Welcome to this virtual treasure hunt!

#1264challenge

This was originally made as a game for the MCR; it is also, however, a contribution to the Big Merton 1264 Challenge (you'll find out why exactly…). You won't need to know anything, everything important can be found via Google. You do, however, need to use your brain!

On each of the following pages, you will find one riddle or puzzle of different kinds. Solve them in order to find out the password.
The password consists of different words and will look like this:

1	2	3

4	5

6	7	8	9

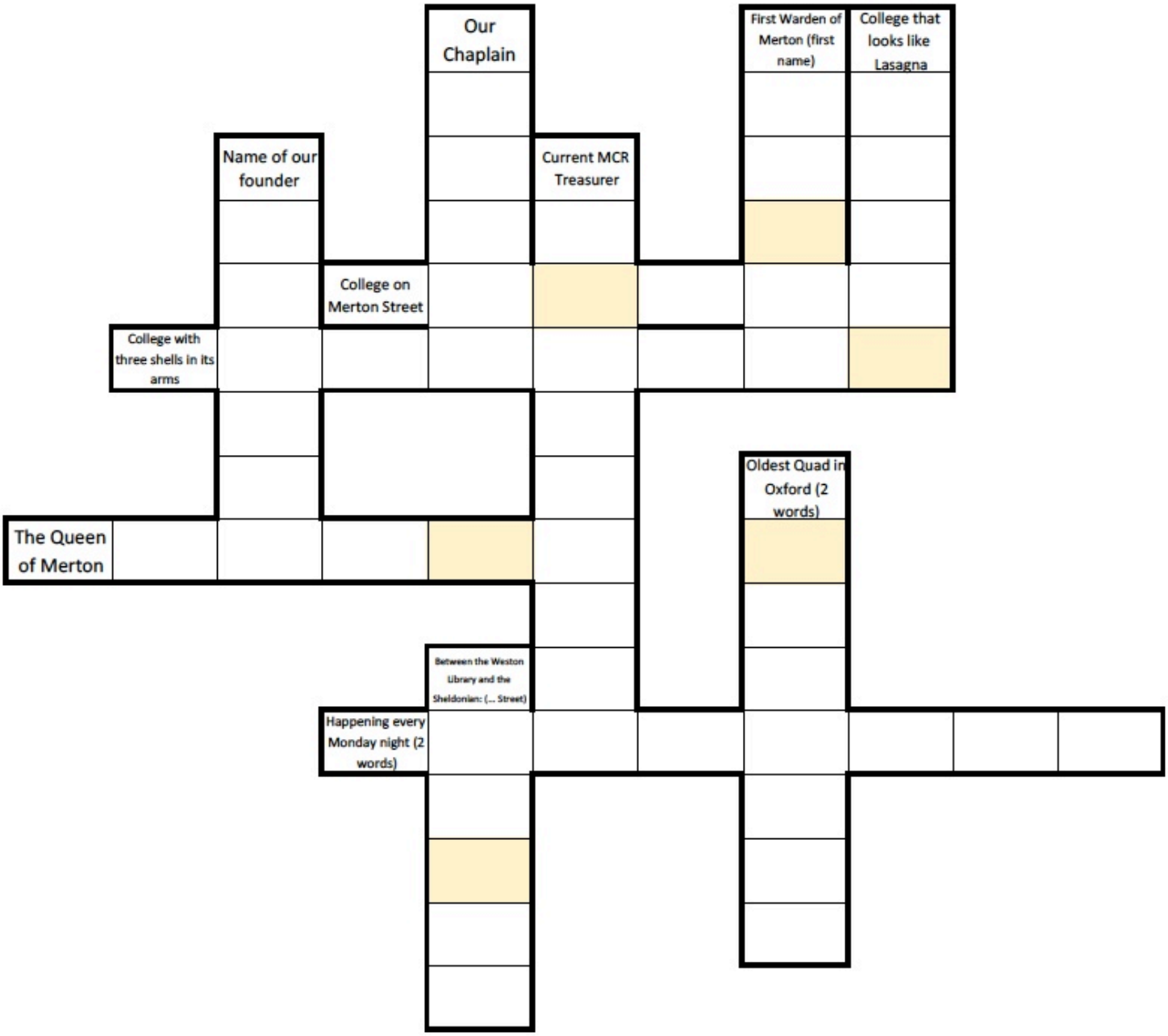
10	11	12	13	14	15

16	17	18	19

There are five riddles that will each lead you to a number of letters. You will find the first one on the next page – enjoy!

Once you've finished the game, please feel free to send an email to mcr.social@merton.ox.ac.uk to tell me whether you enjoyed it and how long it took you!

1. Crossword



Solve this Oxford-themed crossword! The letters in the yellow fields will form one word with six letters.

- The second letter is letter no. 14 of the password
- The fourth letter is letter no. 9 of the password
- The sixth letter is letter no. 8 of the password

2. A Virtual Treasure Hunt through Oxford

The title says it all, really. Follow the instructions and imagine you're walking through Oxford and picking up notes with the next instructions along the way...
Also: a map (such as Google Maps or Google Earth) might be useful here.
Let's begin!

1. You're standing opposite Magdalen College, at the corner Rose Lane/High Street.
2. Walk down Rose Lane and continue to the right along the wall of Oxford's oldest and most beautiful College.
3. Continue walking until you have this view:

4. Go to this College's website. On the main homepage, there's a section titled "Alumni & Development". Don't click on it, just look at the picture – walk until you're standing in front of the tower shown on it, but on the outside (the picture is taken from the inside).
5. After all this walking you think you might need some new shoes. On your map you can see a shop with a promising title to the north. Go there – after all, it's only 300 meters.
6. You might not get the Alpacas you were promised by Welfare this term, but at least there are parts of some goats nearby. Go there.
7. From there, walk to the place that's neither white nor badly.
8. It's named after some kind of bean (but luckily it's not missing). You try to have lunch there, but as always, there's an endless queue outside.
9. Depraved of your lunch, you decide to go home. Stop in front of that of the four entrances which looks like a completely normal door.
10. In the end, you don't have lunch because you get distracted by the sight of a very long wall. Follow it.
11. When the wall ends, you remember that you actually have to write an exam soon. Where would you do that? Go there (to the main entrance).
12. Go to the College that was founded in remembrance of all the souls that left their lives in the 100-Years-War.
13. You continue walking until you reach the junction of four differently named streets. There's also a tower with a very nice clock on it. You realise that you're standing in the literal centre of Oxford – and isn't that a good place to stay?
14. Look at the route you just walked. Which letter does it resemble? That's the letter no. 2, 7, and 11 of the password.

3. Sudoku

5	10		6				9	
8				3		2		6
1	7		1	4				3
6				4	3			9
	8				6			
	2			8				7
17	4	3	13	9	5			8
		5					2	

Rules
It's simple: In every column, row, and square, every number between 1 and 9 appears exactly one time.

In this Sudoku, every number equals one letter. They are allocated like this:

1 = a	4 = y	7 = v
2 = d	5 = f	8 = u
3 = s	6 = n	9 = t

The small red number in six of the squares is the position of this letter in the password.
For example, if there was the small red number "2" in one of the squares and you found out that a 5 had to be in that square, that would mean that the second letter of the password would be an f.

4. Picture Round

Wow, isn't that a lovely ball? It seems like a member of the MCR committee managed to sneak in… find them!

You need the person's full first name, no nicknames.

- The first letter of the name is letter no. 6 of the password
- The third letter is letter no. 18 of the password
- The fourth letter is letter no. 19 of the password
- The seventh letter is letter no. 12 of the password

(If you don't know the current MCR committee, you'll find the answer at the bottom of this page.)

The answer is: Charles

5. A Game of Wikipedia

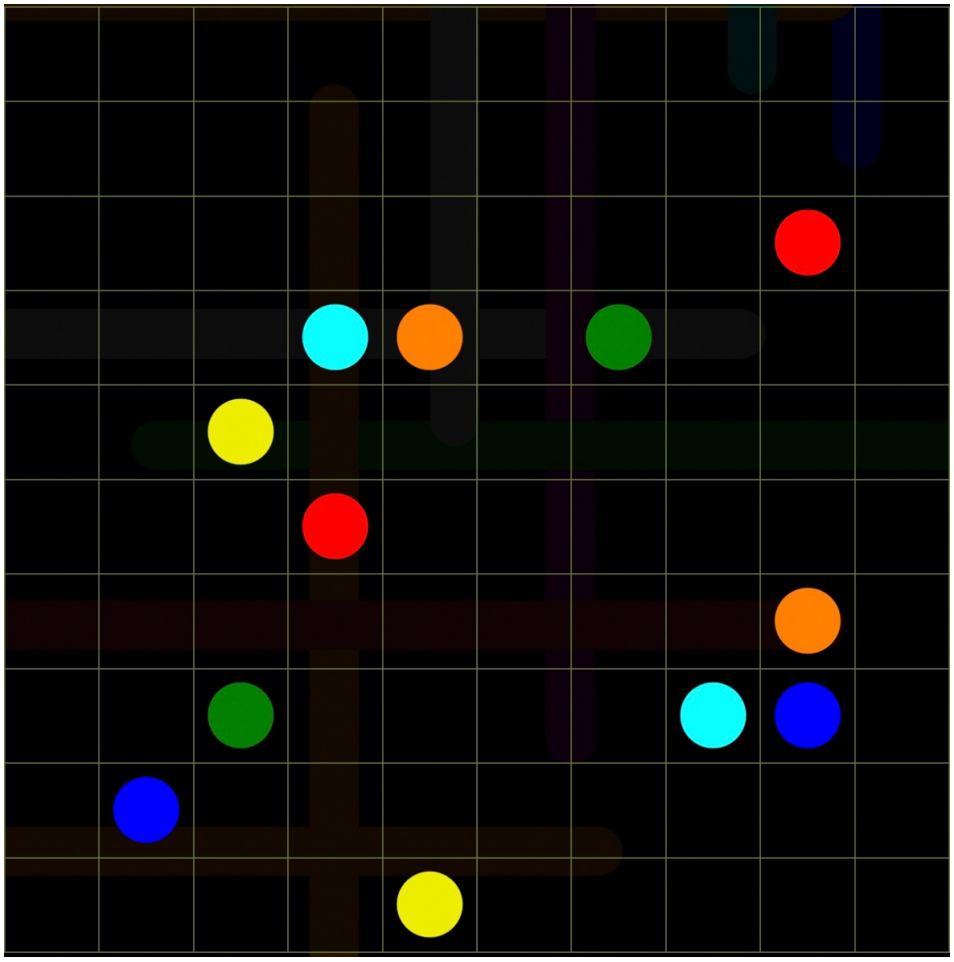
You're almost there! The rules of this game should be self-explanatory: just follow the instructions and see where you get.

1. Begin – where else – on the Wikipedia page of Merton College.
2. Look for people associated with Merton and marvel at how many there are. Then continue to the Wikipedia page of the person with the initials G.R.
3. What did this person study? Follow the link to their subject.
4. Find the subchapter beginning with "A" and ending with "trends". Click on the main article for this paragraph.
5. Scroll down to the first big picture on this page and look for the number 39.098.
6. This letter is the same as No. 3, 15, and 16 in the solution.

And that's it! You should now have the entire password.
But wait… that doesn't make a lot of sense, does it? – That's because the game isn't done yet!

In fact, there is one more puzzle to solve, which you will find on the next page.

6. Colours



As you can see, you have a 10x10 board. There are dots with six different colours. Every dot has to be connected with the dot of the same colour. The lines between the different dots can't cross over each other, they can only go around. When all dots are connected, no square can and will remain empty.

Now, the question is: Which line is the longest?

When you've solved the puzzle, go to this website: https://www.dropbox.com/login

Log in with the email mcr.social@merton.ox.ac.uk. The password is the colour of the longest line and the number of squares it passes through (including the first and last dot!). It should look something like this: purple12 – Please don't just try all possible solutions, the account will be blocked after too many unsuccessful tries and then you won't get there at all.
There's only one document inside, titled "Solution". Open it and follow the link – using the password you've already found out you will then get the real password.

Sometimes, Dropbox sends a security code to me to make sure a login is okay. If that happens, please feel free to send an email to mcr.social@merton.ox.ac.uk and I'll tell you the code so you can finish the game!

Congratulations, well done!