

Ancient Ruins



What's going on?

The puzzles in this Puzzled Pint are part of a big branching story with numbered sections. At the end of each one, you'll see actions like this:

- **Pet the dog** → 51

Choose the action you want to take (usually, but not always, there will be more than one choice), and then go to the section labeled with that number.

- **Begin your adventure** → 1

- 1** Sipping on a Pint at the tavern, you contemplate where you should find your next big quest. You overhear a druid from a nearby table:

"A great evil has taken root in the kingdom! The only way to destroy it is to collect the four Orbs of Choice."

Perfect: it sounds like your quest has been decided for you.

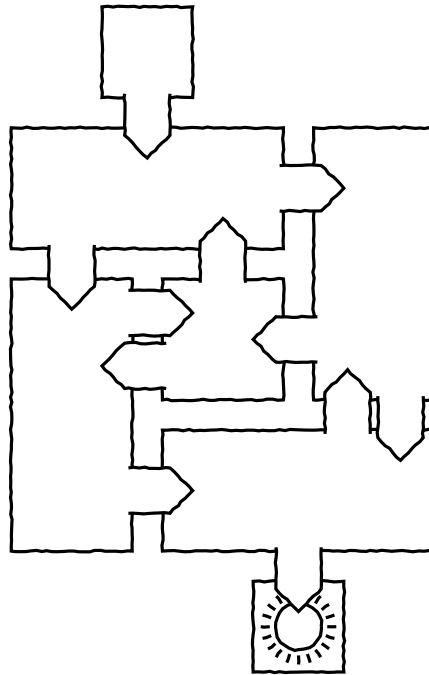
- **Explore the Ancient Ruins** → 2
- **Visit the Alchemy Lab** → 9
- **Go to the Enigmansion** → 22
- **Check out the Hedge Maze** → 45
- **I've found all four Orbs** → 64

- 2** You arrive at the ruins and are greeted by a friendly archaeologist. She hands you a clipboard.

Order	Room	Gems
1	3	
2		
3		
4		
5		
6		
7		
8		
9		
10		
11	8	—

She continues:

"These ruins are filled with gems," she explains, "but they're also filled with traps. You'll need exactly the right number of gems to get through each chamber." She points out an engraving on the wall. "This appears to be a map of the ruins."



"The one-way doors between the chambers each require you to take or deposit a certain number of gems in order to traverse them, and you must use each door exactly once."

The first door contains a pile of gems. You don't know how many, but it's less than 26.

- **Go through the door and enter the first chamber** → 3

- 3** A brief scan of the room reveals several holes to slot your gemstones into. After some finagling, you discover that the next doors open only if you place all your gems into a perfect square. You have just enough time to grab your gemstones and slide under a door as it closes behind you.

- **Use this door (+2 gems)** → 5
- **Use that door (-8 gems)** → 7

- 4** A diagram scratched into the wall shows a mage speaking about their stash of treasure. You say aloud the number of gems you have, and as soon as that initial "f" sound leaves your lips, two small flames ignite, revealing passages you swear weren't there a moment ago.

- **Use this door (+5 gems)** → 3
- **Use that door (+3 gems)** → 5

- 5** A sign written in ancient runes says: *Enter this room with the same number of gems each time.* You wonder how it knows, but think it's best to follow the instructions.

- **Use this door (-14 gems)** → 4
- **Use that door (÷ 2 gems)** → 6

- 6** This room has a three-way balance scale. You divide your gems evenly onto the three plates. With a *click*, the next doors slide open. You grab your gems and run through.

- **Use this door (+4 gems)** → 7
- **Use that door (lose all gems)** → 8

- 7** You are overcome with an odd feeling. An *extremely* odd feeling. You rifle through your bag and realize you are carrying an odd number of gems. You decide to keep going—all this wordplay is creeping you out.

- **Use this door (+2 gems)** → 4
- **Use that door (+11 gems)** → 6

- 8** Moments after you enter the last chamber, a panel at the center of the room shifts and a pedestal slowly lifts up a brilliant sphere.

It's the Archaeologist's Orb!

When you reach the entrance again, you wonder if the friendly archaeologist will go for it, but she is happy to let you have it. "I'm more interested in your clipboard—if I inspect the number of gemstones you had in each room, maybe I can discover the secrets of this place as well."

- **Return to the tavern** → 1