PUZZLE THREE



INTERVIEW WITH RITA SKEETER

Y our team's next challenge is an interview with Rita Skeeter, the infamous journalist at the *Daily Prophet*. She believes that she needs to embellish stories in order to attract readers, so her articles often contain specious content.

In order to prevent having Rita publish lies about your team, you want to plan carefully what you will tell her. To do that successfully, you'll need to observe some of Rita's other interviews and find a safe place to discuss your plans without being overheard.

As you watch Rita interviewing, you see her Quick-Quotes Quill taking notes. When one school's team tells Rita that they review their material regularly, the quill writes "students study sporadically." A new team, The Fire-Breathing Reptiles, says they are definitely entering the contest, and the quill writes "Dragons' debut doubtful."

Figure out what phrases will be written by the Quick-Quotes Quill for each of the following:

attorney departs early

bunny sprints slowly

coward loathes time off

craftsman removes violet stone

delightful youngster stays the same

eye doctor closes microwave

happy father interferes

lad finishes novel

old-fashioned instructor speaks

pal lost pink bird physician erases scribbles prince's mother slowly sews bed cover rarely employing one-wheel transportation short high seas raider's right smart spotted dog makes holes uncoordinated black bird's wrong

orb commences revolving

young lady receives present

PUZZLE THREE

Your team needs to find a place to discuss what you'll say to Rita, but you want to avoid having her overhear your plans. She has placed bugs in various locations on the Hogwarts grounds. A group of aurors has been working to identify the bugged locations and has enchanted all the picnic tables on the grounds to help identify where the bugs are placed.

The grid below represents a map of the grounds, with picnic tables in the numbered squares. Bugs may be located in any square, either with or without a picnic table. Identify locations as safe or bugged using the following rules:

- 1. Shade squares to indicate where the bugs are located.
- 2. No two bugged (shaded) squares may share an edge.
- 3. All of the unbugged squares must remain connected (along edges) in a single group.
- 4. The number found on a picnic table indicates how many bugs (shaded squares) you'll need to place between that square and the edge of the grid in the specified direction. But, as you might expect with anything involving Rita, some of those numbered squares are lying!
- 5. Lying squares always contain bugs and thus need to be shaded, which conveniently obliterates the lies.
- 6. Even if a numbered square is not lying, it may still contain a bug (i.e. it may be shaded even though it's truthful).

Solve strategy: Look for numbers that are obviously lying (e.g. the left-pointing 4 in the top row) and shade those squares to indicate that they contain bugs. Because bugged squares cannot share an edge, any squares touching a shaded square must be unbugged; indicate that by marking those adjacent squares (e.g. with dots). Once a numbered square is marked as unbugged, you will know that it is truthful.

		4	6↓	† 4						2↓
)					42					
	3↓		₩			† 0				
	→ ↓							2↑		
				1↑				† 3	0↑	
3↑		12				2†				
→ 4					1↓				2↑	
	2↓			2↑				↓ 3		
							3↑			↓
	3↑	† 4			0↓					
		1					4 ↑			1↑
8↑	↑ 5									

experi

2

Now that you've learned how Rita Skeeter's Quick-Quotes Quill works and found all the picnic tables where it's safe to meet, you're ready to prepare for your interview.

Review the lies that Rita's quill fabricated – while you're at picnic tables that Rita hasn't bugged, of course! – to reveal a phrase you can say to trick the Quick-Quotes Quill into writing something you'd like Rita to say about your team.

What phrase will Rita's Quick-Quotes Quill report for your team?

 		R			
 			E		
			D		
 E					
 		В			
 		Α			
 	U				
 	Т				
 	E				
 Т					
 		1			
 				E	
 		Т			
 			D		
 	Α				
 1					
 	D				
 	1				

expert