

# Merlin's Apprentice

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## Table of Contents

- [General Notes](#)
- [Puzzle Types and Solution Hints](#)
- [Level 1 Puzzles](#):
  - [1-1 Arcade \[Action\]](#)
  - [1-2 Cryptogram \[Words\]](#)
  - [1-3 Slider \[Logic\]](#)
  - [1-4 Simon Says \[Memory\]](#)
  - [1-5 Arcade \[Action\]](#)
  - [1-6 Slider \[Logic\]](#)
  - [Level 1 Potion \[Logic\]](#)
- [Level 2 Puzzles](#):
  - [2-1 Arcade \[Action\]](#)
  - [2-2 Alignment \[Logic\]](#)
  - [2-3 Cryptogram \[Words\]](#)
  - [2-4 Arcade \[Action\]](#)
  - [2-5 Slider \[Logic\]](#)
  - [2-6 Slider \[Logic\]](#)
  - [2-7 Polyominoes \[Shapes\]](#)
  - [2-8 Simon Says \[Memory\]](#)
  - [2-9 Polyominoes \[Shapes\]](#)
  - [Level 2 Potion \[Logic\]](#)
- [Level 3 Puzzles](#):
  - [3-1 Alignment \[Logic\]](#)
  - [3-2 Polyominoes \[Shapes\]](#)
  - [3-3 Alignment \[Logic\]](#)
  - [3-4 Alignment \[Logic\]](#)
  - [3-5 Alignment \[Logic\]](#)
  - [3-6 Arcade \[Action\]](#)
  - [3-7 Slider \[Logic\]](#)
  - [3-8 Arcade \[Action\]](#)
  - [3-9 Polyominoes \[Shapes\]](#)
  - [3-10 Slider \[Logic\]](#)
  - [3-11 Cryptogram \[Words\]](#)
  - [3-12 Simon Says \[Memory\]](#)
  - [Level 3 Potion \[Logic\]](#)

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# General Notes

*Merlin's Apprentice* is another Philips Media puzzle game from Cliff Johnson, creator of [The Fool's Errand](#), [Labyrinth of Crete](#) and several other puzzle games. A single game of *Merlin's Apprentice* contains 30 different puzzles loosely tied together in an overall theme of ancient alchemy. Several different types of puzzles are included in each game, and three difficulty levels may be chosen for each puzzle: Beginner, Advanced and Expert. At each difficulty level, there are four or more instances of each puzzle, randomly chosen for each game.

*Merlin's Apprentice* is being offered as copyrightware. For more information, visit Cliff Johnson's web site at <http://www.fools-errand.com/>.

The single saved-game file acts like a status file - it gets updated with the current progress of the game - so be sure to copy the %WINDIR%\MERLIN.DAT file if you want to return to a fixed point in the game. The saved-game file includes the current status of up to twelve ongoing games, each of which can be played independently of the others using a unique game piece. A main menu selection allows you to monitor your progress with each of the game pieces.

This game runs under Windows 95, but not under Windows 2000.

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# Puzzle Types and Solution Hints

Several different types of puzzles in five general categories are included in each game. Categories as defined in the game difficulty settings are: Words, Shapes, Action, Memory and Logic. For additional information on each puzzle, refer to the online help available within the puzzle.

## *Arcade [Action]*

This type of puzzle involves targets moving across the screen. The object of the puzzle is to click the targets faster than they disappear at the screen margins. One or more sets of seven colored diamonds are awarded as targets are clicked, but diamonds are lost if too many targets escape. Different sounds accompany winning or losing a diamond. The rate at which targets appear increases with the difficulty level of the puzzle, as does the number of diamond sets required for completion. One strategy that is often successful is to keep the mouse cursor along one side of the screen and minimize mouse motion as much as possible by leaving the cursor in a hit zone and allowing occasional targets to pass without being clicked. This keeps the mouse motion in a relatively-small two-dimensional range rather than having to cover the entire screen.

## *Cryptogram [Words]*

A letter substitution puzzle. Solving for shorter words and observing the effects of changes may make solutions easier.

## *Slider [Logic]*

These jigsaw-style puzzles vary in size from 6 to 13 pieces, and range in difficulty from easy to quite challenging. The goal is to unscramble a jumbled picture by cycling the position of two or more pieces using either side of four control symbols. Each side of a control symbol undoes the operation of the other side. Solution sequences consist of control symbols identified by index, with L or R to indicate which side of the symbol is pressed. The side portion of the symbol is omitted if each side produces an equivalent rearrangement of pieces, such as exchanging two pieces. Symbol indices are shown next to a matrix of piece positions used to identify the location of a distinguishing piece in the random puzzle arrangements. Some locations in the matrix may not be occupied by puzzle pieces.

### *Simon Says [Memory]*

Click on the symbols in the order they're flashed. Distinctive sounds are made as each symbol is lit. Three shapes are added to the sequence at each stage of the puzzle. Longer sequences are required at higher difficulty levels. To help complete these puzzles, the solution sections below contain image sheets that can be printed out and numbered as sequences are disclosed. These sheets also help identify items that haven't been previously selected. The game cursor can be used to identify one of the three new symbols added at each stage. To view the sequence obtained so far, click on an incorrect symbol.

### *Alignment [Logic]*

Press each symbol or symbol quadrant one or more times in order to achieve the desired pattern or color.

### *Polyominoes [Shapes]*

Arrange the pieces so that they fit inside the solution area. Each piece is shown at half the size it occupies within the solution area. One of the pieces in each puzzle remains unused.

### *Potion [Logic]*

Six to twelve objects must be selected in the correct order. The online puzzle help indicates which of these objects must be selected last. Combining each pair of the original objects results in the creation of a new object, which is then combined with additional original objects to create further new objects until the sequence is complete. The key to solving this type of puzzle is to realize that if the correct sequence of new objects is known, the sequence in which the original objects are chosen can be determined by relatively few comparisons of pairs of original objects. Let  $A$  and  $B$  be original objects whose combination creates the new object  $Z$ . If  $Z$  is not the first new object in the sequence, then in the true sequence  $Z$  must be followed by (combined with) either  $A$  or  $B$ . If this were not the case, we could start the sequence at the beginning with  $A B$  and obtain  $Z$  earlier in the sequence than allowed. By continuing the sequence from  $Z$  using the remaining original objects, we could arrive at the final new object without using up all the original objects. Since the puzzle structure requires all original objects to be used, we conclude that in the true sequence, the combination  $A + B$  must be followed either by  $A$  or by  $B$  if said combination is not the first new object in the sequence (that is, if  $A B$  are not in fact the first two original objects in the true sequence).

So we can go through combinations of two original objects and note which new objects they produce, ignoring cases where the new object is the first in the sequence. For example, say  $A + B$  produces  $Z$ . Then we make a note that in the true sequence,  $Z$  must be followed by  $A$  or  $B$ . When we find another pair of original objects that produces  $Z$ , we can rule out one of the original two possibilities and now know the one original object that follows  $Z$ . Further tests of original pairs can exclude this identified object, which significantly reduces the number of cases we need to consider. If all new objects have not been identified in this way, as is the case with the easier-mode puzzles, we can simply go through the sequence of unused original objects in order.

The logic of this approach is best seen by means of an example. Suppose we have an Advanced-mode Level 2 potion with 9 original objects and known new-object sequence A B C D E F (ignoring the last combination for which the following original object is already known). Number the original objects by 1 - 9, with #4 excluded since it is known to be the last object. Create a table for new objects:

C  
D  
E  
F

Here, we've excluded the first two new objects A and B since Advanced-mode puzzles allow multiple paths to these objects. We will systematically compare pairs of original objects, updating the new-object table and making exclusions as we go. The puzzle is reset after every pair of objects is examined. First we note that the combination 1 2 produces F, so we know that F must be followed by 1 or 2 (we don't yet know which), and we can update our table:

C  
D  
E  
F 1 2

Next, we find that 1 3 also produces F, so the only possibility for the original object that follows F must be 1 since [(1 or 2) and (1 or 3)] is 1:

C  
D  
E  
F 1

This also means that any further combinations involving original object 1 need not be considered. The next pair in order is 2 3, which produces D. We also exclude combinations involving original object 4 since we know that one comes last, so the next pairs are 2 5, which produces E, and 2 6, which produces C:

C 2 6  
D 2 3  
E 2 5  
F 1

Combinations 2 7, 2 8 and 2 9 each produce A, which is ignored since it is the first new object in the sequence. Combination 3 5 produces E, so E is followed by 5 and we exclude further combinations involving 5:

C 2 6  
D 2 3  
E 5  
F 1

Similarly, combination 3 6 produces D and combination 6 7 produces C:

C 6  
D 3

E 5  
F 1

Remaining combinations 7 8, 7 9 and 8 9 each produce A and are ignored. We haven't found 2, 7, 8 and 9 by this method, so we can test which sequence involving these four original objects produces the correct third new object C. The first such sequence that we find can be used - there may be other starting sequences that produce the desired result if the puzzle has more than one solution. In our example, we find that

2 7 8 9 = C

so one final solution sequence is

2 7 8 9 6 3 5 1 4

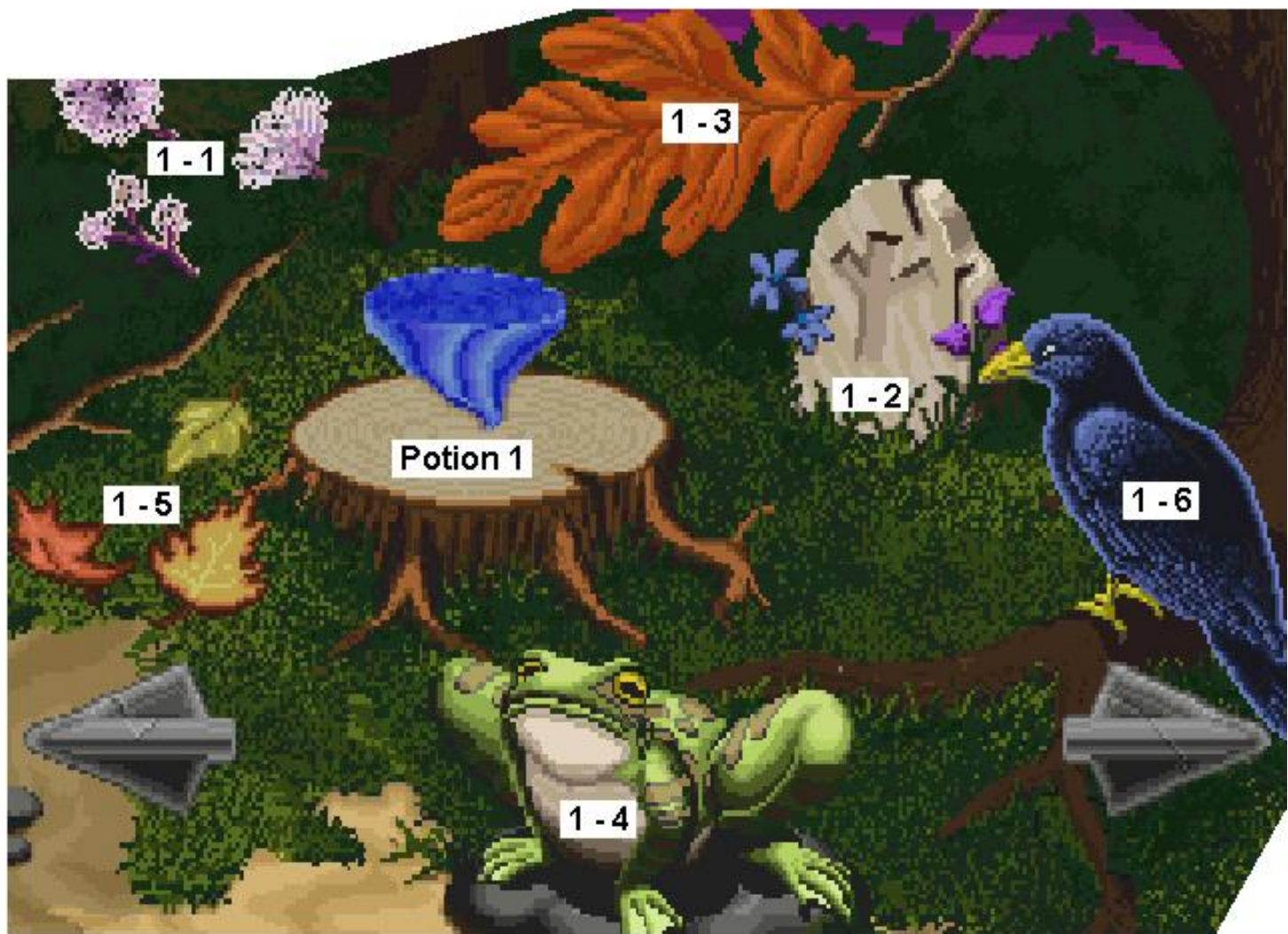
and there are multiple variants of the solution with different orderings of the first four objects.

Of course, the trick to this approach is knowing the correct intermediate sequence of new objects (disclosed in the solutions below). More combinations can be tested with the first puzzle at each level to determine this sequence. A table can be used to keep track of results from combinations of original and new objects. For the above example, such a table would appear as

	1	2	3	5	6	7	8	9
1		F	F	F	F	F	F	F
2			D	E	C	A	A	A
3				E	D	D	D	D
5					E	E	E	E
6						C	C	C
7							A	A
8								A
F		E	E	E	E	E	E	E
D	C	C	E	C	C	C	C	C
E	D	D	D	F	D	D	D	D
C	B	B	B	B	D	B	B	B
A	X	B	X	X	X	B	B	B
B	A	C	A	A	A	C	C	C

where X represents annihilation. Filling in the lower rows of this table can be easier by clicking again on a new object to undo the last combination and pick a new original object. Animations can be skipped using the spacebar. We're looking for gaps or patterns in the table that will indicate a solution sequence. In the above table, for example, there are no combinations of fewer than seven original objects producing F that don't use object 1, so we can assume that the final new object (a green asteroid for Level 2 potions) is produced by combining new object F with original object 1. Only object E produces F (in combination with object 5), so we can work backwards in the table to arrive at a solution sequence.

# Level 1 Puzzles



[1-1](#) | [1-2](#) | [1-3](#) | [1-4](#) | [1-5](#) | [1-6](#) | [Level 1 Potion](#)

## Puzzle 1-1

An [arcade](#) game involving falling dandelion seeds.

Beginner mode: 7 blue diamonds

Advanced mode: 7 blue diamonds + 7 red diamonds

Expert mode: 7 blue diamonds + 7 red diamonds + 7 green diamonds

## Puzzle 1-2

A [cryptogram](#) puzzle with various letter patterns in stone.

Beginner mode:

# # # #####

#####	#####	#####	#####
####	#####	#####	## #####
####	##### ##	#####	## ####
####	# #####	#### #	####
####	####	####	####

<a href="#">Solution</a>	<a href="#">Solution</a>	<a href="#">Solution</a>	<a href="#">Solution</a>
--------------------------	--------------------------	--------------------------	--------------------------

Advanced mode:

####	###	###	## ##
####	#####	#####	###
#####	## ##	###	#####
###	#####	####	#### ##
#####	###	## ##	#####
####	#####	#####	## ####

<a href="#">Solution</a>	<a href="#">Solution</a>	<a href="#">Solution</a>	<a href="#">Solution</a>
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Expert mode:

###	###	###	####
#####	#####	#####	#####
###	#####	## ##	####
#####	## ##	#####	#####
####	#### ##	#####	####
#####	####	####	#####

<a href="#">Solution</a>	<a href="#">Solution</a>	<a href="#">Solution</a>	<a href="#">Solution</a>
--------------------------	--------------------------	--------------------------	--------------------------

### Puzzle 1-3

A 3 x 2 [slider](#) puzzle of an autumn leaf.

Layout :

A B	1
C D	2
E F	3
	4

Mode	Stem Position		Optimum Solution
Beginner	A	EAFBDC	1R 4 3 1R 4 2
	B	BEFCDA	2 1L 4 1L 3
	F	FCDBAE	4 3 1R 4 2 1L
	E	DCABEF	3 1L 3 1L 2 1L
Advanced	A	ECDBAF	2 1L 4 3L 4
	B	CEBDFA	4 1R 2 1R
	F	FCADBE	1L 2 1L 4
	E	FCBAED	3L 4 1R 4 2

Expert	A	EDBACF	3	1R	4	1R	3	1L
	B	BECAFD	2	1L	2	1L	4	1R
	F	ACFBDE	4	2	1L	4		
	E	FADCEB	3	1L	3	1R	2	

### Puzzle 1-4

A Simon Says puzzle involving frogs and other forest creatures.

Beginner mode: 12 symbols

Advanced mode: 15 symbols

Expert mode: 21 symbols



[Open image in separate window for printing](#)

### Puzzle 1-5

An arcade game involving falling leaves.

- Beginner mode: 7 blue diamonds
- Advanced mode: 7 blue diamonds + 7 red diamonds
- Expert mode: 7 blue diamonds + 7 red diamonds + 7 green diamonds

Puzzle 1-6

A 4 x 2 [slider](#) puzzle with one unused piece (position G).

Layout :

A	B	1
C	D	2
E	F	3
G	H	4

Mode	Head Position		Optimum Solution
Beginner	E *	FHEDABGC	4L 4L 3 2 1 4L 3 4L 1
	F	CFHEDAGB	4L 4L 3 1 4L 2 4L 4L 3
	C	ECABHF GD	4L 3 2 4R 3 1 4L 4L 3
	E **	FDEHABGC	4L 4L 3 2 4L 4L 1 4R 3 4R
	*: Tail feathers in position B		
	**: Tail feathers in position D		

Mode	Foot Position		Optimum Solution
Advanced	A	ECBDFAGH	3 1 2L 1 2L
	C	FBEHADGC	1 2L 3 4R 3 2L 4R
	H	DFHACBGE	2L 4R 3 1 4R
	D	CBFEDAGH	4L 3 4R 3 2R 3

Mode	Head Position		Optimum Solution
Expert	B	EADBHF GC	4L 4L 2 4L 2 4L 4L 4L 3
	A	AEHF CBGD	4L 2 4L 4L 3 4L 4L 3
	F	CBDFHAGE	3 1 4L 4L 1 4R 2
	C	FCABDHGE	4L 4L 4L 3 4R 4R 2

Level 1 Potion Puzzle

Original objects:

1 2 3 4 5 6

Intermediate object sequence:

- Pile of rocks
- Blue rock
- Red-yellow rock
- Ruby

Mode

Solution Sequences

Beginner

3 4 6 2 5 1

3 6 5 4 2 1

2 3 4 5 6 1

2 3 6 5 4 1

2 6 5 4 3 1

Advanced

3 5 2 6 4 1

5 6 2 4 3 1

4 6 2 3 5 1

4 6 3 5 2 1

4 5 3 2 6 1

Expert

3 4 6 5 2 1

3 5 4 2 6 1

2 5 3 6 4 1

2 6 5 4 3 1

4 6 2 3 5 1

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Level 2 Puzzles



[2-1](#) | [2-2](#) | [2-3](#) | [2-4](#) | [2-5](#) | [2-6](#) | [2-7](#) | [2-8](#) | [2-9](#) | [Level 2 Potion](#)

## Puzzle 2-1

An [arcade](#) game involving falling snowflakes.

Beginner mode: 7 blue diamonds + 7 red diamonds

Advanced mode: 7 blue diamonds + 7 red diamonds + 7 green diamonds

Expert mode: 7 blue diamonds + 7 red diamonds + 7 green diamonds + 7 yellow diamonds

## Puzzle 2-2

An [alignment](#) puzzle involving four planets.

Mode	Mars Location	Number of iterations			
		Earth	Mars	Jupiter	Saturn
Beginner	3:00	4	2	3	1

	4:00	1	3	2	4
	2:00	2	3	1	4
	12:00	4	1	3	2
Advanced	12:00	2	3	1	4
	2:00	4	1	3	2
	4:00	4	2	3	1
	3:00	1	3	2	4
Expert	12:00	4	1	3	2
	3:00	4	2	3	1
	5:00	3	2	4	1
	2:00	3	1	4	2

Puzzle 2-3

A [cryptogram](#) puzzle with various letter patterns on scrolls:

Beginner mode:

### #####	### #####	# #####	### ###
#####	## ###	##### ###	#####
##### ###	##### ##	#####	##### ###
#####	### #####	#####	#####
<a href="#">Solution</a>	<a href="#">Solution</a>	<a href="#">Solution</a>	<a href="#">Solution</a>

Advanced mode:

#### ###	###	# #####	### #####
#####	#####	##### ##	##### ###
#####	##### ###	#### ##	## ## #####
#### #####	##### ###	#### #####	## ### ###
<a href="#">Solution</a>	<a href="#">Solution</a>	<a href="#">Solution</a>	<a href="#">Solution</a>

Expert mode:

### #####	# ##### ##	### ##### ##	## ### ###
#####	##### ##	### #####	### #####
#####	# #####	#####	#####
## #####	#### #####	### #####	### #####
<a href="#">Solution</a>	<a href="#">Solution</a>	<a href="#">Solution</a>	<a href="#">Solution</a>

Puzzle 2-4

An [arcade](#) game involving floating bubbles.

Beginner mode:    7 blue diamonds + 7 red diamonds

Advanced mode: 7 blue diamonds + 7 red diamonds + 7 yellow diamonds

Expert mode: 7 blue diamonds + 7 red diamonds + 7 yellow diamonds + 7 green diamonds

Puzzle 2-5

A 4 x 2 [slider](#) puzzle of a dinosaur skeleton.

Layout :

A B 1  
C D 2  
E F 3  
G H 4

Mode	Collarbone/ Neck Position		Optimum Solution
Beginner	B	EDACGFBH	1L 1L 3 2 1R 4 2 1R 2 1R
	H	FCEAHGBD	1R 4 2 1R 3 1R
	G	GHFCEADB	1R 2 1L 2 1L 4 1L 1L
	A	DBC GF EHA	4 3 1L 4 1L 1L 4 1L 1L
Advanced	G	EABHGFDC	4 1L 1L 2 3R 4 3L 3L 4 3L
	A	DGBEAHFC	4 3L 3L 2 1R 4 1R 4 3R 4
	B	EDFHGCBA	4 3L 3L 4 1L 4 2 1L 4 3L
	H	GEAFHCBD	4 1L 2 3R 4 1L 1L
Expert	A	DACFBEGH	3 4L 2 4L 1 4R 4R 1
	B	HDCAGEBF	4L 3 4L 1 4L 3 1 4L
	H	EBHCFAGD	4L 3 2 4R 3 2
	G	FBCHAGDE	1 4R 1 4R 2

Puzzle 2-6

A 3 x 3 [slider](#) puzzle with one unused piece (position A).

Layout :

A B C 1  
D E F 2  
G H I 3  
4

Mode	Rattle Position		Optimum Solution
Beginner	C	AFDEHBICG	4L 1L 4L 1L 4L 3 2L 4R 2L 1L
	I	AGCBHFIED	3 2R 4R 3 2R 4L
	G	AEHBICDGF	3 1L 4R 2R 4R
	B	ADBHF IGEC	3 1L 2R 4L 2R 4L 3 1L
Advanced	I	ACIBEHGFD	2R 3R 1L 2R 3R 2R

ADEFHBGCI  
AEDBGIHCF  
AFIBEHCGD

4R 1R 4L 2R 3L  
4L 2R 4L 1R 2R 3R 2L  
3L 1R 4L 1R 2R 3R

Expert

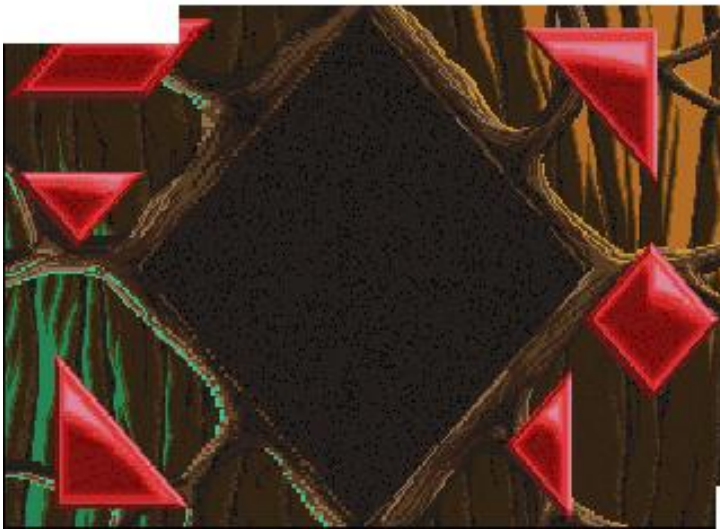
ADGCIEHFB  
AEDHCBFIG  
AEGHBFCDI  
AGFHCBDEI

1L 1L 1L 4 2L 3R 1L 3L  
2R 3R 1L 4 1L 1L  
3R 1R 2R 1R 2L 1R  
4 3L 1R 4 2R 1L

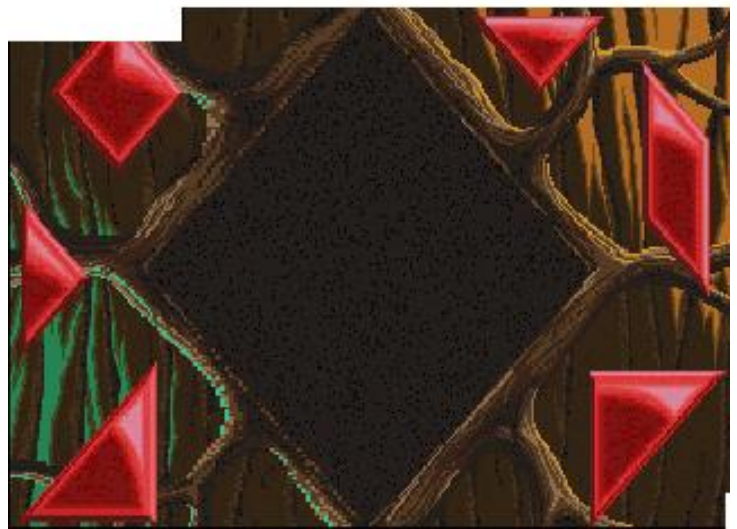
## Puzzle 2-7

A [polyomino](#) puzzle on a diamond-shaped background:

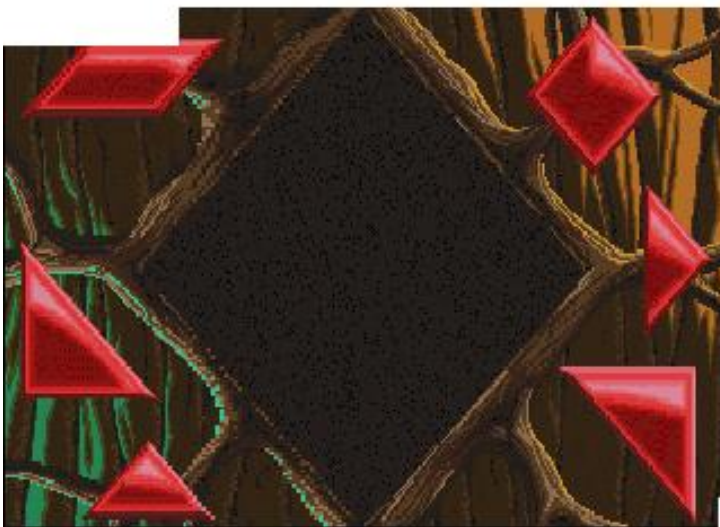
## Beginner Mode



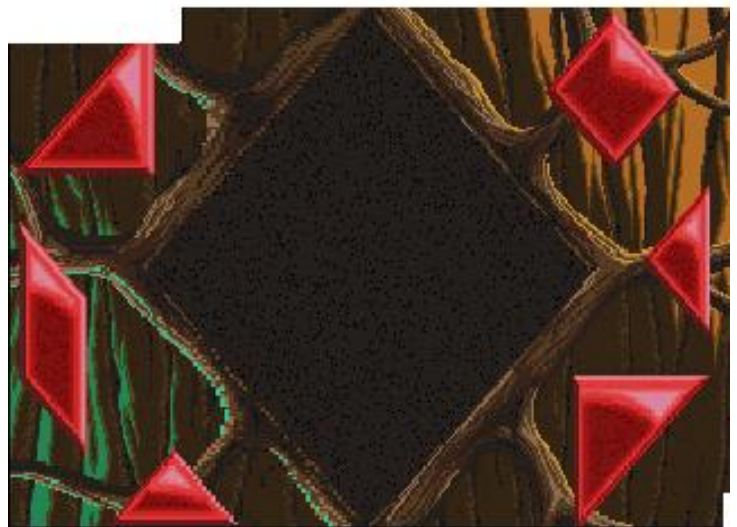
### Solution



### Solution

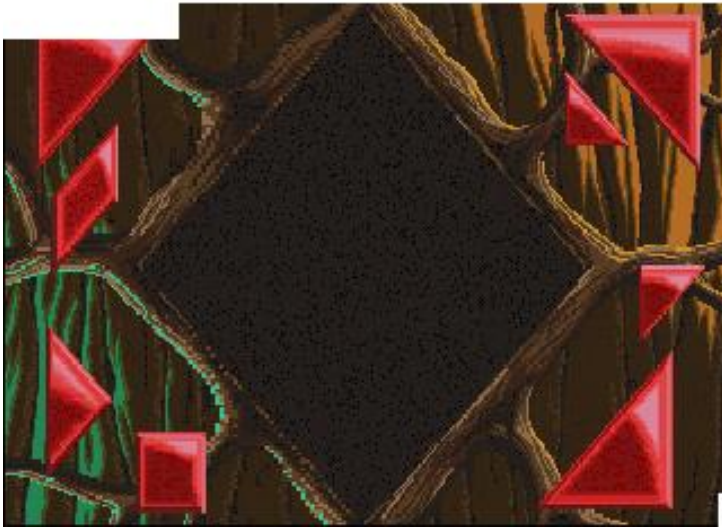


### Solution

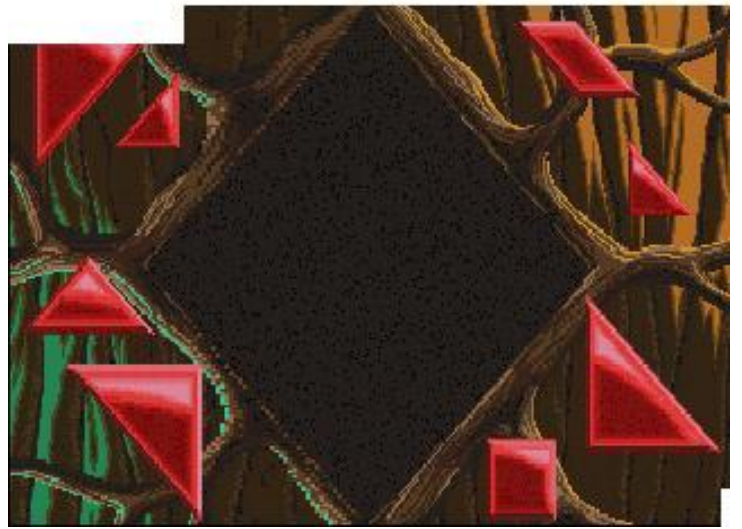


### Solution

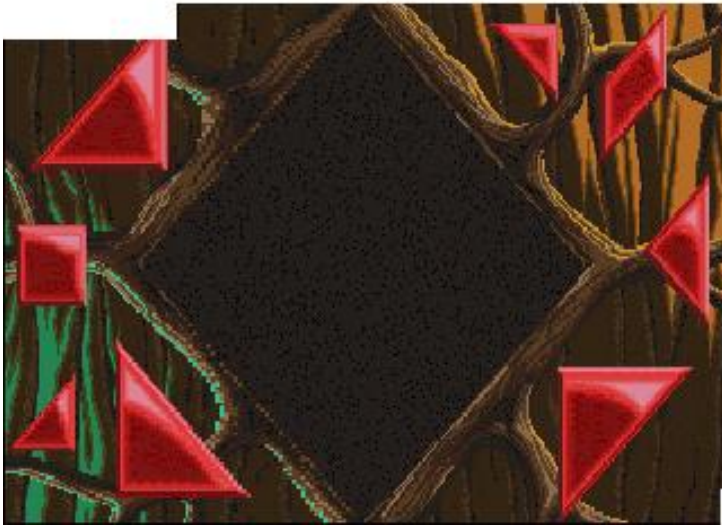
### Advanced Mode



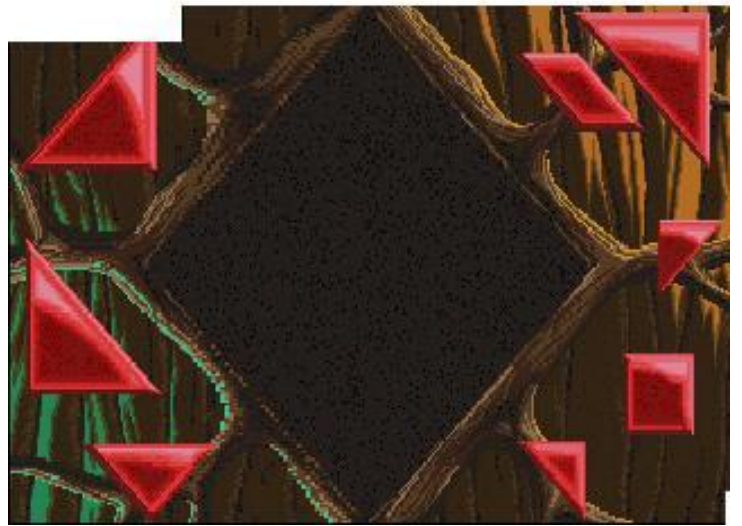
[Solution](#)



[Solution](#)



[Solution](#)

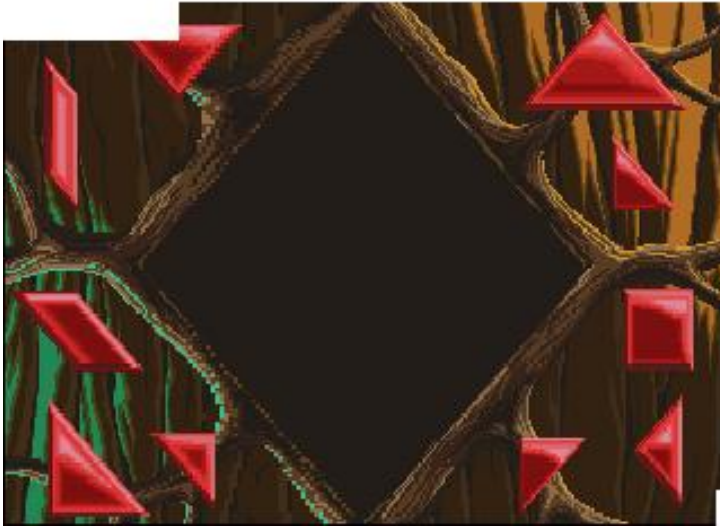


[Solution](#)

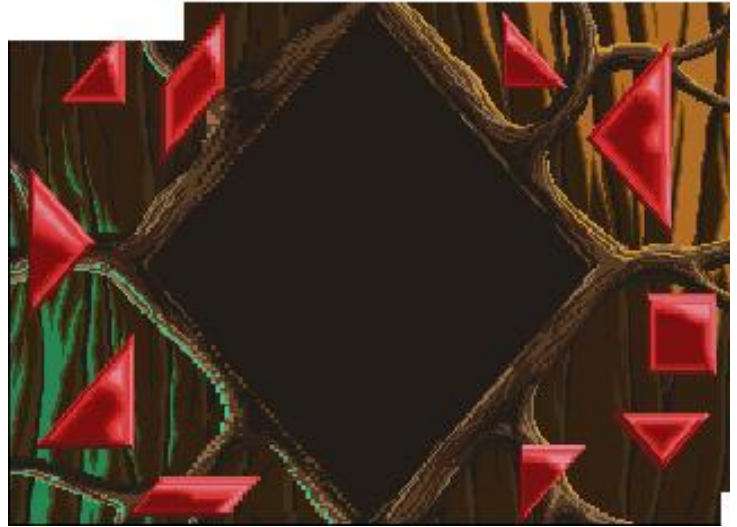
Expert Mode



[Solution](#)



[Solution](#)



[Solution](#)

[Solution](#)

## Puzzle 2-8

A [Simon Says](#) puzzle involving potion bottles.

Beginner mode: 15 symbols

Advanced mode: 21 symbols

Expert mode: 27 symbols



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**Puzzle 2-9**

A [polyomino](#) puzzle on a rectangular background:

Beginner Mode



[Solution](#)



[Solution](#)



[Solution](#)



[Solution](#)

Advanced Mode



[Solution](#)



[Solution](#)



[Solution](#)



[Solution](#)

Expert Mode



[Solution](#)



[Solution](#)



## Level 2 Potion Puzzle

Original objects:

```
1  2  3  4  5
6  7      8  9
```

Intermediate object sequence:

```
Mercury (red)
Venus (blue-green)
Earth
Mars (red-yellow)
Jupiter
Saturn
Green asteroid
```

Mode	Solution Sequences
------	--------------------

Beginner	1 2 3 5 6 7 8 9 4
	9 8 7 6 3 2 5 1 4
	5 6 1 3 7 9 2 8 4
	9 8 7 3 2 1 6 5 4
	9 8 7 6 5 1 3 2 4
	9 8 5 3 1 2 7 6 4
	1 2 5 6 7 8 9 3 4
	9 8 2 3 5 6 1 7 4

Advanced	5 6 7 8 9 1 3 2 4
	2 3 5 9 1 8 7 6 4
	1 2 7 6 8 5 9 3 4
	8 9 3 6 5 2 1 7 4
	3 5 1 7 2 6 8 9 4
	8 9 7 2 6 3 5 1 4
	5 6 1 9 3 7 2 8 4
	2 3 8 1 7 9 6 5 4

Expert	7 9 8 2 6 3 5 1 4
	1 9 5 6 3 7 2 8 4
	1 8 2 3 7 9 6 5 4
	5 8 6 7 9 1 3 2 4
	2 5 3 9 1 8 7 6 4
	2 6 7 1 8 5 9 3 4
	3 6 9 8 5 2 1 7 4
	3 7 1 5 2 6 8 9 4

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## Level 3 Puzzles



[3-1](#) | [3-2](#) | [3-3](#) | [3-4](#) | [3-5](#) | [3-6](#) | [3-7](#) | [3-8](#) | [3-9](#) | [3-10](#) | [3-11](#) | [3-12](#) | [Level 3 Potion](#)

### Puzzle 3-1

An [alignment](#) puzzle involving four quadrants of a stained-glass window.

Quadrant layout:

```

4  1
3  2

```

Color sequence:

```

Red/Blue
Blue/Green
Red/Yellow
Multi-colored

```

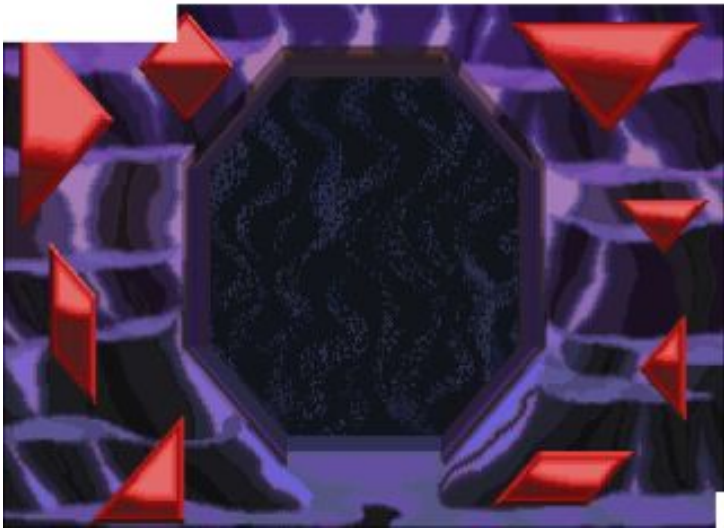
Quadrant color & Number of iterations				
Mode	Quadrant 1	Quadrant 2	Quadrant 3	Quadrant 4

Beginner	Red/Blue 1 iteration	Blue/Green 2 iterations	Blue/Green 3 iterations	Multi-colored 3 iterations
	Blue/Green 3 iterations	Red/Blue 3 iterations	Multi-colored 2 iterations	Blue/Green 1 iteration
	Multi-colored 3 iterations	Blue/Green 1 iteration	Red/Blue 3 iterations	Blue/Green 2 iterations
	Blue/Green 2 iterations	Blue/Green 3 iterations	Multi-colored 3 iterations	Red/Blue 1 iteration
Advanced	Blue/Green 2 iterations	Blue/Green 1 iteration	Red/Yellow 3 iterations	Red/Blue 3 iterations
	Multi-colored 2 iterations	Blue/Green 3 iterations	Red/Blue 3 iterations	Red/Blue 1 iteration
	Red/Blue 1 iteration	Red/Blue 3 iterations	Multi-colored 2 iterations	Multi-colored 3 iterations
	Blue/Green 3 iterations	Blue/Green 2 iterations	Red/Blue 3 iterations	Blue/Green 1 iteration
Expert	Red/Yellow 3 iterations	Blue/Green 3 iterations	Blue/Green 2 iterations	Blue/Green 1 iteration
	Multi-colored 1 iteration	Multi-colored 2 iterations	Red/Yellow 3 iterations	Multi-colored 3 iterations
	Red/Blue 1 iteration	Red/Yellow 3 iterations	Blue/Green 3 iterations	Multi-colored 2 iterations
	Blue/Green 2 iterations	Red/Blue 1 iteration	Red/Yellow 3 iterations	Red/Blue 3 iterations

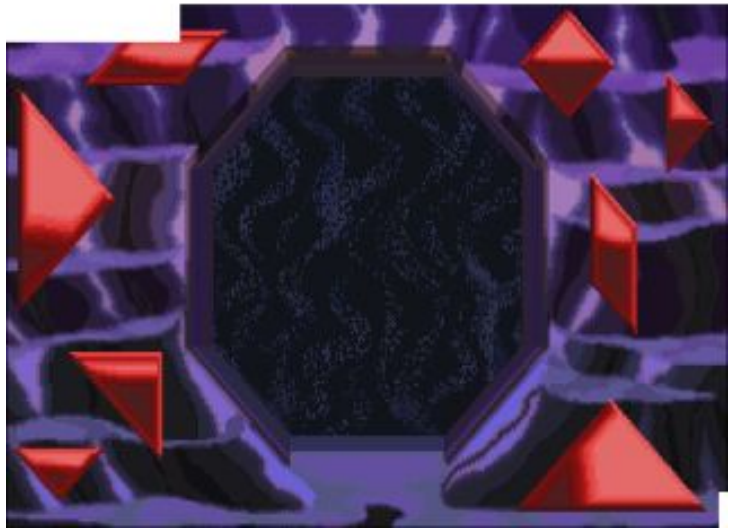
### Puzzle 3-2

A [polyomino](#) puzzle on an octagonal background:

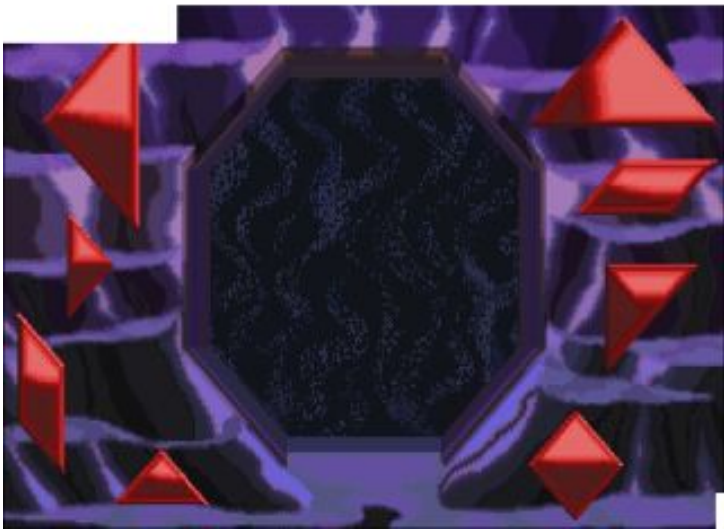
Beginner Mode



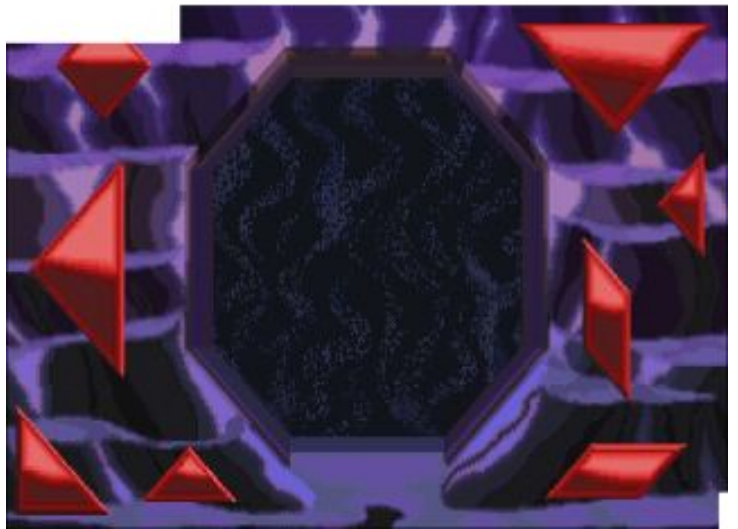
[Solution](#)



[Solution](#)

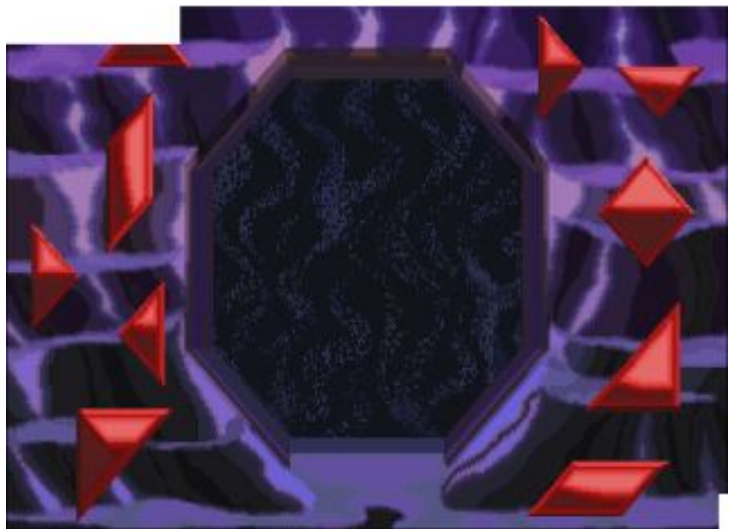
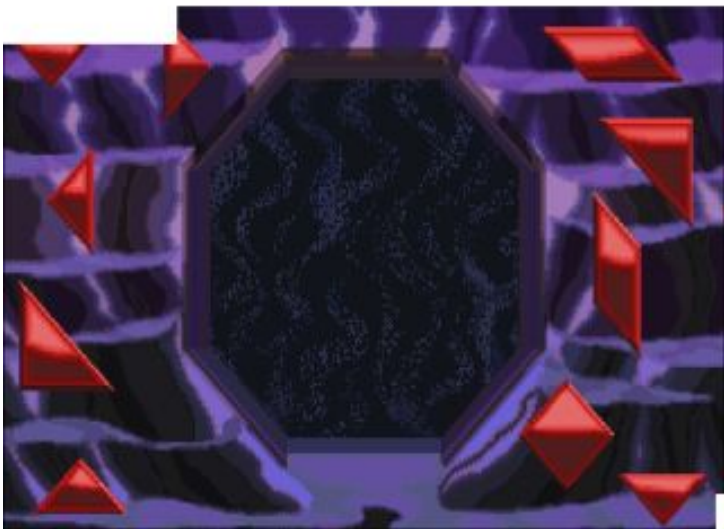


[Solution](#)

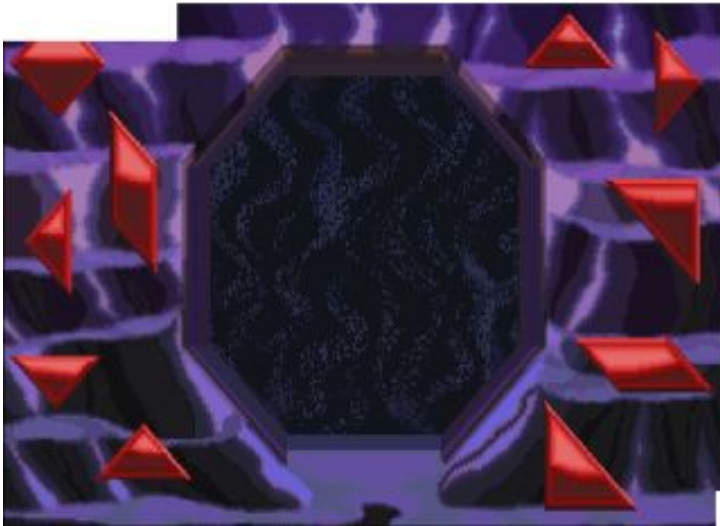


[Solution](#)

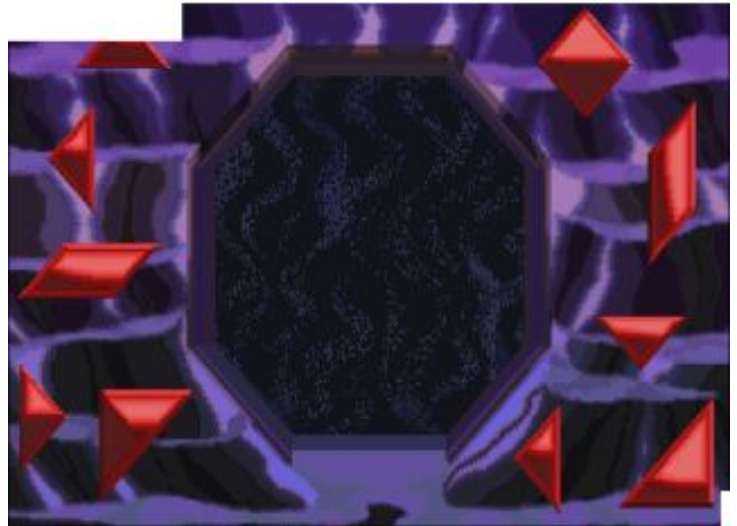
Advanced Mode



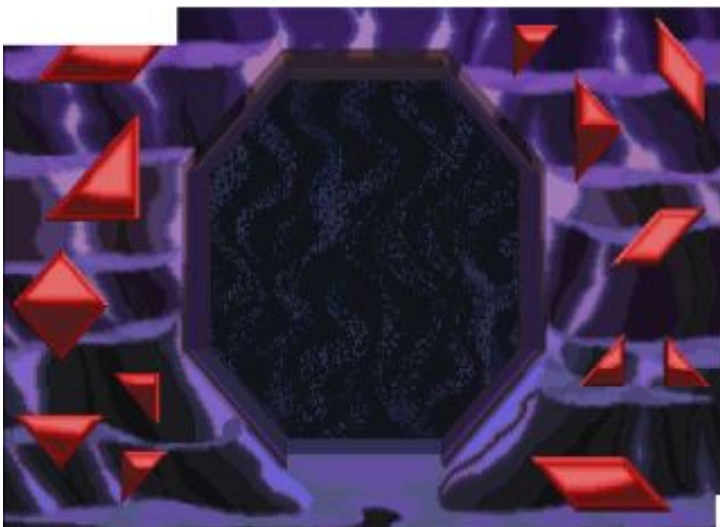
Solution



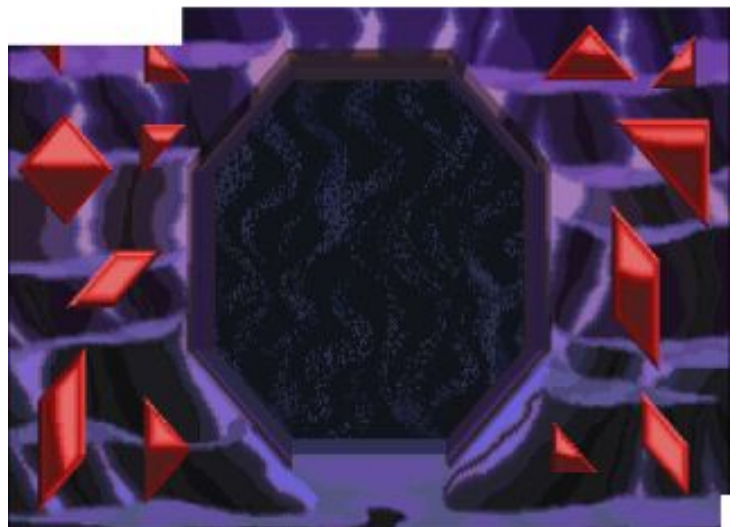
Solution



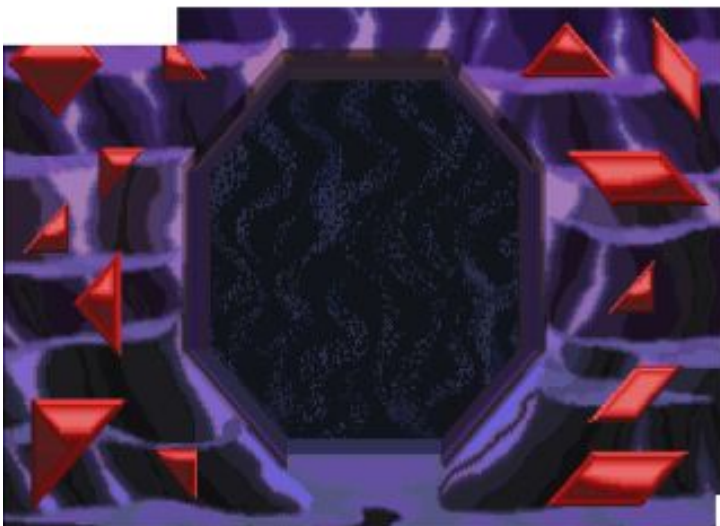
Solution



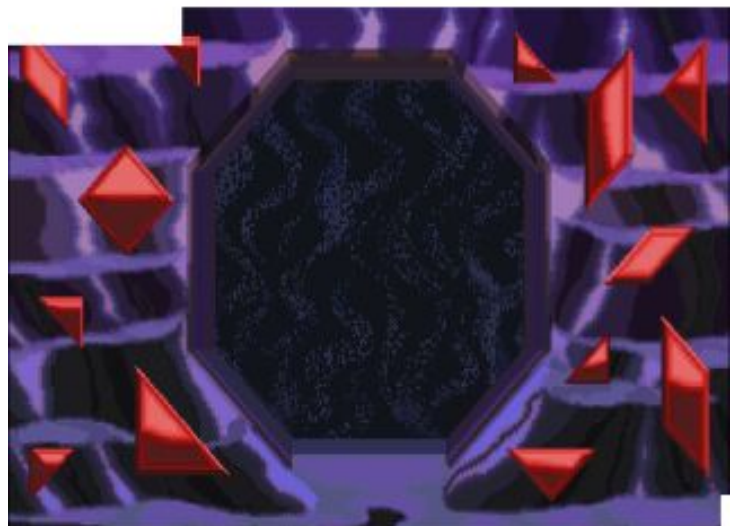
Solution



Solution



Solution



Expert Mode

**Puzzle 3-3**

An [alignment](#) puzzle involving the correct placement of nine ghostly heads.

Layout :

```
1  2  3  4
5  6  7  8  9
```

Mode                      Solution sequence(s)

Beginner                1 2 3 4 5 6 6 7 8 9

Advanced               1 3 4 5 6 6 7 8

Expert                  1 5 7 8  
                          1 4 5 7 8 9

**Puzzle 3-4**

An [alignment](#) puzzle involving four colored quadrants of a star.

Quadrant layout :

```
4  1
3  2
```

Color sequence:

```
Green
White
Red
Blue
Yellow
Purple
```

Mode	Quadrant color & Number of iterations			
	Quadrant 1	Quadrant 2	Quadrant 3	Quadrant 4
Beginner	Yellow 4 iterations	Green 4 iterations	Red 5 iterations	White 2 iterations
	Purple 3 iterations	Green 5 iterations	Green 4 iterations	White 2 iterations
	Purple 3 iterations	Green 4 iterations	Blue 5 iterations	Red 2 iterations
	White 3 iterations	Green 2 iterations	White 5 iterations	Red 4 iterations

Advanced	White 3 iterations	White 2 iterations	Yellow 5 iterations	Purple 1 iteration
	Purple 3 iterations	Red 1 iteration	Blue 2 iterations	Red 5 iterations
	Red 3 iterations	Red 1 iteration	Blue 5 iterations	Purple 2 iterations
	White 3 iterations	Yellow 5 iterations	White 2 iterations	Red 1 iteration
Expert	Purple 5 iterations	White 2 iterations	Yellow 1 iteration	Purple 5 iterations
	White 3 iterations	Yellow 5 iterations	White 2 iterations	Red 1 iteration
	Purple 3 iterations	White 2 iterations	Green 1 iteration	White 5 iterations
	White 3 iterations	White 2 iterations	Yellow 5 iterations	Purple 1 iteration

### Puzzle 3-5

This [alignment](#) puzzle involves opening all eight parts of a locked gate.

Row layout:

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8

Click on the wall next to the gate to get the positions of a blind row.

Mode	Press rows
Beginner	1 1 2 3 3 4 5 5 6 7 7 8
Advanced	2 2 2 4 4 4 6 6 6 8 8 8
Expert	1 1 1 2 2 2 3 3 3 4 4 4 5 5 5 6 6 6 7 7 7 8 8 8

### Puzzle 3-6

An [arcade](#) game involving floating jewels.

Beginner mode:    7 purple diamonds + 7 red diamonds + 7 yellow diamonds

Advanced mode: 7 purple diamonds + 7 red diamonds + 7 yellow diamonds + 7 blue diamonds

Expert mode: 7 purple diamonds + 7 red diamonds + 7 yellow diamonds + 7 blue diamonds + 7 green diamonds

Puzzle 3-7

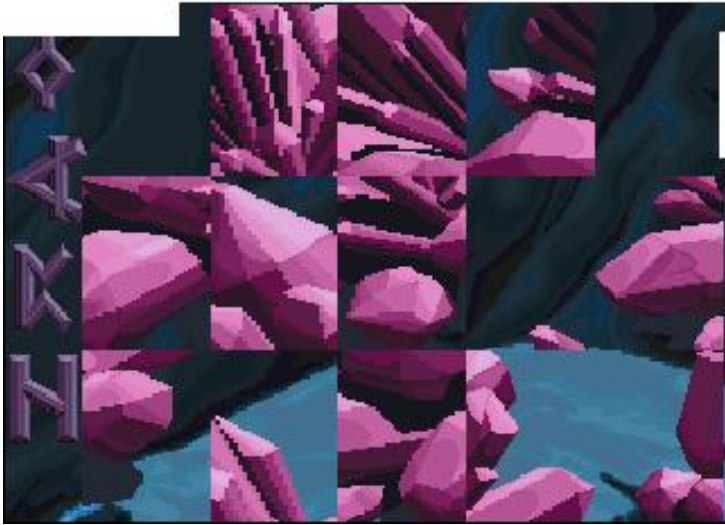
A 3 x 5 [slider](#) puzzle with two unused pieces (positions A and E).

Layout :

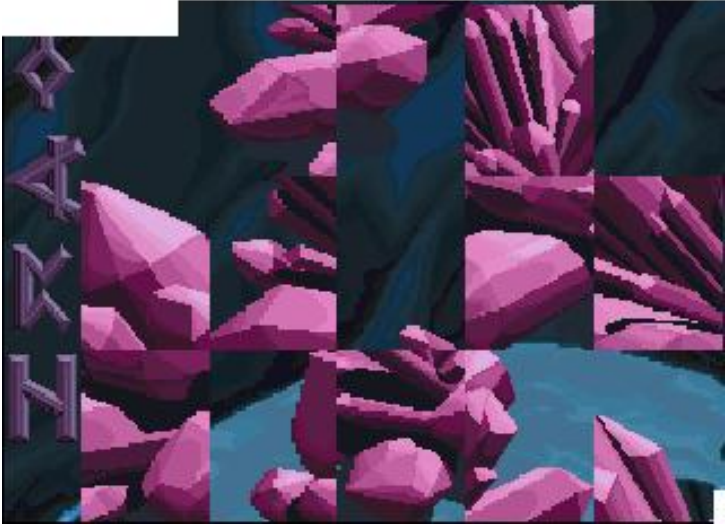
A	B	C	D	E	1
F	G	H	I	J	2
K	L	M	N	O	3
					4

*Note: Solution sequences for this puzzle may not be optimal.*

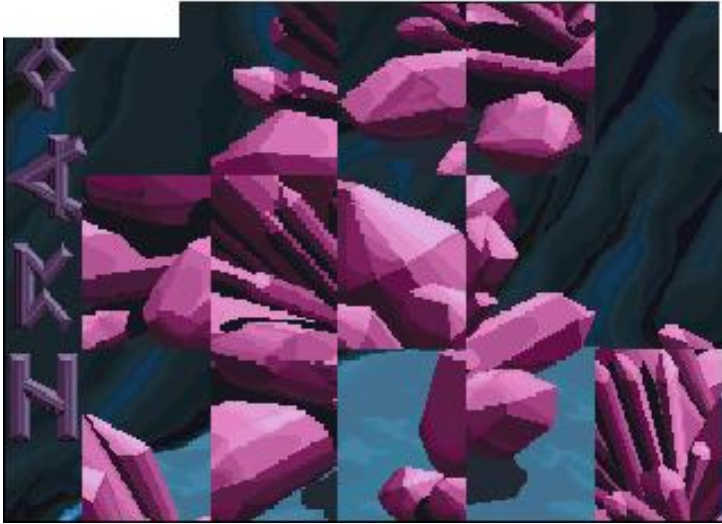
Beginner Mode



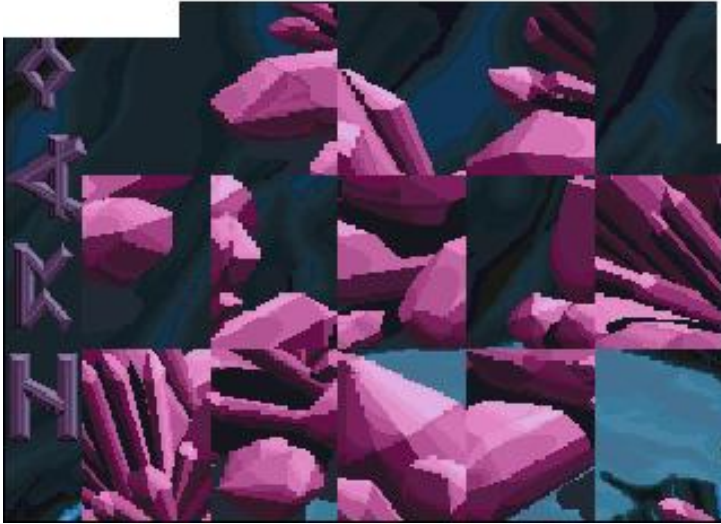
3R 3R 2R 1L 2R 3L 1L 3L 2R 1L 3L 4L 4L 1R 2L 3L  
3L 4R 4R 1R 4R 1L 4R 2R 1R 4L 1L 2L 1R 4L 4L 2R  
1R 2L 1L 2R



1R 3L 3L 1L 2R 3L 3L 1L 3L 4L 4L 1R 3L 3L 2L 1R  
4L 1L 4L 1R 4R 1L 4L 1R 4L 1L 4L 1R 4R 1L 4L 2L  
1R 2R 1R 2L 1L 4L 4L 2L

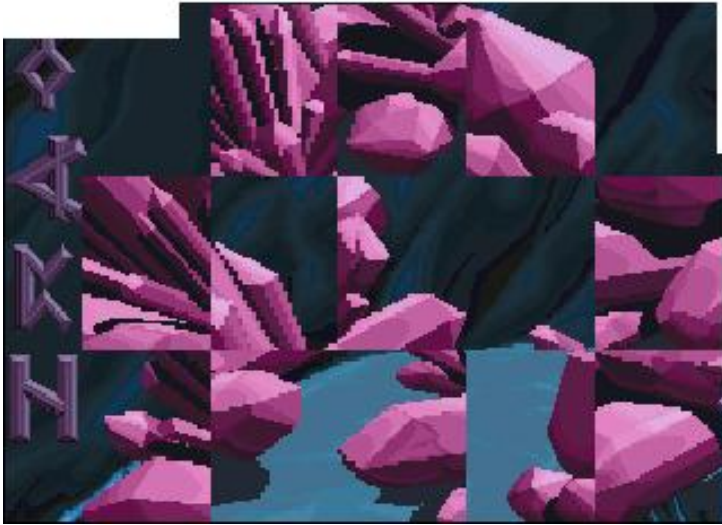


3R 1L 4R 4R 3L 3L 1R 3R 3R 2L 1R 4L 1L 4L 1R 4R  
 1L 4L 1R 4L 1L 2L 1R 4R 4R 2R 1R 2L 1L

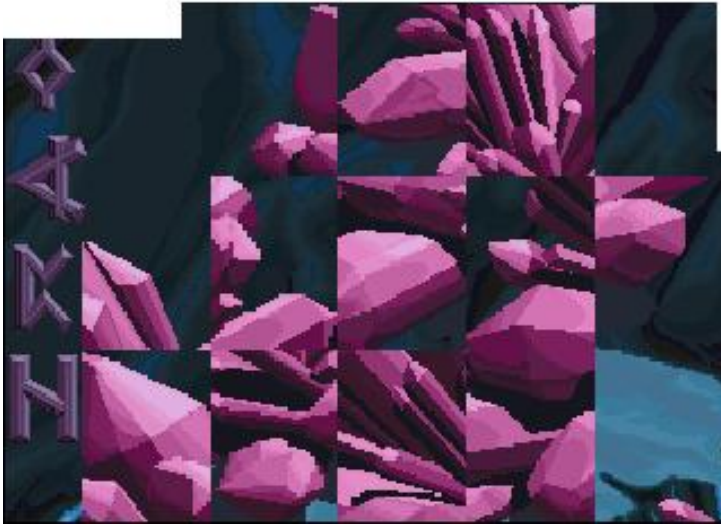


4R 4R 1R 3L 2R 1L 3L 3L 1R 3R 1L 3L 4L 1R 3L 2L  
 1L 3L 3L 1R 4L 1L 2R 1R 4L 1L 4L 1R 4R 1L 4L 2L  
 1R 4L 1L 2R 1R 4L 4L 2R 1R 2L 1L 2L

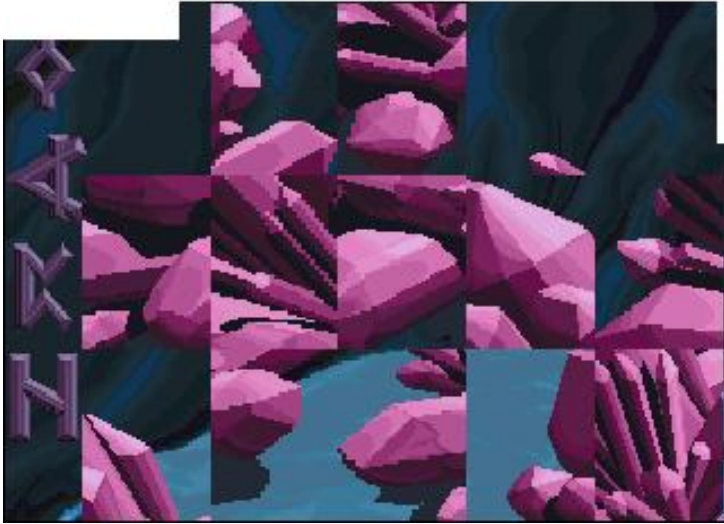
Advanced Mode



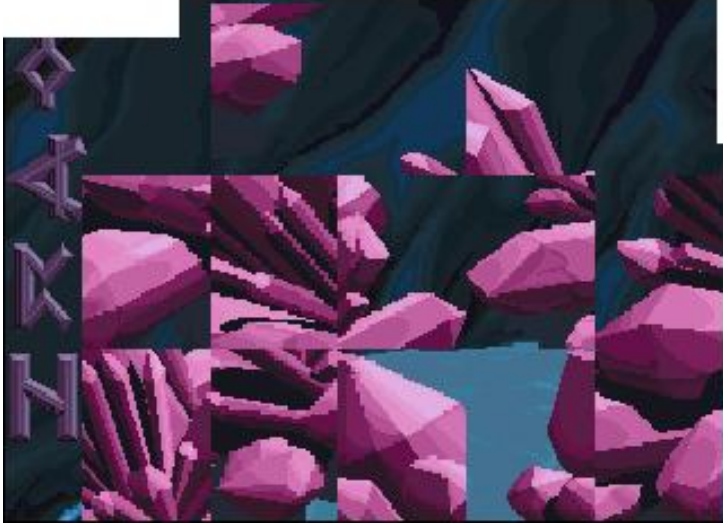
3L 4L 4L 1R 3L 3L 2L 1L 4R 4R 2R 1R 4L 4L 1L 2R  
 1R 2L 1R 2R 1L



4L 1R 3L 1L 3L 4R 4R 1R 3L 1R 3L 1L 3R 2R 1R 4L  
 4L 1L 4L 4L 1R 4R 1L 2L



1L 3R 3R 1L 3R 1R 3L 4L 1R 3L 2L 1L 3R 4R 1R 4R  
 4R 1L 4R 2L 1R 4L 1L 2R 1R 4R 2L 1R 2R 1L 2L

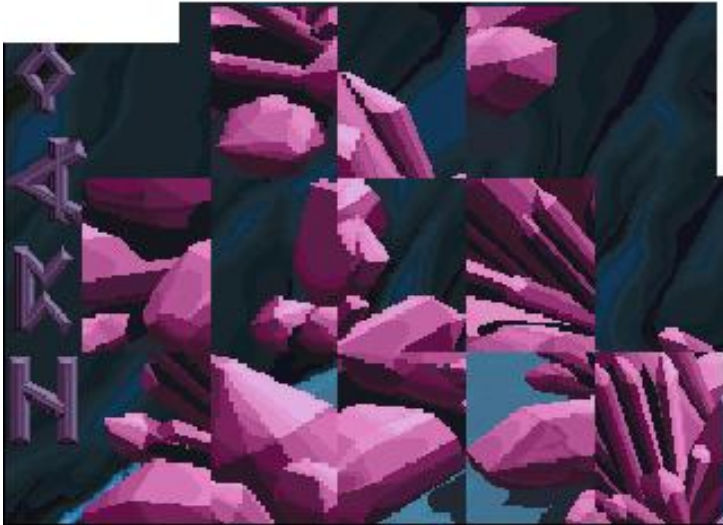


2R 1L 3R 3R 1L 3R 1R 3L 4L 4L 1R 4L 4L 2R 1R 4R  
 2L 1R 2R 1L 2R

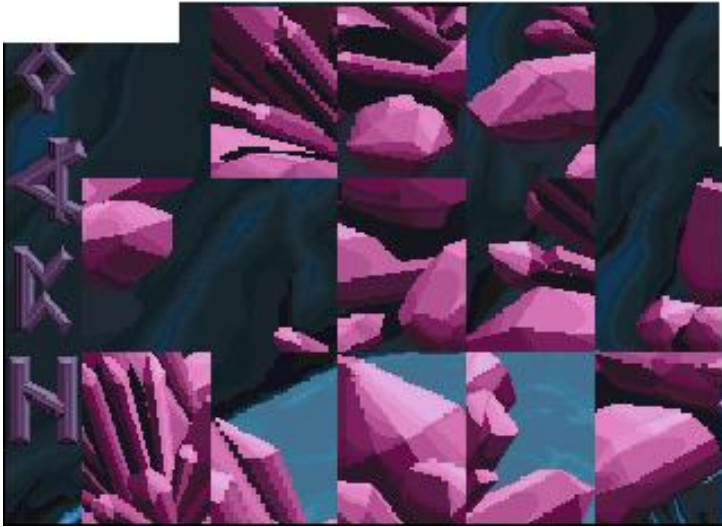
Expert Mode



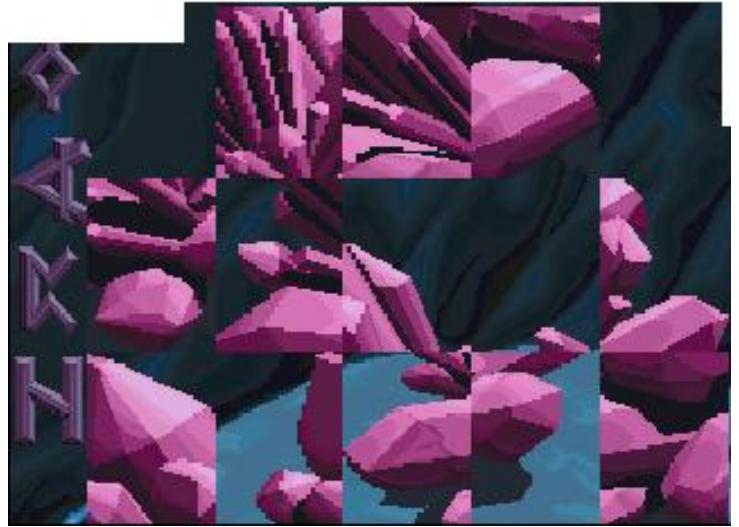
4L 2L 4L 4L 2R 3R 4L 4L 4L 2R 4L 4L 4L 3R 2L  
 4R 3R 4L 4L 4L 4L 1R 2R 4L 2L 4R 2L 4R



1L 2R 4L 2L 3L 4L 4L 4L 4L 1L 2L 4R 4R 4R 1L 4L  
 4L 4L 4L 1R 4L 3L 4R 4R 4R 2R 3L 4L 4L 4L 4L  
 1R 2R 4R 1L 4L 4L 2L 4R 4R 4R 4R 3L 4R 3L 2R 4R  
 3L 2R 4L 3L 2L 4L 3R



4R 4R 2R 4L 1R 4L 3L 4L 2L 4R 2R 3R 4R 4R 2R 4L  
 3L 4R 3R 4R 2L 4L 3L 2L 4L 3R 4R 3L 4L 3R 4R 3L  
 2R



1R 2L 1R 4R 4R 2R 4R 1R 4R 2R 3R 4L 2L 4R 2L 3R  
 4L 4L 2L 3R 4L 3R 4R 2R 4R 3L 4L 3L 4R

### Puzzle 3-8

An [arcade](#) game involving daemon heads.

Beginner mode: 7 purple diamonds + 7 red diamonds + 7 yellow diamonds

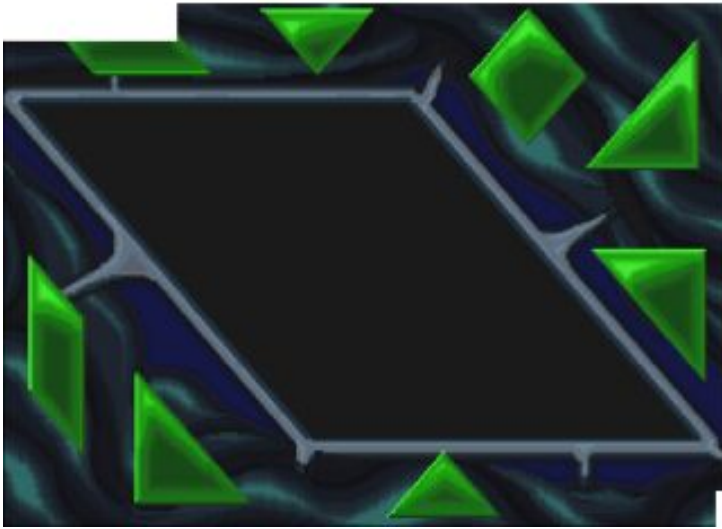
Advanced mode: 7 purple diamonds + 7 red diamonds + 7 yellow diamonds + 7 blue diamonds

Expert mode: 7 purple diamonds + 7 red diamonds + 7 yellow diamonds + 7 blue diamonds + 7 green diamonds

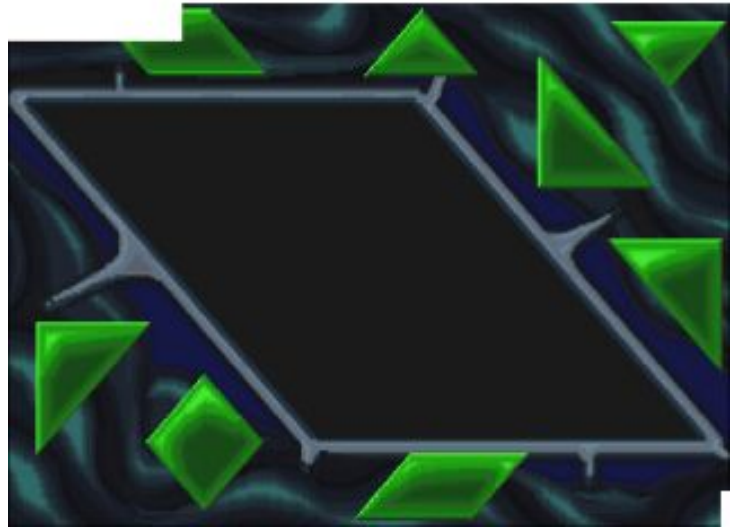
### Puzzle 3-9

A [polyomino](#) puzzle on a parallelogram background:

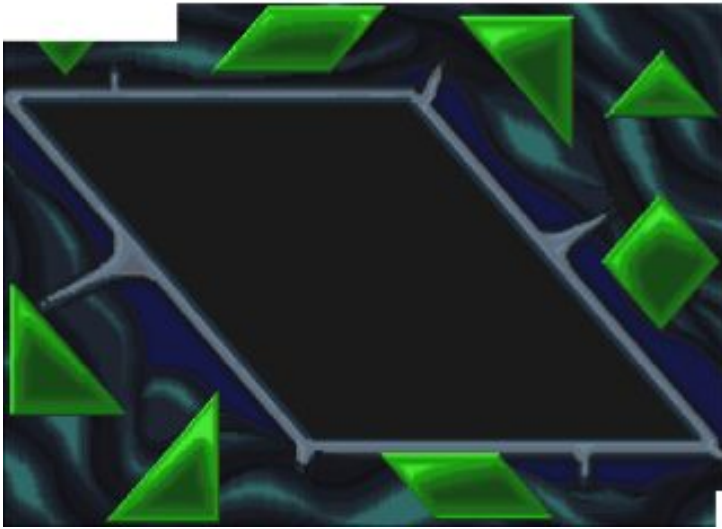
Beginner Mode



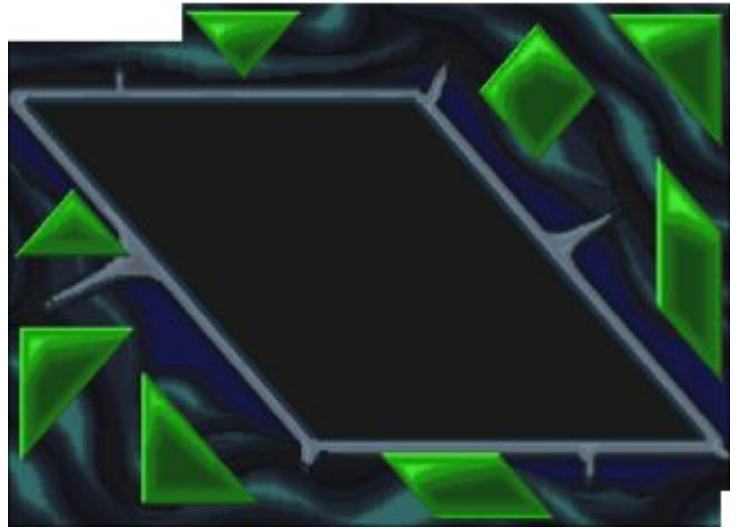
[Solution](#)



[Solution](#)



[Solution](#)

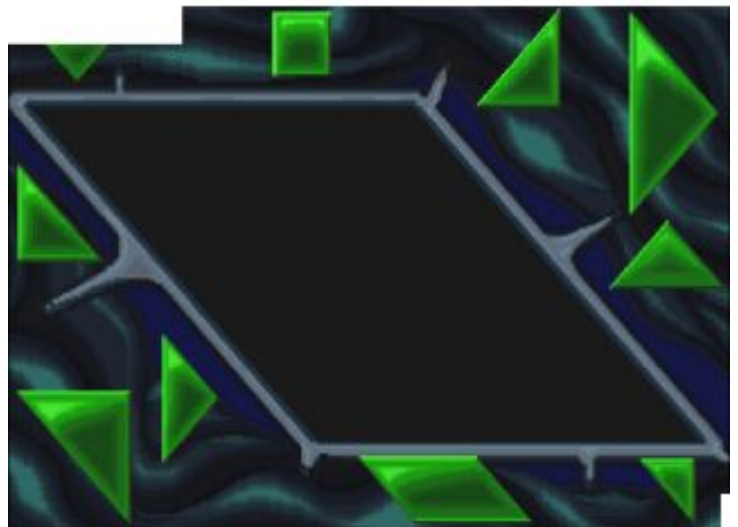


[Solution](#)

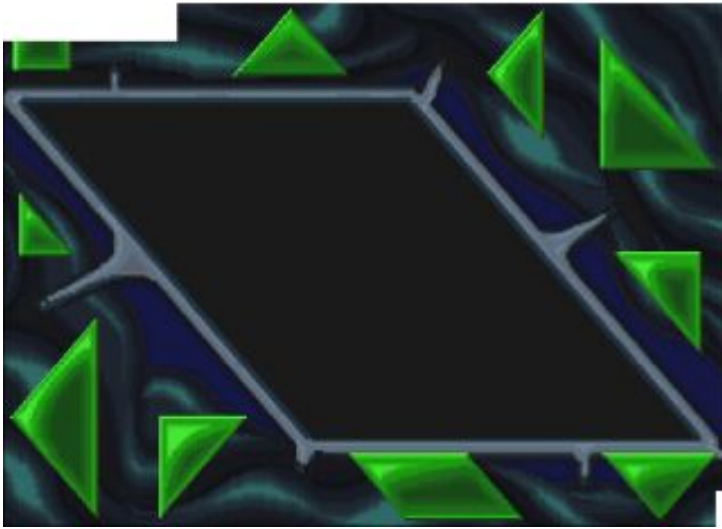
### Advanced Mode



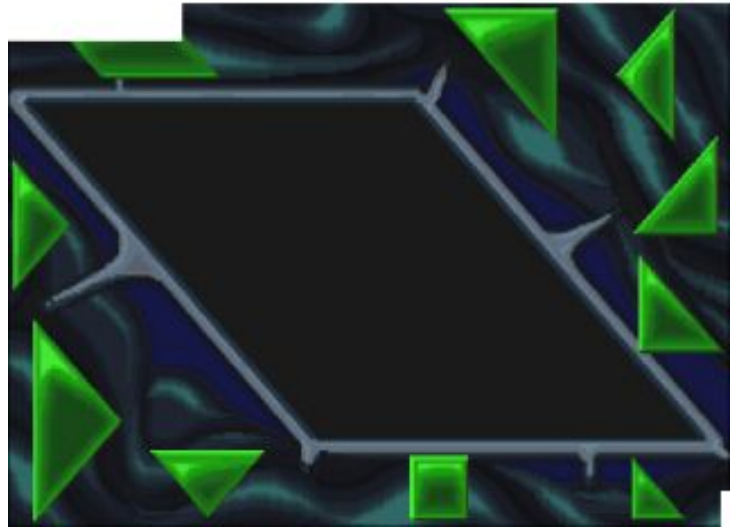
[Solution](#)



[Solution](#)

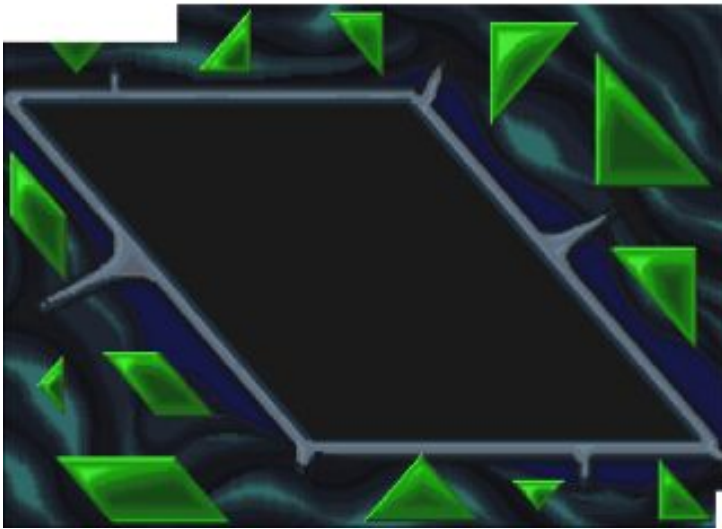


[Solution](#)

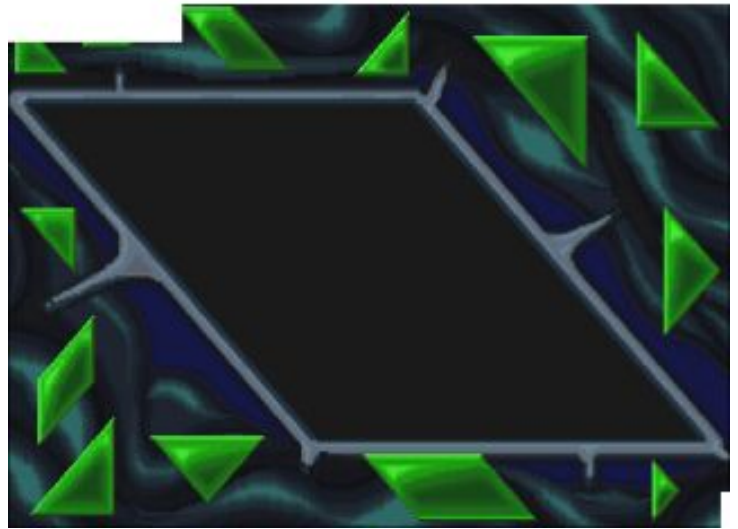


[Solution](#)

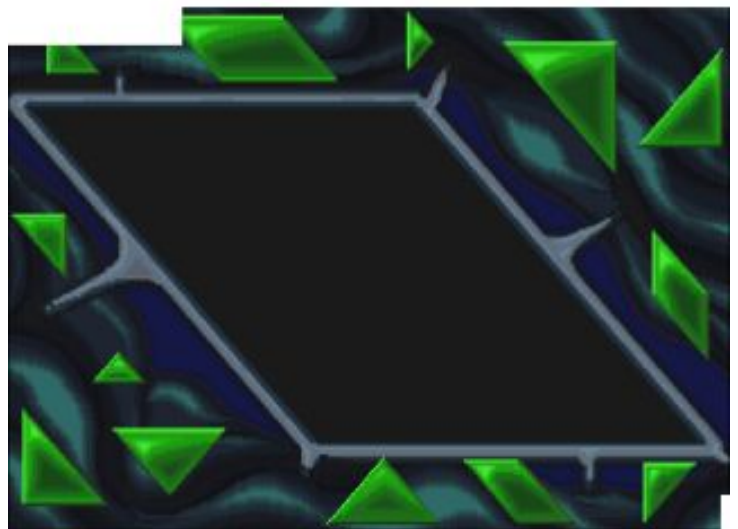
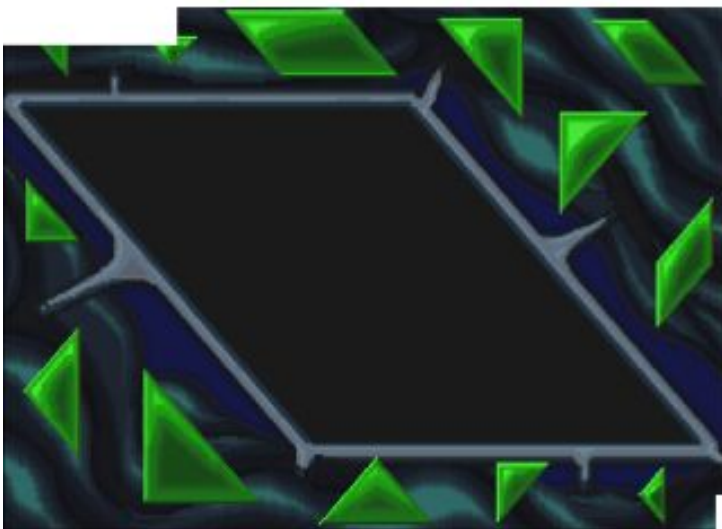
Expert Mode



[Solution](#)



[Solution](#)



[Solution](#)

[Solution](#)

### Puzzle 3-10

A 3 x 5 [slider](#) puzzle with two unused pieces (positions I and L) made more difficult because the puzzle extends beyond the viewport boundaries.

Layout :

```
A B C D E  1
F G H I J  2
K L M N O  3
           4
```

Mode	Hourglass Position		Optimum Solution
Beginner	D	CABGFKEHIDJL	3 1L 1L 4L 1L 2R 4R 2L 4L 2L 4L
	K	AHEBFJDKICGL	1R 4R 1L 1L 4L 1R 2R 4L 3 2L 2L 4L 3
	J	FCKAEDBHIGJL	3 2L 4R 1L 1L 4L 2R 4R 1R
	A	GCHBEDAKIFJL	3 2R 4L 2L 4R 2L 1L 4R 1L 2R 4L
Advanced	J	FHEDJACBIGKL	3R 1L 3L 4R 2L 2L 1R 4L 2R 4L
	A	GCFJEDKHIBAL	4L 1L 1L 4L 3L 1L 4L 1L
	D	BEKGAJDCIFHL	4L 2L 2L 1R 3R 2L 4R 1L 4L 1L 3R
	K	FCBDEJAKIHGL	2R 4L 3R 1L 3L 2L 4L 1R 3R
Expert	A	GEAJDKHBIFCL	1R 2 1R 2 3R 4R 1L 2 3R 1R 3R
	D	DBKGFAJHIECL	1L 4L 1R 1R 2 4R 1L 4R 1R 4L 3L
	K	DEAFHJKBICGL	4L 1R 1R 1R 4R 1R 3L 1L 2 3R 1L 4L
	J	FDCKBEJHIGAL	1L 3L 4R 1R 1R 3R 4R 1R 4L 2 1L

### Puzzle 3-11

A [cryptogram](#) puzzle with various letter patterns on a cavern wall:

Beginner mode:

```
##### #      ### #####      # ##### ##      ## ###
##### ##     ## #####     ### ### #####     ##### ###
##### ##     ##### ##     ## ##### ##     ##### #####
### #####    ##### #####    ### ##### ##     ## ##### #####
## ### #####    ##### ##     ### #####      ##### # ###
##### #####    ##### ##     ##### #####     ##### ### ##
#####        ### #####        #####
```

[Solution](#)

[Solution](#)

[Solution](#)

[Solution](#)

Advanced mode:

```
### #####     ##### #####     ##### ## #      # #####
##### #####     ##### #####     #####      ##### #####
```

##### ##  
##### ##  
##### ##  
#####  
#####

[Solution](#)

### #####  
#####  
##### ##  
##### ##  
#####

[Solution](#)

##### ##  
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[Solution](#)

##### ##  
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#####  
#####  
#####

[Solution](#)

Expert mode:

# #####  
#####  
### ## # #####  
### #####  
#####  
#####  
### #####  
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[Solution](#)

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[Solution](#)

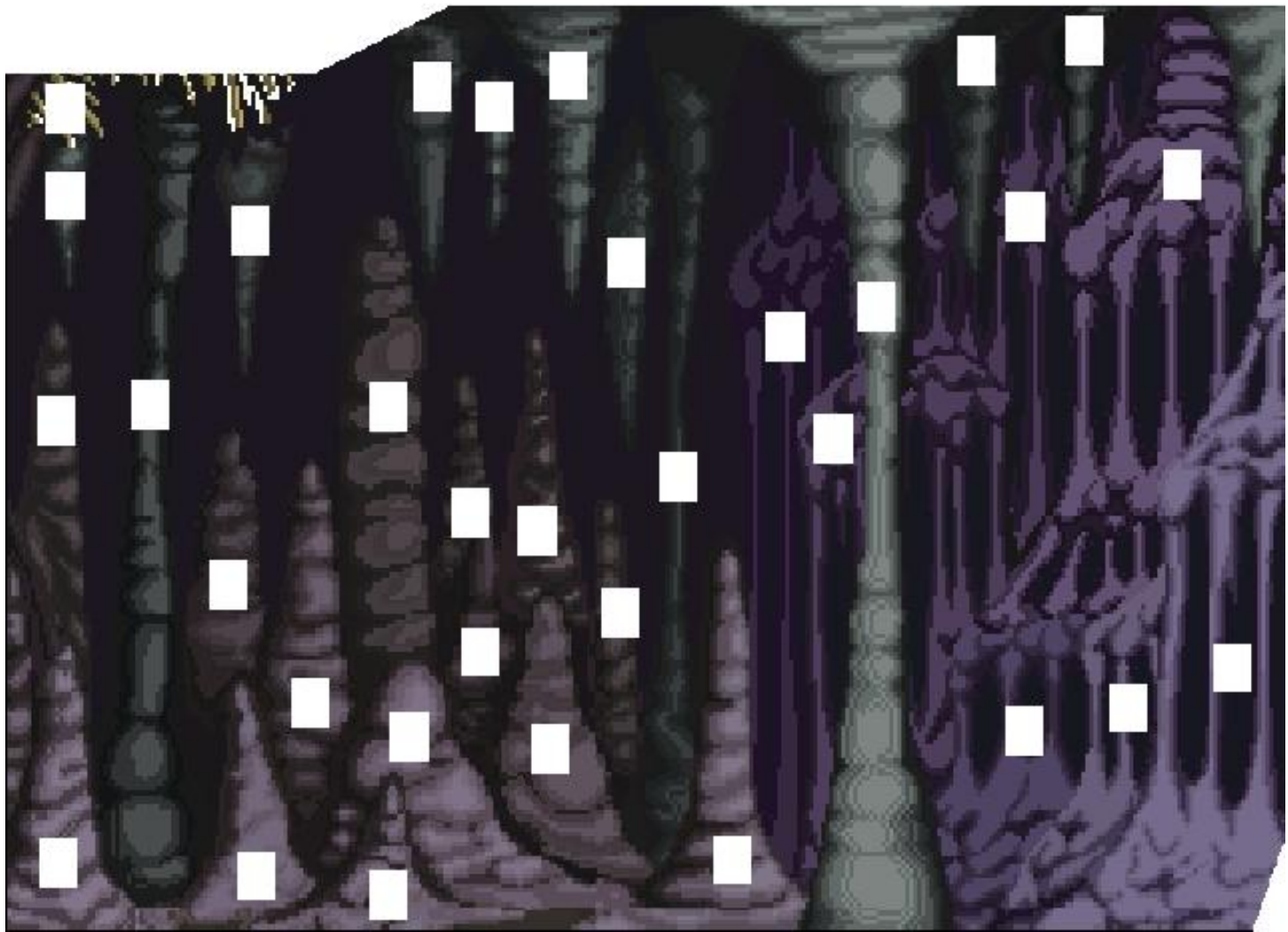
## Puzzle 3-12

A [Simon Says](#) puzzle involving a cavern.

Beginner mode: 21 symbols

Advanced mode: 27 symbols

Expert mode: 33 symbols



[Open image in separate window for printing](#)

**Level 3 Potion Puzzle**

Original objects:

	1	2	3	4	5	
6	7	8	9	10	11	12

Intermediate object sequence:

- Barnacle
- Purple egg
- 2 chickens
- Cornucopia
- Hairy claw
- Warts
- Brain
- Y-head
- 2-headed lizard

Beginner

3	4	5	6	8	9	10	12	11	2	1	7
1	2	3	5	8	9	10	12	4	11	6	7
2	3	5	6	8	9	10	11	1	4	12	7
2	3	4	5	9	10	11	12	6	1	8	7
1	2	4	5	8	9	10	11	12	6	3	7
1	2	3	4	6	9	10	11	8	12	5	7
1	2	4	5	6	9	11	12	3	8	10	7
1	2	4	6	8	10	11	12	5	3	9	7
1	3	4	6	8	9	11	12	10	5	2	7
1	2	3	4	5	6	8	12	9	10	11	7
1	3	5	6	8	10	11	12	2	9	4	7

Advanced

4	5	8	9	10	11	1	2	12	6	3	7
1	2	3	9	10	4	6	11	8	12	5	7
2	5	6	9	11	1	12	4	3	8	10	7
2	4	10	11	12	6	8	1	5	3	9	7
1	4	8	9	11	12	3	6	10	5	2	7
1	2	3	4	6	8	5	12	9	10	11	7
1	5	6	11	12	3	10	8	2	9	4	7
4	6	8	10	12	5	9	3	11	2	1	7
1	3	8	9	12	10	2	5	4	11	6	7
2	3	5	6	8	9	11	10	1	4	12	7
3	5	10	11	12	2	4	9	6	1	8	7

Expert

2	4	11	10	12	6	8	1	5	3	9	7
1	11	4	9	8	12	3	6	10	5	2	7
4	6	1	2	3	8	5	12	9	10	11	7
1	12	6	11	5	3	10	8	2	9	4	7
6	8	12	4	10	5	9	3	11	2	1	7
3	12	8	1	9	10	2	5	4	11	6	7
5	8	3	6	2	9	11	10	1	4	12	7
3	10	5	12	11	2	4	9	6	1	8	7
5	9	10	8	4	11	1	2	12	6	3	7
2	10	9	3	1	4	6	11	8	12	5	7
9	11	2	5	6	1	12	4	3	8	10	7

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[Table of Contents](#)

[Home](#)

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