

By Number 2

Solution to **ROCK, PAPER, SCISSORS MAN!**:

A search of the words in the puzzle points to a puzzle theme of Mega Man, which is confirmed by clues in the title and flavortext. In the Mega Man series, each boss yields a weapon when beaten; that weapon in turn is the specific weakness of another boss. This mechanic is directly clued in the flavor text and is referenced by “rock, paper, scissors” in the title.

Each of the bosses mentioned comes from one of the first six games in the Mega Man series (two were from Mega Man 4) for Nintendo (weakly clued by the opening sentence “**n**ever **e**ver **s**ettle”). Listing the bosses beaten by the named weapons doesn’t initially yield any word. However, you can index into each of the defeated bosses’ names using the number of the Mega Man game in which they appeared.

For example, in Mega Man 2, Heat Man’s weapon beats Wood Man, yielding the letter ‘O’.

Extracting each letter in that manner then yields the final 7 letter answer **COLORED**. This answer is confirmed by

the flavor text “It’s not black and white.” Congratulations to Shang, who submitted the first correct answer on our website.

In the previous puzzle, numbers were used as an index into a longer word to yield a letter. Numbers can also map directly to letters e.g. by count (1=A) or ASCII (65=A). There are a number of standard methods for describing letters using other data, which leads us to **Rule 4: Know your common codes**. Ending with a word often means extracting individual letters, so always be on the lookout for morse code, semaphore, or other standard letter encodings.

As always, if you think you have the answer, submit it on our website below.

DOT YOUR I'S

I'd like to raise a bit of information to touch upon at our next meeting.

0x9EB5AA6F

0xA4DA5D85

0x08B2CA88



<http://puzzle.berkeley.edu>