

# Lest We Forget

*A solo deduction puzzle with variable setup*

## ANZAC Day

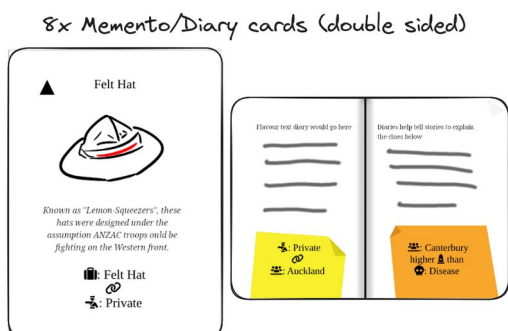
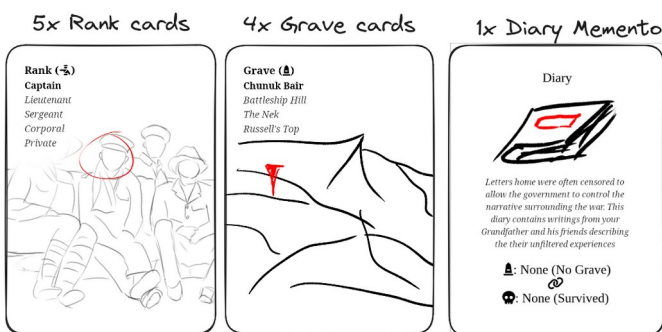
ANZAC day commemorates the servicemen and women of the Australian and New Zealand Army Corps, with a particular focus on the disastrous Gallipoli campaign during World War I. It has a rich and complex history, and forms a key part of both Australia and New Zealand's identity as independent nations. On ANZAC day, we remember the sacrifice of those who fought in the war, and the hardships they endured. However, the futility of war, and understanding that the Turkish forces were simply defending their homeland are also key themes.

*Lest We Forget* captures the experience of ANZAC day in the modern world: trying to put together disparate clues from over 100 years ago to understand the experiences of our ancestors on a deeper, more personal level.

## Overview

*Lest We Forget* is a deduction puzzle in which you piece together the experiences of five unlikely friends who fought at Gallipoli. Your grandfather was the only survivor, and he kept a memento from each member of the group. Among these mementos is a diary, from which you learn that each of member of the group was from a different battalion, had a different rank, and that each of them died in a different way and in a different part of Gallipoli. Using clues from the diary and mementos, you hope to recreate the harrowing experiences faced by your grandfather and his friends.

## Components



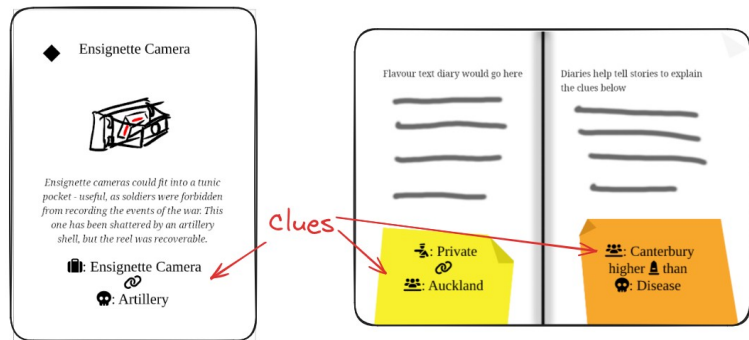
## Setup

1. Lay out the Grave and Rank cards
2. Lay out the Diary memento: it is used every game
3. For each memento symbol (■ / ▲ / ● / ◆), select one memento with that symbol to use as a memento, and the other to act as a diary. Flip them to their appropriate side and lay them out.

# How to Play

Each memento and diary page contains a clue to help you - either a direct link between two items, or a relative clue.

There are no turns or rules governing the structure of the game: just arrange the cards in whichever way is helpful to let you solve the puzzle.



For example, if you are able to infer that the Sergeant died at Chunuk Bair, you could place the card representing the Sergeant next to the card representing Chunuk Bair to remember that fact. Note that only Ranks, Graves and Mementos are directly represented by cards - you may need to use the diary cards to help you remember a Battalion or Cause of Death.

In order to solve the puzzle, you'll need to make deductions based on recognising transitive links or using process of elimination.

## Transitive Link



## Process of Elimination



*Note: The Diary memento does not necessarily belong to the person who survived: the clue on the Diary memento is just a clue that is always active.*

In this way, keep grouping cards together until you've figured out every item. You should end up with a solution in which you know the Rank, Battalion, Grave, Cause of Death, and Memento associated with each person - see the example below (not a spoiler for the actual solution):

	Wellington	Auckland	Maori	Canterbury	Otago
<b>Battalion</b> (👤)	Wellington	Auckland	Maori	Canterbury	Otago
<b>Cause of Death</b> (💀)	Artillery	Shot	None (Survived)	Disease	Pneumonia
<b>Grave</b> (🏠)	The Nek	Chunuk Bair	None (No Grave)	Battleship Hill	Russell's Top
<b>Memento</b> (📷)	Diary	Ensignette Camera	Broken Bayonet	Pounamu	Water Pan Rifle
<b>Rank</b> (👤)	Corporal	Private	Lieutenant	Captain	Sergeant

Once you are confident in your solution, check each clue from the mementos and diaries to ensure that their conditions are met by your solution. As you do so, take a moment to reflect on your grandfather's experience. The hardships, the loss, the moments of humanity. In remembering the past, and building a deeper connection with our ancestors, we can better understand ourselves.