

MMB Game SE7EN Breakdown.

As with previous games, the registration came to a close and the pre-game began. The captains of all the teams received an email. All that was written in the email was a web address (<http://letterboxing.org/>). Once in the specified web page, teams and captains had to research what letterboxing was and find the hidden clue within the site.

The clue sent teams searching Gleason Park for a little coffin that was being used as a letterbox. Inside the box was a different web address and short message instructing teams to wait for Wednesday the 22 before attempting to view the site. On the site they saw a short movie that set the mood for game seven along with giving them the start time and location.

The game officially started at the Cocoa Village Amphitheater. The energy of the teams was over the top as were some of their costumes. Teams gathered around the stage, were given the rules of the game, and voted for their favorite team costume. Team Purple, and Team Grey tied and were awarded 75 bonus points each. As The Allfather wished all the team the best of luck he handed the stage over to The Favero. Teams were thrown for a loop when they heard the news that the evenings first challenge would begin right there.

Challenge One: What's in the box.

On the stage several water pitchers sat filled with approximately four cups of various Halloween candy. Four members from each team had to eat one cup of candy each, and then run a lap around the amphitheater. When all of the candy in their pitcher was gone they were given their game packets with their first clue and a small ribbon which appeared to have several symbols written on it.

Clue One: Spawning Action

The first clue directed the team to go to McFarland Park along the Indian River in Cocoa. Once team arrived they had to find their next clue. Teams searched and scoured the park looking for the clue. Unknown to game control someone with no connection to the game had dropped a flashlight (that was on) into the river. This led some of the teams to believing that the clue was in the water. However; the clue was partially written on a wooden rod that was hanging from a tree. Orange tape was wrapped around the rod with the same markings teams saw on their orange ribbon. The ribbon that the team's received in their begging packages now made sense. The teams had to take the ribbon and wrap it around the hanging stick to complete the next clue.

Clue Two: Loverboy

“Order a slice of extra anchovy pizza at pizza di rock”

For teams to solve this clue they had to find where Pizza-Di-Rock was located. Teams found the address, arrived at the restaurant, and darted in to order a slice of extra anchovy

pizza. The Person behind the counter handed them a pizza box with their next clue inside. The clue was a simple word find, but when all the words were found the highlighted words made an image. The image spelled out the next address the teams had to find.

Challenge Two: Alone in the Dark.

Teams showed up quickly to the next challenge location. They found a game control member waiting for them in someone's house. Inside the garage a standard desktop computer had been set up. Teams also saw a backpack and blacked out motorcycle helmet with a web cam and light attached to the top of it. Inside the backpack was a laptop that was transmitting a wireless web cam feed to the desktop out in the garage. One member from the team had to put on the helmet and backpack, while the others in the team had to sit around the desktop computer out in the garage. A two way radio was handed to the team members gathered around the desktop and one was placed on the member with the laptop. The member with the backpack was only able to hear what the others were telling them, they were unable to communicate back to the members in the garage. Once everything and everyone was in place the member wearing the backpack was placed in the house. Using the web cam feed the members that were still out in the garage had to direct the member around the house to find the clue. Teams were told they will know the clue when they see it. Some teams were thrown off by random objects in the house such as a photo of a mock murder suicide, and an anniversary cards being held by a skeletal arm. Little did they know that the clue was being held by an eerie girl staring into a mirror in the corner of the bedroom. Some of the teams thought this was a mannequin at first and were startled to find out it was a real person. Of course the player that was in the house had no idea what was going on. The girl then handed the player their next clue and led them back to the garage.

Clue Three: Trouble in the air

Teams received a picture of a map that was the possible location of a plane crash. On the bottom of this picture was a list of odd symbols. Teams figured out that these symbols were instructions written in the wig-dings font. The map brought teams to a small island Only a few yards off the shore of the Banana River. An orange glow stick was hanging out on the island in view of the shore and this helped team know they had to swim to the island. Upon arriving at the island teams saw a bright orange box that had a series of six switches on it. Now if teams translated the wing-dings they knew the order the switches had to be set to, if they didn't translate the clue they were left to guess the combination. When the switches were set to the right order a flight recording played.

Clue Four: You're a Goonie

When the teams solved the flight recording they found themselves at Valencia Dock on the Indian River in Rockledge. Teams had to jump into the river and go underneath the dock to find their next clue.

The clue read:

“Ye intruders beware, crushing death and grief, soaked with blood, of the trespassing thief. Journey to the causeway to the south and begin on the western shore or there about. Now you'll cross bridges numbering four, but for bridge five you'll need your vessel no more. For the fifth bridge you'll need to use your feet to find your next clue waiting beneath.”

Challenge Three: Swimming with the Fishes

When teams solved the clue that was under the dock they had to go to a very specific location on Pineda Causeway. After parking they had to cross by foot over a small bridge where they found a game control member waiting for them. The teams were brought down a trail through a small patch of trees that took them to the shore. Out in the water they could see three floating pumpkin lanterns about 50 yard from the shore. Here is a quick break down of what was originally planed.

Team Member One: Swim to floating pumpkin lantern one, light it, return to shore.

Team Member Two: Swim to floating pumpkin lantern two, light it, return to shore.

Team Member Three: Swim to floating pumpkin lantern three, light it, return to shore.

Team Member Four: Swim to all floating pumpkin lanterns, blow out the lights, return to shore.

Unfortunately due to a sudden change in the weather, lighting the lanterns was no longer an option; fortunately the quick thinking game control member came up with a revision.

Team Member One: Swim to floating pumpkin lantern one, count out loud to five, and return to shore.

Team Member Two: Swim to floating pumpkin lantern two, count out loud to five, and return to shore.

Team Member Three: Swim to floating pumpkin lantern three, count out loud to five, and return to shore.

Team Member Four: Swim to all floating pumpkin lanterns, count out loud to five, and return to shore.

When all four players completed their task they were brought to a laptop that was set up to show them their next clue.

Clue Five: 2 girls 1 clue

Need I really say more? A clue was embedded in the video “2 girls 1 cup”. Teams were forced to watch this display of fecal love in order to get the entire clue.

Due to the disgusting nature of the video we refuse to post a link to see it, but this is what the clue said: “Be sure to visit the only swing bridge in the game area that was constructed in 1927.”

Clue Six: What goes on under the bridge stays under the bridge

Upon solving the clue the teams went to Mathers Bridge. Teams were running back and forth over the bridge searching for the clue. At one point a bunch of little punks (probably future game players) were taunting the teams saying they had the clue and were going to throw it into the river if the teams did not pay them ten bucks. However; this was not true, the clue was still safe in its hiding location near a decapitated sphinx under the northwest side of the bridge.

The clue read:

“Patrick has a cousin by the same name who's from the north. Follow him to his eastern end to reach your next location.”

Challenge Four: Pumpkin Chuckin Skeet Ball

The teams were going to the beach. When teams arrived at the specific beach they saw some plastic rolled out with pumpkins at the top and three hula hoops at the end. The set up was like a skeet ball lane and this was the concept for the challenge. Players had to roll the pumpkins down the lane and land them into the hula hoops that had different point values. When the team acquired the predetermined amount of points they were given the next clue.

Clue Seven: Pitch Black Herbert

The clue led them to the soccer fields at Hover Junior High School. Once there teams had to find a trash can that had MMB with an arrow pointing down on it. When the teams lifted the trash can up they saw the next clue. A few teams however were confused when they found the clue and looked elsewhere around the fields. This was quite comical to see and can be watched on the promo video. Under a trash can the following code was written:

“55-444-9-2-66-444-7777-7-2-777-55-2-8-4-33-4444-4-33-777-7-666-444-66-8”

Clue Eight: The Cell

The clue was the buttons you'd press to make the following text message:

“Kiwanis Park At Geiger Point”

The teams then headed to this park that is on the southwest side of the Melbourne Causeway.

Challenge Five: Siphon the body fluids

Teams got to the park and found the small pavilion where Game Control had the next challenge set up. There were four 2 liter bottles that were filled with varying amounts of “bodily fluids”. It was actually different types of fruit juice; prune juice, coconut milk, tomato juice, and apple juice. There were some small tubes that were in the bottles and came out the top. Teams had to siphon the fluid from one bottle to another until they had the last bottle filled to the top. Once all the liquids were combined into one container they had to pour a cup of the blend and drink what they made. The Allfather was present while most of the teams completed in this challenge. He was helping teams out by taking a large drink of the cup. This would prove to be a bad mistake as later in the evening after the game was over he had to make an emergency stop at a 7-11 and learned about the cleansing effects of prune juice. When the teams finished this challenge they were given the next clue.

Clue Nine: There is only one left.

At this point of the game teams had to have gone to all but one causeway in the game area. This clue told them to go to the one that they have not had to go to yet. Once teams got to Eau Gallie causeway teams began looking for the clue. There was a telephone pole that had a orange glow stick next to it, and just to the side of the pole was a storm drain. When teams looked down into the storm drain they found the next clue.

Clue Ten: The people under the...

The clue read:

Down by the sea

Out of the sun.

Man, we'll be having some fun.

People walkin' above.

We'll be falling in love

These are some of the lyrics to the song “Under the Boardwalk”

When the teams figured this out they knew to go to the boardwalk in Indialantic.

Because teams were competing so closely with each other throughout the night, this turned into a street race to the end.

THE END:

Teams came around the corner to the boardwalk with screeching tires and the pedal to the metal. The game came to an end, the scores were totaled up, and the prizes were handed out. The winning team went home celebrating, the losers went home already coming up with new strategies for the next game, and game control went home happy that yet another game was done and over with.