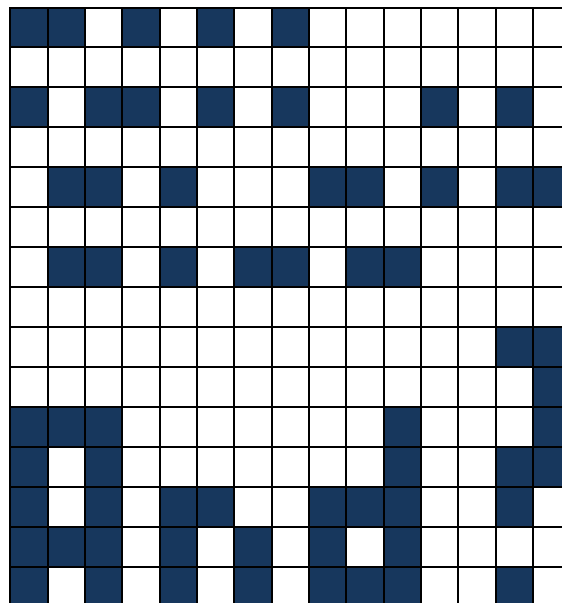
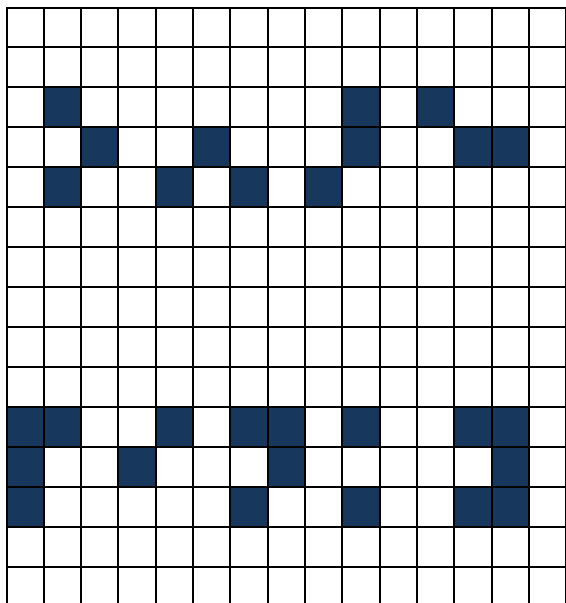


# Solution to Form 1515 Schedule A

By Andy Crane

This puzzle is like Minesweeper, but with a slight twist. Instead of representing how many surrounding cells can attack, the numbers represent the number of squares that can attack with a knight's jump (as in chess, two squares in one direction and one square in another direction.) You can easily determine many of the squares that have no knight in them by taking the squares with a 0 and eliminating any squares within a knight's jump. After this, you will be able to determine some squares that must contain a knight, and continue until all squares are known. The grid will look like this:



Except for the word "And" most of this may not be immediately recognizable. You should be able to notice some patterns though. The top-left is all semaphores, the bottom-left is Braille, and the top-right is Morse code. Using the appropriate encodings, you will get the phrase "Inky, Pinky, Blinky, And?" If you didn't spend enough time in the 80s playing video games and don't immediately recognize these names, you can search them to find they are the ghosts in Pac Man. The remaining name is the answer, **CLYDE**.

# Solution to Form 1515 Schedule B

By Andy Crane

This is just an ordinary crossword puzzle. Did I mention that some of the squares contain multiple letters? Cause that's kind of important. Yeah. Several of the squares contain either AND or OR. The filled in grid will look like this:

	M	S	G			A	T	E	S		M	F	A	
S	A	N	E		G	R	A	V	Y		I	R	A	S
T	R	A	N		A	N	N	A	N		R	I	M	U
&	Y	R	O	O	N	E	Y		C	U	R	T	I	S
A	L	L	A	N		T	A	O		P		T	L	&
R	O	E		E	A	T		H	R	S		E	N	E
D	U	R	H	A	M		A	K	A		P	R	E	Y
					L	&	O	M	A	G	I	C		
C	A	B	S		A	N	D		E	M	P	E	R	
H	E	R		E	S	L		T	S	P		P	E	G
&	R	E	A	S		Y	A	R			D	I	N	&
L	A	N	G	E	R		F	I	F	T	Y	T	W	O
E	T	N	A		C	&	I	C	E		L	O	I	N
R		E	M		P	E	R	I	L		A	M	C	
	S	R	A		T	R	E	A	T		N	E	K	

Taking the numbered squares in order yields the phrase "W|DWITHL&U" or "WORD WITH L AND U." Of all the answers in the puzzle, only **MARYLOU** has the letter E and K.

# Solution to Form 1515 Schedule C

By Andy Crane

This is pretty straightforward, first solve out the clues and determine their placement based on the point values provided. The words are shown on the left and the filled in grid to the right.

- Characteristic of Elmo (8)
- A mirror, for example (9)
- Type of decorative design (8)
- Can't be seen (9)
- Not good (4)
- Item received at graduation (7)
- High-pitched sound (6)
- Not before (5)
- Comic hero Gordon (5)
- Jim Carrey movie (7)
- Arrogant walk (5)
- Irish Cream brand (7)
- Like Joseph's coat (8)
- 24's Sutherland (6)
- Types of arm chairs (9)
- Casual upper body garments (7)
- Hawaiian island (5)
- Cheese brand (5)
- Playboy chief's nickname (3)
- Typical (5)
- Type of fruit (5)
- Not here (6)
- Tiny dog pest (4)
- TSX maker (5)
- Country in the Middle East (4)
- Costello's partner (6)
- Person honored on November 11 in US (7)
- Muffin maker (5)
- Action word (4)
- Hospital worker (5)
- Microsoft's ticker symbol (4)
- Remove from a chalkboard
- A type of snake
- Between you and double-you
- Bert's pal on Sesame Street
- Norway capital
- Stimpy's pal
- Not well

- TICKLISH
- REFLECTOR
- VIGNETTE
- INVISIBLE
- EVIL
- DIPLOMA
- SQUEAK
- AFTER
- FLASH
- THEMASK
- STRUT
- BAILEYS
- COLORFUL
- KIEFER
- RECLINERS
- TSHIRTS
- KAUAI
- KRAFT
- HEF
- USUAL
- GUAVA
- ABSENT
- FLEA
- ACURA
- IRAQ
- ABBOTT
- VETERAN
- BAKER
- VERB
- NURSE
- MSFT
- ERASE
- RATTLER
- VEE
- ERNIE
- OSLO
- REN
- ILL

V	I	G	N	E	T	T	E			A	F	T	E	R
		U	R			V	E	R	B	S		E		
D		A	A			I			S	H	E	F		
I	N	V	I	S	I	B	L	E		E		I		L
P		A		E		A				N	U	R	S	E
L			C			K	R	A	F	T		T		C
O	S	L	O			V	E	E		L		M	S	F
M			L			E	R	N	I	E				O
A	B	B	O	T	T			R	A	T	T	L	E	R
	A		R			E			A	H				
K	I	E	F	E	R		S	Q	U	E	A	K		F
	L		U			A	T			M		A		L
R	E	C	L	I	N	E	R	S		A	C	U	R	A
	Y			L				U		S		A		S
U	S	U	A	L				T	I	C	K	L	I	S

Once the grid is filled in, look at the letters on the triple word score to get the solution, **VERMOUTH**.

# Solution to Form 1515

By Andy Crane

Hopefully you noticed that all three schedules deal with grids that were 15x15 in size. Schedule A contains two grids that either have a knight in them or don't, and this could be converted to a bitmap where a square contains a 1 if there is a knight. Schedule B gives a number of squares that contain the Boolean operators AND and OR. You can then apply the operators to the bitmaps from Schedule A. For a square containing AND, if both corresponding squares from Schedule A contain a 1, then highlight this square. For a square containing OR, if either of the corresponding squares from Schedule A. Doing this, you end up with six squares highlighted. Now, you have Schedule C, which contains a bunch of letters. Look at the letters in the highlighted squares to get the phrase **TURKEY**, the answer to this part of the puzzle.