

# TOTEM

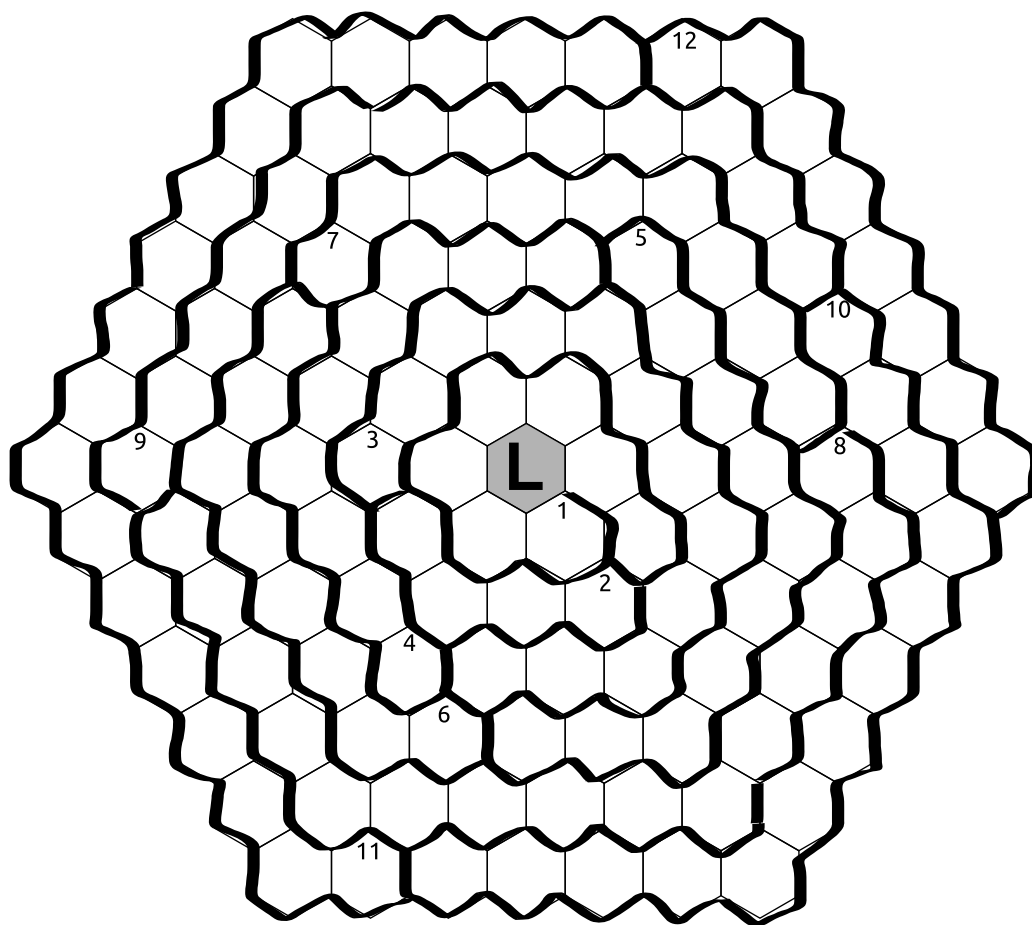
*Arthur:* So, a totem. It's a small object, something that won't show up by chance in a puzzle. When you find it, it tells you that you're done solving puzzles...

*Ariadne:* What, like a coin?

*Arthur:* No, it has to be more unique than that. Lots of puzzle hunts have coins, but how do you know you're not still stuck in another puzzle hunt?

*Ariadne:* So, does everyone come up with their own totem?

*Arthur:* Then you could just delude yourself into thinking you had found it. Everyone on this job has the same totem, a small object that you can see when you look at a pinwheel the right way. Tell Saito when you see it.



## INSIDE

1. The first in alphabetical order
2. The shortest one
3. A food
4. Not really a food
5. A tool
6. It anagrams to a single dictionary word

7. It makes sense when you spoonerize it
8. It's over 9000
9. It contains a five-letter palindrome
10. It contains a supervillain's name
11. It's three words long

## OUTSIDE