

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. And Arthur prefers the direct approach.

There are seven puzzle answers in this puzzle hunt and the next, and they all have distinct lengths. Each one will give you more of the numbers in the grid when you follow the directions 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	L			
2	S > I	R > A	W < L	H			
3	H < C	E > E	W < N	R			
4	A < A	G > O	L < E	O			
5	L < E	T > V	T < N	R			
6	D > S	O > S	E < Y	O			
7	I > A	W < D	O < R	O			

