

FRIGHT CYCLES (answer)

by Andrew Ryder

The idea behind this puzzle is to represent a Tron-style light cycle battle through a Fences puzzle. Traditionally, this puzzle type involves a closed loop with some boxes labeled to indicate how many borders of that box are used by the 'fence'. In this case, there are three cycles, and they're color coded. The clues in the grid give you color, so they indicate not just how many sides are used, but by which cycles (orange means both red and yellow tracks neighbor a box). Because light cycles crash when they run into any path (even their own!) and this is a light cycle battle, the tracks don't form closed loops. You're given starting positions by the colored arrows, so if a cycle arrives at a node where any cycle has previously been, it crashes and only the remaining cycle(s) continue.

Hopefully people will notice that the bottom row of nodes (except the three colored ones- the purple nodes in the picture below) spells out USE LETTERS LAST. From the numbers and colors, you can logically deduce the paths of the three cycles. None of the paths spell out anything in particular, but unreached nodes from the top of the grid (black nodes in the picture below) spell out WATCH THOSE TURNS IN ORDER. Because these paths are run by three light cycles, you can play back the 'game' and notice that in each 'turn' only one cycle turns. Take the letters from the nodes where cycles turned in temporal order (these are the letters included in the picture), and you spell out: GREAT JOB YOU REALLY HIT FOR THE CYCLE YOUR ANSWER IS ALSO A THROWN TRON WEAPON. I'm looking for DEADLY DISC, but DISC will do.

