Challenges & Solutions
HOW TO PLAY

1. Choose a challenge from the book and place it beside the game board.
   Which connections must you make to complete this puzzle?

2. Arrange the nine tiles on the game board to connect the icons pictured in the challenge without creating dead ends.
   - This arrow means you must create a pathway between the icons.
   - This arrow means you must NOT create a pathway between the icons.

   There are two secret passageway tiles which can connect pathways or icons. For example, when the passageway tiles are placed as shown here, the adventurer connects to the princess through the secret passageway.

   The mummy may connect on a pathway to any icon except where the challenge forbids it with a crossed-out arrow.

3. Once you’ve placed all nine tiles and made the correct connections, you’ve solved the puzzle!

   In this challenge, you needed to connect the adventurer and the princess but NOT the adventurer and the mummy.

DIFFICULTY LEVELS

- Starter 1-12
- Junior 13-24
- Expert 25-36
- Master 37-48

VARIATION

Here’s an easier way to solve the puzzles for younger players or beginners:

You can create dead ends as long as the icons pictured in the challenge are still connected.

In the example above, the pyramids are still connected to the sphinx.

Usually there are many solutions to a challenge. Several solutions are shown on the reverse side of each challenge.
SmartGames are brain-building, logical-reasoning games designed for one player. These games help foster strategy, logic, and problem-solving skills in puzzlers of all ages.

Look for these additional SmartGames:

- EI-2952 Maze Ways Cat & Mouse
- EI-2950 Safari Undercover
- EI-2951 North Pole Camouflage
- EI-2948 Traffic Control
- EI-2949 Pirates Undercover
- EI-2956 Royal Rescue
- EI-2953 Castle Logix
- EI-2954 Fire Escape