



INTERVIEW WITH RITA SKEETER

Your 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. The quill writes three-word phrases that are alliterative (each word starts with the same letter) and describe what it hears – but with one twist: one of the words the quill writes is an antonym of its meaning in the original statement. 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:

craftsman removes violet stone

attorney departs early

lad finishes novel

happy father interferes

delightful youngster stays the same

eye doctor closes microwave

uncoordinated black bird's wrong

short high seas raider's right

physician erases scribbles

prince's mother slowly sews bed cover

smart spotted dog makes holes

bunny sprints slowly

pal lost pink bird

orb commences revolving

young lady receives present

old-fashioned instructor speaks

coward loathes time off

rarely employing one-wheel transportation

P U Z Z L E T H R E E

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.

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| →0 | | | | | ←2 | | | | | | |
| | 3↓ | | →3 | | | →0 | | | | | |
| | →1 | | | | | | | | 2↑ | | |
| | | | | 1↑ | | | | | →3 | 0↑ | |
| 3↑ | | →2 | | | | 2↑ | | | | | |
| →4 | | | | | 1↓ | | | | | 2↑ | |
| | 2↓ | | | 2↑ | | | | | ←3 | | |
| | | | | | | | | 3↑ | | | ←0 |
| | 3↑ | →4 | | | 0↓ | | | | | | |
| | | ←1 | | | | | | 4↑ | | | 1↑ |
| 8↑ | →5 | | | | | | | | | | |

P U Z Z L E T H R E E

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.

Fill in the blanks with the antonyms written by the Quick-Quotes Quill on page 1, using the given letters to determine where to place each word. To find the phrase you'll say to the quill, select a letter from each antonym: the unbugged (unshaded) numbers from the map (page 2) – in order from left to right, top to bottom – specify which letter to use from each antonym (a 0 will take no letter from the corresponding word).

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

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