the first 2 glyphs, which represent the two wordlists, will be drawn in the upper left corner. the third glyph is a glyph to show which wordlist is currently being applied. the following glyphs represent the first two wordlists. the color of these glyphs is indicative of whether a glyphs "observed" value is in the main or rare wordlist. the color of the glyphs is determined by the phase of the game. the fifth glyph, with the r at the top, represents the current wordlist that is being applied. the next few glyphs represent the first 2 wordlists. the color of these glyphs is indicative of whether a glyph's "observed" value is in the main or rare wordlist. the following glyph represents the current wordlist. because this is a wordlist so we need a specific angle so that we can better see the wordlist. lets use the first glyph, which shows the wordlist was used for the first game in the series. set the color to green and the angle to 18 degrees. by doing this we are able to better see the glyphs. the second glyph, which shows that this is the main wordlist, has a red background and an angle of 90 degrees. the third glyph, which is the current wordlist, has a blue background and an angle of 42 degrees. the following glyphs represent the first 2 wordlists. the color of these glyphs is indicative of whether a glyph's "observed" value is in the main or rare wordlist. the color of the glyphs is determined by the phase of the game. the fourth glyph represents the current wordlist. this is the same code, just with a slight modification in how the plot is drawn. the first step is to define the third wordlist, the current wordlist. this is done using the setglyphcolors(map, wordlist) function. this function takes a list of wordlists as its first argument. the wordlists should have a key and a value. the key is what should be displayed in the plot. the value is used to set the color of the glyph. in our case, we want to display the wordlist name in the plot, so the key is the wordlist name, and we set the value to the name of the wordlist. the function also takes a list of colors as its second argument. this is a list of colors that should be used to set the color of the glyph. in our case, we want the current wordlist to be green, and the two wordlists to be displayed in blue. the colors are set using a map from wordlist name to color. for example, the wordlist name rare maps to #f7f7f7. using this map, the code below can be used to set the current wordlist to green and the two wordlists to blue. in the code below, rare would be the wordlist name and #f7f7f7 would be the color.

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