The Ænigmatic Addenda: Guest Constructors revisit the Adalogical Ænigmas

No. 35: Deusovi revisits Ænigma #39

Gentle solver,

The present *Addendum* comes from the multi-talented pen of my friend Deusovi, whom you might recall as the author of the novel that inspired my Ænigma #96. They are additionally an aspiring teacher and setter of cryptic crosswords more of whose puzzling creations may be found at *deusovi.github.io*.

My original ænigma was born of my accustomed winter *doldrums*, but Deusovi's inspiration comes rather from the seemingly limitless surprises and possibilities in the world of *labyrinths*.

In the grid below, we desire that you will create the pathways of a *maze* by drawing, within each square, a single *diagonal* line connecting one corner to its opposite. A circled number specifies precisely how many such diagonal lines are to *touch* that circle.

A proper maze contains no *cycles*, and so must it be with yours: the pathways made by the diagonal lines mayn't form a closed loop *anywhere* within the grid. (Is it not *fascinating* that this rule implies that every diagonal line *must*, directly or indirectly, connect all the way out to the edge of the grid?)

Once you have completed your maze, you may move on to finding the final answer to this ænigma. Trace the unique path connecting the upper grey circle to the lower one. For each letter you cross on your way, either *advance* it one place in the alphabet (wrapping around from Z to A if necessary) if the top of the line in that square leans *rightward*, or move the letter *backward* one place if the line leans to the *left*. Reading the resulting letters in path order will reveal a message you must *complete* for your final answer.

Good luck!

Ata



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