

Game 6 Guide To Be Green Breakdown

As registration for MMB 6 came to a close the teams were sent their pre-game clue via e-mail.

"The MMB Family would like to cordially invite you to celebrate the unveiling of an old memorial. We will be honoring an American herpetologist, a son of a Colonel, a brother to a senator, an Alexander Agassiz Professor of Zoology, and an heir to The Linen Thread Company. We shall also celebrate the fact that he felt that vanishing Eden was a naturalist in Cuba but first a naturalist at large.

Saturday the Nineteenth of July
Two Thousand and Eight
Seven Thirty in the evening."

As the teams solved this clue they learned of Thomas Barbour. If teams Wiki'ed this name they would see an image of a memorial that is located at Ballard Park. This is where the start of the game took place.

As the teams arrived, many of which were sporting their own custom made shirts, they gathered in a large pavilion. They were then given a run through of the rules, and had received answers to any questions they may have had. Keeping with an idea that started in game 4 teams had a simple and fun little challenge to obtain their first clue and game information packet. For game 6, teams participated in a game show where their knowledge of previous games was tested. All the teams had a standard die, made from Styrofoam, which they used to answer the questions. The team with the most correct answers had the privilege of leaving first, and five minutes before the second place team. Third place would leave shortly after second place, and teams left in one minute intervals after that.

Clue 1

As teams darted off into the night, and they opened their packets, they found two things. First was their "MMB Guide to Going Green." This had all the standard information that teams normally get, along with hidden clues, and useless information. Second; they saw a photo album "Scott's Trip to the Recycling Drop-off" Inside this photo album were several pictures, some out of focus others with Scott's head in the way, and so on. Using the captions that were written about each photo, teams had to find their way to each photo location until they found the "recycling drop-off." What teams found was a curbside recycling bin filled to the top with soda cans. Underneath all the cans was the next clue. Click [here](#) to see where the "recycling drop-off was."

Clue 2

[Click Here To See The Clue](#)

Along with this, teams also saw a picture of the roaming gnome in a car inside their guide

book. Teams used this information to find a car that was roaming along the route shown in the clue.

Clue 3

Upon finding the car with the roaming gnome, teams saw their next clue.

[Click here to see the clue](#)

This was a map that would help lead the teams to their first challenge. The letters were the first letter in the name of the street: W for west, E for east, N for north, and S for Sarno. When turning onto North Dr they would make their first right, onto Digital Light Dr, and see game control waiting to take them to their first challenge.

Challenge 1

Tree Hugging

Teams were lead into the dark, wet, marshy woods where the bugs and the challenge awaited. Two hooks approximately eleven feet high were placed into two separate trees. One hook had a key on it, the other, a locked box that the key went to. Inside the box were a set of handcuff keys. Two members of the team were handcuffed to the first tree while another member was cuffed alone to the second. One member of the team was not cuffed at all and would be the go between to the two trees. The first two cuffed players had to position themselves, one on top of the other, so that they could reach the key. Next they had to hand the key to their go between who then had to climb onto the shoulders of the player cuffed to the tree with the box. If their team had the advantage of additional players they were allowed to help the players on top of each other at each location. When reaching the box they had to unlock it with the key they received from the first tree, collect the handcuff keys to set everyone free. Upon successful completion of the challenge the teams were given their next clue.

Clue 4

[Click here to see the next clue](#)

"The captain +/- rear admiral took his men for a river walk before setting sail to the south. Not long into their journey the crew changed course and proceeded with an easterly heading. Everything was going smoothly as they safely passed the clan who wield the scimitar. Not long after though, tragedy struck as the ship went over a fall and landed upon the rocks. It's a shame Jesus could not advert these men from such a horrific fate, as the catastrophe happened along the shores of his followers."

Commodore was a rank in the US Navy that was one rank higher (+) than captain and one rank less (-) than rear admiral. Also Lionel Richie was in a band called "The Commodores." This would take teams to Eau Gallie High School home of the Commodores. Just to the west of the school, teams could see a condominium complex

named River Walk. Right across the street from the school teams would see the Shrine Temple whose logo contains an image of a scimitar; also know as an Islamic style sword. Right next door to the temple is a church, and behind both the temple and church runs the Eau Gallie River. In the Southwest corner of the church parking lot teams could see a trail leading down to a dam in the river. Teams were required to cross the dam, which had water flowing over the top of it, to a large concrete slab which held their next clue. Click [here](#) to see the location of the dam.

Clue 5

"Visit the only uninhabited island in Viera that is joined by two bridges."

When teams did a Google Earth scan of Viera they would see [this](#).

This island was the location of the second challenge.

Challenge 2

Oil Spill Clean-up

Teams could cross the bridge of their choice and follow the path where they were greeted by a MMB game control member sitting on a bench. Game control then led them into the dark woods, once again, and showed the teams the challenge. Two 12ft 4" X 4" balance beams suspended off the ground approximately 10" and separated by six feet laid in front of the teams. At either end there was a bucket. One bucket had live fish in it while the other was filled with clean water. This was a four member challenge where two members stood on one balance beam, with the other two members on the opposing beam. Player one had to catch a live fish out of the bucket, and hand it to their team mate on the beam. That player would then walk down to the gap, where they would stretch across to the team members on the opposing beam. From there the fish would go down the line to the last player where it was placed into the clean, oil free*, water. If at any time a player fell off of the balance beam the challenge would start over. Upon successful completion of the challenge teams were handed there next clue.

Clue 6

Teams were given a piece of paper that had a web address on it.

<http://www.midnightmadnessbrevard.com/MMB6webclue.html>

When teams logged onto the site they saw what appeared to be a "live" webcam shot (it wasn't) of a Blockbuster Video on the right, and a 7-11 convenience store on the left. Teams had to use their knowledge of the game area to know that this was the 7-11 on the corner of HWY 192 and Minton Rd. When the teams arrived at the location they had to answer a pay phone to get their next clue.

Clue 7

What teams heard on the pay phone was simply a phone number. When the teams called this number they would hear a recording telling them the address of where to go next.

Challenge 3

When teams looked on a map for the address, they just received, it led them to Ken's Car Lot on Croton Rd. This was a three part challenge with each part more difficult than the last. First teams had to obtain a key that was about ten feet away hanging on a chain. The challenge was that the teams could not cross a designated line, and had to use either pole making materials that were provided by game control or anything they had with them that may have been helpful. When teams got the key in their hands they had to go to the back of the building, unlock the door, and enter a store room. Inside the store room was a tool box that had a combination lock on it. Teams had to solve three separate equations that would give them the three numbers to the lock. After finding out what order the numbers went and unlocked the box they found a key to a car. Teams had to go back to the front of the car lot, find the car the key belonged to, and get the cd case that was hidden in the car. When teams brought back the key, game control gave them the next clue.

Clue 8

All night long teams had been missing a page to their guide to going green. After the last challenge they received this missing page. One side had a drawing of a roundabout with a tree in the middle of it. The other side of the page was a radio advertisement for 88.5fm. This lead teams to the roundabout in Viera with the large tree in the middle, where they would tune their radios to 88.5 and listen for the next clue.

Clue 9

Unfortunately the device that was being used to transmit the radio broadcast had broke. When game control confirmed this issue we simply told them where to go. Teams headed off to a large parking lot that is behind Makotos and crossed the finish line.

* No there was not actually oil in the water with the fish. No animals were harmed in the making of this spectacle, well actually, yeah 80% of them died.