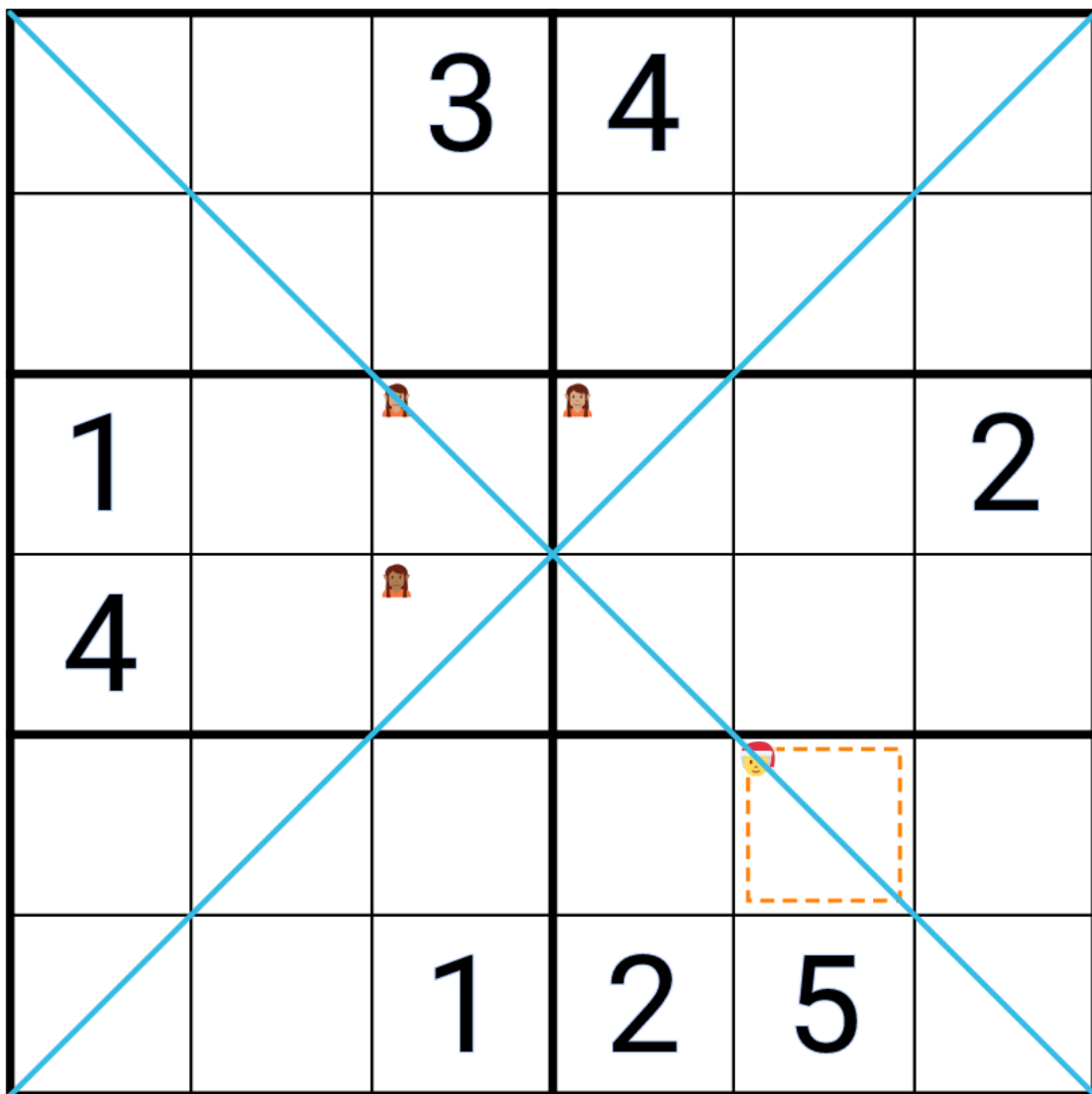


Day 11

Time after time you return to the room, to the wall, to that crack, and you stare. Hours and hours are spent trying any and everything you can think of. You try pushing, pulling, talking to it, indeed at one point you sit for an hour trying to *think* it open as hard as you possibly can. Each time you run out of ideas you return to your mirror castle and you sit among your animal subjects and ask them if they know how to get into the crack in the wall, or you wander the dim aisles of the store hoping for inspiration.

Over the course of your trials you sometimes spot another toy half-hidden under a shelf in some other part of the store and you bring it back to join the others. On one such visit you spot another elf, but this one is different from the other two you have. You arrange the three on the floor by the castle and stare at them. Perhaps they hold the clue you seek; it might be hiding... [In Plain Sight](#).



Along each of the two marked diagonals, each of the digits 1 to 6 must appear exactly once.