

Game 5 Stayin' Alive Breakdown

When registration for all teams closed, team captains were then sent their first clue:

Pre-Game Clue Part A:

"When Bill and Lance Gryzor were youngsters they lived on a military base in South America. They rarely got along and contradicted each other. As they grew older they mended their differences and became best of friends. They developed a secret code to send their messages to each other. After high school they left Base Lectstart and introduced the code to the world. The code was so difficult it took 30 men to break it. Use their code to figure out the message below."

Below the text was a alphanumeric patterned grid. Using the "Up-Up-Down-Down-Left-Right-Left-Right" pattern from the video game Contra the teams were able to decipher the pattern and find the start to the game.

Pre-Game Clue Part B:

"Come to Palm Bay's oldest golf course at 6:00"

This was a trick statement as Palm Bay's oldest golf course is the now closed and overgrown Port Malabar Country Club.

When the teams arrived they were read the rules before having their captains promptly kidnapped, blind folded, and driven away to an undisclosed location. The remaining team members were informed that their first clue was inside their packets. They were also informed that they were to call the captains cell phone when they knew the answer to the next clue. If they called before they knew the answer they would be penalized as the MMB Game Control member guarding the captains had confiscated their cell phones.

To obtain their packets they were instructed to follow an old cart path which would guide them to their packets. When they arrived at a fork in the cart path, there were 10 orange circles painted on the ground, all with an arrow pointing in different directions and numbers written inside them. The numbers were paces and the arrow was the direction they needed to follow to find their packets. Once they obtained their packets they received their first clue.

Clue 1A:

"Simple Simon met your captain going to the square; said Simple Simon to the captain, "I shall take you there." Asked the captain to Simple Simon, "what have you there for me?" Said Simple Simon to the captain, "Just the Directory."

Under the riddle was a code. The riddle lead teams to the (Melbourne) Simon Square mall directory. Once there the teams had to decode the pattern to reveal the next clue.

Unattended Clue 1:

"How long did the hundred year's war last?"

The teams had to call their captains cell phone with the answer, 116 years to find out where they were so they could pick them up.

Clue 1B:

Crossword Puzzle

When the captains arrived at their desolate location, the blind folds were removed and they were then given a crossword style puzzle to solve. When they solved it, they would learn their present location which was Three Forks Marsh.

Clue 2:

"Take some time to reknecht with your captain"

When the teams arrived to pick up their captains they were given this clue which lead them to Knecht Park and their first challenge.

Challenge 1:

When teams arrived at Knecht Park they were to find a small covered table where the first challenge was to take place. The challenge involved four team members having to melt/bite an remove an entire 16 ounce block of ice using nothing but their mouths. The block was suspended from the pavilion but a chain attached to a wooden spoon which had been frozen into the block of ice.

Clue 3:

Adam and June love story.

Teams were given a short love story containing many subtle clues. When they put all the clues together they were able to figure out that they need to go to the end of Milwaukee Ave and look behind a wooden fence at the dead end where their next unattended clue.

Unattended Clue 2:

Objects formula

Once behind the fence, teams discovered a heart felt letter address to June from Adam. He had been missing her and made reference to many objects visible in the surrounding area. He wrote portions in mathematical equations and when teams did the math they were given a seven digit phone number which when called would give them their next

clue, which was to visit the nearest Wal-Mart and look for someone in plaid and ask them where the hemorrhoid cream was to get their next clue.

Clue 4:

"Head to the Point where Tom Hanks befriended Wilson."

Once teams arrived at Wal-Mart and found their husband and pregnant wife team in plaid and asked them the appropriate question they were given this clue, which led them to Castaway Point Park.

Challenge 2:

When teams arrived at the park they were given the option between "Wet and Risky" or "Long and Messy." When the teams made a decision they were told what their challenge would be.

Wet and Risky involved four team members (one girl required) to enter into the river and change all of their clothes (under wear included) with someone else and then come back out before being given their next clue.

Long and Messy involved 2 team members burying 2 other team members up to the neck in sand while the buried members sat Indian style. No skin or clothes could be visible for the next clue to be handed over.

When the teams had qualified for their next clue, they were instructed that they were down a boardwalk sitting on top of an informative plaque.

Clue 5:

"Ancient
Indian
Settlers
Timucuan
Raised
Army
Intimidated
Legendary
Ponce De Leon
And
Rarely
Known"

When team took the first letter from each line, it read "Ais Trail Park."

When teams arrived at the park they wandered around until they reach the end of a long boardwalk. Once at the end of the boardwalk a small push button black light was dangling off of the railing. When the teams signed the black light on their last clue the next clue was illuminated.

Unattended Clue 3:

Oaks Clue

The teams had to solve a riddle which lead them to a car parked next to the Ben and Jerry's car in the Oaks parking lot. Once the teams found the car their next clue was taped to the window.

Unattended Clue 4:

Ozzy Map

Taped to the window of the car was a pirate map with Ozzy Osbourne on it. The map contained four separate x's on it. When you drew an "x" between the x's the center point was you next destination. The problem was, no maps showed any streets here as it was a new development. When teams arrive in the area, they found Osbourne Court and their next challenge.

Challenge 3:

Team arrived to find a kiddie pool full of many different food items mixed together. Inside of the pool were 250 laminated phrases. Of these phrases only 10 had the needed information on it. 4 team members had to end the pool 1 at a time in a 15 second rotation searching for their needed phrase. Once they found it, Game Control handed them a flash drive with their next clue uploaded to it.

Teams had to plug the file folder into a computer and navigate through what seemed like an endless amount of numbered folders before they figured out the folders themselves were using the numbers to correlate with letters in the alphabet spelling out their next clue.

Clue 6:

"Come Bowl Next to Veterans"

This clue lead them to the entrance of the old Port Malabar bowling alley which had been closed down for over a decade. Near the front door was a small box with their next clue which was a bunch of directions from street to street. Teams had to trace the paths on a real map to spell out their next clue.

Unattended Clue 5:

"250 Grant"

This clue lead teams to a paint ball park on Grant Road and their last challenge.

Challenge 4:

When teams arrived they found a large circular dirt road and a large spool turned on it's side. One team member has to walk on the spool without using their hands while three other teams members guided the spool around the circle. If the team member feel or used the hands they had to start over. Once the team navigated the entire circle the were given their last clue.

Clue 7:

Picture Clue

The clue consisted of a picture of a Maxim magazine, the number 2040, a pair of lips and a hair comb. Once teams deciphered the pictures it lead them to a business called Maxim located 2040 Lipscomb Road and the end.