By Shenzi

Solution to DOT YOUR I'S:

The puzzle consists of three 32-bit hexadecimal numbers, and a grid with three rows and 32 columns. This is no coincidence -- the numbers can be filled into the grid, one bit per cell. The clue word "bit" indicates that this is the right track.

Next, "raise" and "touch" point towards using braille, a rather common letter encoding in game puzzles. The full 3×32 grid can thus be divided into 16 independent 3×2 braille grids. Considering each cell with a '1' bit as a raised dot then yields the letters "BINARYISZEROSAND". Inserting word breaks and completing this phrase gives the final answer, **ONES**. Congratulations to Quan Nguyen, who first submitted the correct answer.

Without letters in a puzzle, we know we will have to use some encoding to end up at our final answer. However, this doesn't mean we can discount encodings when we start with words. That is, **Rule 5: Know** what else letters can represent. Letters can be translated to other forms of data, or even other letters as well. Of course, you can reverse standard encodings to get pictures, numbers, or bits from letters, but clusters of letters can also have meanings. Letter pairs can be country codes, trigrams can refer to airports, etc.

With that, we present our puzzle for this week. If you have an answer, submit it on our website below.

Due to spring break, our next issue will be in two weeks. If you're feeling left out, check out our website for puzzles from last year's Berkeley Mystery Hunt, our annual puzzle solving competition. And while you're there, consider forming a team for this year's hunt.



http://puzzle.berkeley.edu