

## ZODIAC QUEST

Perform quest. Region names contain 1 or 2 numbers (LOST WOODS OF BALFOUR), in the 10 regions where Zodiac Monuments landed, use those numbers to index into the Zodiac names, and read in path order. This gives CORTES VICTIMS, which is AZTECS.

Some key observations:

(1) 62 Coins are available. A circuit that hits all the Coins and runs through places you can build 10 monuments is about 20 steps. This roughly equates to about 30 Coins worth of portals. So, estimate you have about 30 Coins to spend on creating monuments. This includes the following costs for each: (1) cost of getting to materials if not on main path, (2) cost of materials themselves, (3) cost of transforming materials if not on main path, (4) cost of transformation itself. With about 30 Coins to spend, that is only an average of about 3 Coins per monument. Watch your budget.

(2) Determine all the ways you might make monuments, and what their costs would be. Under any reasonable view, AQUARIUS and CAPRICORN are going to be too expensive. Thus, your path will include the other 10 Zodiacs. Other things that are too expensive to be of any use: the Zoo, asking the Virago to follow you, trying to get the papers together at Zeerox so a QUIRE can be duplicated, and then getting the QUIRES to a river so the consonantcy wand can make AQUARIUS (compare that cost to instead using the consonantcy wand to make SCORPIO from SCRAP) – and using the wand in two different Regions with a river is going to be too expensive.

(3) To save on travel costs, you will need a Gem early on. This will almost surely come from reversing MEG, as getting to the only other available (actual) GEM is too costly and off the path.

(4) To be cost effective, you will likely need to form CANCER by changing ANSWER at the PHRONTIERSMAN. Since visiting the Library twice is too expensive, and bringing both Librarians is too expensive, this means you will want to get the Blue scrap before going to the Library, and since going to the Library is how you get the materials for a Gem, you probably need to start your trek by getting the Blue SCRAP and then going to the library.

(5) The scrap is also the only realistic way to get SCORPIO, and getting both scraps is going to be too costly, so you will need to duplicate the scrap. Since paper can only go through 3 portals, this gives you your likely starting sequence (get SCRAP, duplicate SCRAP, get ANSWER on one scrap, take that to PHRONTIERSMAN to make ANSWER/CANCER).

(6) From there, cost management, and seeing what sets can be made based on cost and available transactions. The successful path is as follows:

LOCATION	COSTS AND TRANSACTIONS	COINS AFTER ALL INTERACTIONS IN THE REGION
YE OLDE HOME TOWN		15 coins
Transition Meadow	-1 Portal	14 coins
Mountain Heights	-1 Portal	13 Coins
Velvet Wold	-1 Portal +2 Coins austerity	14 Coins
Glade Of Sunniness	-1 Portal get SCRAP with question	13 Coins SCRAP with question
Mountain Heights	-1 Portal -1 duplicate SCRAP	11 Coins SCRAP (1 portal) keep SCRAP (1 portal) left at Mountain
Realm Of Honesty	-2 Portal -1 Donation +15 Coins + ANSWER onto SCRAP +MEG/LIBRARIAN	23 Coins SCRAP/ANSWER(2) keep MEG/LIBRARIAN SCRAP(1) left at Mountain

Mountain Heights	-2 Portal -1 duplicate MEG -1 duplicate MEG leave both SCRAPS	19 Coins 3x MEG/LIBRARIAN SCRAP(1) and SCRAP/ANSWER(2) at Mtn
Abandoned Plains	-1 Portal get old wand	18 Coins 3x MEG/LIBRARIAN old wand SCRAP(1) and SCRAP/ANSWER(2) at Mtn
Lost Woods Of Balfour	-1 portal 0 = turn MEG to GEM	17 Coins 2x MEG/LIBRARIAN GEM old wand SCRAP(1) and SCRAP/ANSWER(2) at Mtn
Mountain Heights	-1 portal (3=1 b/c GEM) get SCRAP/ANSWER (2)	16 Coins 2x MEG/LIBRARIAN GEM old wand SCRAP/ANSWER(2) taken SCRAP(1) left at Mountain
Open <u>Zone</u> (1) ANSWER to <b>CANCER</b>  <b>C</b>	-2 portal -1 transformation get front-change wand	13 Coins 2x MEG/LIBRARIAN GEM old wand front-change wand SCRAP(1) left at Mountain
Mammoth <u>Reef</u> Cove (3) OLEO to <b>LEO</b>  <b>O</b>	-1 portal -4 FRIES, OLEO, TAHINI -2 box for FRIES, TAHINI -1 tip to waitress	5 Coins 2x MEG/LIBRARIAN GEM old wand front-change wand FRIES and TAHINI in to-go box SCRAP(1) left at Mountain
Pinelands Of Our Goddess (4) LIBRARIANS to <b>LIBRA</b>  <b>R</b>	-1 portal -2 for 2 chops: TAH/INI LIBRA/RIANS	2 Coins GEM old wand front-change wand FRIES piece INI pieces TAH and RIAN SCRAP(1) left at Mountain
Northington <u>East</u> (1) CHORUS to <b>TAURUS</b>  <b>T</b>	-2 portal (that makes 0) Replenish coins to 15 -1 to get GUITAR -2 charge for listen music CHORUS to TAURUS (with front-change wand)	12 coins GEM old wand front-change wand (used) FRIES piece INI pieces TAH and RIAN GUITAR SCRAP(1) left at Mountain
<u>Fourier</u> Plaza at Amalfi <u>Verdi</u> (4, 5) FRIES to <b>ARIES</b>  <b>ES</b>	-1 portal -2 transformation -1 to get VIGOR	8 coins GEM old wand front-change wand (used) piece INI pieces TAH and RIAN GUITAR VIGOR SCRAP(1) left at Mountain

Southington East	-1 portal +15 coins -2 (net) coins for Wand (after trade in 2 wands)	20 coins GEM piece INI pieces TAH and RIANs GUITAR VIGOR consonantcy wand SCRAP(1) left at Mountain
<u>Lonely Hills</u> (1) VIGOR to <b><u>VIRGO</u></b>  <b><u>V</u></b>	-2 portal -5 anagram	13 coins GEM piece INI pieces TAH and RIANs GUITAR consonantcy wand SCRAP(1) left at Mountain
<u>Lost Woods Of Balfour</u> (2, 4) PIECES to <b><u>PISCES</u></b>  <b><u>IC</u></b>	-1 portal change PIECES (TAH and RIANs) to PISCES	12 coins GEM piece INI GUITAR consonantcy wand SCRAP(1) left at Mountain
Mountain Heights	-1 portal -1 duplicate GUITAR(S) (that's the 4th and last duplication)	10 coins GEM piece INI GUITARS plural consonantcy wand SCRAP(1) left at Mountain
<u>Gardens of Ives</u> (5) GUITARS to <b><u>SAGITTARIUS</u></b>  <b><u>T</u></b>	-1 portal -2 transform GUITARS	7 coins GEM piece INI consonantcy wand SCRAP(1) left at Mountain
Mountain Heights	-1 portal take SCRAP(1)	6 coins GEM piece INI consonantcy wand SCRAP(1) taken
<u>Mother-Of-Our-Earth</u> <u>Reedswamp</u> (4, 3) GEM+INI to <b><u>GEMINI</u></b> <b><u>IM</u></b>	-1 portal -2 GEM/INI	3 coins consonantcy wand SCRAP(now 2) taken
<u>Stoneside Valley</u> (1) SCRAP to <b><u>SCORPIO</u></b> <b><u>S</u></b>	-1 portal SCRAP (now 3) wanded to SCORPIO at a river	2 coins consonantcy wand (used)
Transition Glen	-1 portal wand disappears	1 coin
Ye Old Home Town	-1 portal	0 coins

Thus:

CORTES VICTIMS, which gives the answer **AZTECS** (calling back the flavortext reference to a calendar).