

# The Bifröst – Solution

By: ALEX WALKER

The Bifröst running through this puzzle is subdivided into 16 cells, each featuring a crossword-style clue. These clues don't necessarily make sense, but by changing a letter in each we can produce something sensible:

K → G	Like most organs, and some [ankles → angles]	INTERNAL
M → E	What people do in a [storm → store]	SHOP
R → M	[Rural → Mural] location	WALL
F → S	[Flings → Slings] plates	SERVES
N → F	Common material for [normal → formal] clothes	SILK
A → O	Multi-part field on a [farm → form]	NAME
U → R	Narrow end of a [Buick → brick]	HEADER
O → A	A stick for [roosting → roasting] birds	SPIT
V → G	Fruit often used as a [varnish → garnish]	LIME
E → A	Problem with old [breed → bread]	MOLD
E → U	[Peppy → Puppy] _____ (pet food)	CHOW
K → N	Rough surface on a country [lake → lane]	GRAVEL
S → T	Company made famous by the Model [S → T]	FORD
H → L	[Chose → Close] to RSVP	PLAIT
U → E	[Hun's → Hen's] offspring	CHICK
W → T	Honorific [now → not] used for women	MISTER

The new letters in the fixed clues spell the phrase **GEMS FOR A GAUNTLET**, which refers to the Infinity Stones from the Marvel Cinematic Universe. There are six Infinity Stones, and their colors match the colors in the Bifröst graphic (**REALITY**, **SOUL**, **MIND**, **TIME**, **SPACE**, and **POWER**). We match each clue's answer to an Infinity Stone using the colors, then note that each pair (e.g. **TIME** + **INTERNAL**) is one letter away from a common phrase (e.g. **TIME INTERVAL**):

TIME	INTERNAL → INTERVAL	N → V
SPACE	SHOP → SHIP	O → I
SPACE	WALL → WALK	L → K
POWER	SERVES → SERIES	V → I
TIME	SILK → SINK	L → N
MIND	NAME → GAME	N → G
MIND	HEADER → READER	H → R
SPACE	SPIT → SUIT	P → U
POWER	LIME → LINE	M → N
MIND	MOLD → MELD	O → E
REALITY	CHOW → SHOW	C → S
TIME	GRAVEL → TRAVEL	G → T
SOUL	FORD → FOOD	R → O
POWER	PLAIT → PLANT	I → N
REALITY	CHICK → CHECK	I → E
SOUL	MISTER → SISTER	M → S

The final answer is then read from the new letters:

*What kind of obstacle could spell disaster for Red?*      VIKING RUNESTONES