



TERROR IS NOT A GAME

TASK: 01
SECTOR: U16

SOLUTION
CRANEA EYES ONLY

EACH OF THESE PHRASES IS THE DESCRIPTION OF A POPULAR GAME WITH ONE LETTER CHANGED. THE CHANGED LETTERS FOR EACH PHRASE SPELL OUT ANOTHER PHRASE DESCRIBING A BOARD GAME WITH ONE LETTER CHANGED.

EMPEROR ASTLEY IS NEVER GONNA GIVE UP ON CONQUERING SIAM AND OCEANIA. (4)
RICK (RISK) **C**

NORTH AMERICAN ELK ARE ENSNARED WITH THE CUNNING USE OF A RUBE-GOLDBERG MACHINE.
(5 4)
MOOSE TRAP (MOUSE TRAP) **O**

EVERY MOVE CAUSES GREAT CONCERN, UNLESS YOU DRAW A 4 (BACKWARDS) RIGHT AFTER YOUR
TOKEN LEAVES THE START LOCATION. (5)
WORRY! (SORRY!) **W**

I'VE EATEN AND DROPPED THREE LEMONS IN A ROW. ONLY ONE MORE TO GO! (7 4)
CONNECT SOUR (CONNECT FOUR) **S**

MAD AND HU GET MAD AND THROW MARBLES FROM A SIX-SIDED STAR. (7 8)
CHINESE CHUCKERS (CHINESE CHECKERS) **U**

FIND A WAY TO QUICKLY DESCRIBE YOUR GROUP OF COOKIES. THEN, PASS IT TO THE NEXT
PLAYER. (5 6)
BATCH PHRASE (CATCH PHRASE) **B**

IMPS AND DEMONS TRADE WHEAT, WOOL, WOOD, BRICK AND ORE IN AN EFFORT TO USE THE
DEVIL'S LAND MOST SUCCESSFULLY. (8 2 5)
SETTLERS OF SATAN (SETTLERS OF CATAN) **S**

IT WAS ELMER IN THE PLAYROOM WITH THE PASTE. (4)
GLUE (CLUE) **G**

SANTA AND ALL HIS HELPERS ARE SICK SO THEY SELL THEIR PROPERTY AND LET YOU BUILD
HOTELS. (8)
MONOPOLE (MONOPOLY) **E**

YOU CAN PLAY WITH UP TO 140 CHARACTERS, BUT YOU'LL NEED LOTS OF MATS, AND IT MAY
LEAVE YOU IN KNOTS. (7)
TWITTER (TWISTER) **T**

BOB VILA TAKES OVER FOR LORD LICORICE AS DIY REPLACES SWEETNESS IN THIS ADVENTURE
WORLD. (5 4)
HANDY LAND (CANDY LAND) **H**

I WISH WE COULD HAVE USED TILES INSTEAD OF A PEN, SINCE I CAN'T READ HALF OF THE
LETTERS YOU PLAYED! (8)
SCRIBBLE (SCRABBLE) **I**

AFTER A NUMBER OF ROUNDS, DENVER (D) FINALLY BECOMES A CURRENCY EXPERT BY FIGURING
OUT IN WHAT ORDER WHICH COINS WERE PRINTED IN PHILADELPHIA (P). (10)
MASTERMINT (MASTERMIND) **T**

COW SUBS GET HIT.
CATTLESHIP (BATTLESHIP)
CATTLESHIP IS THE FINAL ANSWER.