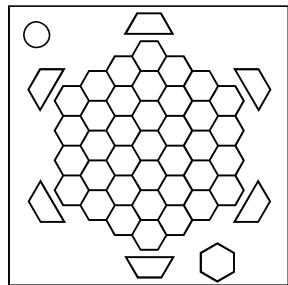


## On the Subject of Wordpaths

*Not all who wander are lost.*

On the module is a hexagonal grid of cells, each labelled with a single letter.

Note the letters in the cells and their arrangement before pressing the hexagonal button.



When the button is pressed, the grid will recede into the module and a flashing arrow will appear in its place.

This arrow flashes a sequence of moves from an unknown starting cell forming a path:

- Each move goes to the adjacent cell in the direction the arrow is pointing.
- At no point does the path leave the grid.

The arrow will turn blue exactly five times before the sequence repeats.

The letter in the starting cell followed by the letters of the cells landed on after each blue-arrowed move, in order, spell out one of the six letter words in Table X.

Once the path is traced and the word found, assign a cardinal direction from Table P according to conditions satisfied by the path.

In Table X, move one space from the obtained word in the assigned direction, wrapping around the edges of the table if necessary, to obtain a polyhex.

Pressing the hexagonal button again will stop the sequence and a letterless grid will emerge with the center cell highlighted in white.

In this state, pressing one of the outer buttons will move the highlight to the adjacent cell in the direction it is pointing.

Pressing the hexagonal button once more will cause cells that are visited from this point on to be highlighted in blue.

1. The boundary of the cells in the highlighted region must match the obtained polyhex.
2. The highlighted region must contain exactly one of cells from which the word was obtained.
3. This cell must be highlighted in white.

Press the hexagonal button one final time to submit the highlighted region.

If the submission meets all of the above criteria, the module is solved.

Otherwise, the module will reset to its initial state, removing all highlights from the grid and revealing the letters once again.

## Table P

To assign a direction, use the first conditions that apply from top to bottom and left to right, to obtain the respective row and column of the cell containing the assigned direction.

	If the path never passes through a cell containing a letter in the serial number.	If any cell containing a letter in the word is adjacent to the cell containing Z.	If the starting cell lies on the edge of the grid.	Otherwise
If at least one indicator is present and all letters on all present indicators lie in cells on the path.	UP	RIGHT	DOWN	LEFT
If the path passes through the cell containing Z.	RIGHT	UP	LEFT	DOWN
If any letter not in the word appears four or more times on the path.	DOWN	LEFT	UP	RIGHT
Otherwise	LEFT	DOWN	RIGHT	UP

## Table X

	CAVITY		IMPROV		REDACT		STUDIO		MAGNET		THUSLY		WEBLOG		LARYNX
ECLAIR		WHACKS		PROVEN		ATOMIC		FRUGAL		JASPER		UTOPIA		HUNGRY	
	ADJOIN		VORTEX		QINTAR		CRYPTS		XENIAS		OTHERS		WYVERN		OUTING
NICKEL		GLITCH		KEYPAD		INFLUX		OBJECT		EMBARK		TORQUE		SILVER	
	QUOTAS		PHYLUM		NUMBER		MOSAIC		KNIVES		SPHINX		DETAIL		BROWSE
FORGET		SQUAWK		YACHTS		DOUBLE		JUMPER		WIDGET		CITRUS		ANTHEM	
	URCHIN		RUSTIC		BOXING		HERMIT		TRUDGE		XYLOID		LIMPET		YONDER
LAUNCH		ITSELF		JUNGLE		VERIFY		CHROME		UPSIDE		GNARLY		KLAXON	