

# Solution to Threading the Reel

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Step 1: Identify the pictures. It will help to notice the pattern described later, and that the pictures are in alphabetical order. The identifiers are: ESKIMO, GLASSES, GOSLING, KIMONO, LETTER, MANGO, NETWORK, NONET, OUTLET, RAIN MAN, SHOT GLASS, SLINGSHOT, TERRAIN, and WORKOUT.

Step 2: Notice that each identifier can be divided into two parts, the first of which is the second part of another identifier and the second of which is the first part of another identifier. For instance, KIMONO can be divided into KIMO/NO, where KIMO is the second half of ES/KIMO and NO is the first half of NO/NET.

Step 3: Notice that by dividing the identifiers in this way, they can be circularly ordered such that identical parts are adjacent: WORK/OUT, OUT/LET, LET/TER, TER/RAIN, RAIN/MAN, MAN/GO, GO/SLING, SLING/SHOT, SHOT/GLASS, GLASS/ES, ES/KIMO, KIMO/NO, NO/NET, NET/WORK, and then back to WORK/OUT. This lets you place the identifiers in the blanks surrounding the reel at the bottom of the puzzle.

Step 4: Use the numbers in brackets as indexes into the identifiers. For instance, the [6] after OUTLET indicates the sixth letter of OUTLET, the letter T. Read the extracted letters in clockwise order as indicated by the pink arrow. This yields the answer **TANGENT**.

