

Hex

* The letters at the top of the page are semaphore, and they spell out "FUN WITH HEXAGONS". This is only used to clue semaphore, and to show the different angles at which letters can be drawn.

* The first step is to traverse the maze, starting at "START". The direction by which you enter the hexagon determines how the semaphore letter in the hexagon is oriented. You can spell out the complete alphabet, A-Z, and end at END.

* The next step is to look at the grey numbers in the grid. Make more semaphore letters in the hexagons with the grey numbers by connecting the entry point of your alphabet path, the center of the hexagon, and the exit point of your alphabet path. Use the orientation of the grey number in the hexagon as the letter orientation. Doing this gives you CONNECT DOG.

* Connect "D-O-G" (from your alphabet maze) in the grid. This will give you a huge semaphore letter. Rotate the page so that the I, II, III, IV, etc. Roman numerals are at the correct orientation, and then read off this big semaphore letter for each numeral. It will spell HANGOUT.