

Game Play:
You'll be given a list of clues to solve, a map, a sealed set of extra hints at the start of the game. Figure out the answers to as many clues as you can. If things get too tough, use the extra hints. Get back by 5 pm . There should be plenty of time.

## THE 3 MOST IMPORTANT THINGS BESIDES "HAVE FUN":

1. The clues almost always involve establishing where you want to go \& then finding or doing something at that location.
2. There is nothing you need that you don't have - the TEXT of the clue and the MAP is enough.

- Look for information in the wording of the clue.
- When in doubt, study the map.

3. If you're skeptical something is the correct answer, it probably isn't.

## Schedule:

12:00pm-12:30pm: Orientation
12:30pm - 5 pm : Game Time!
5-7pm: After Party
The game starts and ends at 'Deep \& Kimberly's house: 937 Valencia St (at 20th)

## Rules:

The rules are simple \& work on the honor system. The game will be the most fun for you \& everyone else if you adhere to them.

1) Have fun!
2) No motorized transportation (except electric wheelchairs \& such!)
3) Your team MUST stay within at MOST 20 feet of each other. It's no fair \& no fun to split up.
4) You quiet people on the team: Pipe up! A lot of the figuring out really comes down to brainstorming so chime in!
5) Every answer is within the bounds of the map. If something is on the boundary line it is in bounds too.
6) Fill in your answers on your sheet \& one answer sheet will be collected from each team for scoring. You can do the questions in any order.
7) If you think an answer has been removed or tampered with call ‘Deep: 415517 DEEP
8) Only open the extra hints sheet if things get too tough. If you use it, you'll get docked points, but if you're really struggling, do it \& you'll have more fun.
9) Yeah, using Google or Wikipedia or some such on your phone, is fine. It's the 21st century!
10) Did I mention to have fun?

# Kimberly's 37TH BirthdAy Skullduggery <br> <br> Clues 

 <br> <br> Clues}

1. Between the warrior \& his sorrows, there were 18 reasons to bi some flowers, all rite?
2. Who knew that the cacao grew blue so near to home? Ask "Who knew grew blue?"
3. Kimberly always notices the birds of the Mission, and finds them wherever they land!
(Blue-grey fade-icus, pigeons, Stoner Dodo, Owlus Plasticus, the Colorful Indianesque, White Dove (w/ olive branch), Crow (or Raven!), Parrotus Pavementicus)
4. Kimberly never follows instructions \& so actually she might have a chance at this one. Piggy to Piggy \& Lizard to Lizard - X marks the spot. From 2:30 to 3:30 or so.
5. At the two, the two, your aim's true where you can find Kimberly's favorite plant \& her favorite pointy SF landmark.
6. In five years, Kimberly will be moving to Kentucky's second-largest city, but she'll still be working for PG\&E. That being said she won't like her new office much - it will be gigantic, but no windows? Really? Oh well. At least she has her own door, but why is it marked E , not K ?



7. Back in the mid 1900s, before everything was a parking lot, Kimberly's Dad used to get up on stage \& would sing it his way:

」 "In order to dance The Bamba
In order to dance the Bamba
You need a little bit of grace
A little bit of grace
For me, for you, ah higher and higher
Ah, faster, faster
By you I will be, by you I will be, by you I will be
I am not a sailor,
I am not a sailor, I am a captain
I am a captain, ....." ס
but he stopped because they laughed him off Mission Street, saying
"Señor, you've got to sing it right around here. Then you'll really be 'the captain' \& you'll be flanked by chicas lindas!"

What are their names (the chicas)?
9. Solve the picture on the last page: (all the information you need is on that page)
10. Find the $\qquad$ (7) near the $\qquad$ (9) $\qquad$ (6) $\qquad$ at K's $\qquad$ (1) $\qquad$ . At least TRY to make sure no one else sees you reading them. (This will be more clear if you solve it last!)


## Answers

TEAM NAME: $\qquad$
PLAYERS: $\qquad$
$\qquad$

1. $\qquad$ TIME: $\qquad$
2. $\qquad$ TIME: $\qquad$
3. $\qquad$ TIME: $\qquad$
4. $\qquad$ TIME: $\qquad$
5. $\qquad$ TIME: $\qquad$
6. $\qquad$ TIME: $\qquad$
7. $\qquad$ TIME: $\qquad$
8. $\qquad$ TIME: $\qquad$
9. $\qquad$ TIME: $\qquad$
10. $\qquad$ TIME: $\qquad$
