



The Defect's 100th Orb



COMPLETE TO COLLECT
Moonstone Cabochon
Level 3 · 4 Glints

THE PROBLEM

In the game *Slay the Spire*, the Defect uses Orbs. For this puzzle, three full Orb slots are shown from left to right. When the slots are full, a new Orb enters on the left. The Orb on the right is **Evoked** and leaves; the other two Orbs shift right. The starting slots are Dark, Frost, Lightning. The Defect repeatedly channels Lightning, Frost, Dark, then repeats.



STARTING SLOTS

NEW ORB →



Dark



Frost



Lightning

→

EVOKED ORB

Repeated channel order: **Lightning** → **Frost** → **Dark** → repeat

QUESTIONS

On separate paper, record the first three slot states and your shortcut to channel 100.

- After the Defect channels Lightning, Frost, and Dark once, which Orbs were Evoked, in order? What is now in the three slots?
- The Defect keeps repeating the same channel order. Which Orb is Evoked on the **100th channel**? Explain without drawing all 100 channels.

