

## THE INVENTING ROOM

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'Oh dear!' cries Mr. Wonka! 'It appears that a troublesome Whangdoodle has snuck in and put away nearly all of the wires powering my machines! We can't go any further until we get this squared away. Unfortunately, I can't seem to remember where everything is supposed to go, so we're going to have to figure this out together!'

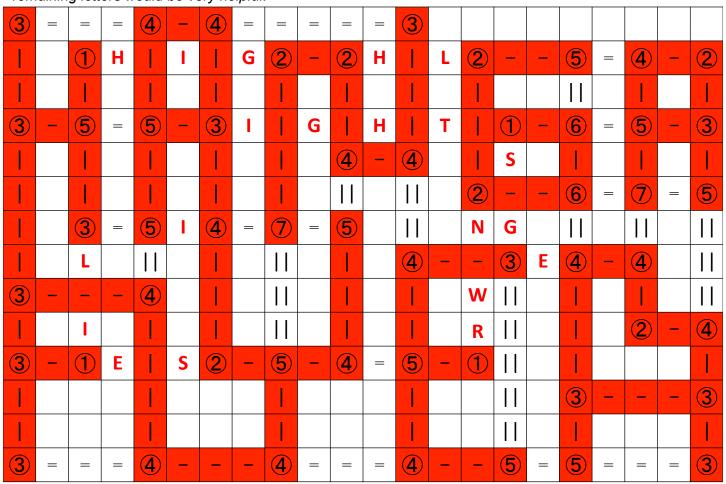
Fortunately the Whangdoodle didn't remove any of the nodes, and even left some of the wires behind (I recall these being correct, and in the right quantities, so don't modify those!). I remember that I decided to use a HashiWonkaKero layout, which means the following:

- All of the nodes must be connected by a series of wires, connecting orthogonally from one node to another node.
  Uncovered letters spell
- 2. A connection can either consist of a single wire or a double wire.
- 3. No two connections can cross over each other.
- 4. The number on each node represents how many wires are connected to it.

out "HIGHLIGHT SINGLE WIRES"

5. No node has only double wires connecting to it (The Wonka twist on the standard Hashi format).

It also appears that the Whangdoodle knocked some of the excess signboard letters from the machines onto the ground, but don't worry, the wires should cover most of those up. Though if you can, picking up the remaining letters would be very helpful.



How can Mr. Wonka prevent having to relearn the layout every time something is moved?

HANG A FLYER