

THE FUTOSHIKI KICK

A metapuzzle is, of course, how you get out of a puzzle hunt. It's like the "kick" that wakes you up from a lucid dream. Arthur favors a metapuzzle style he learned from Saito, called the Futoshiki Kick.

It sounds better when you shout it at the top of your lungs.

There are seven puzzle answers in this puzzle hunt and the next. Each one will give you more of the numbers in this grid, when you fill them into the chart on the next page.

In this Futoshiki, the goal is to fill the grid so that each row and each column contains all the numbers 1 through 7. The numbers must satisfy the inequalities that appear between the boxes: a greater-than sign between two boxes means the first number must be greater than the second.

	a	b	c	d	e	f	g
1	K > U	I > S	T < E				
2	S > I	R > A	W < L				
3	H < C	E < E	W < N				
4	A < A	G < O	L < E				
5	L < E	T < V	T < N				
6	D > S	O < S	E < Y				
7	I > A	W < D	O < R				

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When you get an answer, fill it into the row of the appropriate length. Not all the rows will be filled. Two of the letters in each answer are labeled with grid coordinates; you should convert those letters to numbers (see below) and add them to the puzzle on the previous page.

c5	a7																		
c3	g5																		
g2		e7																	
c7					g1														
		d3	c6																
	b7	b3																	
b4							e4												
		b2					a4												
							g4			e2									
				c7	b5														
								d4		f3									
					g6					a5									
b6			e5																
		a3						f1											
	b4											a1							
					f2													e1	
		d1		e3															

To convert these letters into numbers that you fill in on the previous page, use this chart:

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
3	1	6	4	5	5	7	2	3	7	4	2	6	5	7	1	3	4	1	6	2	1	2	6	7	3