

The remnants of a nearby shipwreck have turned up on the shore. Keep your eyes peeled for some valuable materials, which may, at first, look like the rest of the junk.

A									6					10			
B				5													11
C		9					10								9		
D				8		10			7		5		2				
E			1							6							11
F			11	7			12										
G		1						6			4						3
H		3		12			1			8							
I												2		2			12
J			4						7								
K												9			5		3
L					4					8							

- A.** – One who sleeps in (2 wds)
 - Gun or razor maker
- B.** – View an argument from two perspectives (3 wds)
 - Method of becoming a parent
- C.** – Characteristic of a waltz (3 wds)
 - "Annie Hall" star (2 wds)
- D.** – Stretchiness
- E.** – Label seen in court (2 wds)
 - Epidemic victim that's no longer just suspected (2 wds)
- F.** – Bad vibe, perhaps when exploring the Forbidden Island? (2 wds)
 - Awash
- G.** – Track where Seabiscuit last ran (2 wds)
 - Soccer team named for a disaster (2 wds)
- H.** – Took part
 - Sad stories
- I.** – Emigrates
 - Placed on a pedestal
- J.** – Where 'tall' means 'small'
 - Cultural absorbance (as practiced by the Borg)
- K.** – Consumes less food than one should
 - Horny beasts?
- L.** – x, arithmetically (2 wds)

Answers are entered clockwise unless an arrow indicates otherwise.

DRIFTWOOD

- | | | |
|--|---|--|
| ● Two-piece beach wear (U) | ● Mock | ● Male aviators (U) |
| ● Sssnake, at timessss | ● Cotton fabric
[appears backward in
CRY TIMIDLY] (U) | ● Rights wrongs |
| ● "The ___ upon us"
("Now's the time")
(2 wds, U) | ● Oriented toward | ● Ancient Greek state or
New York prison (U) |
| ● Pay no mind (U) | ● Honoring, as with a
celebration | ● "Heaven's Gate"
director Michael
[anagram of I'M ICON] (U) |
| ● Enzyme that breaks down
fat | ● Type of type | ● One-time Toyota rival (U) |
| ● Vague idea or whim (U) | ● Swamp or sticky
situation (U) | ● Crave, or a U2 song (U) |
| ● Stored (in a cabinet?) for
future reference (2 wds) | ● Pathfinder, for one (U) | ● Uncouple |
| ● Sentence analyzer | ● Nudge with one's finger
(2 wds, U) | ● Direction from a yoga
instructor (U) |
| ● Common text file name (U) | ● Deem proper (2 wds) | ● Steamed up (a window) (U) |
| ● Use a stopwatch again (U) | | ● Rackets (U) |
| ● Took forcefully (U) | | ● Perform an aria a
second time (U) |
| ● Kilt pattern (U) | | ● Strategem (U) |
| ● Long shots? (U) | | ● Namesake of a women's
fashion retailer (U) |

1	2	3	4	5	6	7	8	9	10	11	12
1	2	3	4	5	6	7	8	9	10	11	12
1	2	3	4	5	6	7	8	9	10	11	12



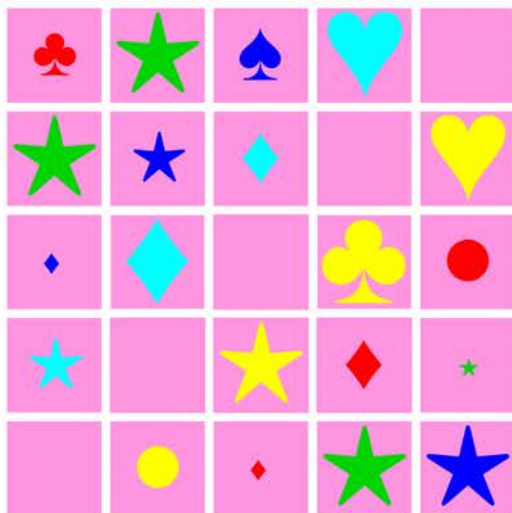
ROSE-COLORED GLASSES

Walking down an ancient stone walkway, you are surprised to discover that five of your teammates have each stumbled upon arrays of objects on the ground. They are visibly terrified by this, and start shouting detailed instructions about what to do. Maybe you should have taken the trap-disarming course they all enrolled in before this journey, instead of spending your tuition money on eyewear. Still, it was worth it; all of them are wearing different tinted glasses - blue, green, red, yellow, cyan - but yours are the grooviest by far. Too bad they don't let you see the whole picture.

Anyway, you should probably try to see things from their differently-colored perspectives, even if they have blind spots of their own.

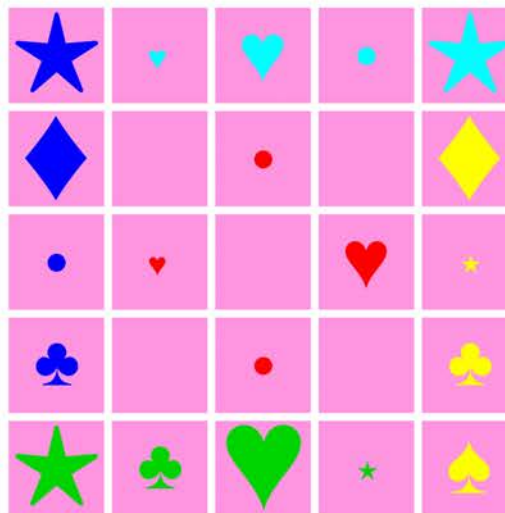
♠	♣	♣	♦	♦	♦	♥	♥	♥	●	●	●	♠	♠	♠	★	★	★
M	G	S	C	P	N	I	A	T	E	W	K	R	H	L	O	U	Y

NOTE: Use of the term "smaller" or "larger" implies that exactly two sizes are visible at the moment. Use of the term "smallest," "medium," or "largest" implies that three sizes are visible at the moment. When done, order from Andrew to Evelyn within each color group.



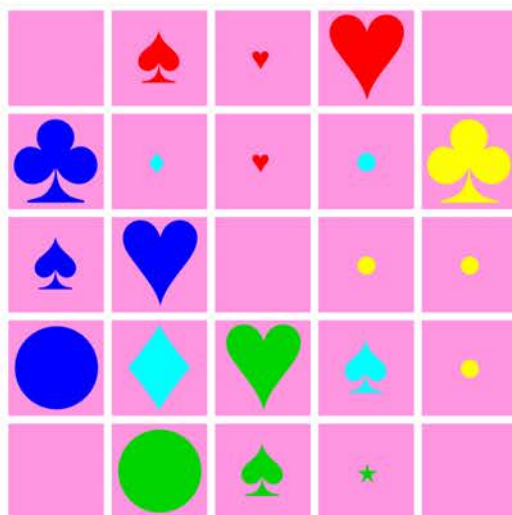
Andrew

- 1) Remove the four largest ★s.
- 2) Remove the only ♥.
- 3) There are two smaller ♣s, both are isolated (have no adjacent objects); remove them.
- 4) Remove the smaller ●; it is adjacent below one of the largest ♦s.
- 5) Remove the two largest ♦s, which are each adjacent below a ★.
- 6) Of the four ♦s, remove the three which aren't adjacent above a ♣.
- 7) Remove the three larger ★s.



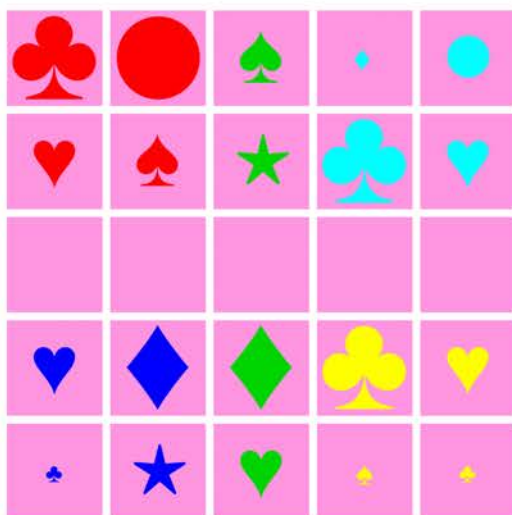
Beatrice

- 1) There are four identically-sized ●s; remove the two from one of the columns without a ★.
- 2) Remove the smallest ♥ and the medium ♥. They are adjacent.
- 3) Remove the larger ♣, which is isolated.
- 4) Remove all the objects in the row that just has identically-sized ♦s in it.
- 5) Remove the three ♣s.
- 6) Remove the three largest ★s, two of which are isolated.
- 7) Remove the two smaller ★s.



Donald

- 1) Remove the ♥ and ♠ which are adjacent to the larger ♦.
- 2) There is a column with only smaller ♥s in it; remove both objects in it.
- 3) Remove the only isolated object.
- 4) There is a row with only identically-sized ♠s in it; remove all of the objects in it.
- 5) Remove the three ♣s.
- 6) There is a column with only smaller ♥s in it; remove both objects in it.
- 7) Of the remaining four identically-sized ♠s, remove all but the bottommost one.



Evelyn

- 1) Remove all four ♥s.
- 2) Remove both of the larger ★s.
- 3) Remove both of the isolated ★s, but leave the other isolated object.
- 4) Remove the remaining ★.
- 5) Remove all the elements from the row with the most elements in it.
- 6) Remove the lower of the two smaller ♠s.
- 7) There are three columns with one element in them; remove the objects from the leftmost and rightmost of these columns.



UNDERGROUND HUSBANDRY

"So you're looking for treasure, eh?" says an eccentric blind prospector who seems to have appeared out of nowhere. "Well, there's plenty in this cave, but it's not safe for humans in there. That's why I whipped these up." The prospector gestures toward a menagerie of hybrid animals gruesomely stitched together.

"If you send these fellers in through the right tunnels, they should be able to retrieve the loot. I'd do it myself, but these maps aren't very useful to me... I do most of my reading by touch."

The prospector has created 28 hybrids, one of each possible combination of two out of the eight animals listed below. Each hybrid has the traits of both of its animal components. (So for example, a spider-sloth can move diagonally, but it can only move on one turn.)

In order to retrieve the treasure, you must place a different hybrid in each tunnel square. Each hybrid must be placed exactly once. Each hybrid must move into the treasure room (the highlighted 2x3 rectangle) in the specified number of turns, and without dying. No two hybrids may occupy the same square at the same time.

Each cave contains river, wall, and chasm squares that block most animals. Additionally, some squares contain lurkers which will kill any creature that enters the lurker square or an adjacent square, unless the lurker is avoided or killed.

Hybrids, unless otherwise specified, move one space orthogonally (up, down, left or right) with each turn. Each animal has a trait as described below:

- The **Bat** may move into chasm spaces.
- The **Fish** may move into river spaces.
- The **Mole** may move into wall spaces.
- The **Turtle** cannot be harmed by lurkers.
- The **Sloth** may only move on one turn.
- The **Spider** may move diagonally as well as orthogonally.
- The **Rabbit** may move two spaces (both legal moves, not necessarily in the same direction) in each turn.
- The **Bear** kills any lurkers orthogonally adjacent to its space. It does so immediately, so if another creature moves next to the lurker at the same time, the Bear kills the lurker and the other creature is unharmed.

	Bear	Spider	Bat	Mole	Rabbit	Fish	Sloth
Turtle	Turtle-Bear	Turtle-Spider	Turtle-Bat	Turtle-Mole	Turtle-Rabbit	Turtle-Fish	Turtle-Sloth
Bear		Bear-Spider	Bear-Bat	Bear-Mole	Bear-Rabbit	Bear-Fish	Bear-Sloth
Spider			Spider-Bat	Spider-Mole	Spider-Rabbit	Spider-Fish	Spider-Sloth
Bat				Bat-Mole	Bat-Rabbit	Bat-Fish	Bat-Sloth
Mole					Mole-Rabbit	Mole-Fish	Mole-Sloth
Rabbit						Rabbit-Fish	Rabbit-Sloth
Fish							Fish-Sloth



Treasure Room: All animals must be within the treasure room in the allotted number of turns, lest the traps of the caverns kill them.



Lurker: Kills any animal adjacent or in its square, except bears and turtles. This rule applies to a hybrid's starting square. Bears kill adjacent lurkers before this effect triggers, allowing them to protect other animals.



Tunnel: Starting location for an animal.



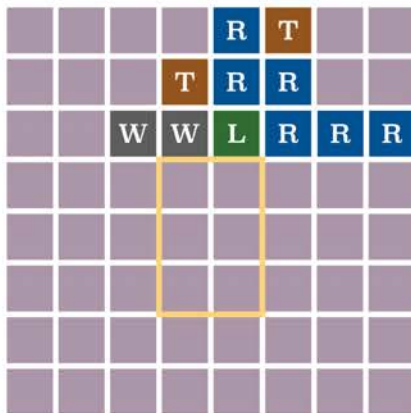
Chasm: Passable only to Bats



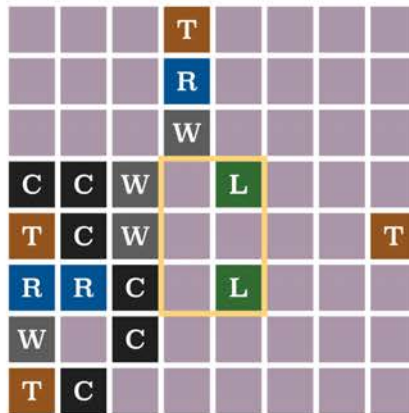
River: Passable only to Fish



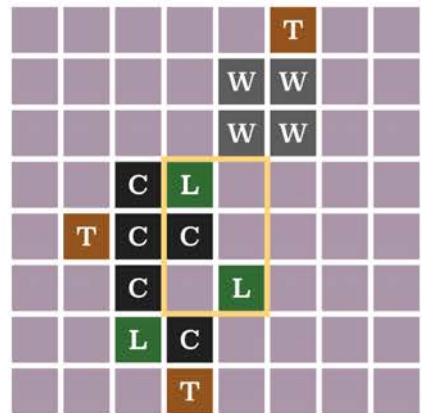
Wall: Passable only to Moles



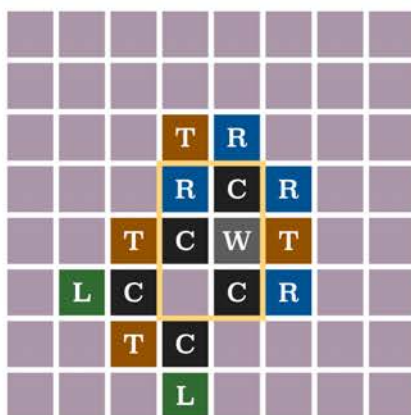
In 2 Turns



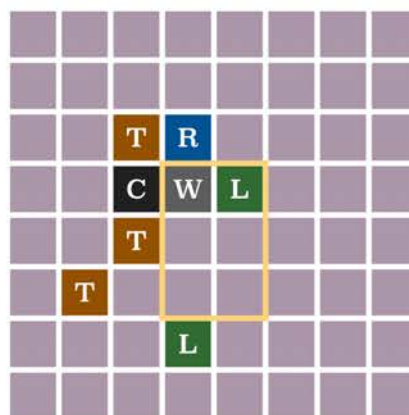
In 3 Turns



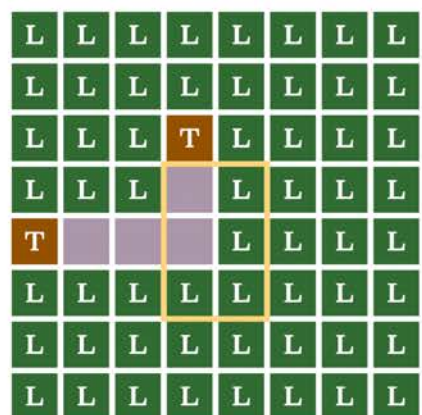
In 2 Turns



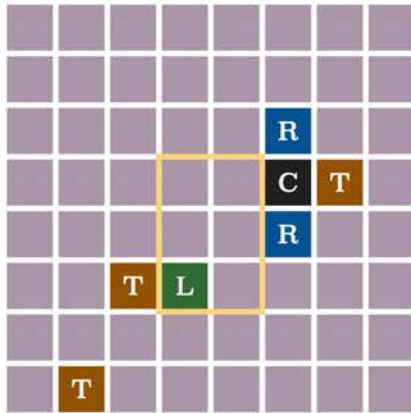
In 1 Turn



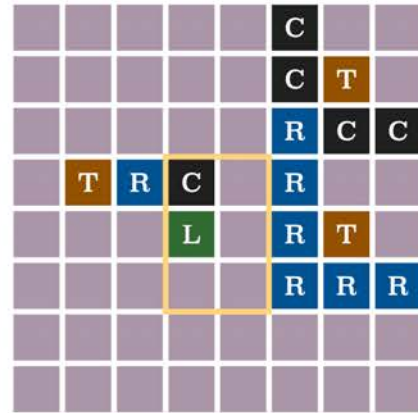
In 1 Turn



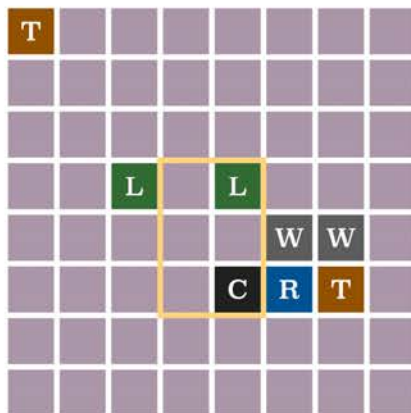
In 3 Turns



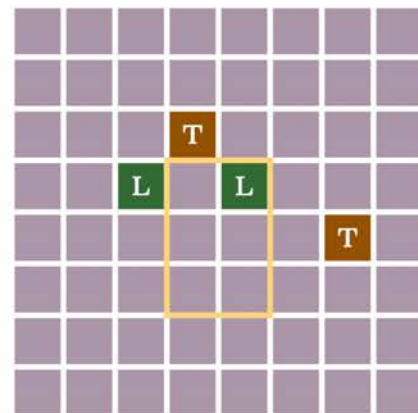
In 1 Turn



In 2 Turns



In 3 Turns



In 1 Turn

Once you've placed all the hybrids, consider the treasure rooms in the following order:

1. The one with the **Bear-Mole**
2. The one with the **Spider-Bat**
3. The one with the **Turtle-Rabbit**
4. The one with the **Mole-Rabbit**
5. The one with the **Bear-Spider**
6. The one with the **Turtle-Sloth**
7. The one with the **Mole-Sloth**
8. The one with the **Rabbit-Sloth**
9. The one with the **Turtle-Spider**
10. The one with the **Spider-Fish**

