

4A. A Typical Puzzle



Puzzle by: Andrew Shellshear
Difficulty: Medium

cisra Puzzle Competition 2011
<http://puzzle.cisra.com.au>

Freaking puzzles, nowadays. Oh, they might look nice, but deep down... they all have fundamentally the same things going on.

produce a cryptic clue at first, of an ungraceful ungulate
order words alphabetically.

keep putting in red herrings to pad out the puzzle even when there
are only about five things you've got to find

endlessly drone on with reams of boring text where it is impossible to
tell what's suppose to be the puzzle and what's supposed to be a
clue and what is in there because someone is utterly determned to
have a big rant about something they dislike and half the time they
haven't spellchecked the blasted thig so you don't know whether the
mistakes are deliberate or not, until they release errata one hour
into the competition by which point some smart alec has solved it
because it's able to be reverse engineered from the metapuzzle

randomly reorder instructions so the puzzle isn't trivial

have a set of words with 'precisely' the same length

initially spell out a clue.

generate a word by joining the dots, relying on a fiXed width font

hide words, using capital letters

convert letters to numbers,

and convert numbers to letters

require you to generate numbers from patterns in number sequences even
though the sample size is too small and it would be totally logical
to work out the next number but for some arbitrary reason you have to
calculate the difference.

demand that you solve all the first stage clues even when one of
them is much harder than the others and the answer is short cuttable
using other parts anyway.

