

Mountain Pass (solution)

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The glyphs shown on the stela are [Egyptian hieroglyphs](#). As hinted in the flavortext, the stela is interactive, and solvers can click on and select any 4 glyphs in succession. If the 4 glyphs form a valid set, they would be grayed out, otherwise the 4 selected glyphs would be unselected. Either way, solvers can then repeat the process to look for a valid set, until all 20 have been found. This somewhat references the Connecting Wall round of the quiz show [Only Connect](#), where players need to find sets of 4 items with a connection, and the show also notably uses Egyptian hieroglyphs as question labels. In this puzzle, the valid sets of 4 are defined based on the common [letter classification of Egyptian hieroglyphs by Gardiner](#). So, the 20 sets comprise 4 glyphs each from the classifications A to T, with the remaining 25 glyphs coming from the Aa unclassified signs. After all 20 sets have been found and grayed out in the stela, these remaining 25 glyphs can be observed to form the shape of another Egyptian hieroglyph called **SEDGE**, which is the answer for this puzzle. The image below summarizes the identities of all the glyphs in the grid based on the Gardiner sign list notation showing the classification letter, and with color-coding for each set, including yellow for the remaining 25 unclassified signs that form the shape of the sedge Egyptian hieroglyph:

B8	P6	Aa18	M17A	M29	D58	Q2
R24	Aa6	A54	Aa20	N35	S38	N1
R3A	Aa14	G17	Aa9	R8	D26	P5
K8	Q4	L5	Aa26	F20	C2	N25
S36	D10	E14	Aa5	N5	B2	I9
T11	P1	T7	Aa21	T16	D46	Q1
G1	C21	A19	Aa7A	O26	E36	I2
R22	F30	F33	Aa12	G49	S21	I10
O11	Aa31	L7	Aa32	K6	Aa4	I6
Aa7B	M17A	Aa2	Aa16	Aa30	M32	Aa27
S29	C6	G54	Aa25	H6	B9	O4
A61	Aa10	T3	Aa28	A1	Aa24	Q7
Aa19	E23	Aa23	Aa17	Aa8	H8	Aa13
K1	P8	L3	Aa11	K3	C12	L4
B4	F13A	O24	Aa1	H7	E13	H5

Constructor's notes:

As usual, I wanted to write an interactive puzzle to add some variety to the mix of puzzles in the hunt, as well as to make it more interesting for solvers. The code was modified from an existing script for simulating the Connecting Wall round of Only Connect, and I changed the tiles into the Unicode images of the Egyptian hieroglyphs, and also extended the game till all 20 sets are found. The idea for the extraction to be a visual representation of a glyph is what I felt would be fitting for this particular theme.