



WATER WORKS



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Your team arrives at the watermill to discover an intricate system of ten wheels. A plaque explains that each wheel can process materials in two different ways. It also explains that the colors are added only for legibility and have no hidden meaning. What a helpful plaque!

You toss a few items into each wheel to examine their effects, and find that there are many cases where two different wheels can produce the same result:

Put	KINGS	in the	Amaranth wheel	or	ACCESS	in the	Gold wheel	to get...
Put	SAICE	in the	Fuchsia wheel	or	ALICIA	in the	Jade wheel	to get...
Put	TRENT	in the	Brown wheel	or	ARIANA	in the	Jade wheel	to get...
Put	RED	in the	Ebony wheel	or	NIGHTSTAND	in the	Honeydew wheel	to get...
Put	NIB	in the	Cyan wheel	or	FINDER	in the	Ebony wheel	to get...
Put	ROB	in the	Cyan wheel	or	BIRDER	in the	Indigo wheel	to get...
Put	LYE	in the	Ebony wheel	or	DAG	in the	Fuchsia wheel	to get...
Put	HOPPED	in the	Denim wheel	or	CAPPED	in the	Gold wheel	to get...
Put	FOUR	in the	Denim wheel	or	ARC	in the	Jade wheel	to get...
Put	CLOWDER	in the	Brown wheel	or	SHUT	in the	Denim wheel	to get...
Put	DIRTY	in the	Ebony wheel	or	OCEAN	in the	Fuchsia wheel	to get...
Put	KERNEL	in the	Amaranth wheel	or	COLONIAL	in the	Jade wheel	to get...
Put	GOA	in the	Brown wheel	or	CUT	in the	Indigo wheel	to get...
Put	LAUGH	in the	Ebony wheel	or	ETA	in the	Fuchsia wheel	to get...
Put	CONVOCATION	in the	Brown wheel	or	BIRDIE	in the	Gold wheel	to get...
Put	CLUE	in the	Brown wheel	or	AGUE	in the	Fuchsia wheel	to get...
Put	QUARTER	in the	Gold wheel	or	FIVE	in the	Indigo wheel	to get...
Put	JUNEAU	in the	Amaranth wheel	or	HERA	in the	Honeydew wheel	to get...
Put	NIGHT	in the	Amaranth wheel	or	ROOK	in the	Honeydew wheel	to get...
Put	WIN	in the	Ebony wheel	or	LOOSE	in the	Gold wheel	to get...
Put	EARTH	in the	Amaranth wheel	or	ARES	in the	Honeydew wheel	to get...
Put	MARVIN	in the	Denim wheel	or	ATHENA	in the	Honeydew wheel	to get...
Put	PI	in the	Cyan wheel	or	STRIKE	in the	Indigo wheel	to get...
Put	UNKINDNESS	in the	Brown wheel	or	RAVE	in the	Cyan wheel	to get...
Put	PORTUGAL	in the	Honeydew wheel	or	PAINS	in the	Jade wheel	to get...
Put	URGE	in the	Fuchsia wheel	or	PECS	in the	Jade wheel	to get...
Put	NET	in the	Cyan wheel	or	TREND	in the	Denim wheel	to get...
Put	TOR	in the	Cyan wheel	or	TURN	in the	Indigo wheel	to get...
Put	NU	in the	Amaranth wheel	or	CX	in the	Indigo wheel	to get...
Put	RAY	in the	Denim wheel	or	SEMESTER	in the	Gold wheel	to get...



This is a copy of the effects list from page 1 for your convenience.

Put	KINGS	in the	Amaranth wheel	or	ACCESS	in the	Gold wheel	to get...
Put	SAICE	in the	Fuchsia wheel	or	ALICIA	in the	Jade wheel	to get...
Put	TRENT	in the	Brown wheel	or	ARIANA	in the	Jade wheel	to get...
Put	RED	in the	Ebony wheel	or	NIGHTSTAND	in the	Honeydew wheel	to get...
Put	NIB	in the	Cyan wheel	or	FINDER	in the	Ebony wheel	to get...
Put	ROB	in the	Cyan wheel	or	BIRDER	in the	Indigo wheel	to get...
Put	LYE	in the	Ebony wheel	or	DAG	in the	Fuchsia wheel	to get...
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Put	FOUR	in the	Denim wheel	or	ARC	in the	Jade wheel	to get...
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Put	GOA	in the	Brown wheel	or	CUT	in the	Indigo wheel	to get...
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Put	CONVOCAATION	in the	Brown wheel	or	BIRDIE	in the	Gold wheel	to get...
Put	CLUE	in the	Brown wheel	or	AGUE	in the	Fuchsia wheel	to get...
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Put	NIGHT	in the	Amaranth wheel	or	ROOK	in the	Honeydew wheel	to get...
Put	WIN	in the	Ebony wheel	or	LOOSE	in the	Gold wheel	to get...
Put	EARTH	in the	Amaranth wheel	or	ARES	in the	Honeydew wheel	to get...
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Put	PORTUGAL	in the	Honeydew wheel	or	PAINS	in the	Jade wheel	to get...
Put	URGE	in the	Fuchsia wheel	or	PECS	in the	Jade wheel	to get...
Put	NET	in the	Cyan wheel	or	TREND	in the	Denim wheel	to get...
Put	TOR	in the	Cyan wheel	or	TURN	in the	Indigo wheel	to get...
Put	NU	in the	Amaranth wheel	or	CX	in the	Indigo wheel	to get...
Put	RAY	in the	Denim wheel	or	SEMESTER	in the	Gold wheel	to get...



WATER WORKS



You take notes on the wheels' effects:

A

KINGS becomes...
 KERNEL becomes...
 JUNEAU becomes...
 NIGHT becomes...
 EARTH becomes...
 NU becomes...

F

SAICE becomes...
 DAG becomes...
 OCEAN becomes...
 ETA becomes...
 AGUE becomes...
 URGE becomes...

B

TRENT becomes...
 CLOWDER becomes...
 GOA becomes...
 CONVOCATION becomes...
 CLUE becomes...
 UNKINDNESS becomes...

G

ACCESS becomes...
 CAPPED becomes...
 BIRDIE becomes...
 QUARTER becomes...
 LOOSE becomes...
 SEMESTER becomes...

C

NIB becomes...
 ROB becomes...
 PI becomes...
 RAVE becomes...
 NET becomes...
 TOR becomes...

H

NIGHTSTAND becomes...
 HERA becomes...
 ROOK becomes...
 ARES becomes...
 ATHENA becomes...
 PORTUGAL becomes...

D

HOPPED becomes...
 FOUR becomes...
 SHUT becomes...
 MARVIN becomes...
 TREND becomes...
 RAY becomes...

I

BIRDER becomes...
 CUT becomes...
 FIVE becomes...
 STRIKE becomes...
 TURN becomes...
 CX becomes...

E

RED becomes...
 FINDER becomes...
 LYE becomes...
 DIRTY becomes...
 LAUGH becomes...
 WIN becomes...

J

ALICIA becomes...
 ARIANA becomes...
 ARC becomes...
 COLONIAL becomes...
 PAINS becomes...
 PECS becomes...



The wheels are arranged in 10 buildings throughout a grid.

A river flows through a central passageway, then passes through every grid square exactly once, forming one long loop that returns to its starting point.

The river visits each building exactly twice.

A	A	A	E	E	G	G	J	J	J
A	D	D	D	E	E	H	H	I	J
B	B	B	D	→	H	H	I	J	J
C	B	B	C	F	F	H	H	I	J
C	C	C	C	F	I	I	I	I	J

You examine a lucky coin to find something that can travel along the river. The river carries it from the central passageway, and whenever it passes through a building, it is transformed by one of the effects of the wheel in that building. Each effect is used once. What does it become?

A copy of the grid is included here for your convenience.

Rule summary: The river passes through every grid square exactly once, forming one long loop that returns to its starting point. The river visits each building exactly twice.

A	A	A	E	E	G	G	J	J	J
A	D	D	D	E	E	H	H	I	J
B	B	B	D	→	H	H	I	J	J
C	B	B	C	F	F	H	H	I	J
C	C	C	C	F	I	I	I	I	J