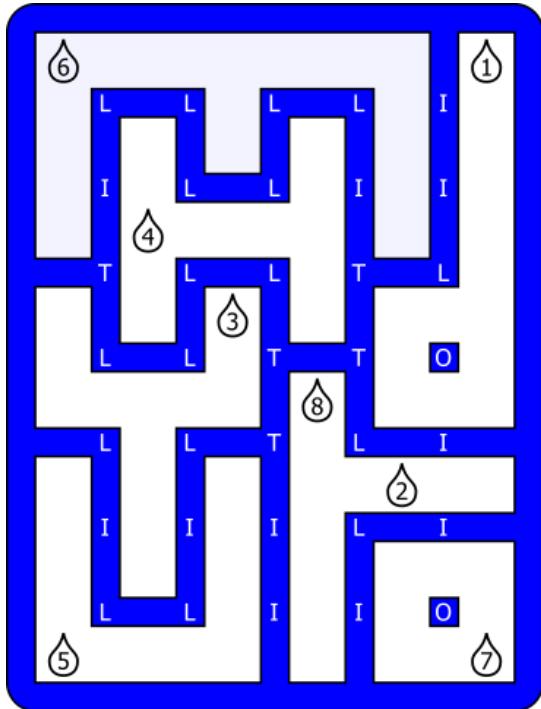


Puzzled Pint May 2021 Solutions

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Location puzzle: Lapis Lazuli's Waterworks

Solved grid:



The logic puzzle can be solved by first focusing on the unambiguous “O” locations, which do not allow any pipes to enter them, and the areas directly adjacent to the given “L” location. This can resolve the positioning of certain “I” junctions, for example. Another useful trick is that each “L” junction requires one vertical and one horizontal pipe, so in any cases where any one direction from an “L” is eliminated, the opposite direction must be part of the “L” shape (and vice versa).

Once the grid is solved, it is revealed to be divided into 7 regions that each resemble a letter of the alphabet (with no rotation or reflection required). The “O” locations even act as holes in the “d” and “o” letter shapes. Reading the letters in the order of the numbered water droplets within them, with the “r” shape used twice, the answer is DRY HUMOR.

(Construction note: the one L junction near the center has been provided pre-solved, because otherwise the grid has multiple solutions.)



LAPIS LAZULI'S WATERWORKS

Lapis Lazuli has the ability to control water. If you can do the same, you'll discover something that Lapis doesn't appreciate.

Place pipes to create a single closed water system. The central connection nodes are labeled with letters that indicate the type of junction that occurs there. One junction is already placed for you.

I = Two pipes connect to the node in opposite directions, making a straight line

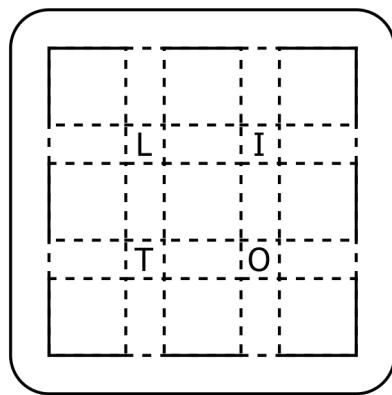
L = Two pipes connect to the node at a 90 degree angle, making an L shape

T = Three pipes connect to the node, making a T intersection

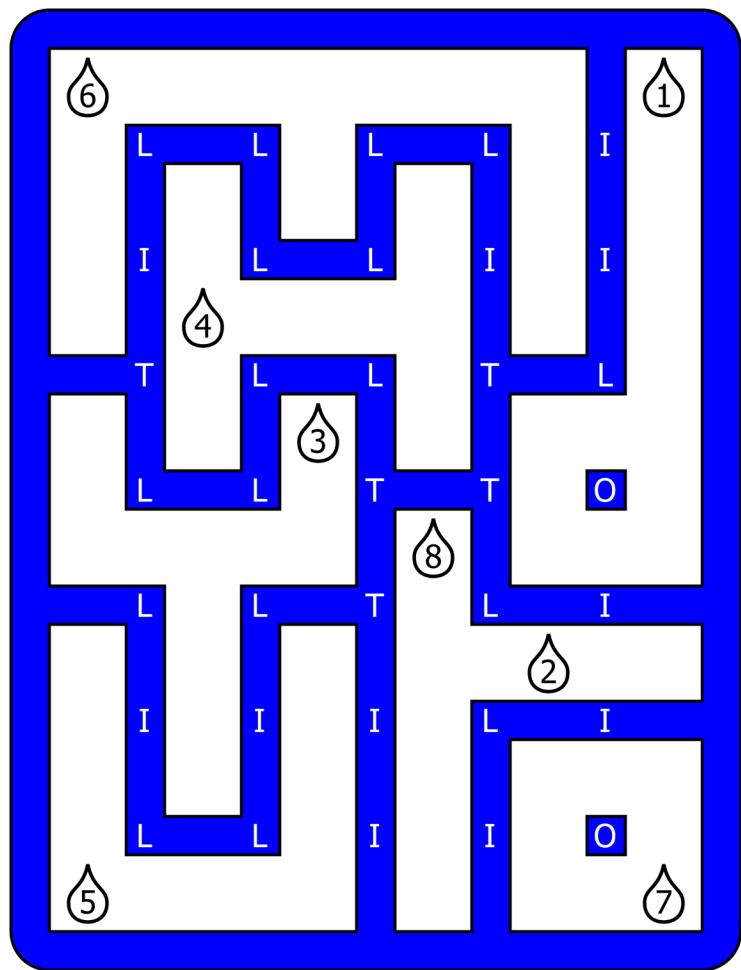
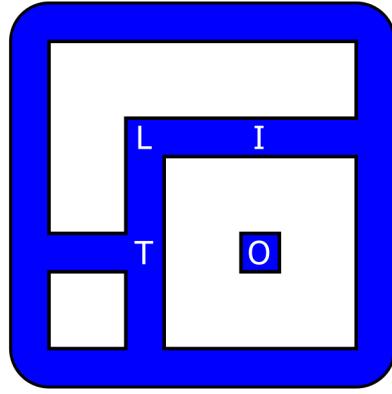
O = No pipes are connected to the node.

Each water droplet will be in a region enclosed by pipes. Regions may have more than one droplet.

Example



Answer



D	R	Y	H	U	M	O	R
1	2	3	4	5	6	7	8

Amethyst's Snack Time

Each of the 10 images is composed of two parts: a “shape” for the outline of the image, and the internal “snack” pictured within that outline. In the same manner that the shape-shifter Amethyst is described as eating unusual things, the word for each shape needs to “consume” the word for its snack. Inserting the snack word somewhere within the shape word will result in an answer to one of the clued longer words (which are listed alphabetically), but with one extra letter that is always provided by the snack word. This is hinted by the description of Amethyst eating more than she needs to. Those 10 extra letters are extracted to form the clue phrase SIXTH SHAPE. In the sixth image, the shape is of a HEAD, which is the answer to this puzzle.

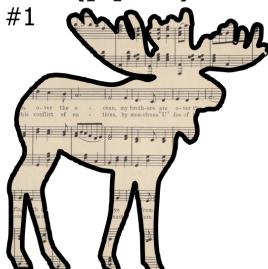
1. MOOSE eats SONG = M([S]ONG)OOSE = MONGOOSE + S
2. STAR eats MIME = STA(M[I]ME)R = STAMMER + I
3. LION eats AXIS = LI(A[X]IS)ON = LIAISON + X
4. CHEST eats TAPE = CHE([T]APE)ST = CHEAPEST + T
5. WHALE eats HOLES = WH([H]OLES)ALE = WHOLESALE + H
6. HEAD eats LIPS = HE(LIP[S])AD = HELIPAD + S
7. BED eats HOLSTER = B([H]OLSTER)ED = BOLSTERED + H
8. CAN eats PATIO = CA(P[A]TIO)N = CAPTION + A
9. FISH eats POOL = F([P]OOL)ISH = FOOLISH + P
10. RING eats ALLEY = R(ALL[E]Y)ING = RALLYING + E



AMETHYST'S SNACK TIME

Amethyst's two favorite activities are shape-changing and eating unusual things. In order to represent each of the words clued at the right, she's changed into a certain **shape** and has eaten an unusual **snack**. But as expected, she's eaten a little more than she needed to...

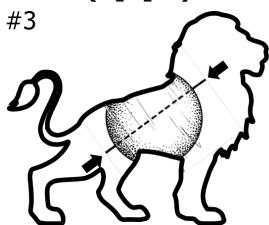
#1 M([S]ONG)OOSE



#2 STA(M[I]ME)R



#3 LI(A[X]IS)ON



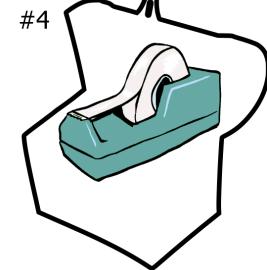
#8 CA(P[A]TIO)N



#6 HE(LIP[S])AD



#7 B([H]OLSTER)ED



#4 CHE([T]APE)ST



#10 R(ALL[E]Y)ING



Clue: S I X T H S H A P E

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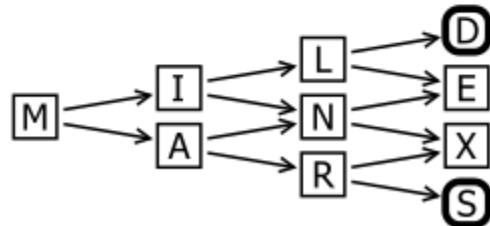
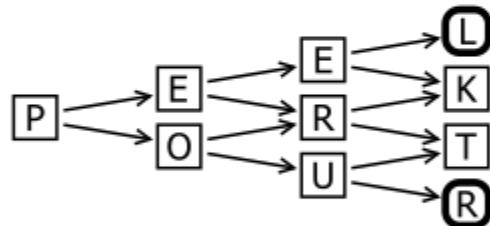
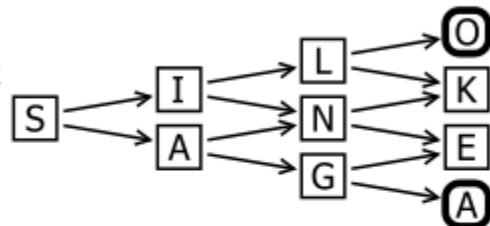
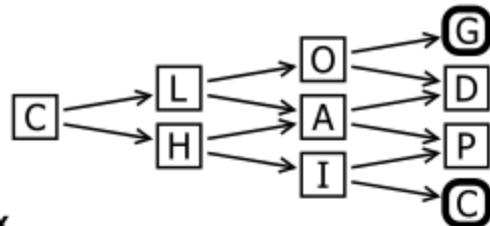
- Gave extra support to an argument or confidence (9) **BOLSTERED**
- Label below an image (7) **CAPTION**
- Costing the least amount of money (8) **CHEAPEST**
- How you might feel on April 1st (7) **FOOLISH**
- Location for a chopper to take off or land (7) **HELIPAD**
- Mediator who communicates between groups (7) **LIAISON**
- Slender mammal that preys on snakes (8) **MONGOOSE**
- Suddenly improving, like a sports team or stock market (8) **RALLYING**
- Speak stutteringly (7) **STAMMER**
- How large quantities of goods may be sold (9) **WHOLESALE**

Amethyst's answer: H E A D

Garnet's Future Vision

The answer to each of the 32 clues is a four-letter word. The forking diagrams at the right can be filled with one letter per node so that all the clued words can be found along some path reading from left to right.

- Applaud **CLAP**
- Bacon, ham, etc. **PORK**
- Barely spicy **MILD**
- Clump of dirt (or insult that Peridot often uses) **CLOD**
- Distance rarely run in under four minutes **MILE**
- Epic multi-part tale **SAGA**
- Family name of Groucho, Chico, and Harpo **MARX**
- Feature of a horse or lion **MANE**
- Fell to the ocean floor **SANK**
- Free lunches or flexible hours at work, e.g. **PERK**
- Gent **CHAP**
- Herb of wisdom? **SAGE**
- Light, smooth fabric **SILK**
- Lively and energetic **PERT**
- Morsel of chocolate or potato **CHIP**
- Nation south of Libya **CHAD**
- Not naked **CLAD**
- Opposite of starboard **PORT**
- Place to wash your hands or dishes **SINK**
- Possessing all one's mental faculties **SANE**
- Red planet **MARS**
- Remains of a banana **PEEL**
- Seductive woman **MINX**
- Structure for storing grain **SILO**
- Sulk **POUT**
- Tailless cat breed **MANX**
- Take an early look **PEEK**
- Transfer liquid from bottle to glass **POUR**
- Très stylish **CHIC**
- Trigonometric function **SINE**
- Wooden shoe **CLOG**
- Workplace of the seven dwarfs **MINE**



Solvers may complete each of the four sets in any order, and any diagram may be flipped vertically and still result in a valid solution.

For the final extraction, an ordering is provided by the emphasis on the word GOLD. In each diagram, the top right and bottom right letters are only used once each. Those nodes' design is slightly different, similar to the boxes near the bottom of the puzzle. Within each set, exactly one

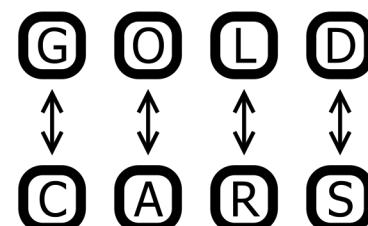
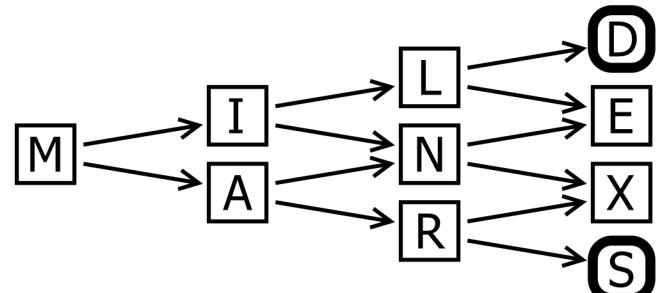
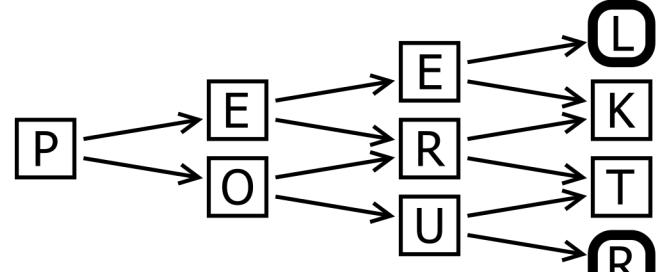
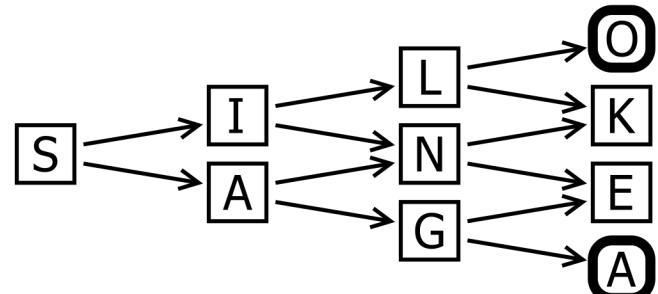
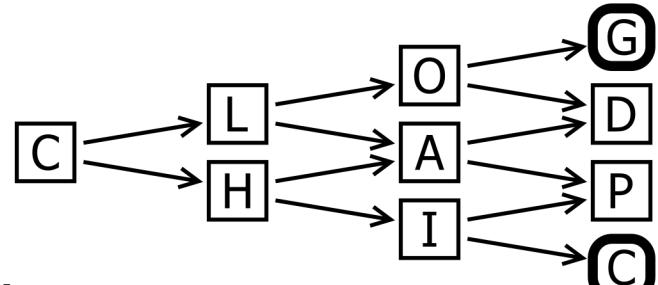
of those two extreme nodes is a letter of the word GOLD. Looking at the letter in the opposite paired node within each set (G with C, O with A, L with R, and D with S), we get the answer, CARS.

(Construction note: “Peridot” mentioned in one clue is the name of a Steven Universe character, for whom “You clod!” is essentially a catchphrase. The clue is still solvable without this knowledge, it’s just a thematic nod to the show.)

GARNET'S FUTURE VISION

Garnet has the ability to view possible futures across multiple timelines. In some cases, her predictions can be as good as **GOLD**, but what else does she potentially see approaching?

- Applaud **CLAP**
- Bacon, ham, etc. **PORK**
- Barely spicy **MILD**
- Clump of dirt (or insult that Peridot often uses) **CLOD**
- Distance rarely run in under four minutes **MILE**
- Epic multi-part tale **SAGA**
- Family name of Groucho, Chico, and Harpo **MARX**
- Feature of a horse or lion **MANE**
- Fell to the ocean floor **SANK**
- Free lunches or flexible hours at work, e.g. **PERK**
- Gent **CHAP**
- Herb of wisdom? **SAGE**
- Light, smooth fabric **SILK**
- Lively and energetic **PERT**
- Morsel of chocolate or potato **CHIP**
- Nation south of Libya **CHAD**
- Not naked **CLAD**
- Opposite of starboard **PORT**
- Place to wash your hands or dishes **SINK**
- Possessing all one's mental faculties **SANE**
- Red planet **MARS**
- Remains of a banana **PEEL**
- Seductive woman **MINX**
- Structure for storing grain **SILO**
- Sulk **POUT**
- Tailless cat breed **MANX**
- Take an early look **PEEK**
- Transfer liquid from bottle to glass **POUR**
- Très stylish **CHIC**
- Trigonometric function **SINE**
- Wooden shoe **CLOG**
- Workplace of the seven dwarfs **MINE**



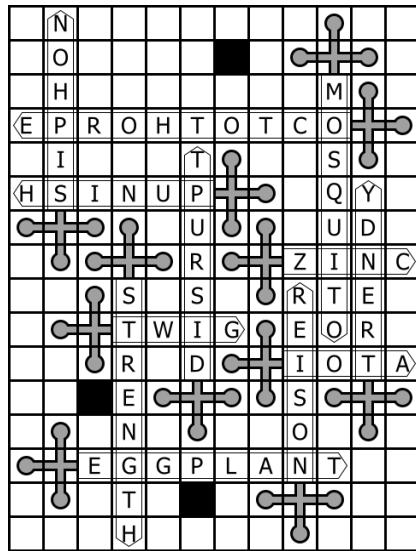
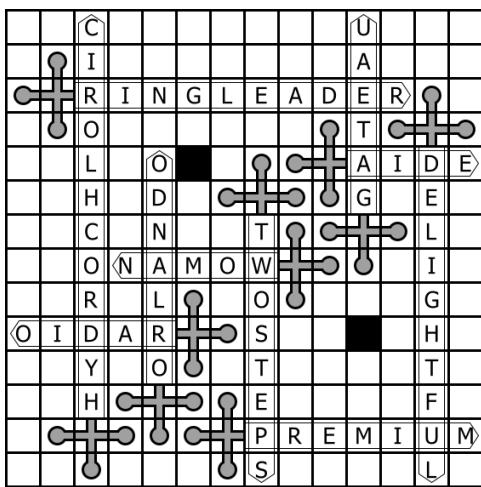
Garnet's answer:

Pearl's Cross-Sword Puzzle

Two useful tips to keep in mind when solving these logic puzzles:

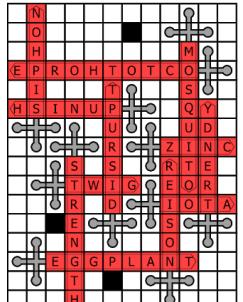
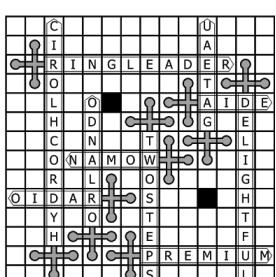
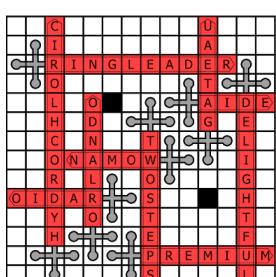
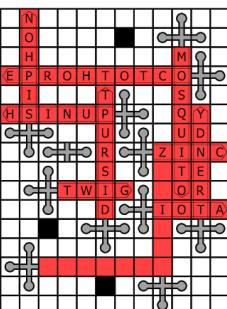
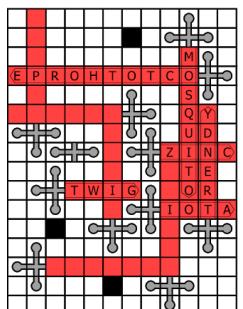
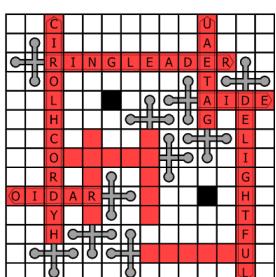
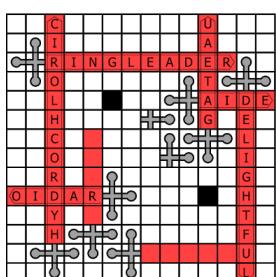
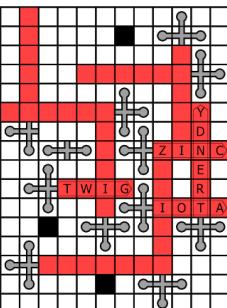
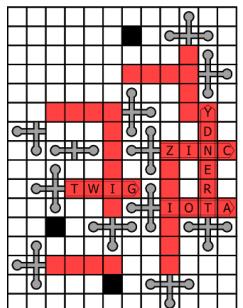
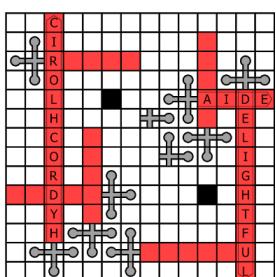
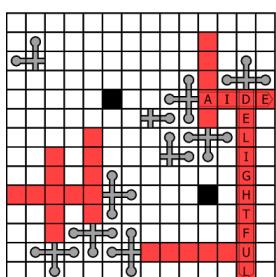
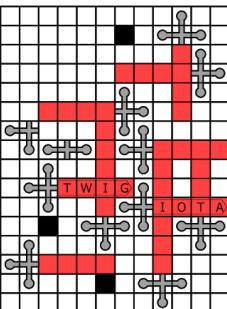
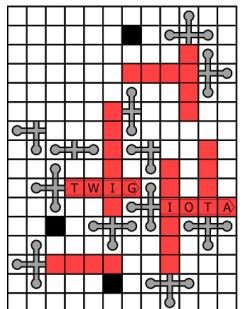
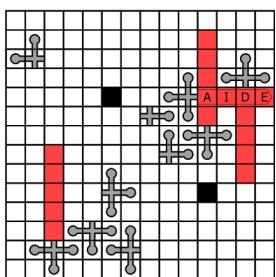
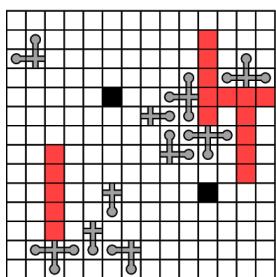
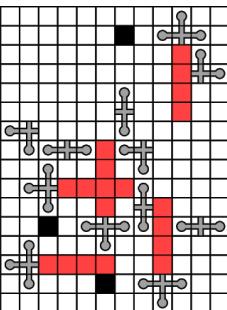
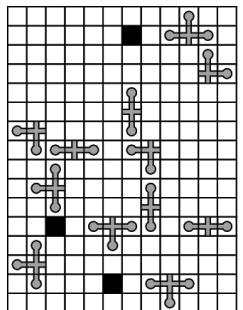
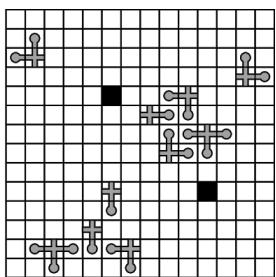
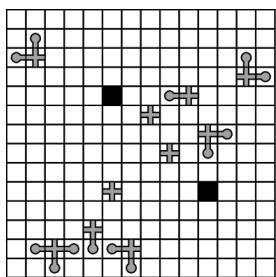
1. If there isn't enough space for a word (four letters or more) to extend from one direction of a cross-handle, then that direction must instead contain a one-square extension of the handle. Be sure to draw that handle in, since it may block the potential placements of words extending from other cross-handles, creating a cascading effect.
2. If you determine where a word must be placed, and a letter from that word ends up adjacent to a different cross-handle, then that different cross-handle must have its word/blade extend in that direction, and the other three directions from that cross-handle must be handle extensions.

These are the solved grids:



No explicit method of extraction is provided, but the most significant letters are the ones at the intersections. Looking at the example puzzle, the letters at the intersections spell ANSWER when starting from the upper-left intersection and reading clockwise. This confirms this method for extraction. The letters we get from the first puzzle spell READ UPWARD and the ones from the second puzzle spell POINTING TIPS, so we need to READ UPWARD-POINTING TIPS. There are seven upward-pointing swords. If we circle or otherwise highlight the letters written on their tips, we can read the word COUNTRY from left to right, which is the answer.

The diagrams on the next page illustrate potential solving paths for these puzzles. Empty red squares indicate locations where letters/blades must be placed, but we don't know which letters go there yet. This solving path does not make use of the given hint that every sword intersects exactly two other swords, so faster solving paths are possible.



(Construction note: The example puzzle intentionally contains no upward-pointing tips, just in case solvers are unsure whether the example would need to be included in the extraction. Also, the tips of the swords never intersect any other swords. I considered mentioning this in the instructions in order to help potentially make solving easier, but the instructions were long enough and I couldn't find a nice concise way of phrasing it while also emphasizing which other sword parts can/cannot intersect.)



PEARL'S CROSS-SWORD PUZZLE

(PAGE 1 OF 2)

Pearl keeps her sword collection very organized. Can you fit the given set of swords into the grid? Sword placement must obey the following rules:

- Each sword has one cross-handle, which is already placed in the grid. The blade of the sword extends in one direction from the cross-handle. In all the other three directions, the handle extends by exactly one square.
- Each sword has a different word from the given list written along the entire length of the blade, one letter per square. For example, a blade that is 4 squares long will be labeled with a 4-letter word. The first letter is placed adjacent to the cross-handle and the rest of the letters follow in order, with the last letter placed at the sword's tip.
- Sword handles never intersect with any parts of other swords. Blade sections may intersect other blade sections if they contain the same letter. In this manner, every sword will intersect exactly two other swords.
- Black squares in the grid cannot contain any part of a sword.

Hint for starting: If there isn't enough room for any word to fit when starting at a certain side of a cross-handle, then that side must have a handle part instead. That handle part might block other potential blades, eliminating more possibilities.

Example

SAWS

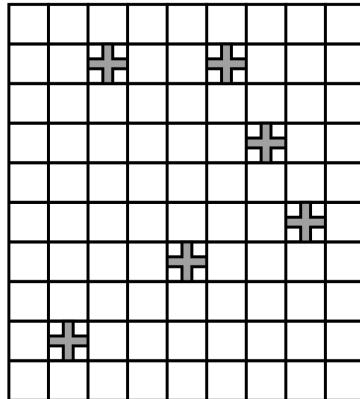
NAPALM

WREN

REQUIEM

INVEST

PASSWORD



ANSWER





PEARL'S CROSS-SWORD PUZZLE

(PAGE 2 OF 2)

Puzzle 1

AIDE	PREMIUM
RADIO	TWOSTEPS
WOMAN	DELIGHTFUL
GATEAU	RINGLEADER
ORLANDO	HYDROCHLORIC



Clue: READ UPWARD POINTING TIPS

Pearl's answer: C O U N T R Y

Puzzle 2

IOTA	TRENDY
TWIG	DISRUPT
ZINC	EGGPLANT
NOSIER	MOSQUITO
PUNISH	STRENGTH
SIPHON	OCTOTHORPE



Steven's Musical Adventures

First, we solve the logic puzzle to determine the placement of the seven locations:

Clue 3 refers to three locations that are in a straight line: Funland Amusement Park, the Residential District, and the Car Wash. None of these locations are the ones listed as bordering the ocean in Clue 4. There are only four squares that don't border the ocean, and the only set within those that forms a straight line is the Northwest, West, and Southwest. Specifically, the Residential District must be in the West, and the other two locations are Northwest and Southwest in some order.

The Big Donut is the only other remaining location that is not one of the three that borders the ocean. The only place left for it is the North.

From Clue 2, the two Funland locations are not next to the Big Donut, so the Funland Amusement Park (part of the line in Clue 3) must be Southwest, and the Funland Arcade (next to the ocean in Clue 4) must be South. The other part of Clue 3, the Car Wash, must be Northwest.

The two remaining locations are Fish Stew Pizza and the Crystal Temple, in the Northeast and Middle. Clue 1 says Fish Stew Pizza is not in the top row, so it must be Middle, and the Crystal Temple is Northeast.

Car Wash	Big Donut	Crystal Temple
Residential	Fish Stew Pizza	
Funland Park	Funland Arcade	

(Construction note: These locations are roughly in the correct relative positions as they are on the TV show, with some creative liberties taken. This knowledge is not required at all for solving, but it's nice that it's relatively consistent.)

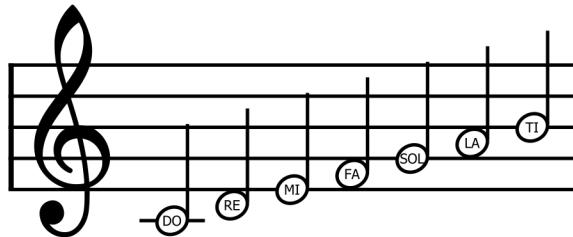
Within the logic puzzle clues, each location is accompanied by a parenthetical with an emphasized word. These words each start with one of the seven solfege notes: DONUT, REGULAR, MIRRORS, FATHER, SOLE, LARS, TIERS. (At least, the written names of the notes are present as the first letters; the pronunciations are also roughly the same, though RE/REGULAR is the biggest stretch.) We therefore now have a mapping from notes to places to squares on the grid map.

FA(THER)	DO(NUT)	RE(GULAR)
LA(RS)	SOL(E)	
MI(RRORS)	TI(ERS)	

For each of the four given sets of notes, we can trace a path through the corresponding locations on the map. Each path resembles a different capital letter, spelling the answer, TYPE.



STEVEN'S MUSICAL ADVENTURES

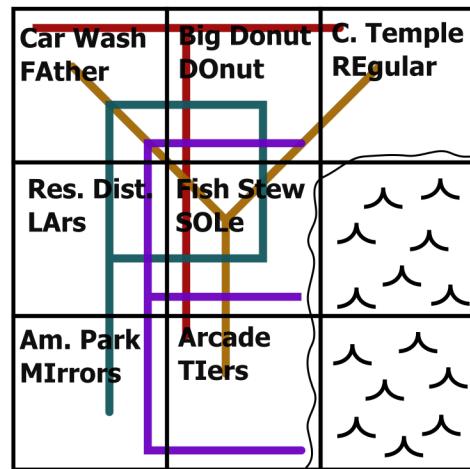


Steven enjoys singing songs while helping everyone in his hometown of Beach City. Fill the seven empty regions of this map with the seven locations he visited this week, based on the following clues:

- Fish Stew Pizza (where fish can be your SOLE topping!) is not in the top row of the map.
- The Big Donut (where Steven buys his daily DONUT) isn't adjacent to either of the two Funland locations.
- The Residential District (home to Steven's friends Onion, Sadie, and LARS) is located exactly between the Funland Amusement Park (which has a hall of MIRRORS) and "It's A Wash" Car Wash (where Steven's FATHER Greg works).
- The three locations that border the ocean, in some order, are Fish Stew Pizza, the Funland Arcade (where various TIERS of prizes can be won), and the Crystal Temple (where Steven lives and acts like a REGULAR kid).

For each of his four adventures this week, Steven made up a new song that allows him to retrace his steps through everywhere he visited.

Map of Beach City



T

Y

P

E

Steven's answer: **T Y P E**

Metapuzzle: Fusions

Each clue can be completed by replacing the character's name with the answer to their corresponding puzzle: Amethyst/HEAD, Garnet/CARS, Pearl/COUNTRY, and Steven/TYPE. The answers to these clues are in alphabetical order, and their lengths are provided.

BRITISH
CHICKEN
DUCK
EXIT
FOG
FORK
GUITAR
HOTEL
KEYBOARD
LION
MOTOR
SMOKE
SPOON
TIGER
TURKEY

After solving enough of these clues, solvers can notice that the answers are parts of "portmanteau" words made by combining the halves of different words. This is thematic for a "Fusions" puzzle, and is hinted by the example fusions of Steven + Connie = Stevonne and breakfast + lunch = brunch.

When pairing words together that can create a portmanteau, we can match each word to the Steven Universe character whose puzzle answer contributed to the clue for that word. Each portmanteau word then corresponds to a different combination of characters, which is how we can match each word to one of the seven rows at the bottom of the page. For example, the portmanteau SMOG can be made from SMOKE and FOG, which come from a Steven clue and a Garnet clue, so we fill in SMOG next to Steven + Garnet in the first row.

Steven + Garnet = SMOKE + FOG = SMOG
Amethyst + Steven = LION + TIGER = LIGER
Pearl + Amethyst = BRITISH + EXIT = BREXIT
Pearl + Amethyst + Garnet = TURKEY + DUCK + CHICKEN = TURDUCKEN
Steven + Pearl = KEYBOARD + GUITAR = KEYTAR
Amethyst + Garnet = SPOON + FORK = SPORK
Garnet + Pearl = MOTOR + HOTEL = MOTEL

The indicated letters spell the final answer, MIX TAPE, which is a double pun on fusions (mix = fusion, and tape is used to stick things together), and is itself a way to emotionally bond with others, also reflecting Steven's love of music.

(Construction note: LIGER should be the most well-known combination of LION + TIGER, but TIGON is technically another possibility. Fortunately, the same letter is extracted either way, so it doesn't really matter. But for a clear disambiguation, the order of the two characters for each fusion corresponds to the order that the two words contribute to the portmanteau. The fusion is listed as Amethyst and then Steven, so the corresponding words are LION and then TIGER, and so LIGER is made from the front half of LION and back half of TIGER. All such orderings of the characters in the fusions reflect the orderings of the words contributing to the portmanteau, which may be a useful pattern for solvers to notice, but isn't required for solving.)

(Construction note: This entire puzzle set doesn't really make use of any of the standard puzzle encodings – Braille, Morse, semaphore, binary, alphanumerics, etc. However, this metapuzzle includes one clue that refers to the NATO phonetic alphabet, and so the standard Puzzled Pint code sheet should still be provided to solvers for this reason.)



METAPUZZLE: FUSIONS

Crystal Gems can “fuse” with other Crystal Gems, forming a larger, stronger “fusion” that shares their qualities. Steven can even fuse with his friend Connie, creating a fusion named Stevonne.

A fusion’s strength depends on the members of the fusion having a strong, healthy relationship. For example, they might share breakfast together – or lunch, or brunch. Steven has an idea for something else that can make a fusion’s bond even stronger. What is it?

Use the previous puzzles’ answers to complete the clues below. The answers to these clues are in alphabetical order. Group those answers in pairs (or in one case, a trio) to create fusions. Write each fusion next to the set of characters whose puzzle answers contributed to the group’s clues.

COUNTRY			
From the [Pearl] of England, maybe	<u>B</u> <u>R</u> <u>I</u> <u>T</u> <u>I</u> <u>S</u> <u>H</u>		
“Game” where two [Garnet] face toward each other	<u>C</u> <u>H</u> <u>I</u> <u>C</u> <u>K</u> <u>E</u> <u>N</u>		
Put your [Amethyst] down quickly	<u>D</u> <u>U</u> <u>C</u> <u>K</u>		
[Amethyst] out	<u>E</u> <u>X</u> <u>I</u> <u>T</u>		
[Garnet] have special lights for this	<u>F</u> <u>O</u> <u>G</u>		
Place where [Garnet] need to choose a direction	<u>F</u> <u>O</u> <u>R</u> <u>K</u>		
Instrument popular in [Pearl] music	<u>G</u> <u>U</u> <u>I</u> <u>T</u> <u>A</u> <u>R</u>		
NATO alphabet word immediately before the only [Pearl]	<u>H</u> <u>O</u> <u>T</u> <u>E</u> <u>L</u>		
Computer part that you use to [Steven]	<u>K</u> <u>E</u> <u>Y</u> <u>B</u> <u>O</u> <u>A</u> <u>R</u> <u>D</u>		
The [Amethyst] animal of the jungle	<u>L</u> <u>I</u> <u>O</u> <u>N</u>		
Vital part that makes [Garnet] go	<u>M</u> <u>O</u> <u>T</u> <u>O</u> <u>R</u>		
[Steven] of bomb or signal	<u>S</u> <u>M</u> <u>O</u> <u>K</u> <u>E</u>		
Object whose “[Amethyst]” is essentially a shallow bowl	<u>S</u> <u>P</u> <u>O</u> <u>O</u> <u>N</u>		
[Steven] of shark or lily	<u>T</u> <u>I</u> <u>G</u> <u>E</u> <u>R</u>		
Large [Pearl] of southern Europe and Asia	<u>T</u> <u>U</u> <u>R</u> <u>K</u> <u>E</u> <u>Y</u>		

SMOKE	FOG	
Steven + Garnet	<u>S</u> <u>M</u> <u>O</u> <u>G</u>	
LION	TIGER	
Amethyst + Steven	<u>L</u> <u>I</u> <u>G</u> <u>E</u> <u>R</u>	
BRITISH	EXIT	
Pearl + Amethyst	<u>B</u> <u>R</u> <u>E</u> <u>X</u> <u>I</u> <u>T</u>	
TURKEY	DUCK	
Pearl + Amethyst + Garnet	<u>T</u> <u>U</u> <u>R</u> <u>D</u> <u>U</u> <u>C</u> <u>K</u> <u>E</u> <u>N</u>	
KEYBOARD	GUITAR	
Steven + Pearl	<u>K</u> <u>E</u> <u>Y</u> <u>T</u> <u>A</u> <u>R</u>	
SPOON	FORK	
Amethyst + Garnet	<u>S</u> <u>P</u> <u>O</u> <u>R</u> <u>K</u>	
MOTOR	HOTEL	
Garnet + Pearl	<u>M</u> <u>O</u> <u>T</u> <u>E</u> <u>L</u>	

Bonus puzzle: Broken Gems

Each line represents a simple crossword-style clue for a word. However, each word has had a transformation applied to it, with the same transformation applied to each word in the same line. Solvers must figure out the original words in the clue, reverse the transformations, solve the clue, then re-apply the same transformation to the solution word for the clue. This will result in the name of a gem.

The operations are always deterministic from original word to given gibberish, but undoing them might not be. The operations consist of moving letters, replacing letters, repeating letters, shifting letters in the alphabet, reversals, or some combination of these. For brevity, explanations of each function below uses a condensed notation, where [1] means first letter, [2] means second letter, [-1] means last letter, [4:-2] means fourth letter through second-to-last letter, shift([3],-1) means shift the third letter backward once in the alphabet, etc.

#	Operation	Original Clue	Word	Gem	Ltr
Ex	[1:-1]+L	GREEN FRUIT WITH SMALL TOP AND FAT BOTTOM	PEAR	PEARL	-
1	J+[2:-1]	FRIENDLY ANIMATED GHOST IN CLASSIC CARTOONS	CASPER	JASPER	S
2	[2]+[1:-2]	MICROSOFT CORPORATION COFOUNDER AND PHILANTHROPIST BILL	GATES	AGATE	E
3	[-2]+M+[1:-3]+[-1]	MAMMAL WITH SPECIES LIKE PANDA POLAR AND GRIZZLY	BEAR	AMBER	M
4	[1:-3]+[-1]+[-2]+T	TINY PUNCTUATION MARK ENDING MOST SENTENCES	PERIOD	PERIDOT	I
5	R->P	WORD DESCRIBING VERBALLY ARTICULATED CONTRACTS OR TRADITIONS	ORAL	OPAL	P
6	B+reverse([1:-1])	STRINGED MUSICAL INSTRUMENT RESEMBLING MINIATURE HARP	LYRE	BERYL	R
7	[1]+[3]+[2]+[4:-2]+E+[-1]	FINANCIAL ENDOWMENT SHARING NAME WITH PRESIDENT ULYSSES	GRANT	GARNET	E
8	A->I, L->C	COMMUNAL TOILET FACILITY AT MILITARY CAMPS	LATRINE	CITRINE	C
9	[1:-5]+[-1]+[-5:-3]+NE	LARGE GLASS ENCLOSURE CONTAINING ANIMALS LIVING UNDERWATER	AQUARIUM	AQUAMARINE	I

		ABBREVIATION FOR STATE WITH STATUE OF LIBERTY	NY	ONYX	O
10	shift([1],1)+[1:-1] +shift([-1],-1)	TWENTY-FIVE CENT COIN FEATURING GEORGE WASHINGTON	QUARTER	QUARTZ	U
11	[1:-3]+Z	ENGLISH RIVER FLOWING UNDERNEATH LONDON BRIDGE	THAMES	AMETHYST	S
12	[3:-2]+[1:2]+Y+[-1]+[1]	DEVILISH CREATURE TYPE RESIDING INSIDE HELL	DEMON	DIAMOND	M
13	[1:-1]+[1], E->IA	WALK SLOWLY WHILE WITHIN WATER WAIST DOWN	WADE	JADE	E
14	W->J	DRONING VOICE WITHOUT EMOTIONAL RANGE	MONOTONE	MOONSTONE	M
15	[1:2]+[4]+[3]+S+[5:-1]	PREPOSITION MEANING PLACED DIRECTLY UPON	ATOP	TOPAZ	O
16	[2:-1]+[1]+shift([1],-1)	INSERT THINGS UNDERGROUND LIKE TREASURE AND COFFINS	BURY	RUBY	R
17	reverse([1:-2])+[-1]	STANDARD WORD FOR THREAD-PRODUCING ARACHNID	SPIDER	SPINEL	I
18	D->N, R->L	COMPLETE THIS CHRISTMAS CAROL: HARK THE SOMETHING ANGELS SING	HERALD	EMERALD	E
19	[2]+M+[2:-1]	TALL POINTED STRUCTURE ADORNING CHURCH STEEPLE	SPIRE	SAPPHIRE	S
20	[1]+A+[2]+[2] +shift([3],-1)+[3:-1]				

The indicated letters from the gems spell the answer, SEMIPRECIOUS MEMORIES.

(Construction note: This type of puzzle generally removes all spaces and punctuation as well. However, since there are so many of these to solve here, and some of the transformations are a bit tricky, I felt that preserving the spaces would help make the puzzle less daunting to solvers who have never seen this type of puzzle before, and a more appropriate difficulty level for Puzzled Pint.)



Puzzled
Pint MAY
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BROKEN GEMS



Several gems have been slightly broken, and ended up resembling new words. Steven tried to help change them back, but his healing powers went awry and transformed the clues to the words instead! Figure out the word being clued, then apply the transformation to fix the gem. If you're successful, you'll reveal what all these gems have given Steven in return.

- Example: GREENL FRUITL WITHL SMALLL TOPL ANDL FATAL BOTTOML PEAR → PEARL
GREEN FRUIT WITH SMALL TOP AND FAT BOTTOM
1. JRIENDLY JNIMATED JHOST JN JCLASSIC JARTOONS C A S P E R → J A S P E R
FRIENDLY ANIMATED GHOST IN CLASSIC CARTOONS
 2. IMICROSOF OCORPORATIO OCOFOUNDE NAN HPHILANTHROPIS IBIL G A T E S → A G A T E
MICROSOFT CORPORATION COFOUNDER AND PHILANTHROPIST BILL
 3. AMMAMML TMWIH EMSPECIS KMLIE DMPANA AMPOLR NMAD LMGRIZZY B E A R → A M B E R
MAMMAL WITH SPECIES LIKE PANDA POLAR AND GRIZZLY
 4. TIYNT PUNCTUATINOT MAKRT ENDIGHT MOTST SENTENCSET P E R I O D → P E R I D O T
TINY PUNCTUATION MARK ENDING MOST SENTENCES
 5. WOPD DESCPIBING VEPBALLY ARTICULATED CONTPACTS OP TPADITIONS O R A L → O P A L
WORD DESCRIBING VERBALLY ARTICULATED CONTRACTS OR TRADITIONS
 6. BDEGNIRTS BLACISUM BTNEMURTSNI BGNILBMESER BERUTAINIM BPRAH L Y R E → B E R Y L
STRINGED MUSICAL INSTRUMENT RESEMBLING MINIATURE HARP
 7. FNIACTIAEL EDNOWMENET SAHRINEG NMAEE WTIEH PERSIDENET UYLSSEES
FINANCIAL ENDOWMENT SHARING NAME WITH PRESIDENT ULYSSES G R A N T → G A R N E T
 8. COMMUNIC TOICET FICICITY IT MICITIRY CIMPS L A T R I N E → C I T R I N E
COMMUNAL TOILET FACILITY AT MILITARY CAMPS
 9. LELARNE GSGLANE ENCLOEOSUNE CONTAIGININE ANISIMANE LIGIVINE UNDERWRWATNE
LARGE GLASS ENCLOSURE CONTAINING ANIMALS LIVING UNDERWATER A Q U A R I U M → A Q U A M A R I N E
 10. BABBREVIATIONM GFORQ TSTATED XWITHG TSTATUED POFE MLIBERTYX N Y → O N Y X
ABBREVIATION FOR STATE WITH STATUE OF LIBERTY
 11. TWENZ-FIZ CEZ COZ FEATURIZ GEORZ WASHINGTZ Q U A R T E R → Q U A R T Z
TWENTY-FIVE CENT COIN FEATURING GEORGE WASHINGTON
 12. GLISENYHE VERIYRR OWINFLYGF DERNEATUNYHU NDOLOYNL IDGBRYEB
ENGLISH RIVER FLOWING UNDERNEATH LONDON BRIDGE T H A M E S → A M E T H Y S T
 13. DIAVILISHD CRIAATURIAC TYPIAT RIASIDINGR INSIDIAI HIAHH D E M O N → D I A M O N D
DEVILISH CREATURE TYPE RESIDING INSIDE HELL
 14. JALK SLOJLY JHILE JITHIN JATER JAIST DOJN W A D E → J A D E
WALK SLOWLY WHILE WITHIN WATER WAIST DOWN
 15. DRNOSING VOCISE WIHTSOUT EMTOSIONAL RAGNSE M O N O T O N E → M O O N S T O N E
DRONING VOICE WITHOUT EMOTIONAL RANGE
 16. REPOSITIONPO EANINGML LACEDPO IRECTLYDC PONUT A T O P → T O P A Z
PREPOSITION MEANING PLACED DIRECTLY UPON
 17. RESNIT GNIGHTS NUORGREDNUD KILE RUSAERTE NAD NIFFOCS B U R Y → R U B Y
INSERT THINGS UNDERGROUND LIKE TREASURE AND COFFINS
 18. STANNALN WOLN FOL THLEAN-PLONUCING ALACHNNIN S P I D E R → S P I N E L
STANDARD WORD FOR THREAD-PRODUCING ARACHNID
 19. OMCOMPLETE HMHIS HMHRISTMAS AMAROL: AMARK HMHE OMOMETHING NMNGELS IMING
COMPLETE THIS CHRISTMAS CAROL: HARK THE SOMETHING ANGELS SING H E R A L D → E M E R A L D
 20. TAAKLL PAOOHINTED SATTORUCTURE AADDNORNING CAHHTURCH SATTDEEPLE
TALL POINTED STRUCTURE ADORNING CHURCH STEEPLE S P I R E → S A P P H I R E