

PYGMALION SOLUTION – CHIPPED / WIRESAW

The Statue Park puzzle may be solved as shown below. This can be solved purely through logic, though fitting the names of the statues in the grid in advance may help place some of the pentominoes. The logical path chiefly follows from the need to move the loop path both in and out of various regions. Also critical is the realization that the U-pentomino must surround a topiary space or the path will dead-end into it.

When the pentominoes are placed, the statue names (shown in red) may be unambiguously entered into the grid, which will in turn disambiguate the placement and orientation of identical pentominoes. When the statue names are placed, letters landing in topiaries spell the answer CHIPPED (pentomino letters not used in statue names spell ALAS WHAT YOU'RE PERUSING NOW IS MOSTLY REQUIRED FILLER).

Tracing Pygmalion's path per the instructions in the intro spells out the answer WIRESAW (shown in yellow).

