Open Circuit

The mad electromancer hid his treasure in a fiendish puzzle awaiting a worthy successor. Can you figure it out?

Matthew Lake

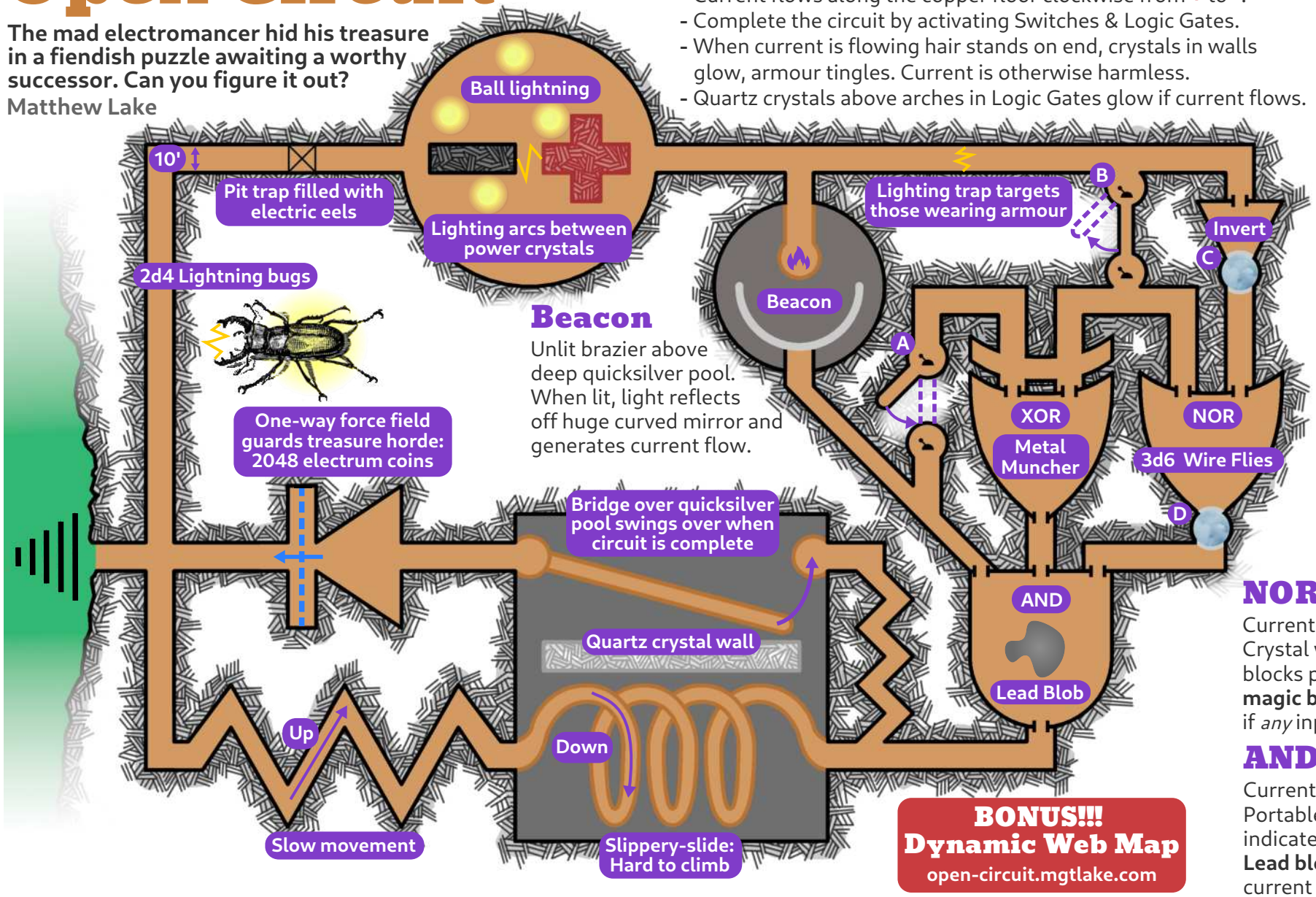
Electricity Rules

- Current flows along the copper floor clockwise from + to -.
- Complete the circuit by activating Switches & Logic Gates.
- When current is flowing hair stands on end, crystals in walls glow, armour tingles. Current is otherwise harmless.
- Quartz crystals above arches in Logic Gates glow if current flows.

Solutions

Beacon must be lit. Either:

1. Switch **A** On, **B** Off, No Crystals Smashed, *or*
2. Switch **A** On, **B** Off, Crystals **D** & **C** Smashed, *or*
3. Switch **A** Off, **B** On, Crystal **D** (opt. **C**) Smashed.



Beacon

Unlit brazier above deep quicksilver pool. When lit, light reflects off huge curved mirror and generates current flow.

Switches

Levers move corridor & control current flow. **A** is intially Off, **B** is initially On.

Inverter Gate

Output is *opposite* of input: current flows if no current in. Crystal wall **C** with hairline crack blocks path. Smashing it releases **magic blue smoke** & disables inversion effect.

XOR Gate

Current flows if *exactly one* input has current.
Metal Muncher sulking here.

NOR Gate

Current flows if *no* inputs have current. Crystal wall **D** with hairline crack blocks path. Smashing it releases **magic blue smoke** & lets current flow if *any* input has current.

AND Gate

Current flows if *all* inputs have current. Portable tablet with glowing crystals indicates current flow in & out of Gate. **Lead blob** attacks if disturbed or if current is flowing.

BONUS!!! Dynamic Web Map
open-circuit.mgtlake.com

Lightning Bugs

6' long beetles. Glowing carapace. Lightning arcs between pincers: bites shock & paralyse victims.

Ball Lightning

3' wide balls of light drift slowly & bounce off walls. Deadly shock on contact.

Magic Blue Smoke

Poisonous & acrid. Adventurers better hold their breath!

Wire Flies

Swarms of metal insects with razor wings. Deal death by a thousand cuts.

Metal Muncher

10' tall beast with 4 arms & legs. Eats metal, but bored of copper diet. Will demand coins, armour & weapons. Encouragment can convince it to attack **lead blob**.

Lead Blob

15' tall, 20' wide blob. Slow & easy to hit, but tough & hits hard. Prolonged contact is poisonous.

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