

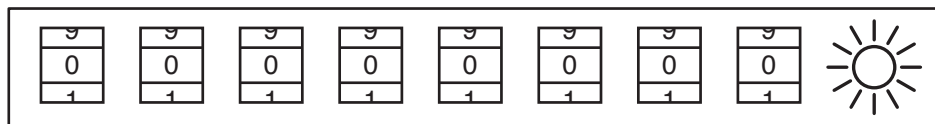
Astray in Space

The group signed up for Astray in Space, for which they received the following introduction: “You are the crew of a spaceship whose navigation computer has massively malfunctioned, leaving you adrift with no clue as to your location. You might say you were lost, even. To leave the ship, you will have to safely land on a friendly planet, which you won’t be able to find until the computer is repaired. You’ll also need to repair the ship’s main console, since all the instrument displays exploded when the computer malfunctioned. And you’ll need to do all of that quickly, because the ship’s oxygen supply will only last one more hour. The situation is quite dire, but fortunately there is a helpful robot on board that can remind you how everything works. Less fortunately, she needs to be recharged. Good luck, and may the forceps be with you. (That’s the only tool that can open Rosalie’s box of power cables.)”

In a Case of Emergency

“Well, I guess the first thing to do is to find those forceps,” Ichiko said, “Oh, here they are. Or at least, here’s the case they are in.” Immediately next to the door they had entered (beneath a large decorative diagram of our solar system) was a sturdy case reading “Emergency Forceps.” The case also had the below phrases printed on it, along with an eight-digit locking mechanism:

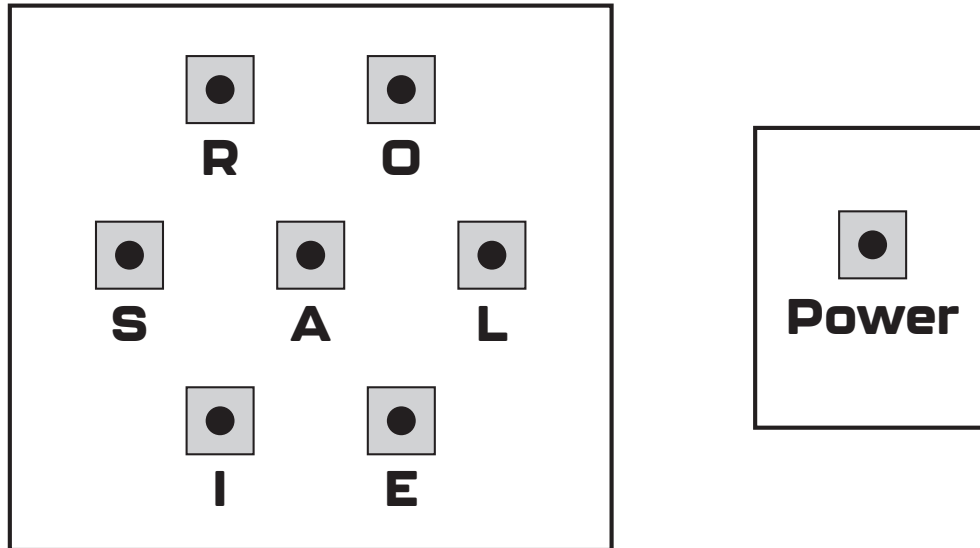
GNU THIEVES
HUNT ERASURE
MIXES CURRY
PUREE JOINT
RAZORS TUNE
RISEN MAN
STEER HAVEN
UPTOWN TEEN



Olga said, “I see what we need to do.” (If you’d like to hear Olga explain it fully, see page 95.) The group made short work of the list of phrases, and soon had an eight-digit number ... which did not work. “Oh, derp,” said Greg, “I know where we went wrong.” This time the case opened with no trouble, and they turned their attention to recharging the robot.

Rosalie the Robot

Ciara picked up Rosalie's box of power cables and used the forceps to twist a tiny, deeply inset latch on the front. Opening the box revealed four cables. Rosalie's back panel had seven ports which needed to be connected by the four cables to charge her battery; the box of cables included the helpful set of instructions below.



1. Three pairs of ports must be connected to each other; the seventh must be connected to a nearby power source.
2. Of the three pairs of ports to be connected on Rosalie's panel, at least one pair is in a direct horizontal line, and at least one pair is in a direct vertical line.
3. Exactly one cord connects a pair of letters that both fall alphabetically between the two letters connected by another cord.
4. No more than one cord connects two consonants or two vowels. (That is, at least two cords connect a consonant and a vowel.)

When they connected all the cords properly, they could hear something that sounded like a power surge, but Rosalie stayed inert. They then saw that she had a power button on her left shoulder ... which was unfortunately behind a locked panel. The panel had a small keyboard and a six-letter display. Ewan sighed, "Well, now what?" "Not to worry," Malik said, "I see what the password must be."

Can you figure out how the cords were arranged, and what password opens the panel?