



DASH 10 PLAYER'S GUIDE

PLAY-AT-HOME VERSION • PAGE 1 OF 2

This sheet contains information on using ClueKeeper to play the DASH 10 hunt. Please review this sheet even if you are familiar with DASH, as several aspects of scoring are different this year.

Setting Up ClueKeeper: You can get accustomed to using ClueKeeper before playing DASH.

- Install the ClueKeeper app from Google Play (for Android) or the Apple App Store.
- Sign up for a ClueKeeper account, either at the ClueKeeper website or via the mobile app.
- Tip: Although only one device is required per team, all players are encouraged to sign up and install the app. This way all team members will be able to read story text and hints, and you'll have backup devices in case your master device runs low on power.
- Play the tutorial in ClueKeeper to learn how the app works. From ClueKeeper's main screen, tap the My Hunts button and look for the "Welcome to ClueKeeper" hunt. Each team member can do this independently.
- Purchase and download the DASH 10 hunt: From the app, use the Find Hunts button; or purchase from ClueKeeper's web site. (If you use the web site, you will get email with a ClueKeeper "Hunt Code." From ClueKeeper's main screen, use the Enter Hunt Code button to enter it.) Do this as soon as you like; it will not start the hunt. Your device will be the "master" for your team. This is also a good time to check for updates to the ClueKeeper app.
- On the DASH 10 hunt intro screen, you will see your ClueKeeper username. You can use the menu in the upper right to add any team members who have registered accounts with ClueKeeper. Added teammates will be in "read-only mode."

Using ClueKeeper during DASH:

- Just before starting the hunt, use the "Sync now" menu command from the DASH 10 hunt intro screen. This will ensure that you have the most up-to-date version of hints, etc.
- Only the master device can enter start codes, enter answers, and buy hints. To transfer master status to another device, select the "Release master" menu option on the current master, then select "Become master" on the device to use as the new master.
- The "Start Code" that you need to begin the hunt is shown on the hunt intro screen. Submit it via the Enter Start Code button in ClueKeeper. This will start the hunt and the first puzzle.
- Each subsequent puzzle will show a Start Code in its intro text. *Wait to enter that code until you are ready to begin the puzzle!* Your time for the puzzle will start as soon as the code is entered.
- When you start a puzzle, ClueKeeper will show a list of the materials for that puzzle. Use that as a guide for how many pages to use from the printed stack.
- ClueKeeper will provide hints at timed intervals. See below for details.
- Use the Solve button to enter your solution. ClueKeeper ignores punctuation and spaces. Be aware that if you enter too many incorrect guesses in rapid succession, you will be locked out from submitting for a brief time.

- When you submit the correct solution, ClueKeeper will show text confirming your answer and revealing more of the story, and the next puzzle will become available.
- Tip: Usually, all team devices will show the current puzzle state. If needed, you can use the “Sync now” menu command on the master, then on read-only devices to update their status.

Hints: ClueKeeper’s Hints list shows you how many hints will be available for the current puzzle. Next to each hint is information on its availability:

- A FREE hint can be viewed with no penalty.
- A LOCKED hint will become available later.
- The current hint shows the time remaining until it becomes FREE. This is also the time penalty you will pay if you choose to take the hint early (see Scoring below).
- Tip: You can reduce spoilers by having just one person read each hint and judge how much to share with the rest of the team.

Partial Solutions: Some puzzles may confirm partial solutions; these are words or phrases that you discover part way through the puzzle.

- Entering a recognized partial solution will show a message confirming that you are on the right track.
- Some puzzles may award a portion of the points for partial solutions. Fully solving the puzzle will award the remainder of the points (you do not get the partial points in addition).
- Sometimes submitting a partial solution will unlock hints, which results in subsequent hints becoming free sooner.

Scoring:

- Each puzzle has a “par time.” We expect that most of the teams will finish within this time. Your team may find that you finish under the par time for some puzzles and over for others.
- The base point value for each puzzle is equal to the number of minutes for its par time.
- Your team will earn bonus points by finishing before the par time: one bonus point for every minute early. For example, a puzzle with a par time of 30 minutes that is solved in 28 minutes earns 32 points: the 30-point base score plus 2 bonus points for completing the puzzle 2 minutes early. (Note: There are no bonus points for the first puzzle. It is solved in collaboration with another team; each team that solves it gets the base score.)
- Taking longer than par time does *not* reduce your score; you just won’t get bonus points.
- If you want to read a hint early, you can pay a time penalty equal to the time remaining until the hint becomes free. This affects your score exactly as if you had waited until the hint became free. For example, if you pay a time penalty of 3 minutes and then solve the puzzle after working for 20 minutes, it will be scored as if you’d worked for 23 minutes. You still earn bonus points for solving early when the total time (including penalties) is under par.
- Viewing a free hint will not affect your score; you can still earn bonus points. *Read free hints when they become available!*
- Points earned for a partial solution are retained even if you subsequently skip the puzzle.

Have Fun! While the point system lets you play competitively, the most important thing is to have fun! If you’re not having fun, take a hint or skip the puzzle.