

Spin to Win

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This puzzle involves decoding messages by going around the wheel. The indicator points to the starting spot. It “skips” over the slots based on the letters that it encounters: a=1, b=2, etc. Thus, beginning with the original location of the indicator and going clockwise – the direction you would normally read text – the letter ‘r’=18 indicates that the next letter is 18 slots away.

```
RJNTJOBSUÞZSTIEGAFETLGNVOMEJCNEDWVESOKXCHRFUTEWUTHRNYHP¶H
      1111111111
0123456789012345678
```

This produces the letter ‘E’.

Likewise, using ‘e’=5 skips to the next character: V.

```
RJNTJOBSUÞZSTIEGAFETLGNVOMEJCNEDWVESOKXCHRFUTEWUTHRNYHP¶H
      012345
```

Continuing in this fashion, the following phrase is produced:

```
REVERSESPINONUNUSED
```

(followed by some unintelligible sequence of characters).

These are instructions for the next step; they indicate that we continue with the same process, but in the opposite direction, on the remaining letters, eliminating the ones that have already been used.

Doing this counter-clockwise unwinding produces the following phrase:

```
ONCEMORE
```

(again followed by some unintelligible sequence of characters.)

This instruction indicates that we should repeat the previous one: discard encountered characters and continue process in opposite (clockwise) direction again.

Finally, the following phrase is produced:

LUCK

(this time followed by the “joker” spot (¶ symbol).)

LUCK is the final answer; the funny symbol and icon demarking the slot confirm that we have reached the end.