



Angel Island Memorandum

To: Conference Participants
From: Carl Pauling

Welcome to Angel Island! I have brought you here to test your skills and have you prove to us that you are worthy of helping me decode IG1. Lucky for me there is a company picnic on the other side of the island; I coaxed some of the low-level interns to help me out by running a series of four mini-games through which I can evaluate you. They're rather dull and don't know much, but they'll do for today. The games are: Cars, Words, Matches, and Dots. Two games are located at the top of the stairs where you picked up this letter; the other two can be found at a picnic table in the grassy area near the ferry dock. The rules for each game are given below. The goal is to meet the criteria for a win in each of the four games. After each win the players will receive a piece of the next puzzle. Teams should not leave the island until they have collected all four pieces.

Teams may not split up to play the various mini-games. Furthermore, if a team loses a game and needs to play again, it must wait at least five minutes or until all other teams present have had a chance to play. Teams may play other games during this five minute wait but may not simultaneously wait in line for one game while playing another. These rules are enforced through the use of the wristband you have already received. In order to play, the team member(s) must have it in their possession. Please show it to the Genodix employee of the appropriate game before you start to play. When you are finished, if you need to play again the employee will write down the time at which your current game ended. This is the time against which your five minutes will be measured.

Please remember that the last ferry off of the island is at 1720. Be on this ferry regardless of whether or not you have finished all four mini-games.

Game Rules

Words:

- The player is considered to have won the game when he/she has tied or beaten the Genodix employee three times in a row.
- There is a 15 second time limit on each turn.
- There are nine index cards that each have a single word written on them. The two players take turns picking up an index card. The goal is to have three cards where the words written on them share at least one letter.
- The two players will take turns going first. The player may decide whether he wants to go first or second for the initial game.

Matches:

- The player is considered to have won the game when he/she beats the Genodix employee once.



- There is a fifteen second time limit on each turn.
- There are three piles of matches that contain three, four, and five matches. Two players take any number of matches from one row alternately. The one who takes the last match has won.
- The Genodix employee will always go second.

Dots:

- The player is considered to have won the game when he/she has closed more than four boxes.
- There is a fifteen second time limit on each turn.
- The setup consists of a 9 box game where each person takes turns drawing a line between adjacent dots (horizontal/vertical). The person who closes the fourth side of a box wins that box. After winning a box the person must go again.
- The Genodix employee will always go second.

Cars:

- The player is considered to have won the game when his/her cars are off the board first.
- There is a fifteen second time limit on each turn.
- The setup consists of four game pieces, two for each side
- If a stalemate situation is created, the person who creates the situation will be considered the winner.
- The Genodix employee will always go second.