

CASE NAME: DUCKET TO RIDE
ATTENDING OFFICER(S): DEANNA RUBIN
CHICAGO POLICE DEPARTMENT
CRIME LOCATION: 12th STREET BEACH



Daffy Duck has been kidnapped! Where is he being held?

To find out, you will need to reenact the actions of five insane train bandits who have been running all over the United States in an attempt to throw the authorities off their path. Can you solve this devious duck decoy distribution?

You will need a copy of the Ticket to Ride board game for this puzzle, five people, and a rubber duck. The starting configuration should have the five players sitting around the table clockwise in this order, with these starting cities: Red (Washington DC), Yellow (Los Angeles), Green (Chicago), Blue (Seattle), and Black (Boston). Players always keep their same player color for the entire game even if they switch seats.

For the purposes of this puzzle, longest and shortest tracks are determined by the number of train segments in a track. North, South, East, and West and all other such directions are determined by board layout – you do not need an actual map of the USA to go with this. If an instruction tells you to take a track based on the color of cards in your hand, you do not need to have the right number of cards, just a card of the appropriate color. If instructions ever seem to make players conflict with each other, resolve them in rainbow order with black at the end.

During this puzzle, “items” refers to both cards and ducks that you may be holding at the time.

Each player has a secret mission you must carry out during the game. You must each gather one letter:

Red: When your hand size becomes 3, note the first letter of the city you are in.

Yellow: The first time you move during a turn and nobody else does, note the first letter of the city of the player holding the duck.

Green: The first time you are in the same city as another player, note the 5th letter of the city you are in.

Blue: The second time you receive the duck, note the 5th letter of the city you take it to.

Black: When the player sitting to your left and the player sitting to your right are both in the same city, note the 5th letter of the city you are in.

1. If there is a gray route out of your city, take it. If there is more than one, follow whichever gray route takes you to the adjacent city with the most letters.
2. If you didn't move in step 1, take the green route out of your city.
3. Pick up a color card corresponding to the longest current route out of your city. If there is no unique longest colored route out of your city (grey is NOT a color), pick up the duck. If you already have the duck, keep it.
4. Write down the 4th letter of the city that the player holding the duck is in.
5. If you are holding your own train's color card, skip step 6.
6. Take the 3-length track out of your current city. If there is no 3-track, stay in your current city.
7. The player with the duck should now stand up and switch seats with the player sitting two to their right. Both players should keep their items.
8. Write down the 3rd and 5th letters of the city the green player is in.
9. If two players are now in the same city, and are NOT in Canada, switch seats and items with each other. If three players are in the same city, exchange items by passing to the right within the three of you, but do not switch seats.
10. If the city the player to your left is in has more A's than the city you are in now, trade items with them.
11. Repeat Step 3.
12. Write down the last letter of the city that the player sitting to the left of the player holding the duck is in.
13. Move to the adjacent city that is first alphabetically, unless you are in Canada, in which case move to the adjacent city that is LAST alphabetically.
14. If another player is in a city starting with the same letter as yours, switch seats and items with them.
15. If players switched seats in step 14, write down the letter that the cities start with.
16. If you have one or more cards corresponding to the color of a player sitting next to you, discard those cards.
17. Take your own color track out of the city you are currently in. If you can't, trade items with the person who has the duck.
18. Whichever player can take the longest path from their current city, going through only cities with two-word names, without visiting any city more than once along the way, do so.
19. How many colors are leading out of the city you are in (remember, gray is NOT a color)? The player with the fewest should take the longest path out of the the city they are in.
20. If somebody moved in Step 19, write down the Nth letter of their new city, where N is the number of colors that were leading out of their old city.
21. If you are holding a color card of your own color, and there is a green-and-white track out of your city, take it. Write down the first letter of the city you arrive in.
22. Repeat Step 9.
23. Go to the adjacent city with the shortest name.
24. If you are not in a city with another player, skip step 25.
25. Take the shortest track out of your current city.
26. Write down the first letter of the city that the duck is in right now.
27. Players who skipped step 25 should take the longest track out of their current city. Write down the third letter of their new city.

28. If you have a card corresponding to a track out of your city (single or double doesn't matter), take that track and discard the card.
29. Players on the west coast should take a pink card. Players in Las Vegas should take a wild card.
30. If you are in the same city as another player, trade items with them, and then take your own color track out of the city. If you can't take your own color track, take the longest track out of the city.
31. Repeat Step 9.
32. Take your own color track out of the city you are currently in -- but only if it is on a double color track. If you ARE able to take a track out, take a card corresponding to the other color on that track.
33. Find the letter that occurs the most times in your city's name. How many times is it there? Whoever's answer is the highest, write down that letter.
34. Write down the first letter of the westernmost player's city.
35. How did you get into your current city? Leave your current city via the track that is closest to heading out 180 degrees from the track you came in on. (It should be obvious which track this is. If it is not, get a straightedge and another cup of coffee.)
36. If there are no players in Canada, every player should take a wild card. Players in Canada should take a red card.
37. Write down the 5th letter of the easternmost player's and the northernmost player's cities.
38. Repeat step 14.
39. Repeat step 29.
40. Players holding a yellow card must take the longest track out of the city they are in.
41. Players holding a blue card must take the shortest track out of the city they are in.
42. If any player is in a 2-word city, write down the first letter of the second word.
43. If you are in a 7-letter city, you must evacuate immediately! Leave your city via the track corresponding to a card in your hand and discard that card. If the city that leads you to ALSO has 7 letters, repeat this step until you are out of the 7-letter threat or have run out of cards.
44. If three players are now in cities with double letters in the name, stay in your seats but exchange items by passing to the left within the three of you. If two players are now in cities with double letters in the name, switch items AND seats. If only one player is now in a city with double letters, write down that letter.
45. If you have two cards that correspond to a 2-color track leading out of your city, take that track and discard those cards.
46. If you can take your own color track out of the city you're currently in, do so. If you can't, whine.
47. Which player has the most cards? Whoever that is, write down the Nth letter of the city they are in, where N is their number of cards.
48. If there is only one grey route leading out of your city (regardless of whether it is single or double track), take it.
49. Repeat step 42.
50. Repeat step 46.
51. If it is possible to take a route out of your city corresponding to any of the cards in your hand, take the shortest track out of the city (NOT necessarily corresponding to a card in your hand) and discard your hand.
52. Repeat Step 44.

53. Write down the last letter of the city the player holding the duck is in.
54. All players should stand up and go get a beverage from the nearest kitchen. You should now know where Daffy Duck is being held.