

WALKTHROUGH OF META

The individual puzzle solutions are:

CHARLOTTE -- (formerly Emperor's New Clothes)

APPLESAUCE -- (formerly Snow White)

HORTICULTURE -- from Jack and the Beanstalk

EARPHONES -- from Rapunzel

CENTRIFUGE -- from Rumpelstiltskin

SWEETBREADS -- from Hansel & Gretel

GRAVEL PITS -- from the Three Little Pigs

CELEBRATING -- from Cinderella

SHOOTING STAR -- from Chicken Little

ORCHESTRAS -- from Town Musicians of Bremen

Each solution word breaks down to 2 subwords + extra letter. The 2 subwords are answers to the clues on the map legend. That enables the map to be reassembled: that is, by joining the symbols relating to clues for subwords from the same word. The leftover letters, which can be "left" on the bridge/circle between the words, spell SHUN GIANTS in order along the path.

CHARLOTTE	T	TORCH, ALE	free
GRAVEL PITS	G	TAP, SILVER	Three Little Pigs
EARPHONES	N	SHOE, PEAR	Rapunzel
CENTRIFUGE	U	FENCE, GRIT	Rumpelstiltskin
CELEBRATING	N	BEET, GARLIC	Cinderella
SWEETBREADS	S	SWEATER, BED	Hansel & Gretel
HORTICULTURE	H	CURIO, TURTLE	Jack & The Beanstalk
APPLESAUCE	A	PULSE, CAPE	free
SHOOTING STAR	I	SHORTS, TANGO	Chicken Little
ORCHESTRAS	S	CHART, ROSE	Musicians of Bremen

[clues and solutions appear on the following page]

Turn the map over to get to the Tower blueprint. Recognize that SHUN GIANTS instructs you to get from bottom to Princess while avoiding Giants -- that is, the Gas Giant planets as indicated in the planetary chart in the Guide Book. There is only one path that works.

This path consists of a string of 34 characters -- 17 symbols and 17 numbers. Index the numbers into the corresponding names of the symbols: that is, if first symbol is EARTH and first number is 4, the 4th letter of EARTH is T.

Doing this for all 17 symbols gives the final answer for the appropriate punishment for the villain:

THROW THE BOOK AT HIM!

MAP LEGEND – WITH ANSWERS

i -- A dispute between neighboring warlocks has arisen. To continue, you must first erect a barrier between them. -- FENCE

F -- A humanoid with a tuxedo and rose blocks your way. To continue, you must first perform a ballroom dance. -- TANGO

I -- A packrat guards the door. To continue, you must bribe him with a knickknack. -- CURIO

d -- A savage beast blocks your way. To continue, charm him with a rhythmic beat. -- PULSE

t -- A tough-guy specter that looks like a cross between John Wayne and Jeff Bridges stands menacingly before you. For you to pass, though, he only demands some abrasive material. -- GRIT

C -- A troll is demanding a toll. To continue, you need a precious metal. -- SILVER

B -- A vegetarian orc blocks your way. To continue, you need a vegetable often found in salads. -- BEET

V -- A warrior pixie has lost her armor and is making things difficult. She will let you pass if you give her a shelled animal. -- TURTLE

V -- By now you are getting hungry. To continue, you need a fruit that grows on trees. -- PEAR

b -- By now you are getting thirsty. To continue, you need something that water flows from. -- TAP

H -- Now would be a good time to sleep. Before continuing, you must first rest on an appropriate item. -- BED

2 -- The way is cold here. To continue, don a piece of cold-weather clothing. -- SWEATER

@ -- The way is dark here. To continue, you need a portable source of light. -- TORCH

+ -- The way is warm here. To continue, don a piece of warm-weather clothing. -- SHORTS

a -- There appears to be a lot of crime in this animated area. To continue, you need a standard article worn by comic-book crimefighters. -- CAPE

J -- There may be vampires here. To continue, you need something known to help when confronting a vampire. -- GARLIC

-- You wouldn't want to continue in this scary place with all your senses about you. To continue, you need an alcoholic drink. -- ALE

Z -- Your compass has faded and become difficult to read. To continue, you need a common garden flower that might help. -- ROSE

n -- Your footwear is wearing thin. To continue, you need something to wear on your foot. -- SHOE

D -- You're lost. To continue, you need a map or a diagram or something like that. -- CHART