

**The 2020 VT Hallow Hunt** ran from midnight on 10/25/2020 to midnight on 10/31/2020. It consisted of 6 puzzles and 1 meta puzzle. A new puzzle was released every midnight and they could be completed in any order. Here are this year's solutions:

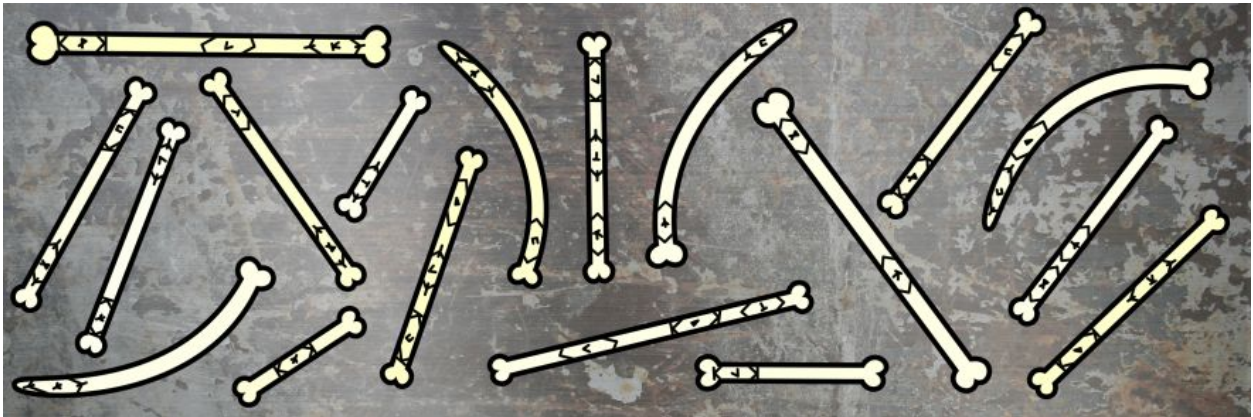
## Skeletal

On the first day, hunters were presented with an image of a room with 6 morgue lockers. One of them had an image. Clicking the locker yielded this flavor text and image:

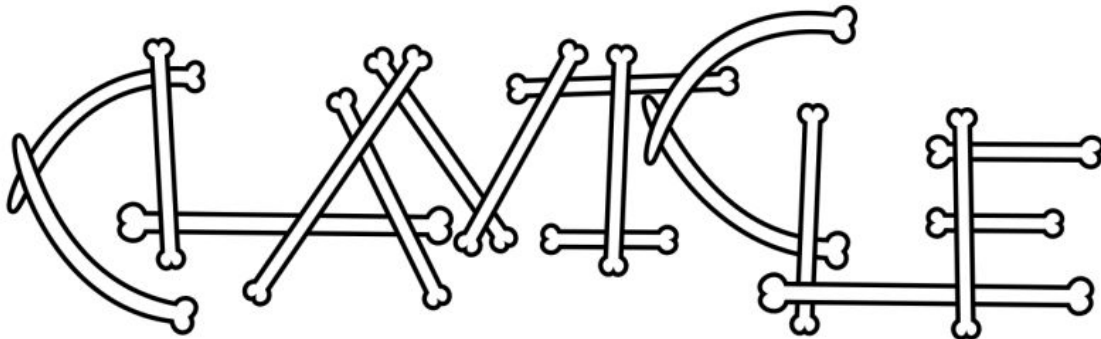
*// GRAVE ROBBERING DISCOVERY REPORT #1*

*// Enclosed are the bones needed for our project. There was a nasty bunion, so I took the liberty of leaving those bones behind. Unfortunately, I have run out of packing supplies, so the materials may have been jostled around some in shipping. I trust that won't be a problem."*

*// REKAM*



Each marking on the bones could be paired up with another marking on another bone. Overlaying all the bones with its paired marking created this:



The correct answer is "CLAVICLE"

## Sensory

On the second day, a locker with eyeballs, ears, and noses appeared in the room. Clicking on it gave this flavor text:

```
// INSTRUCTIONS PENDING DUE TO SORE THROAT  
// 90.7 FM - 0700 - 1900  
// PREPARE FOR TRANSMISSION
```

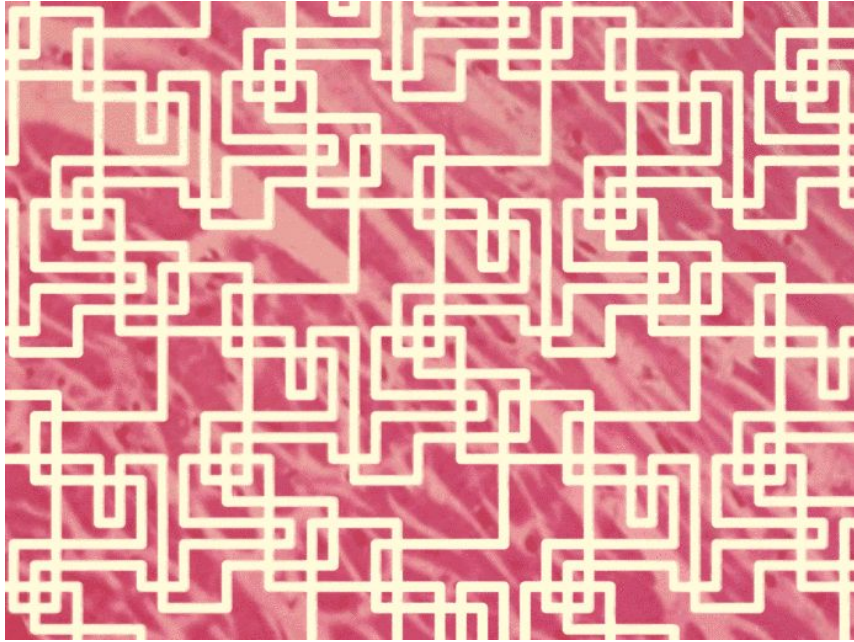
```
// INSTRUCTIONS DELIVERED. SORE THROAT PERSISTS  
// 90.7 FM - 0700 - 1900  
// TRANSMISSION LOG: https://archive.org/details/WUVTFM\_20201026\_1100Z
```

Hunters needed to tune into the radio station WUVT at 90.7 FM to hear the puzzle, which was broadcast at 7am and 7pm. An archive link allowed late hunters to listen too. Each sequence of NATO phonetic alphabet letters would connect the dots forming a new letter when typed on a QWERTY keyboard. For example, XWRFSV would form the shape of the letter R. Doing this with each sequence would give the final answer of EARDRUM.

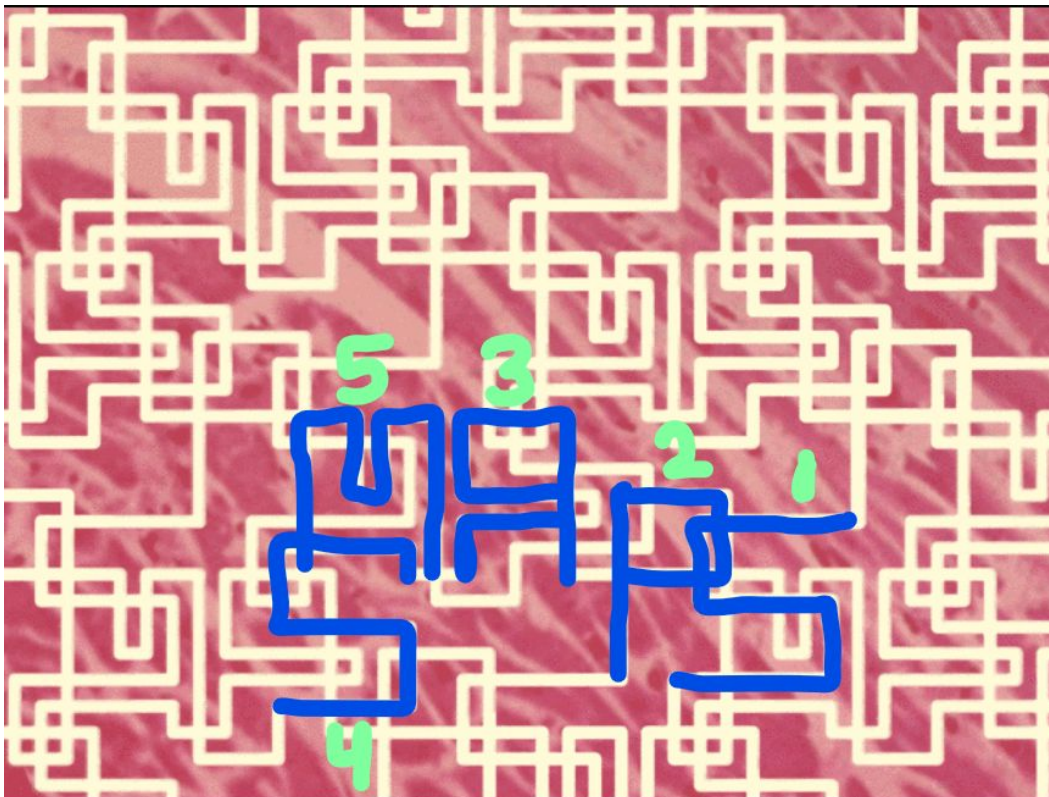
## Muscular

On the third day, a locker with muscles opened up. Clicking the muscles gave Hunters this flavor text and image:

```
// GRAVE ROBBERING RECYCLING REPORT #3  
// Enclosed are the musculature and ligaments for the specimen. Donor seems to have had chronic arthritis, so the fibers are somewhat tangled. They should still be perfectly good for the project.  
// REKAM
```



In this animated GIF Puzzle, individual strands light up momentarily to spell out letters in the tangle. Several different areas of the tangle lit up, but they always spelled out “SPASM”, the correct answer.



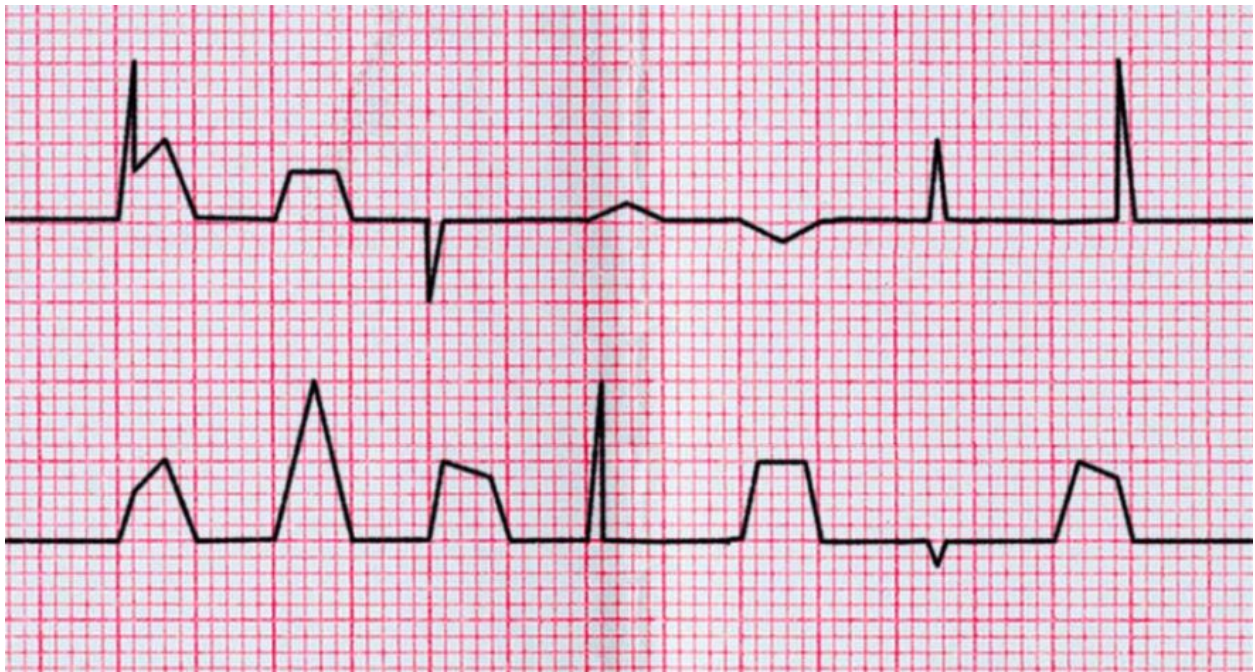
**Circulatory**

On day 4, a locker with a heart and blood in it were revealed. Clicking on it gave this flavor text and image:

*// GRAVE ROBBING UNEARTHING REPORT #4*

*// Enclosed are the circulatory system and vital signs of the donor for our experiment. Due to a particularly nasty bout of appendicitis, the cadaver was oddly buried with copies of its medical reports. I figured these might come in handy for you to piece the system back together.*

*// REKAM*



Overlaying the two heart charts along the center line yielded this:



Together, the lines spell out the correct answer: "HAPLOID"

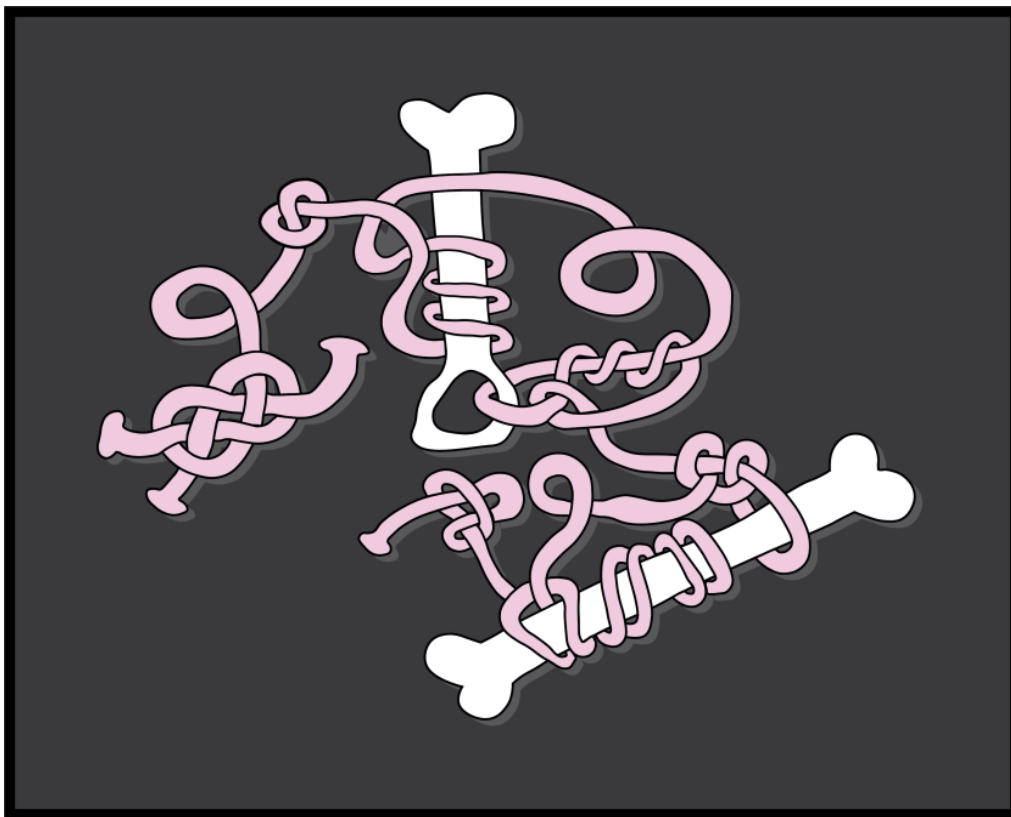
## Digestive

On day 5, a locker with intestines opened up. Clicking the image gave this flavor text and image:

*// GRAVE ROBBERING INVESTIGATION REPORT #5*

*// Enclosed are the digestive and intestinal tracts for our specimen. Donor had undergone a triple bypass surgery to combat cardiac arrest. Excellent condition, considering where I found them, but they're so tangled. I'm sure you'll be able to make sense of how badly they're knotted up.*

*// REKAM*



The intestines are tangled up in the shape of knots. In order, they are:

1. Carrick Bend
2. Overhand Knot
3. Lighterman's Hitch
4. Improved Clinch Knot
5. Two Half Hitches
6. Icicle Hitch
7. Slip Knot

Taking the first letter from each knot gives the word "COLITIS", the correct answer.

## Skin

On day 6, a locker with skin and a face opened up. Clicking the image gave this flavor text and image:

*// GRAVE ROBBING EXTRACTION REPORT #6*

*// Enclosed you'll find the final crown jewel in our Specimen. Slight flaking and achromatopsia, with numerous tattoos on the left flank. A mess of elegant gibberish. For every stroke of idiocy there is a cuticle of truth.*

*// REKAM*



The tattoos on the skin are kanji, Traditional Chinese characters used in both Japan and China. Each character has a stroke count, or how many strokes it takes to compose the character. [Kanji by stroke count can be found on Wikipedia.](#) [Site to draw Kanji.](#) Using the stroke count as alphabetical placement, Hunters could correlate a kanji

with a letter. In Japanese style, reading top-down right to left, the letters spelled out "KERATIN", the correct answer.

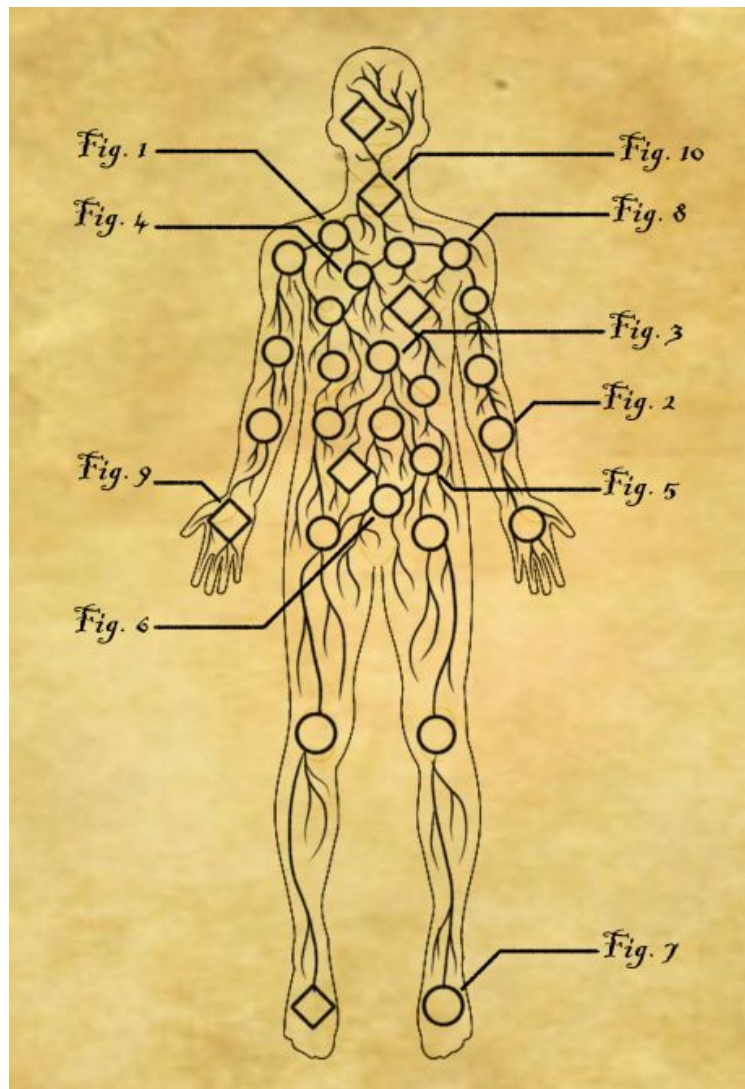
## Meta-Puzzle (Nervous)

On October 31st, the final day of the Halloween Hunt, Hunters who had completed all other puzzles were shown an image of a body on the center table. Clicking this body gave this flavor text and image:

*// GRAVE LOOT ACQUISITIONS FINAL REASSEMBLY INSTRUCTIONS*

*// You have successfully assembled most of the project, however these final steps are the most crucial. We must be vigilant when connecting the nerves to prevent our prodigy from contracting any of the diseases of its sickly benefactors. Good luck.*

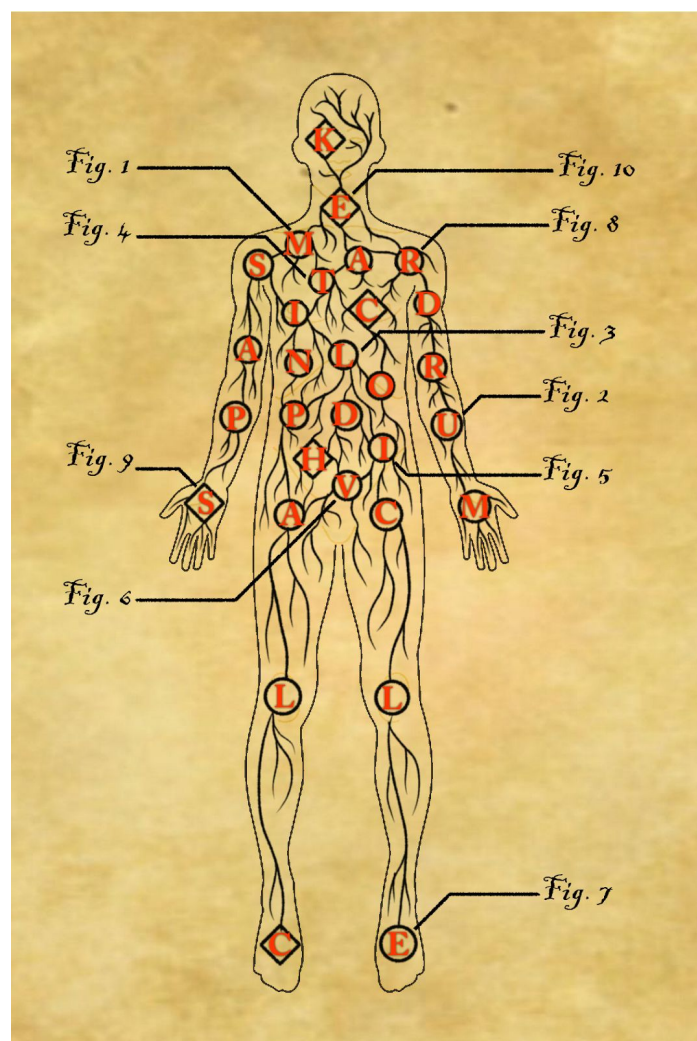
*// REKAM*



Solving this puzzle requires the answer words and flavor text from all previous puzzles. Each flavor text referenced a disease of a specific body part. For reference:

1. Skeletal ("CLAVICLE") → Bunion → Foot
2. Sensory ("EARDRUM") → Sore Throat → Throat
3. Muscular ("SPASM") → Arthritis → Hand
4. Circulatory ("HAPLOID") → Appendicitis → Gut
5. Digestive ("COLITIS") → Cardiac Arrest → Heart
6. Skin ("KERATIN") → Achromatopsia (Color Blindness) → Eye

Hunters must take the answer words from each puzzle and, with each word starting in the diamond node above its respective body part, write them out into the matrix. The correct matrix looks like this:



Using the Figure notes, 1 through 10, spells out the word "MULTIVERSE" which is the Theme of the 2020 VT Hunt, coming Spring 2021. Winners were greeted with [REDACTED] via the ReadMe on the table, with information about their prize.



