

To be fully prepared for when the adventure begins at 10 a.m. on Saturday, April 12, I recommend diving into this page from Abe Buzzard's memoir. *It's something you can start working on immediately.*

When you're locked up, you learn quick that not everyone's worth talking to. You had to be careful who you trusted, and that wasn't always easy when there was a wall of concrete between you and the next guy. Between rival gangs and guards moving men around, we needed a way to know if we were talking to a friend or a stranger. So, we came up with a system—call & response. A little code that let you know you were speaking to the right man.

Here's one I used more than once:

CALL: "I've lost my marbles."

RESPONSE: "Did you check the wishing well?"

If you got the right answer, you knew it was safe to talk. If not—well, best to keep your mouth shut.



I have a contact holding something important. You'll need it to complete this quest. The following three words tell you where to go: debates, liquids, and frosted. Plan your visit around their business hours and use the Call & Response to obtain the item.