



# WATER WORKS

## SOLUTION

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### PUZZLE 6

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 (shown here in alphabetical order):

Put	KINGS	in the	Amaranth wheel	or	ACCESS	in the	Gold wheel	to get...	ACES
Put	SAICE	in the	Fuchsia wheel	or	ALICIA	in the	Jade wheel	to get...	ALICE
Put	TRENT	in the	Brown wheel	or	ARIANA	in the	Jade wheel	to get...	ARENA
Put	RED	in the	Ebony wheel	or	NIGHTSTAND	in the	Honeydew wheel	to get...	BED
Put	NIB	in the	Cyan wheel	or	FINDER	in the	Ebony wheel	to get...	BINDER
Put	ROB	in the	Cyan wheel	or	BIRDER	in the	Indigo wheel	to get...	BORDER
Put	LYE	in the	Ebony wheel	or	DAG	in the	Fuchsia wheel	to get...	BYE
Put	HOPPED	in the	Denim wheel	or	CAPPED	in the	Gold wheel	to get...	CAPED
Put	FOUR	in the	Denim wheel	or	ARC	in the	Jade wheel	to get...	CAR
Put	CLOWDER	in the	Brown wheel	or	SHUT	in the	Denim wheel	to get...	CAT
Put	DIRTY	in the	Ebony wheel	or	OCEAN	in the	Fuchsia wheel	to get...	CLEAN
Put	KERNEL	in the	Amaranth wheel	or	COLONIAL	in the	Jade wheel	to get...	COLONEL
Put	GOA	in the	Brown wheel	or	CUT	in the	Indigo wheel	to get...	COT
Put	LAUGH	in the	Ebony wheel	or	ETA	in the	Fuchsia wheel	to get...	CRY
Put	CONVOCATION	in the	Brown wheel	or	BIRDIE	in the	Gold wheel	to get...	EAGLE
Put	CLUE	in the	Brown wheel	or	AGUE	in the	Fuchsia wheel	to get...	GLUE
Put	QUARTER	in the	Gold wheel	or	FIVE	in the	Indigo wheel	to get...	HALF
Put	JUNEAU	in the	Amaranth wheel	or	HERA	in the	Honeydew wheel	to get...	JUNO
Put	NIGHT	in the	Amaranth wheel	or	ROOK	in the	Honeydew wheel	to get...	KNIGHT
Put	WIN	in the	Ebony wheel	or	LOOSE	in the	Gold wheel	to get...	LOSE
Put	EARTH	in the	Amaranth wheel	or	ARES	in the	Honeydew wheel	to get...	MARS
Put	MARVIN	in the	Denim wheel	or	ATHENA	in the	Honeydew wheel	to get...	MINERVA
Put	PI	in the	Cyan wheel	or	STRIKE	in the	Indigo wheel	to get...	PIN
Put	UNKINDNESS	in the	Brown wheel	or	RAVE	in the	Cyan wheel	to get...	RAVEN
Put	PORTUGAL	in the	Honeydew wheel	or	PAINS	in the	Jade wheel	to get...	SPAIN
Put	URGE	in the	Fuchsia wheel	or	PECS	in the	Jade wheel	to get...	SPEC
Put	NET	in the	Cyan wheel	or	TREND	in the	Denim wheel	to get...	TENDER
Put	TOR	in the	Cyan wheel	or	TURN	in the	Indigo wheel	to get...	TORN
Put	NU	in the	Amaranth wheel	or	CX	in the	Indigo wheel	to get...	XI
Put	RAY	in the	Denim wheel	or	SEMESTER	in the	Gold wheel	to get...	YEAR

