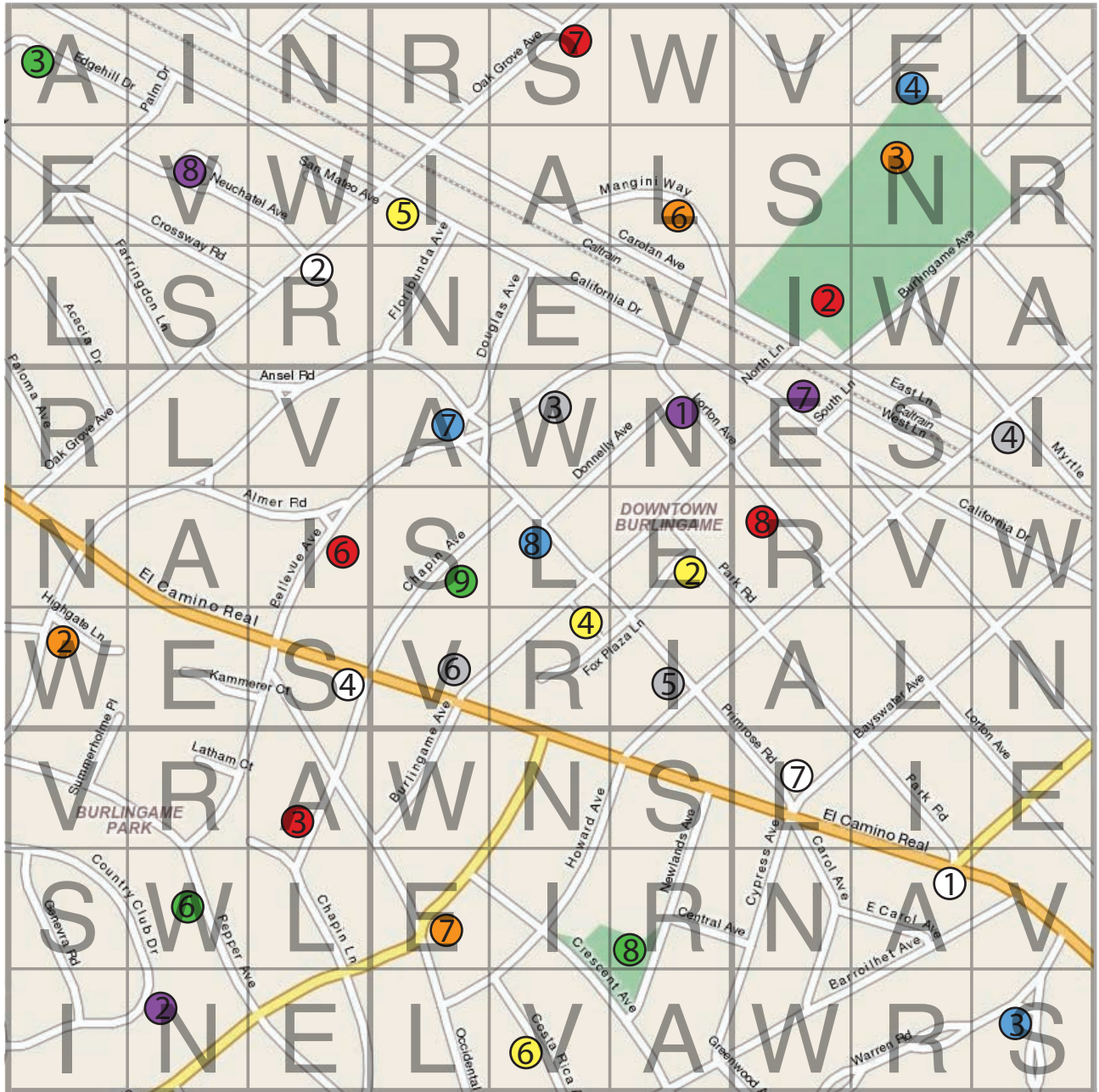
When teams arrive at the final location, Mr. Evil tells them he didn't prepare a metapuzzle as he never expected teams to make it to the end location. However, he has all these leftover registration envelopes from the original BANG 23 that he hands over, expecting them to be of no use. Teams must use the details in this envelope to sort out what the original BANG 23 meta (and answer words) looked like to finish the event.

One component of the envelope is a new map. The placement of the colors is identical to the old map, but the grid is now divided into 3x3 boxes as in a sudoku. Teams will recognize that using the map puzzle answers strictly as numbers will not work, oftentimes by confirming with GC that their numbers are right and being told that they are, even though there are things like two 7s in a row.

A second component of the envelope is a new answer sheet that clues the original answers for each of the eight members of the League of Extraordinary Puzzlemen. Using the "Who We Are" sheets (which contains the same information that was online when the Rosters changed with Mr. Evil's web corruption), teams can connect each "villain" to a "hero" and see that, aside from the compass directions, the word lengths correspond. Teams must then undo the damage that Mr. Evil has done. Specifically, Mr. Evil removed the directions hidden within each word and anagrammed the remaining letters so solvers must reverse this process with the League identities and clues helping out. Each of the eight compass directions is used exactly once.

Clue Number	Mr. Evil's Corrupted Answer	Icon on Clue Envelope	Corresponding LXP Member Icon	Dr. Sudoku's Original Answer
1	SPLICE	Eraser Boy	Solverine	PENCILS
2	UNEARNED	Sir Jumble	Kid Crossword	UNANSWERED
3	BLAMES	Dame Dot to Dot	Prof. Tangram	ASSEMBLE
4	ABRASIVE	The Backsolver	Meta Man	BRAINWAVES
5	DIVORCE	Mr. Evil	Dr. Sudoku	DISCOVER
6	SITTING	The Sticker Man	RubiKonqueror	TWISTING
7	CHIRPED	Cesar Shiftez	Capt. Code Sheet	DECIPHER
8	MIDLIFE	The Bejeweler	T3h Fl4sh	MINFIELD

While the numbers on the map do not work as a sudoku, converting each number into a letter by indexing into each of these 8 words in the appropriate map region by direction leaves a letter-based sudoku with exactly 9 different letters. By solving the sudoku (as on attached page), the center nonet (read in 1-9 order) gives the answer NEW RIVALS.



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