

**WHERE IN THE WORLD IS**



**CAMERON SAN FRANCISCO?**

# Welcome to M.A.P.P.

Hello new recruits, and welcome to M.A.P.P.: the Mysterious Agency of Persistent Puzzlers. Your mission is to stop E.V.I.L.: the Enigmatically Vile International League. E.V.I.L. is a gang of criminals and thieves, bent on disrupting society and getting rich in the process. Maybe you've heard of their leaders: Prof. Viggo Cyclone, Count Claude, and Dr. Corinne Eyam. If not, you must have heard of their most famous agent: Cameron San Francisco, born and raised in E.V.I.L.'s headquarters.

Wherever E.V.I.L. lurks, Cameron San Francisco seems to be there – although somehow when Cameron is around, E.V.I.L.'s plans mysteriously fail. Some might even suggest that Cameron is working against them.

You've tracked Cameron San Francisco to Paris, where E.V.I.L. just failed spectacularly at an attempted robbery of the Louvre. You spot Cameron leaving the scene, and chase her through the streets of Paris to the Gare du Nord. You just catch a flash of her red hat and coat as the train pulls out of the station – you've lost her!

Where in the World is Cameron San Francisco?

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*In the MaPP Challenge, you'll face Location Puzzles, Warm-Up Puzzles, Main Puzzles, and more! Each Location Puzzle solves to a code associated with a certain campus landmark. Entering this code into your smart device while at that location will unlock a bigger Puzzle, which hides a secret word or phrase that you'll need to use logic and creativity to reveal. Entering this passphrase into your device at the correct location reveals further puzzles, and helps solve a final Metapuzzle. Solve this Metapuzzle to win the game!*

Let's get puzzling!

PDF last updated: February 2, 2026

# Code Reference

Letter	Decimal	Binary	Morse	Braille	Letter	Decimal	Binary	Morse	Braille
A	1	00001	.-	⠠	N	14	01110	-.	⠺
B	2	00010	-...	⠠	O	15	01111	---	⠠
C	3	00011	-.-	⠠	P	16	10000	.-.-	⠠
D	4	00100	-..	⠠	Q	17	10001	--.-	⠠
E	5	00101	.	⠠	R	18	10010	.-.	⠠
F	6	00110	..-	⠠	S	19	10011	...	⠠
G	7	00111	--.	⠠	T	20	10100	-	⠠
H	8	01000	....	⠠	U	21	10101	..-	⠠
I	9	01001	..	⠠	V	22	10110	...-	⠠
J	10	01010	.----	⠠	W	23	10111	.-.-	⠠
K	11	01011	-.-	⠠	X	24	11000	-.--	⠠
L	12	01100	.-..	⠠	Y	25	11001	-.--	⠠
M	13	01101	--	⠠	Z	26	11010	--..	⠠

# Gare du Nord

I have been watching M.A.P.P. and their actions to combat E.V.I.L. for a while now. I believe I can trust you in stopping them! E.V.I.L. is up to something big. They have multiple operations going at different locations and I can't be everyone at once.

Three of their leaders have left headquarters for different cities, where each plans to steal a Fields Medal — the biggest prize for mathematics research.

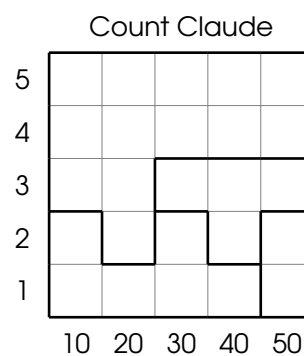
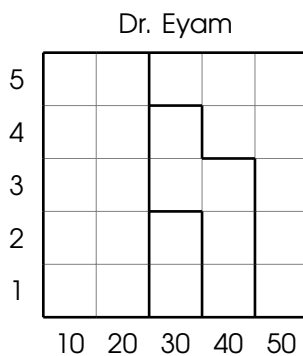
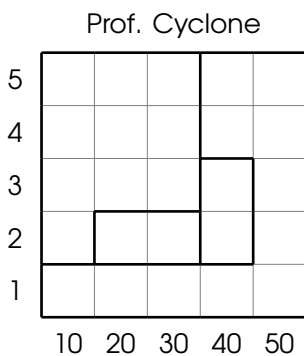
I've left my notes in locations around the city.

The first will help you find Professor Viggo Cyclone, who works as E.V.I.L.'s psychologist. I've hidden that under a seat at Parc des Princes, and coded the seat number.

The second leads to Dr. Corrine Eyam. She heads E.V.I.L. agent operations. I've left her location in a numbered box at Paribas Bank.

The third is in a locker, right here at Gare du Nord. It has clues to the destination of Count Claude, who handles E.V.I.L. transportation. I've stored the locker combination in this grid.

– Cameron San Francisco




# Our Tic Tac Toe


1	L	S	S
	S	S	L
	L	L	(unused)




2	(unused)	I	E
	E	E	I
	I	(unused)	E




3	(unused)	N	M
	M	N	N
	M	M	N



4	U	B	U
	B	U	B
	(unused)	(unused)	B



5	E	E	R
	R	R	E
	E	(unused)	R





## The Dramatic Twist (2/2)

	I		L
B	W	R	D
	S		E
E		C	Y

O	N	A	D
Q	R		S
	Q	T	O
	N	R	B

	R	D	E
L			A
Z	C	O	L
D	I		N

		N	Q
		S	D
N	B	N	
O	O	U	

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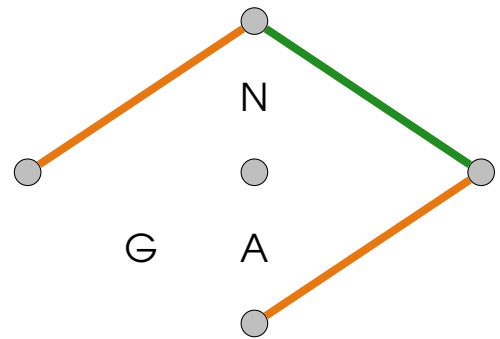
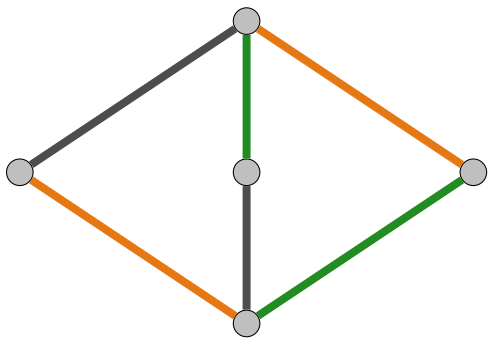
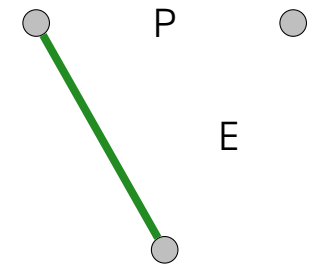
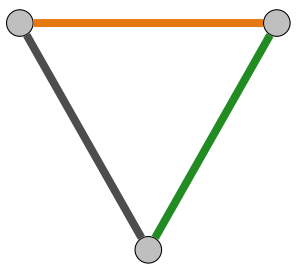
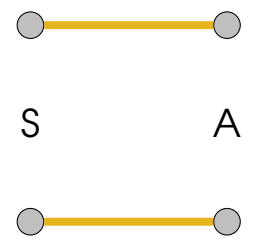
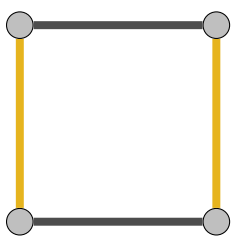
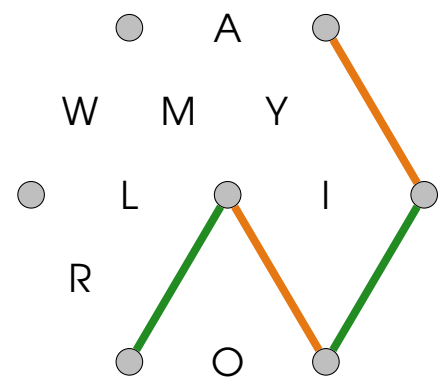
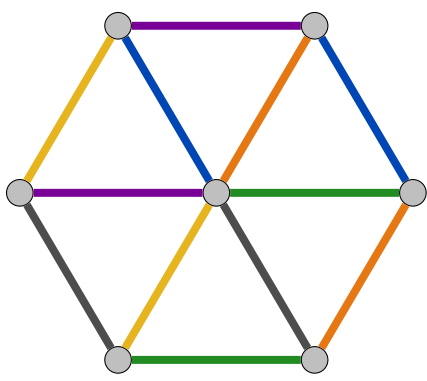
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# Circular Reasoning

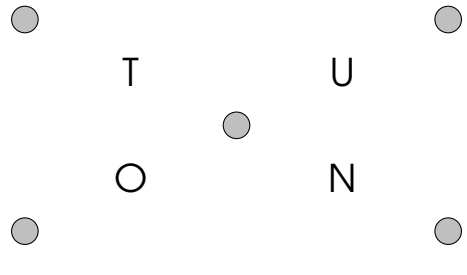
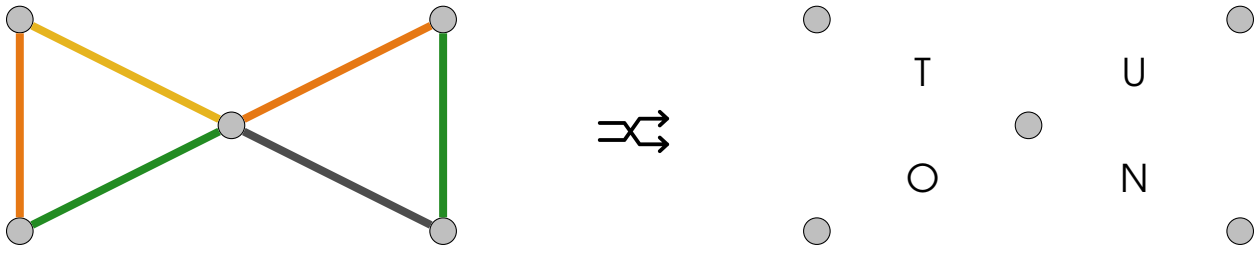
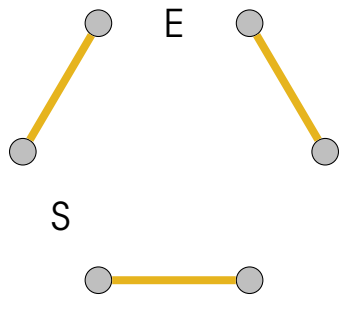
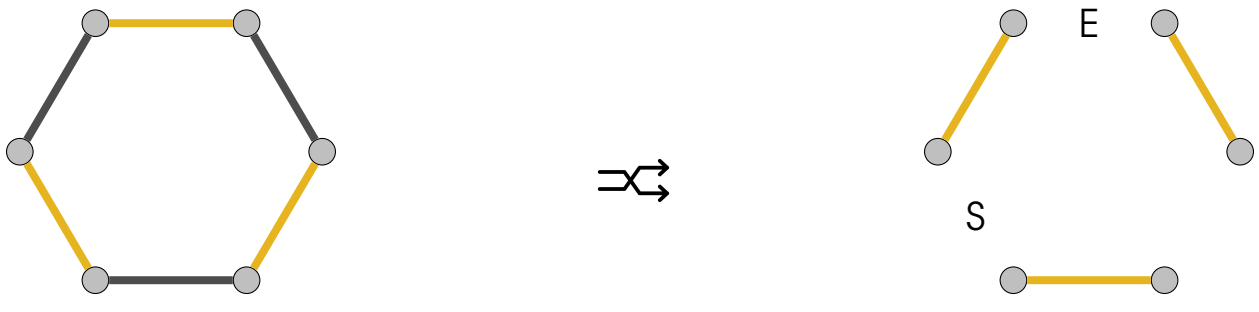
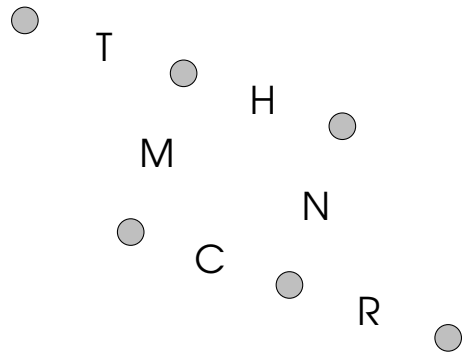
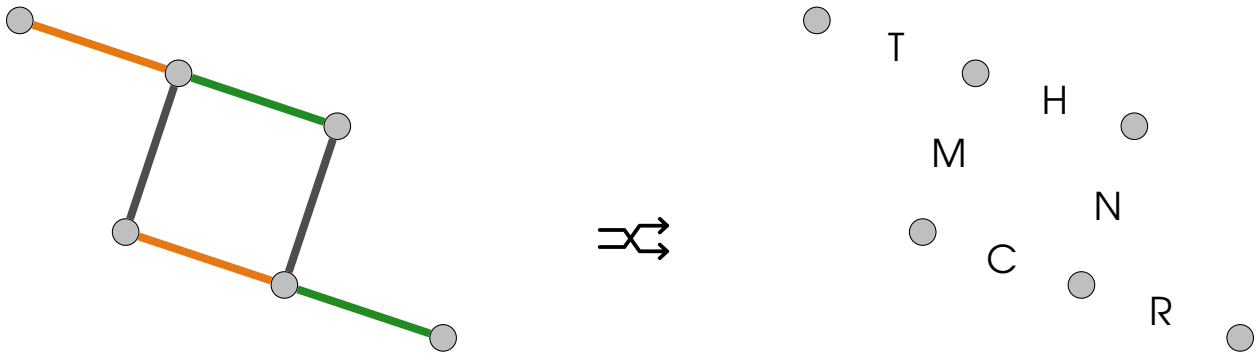
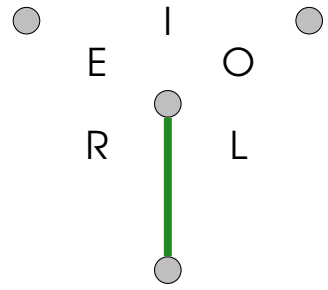
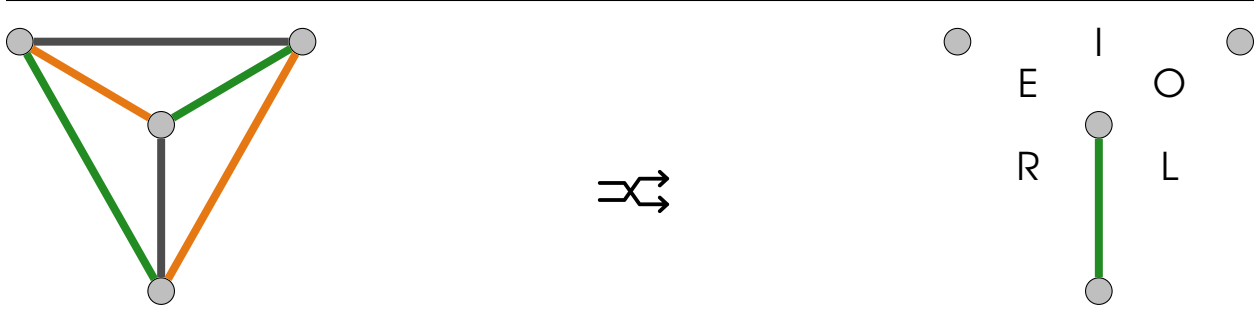
X				X			O		X
	O		X		O	X			
O		X			X				O
	O			X		X		X	O
		X			O		O		
				X					O
X				X		O	O		
								O	
	X					O			X
O			O	O					

# E.V.I.L Scheduling (1/2)

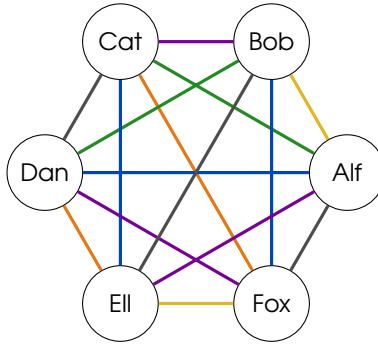
Monday Tuesday Wednesday Thursday Friday Saturday



# E.V.I.L Scheduling (2/2)



# Rendezvous



**Monday**  
Phoenix

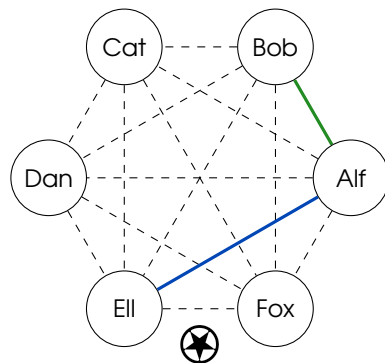
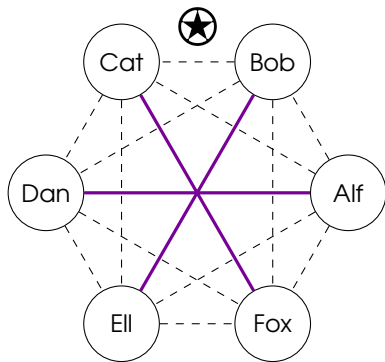
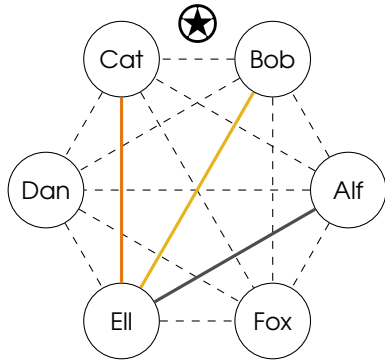
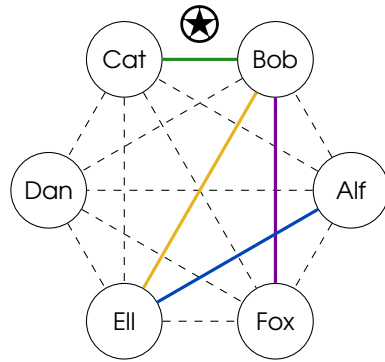
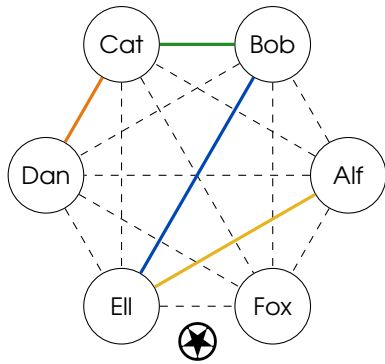
**Tuesday**  
Tucson

**Wednesday**  
Las Cruces

**Thursday**  
El Paso

**Friday**  
Odessa

**Saturday**  
Dallas



# Eyes on the Prize

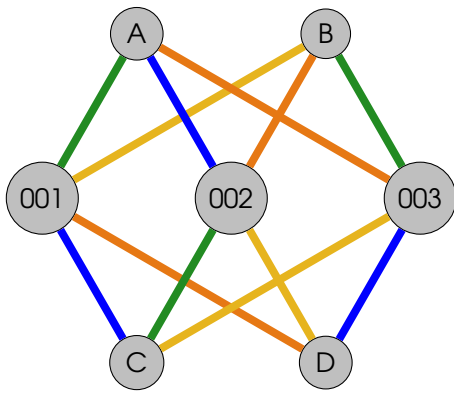
Monday

Tuesday

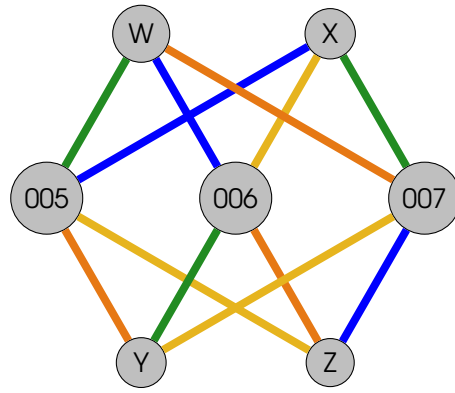
Wednesday

Thursday

Team S



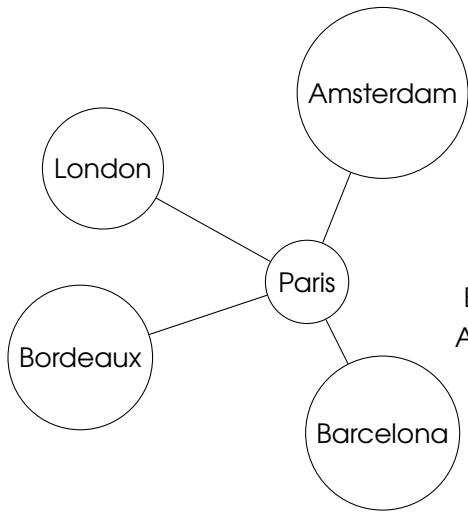
Team T



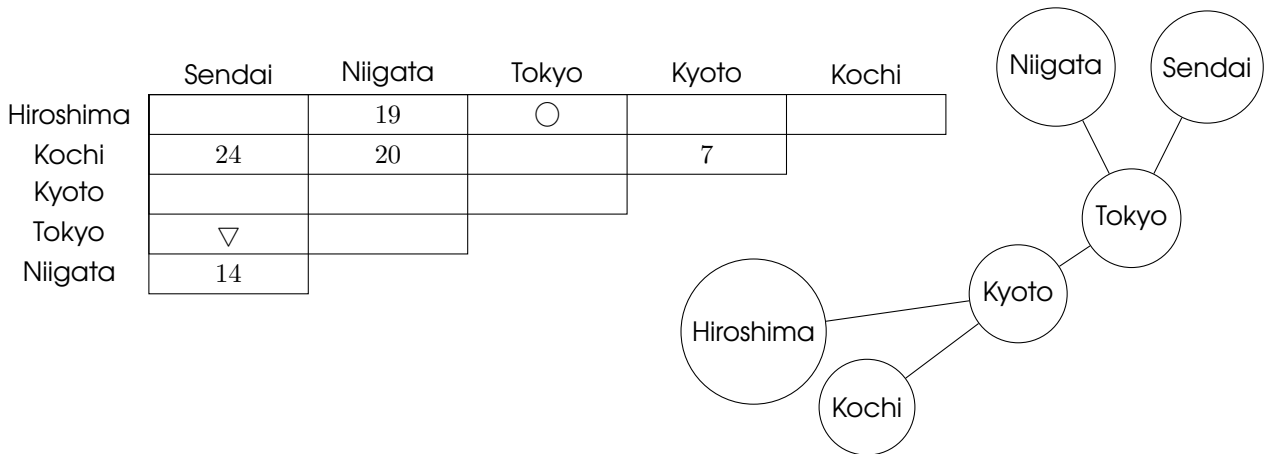
	A	B	C	D
001				
002				
003				

	W	X	Y	Z
005				
006				
007				

# Bullet Trains

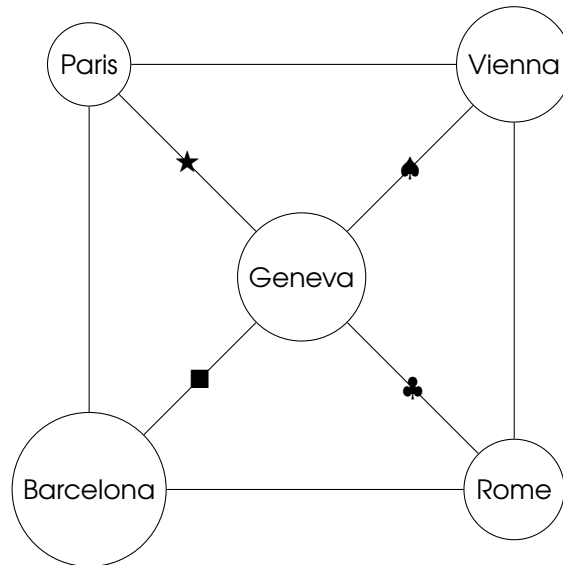


	Paris	Amsterdam	Barcelona	Bordeaux
London	□	11	8	7
Bordeaux			9	
Barcelona	◇			
Amsterdam				



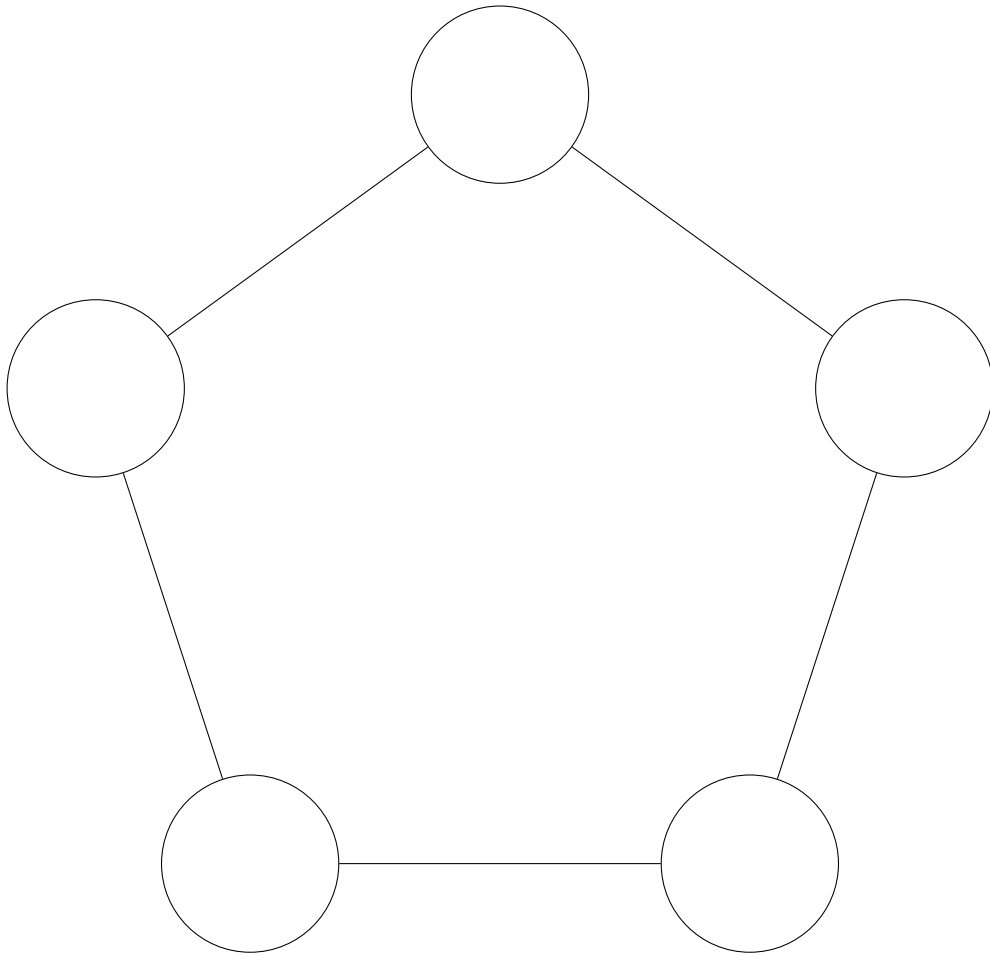
	Sendai	Niigata	Tokyo	Kyoto	Kochi
Hiroshima		19	○		
Kochi	24	20		7	
Kyoto					
Tokyo	▽				
Niigata	14				

# Paris, Je Voyage



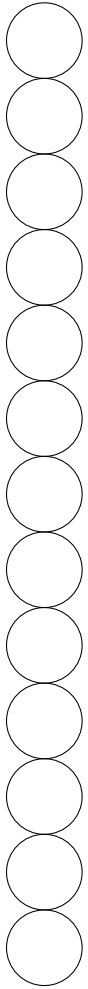
	Geneva	Vienna	Rome	Barcelona
Paris		14	20	12
Barcelona		16	20	
Rome		18		
Vienna				

# Sabotage

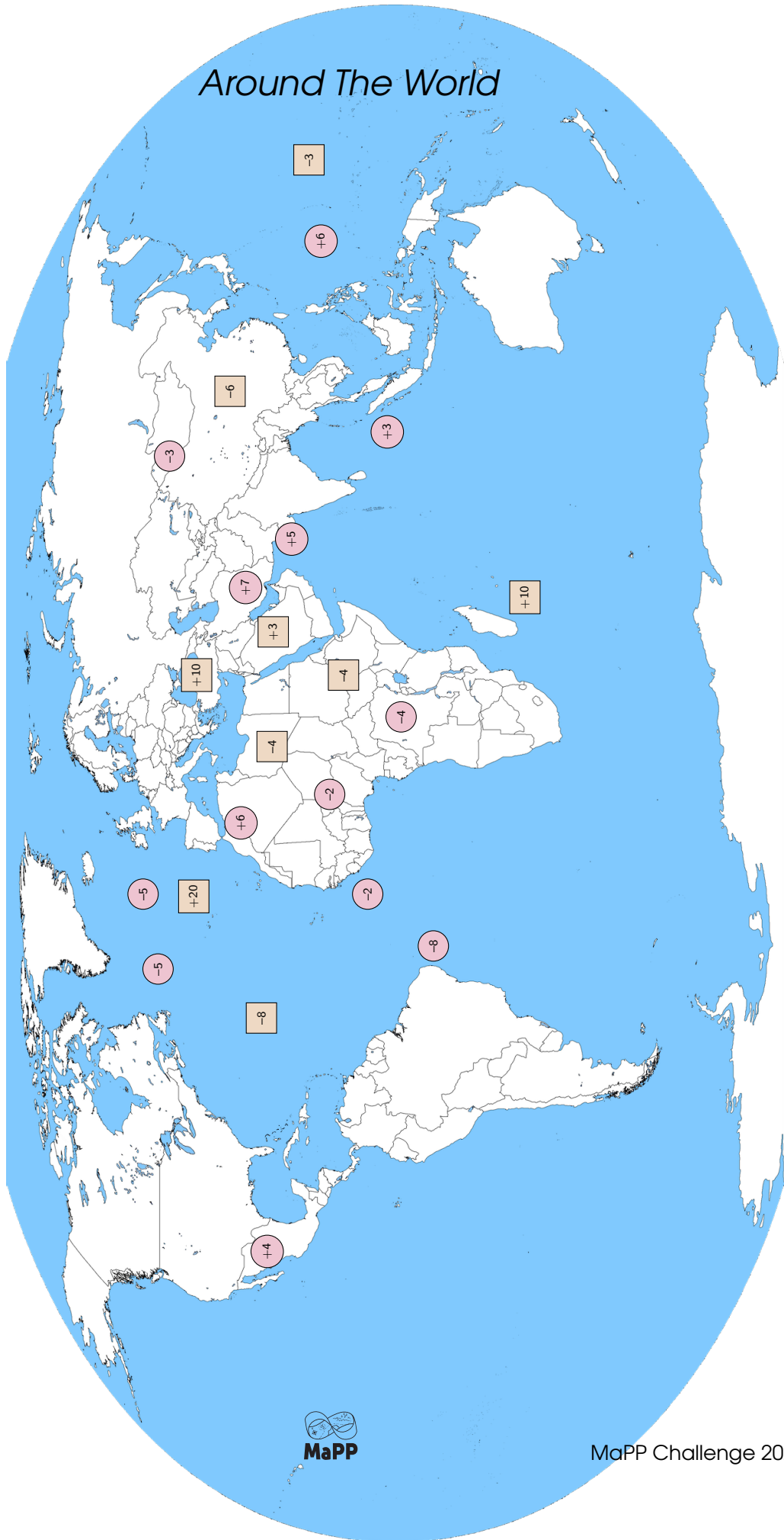


	???	Gaborone	Harare	Maputo	Mbabane
Pretoria		7	8	12	8
Mbabane		14	13	6	
Maputo		15	10		
Harare		9			
Gaborone					

# Around The World



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



## *Instructions for Organizers*

- The player packet consists of all pages before this one. Each team should receive the player packet. The Organizer Appendix is from here to the end, and teams will **not** receive this. Clues are shown here but will be given to teams electronically via ClueKeeper.

During playtest, hand out these Clues (on paper) when puzzles are unlocked. Make sure you use a playtest version, where answers are not shown! If you see answers on these pages, the latex class has a [playtest] option that you can use to produce a playtest version.

## Gare du Nord – Clue

As you stand there on the empty platform in the Gare du Nord, you notice Cameron has dropped an envelope. In it, you see a letter to you and a paper with three mysterious grids.

You flip over Cameron's letter and on the back, in pencil, there is another note:

"Put five marks in each grid, ensuring that there is one in each row and column. Each mark has a score: its row plus its column. No marks can be touching, even diagonally. Three of the regions will have one mark and the other will have two. Multiply together the two scores from the same region – that's the number you need."

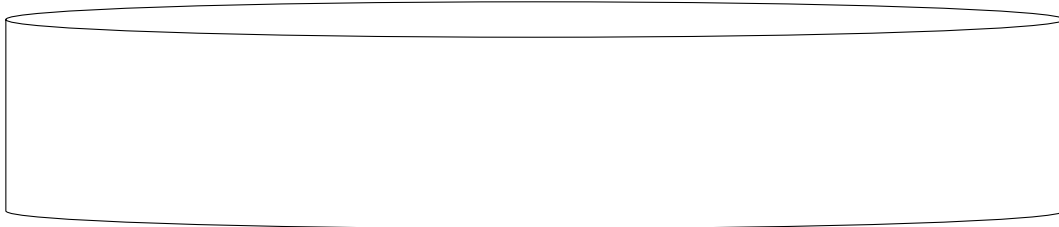
## Our Tic Tac Foe – Clue

If you're going to track down E.V.I.L.'s chief psychologist, Professor Viggo Cyclone, you'll need to know the rules to his favorite game: Tic Tac Toe!

In Tic Tac Toe, two players take turns placing their letters in a grid until the winner has three in a row: either horizontally, vertically, or diagonally. Usually the players use X and O, but any pair of letters could be used.

Professor Cyclone left behind a puzzle to tell his students where to meet him to steal a Fields Medal. Cameron managed to get a copy and left it here. There are five Tic Tac Toe grids on one page of your Puzzle Folio. It may look like these games aren't finished, but one of the players has already won in each (without needing to add any further letters). Cameron heard Professor Cyclone give a hint to his students. "You see, the truth will be revealed once you *cut out each grid* and *stop thinking so two-dimensionally!*"

Solve this puzzle to find the name of the city where we can stop this calamity.



## The Dramatic Twist – Clue

You arrive in Limbe, but Prof. Cyclone has already left. You search his hotel room, and find four grids that appear to be  $4 \times 4$  Tic Tac Toe grids. In these games it's the player who gets **four** of their letters in a row, column, or diagonal who wins.

As you ponder the grids, a flash of red catches your eye on the balcony. It's Cameron San Francisco! You race to the balcony as she jumps off — rappelling to the ground below and disappearing into the city.

On the balcony, you find a note that wasn't there before.

Prof. Cyclone plays three-dimensionally, but this time there's an added *twist* in two of the games. This twist is not only physical, but also applies to eight of the sixteen letters you should be able to extract from the image I've attached to this communication.

Are you CLEVER, or should I say, XOVEVI enough to figure out this riddle?

— CSF

		C		E				I			L	
		X		V				R			O	

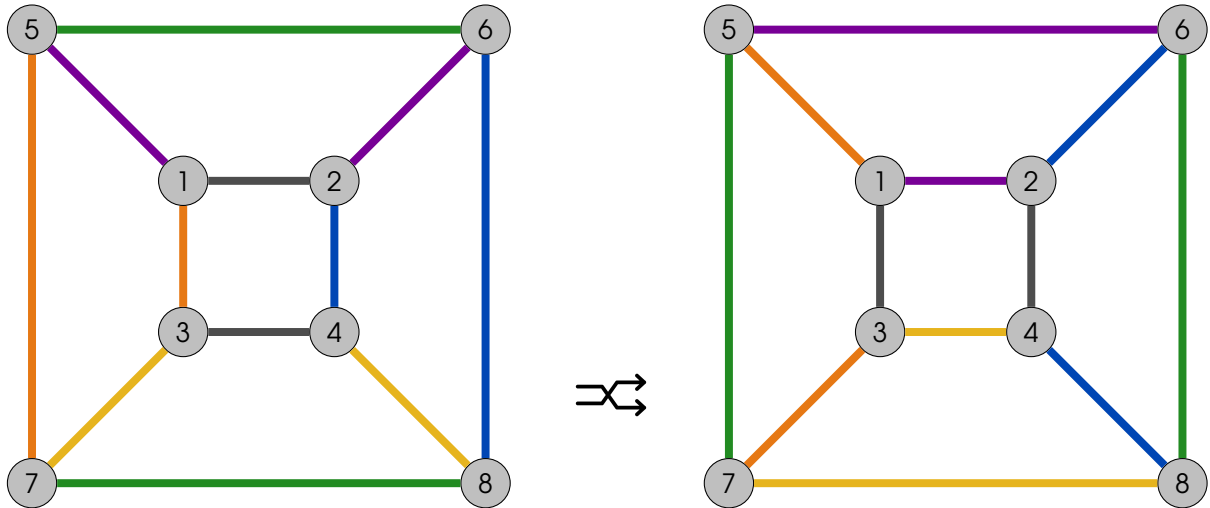


## E.V.I.L Scheduling – Clue

E.V.I.L’s head of agent operations is Dr. Corrine Eyam. She has a strange method for scheduling meetings among E.V.I.L. agents: she draws a graph showing agents as nodes and meetings as edges. She colors the edges depending on which day the meeting will happen.



In the example on the left, agents 1 and 2 meet Saturday, 5 and 6 meet Wednesday, 1 and 5 meet Friday, and so forth.



E.V.I.L knows that their plans are often intercepted, so they have a system for scrambling the meeting schedule:

- Each agent still has meetings on the same set of days.
- The same pairs of agents still meet each other.
- No meeting between two agents happens on the original day it was scheduled.

The example on the right shows the only possible scrambled schedule. Agents 1 and 2 still meet, but now on Friday. So do 5 and 6. Agents 1 and 5 now meet on Monday.

Sometimes the scramble isn’t possible, and on those weeks they just don’t meet at all – it’s too dangerous.

The agents hate Saturday meetings, and always send messages back to Dr. Eyam to complain. If you can figure out which agents are meeting on Saturdays, you can intercept those messages and discover where Dr. Eyam is planning her next heist.

## Rendezvous – Clue

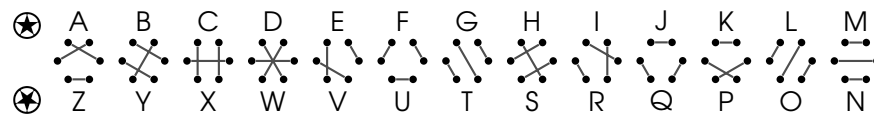
As the E.V.I.L. agents race away from Los Angeles, Dr. Corrine Eyam is planning their next job. Dr. Eyam set up a schedule for agent meetings, and Cameron San Francisco has intercepted it.

Each day this week, agents plan to meet in pairs in various cities. Tomorrow, it's Phoenix, where Dan meets Ell and Cat meets Fox. Then the next day in Tucson, Alf will meet Bob and Ell will meet Fox. By the end of the week, every pair of agents has a meeting.

M.A.P.P. could easily catch them all, except Dr. Eyam knows the schedule was compromised so she plans to scramble it.

Each agent must keep their original itinerary, it's too late to change that. For example, Alf won't stop in Phoenix, and neither will Bob. Everyone will be in Dallas at the end of the week. Any agents in a city will meet up in pairs, but none of the meetings in the original schedule can happen.

Dr. Eyam proposed six new schedules, each scrambled from the original. Cameron has tipped you off with a little bit of each new schedule and this code key:



M.A.P.P. needs to know: where is E.V.I.L. headed after they reach Dallas?

## Eyes on the Prize – Clue

You've chased Dr. Corrine Eyam to Iran, and you're closing in on her teams: Team S in Shiraz and Team T in Tehran.

You found two schedules for E.V.I.L. agent meetings this week. As usual, Dr. Eyam plans to scramble the schedules so that the same agents meet, and each agent works the same days, but no meeting takes place on its original day.

Unfortunately, the only thing you know about these new scrambled schedules are that on Wednesday, Agent 001 meets Agent C, and Agent 005 meets Agent Y.

You realize that it might be easier to track Dr. Eyam's complicated schedules in a table, with squares to mark the days that agents meet each other.

As soon as you've figured out the scrambled schedules and entered them in the tables, a rock flies through your window. There's a message from Cameron tied to the rock!

"Dr. Eyam knows you're hot on her trail. She's ignoring all E.V.I.L. union regulations, and demanding that all Wednesday and Thursday agent meetings switch to Sunday - that's today! Don't be **blind**, you're so close you can **touch** her."

## Bullet Trains – Clue

Count Claude handles all travel arrangements for E.V.I.L. agents. Due to budget restrictions agents have to travel by train, but at least the Count lets them take the fast ones.

The Count has noticed that many of the timing schedules provide way more information than necessary. Being the visionary he is, Count Claude realizes data storage will be key in the future and minimizes the information she records.

Cameron has sent you two of the Count's train maps, with the travel times given in tables.

If you deduce the missing travel times, maybe you'll learn where Count Claude's team is heading next.



## Paris, Je Voyage – Clue

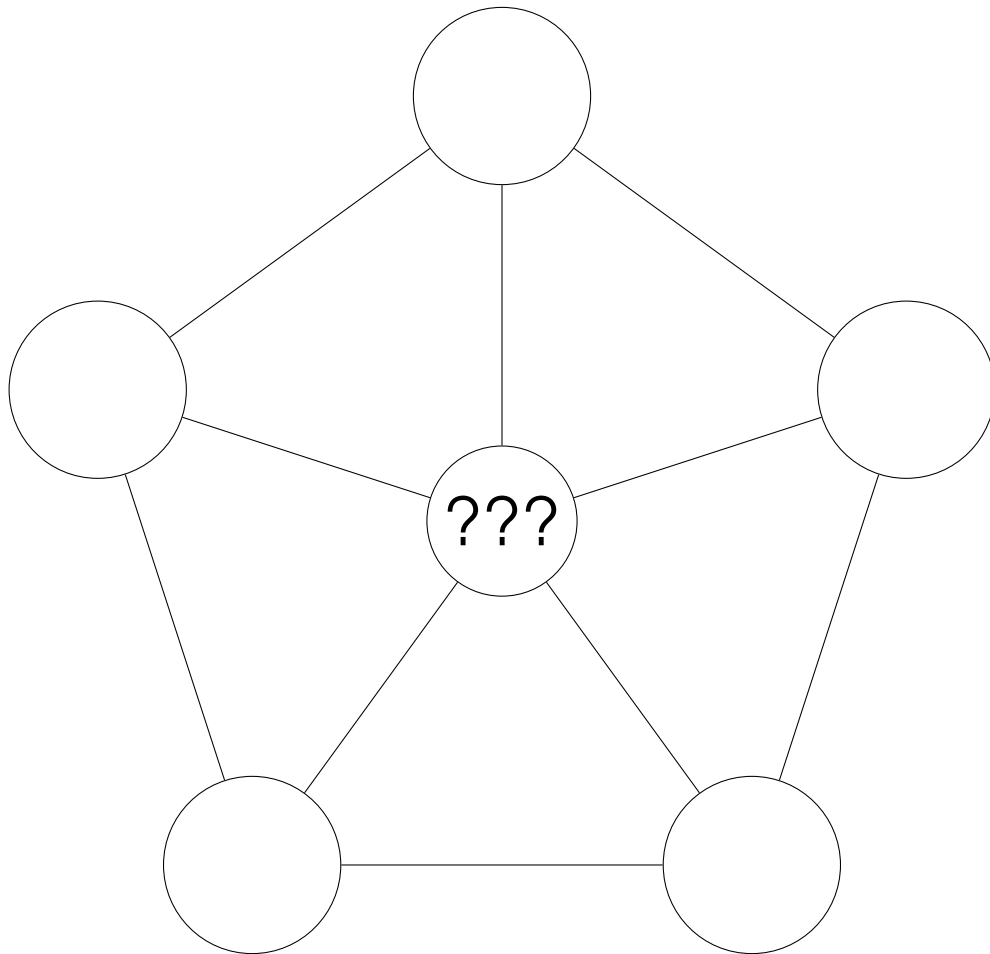
You've arrived in Nice, France, to find that Count Claude is planning their next attempt to steal a Fields Medal.

Here you can't be sure of the length of each possible train trip because there are multiple ways to get between any two cities. The chart now indicates the shortest path between two cities. Shifting the letters by the smallest and largest each indicated route can possibly be will reveal the place Count Claude plans to rob next.

min	X	U	E	Y
	★	■	♣	♠
max	K	E	H	D

## Sabotage – Clue

While in South Africa you travel up to the capital city of Pretoria and stumble upon a third train network. Again a chart of shortest paths between cities is provided but there seems to be a missing interior city. Solving the length of these known cities to the mysterious inner city will give you the identity of the person that can help you lock up Count Claude for good.



## Around The World – Clue

You've been tracking E.V.I.L. all over the world, and stopped them at every stage. Now Cameron San Francisco has tipped you off – E.V.I.L. is planning their biggest heist yet. You aren't sure where the big heist will take place, but Cameron left you a world map and a strange device to help you out. The device has a pointer and a pencil that seem to slide left and right. Currently the pointers are one space to the left of their grids.

Cameron seems to think that you must follow this itinerary in order to foil E.V.I.L.'s plans. You'll need to look up some locations on the internet as well as *recall the puzzles you've solved already today*.

1. *The city where you stopped Count Claude from stealing Jean-Pierre Serre's Fields Medal.*
2. *The city where Dr. Corinne Eyam tried to steal Terence Tao's Fields Medal.*
3. Tres Zapotes, the ancient Olmec city where the first historical use of zero was recorded.
4. The Alhambra palace, with its geometric decorations.
5. *The city where you arrived just in time to save Cedric Villani's Fields Medal from Prof. Viggo Cyclone.*
6. The birthplace of the only person to decline a Fields Medal.
7. Home of the Yau Mathematical Sciences Center.
8. *The city where you prevented Count Claude from stealing Richard Borcherds' Fields Medal.*
9. The home of Euclid, Ptolemy, and Diophantus.
10. The birthplace of Ramanujan.
11. *The city where Dr. Eyam tried to steal Maryam Mirzakhani's Fields Medal.*
12. The birthplace of Paul Erdős, who traveled the world doing mathematics.
13. *The city where Prof. Cyclone almost stole Artur Avila's Fields Medal.*
14. The city with an opera house constructed by spherical geometry.
15. Godzilla's stomping grounds.
16. Home of the makers of stick charts (*rebbelib*) for ocean navigation.
17. The "Green City in the Sun."
18. The city where most Nobel Prizes are awarded – but not for mathematics!
19. The location of the Fields Institute for Research in Mathematical Sciences.

**Where is E.V.I.L. planning their big heist?**