



*even more!*

# THE INCREDIBLE MACHINE



the  
hint book

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*even more!*

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the  
**hint book**

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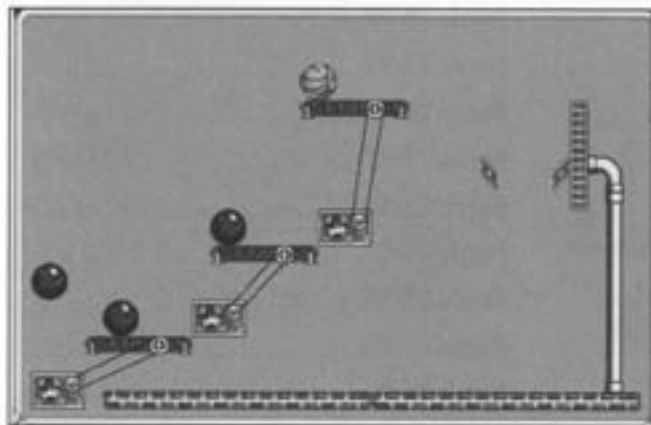
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*even more!*  
**THE INCREDIBLE  
MACHINE™**

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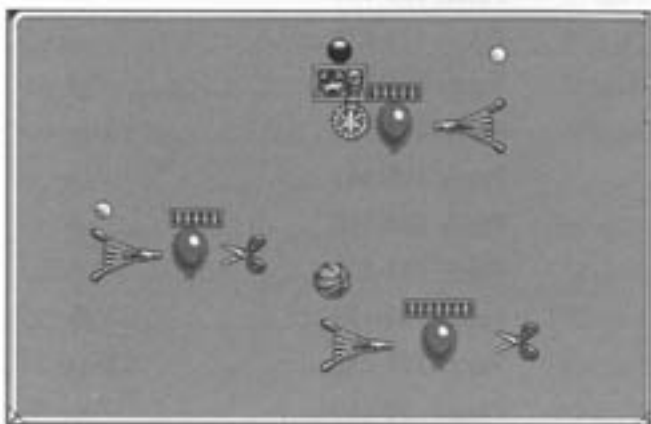
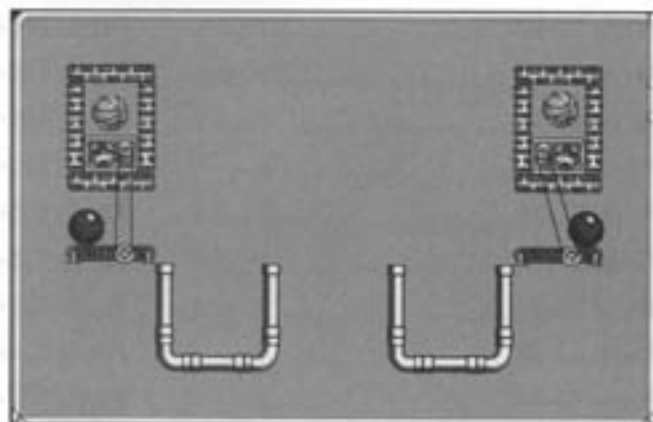


**PUZZLE 1:**

THE CONVEYOR BELTS ARE LOCKED IN PLACE. BELT MOUSE-CAGES TO CONVEYORS TO PROPEL BOWLING BALLS. FALLING BOWLING BALL CAN TRIGGER A MOUSE CAGE, PROPELLING A BOWLING BALL TO ANOTHER MOUSE CAGE, PROPELLING ANOTHER BALL INTO ANOTHER CAGE, EVENTUALLY DUNKING BASKETBALL.

**PUZZLE 2: SIERRA**

THE PUZZLE DESCRIPTION GIVES IT AWAY. REVERSE MOUSE CAGE DIRECTION TO PROPEL BOWLING BALL LEFT RATHER THAN RIGHT.

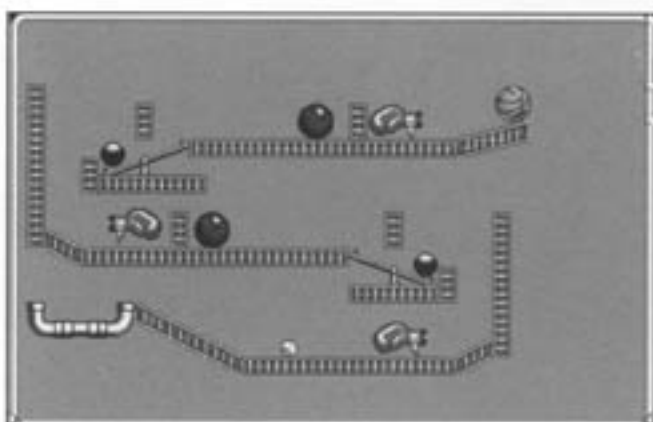
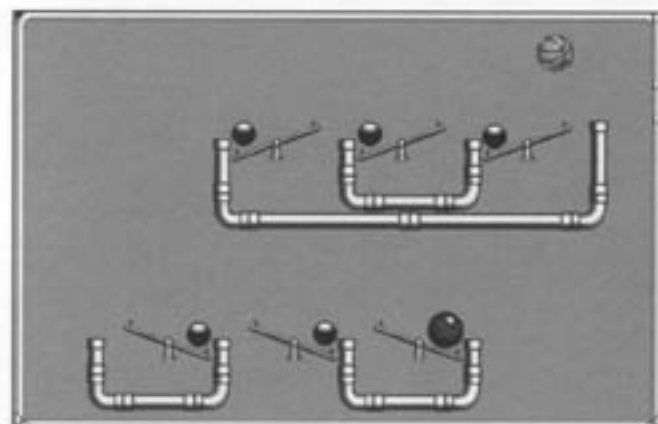


**PUZZLE 3: DYNAMIX**

THE LEFT BELLOWS SHOWS THE SOLUTION. BELLOWS BLOWS BALLOON TOWARD SHARP OBJECTS. YOU'LL LEARN THAT ROTATING GEARS CAN POP BALLOONS.

**PUZZLE 4: MACHINE**

THE FIRST 2 SEESAWS GIVE THE SOLUTION. PLACE SEESAWS UNDER EACH BALL.

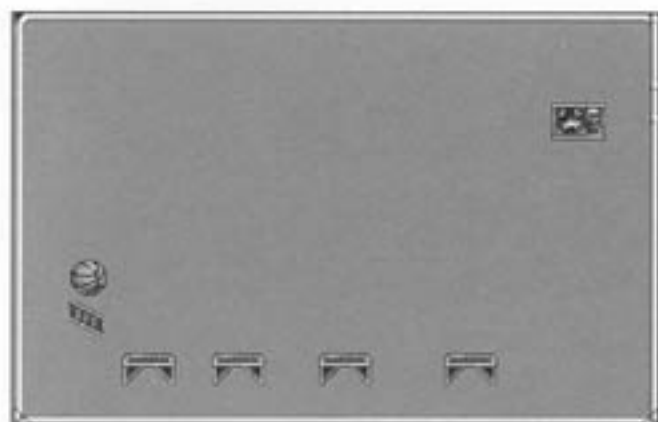


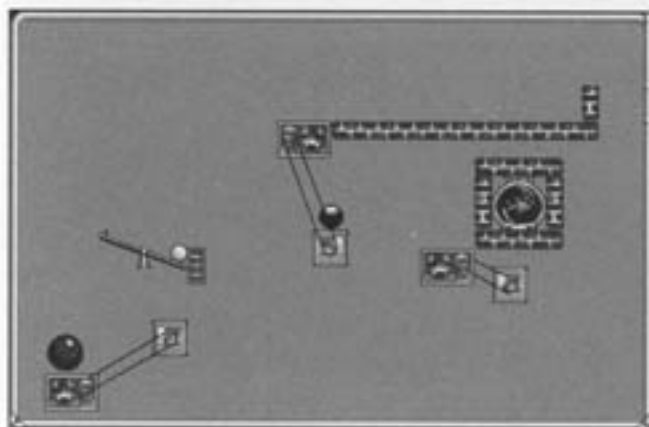
**PUZZLE 5: DISK**

YOU'LL LEARN BOXING GLOVE CAN PUNCH BOWLING BALL. ALL YOU NEED ARE A FEW SEESAWS UNDER THE CANNONBALLS TO FLIP THEM TOWARD THE BOXING GLOVES.

**PUZZLE 6: SHUTTLE**

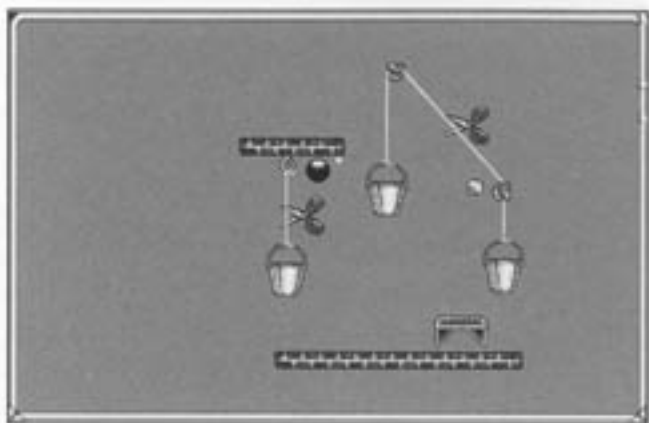
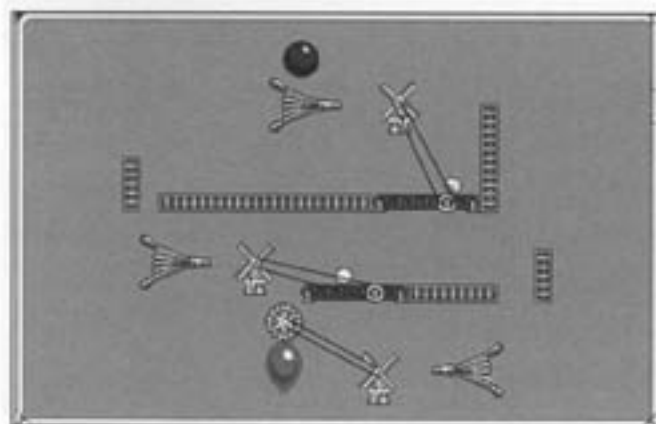
TRAMPOLINE PLACEMENT IS THE KEY. RUN THE PUZZLE. PLACE A TRAMPOLINE WHERE BASKETBALL FALLS OFF THE SCREEN. REPEAT THIS FOR EACH TRAMPOLINE.





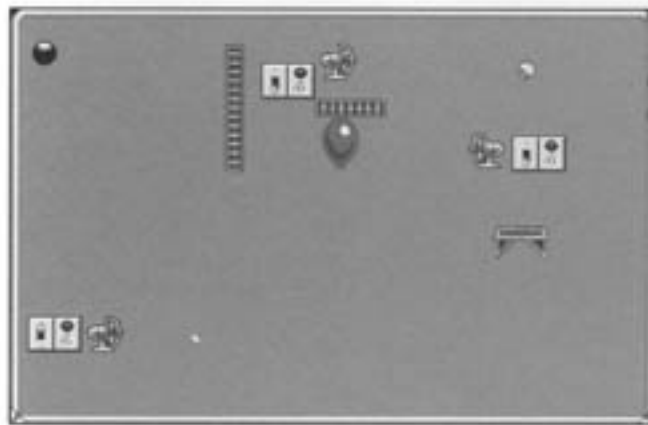
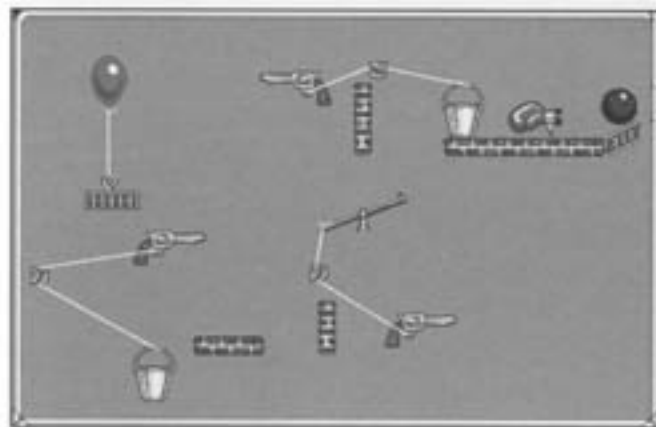
**PUZZLE 7 : SATURN**  
 THE TENNIS BALL WILL ALWAYS HIT THE UPPER MOUSE-CAGE. BELT THAT CAGE TO MIDDLE JACK-IN-BOX. BELT A MOUSE CAGE TO RIGHT JACK-IN-BOX AND MAKE SURE CANNON-BALL HITS THIS CAGE.

**PUZZLE 8 : KING**  
 BALLS LAND ON AND SQUEEZE BELLOWS. BELLOWS BLOW WINDMILLS. BELTED WINDMILLS TURN CONVEYOR BELTS. CONVEYOR BELTS PROPEL BALLS. REPEAT THIS FOR EACH BELLOWS. BELLOWS POSITIONING IS CRITICAL. FLIP WINDMILLS TO TURN CONVEYORS IN PROPER DIRECTION, SO BALLS CAN LAND ON NEXT BELLOWS.



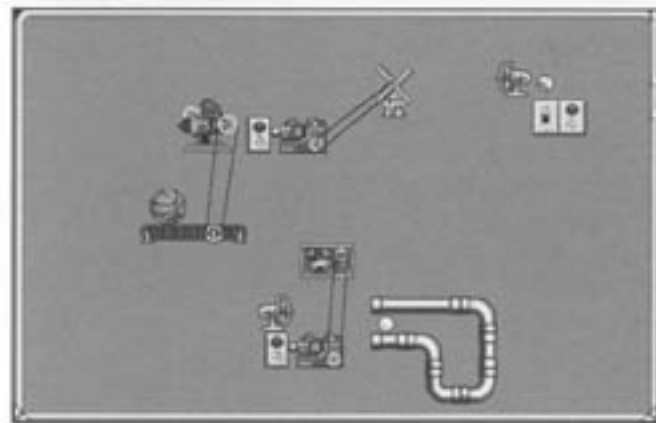
**PUZZLE 9 : DRAGON**  
 A TRAMPOLINE CAN BOUNCE THE FALLING BASEBALL BACK UP TO THE SCISSORS. FINISH THE PUZZLE WITH THE CANNONBALL FALLING ON THE OTHER SCISSORS. THE SCISSORS WILL CUT THE ROPES SO THE BUCKETS CAN FALL.

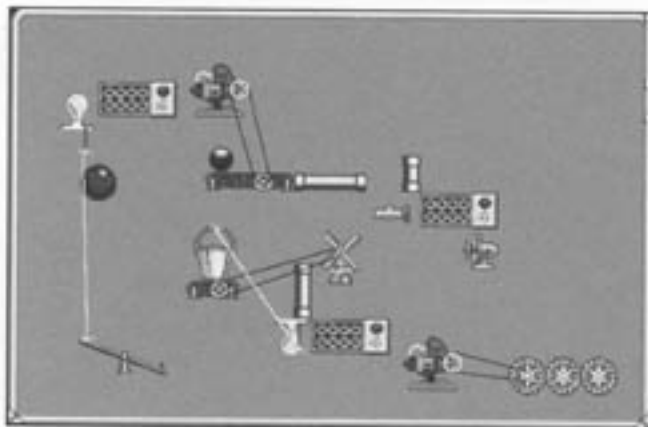
**PUZZLE 10 : ANTS**  
 THE BUCKET WILL ALWAYS FALL ONTO SEESAW. TIE ROPE FROM SEESAW TO RIGHT PULLEY TO GUN TO SHOOT GUN. IN A SEPARATE ACTION, TIE A BUCKET TO LEFT PULLEY TO GUN TO SHOOT THAT GUN. YOU'LL LEARN PULLEYS PULL ROPE IN USEFUL DIRECTIONS.



**PUZZLE 11 : BASEBALL**  
 PLUG THE FANS INTO THE OUTLETS. PLUG A FAN INTO THE LEFT OUTLET. THE FALLING CANNONBALL TURNS IT ON. TURN ON THE RIGHT SWITCH WITH THE FALLING BASEBALL BY PLACING A TRAMPOLINE BELOW THE SWITCH. THE BASEBALL WILL BOUNCE UP TO TURN ON THE SWITCH. POINT THE FAN ON THE RIGHT TOWARD THE BALLOON TO BLOW THE BALLOON INTO THE MIDDLE SWITCH TO FINISH THE PUZZLE.

**PUZZLE 12 : BEAR**  
 WORK BACKWARDS FROM THE PROBLEM. ONLY THE FAN CAN AFFECT TENNIS BALL. POINT FAN TOWARD TENNIS BALL. PLUG FAN INTO GENERATOR. BELT GENERATOR TO MOUSE CAGE. BASKETBALL CAN TRIGGER MOUSE-CAGE. BELT BASKETBALL'S CONVEYOR TO MOTOR (WHEEL POINTED RIGHT) PLUG MOTOR INTO GENERATOR. BELT GENERATOR TO WINDMILL. FAN BLOWS WINDMILL.

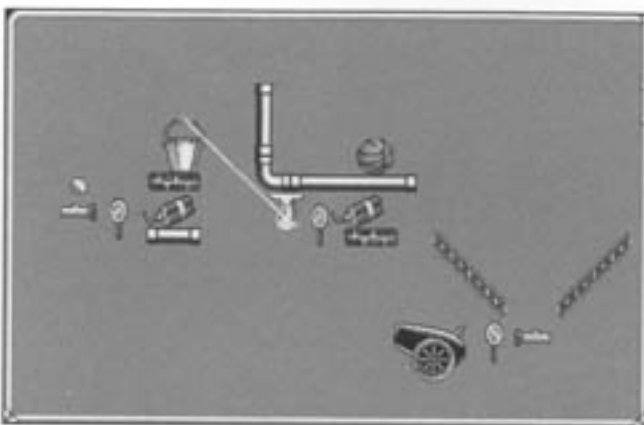
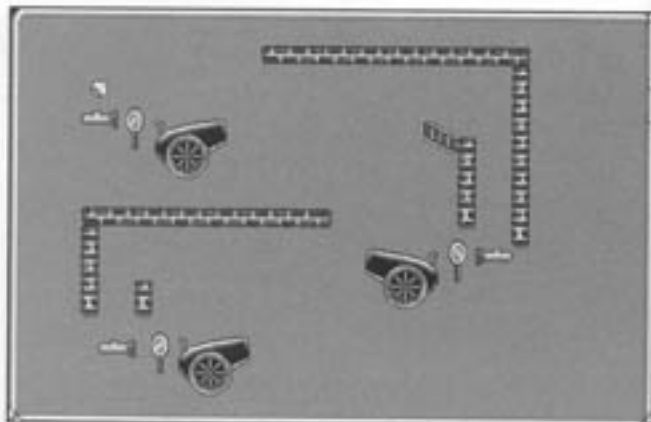




**PUZZLE 13 : FISH**  
 WORK BACKWARDS FROM THE PROBLEM. BELT MOTOR TO GEARS. TIE LOWER LIGHT BULB TO BUCKET. BELT CONVEYOR TO WINDMILL. FAN BLOWS WINDMILL. FLASHLIGHT POWERS SOLAR CELL AND FAN. CANNONBALL TRIGGERS FLASHLIGHT. MOTOR PLUGGED INTO TOP SOLAR CELL STARTS THE BALL ROLLING.

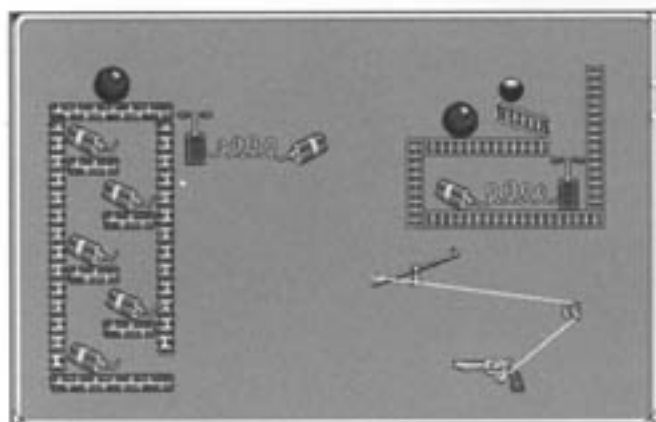
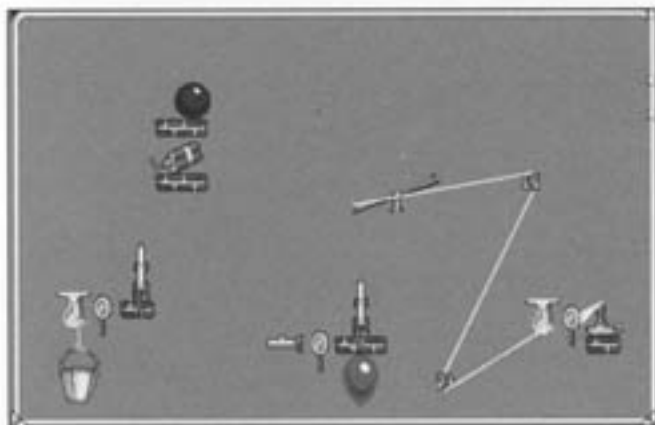
**PUZZLE 14 : DALE**

THE PUZZLE DESCRIPTION SAYS IT ALL. JUST MAKE SURE THE GUIDED CANNONBALLS LAND ON THE FLASHLIGHTS. YOU'LL LEARN THAT LENS ARE ONE-WAY AND MAY NEED TO BE FLIPPED TO WORK PROPERLY.



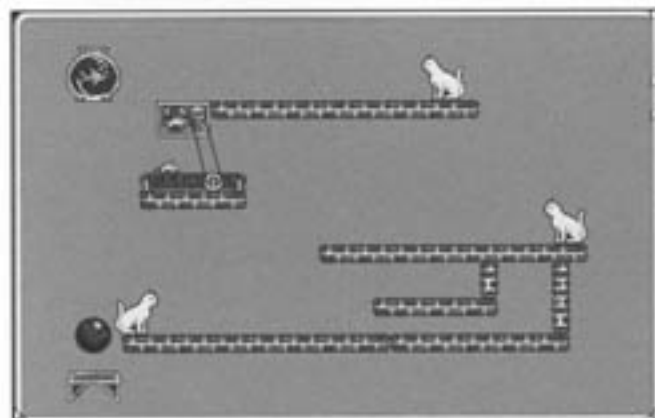
**PUZZLE 15 : CHESTERTON**  
 START THE PUZZLE BEFORE SOLVING IT AND WATCH IT RUN. BUCKET ALWAYS FALLS. TIE BUCKET TO LIGHT BULB. KEY POINT IS TO PLACE DYNAMITE AS FAR LEFT AS POSSIBLE UNDER BASKETBALL, TO BLOW BASKETBALL INTO RIGHT "HOOP" TO LAND ON FLASHLIGHT TO TRIGGER CANNON. FLIP THE LENS BETWEEN CANNON AND FLASHLIGHT.

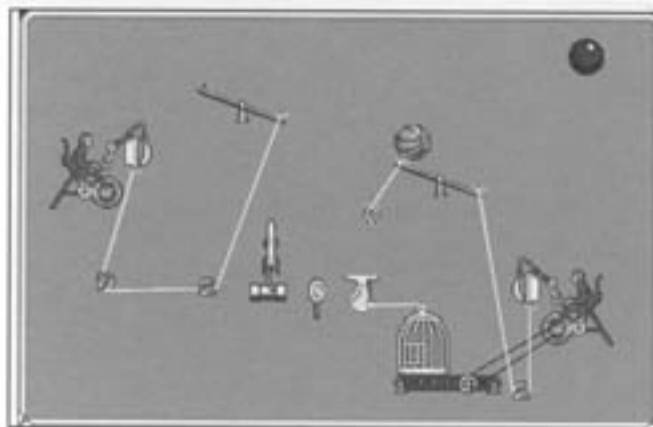
**PUZZLE 16 : SIZE**  
 START PUZZLE AND WATCH WHERE BOWLING BALL PASSES NEAR RIGHT ROCKET. PLACE A FLASHLIGHT AND LENS HERE TO IGNITE ROCKET. PLACE LOWER END OF "I" SEESAW ABOVE ROCKET. TIE LOWER END OF SEESAW TO SOME PULLEYS AND A LIGHT BULB. LIGHT BULB AND LENS CAN LIGHT CANDLE.



**PUZZLE 17 : IRELAND**  
 WATCH THE PUZZLE START. FALLING BOWLING BALL CAN TILT SEESAW. A SEESAW/ROPE/PULLEY COMBINATION CAN SHOOT GUN. GUN DETONATES DYNAMITE. KEY POINT IS TO PLACE DYNAMITE AS FAR LEFT AS POSSIBLE UNDER LEFT BOWLING BALL TO ROLL BALL RIGHT ONTO PLUNGER.

**PUZZLE 18 : WORD**  
 PLACE TRAMPOLINE UNDER BOWLING BALL TO BREAK FISHBOWL TO ATTRACT TOP CAT TO ACTIVATE MOUSE CAGE. CONVEYOR UNDER MOUSE PROPELS MOUSE. CATS CHASE MOUSE TO THE GOAL.



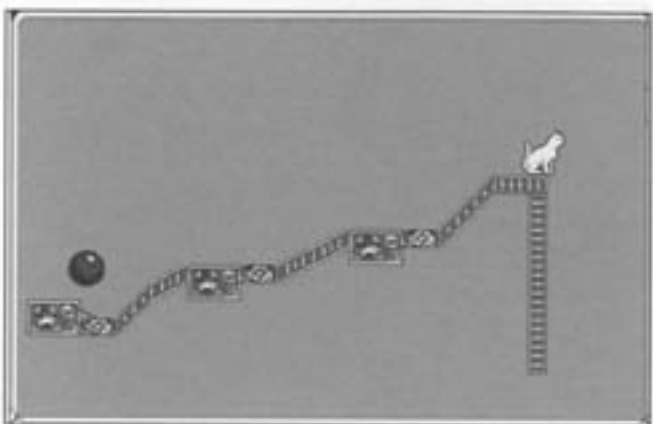
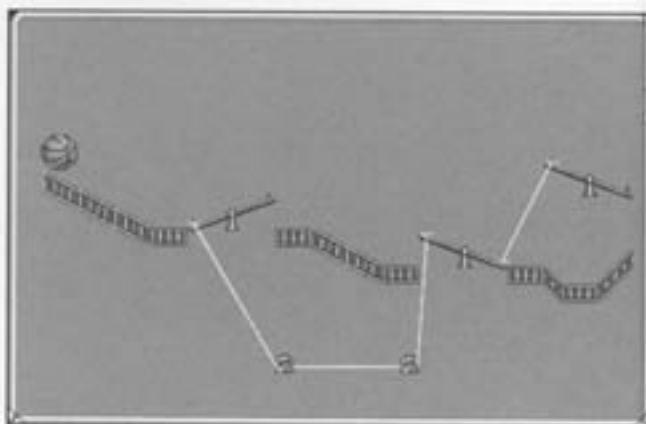


**PUZZLE 19 : BRIEF**

THE SIMPLEST SOLUTION IS TO TIE THE BIRD CAGE TO THE LEFT MONKEY'S SHADE. TO USE ALL THE PARTS, FALLING BIRD CAGE TURNS ON LIGHT BULB, FIRING ROCKET WHICH BUMPS SEESAW, OPENING LEFT MONKEY'S SHADE.

**PUZZLE 20 : HOT DOG**

THE SOLUTION LOOKS SIMPLE, BUT IT HOLDS SUBTLE POINTS. THE SEESAWS MUST BE TIED TOGETHER TO WORK PROPERLY. IF THE GAP IS NOT FILLED WITH AN INCLINE, THE BASKETBALL FALLS SHORT OF THE GOAL. IN LATER PUZZLES, SEESAWS WILL BE TIED TOGETHER TO DEFLECT FALLING OBJECTS, RATHER THAN TILTING. ALSO LATER, INCLINES AND PLATFORMS WILL "BUMP" AN OBJECT JUST ENOUGH TO MAKE A SOLUTION WORK.

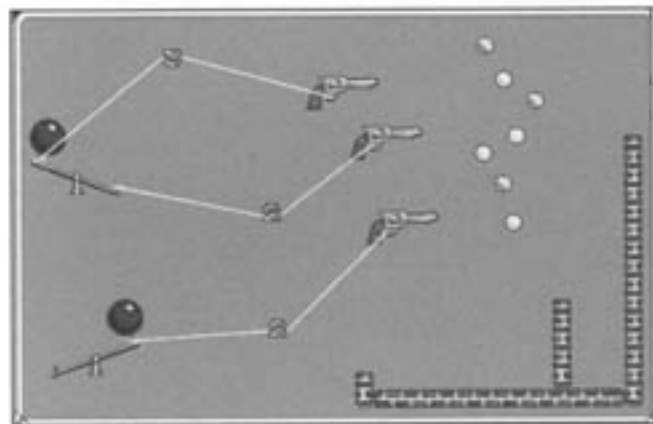
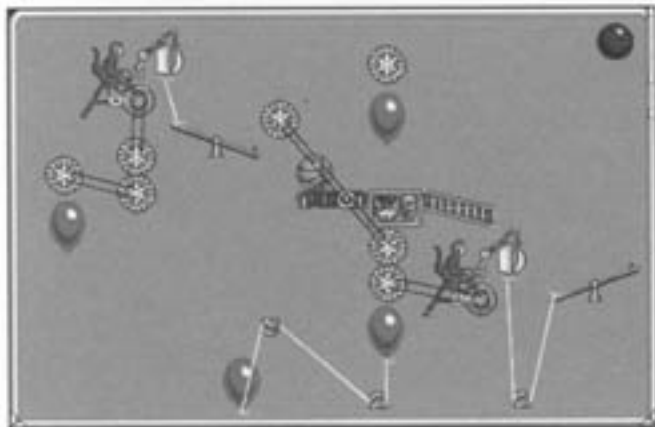


**PUZZLE 21 : COUNTDOWN**

LAST TUTORIAL PUZZLE. THE ANSWER IS GIVEN TO YOU. IT'S UP TO YOU TO LEARN TO PLACE THE CONVEYORS PROPERLY. USE SMALL CONVEYORS BELTED TO MOUSE CAGES FOR THE SOLUTION.

**PUZZLE 22 : PSALMS**

BELT LEFT GEARS TOGETHER TO GET READY FOR LEFT BALLOON. BELT RIGHT MONKEY TO GEARS TO POP ANOTHER BALLOON. PUT GEAR ABOVE/ LEFT OF LEFT SEESAW AND BELT TO GEARS UNDER MOUSE-CAGE. LOWER LEFT BALLOON TILTS LEFT SEESAW TO TRIGGER LEFT MONKEY TO POP LEFT BALLOON. SEESAW SLOWLY DEFLECTS BALLOON INTO ROTATING GEAR.

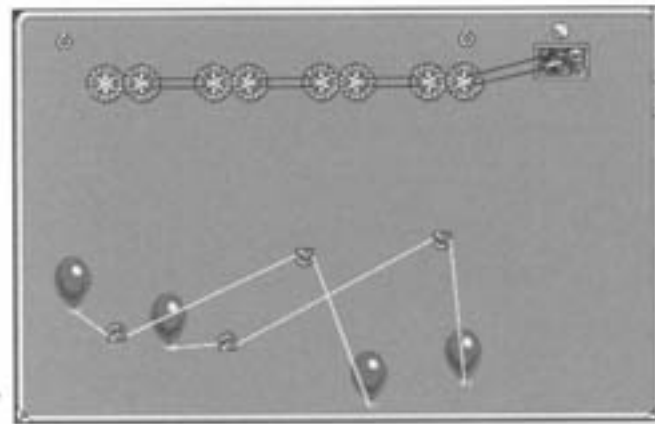


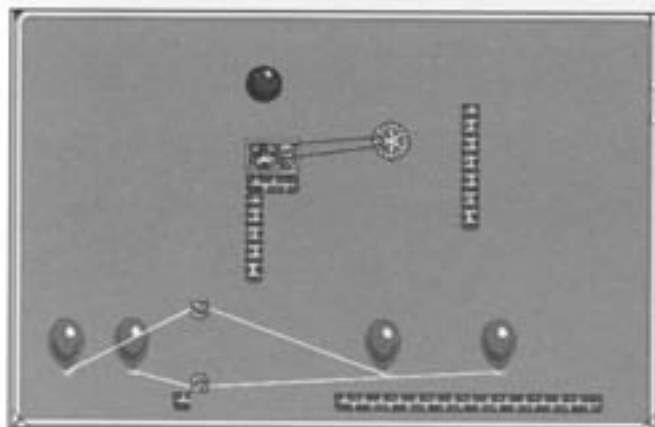
**PUZZLE 23 : TANK**

YOU'LL LEARN TWEAKING AND TIMING ARE CRITICAL. PUT SOME GUNS AND PULLEYS ON-SCREEN AND TIE THEM TO SEESAWS. CONCENTRATE ON TOP GUN TO GET TOP BASEBALL INTO RIGHT WELL. ONCE SUCCESSFUL, CONCENTRATE ON MIDDLE GUN AND MIDDLE BASEBALL, THEN LOWEST GUN/BALL. NOW TWEAK THE GUN PLACEMENTS FOR ALL BASEBALLS TO LAND IN RIGHT WELL.

**PUZZLE 24 : NIGHT**

THE TIED BALLOONS SHOW THE SOLUTION. TIE THE LOOSE BALLOONS THROUGH THE PULLEYS IN A SIMILAR WAY.

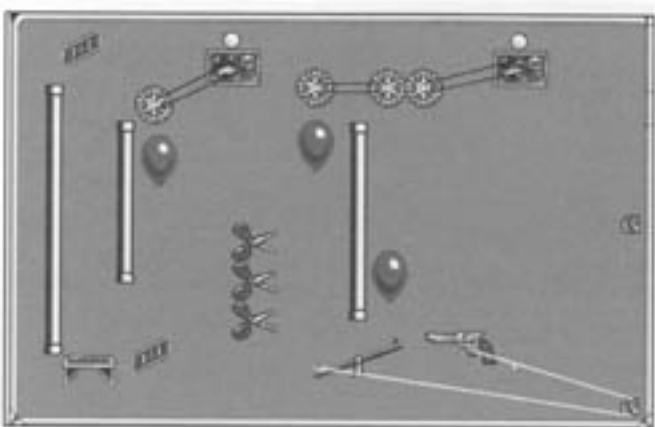
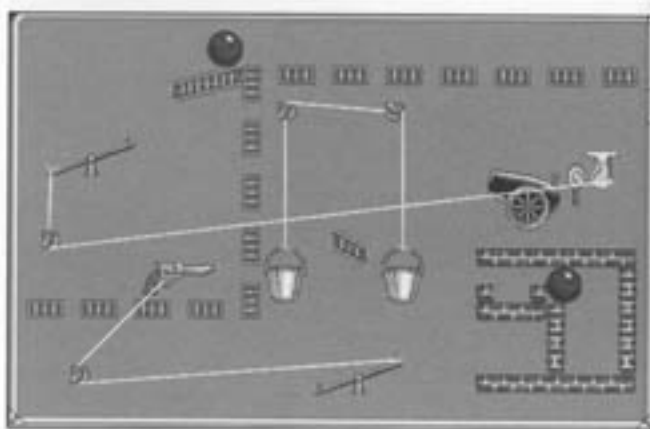




**PUZZLE 25 : GAMES**  
 FORCE RIGHT BALLOONS  
 TOWARD GEARS BY TYING TO  
 LEFT BALLOONS THROUGH  
 PULLEYS. BOWLING BALL ACTI-  
 VATES MOUSE CAGE TO TURN  
 GEAR.

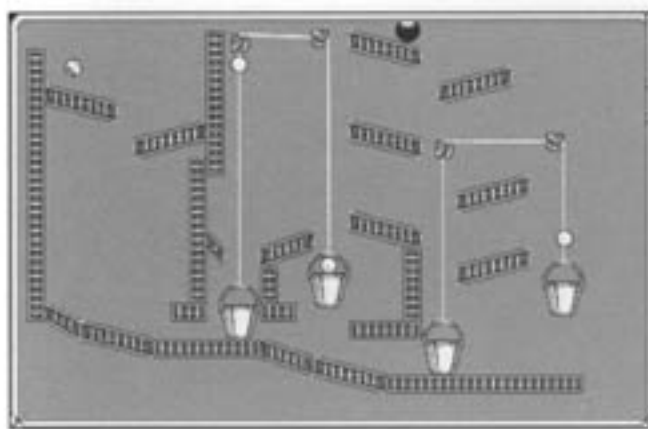
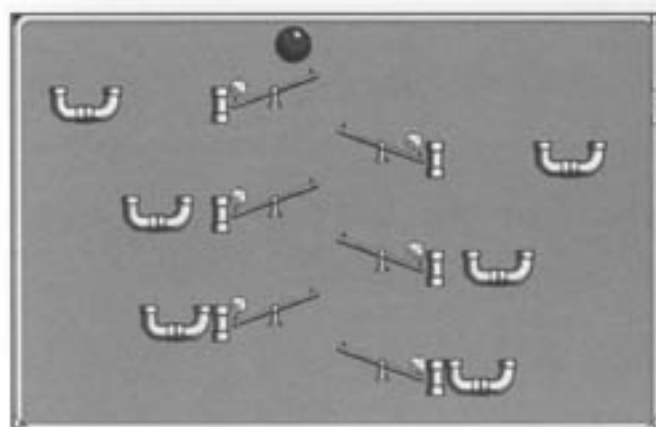
**PUZZLE 26 : WESTERN**

ONLY THE GUN'S BULLET CAN  
 PUSH BOWLING BALL THE  
 BUCKETS MUST BE MOVED OUT  
 OF THE WAY. FALLING BOWLING  
 BALL CAN INDIRECTLY FIRE  
 CANNON. CANNONBALL CAN  
 FALL INTO BUCKET, USING  
 INCLINE. BUCKET CAN TILT SEE-  
 SAW TO SHOOT GUN.



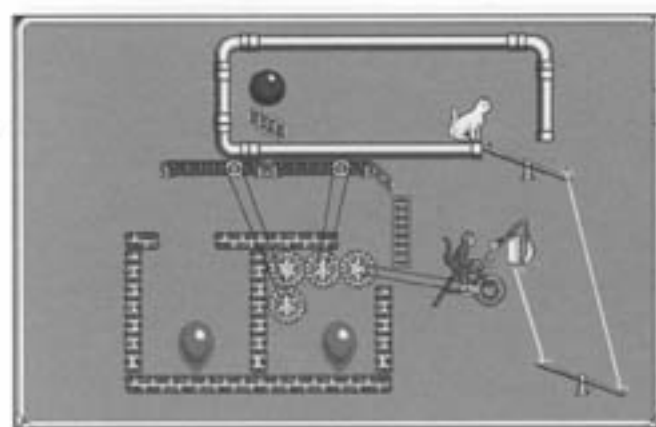
**PUZZLE 27 : LOG HOME**  
 YOU'LL SEE HOW THE ENVIRON-  
 MENT CAN AFFECT THE PUZZLE.  
 USE INCLINES TO DEFLECT LEFT  
 BALLOON TO TRAMPOLINE UP  
 TO POP ON ROTATING GEAR.  
 USE SEESAW UNDER OTHER  
 BALLOONS TO INDIRECTLY  
 SHOOT ONE BALLOON, AND  
 DEFLECT OTHER BALLOON INTO  
 THE SCISSORS.

**PUZZLE 28 : GRAPHICS**  
 PLACE LOWER END OF A SEE-  
 SAW UNDER EACH BASEBALL  
 AND WATCH THE FUN!

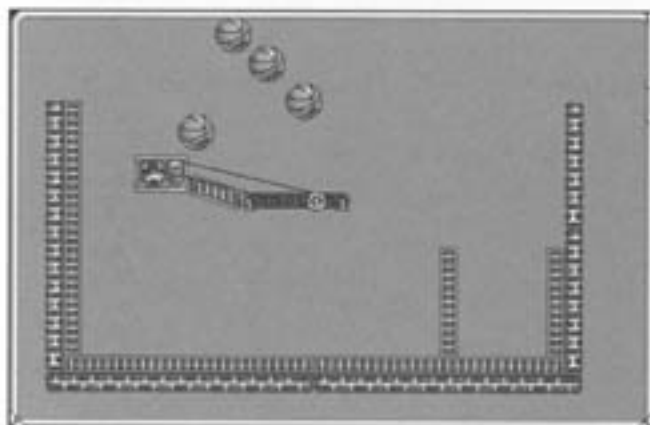


**PUZZLE 29 : KNUTH**  
 TIMING IS EVERYTHING IN THIS  
 PUZZLE. LEFT BUCKETS MUST  
 BALANCE OUT OF THE WAY.  
 RIGHT BUCKETS MUST BE  
 TIMED TO ALLOW BASEBALL TO  
 PASS SAFELY.

**PUZZLE 30 : DONALD**  
 AS ALWAYS, ONLY PRACTICE  
 SHOWS SOLUTION. INCLINE  
 BOWLING BALL TO CAT. CAT'S  
 FALL TRIGGERS SEESAWS,  
 ROPE, AND MONKEY. MONKEY  
 POWERS GEARS TO PREPARE  
 FOR BALLOONS. CONVEYOR  
 BELTS AND INCLINE DIRECT  
 BALLOON TO GEARS.

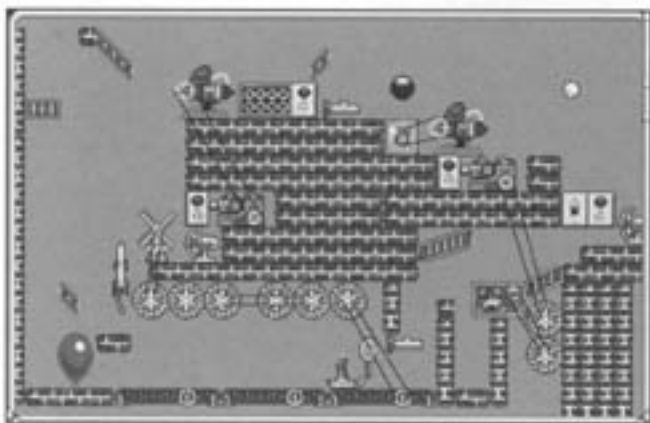
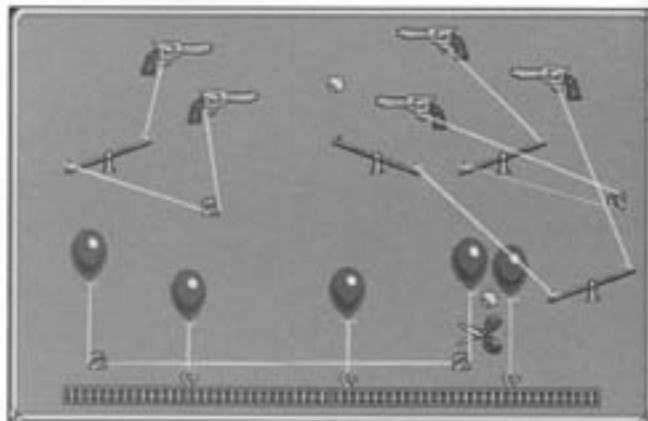






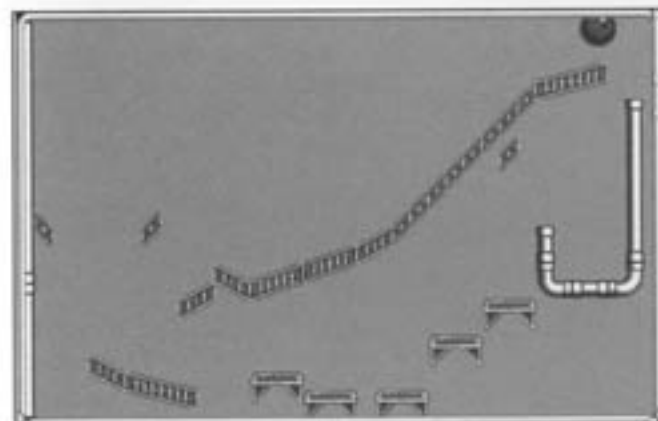
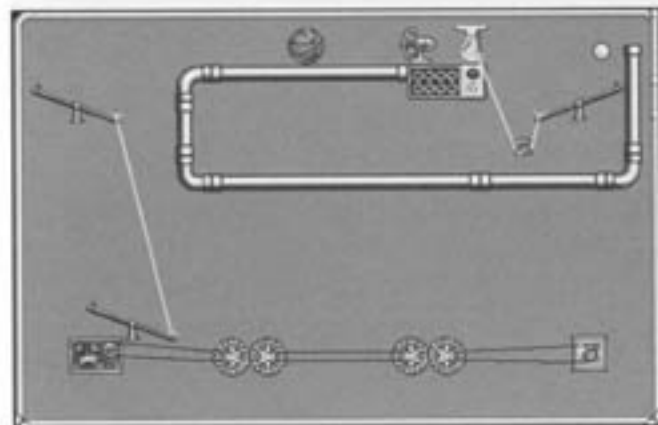
**PUZZLE 31 : COMPACT DISK**  
SEESAW DOESN'T OFFER ENOUGH CONTROL. SOLUTION NEEDS SOMETHING TO THROW BASKETBALLS RIGHT. THE BASKETBALL LOWER CAN ACTIVATE MOUSE CAGE. BELTED CONVEYOR AND INCLINE DO THE REST.

**PUZZLE 32 : SHAYER LAKE**  
START WITH FALLING BASEBALL. PUT SCISSORS UNDER BASEBALL. NOTE WHERE BALLOONS FLOAT UP. PUT SEESAWS ABOVE BALLOONS. PRACTICE PLACEMENT TO USE ROPES, PULLEYS, AND OTHER SEESAWS TO TRIGGER FOUR GUNS. TRIGGER FIFTH GUN WITH ANOTHER BASEBALL AND SEESAWS.



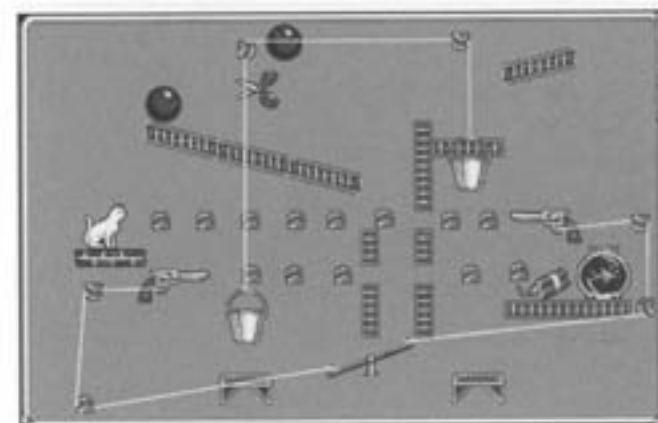
**PUZZLE 33 : RHEUMATISM**  
SOLUTION STARTS WITH SWITCH AT 3 O'CLOCK, RUNS TO MOUSE CAGE AT 4 O'CLOCK, THEN SPLITS AND RUNS BOTH CLOCKWISE AND COUNTER-CLOCKWISE TO MEET AT ROCKET AT 7 O'CLOCK. CRITICAL PART IS AT START: FAN PLACE-  
MENT MUST BLOW TENNIS BALL TO FLASHLIGHT.

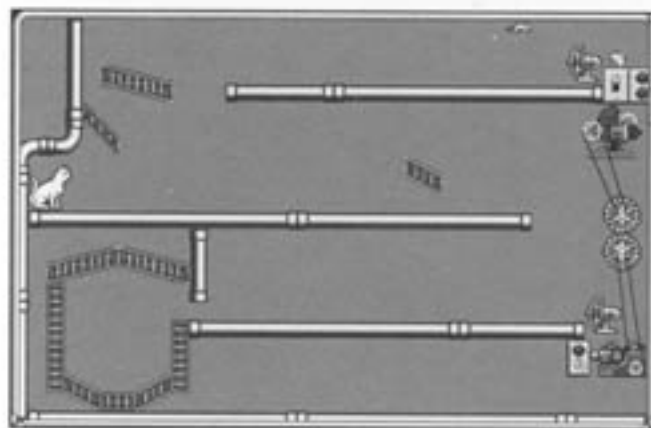
**PUZZLE 34 : HARPSICHORD**  
ONLY THE FAN CAN MOVE BASKETBALL. USE FALLING TENNIS BALL TO INDIRECTLY ACTIVATE FAN. USE BASKETBALL WITH SEESAWS TIED TOGETHER TO BUMP MOUSE CAGE. BASKETBALL'S SEESAW CAN'T BE TOO HIGH OR TOO LOW, OR BASKETBALL BOUNCES AWAY. MOUSE CAGE BELTED TO GEARS TO ACTIVATE JACK-IN-BOX.



**PUZZLE 35 : MARKET**  
RUN THE PUZZLE. WATCH WHERE BOWLING BALL FALLS OFF-SCREEN. USE "V" INCLINE TO CARRY BOWLING BALL TO LEFT TRAMPOLINE. WATCH WHERE BOWLING BALL FALLS OFF-SCREEN AGAIN. PLACE TRAMPOLINES TO HERD BOWLING BALL TO RIGHT. USE SMALL INCLINE IF NECESSARY TO FORCE BALL RIGHT.

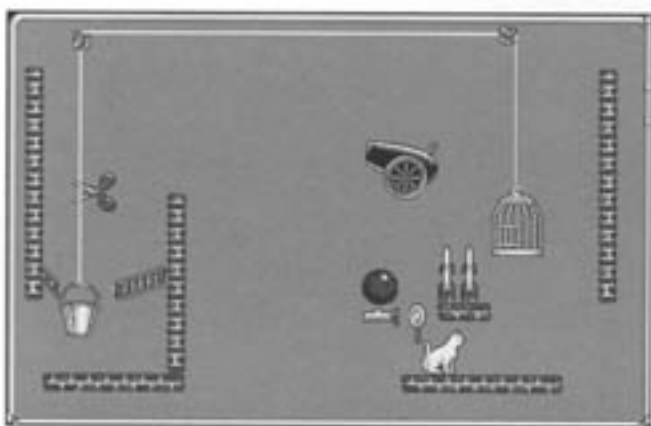
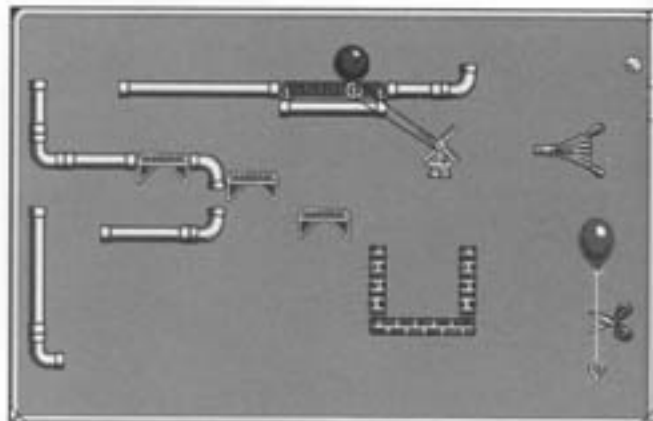
**PUZZLE 36 : DESK**  
BUCKETS AND BOWLING BALLS MUST INTERCEPT BULLETS. SINCE GUNS MUST BE FIRED AND SINCE BUCKETS CAN'T BE BALANCED WITH PROVIDED TOOLS, CUT ROPE AND LET TRAMPOLINES BOUNCE BUCKETS, TWEAK PLACEMENT OF FALLING BOWLING BALL AND SCISSORS TO TIME INTERCEPTION.





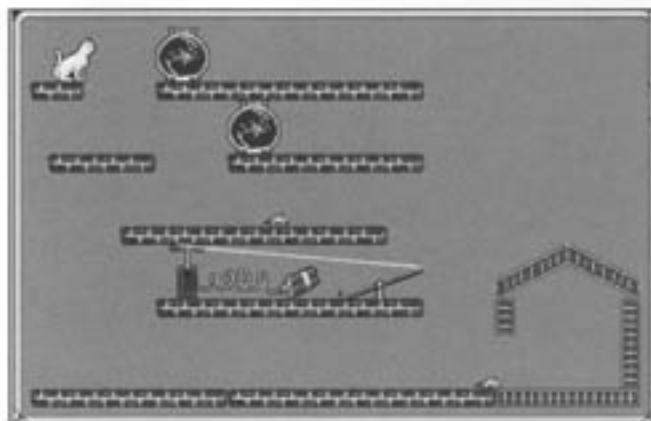
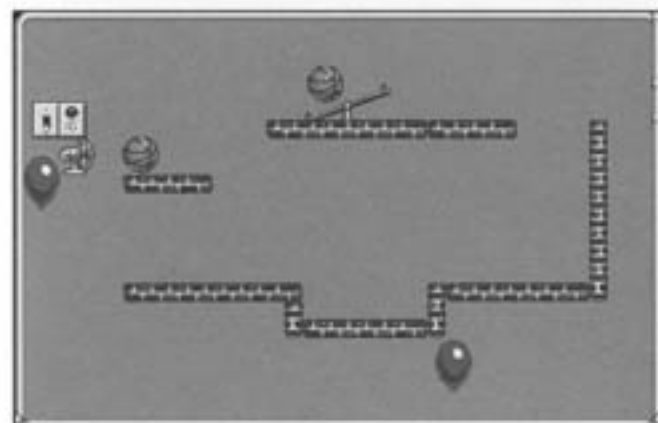
**PUZZLE 37 : MYRTLE**  
 USE FAN TO BLOW MOUSE LEFT.  
 USE INCLINE TO PUSH MOUSE  
 TO GROUND. USE ANOTHER  
 INCLINE TO PREVENT CAT FROM  
 CATCHING MOUSE. USE MOTOR/  
 BELTS/ MESHED GEARS/GEN-  
 ERATOR/ FAN TO BLOW MOUSE  
 HOME.

**PUZZLE 38 : QUATERNION**  
 SINCE BOWLING BALL MUST BE  
 MOVED AND A CONVEYOR WILL  
 FIT BELOW IT, HAVE BASEBALL  
 TRIGGER BELLOWS, TURNING A  
 WINDMILL, POWERING CONVEY-  
 OR. SOME TRAMPOLINES WILL  
 DO THE REST.



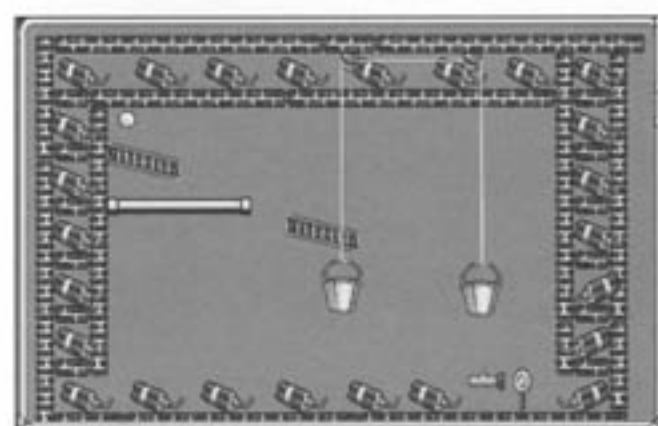
**PUZZLE 39 : AQUARIUM**  
 EACH ROCKET SCARES POKEY  
 AND TOGETHER THEY MAKE  
 HIM WALK UNDER THE CAGE.  
 FIRST ROCKET UP FIRES THE  
 CANNON. CANNONBALL  
 MAKES SCISSORS CUT THE  
 ROPE. INCLINES DIRECT THE  
 BALL INTO THE BUCKET.

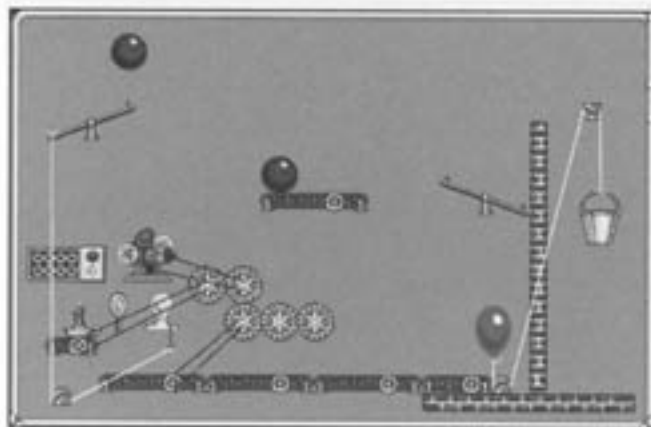
**PUZZLE 40 : SHOE**  
 USE LEFT BALLOON TO TURN  
 ON SWITCH/FAN. USE SEESAW  
 UNDER UPPER BASKETBALL TO  
 MOVE IT LEFT TOWARD FAN.  
 FAN PLACEMENT IS CRITICAL  
 FOR THE SOLUTION.



**PUZZLE 41 : FLOWER**  
 USE FISH BOWLS TO LURE CAT  
 TO FALL DOWN A LEVEL. USE  
 MOUSE TO TILT SEESAW TO  
 TRIGGER PLUNGER TO BLOW  
 CAT TO HOUSE ENTRANCE.  
 PLACE MOUSE AT HOUSE  
 ENTRANCE TO COMPLETE  
 SOLUTION.

**PUZZLE 42 : STORE**  
 PLAY WITH PLACEMENTS OF  
 INCLINES TO ROLL TENNIS BALL  
 TO FLASHLIGHT. USE LENS TO  
 IGNITE DYNAMITE.



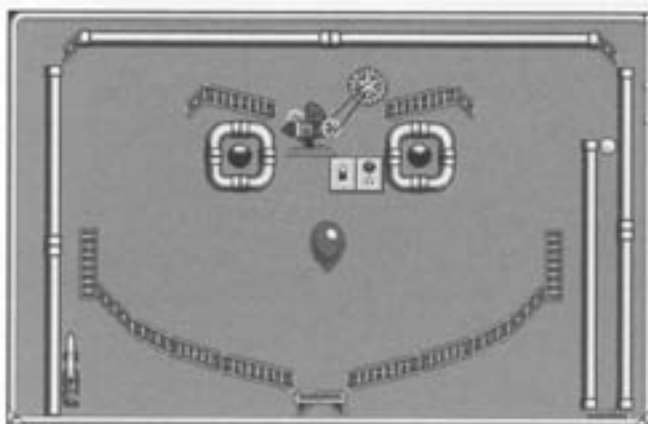
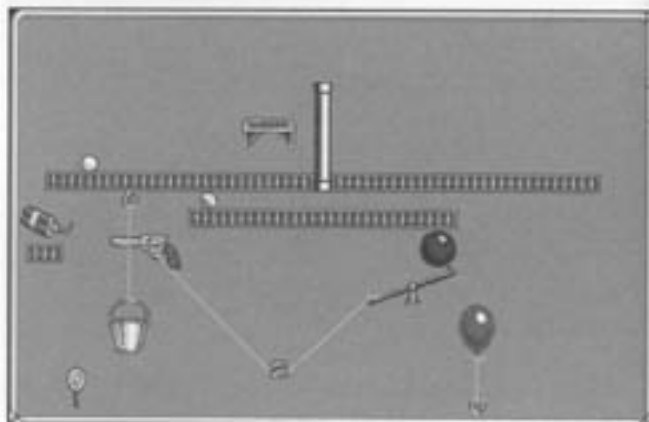


**PUZZLE 43 : CLARE**

YOU'LL NEED TO BUILD A SOLUTION USING GEARS ALREADY ON-SCREEN. KEY POINT: LIGHT CANDLE AND USE CANDLE LIGHT TO POWER SOLAR CELL/MOTOR TO CONVEY CANDLE OVER BALLOON. DON'T LET LIGHT BULB POWER THE SOLAR CELL!

**PUZZLE 44 : KERRY**

NEED TO THROW TENNIS BALL UP AND OVER PIPE. DYNAMITE BELOW/LEFT TENNIS BALL CAN DO THAT. PUT DYNAMITE AND LEDGE SOUTHWEST OF TENNIS BALL. AIM GUN AT DYNAMITE. PUT HIGH END OF "/> SEESAW UNDER BOWLING BALL, PUT PULLEY BELOW SEESAW. TIE GUN THROUGH PULLEY TO LOW END OF SEESAW. FALLING BOWLING BALL SHOTS GUN, EXPLODES DYNAMITE, TOSSEING TENNIS BALL UP AND RIGHT. TRAMPOLINE FINISHES JOB.

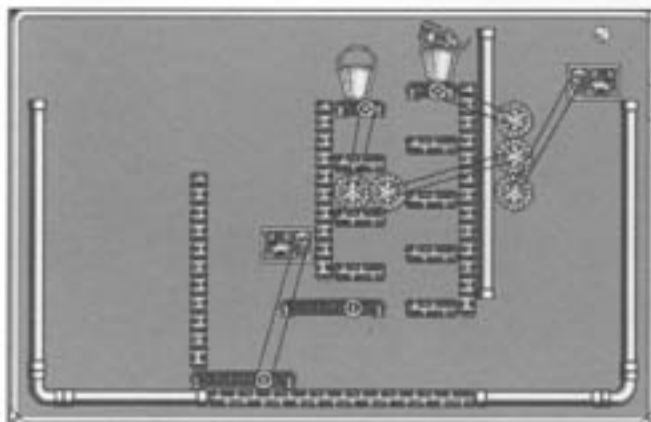
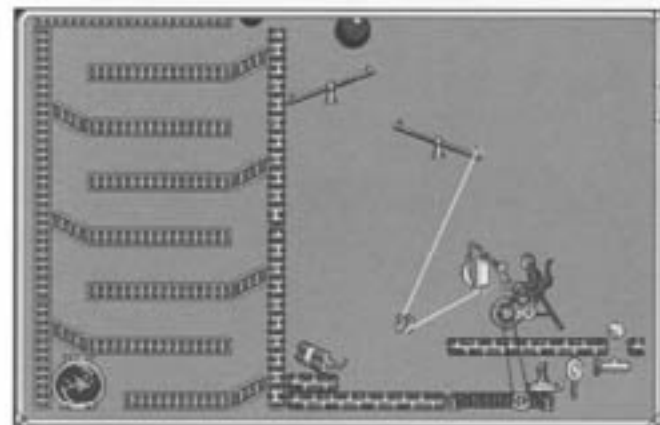


**PUZZLE 45 : FLANGE**

START PUZZLE, WATCH TENNIS BALL BUMP BALLOON UP. AT THIS SPOT, SWITCH/ MOTOR/BELT/ GEAR WILL SOLVE PUZZLE.

**PUZZLE 46 : SEASON**

IT'S A RACE AGAINST TIME. CANNONBALL WILL SLOWLY REACH FISHBOWL UNLESS DYNAMITE BLOWS UP PATH. FLASHLIGHT TOO FAR TO DIRECTLY LIGHT DYNAMITE; LIGHT CANDLE AND TRANSPORT IT BY MONKEY-POWERED CONVEYOR.

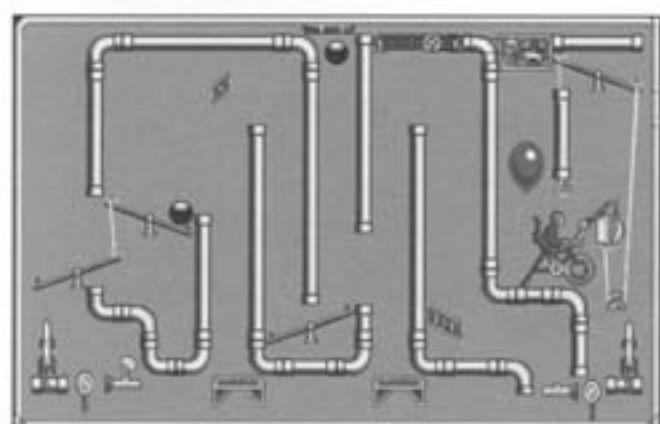


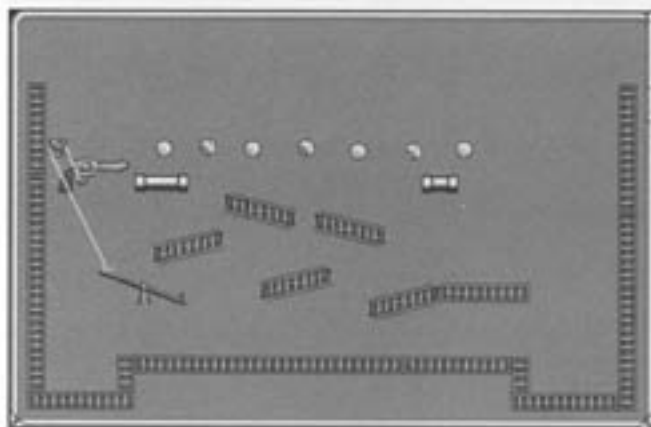
**PUZZLE 47 : TRIBOLOGY**

KEY IS TO WEIGH DOWN BUCKET ON RIGHT WITH DYNAMITE, OTHERWISE BOTH BUCKETS GO LEFT. WATCH GEAR DIRECTION TO PROPEL BUCKETS LEFT.

**PUZZLE 48 : ABRASIVE**

PLACE MOUSE-CAGE ABOVE BALLOON. PLACE A CONVEYOR BELT TO THE LEFT OF THE MOUSE-CAGE IN GAP BETWEEN THE PIPES. BELT MOUSE-CAGE TO THE CONVEYOR BELT. PUT A SEESAW IN THE GAP UNDER THE HIGHEST BOWLING BALL. PLACE A SEESAW ABOVE THE ROCKET, WITH LOW END POINTING TO THE LEFT. TIE THAT SEESAW TO ANOTHER SEESAW PLACED UNDER THE LOWEST BOWLING BALL. PLACE TWO TRAMPOLINES IN THE GAPS BETWEEN THE PIPES. USE THE MAGNIFYING GLASS TO LIGHT THE ROCKET.

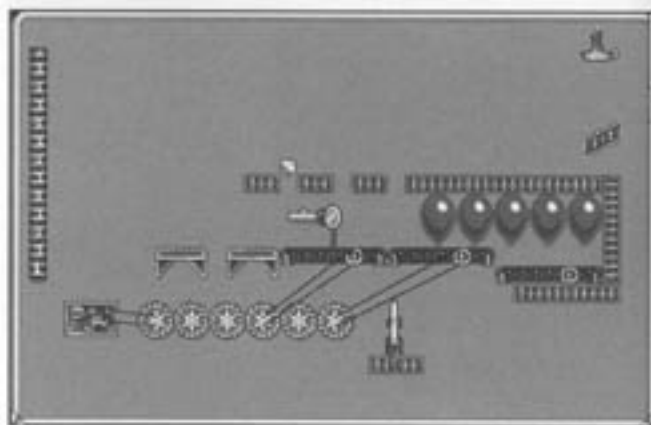




**PUZZLE 49 : DEFORMATION**  
 PLACE A PULLEY TO THE LEFT OF BALLS AGAINST THE WALL. PLACE A GUN UNDER THE PULLEY. RUN A ROPE THROUGH THE PULLEY AND TIE IT TO A SEESAW PLACED UNDER THE GUN AND PIPE. THIS ONE REQUIRES A LOT OF TWEAKING OF INCLINES.

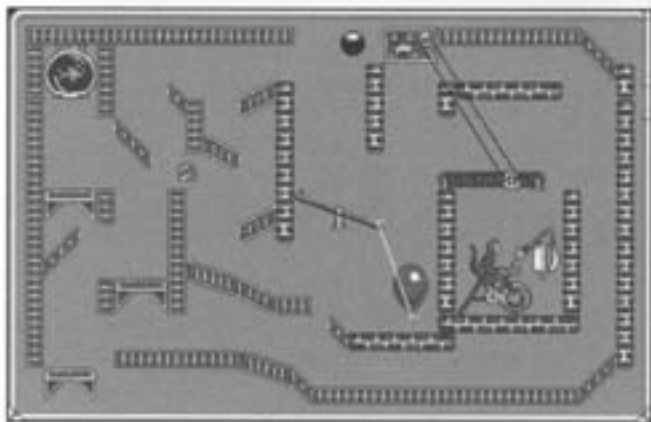
**PUZZLE 50 : ELASTIC**

PLACE SOME CONVEYORS UNDER BALLOONS TO EVENTUALLY GUIDE CANDLE. LIGHT CANDLE WITH BASEBALL/FLASHLIGHT/LENS. KEY IS TO DEFLECT BASEBALL ONTO TRAMPOLINES TO ACTIVATE MOUSE CAGE. MOUSE CAGE BELTED TO GEARS POWERS CONVEYOR, PROPELLING LIT CANDLE, BURSTING BALLOONS.



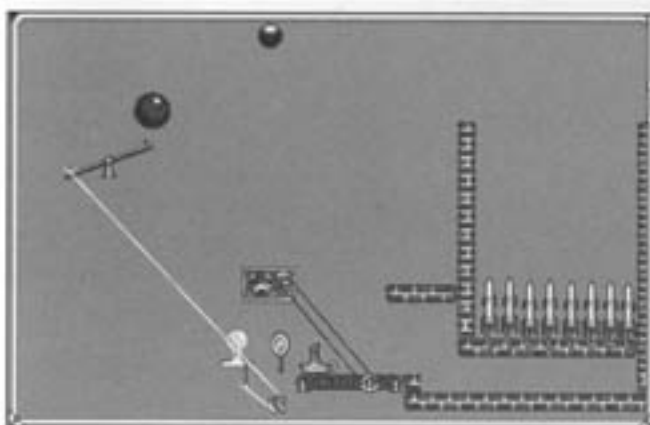
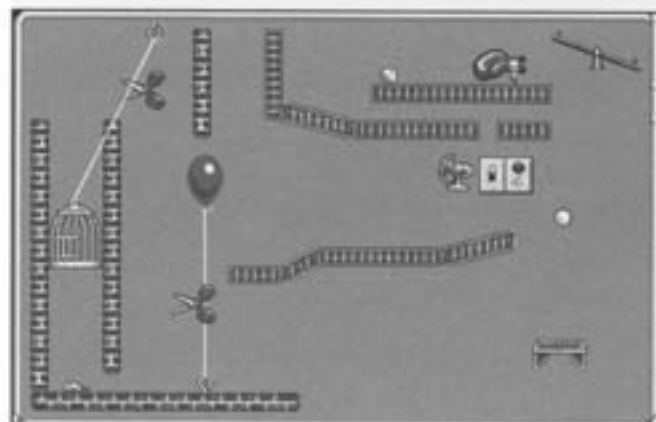
**PUZZLE 51 : ADHESION**

PUT A SEESAW UNDER THE CANNONBALL. TIE THE BALLOON TO THE LOWER END OF SEESAW. PUT A CONVEYOR OVER THE MONKEY. PUT A MOUSE-CAGE AT THE TOP OF THE SCREEN OVER THE BALLOON. BELT THE MOUSE-CAGE AND THE CONVEYOR TOGETHER. PUT SOME INCLINES IN THE GAPS IN THE WOODEN FLOORS TO LET THE CANNONBALL ROLL TO THE LEFT SIDE OF THE SCREEN. PUT A TRAMPOLINE IN THE LOWER LEFT GAP TO BOUNCE THE CANNONBALL UP. USE TWO MORE TRAMPOLINES TO BOUNCE CANNONBALL UP TO THE FISHBOWL. THE KEY IS TO FILL GAPS AT THE BOTTOM WITH THE BEST-SIZED INCLINES.



**PUZZLE 52 : SPECTRA**

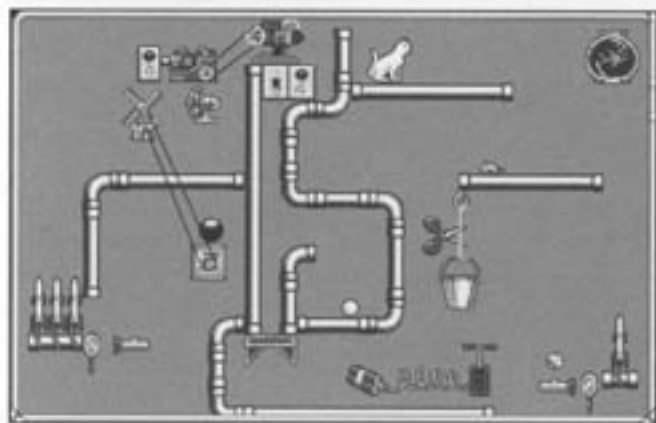
THE TRICK IS GETTING THE FAN TO BLOW THE BALLOON OVER SO THAT IT IS UNDER THE TOP SCISSORS. POSITION LOWER SCISSORS SO IT WILL CUT ROPE WHILE THE FAN IS ON.

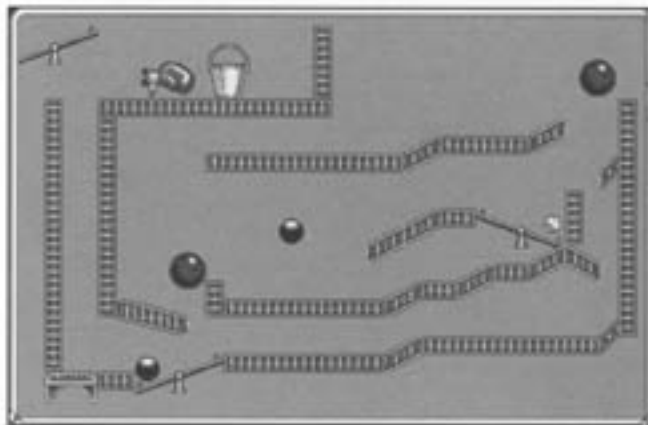


**PUZZLE 53 : INDUCTION**  
 CONVEY A LIT CANDLE OVER TO ROCKETS. A MOUSE CAGE/ CANNONBALL COMBINATION POWERS CONVEYOR. SEESAW/LIGHT BULB LIGHTS CANDLE. MAKE SURE CANDLE IS LIT BEFORE CONVEYOR RUNS.

**PUZZLE 54 : POLARIZATION**

USE FLASHLIGHT TO LAUNCH RIGHT ROCKET. LURE CAT WITH BROKEN FISHBOWL. MOUSE LANDS ON SCISSORS TO DETONATE DYNAMITE. DYNAMITE BLOWS TENNIS BALL ONTO TRAMPOLINE. MOTOR/ GENERATOR/FAN/WINDMILL ACTIVATES JACK-IN-BOX. CANNONBALL TURNS ON FLASHLIGHT, LIGHTING LEFT ROCKETS.



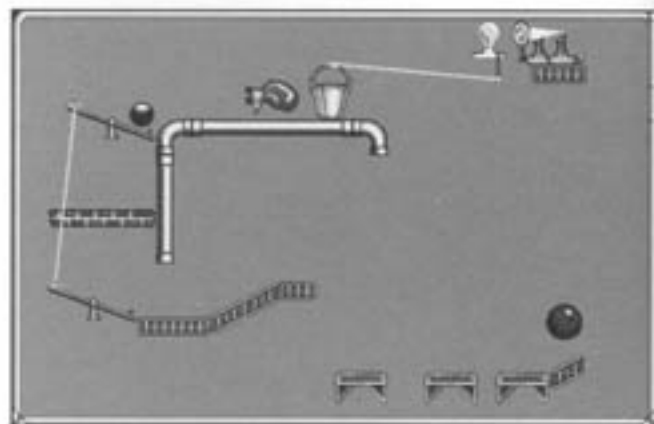


**PUZZLE 55 : OVERJOY**

PUT SEESAW UNDER LOWER CANNONBALL. ONLY BASEBALL CAN GET TO THIS SEESAW. SEESAW UNDER BASEBALL. AN INCLINE CAN DIRECT UPPER CANNONBALL TO BASEBALL'S SEESAW, FLIPPING BOWLING BALL OVER TO CANNONBALL'S SEESAW. TRAMPOLINE AND SEESAW USED AS INCLINE CAN GET CANNONBALL TO GLOVE.

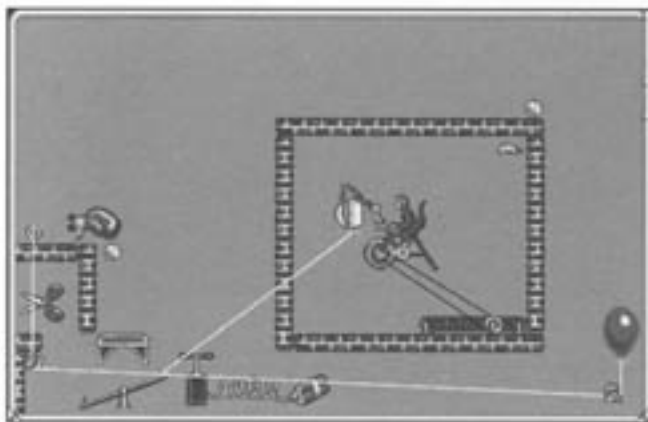
**PUZZLE 56 : DISCURSIVE**

TRAMPOLINE BOWLING BALL OVER TO A SEESAW, FLIPPING CANNONBALL OVER TO BOXING GLOVE.



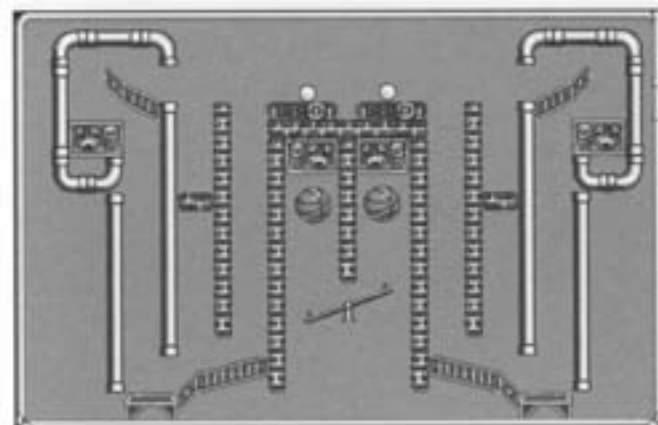
**PUZZLE 57 : CROSS**

PUT CONVEYOR IN THE BOTTOM LEFT CORNER OF BRICK BOX. BELT IT TO A MONKEY BIKE PLACED TO THE NORTHWEST OF THE CONVEYOR. PUT BOXING GLOVE ABOVE THE BASEBALL. PLACE A TRAMPOLINE UNDER THE BASEBALL. PUT A SEESAW UNDER THE TRAMPOLINE. TIE THE SEESAW TO THE MONKEY BIKE SHADE. THE TRICK IS PLACING THE GLOVE, TRAMPOLINE, AND SEESAW SO THE BASEBALL BOUNCES UP FROM THE TRAMPOLINE AND HITS THE GLOVE, TRAMPOLINE AND SEESAW.

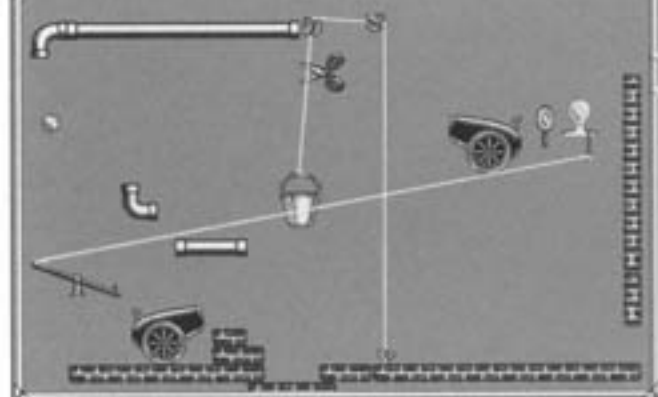


**PUZZLE 58 : CHOCOLATE**

ONE SEESAW IN MIDDLE WILL SAVE A LOT OF PARTS AND WORK! BELT SOME CONVEYORS UNDER TENNIS BALLS TO MOUSE CAGES. INCLINES AND TRAMPOLINES DO THE REST. KEEP INCLINES AND TRAMPOLINES AGAINST WALLS AND PIPES SO TENNIS BALLS CAN'T ESCAPE.



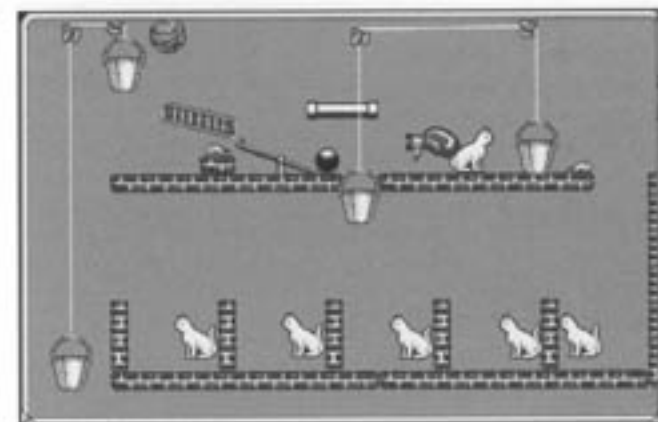
**PUZZLE 59 : PLATO**

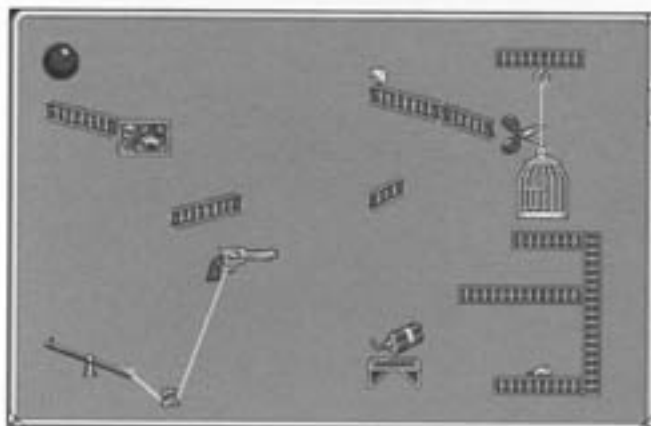


BASEBALL/SEESAW/ROPE/LIGHT BULB/LENS CAN FIRE RIGHT CANNON. PUT SCISSORS IN CANNONBALL'S PATH TO CUT ROPE AND DEFLECT CANNONBALL. PIPE PIECES DIRECT CANNONBALL INTO BUCKET. EXPERIMENT WITH POSITIONING, FIRE, REPOSITION.

**PUZZLE 60 : WELLSPRING**

NEED TO LIFT RIGHT PAIL OUT OF WAY OF TOP CAT. INCLINE BOUNCES BASKETBALL TO SEESAW. SEESAW FLIPS CANNONBALL, PIPE DEFLECTS IT INTO BUCKET. BASKETBALL CONTINUES OVER PIPE, ACTIVATES BOXING GLOVE TO PUNCH CAT OFF LEDGE.

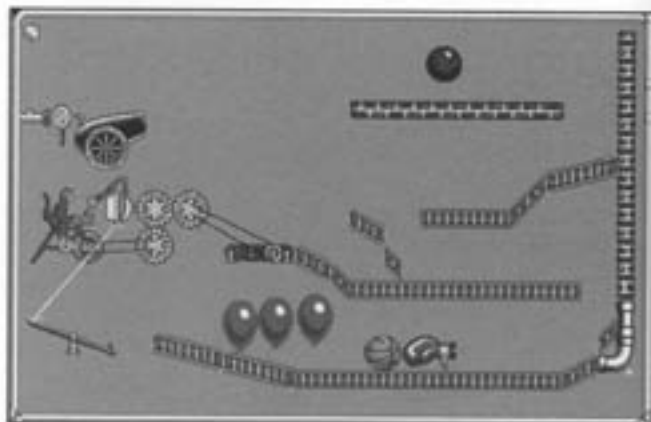




**PUZZLE 61 : HYDROPLANE**  
 CUT BIRD CAGE LOOSE BY ROLLING BASEBALL OVER TO SCISSORS. NEED TO BLOW UP BIRD CAGE'S WOODEN FLOOR. TRAMPOLINE UNDER DYNAMITE TO THROW IT UNDER BIRD CAGE. USE INCLINES AND MOUSE CAGE TO DELAY BOWLING BALL FROM TILTING SEESAW TO FIRE GUN AT DYNAMITE. KEY IS TO MAKE BOWLING BALL LAND ON INCLINE, BOUNCE UP, AND ROLL DOWN TO DELAY IT.

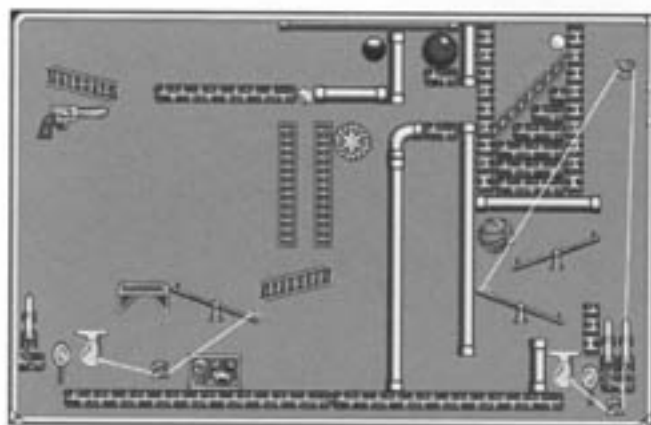
**PUZZLE 62 : PALM**

PLACE THREE GEARS TO THE RIGHT OF MONKEY BIKE. BELT THE GEARS UP TO THE CONVEYOR OR BELT. BASEBALL LIGHT THE CANNON USING THE FLASHLIGHT AND MAGNIFYING GLASS. TIE A ROPE FROM THE MONKEY BLIND TO THE SEESAW. ADD A SHORT INCLINE ABOVE THE WOOD FLOOR ABOVE THE BOXING GLOVE.



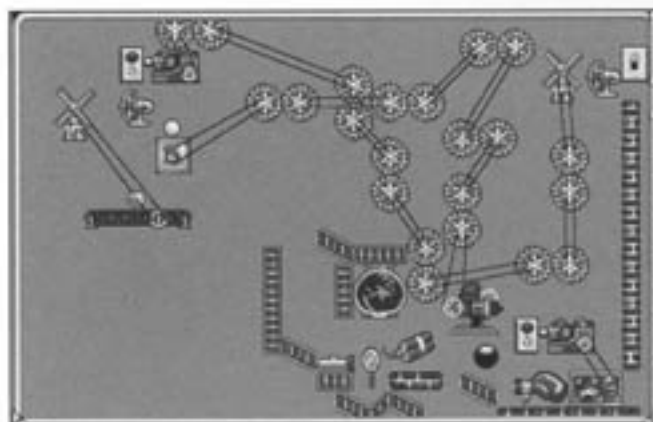
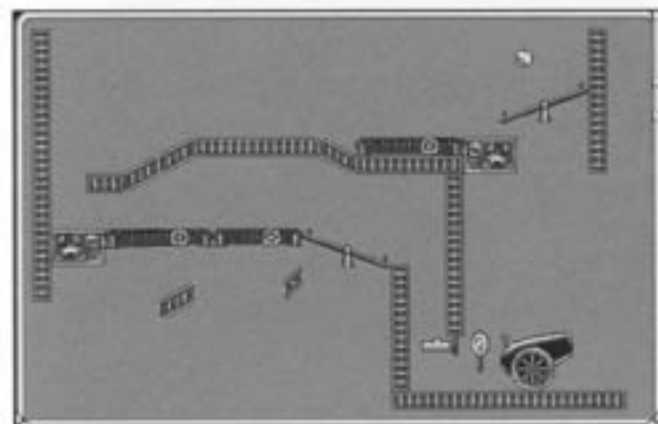
**PUZZLE 63 : SOMBRERO**

PLACE THREE GEARS UNDER THE GEAR. PLACE A CONVEYOR BELT UNDER THE CANNONBALL. BELT THE CONVEYOR BELT TO THE TOP GEAR. TIE A ROPE BETWEEN THE GUN AND THE SEESAW NEXT TO THE TRAMPOLINE. PLACE A SEESAW IN THE GAP UNDER THE BASKETBALL. PLACE DYNAMITE UNDER THE BASKETBALL. BELT THE MOUSE-CAGE TO THE BOTTOM GEAR. USE THE FLASHLIGHTS AND MAGNIFYING GLASSES TO LIGHT THE ROCKETS. TIE A ROPES FROM THE SEESAWS TO THE LIGHT BULBS.



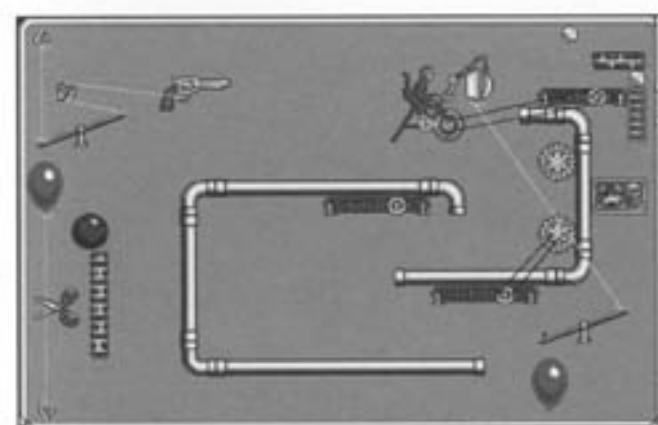
**PUZZLE 64 : JOIST**

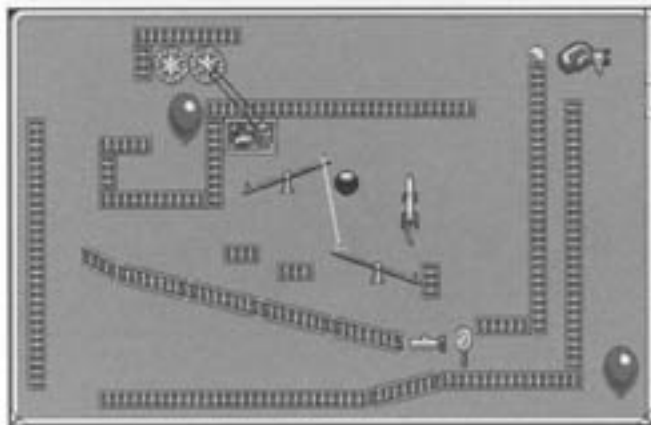
GET BASEBALL OVER TO FLASHLIGHT. DEFLECT BASEBALL TO MOUSE CAGE/CONVEYOR TO SHOOT BALL TO ANOTHER MOUSE CAGE/CONVEYOR AND DOWN TO FLASHLIGHT.



**PUZZLE 65 : ASTRONAUT**  
 RUN PUZZLE. USE BOXING GLOVE TO PUNCH MOUSE CAGE. MOUSE CAGE CAN'T DIRECTLY REACH GEARS, SO USE GENERATOR AND MOTOR TO TURN GEARS. THIS WILL JACK-IN-BOX THE TENNIS BALL OVER TO SWITCH. FAN CONNECTED TO SWITCH BLOWS WINDMILL, INDIRECTLY ACTIVATING LEFT FAN/WINDMILL, CONVEYING BASEBALL TO FLASHLIGHT, EXPLODING DYNAMITE.

**PUZZLE 66 : MARIONETTE**  
 THE RIGHT RISING BALLOON TILTS A SEESAW TO SHOOT THE GUN HITTING THE MONKEY ON THE BIKE, WHICH TURNS THE CONVEYOR TO PROPEL THE FALLING BASEBALL TO BUMP INTO THE BASEBALL ON THE LEDGE TO COMPLETE THE PUZZLE.

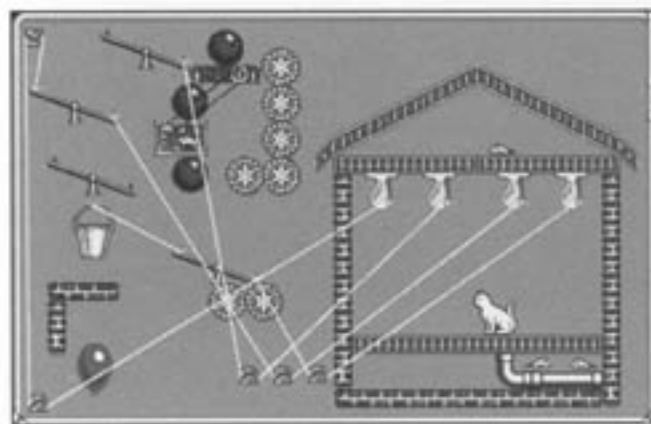
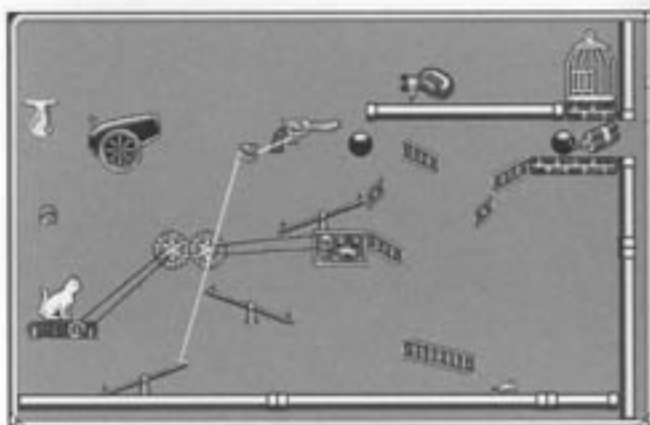




**PUZZLE 67 : OSMIUM**  
 CANNONBALL FLIPS ROCKET INTO PLACE AND MAKES MOUSE TURNS GEARS WHICH CLEARS OUT THE BALLOON. BASEBALL CAN THEN MAKE ITS WAY AROUND TO LIGHT THE ROCKET. PLACEMENT OF THE BOXING GLOVE IS TRICKY.

**PUZZLE 68 : ASSURANCE**

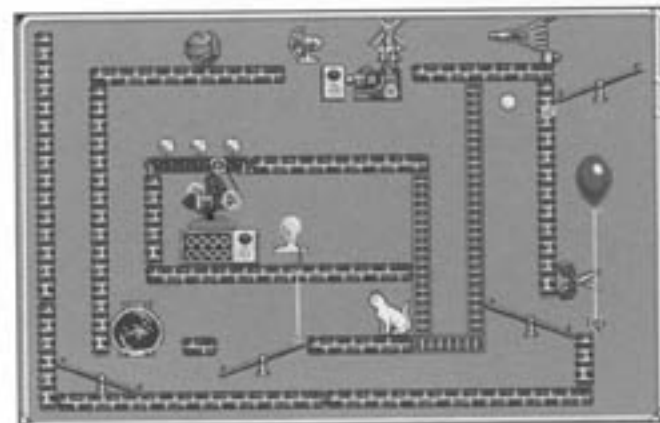
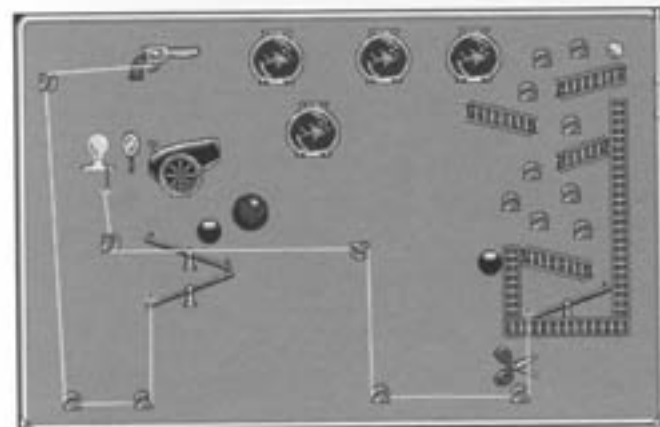
DYNAMITE MUST BLOW UP BRICK FLOORING TO DROP CAGE. LEFT CANNONBALL TRIGGERS MOUSE CAGE/MESHED GEARS TO DROP CAT ONTO SEESAW. SEESAW SHOTS GUN, DROPPING CAGE. USE AN INCLINE TO BLOCK CAT FROM CATCHING MOUSE TOO SOON.



**PUZZLE 69 : CALCULATOR**  
 ONLY ROPES CAN SOLVE THIS PUZZLE. MAIN THING IS TO TILT THREE SEESAWS TO ALLOW PULLEYS AND ROPES TO ACTIVATE LIGHT BULBS. LOWER SEESAW IS ALREADY SET UP TO WORK. MOUSE CAGE POINTING LEFT UNDER MIDDLE BOWLING BALL ATTACHED TO CONVEYOR UNDER UPPER BOWLING BALL WILL DO THE REST.

**PUZZLE 70 : SUPERIOR**

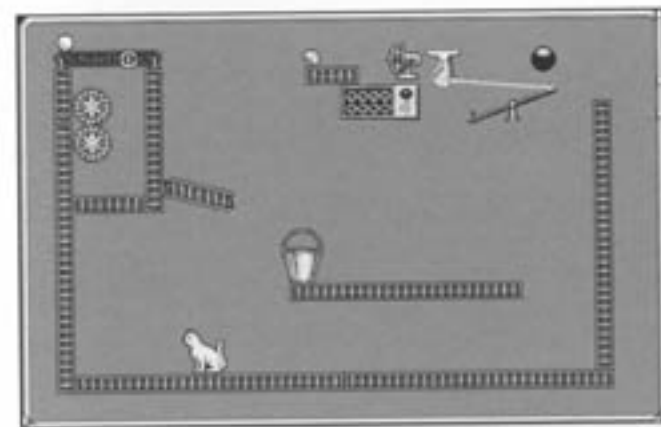
DEFLECT LEFT CANNONBALL WITH A SEESAW. SCISSORS UNDER RIGHT CANNONBALL WILL PREVENT BASEBALL FROM FIRING CANNON. KEY POINT IS PATIENCE, WAITING FOR THE PUZZLE TO TIME-OUT.

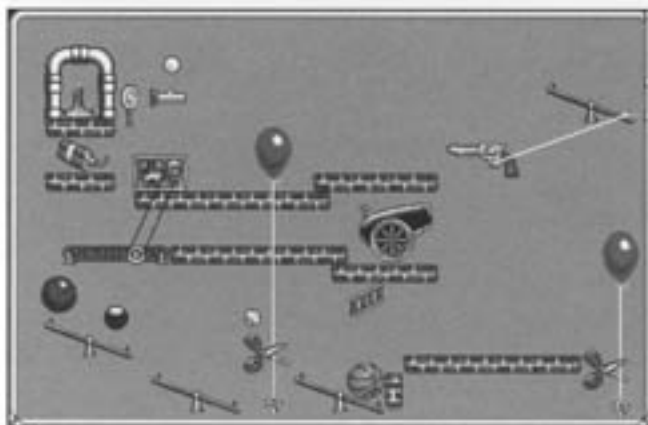


**PUZZLE 71 : PHILHARMONIC**  
 THE KEY TO THIS PUZZLE IS TO POSITION THE SEESAWS SO THEY WILL MAKE THE SCISSORS CUT THE ROPE, CLOSE THE BELLOWS, AND BREAK THE FISHBOWL.

**PUZZLE 72 : ANGULAR**

USE FAN TO BLOW BASEBALL OFF LEDGE. USE INCLINE TO GUIDE IT INTO BUCKET.



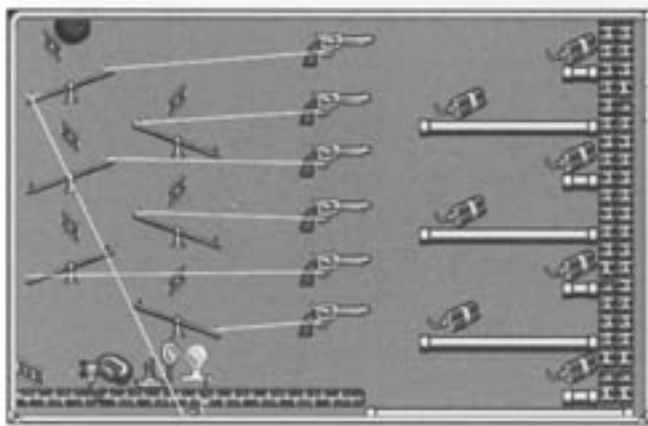
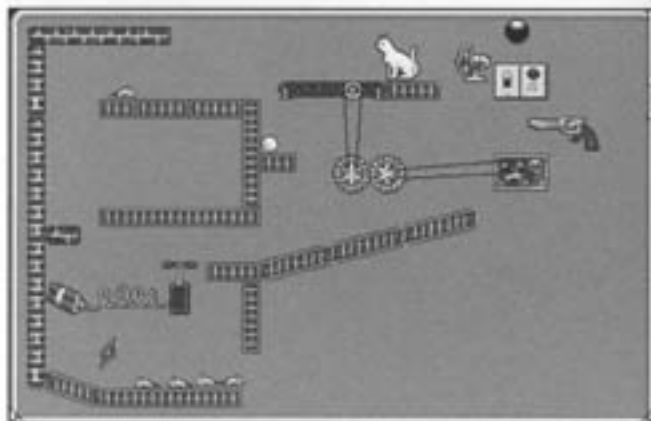


#### PUZZLE 73 : ZIPPER

THIS ONE IS PRETTY COMPLEX. THE PLACEMENT OF THE SCISSORS UNDER THE BASEBALL MUST BE JUST RIGHT. THE SCISSORS MUST CUT THE ROPE, BUT THE BASEBALL MUST ALSO FLY OVER THE SCISSORS AND SEND THE BASKETBALL TO THE RIGHT.

#### PUZZLE 74 : UMPIRE

NEED TO CONVEY CAT TO MAKE TOP MOUSE FALL. NEED TO EXPLODE BRICK PLATFORM BLOCKING TOP MOUSE'S FALL. CANNONBALL TURN ON FAN TO EVENTUALLY PUSH CAT ONTO CONVEYOR. CANNONBALL GLANCES OFF GUN, BUMPS MOUSE-CAGE, RUNS DOWN INCLINE, AND DETONATES DYNAMITE. MOUSE-CAGE POWERS MESHED GEARS AND CONVEYOR. PUT INCLINE AT BOTTOM TO PROTECT MICE FROM FALLING CAT.

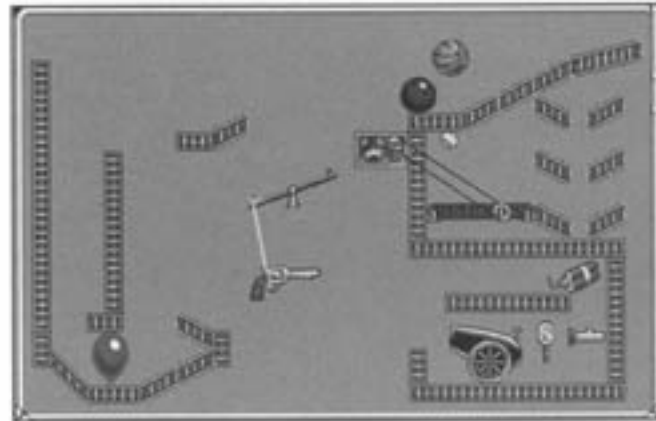
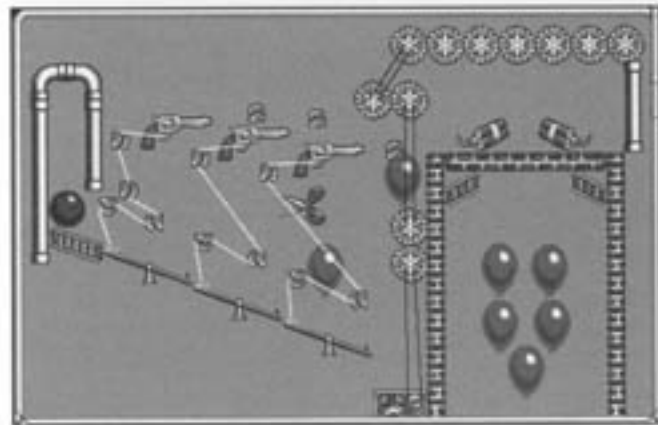


#### PUZZLE 75 : RECOVER

ONLY ROPES CAN SHOOT GUNS. ONLY SEESAWS CAN PULL ROPES. THIS WILL SHOOT ALL SIX GUNS. TO EXPLODE SEVENTH DYNAMITE, LIGHT CANDLE. PULLEY PARTIALLY OFF BOTTOM OF SCREEN HELPS LIGHT LIGHT BULB. BOWLING BALL WILL TRIGGER BOXING GLOVE, PUNCHING CANDLE OVER TO LAST DYNAMITE.

#### PUZZLE 76 : SHADOW

USE PROVIDED BALLOONS TO BLOCK BULLETS. TO BLOCK FIRST BULLET, PUT BALLOON UNDER GEARS TO LEFT OF DYNAMITE. TO "STOP" THIRD BULLET, PUT SCISSORS UNDER THIRD GUN AND PUT BALLOON UNDER SCISSORS TO CUT ROPE. TO BLOCK SECOND BULLET, BALLOON MUST GLANCE OFF SCISSORS AND RISES RIGHT TO BLOCK BULLET.

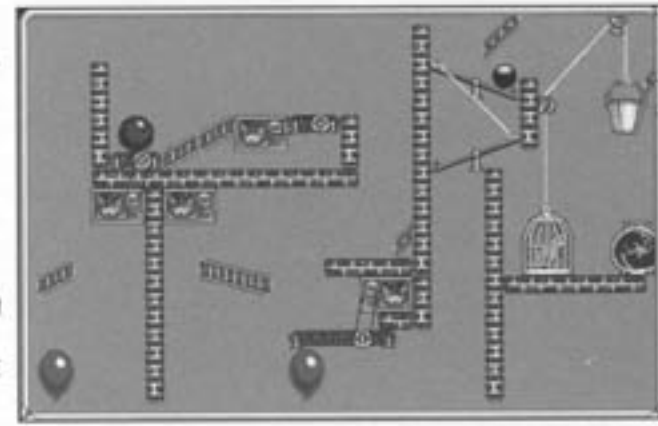


#### PUZZLE 77 : IONIZE

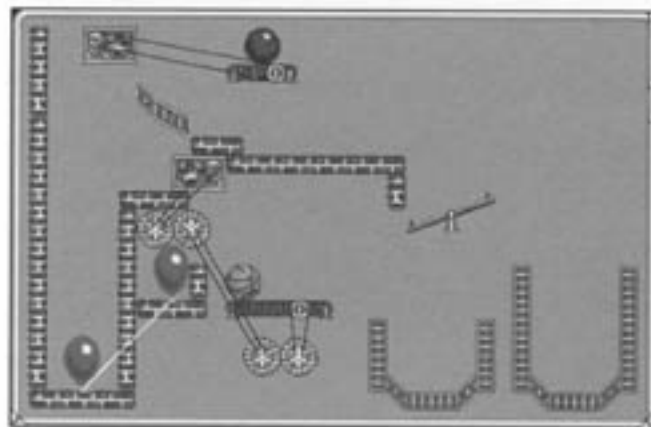
USE BASKETBALL TO BUMP BOWLING BALL OFF LEDGE. NEED TO DEFLECT BALLS' PATHS. USE MOUSE-CAGE TO DEFLECT AND TO POWER CONVEYOR UNDER BASEBALL. SEESAW TIED TO GUN DEFLECTS BALLS TO GOAL, AND FIRES GUN. GUN SHOTS DYNAMITE UNDER WOODEN FLOOR AND BASEBALL SO BASEBALL FALLS ONTO FLASHLIGHT, SHOOTING CANNON. KEY POINT: PLAY WITH GUN AND SEESAW PLACEMENT.

#### PUZZLE 78 : QUAKE

TIE A ROPE FROM CAGE TO THE BUCKET. PLACE A CONVEYOR BELT UNDER THE BOWLING BALL. PLACE RAMPS TO THE RIGHT OF THE BOWLING BALL LEADING UP TO A MOUSE-CAGE AND ANOTHER CONVEYOR BELT. PLACE A SEESAW UNDER THE CANNONBALL AND TIE THE SEESAW TO THE ONE UNDER IT. RIG A BELT AND CONVEYOR BELT TO BOTTOM MOUSE-CAGE. THE KEY IS GETTING THE CANNONBALL INTO THE BUCKET. THE INCLINE ON THE FAR RIGHT PLACEMENT IS TRICKY BECAUSE IT IS OFF THE SCREEN A BIT.



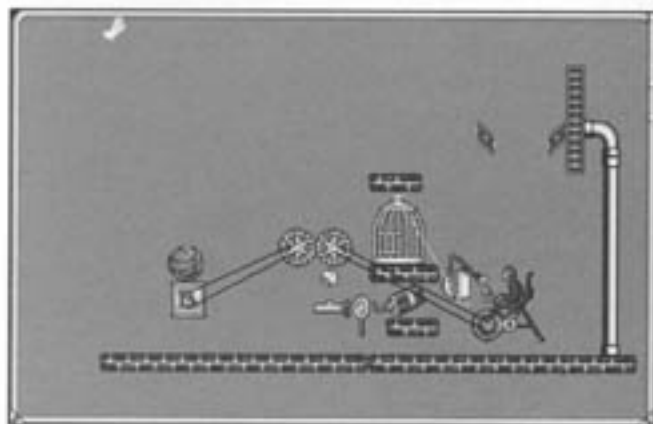




**PUZZLE 79 : OCTOBER**  
 HOOK THE TWO BALLOONS TOGETHER WITH A ROPE. THE GEAR POPS THE RIGHT BALLOON, THIS WILL LET THE LEFT BALLOON HIT BOTH MOUSE CAGES. BOWLING BALL HITS SEESAW AND FALLS INTO THE RIGHT BUCKET.

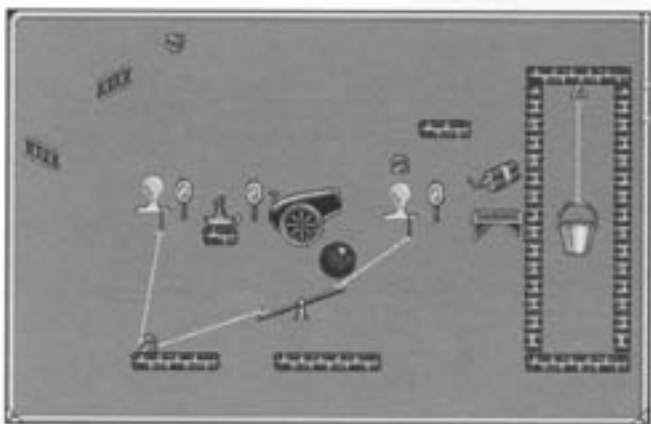
**PUZZLE 80 : BILATERAL**

ONLY JACK-IN-BOX CAN TOSS BASKETBALL INTO HOOP. BELT MESHED GEARS BETWEEN JACK-IN-BOX AND MONKEY. DYNAMITE BRICK BELOW BIRD CAGE. BIRD CAGE TIED TO MONKEY SHADE OPENS SHADE. KEY: IF DYNAMITE IS TOO FAR LEFT, CAGE WON'T DROP.



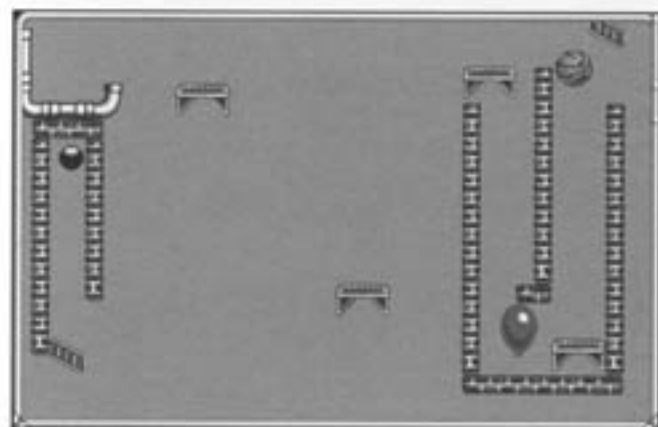
**PUZZLE 81 : LYRIC**

LIGHT THE CANNON USING THE MAGNIFYING GLASS AND LIGHT BULB. PUT A MAGNIFYING GLASS RIGHT OF THE LIGHT BULB. PUT SOME DYNAMITE UNDER THE MAGNIFYING GLASS. PUT A TRAMPOLINE UNDER THE DYNAMITE. PLACE A SEESAW UNDER THE CANNON. PUT A BOWLING BALL ABOVE THE HIGH END OF THE SEESAW. TIE THE LOW END OF THE SEESAW THROUGH THE LOWEST PULLEY TO THE LIGHT BULB TO THE LEFT OF THE CANNON. TIE THE HIGH END OF THE SEESAW TO THE LIGHT BULB NEXT TO THE DYNAMITE. YOU'LL NEED TO PLAY WITH THE PLACEMENT OF THE DYNAMITE TO MAKE THE PUZZLE WORK.



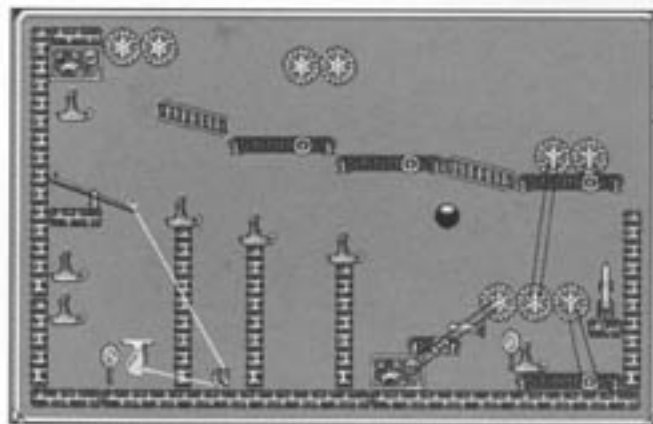
**PUZZLE 82 : NEEDLE**

INCLINES AND TRAMPOLINES WILL DO THE JOB. JUST WATCH WHERE BASKETBALL FALLS AND PUT TRAMPOLINES THERE.



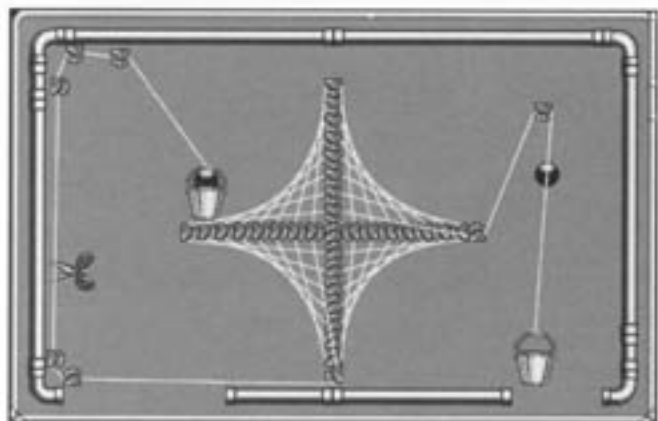
**PUZZLE 83 : THEORY**

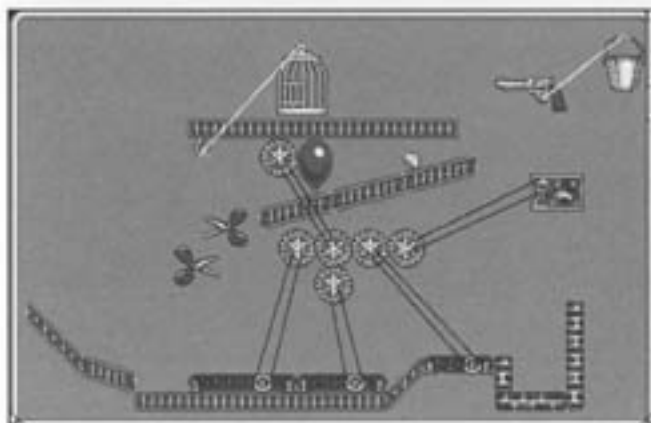
EASY PART FIRST: PUT "V" SEESAW UNDER FALLING CANDLE. TIE SEESAW THROUGH PULLEY TO LIGHT BULB TO LIGHT TWO LOWER-LEFT CANDLES. ROCKET NEEDED TO LIGHT CANDLES ON BRICK PLATFORMS. KEY: FALLING CANNONBALL CAN LIGHT CANDLE AND ACTIVATE CONVEYOR BELT TO CONVEY LIT CANDLE TO ROCKET. CANDLE MUST BE LIT BEFORE CONVEYED. MESHED GEARS TURN CONVEYOR ABOVE ROCKET TO PROPEL IT LEFT. INCLINES AND CONVEYORS GUIDE ROCKET TO LIGHT EACH CANDLE.



**PUZZLE 84 : LOBSTER**

PUT CANNONBALL IN LEFT BUCKET. PUT CANNONBALL HIGH ABOVE RIGHT BUCKET. PLACE SCISSORS ON LEFT ROPE SO LEFT BUCKET BUMPS IT, CUTTING ROPE.



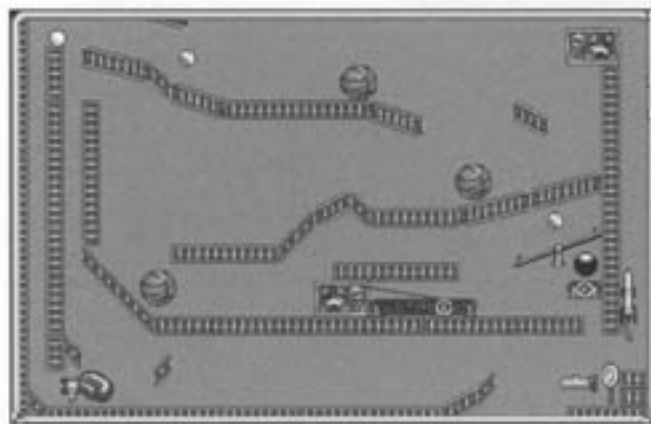
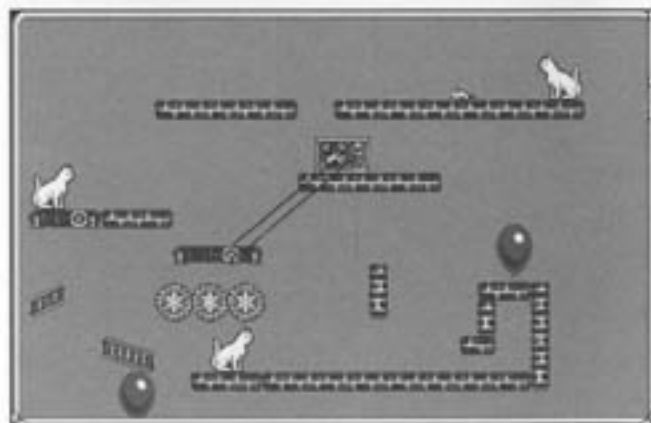


#### PUZZLE 85 : SAMURAI

TOO MANY THINGS IN THE WAY. NO DYNAMITE TO BLOW BIRD CAGE TO GOAL. TIE BUCKET TO GUN TO SHOOT BIRD CAGE. TIE BIRD CAGE TO EYHOOK TO SWING IT INTO BETTER POSITION. MOUSE-CAGE POWERS GEARS, POWERING STRATEGICALLY PLACED CONVEYORS. MUST CUT BIRD CAGE LOOSE WITH SECOND SCISSORS. FIRST SCISSORS CANNOT REACH ROPE. POP BALLOON WITH TURNING GEAR SO BASEBALL FALLS ON SCISSORS, CUTTING ROPE, DROPPING CAGE ON CONVEYORS, PROPELLING BIRD CAGE TO GOAL.

#### PUZZLE 86 : SPLICE

RUN PUZZLE. MORT JUST DROPS ONE LEVEL. BUMP MORT AWAY FROM LEDGE (USING MOUSE-CAGE) ONTO MOVING CONVEYOR TO PROPEL HIM HOME.

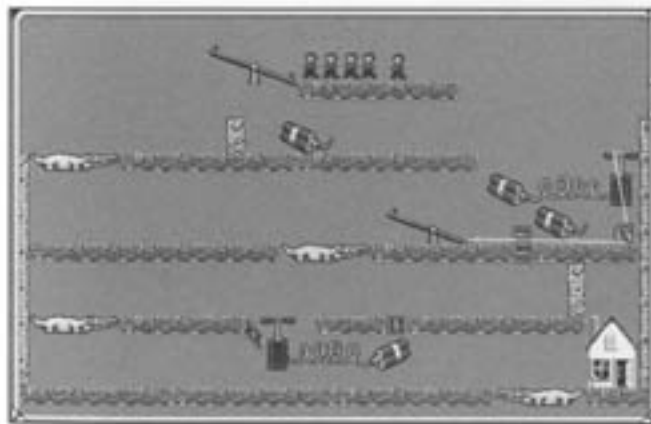
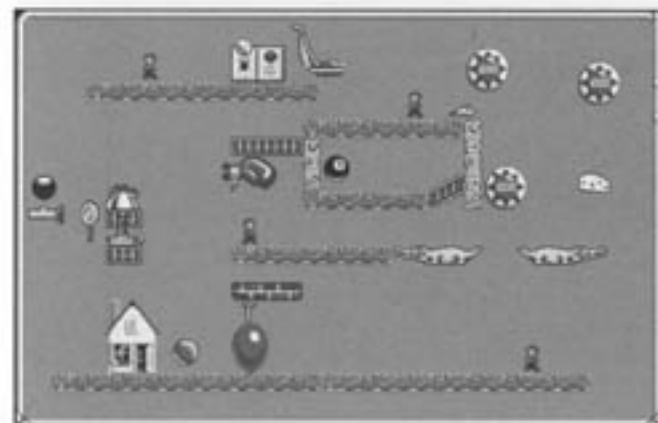


#### PUZZLE 87 : GULF

DON'T LET CANNONBALL PLUG GAP. PLACE SMALL CONVEYOR UNDER CANNONBALL. BASEBALL DOESN'T HAVE MOMENTUM TO GET THROUGH GAP. USE SEESAW TO DEFLECT BASEBALL ONTO CONVEYOR BELT, BUMPING MOUSE-CAGE, PROPELLING BASEBALL DOWN GAP. A "I" LENS BETWEEN FLASHLIGHT AND ROCKET WRAPS THINGS UP.

#### PUZZLE 88 : RHOMBUS

FREEBIE PUZZLE. PUT NAIL ABOVE BALLOON.

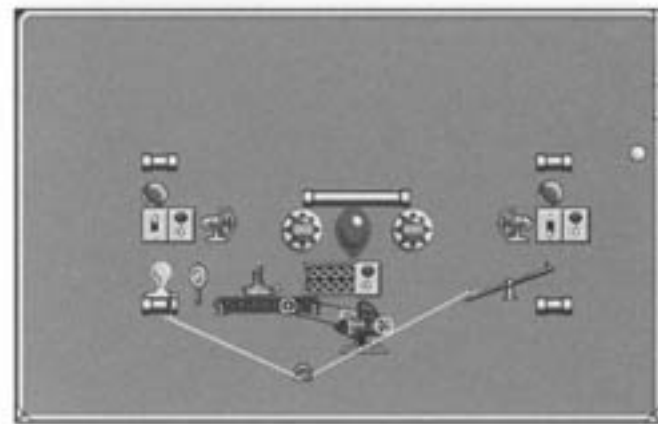


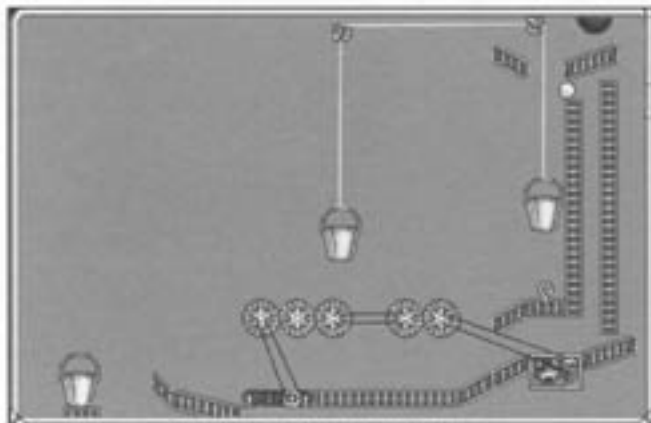
#### PUZZLE 89 : OLIVE

"I" SEESAW TO LEFT OF 5 MELS FLIPS 4 MELS RIGHT. PUT PULLEY BELOW PLUNGER. PUT EXTRA DYNAMITE LEFT OF PULLEY. TIE PLUNGER THROUGH PULLEY TO LOWER SEESAW. THIS OPENS LOWER LEVELS FOR OTHER MELS TO FINISH PUZZLE.

#### PUZZLE 90 : POLYNOMIALS

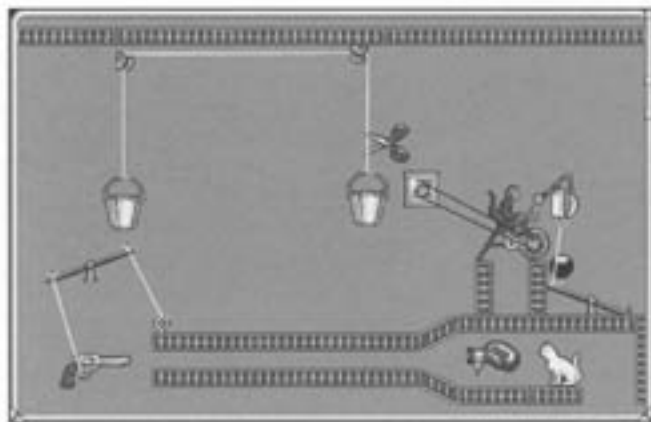
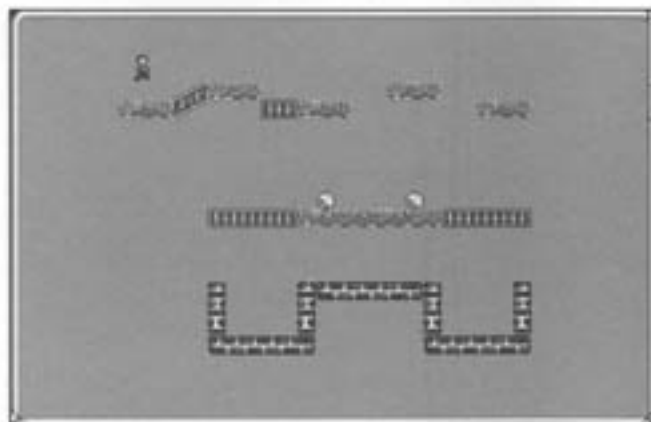
ONLY CANDLE CAN BURST BALLOON. ONLY LIGHT BULB CAN LIGHT CANDLE. ONLY LIT CANDLE SHOULD POWER SOLAR PANEL TO ACTIVATE MOTOR TO CONVEY CANDLE TO BALLOON. SEESAW (BELOW RIGHT SUPER BALL) TIED THROUGH PULLEY TO LIGHT BULB START SOLUTION.





**PUZZLE 91 : PARAMETRIC**  
 PLACE BOWLING BALL ON INCLINE ABOVE TENNIS BALL TO BUMP TENNIS BALL. BLOCK GAPS AT BOTTOM OF SCREEN TO GUIDE TENNIS BALL TO BUCKET. OPTIONAL: MOUSE-CAGE IN GAP FAR BELOW TENNIS BALL CAN POWER MESHED GEARS AND CONVEYOR TO PROPEL BALL INTO BUCKET.

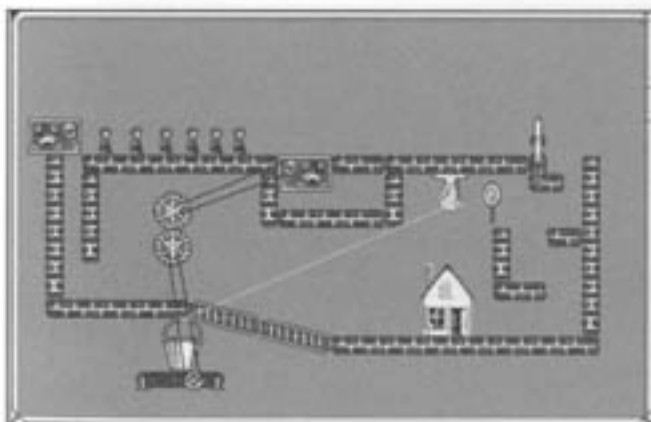
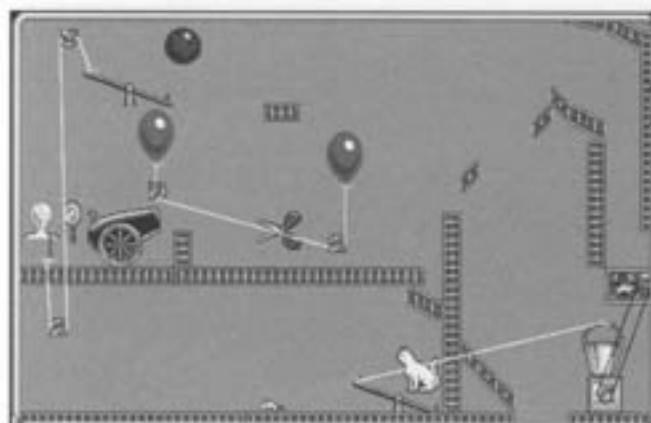
**PUZZLE 92 : SOLAR SYSTEM**  
 USE INCLINE AND WOODEN FLOOR TO MAKE MEL FALL BETWEEN BASEBALLS. EXTEND WOODEN PLATFORMS BESIDE GRASS TO ENSURE BALLS FALL OFF-SCREEN.



**PUZZLE 93 : MARBLE**  
 NEED TO PLACE BOXING GLOVE NEXT TO CAT. ONLY GUN CAN TRIGGER GLOVE. ONLY SEESAW CAN TRIGGER GUN. NEED TO MAKE BUCKET FALL TO TILT SEESAW. JACK-IN-BOX BELTED TO MONKEY BIKE CAN BUMP SCISSORS, CUTTING ROPE, DROPPING BUCKETS.

**PUZZLE 94 : HEAVY**

TIE LOWER END OF CAT'S SEESAW TO UPPER SEESAW. BOWLING BALL SNIPS SCISSORS, THAT'S IT! OR: BOWLING BALLS SNIPS SCISSORS (MAKE SURE BOWLING BALL DOESN'T BLOCK CANNONBALL PATH). SEESAW LIGHTS LIGHT BULB, FIRES CANNON. INCLINES ALREADY SETUP TO GUIDE CANNONBALL. CANNONBALL BUMPS MOUSE-CAGE, TRIGGERING JACK-IN-BOX, FLIPPING BUCKET. TIE ROPE BETWEEN BUCKET AND CAT'S SEESAW.

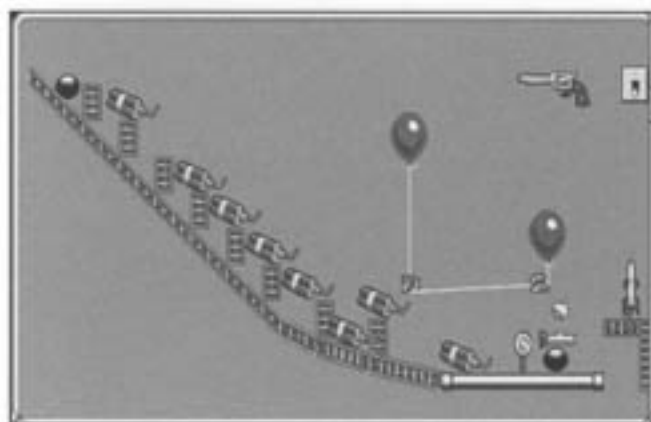


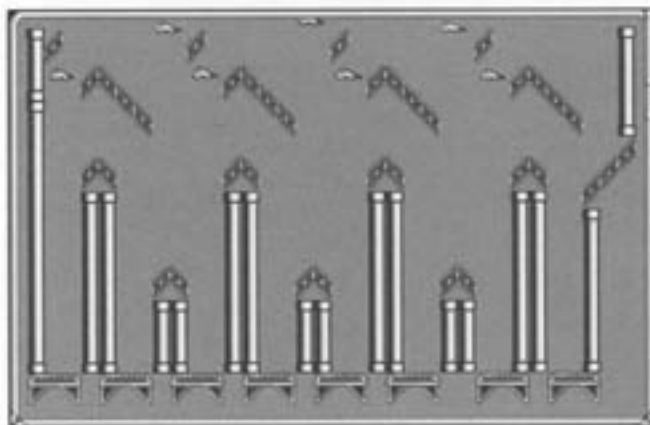
**PUZZLE 95 : REPUBLIC**

BLOCK GAP TO MELS' RIGHT WITH MOUSE-CAGE AND BRICK FLOORING. PLACE LIGHT BULB AND LENS NEXT TO ROCKET. TO LIGHT LIGHT BULB TIE A ROPE TO BUCKET. TO MAKE BUCKET FALL MELS WALK OVER MOUSE-CAGE TURNING MESHED GEARS AND CONVEYOR. BUCKET FALLS, PULLING ROPE TIED TO LIGHT BULB, FIRING ROCKET. MELS WILL BUMP ROCKET, TURN, AND BUMP MOUSE-CAGE BLOCKING LEFT THEN HEAD TO HOUSE.

**PUZZLE 96 : QUATRAIN**

IT'S CHAIN-REACTION TIME! PUT FLASHLIGHT UNDER BASEBALL, PLACE "V" LENS NEXT TO FLASHLIGHT, PLACE DYNAMITE NEXT TO LENS. DON'T PLACE DYNAMITE TOO CLOSE TO LENS OR IT WON'T LIGHT. PLACE DYNAMITE ON WOODEN COLUMNS. UPPER CANNONBALL SHOULD ROLL AND BUMP LOWER CANNONBALL OFF SCREEN.

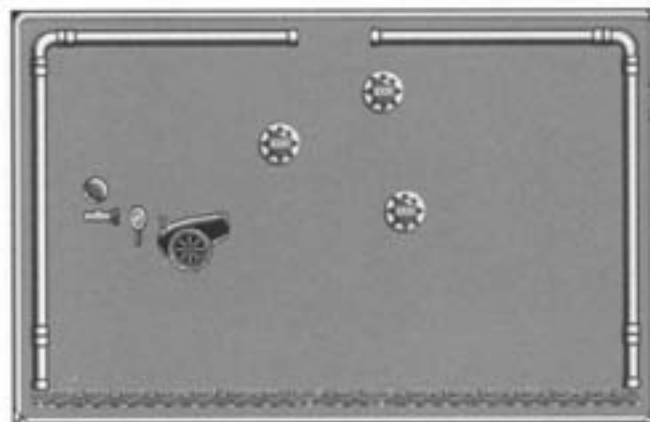
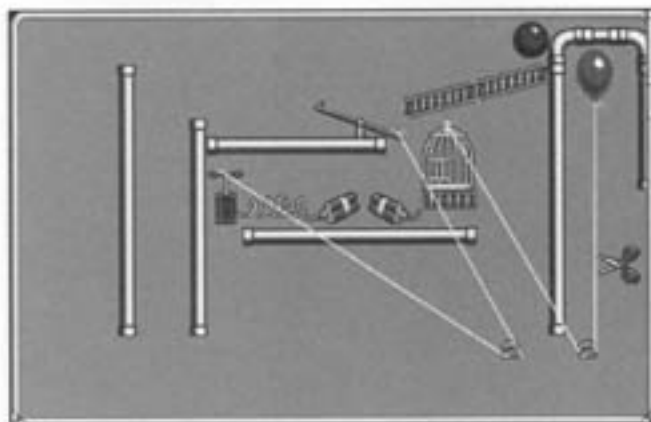




**PUZZLE 97 : TYRANOSAUR**  
 PUT TRAMPOLINES AT BOTTOM OF EACH GAP BETWEEN PIPES. RUN PUZZLE, WATCH WHERE MICE LAND, PLACE INCLINES THERE.

**PUZZLE 98 : SULFURIC**

CANT REACH BALLOON, SO PULL IT DOWN INSTEAD. ONLY TIED FALLING BIRD CAGE CAN PULL BALLOON DOWN TO POP ON SCISSORS. BOWLING BALL TILTS SEESAW, PULLING ROPE THROUGH PULLEY TO PULL PLUNGER. EXTRA DYNAMITE NEAR PLUNGER'S DYNAMITE THROWS BIRD CAGE FREE.

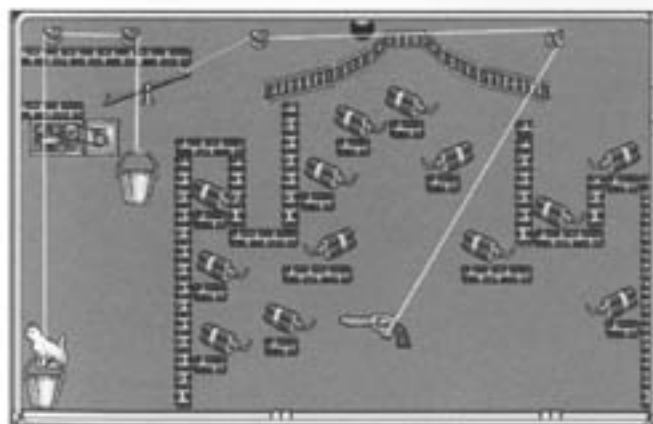
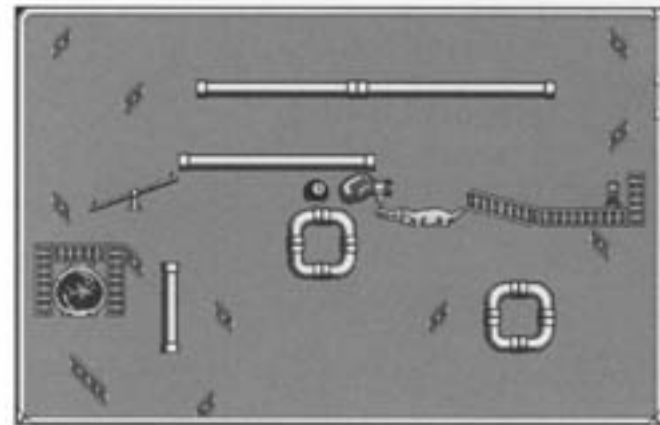


**PUZZLE 99 : DOPA**

FUN, NO PRESSURE PUZZLE. EXPERIMENT WITH PLACING UP TO 7 BUMPERS IN FRONT OF CANNON MUZZLE. THE BEST WE CAN DO IS USING 2 BUMPERS.

**PUZZLE 100 : MINARET**

MEL WALKS ON AN INCLINE AND A GATOR TO ACTIVATE THE BOXING GLOVE TO PUNCH THE EIGHT BALL. USE A SEESAW NORTHWEST OF THE FISHBOWL TO DEFLECT THE EIGHTBALL DOWNWARD. USE SOME INCLINES TO DEFLECT THE EIGHT BALL LEFT AND UP INTO THE FISHBOWL.

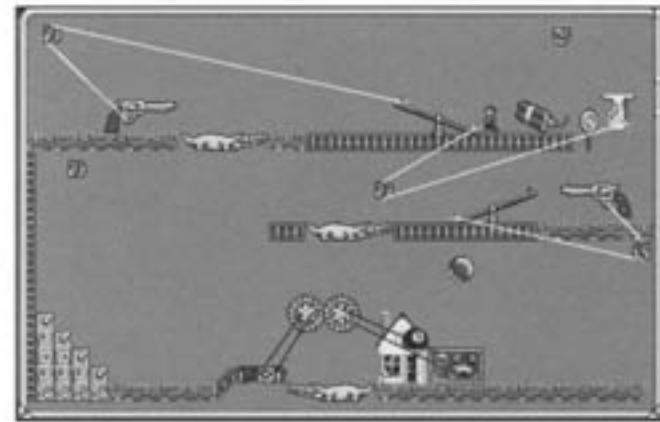


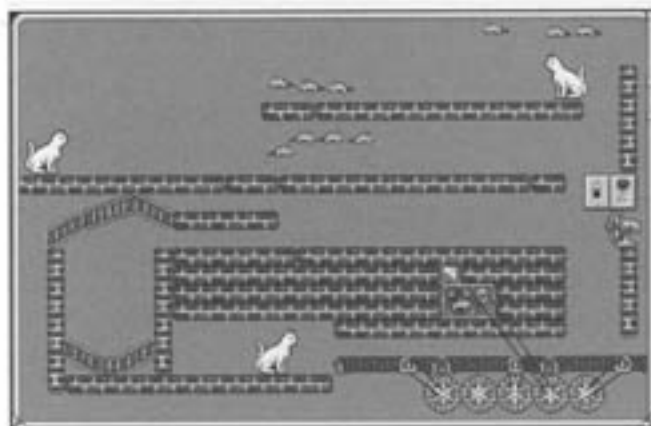
**PUZZLE 101 : DOVETAIL**

START AND WATCH PUZZLE. CANNONBALL LOWERS RIGHT BUCKET AND RAISES LEFT BUCKET. PUT CAT IN LEFT BUCKET TO SCARE MOUSE-CAGE. BELT JACK-IN-BOX NEXT TO MOUSE-CAGE. JACK-IN-BOX TILTS SEESAW. TIE ROPE FROM SEESAW THROUGH TWO PULLEYS TO GUN. AIM GUN AT DYNAMITE. PUT DYNAMITE ON EACH BRICK FLOORING.

**PUZZLE 102 : JASMINE**

NEED TO SHOOT MEL TO REVERSE HIS ORIGINAL DIRECTION. NEED TO GET RID OF BLOCKING DYNAMITE. MEL CAN TILT SEESAW TO ACCOMPLISH BOTH. MEL TILTS ANOTHER SEESAW, GUN SHOTS MEL SAFELY OVER MIDDLE ALLIGATOR. SUPER BALL BUMPS MOUSE-CAGE BELTED TO MESHED GEARS AND CONVEYOR. CONVEYOR PROPELS MEL OVER LOWER GATOR.

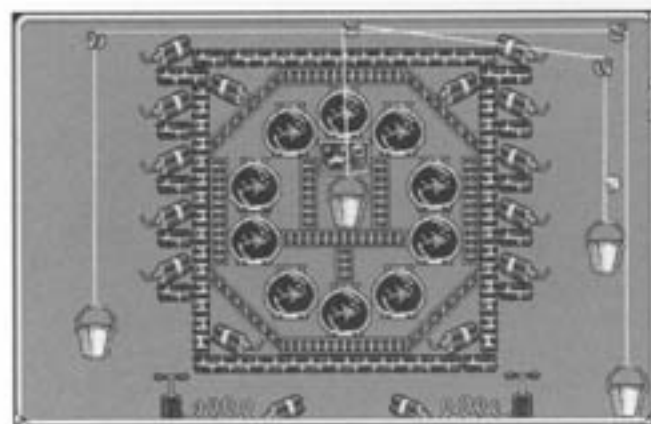
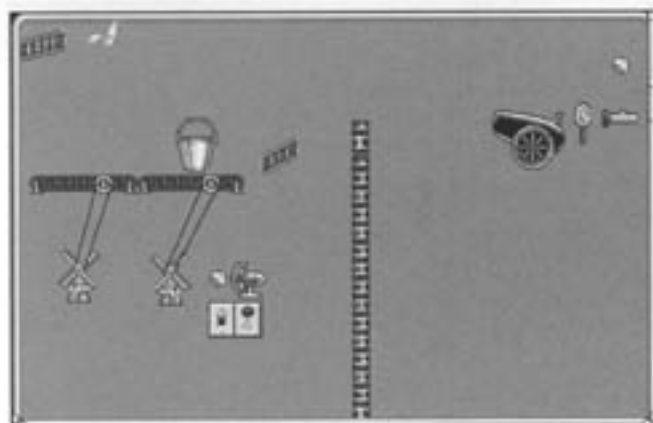




**PUZZLE 103 : WRANGLE**  
 FILL BOTH GAPS WITH BRICK FLOORING. SWITCH AND FAN ACTIVATED BY FALLING MICE. CATS CHASE MICE TOWARDS FAN, MICE BLOWN INTO CAVE.

**PUZZLE 104 : KUDOS**

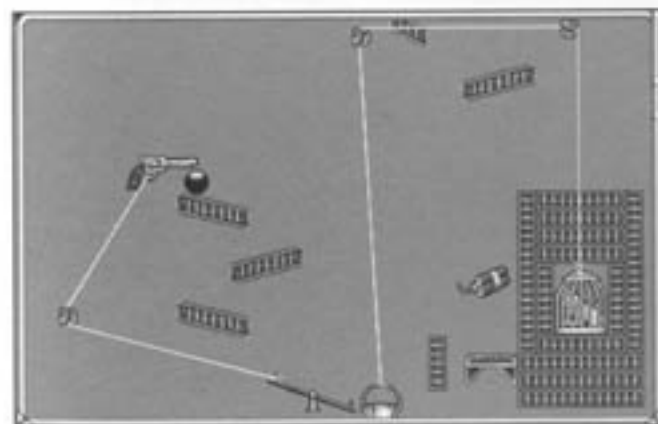
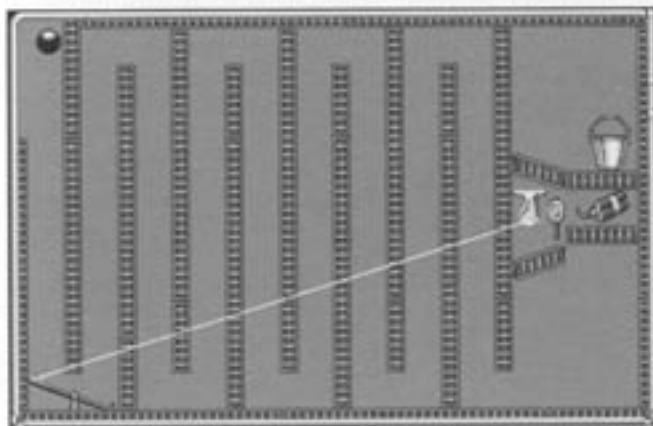
SET UP CANNON / LENS/ FLASHLIGHT/ BASEBALL ON RIGHT. RUN PUZZLE. WATCH CANNONBALL GO OFF-SCREEN ON LEFT. PUT AN INCLINE THERE. PLAY WITH CANNON PLACEMENT AND TRY TRY AGAIN.



**PUZZLE 105 : CULDESAC**  
 PULL BUCKET UPWARD TO BUMP MOUSE-CAGE. 2 PULLEYS, 2 BUCKETS, BASEBALL AND ROPE DO THE TRICK.

**PUZZLE 106 : YODEL**

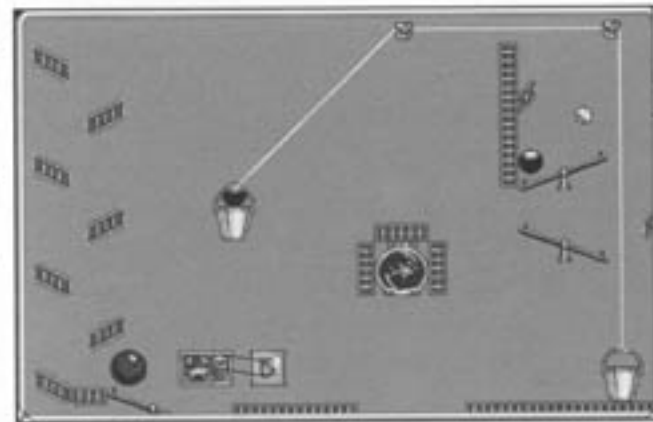
NEED TO EXPLODE WOODEN FLOORING BELOW BUCKET. SEESAW, LIGHT BULB, ROPE AND LENS DO THE REST. KEY: LIGHT BULB AND LENS PLACEMENT IS TIGHT. FIRST PLACE LIGHT HANGING DOWNWARD BEFORE PLACING LENS.

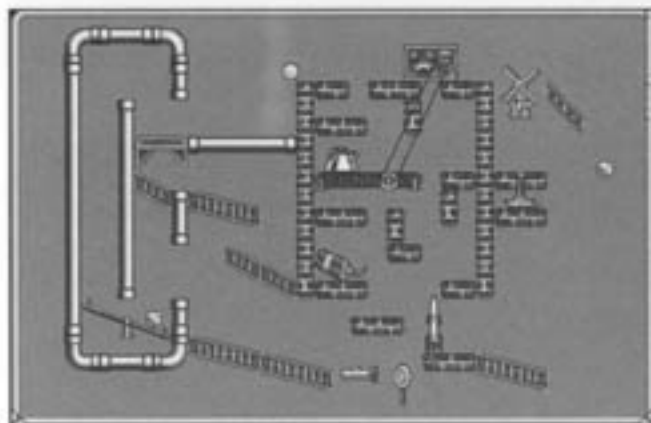


**PUZZLE 107 : XYLOPHONE**  
 BLOW UP TOP OF WOODEN PRISON TO MAKE PATH FOR BIRD CAGE. TRAMPOLINE AND INCLINE DEFLECTS DYNAMITE TO TOP OF PRISON. USE INCLINES TO DELAY CANNONBALL FROM TILTING SEESAW AND SHOOTING GUN AT DYNAMITE. TIE FALLING BUCKET THROUGH 2 PULLEYS ALREADY ON-SCREEN TO BIRD CAGE.

**PUZZLE 108 : MONKEY**

PUT CANNONBALL IN LEFT BUCKET SO BUCKET LANDS ON JACK-IN-BOX BELTED TO MOUSE-CAGE. JACK-IN-BOX TOSSES LEFT BUCKET UP, BUCKET FALLS. RIGHT BUCKET RISES, ALLOWS CANNONBALL TO FIT SNUGLY IN BUCKET, PULLS LEFT BUCKET UP INTO FISHBOWL.



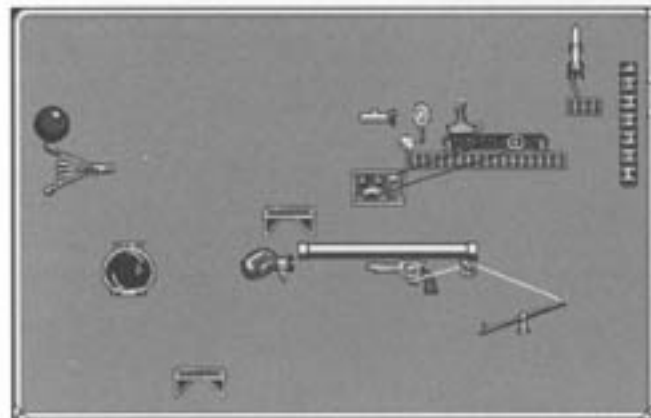
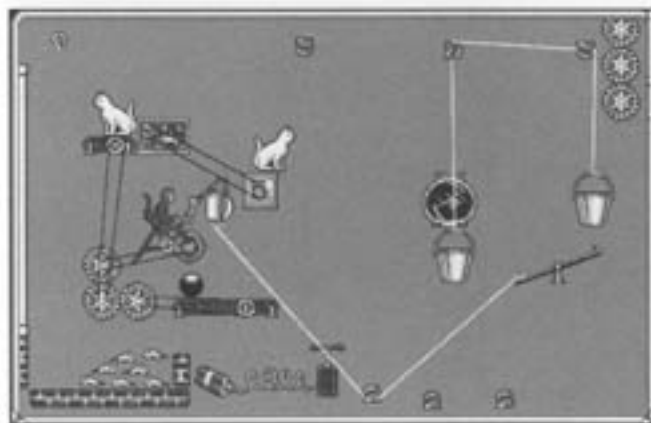


#### PUZZLE 109 : HEIST

PLACE A TRAMPOLINE IN THE GAP TO THE LEFT OF THE HORIZONTAL PIPE. PUT A SEESAW UNDER THE BOTTOM BASEBALL. PLACE A ROCKET ON LOWEST BRICK WALL. USE FLASHLIGHT AND MAGNIFYING GLASS TO LIGHT THE ROCKET. PLACE A CONVEYOR BELT UNDER THE TEAPOT. BELT THE CONVEYOR TO A MOUSE-CAGE PLACED ON THE TOP BRICK WALL.

#### PUZZLE 110 : CAPTURE

MOUSE-CAGE IS ONLY RUNNING PIECE. BELT MOUSE-CAGE TO JACK-IN-BOX. CAT TOSSED INTO RIGHT BUCKET. CAT'S BUCKET TILTS SEESAW, PULLING MONKEY SHADE OPEN. MONKEY TURNS MESHED GEARS, CONVEYING CANNONBALL ONTO PLUNGER TO BLOW PATH FREE FOR MICE. MESHED GEARS ALSO CONVEYS CAT DOWN TO CHASE MICE OFF LEDGE.

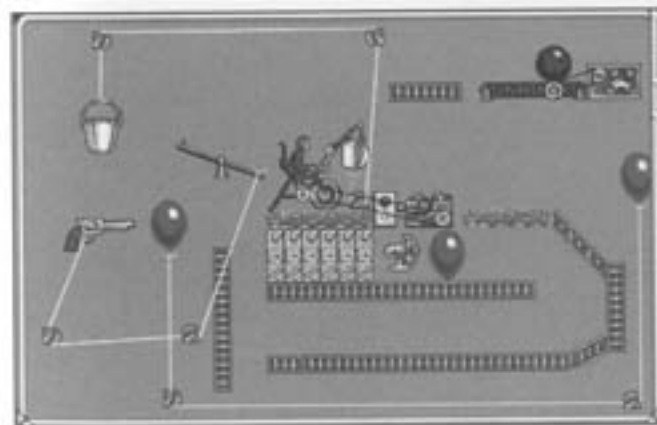
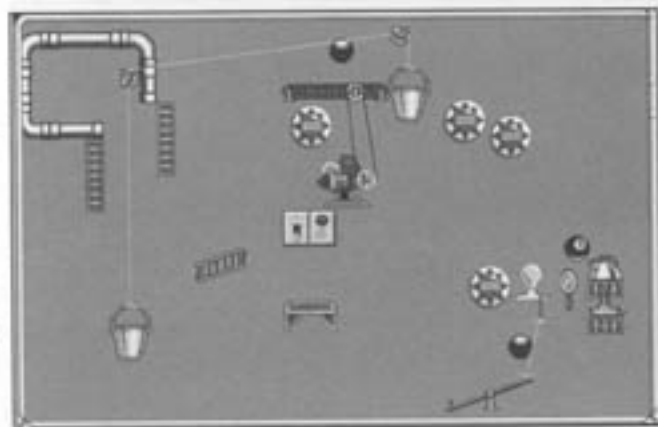


#### PUZZLE 111 : PURSE

PLACE BELLOWS UNDER THE BOWLING BALL. PLACE A TRAMPOLINE ABOVE AND TO THE RIGHT OF THE BOXING GLOVE. BELT THE MOUSE-CAGE TO A CONVEYOR BELT PLACED ON THE WOOD WALL TO THE RIGHT OF THE MOUSE-CAGE. PUT A CANDLE ON THE LEFT END OF THE CONVEYOR BELT. PUT THE FLASHLIGHT ABOVE THE MOUSE-CAGE. THE TRICK IS THE PLACEMENT OF THE TRAMPOLINES AND THE FLASHLIGHT SO THE BOWLING BALL BOUNCES FROM BOTH TRAMPOLINES ONTO THE FLASHLIGHT.

#### PUZZLE 112 : HOBBY

LOWER CANNONBALL TILTS SEESAW, LIGHTING LIGHT BULB, LIGHTING CANDLE, BOILING KETTLE TO START MOVING B-BALL. NEED TO BLOCK "HOLE" WITH LEFT BUCKET; TIE BUCKETS TOGETHER THROUGH 2 PULLEYS. PUT CONVEYOR ABOVE LEFT BUMPER. PUT SWITCH BELOW LEFT BUMPER SO B-BALL FLIPS SWITCH ON. PLUG MOTOR INTO SWITCH; DON'T BLOCK B-BALL'S PATH. MOTOR TURNS CONVEYOR, DROPPING TOP CANNONBALL INTO RIGHT BUCKET. KEY: INCLINE NEXT TO SWITCH DEFLECTS B-BALL INTO HOLE.

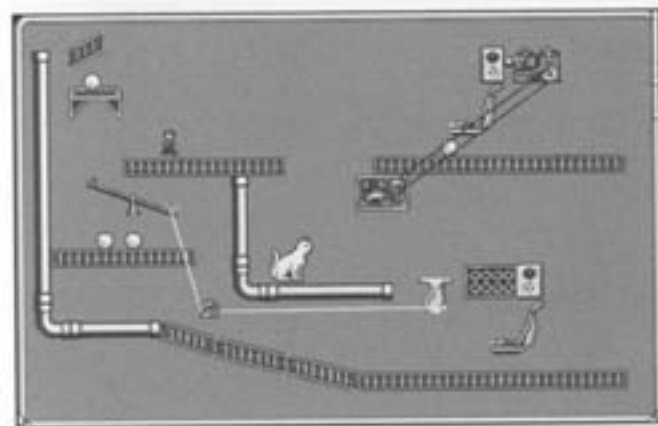


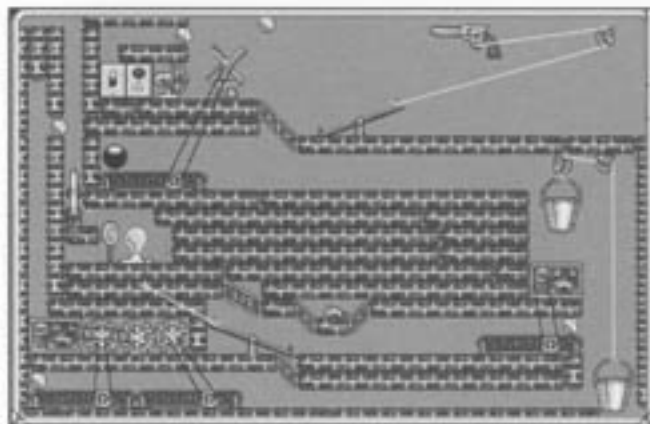
#### PUZZLE 113 : DEIFY

BELT GENERATOR TO MONKEY. FAN BELOW GENERATOR BLOWS BALLOON OVER AND UP TO SEESAW. SEESAW SHOOTS GUN, BURSTS LEFT BALLOON. RIGHT BALLOON RISES TO BUMP MOUSE-CAGE BELTED TO CONVEYOR. CONVEYOR UNDER BOWING BALL SENDS BALL TO BONK MONKEY.

#### PUZZLE 114 : MERGANSER

PUT A TRAMPOLINE DIRECTLY UNDER THE FALLING TENNIS BALL. PUT A MOUSE-CAGE NORTHEAST OF THE CAT SO THE TENNIS BALL BUMPS IT. BELT THE MOUSE-CAGE TO THE GENERATOR. PLUG A VACUUM INTO THE GENERATOR TO CAPTURE THE UPPER-RIGHT TENNIS BALL. THE SEESAW PULLS A ROPE THROUGH A PULLEY TO LIGHT THE LIGHT BULB TO POWER THE SOLAR-CELL. PLUG A VACUUM INTO THE SOLAR-CELL TO SUCK UP THE REMAINING TENNIS BALLS THAT MEL PUSHES DOWN TO IT.



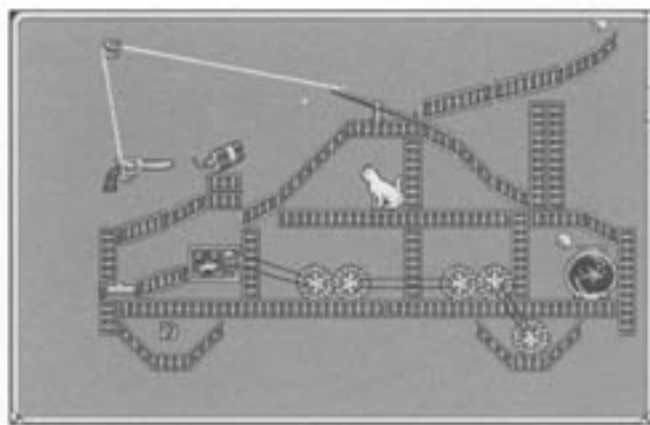
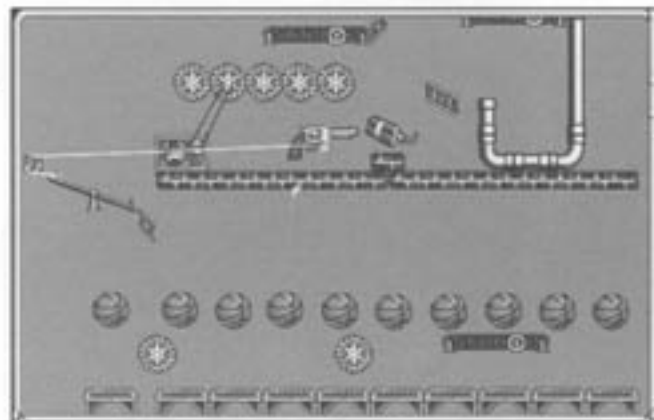


#### PUZZLE 115 : SEAL

FALLING BASEBALL TILTS WINDMILL PLACED TO THE RIGHT OF THE LIGHT SWITCH. BELT WINDMILL TO THE CONVEYOR BELT UNDER CANNON BALL. TIE A ROPE FROM THE SEESAW, THROUGH THE PULLEY TO THE A GUN PLACED TO THE RIGHT OF THE BASEBALLS. BELT THE MOUSE-CAGE ON THE RIGHT TO THE CONVEYOR BELT. BELT THE BOTTOM LEFT CONVEYOR BELTS TO THE GEARS. TIE A ROPE FROM THE LIGHT BULB TO A SEESAW PLACED IN THE GAP TO THE LEFT OF THE MOUSE. TIE A ROPE THROUGH TWO PULLEYS TO A BUCKET PLACED ABOVE THE RIGHT MOUSE-CAGE.

#### PUZZLE 116 : CONTRAPTION

NEED TO EXPLODE BRICK FLOOR TO CREATE PATH BETWEEN BASKETBALL AND GOAL. PUT DYNAMITE ON EXTRA BRICK LEDGE "BUMP". AIM GUN AT DYNAMITE, TIE GUN THROUGH PULLEY TO SEESAW. BASKETBALL TRAMPOLINES UP TO SEESAW, EXPLODING DYNAMITE. PUT A SMALL INCLINE TO THE RIGHT OF THE DYNAMITE.

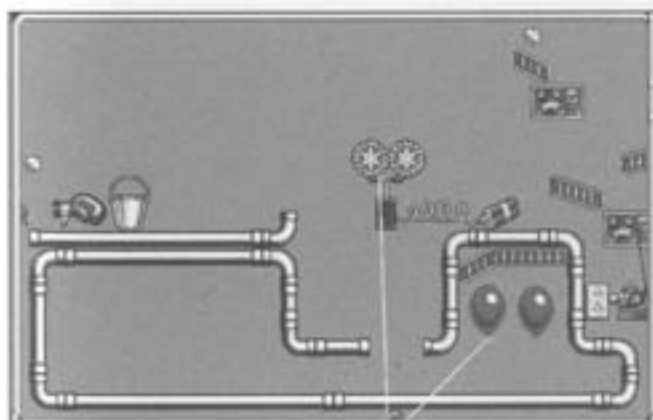
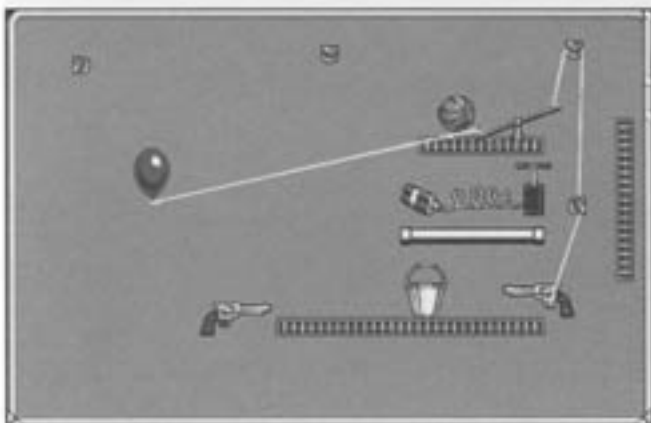


#### PUZZLE 117 : FLAX

PUT STRETCHED INCLINE IN GAP SO BASEBALL FALLS ONTO WOODEN FLOOR ABOVE CAT. PUT "V" SEESAW ABOVE WOODEN FLOOR ABOVE CAT. PUT DYNAMITE ON "ENGINE BLOCK" BUMP, AIM GUN AT DYNAMITE, TIE GUN THROUGH PULLEY TO SEESAW. BASEBALL EXPLODES DYNAMITE, BUMPS MOUSE-CAGE AND FALLS ON FLASHLIGHT. MOUSE-CAGE BELTED TO MESHED GEARS TURNS "WHEEL" GEAR.

#### PUZZLE 118 : PRIMORDIAL

PUT LOWER END OF "7" SEESAW ALMOST UNDER BASKETBALL. IF SEESAW IS UNDER BASKETBALL, SOLUTION WONT WORK. AIM GUN AT RIGHT OF BUCKET. PUT PULLEY ABOVE SEESAW. TIE UPPER END OF SEESAW THROUGH TWO PULLEYS TO RIGHT GUN. TIE BALLOON TO LOWER END OF SEESAW TO TILT SEESAW TO FLIP BASKETBALL INTO AIR. SEESAW ALSO SHOOTS GUN AT BUCKET. BUCKET AND BASKETBALL MEET AT LEFT GUN.

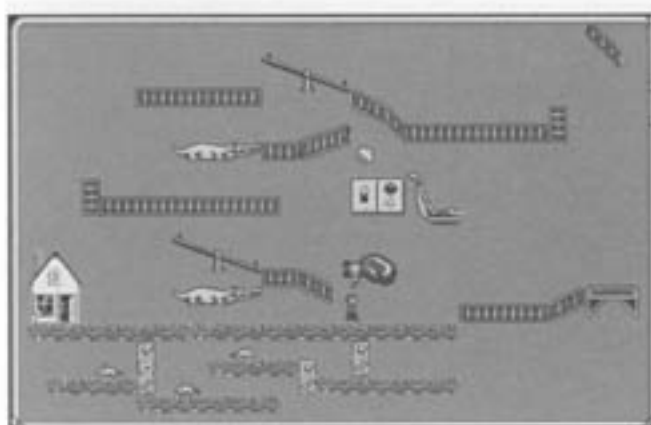


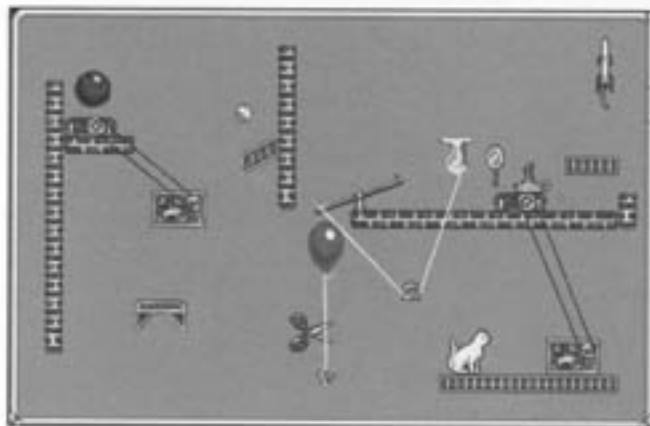
#### PUZZLE 119 : RAVE

THIS ONE LOOKS A LOT HARDER THAN IT IS. FLIP DYNAMITE PLUNGER AND PLACE UNDER GEARS. TIE A ROPE TO THE HANDLE OF PLUNGER, THROUGH PULLEY TO LEFT BALLOON.

#### PUZZLE 120 : HYACINTH

PLACE A SEESAW ABOVE IN THE GAP TO THE RIGHT OF THE TOP ALLIGATOR. PLUG A VACUUM IN TO THE RIGHT OF THE LIGHT SWITCH. PUT A BOXING GLOVE ABOVE MEL. PUT A TRAMPOLINE TO THE RIGHT OF THE BOTTOM WOOD FLOOR.



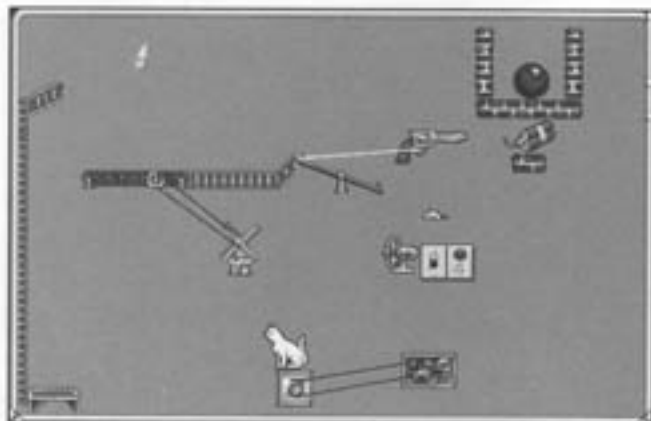


#### PUZZLE 121 : SPIDER

TIE LIGHT BULB AND PULLEY TO SEESAW. PUT SCISSORS BELOW BALLOON TO SNIP ROPE. BASEBALL CAN BUMP A PLACED MOUSE-CAGE, CONVEYING BOWLING BALL TO GLANCE OFF SCISSORS TO CUT ROPE. LENS IS TOO FAR FROM ROCKET, SO MUST PROPEL LIT CANDLE TO ROCKET. KEY: BOWLING BALL MUST DEFLECT OFF SCISSORS TO BUMP CAT TO ACTIVATE MOUSE-CAGE TO PROPEL CANDLE.

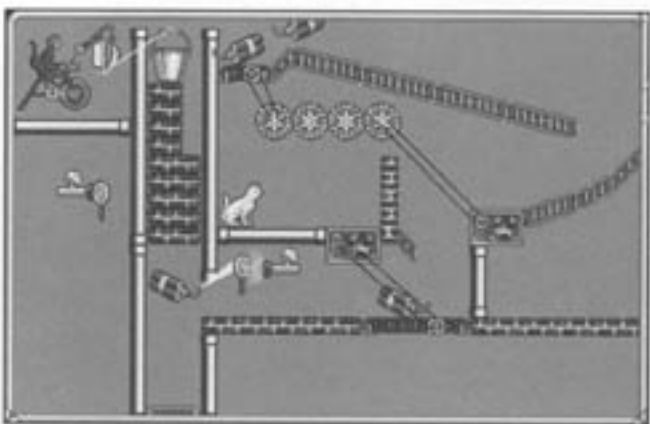
#### PUZZLE 122 : YAMMER

PUT DYNAMITE ON BRICK LEDGE UNDER BOWLING BALL. AIM GUN AT DYNAMITE, TIE GUN TO UPPER END OF SEESAW. BELT JACK-IN-BOX TO MOUSE-CAGE TO FLIP AND TRAMPOLINE CAT ONTO CONVEYOR. WOODEN FLOOR AND INCLINE CAN GUIDE PROPELLED CAT ONTO SEESAW. PROPEL CAT BY BELTING CONVEYOR TO WINDMILL. TURN WINDMILL WITH FAN CONNECTED TO SWITCH THAT MOUSE FALL ON (BEFORE MOUSE LANDS ON MOUSE-CAGE).



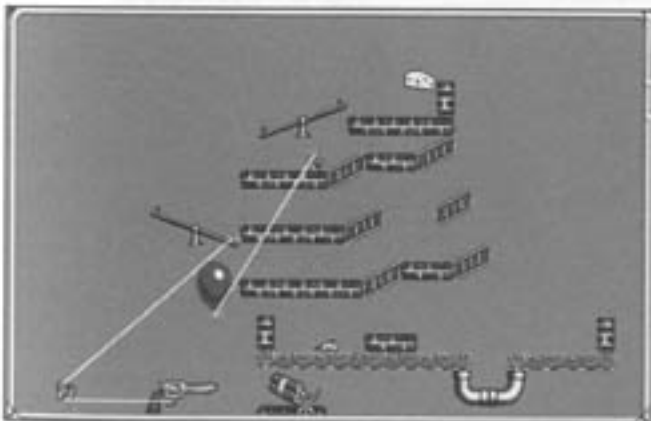
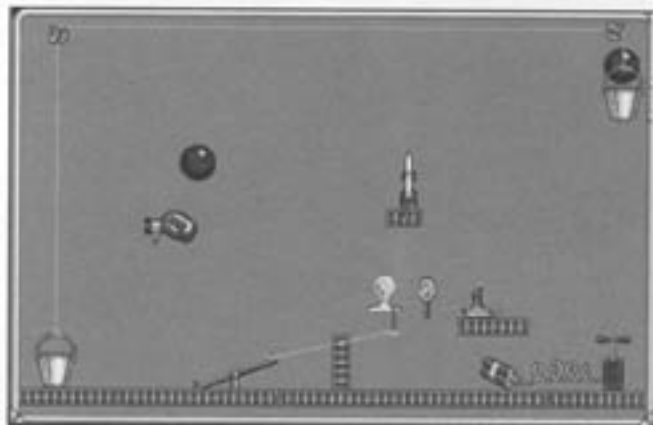
#### PUZZLE 123 : NERVE

TIE ROPE BETWEEN MONKEY'S SHADE AND BUCKET. PUT SMALL CONVEYOR UNDER DYNAMITE TO RIGHT OF BUCKET. USE TWO LARGE INCLINES TO FILL GAPS. PUT LARGE CONVEYOR UNDER BOTTOM-RIGHT DYNAMITE. PUT FOUR MESHED GEARS IN THE GAP ABOVE THE CAT. PLACE MOUSE-CAGE IN THE GAP TO THE RIGHT OF THE PIPE THE CAT IS ON AND BELT TO THE BOTTOM CONVEYOR. PLACE A MOUSE-CAGE ON THE TOP OF PIPE TO THE RIGHT. BELT MOUSE-CAGE AND UPPER CONVEYOR TO GEARS. PUT BASEBALL ABOVE THE LEFT FLASHLIGHT.



#### PUZZLE 124 : GRATE

WORK AROUND LENS. PUT LIGHT BULB LEFT OF LENS, TIE TO SEESAW. PUT CANDLE RIGHT OF LENS, PUT WOODEN FLOOR UNDER CANDLE. PUT BOXING GLOVE UNDER FALLING BOWLING BALL TO DEFLECT ONTO SEESAW TO LIGHT LIGHT BULB. NOW NEED TO THROW LIT CANDLE UP TO ROCKET FUSE. PUT PLUNGERED DYNAMITE UNDER CANDLE'S WOODEN FLOOR. PUT BOWLING BALL IN RIGHT BUCKET TO LOWER BUCKET TO PUSH PLUNGER AND FINISH PUZZLE.

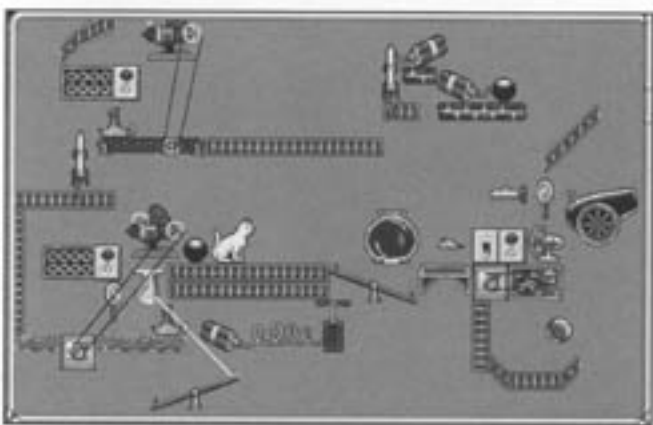


#### PUZZLE 125 : EMULSION

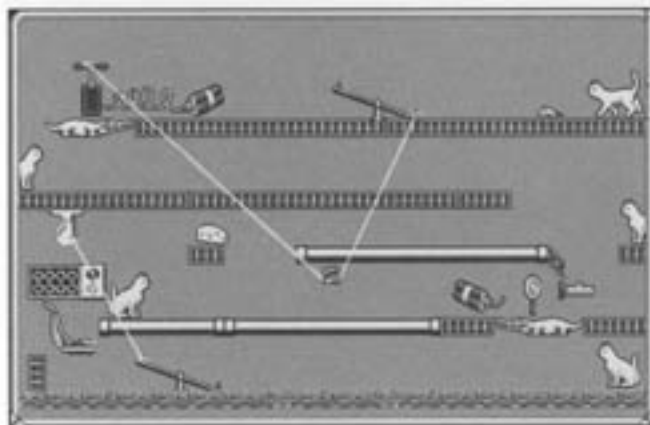
PUT "V" SEESAW ABOVE BALLOON. AIM GUN (BELOW BALLOON) TO RIGHT SO BULLET COULD HIT PIPE. PUT PULLEY TO LEFT OF GUN. TIE ROPE BETWEEN LOW END OF SEESAW THROUGH PULLEY TO GUN. KEY: PUT DYNAMITE BELOW AND TO LEFT OF MOUSE TO BLOW MOUSE OVER BRICK INTO PIPE. PUT CONVEYOR UNDER DYNAMITE. CONVEYOR MAY BE PARTIALLY OFF BOTTOM OF SCREEN.

#### PUZZLE 126 : INPUT

THE MOUSE IS BLOWN AND BREAKS THE FISHBOWL. EITHER THE CAT OR THE MOUSE TILTS THE SEESAW TO PUSH THE PLUNGER AND EXPLODE THE DYNAMITE. THE FALLING CANNONBALL TILTS THIS SEESAW TO LIGHT THE LIGHT BULB. THE CANDLE IS BLOWN LEFT AND IS LIGHT BY THE LIGHT BULB. THE JACK-IN-THE-BOX FLINGS THE LIT CANDLE UP TO THE ROCKET. THE ROCKET LIGHT THE UPPER CANDLE, POWERING THE UPPER SOLAR-CELL, TO CONVEY THE LIT CANDLE RIGHT. THE RIGHT CANNONBALL FALLS ONTO THE FLASHLIGHT TO FIRE THE CANNON.





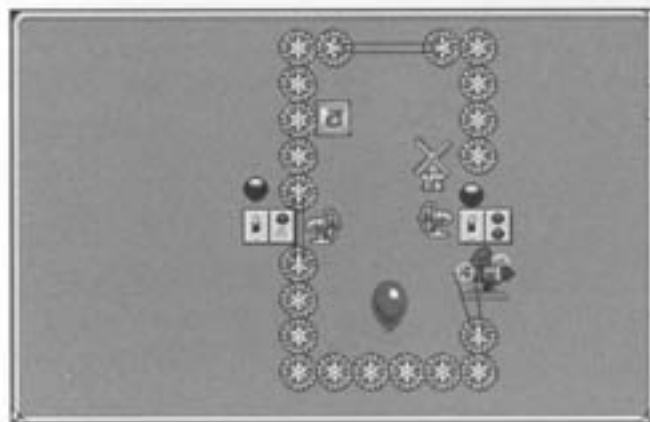
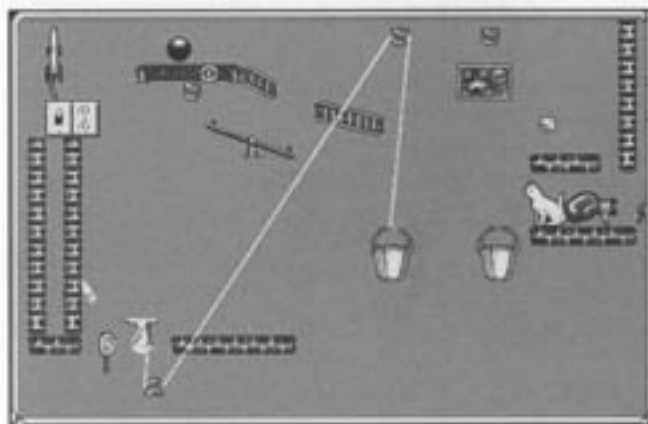


#### PUZZLE 127 : PARADISE

PLACE "V" SEESAW LEFT OF MOUSE, PUT PULLEY UNDER METAL PIPE. TIE LOWER END OF SEESAW THROUGH PULLEY TO PLUNGER. THIS SHOULD ALLOW MOUSE TO FALL DOWN A LEVEL AND BE CHASED AND FALL AGAIN. PUT FLASHLIGHT ABOVE LOWER GATOR'S TAIL. PUT LENS ABOVE LOWER GATOR'S NECK. PUT DYNAMITE LEFT OF LOWER GATOR'S MOUTH. PUT LIGHT BULB ABOVE SOLAR PANEL, TIE ROPE BETWEEN LIGHT BULB AND BOTTOM SEESAW.

#### PUZZLE 128 : SAMURAI

SIMPLEST SOLUTION: PUT LIGHT BULB RIGHT OF LENS. TIE LIGHT BULB THROUGH PULLEYS TO FALLING BUCKET.

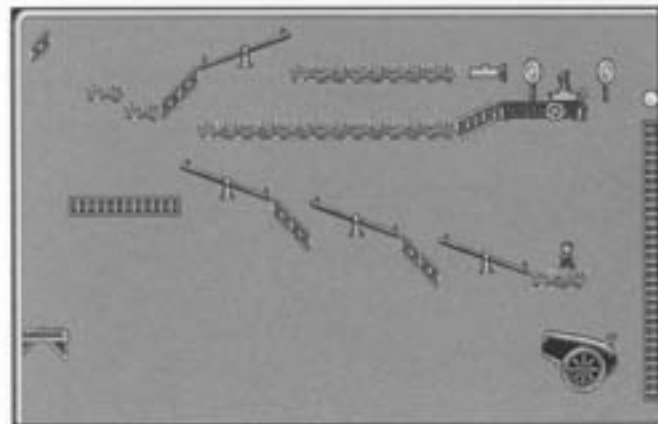


#### PUZZLE 129 : CHAOS

NEED TO COUNTER RIGHT FAN'S INFLUENCE WITH ANOTHER FAN. PLUG NEW FAN INTO SWITCH, PUT CANNONBALL ABOVE SWITCH. PUT WINDMILL ABOVE ONE FAN AND JACK-IN-BOX ABOVE OTHER FAN TO PREVENT BALLOON FROM HITTING GEARS.

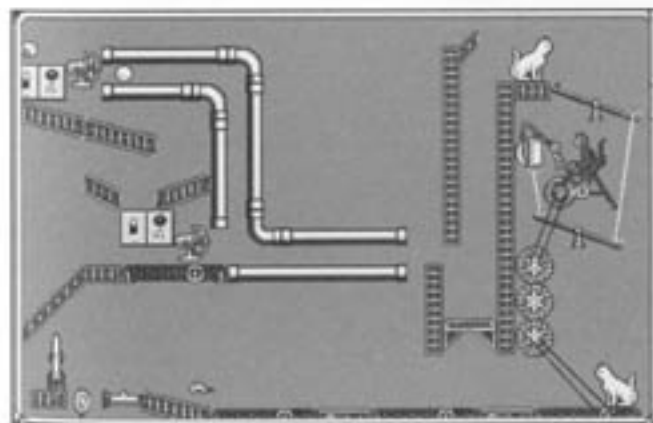
#### PUZZLE 130 : BRAWL

BUILD BRIDGE FOR MEL USING SEESAWS. PLACE TRAMPOLINE A BIT OFF-SCREEN LEFT OF CANNON MUZZLE TO TOSS MEL UP TOP. PLACE SEESAW IN TOP GAP. PUT FLASHLIGHT LEFT OF LENS TO LIGHT CANDLE FOR MEL TO KNOCK OFF LEDGE TO LIGHT CANNON.



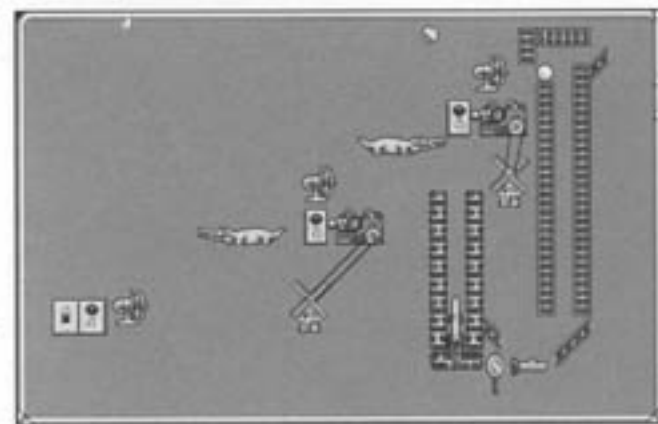
#### PUZZLE 131 : ASIDE

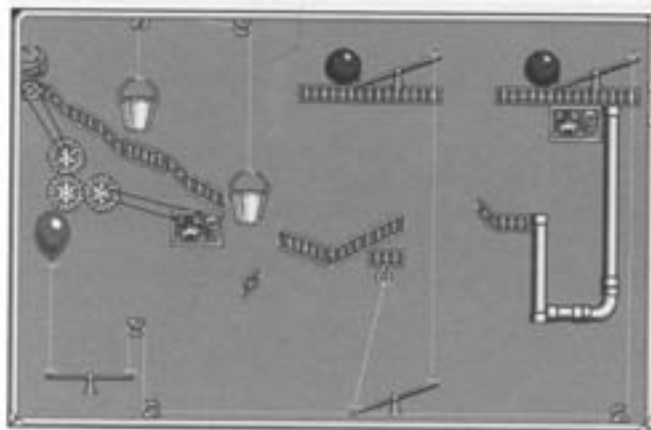
PUT SWITCH SLIGHTLY OFF-SCREEN UNDER BASEBALL SO FAN CAN BLOW TENNIS BALL. SWITCH AND FAN ABOVE UPPER CONVEYOR, USING INCLINE TO GUIDE BASEBALL, BLOWS TENNIS BALL TO TRAMPOLINE AND TOP CAT. PUT "V" SEESAW FOR TOP CAT TO STEP ONTO. PLACE "V" SEESAW UNDER MONKEY. TIE SEESAWS' RIGHT ENDS TOGETHER SO MONKEY CYCLES, TURNING MESHED GEARS, CONVEYING CAT TO MOUSE. MOUSE ACTIVATES FLASHLIGHT, FIRING ROCKET.



#### PUZZLE 132 : AXIS

NEED TO DEFLECT BASEBALL TO SWITCH ALREADY ON-SCREEN TO START SOLUTION. PUT GATOR'S MOUTH BELOW BASEBALL TO DEFLECT IT TO OTHER GATOR AND THEN TO SWITCH. FAN CONNECTED TO SWITCH BLOWS WINDMILL, TURNING GENERATOR, BLOWING ANOTHER FAN/WINDMILL/GENERATOR/FAN, BLOWING TENNIS BALL OFF LEDGE DOWN TO FLASHLIGHT, FIRING ROCKET. KEY: DON'T BLOCK ROCKET PATH WITH FANS. PLACE FANS ABOVE GENERATORS.



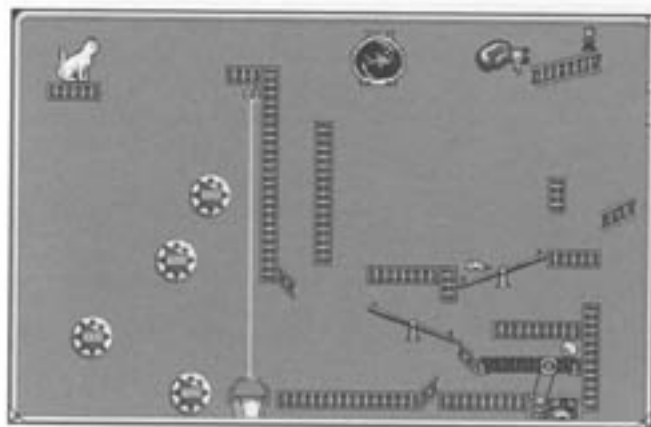
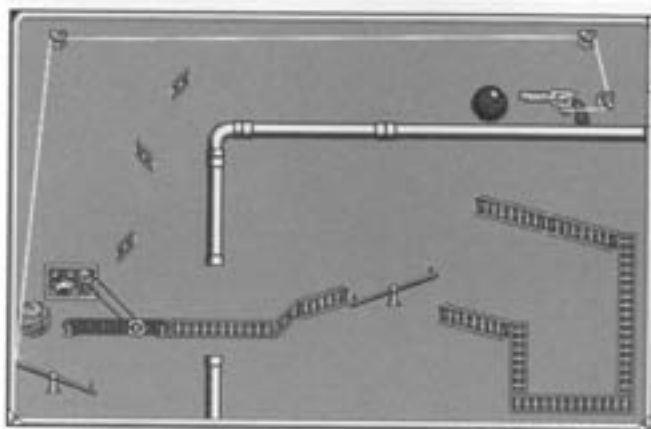


#### PUZZLE 133 : OFFBEAT

THE RIGHT BUCKET LOWERS TO BUMP THE MOUSE-CAGE TO CONVEY THE BASKETBALL DOWN THE INCLINES. PUT AN INCLINE IN THE GAP SOUTHWEST OF THE RIGHT BUCKET. THE KEY POINT IS TO MAKE SURE THIS INCLINE ISN'T TOO BIG TO BLOCK THE LOWERING RIGHT BUCKET FROM BUMPING THE MOUSE-CAGE. YOU CAN USE SOME EXTRA INCLINES TO HELP GUIDE THE FALLING BASKETBALL INTO THE GOAL. MAKE SURE THE EXTRA INCLINES DON'T BLOCK THE RIGHT FALLING BOWLING BALL.

#### PUZZLE 134 : QUIP

PUT GUN POINTING LEFT TO RIGHT OF BOWLING BALL. PUT UPPER END OF "V" SEESAW UNDER BASKETBALL. TIE UPPER END OF SEESAW THROUGH PULLEYS TO GUN. PLACE CONVEYOR TO RIGHT OF BASKETBALL. KEY: CONNECT MOUSE-CAGE, POINTING RIGHT, ABOVE CONVEYOR SO BOWLING BALL BUMPS IT AND IS PROPELLED RIGHT. BELT MOUSE-CAGE AND CONVEYOR TOGETHER. USE INCLINE AND SEESAW TO BRIDGE GAP FOR BOWLING BALL TO REACH WOODEN "BUCKET".

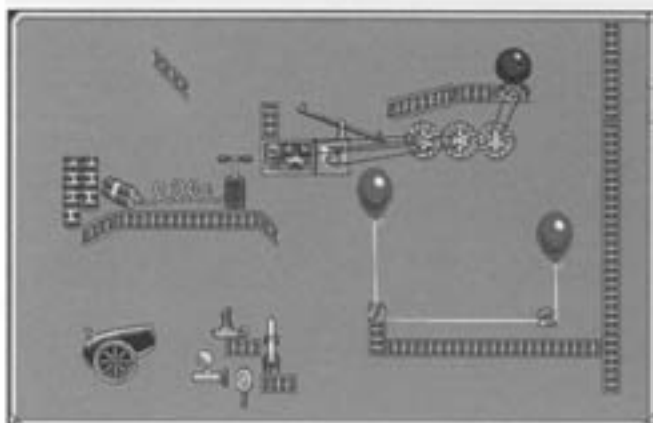


#### PUZZLE 135 : NEWMAN

PLACE "V" SEESAW UNDER MOUSE SO MEL FLIPS IT AFTER HE MAKES BOXING GLOVE BREAK FISHBOWL. POKEY WILL BOUNCE AROUND FOR A WHILE AND THEN CHASE MOUSE. BASEBALL WILL FLY OUT RIGHT OVER POKEY AND INTO BUCKET.

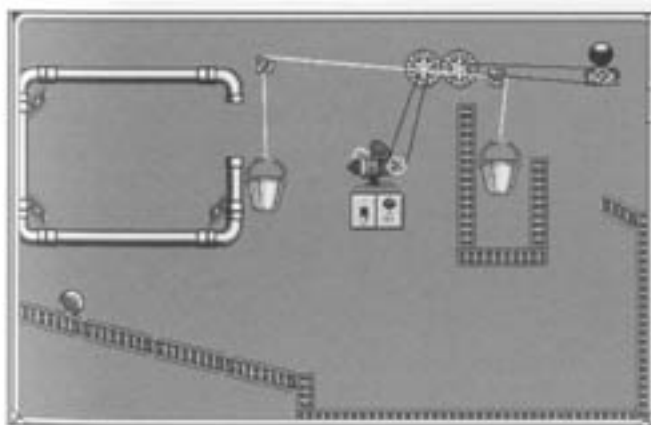
#### PUZZLE 136 :SLOPE

PUT PLUNGER ABOVE "BRIDGE". PUT ROCKET ON THE SMALL WOOD WALL TO THE RIGHT OF THE MAGNIFYING GLASS. MESH TWO GEARS ON EITHER SIDE OF THE GEAR. BELT THE FAR LEFT GEAR TO THE JACK-IN- THE BOX PLACED NEXT TO THE MOUSE-CAGE. BELT THE FAR RIGHT GEAR TO A CONVEYOR OR PLACED UNDER THE BOWLING BALL. BELT THE MIDDLE GEAR TO THE MOUSE-CAGE.



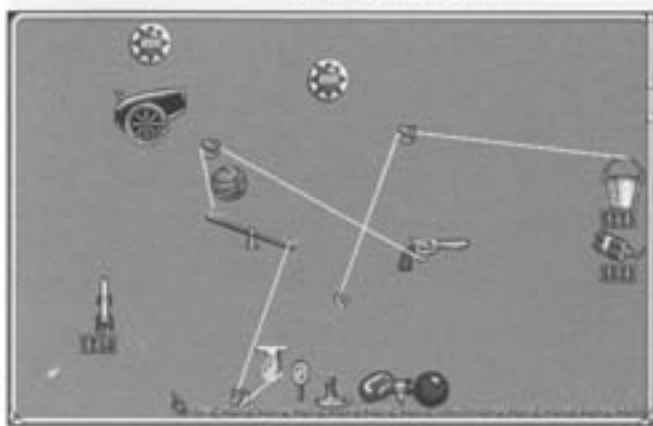
#### PUZZLE 137 : TENON

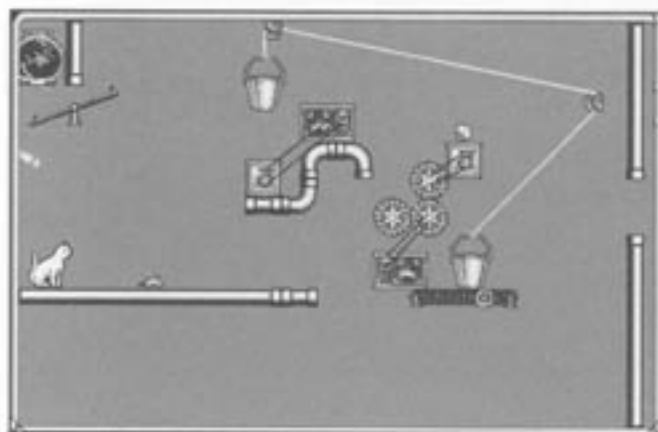
KEY: PUT SWITCH IN MIDDLE OF SCREEN IN PATH OF BOUNCING SUPER BALL. PUT MESHED GEARS HALFWAY BETWEEN PULLEY AND CANNONBALL. PUT PULLEY TO RIGHT OF MESHED GEARS. PLUG MOTOR INTO SWITCH, BELT TO MESHED GEARS, BELT GEAR TO SMALL CONVEYOR UNDER CANNONBALL. PUT BUCKET BELOW EACH PULLEY, BESIDE THE MOTOR. TIE BUCKETS THROUGH PULLEYS. DON'T LET BUCKET BLOCK SUPER BALL'S PATH INTO PIPE CAGE. SUPER BALL FLICKS SWITCH, ENTERS PIPE CAGE. MOTOR TURNS GEARS, FLIPS CANNONBALL INTO RIGHT BUCKET, LIFTING LEFT BUCKET TO BLOCK PIPE CAGE ENTRANCE.



#### PUZZLE 138 : CROSSCUT

FALLING BASKETBALL CAN TILT SEESAW TO LIGHT LIGHT BULB/ CANDLE AND ALSO SHOOT GUN. GUN SHOTS DYNAMITE UNDER BUCKET. BUCKET CAN BE TIED THROUGH PULLEY TO EYEHOOK. BUCKET WILL SWING DOWN, BUMPING BOWLING BALL, TRIGGERING BOXING GLOVE, PUNCHING CANDLE, FIRING CANNON. KEY: PLACE BUMPER TO RIGHT OF CANNON MUZZLE TO DEFLECT CANNONBALL TO OTHER BUMPER.

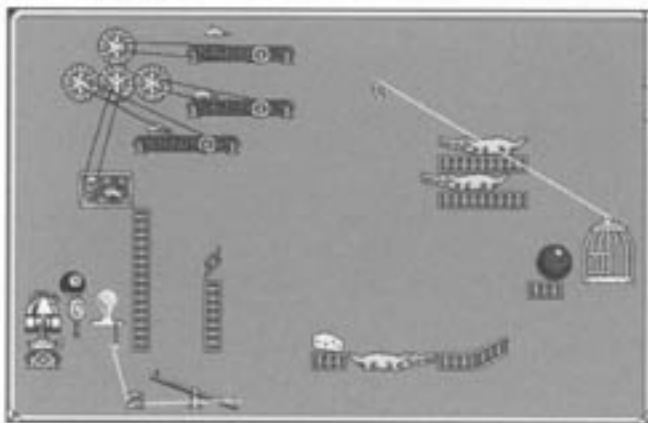
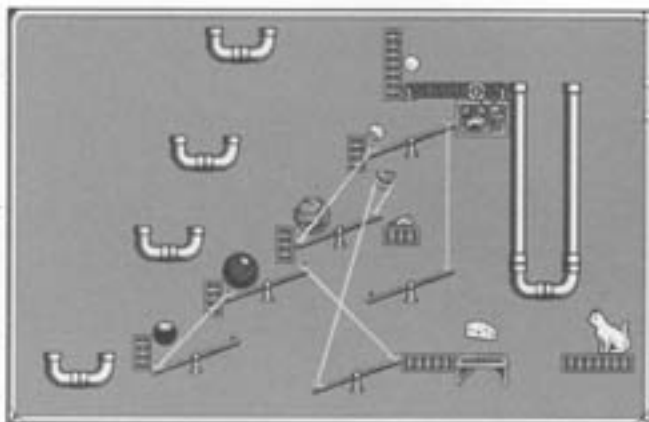




**PUZZLE 139 : NORM**  
 BELT MOUSE-CAGE TO LOWER RIGHT GEAR. PUT JACK-IN-BOX UNDER BASEBALL. BELT UPPER GEAR TO JACK-IN-BOX. PUT "I" SEESAW UNDER FISHBOWL. JACK-IN-BOX FLIPS BASEBALL OVER TO TILT SEESAW TO BREAK FISHBOWL.

**PUZZLE 140 : HOUSE**

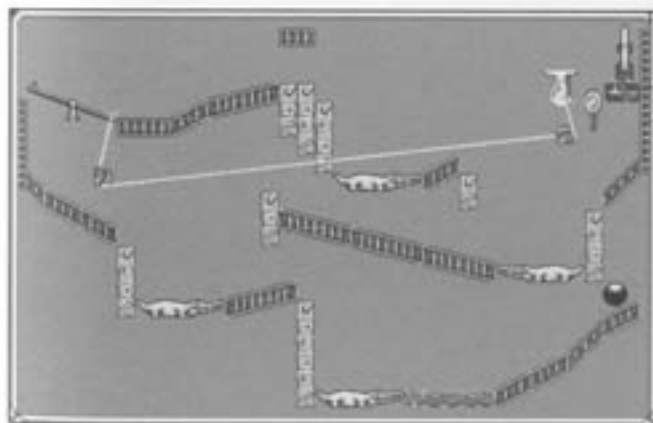
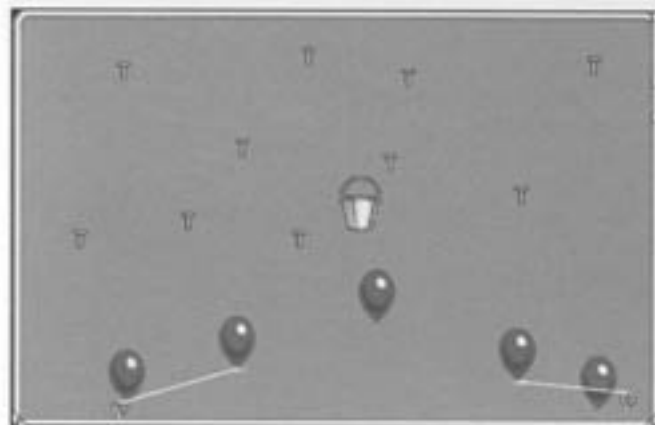
PUT LOWER END OF "I" SEESAW UNDER CANNONBALL, BOWLING BALL, BASKETBALL, AND BASEBALL. PUT TRAMPOLINE UNDER CHEESE. NOW, PUT LONG CONVEYOR UNDER TENNIS BALL. BELT A MOUSE-CAGE UNDER CONVEYOR. TIE LOWER END OF CANNONBALL AND BOWLING BALL SEESAWS TOGETHER. TIE LOWER END OF BASKETBALL AND BASEBALL SEESAWS TOGETHER. TIE UPPER END OF BOWLING BALL SEESAW TO UPPER END OF LOWEST SEESAW. PUT PULLEY ABOVE BASKETBALL SEESAW'S UPPER END. TIE BASKETBALL SEESAW'S UPPER END THROUGH PULLEY TO LOWER END OF LOWEST SEESAW. PUT "I" SEESAW UNDER MOUSE ON BRIDGE AND TIE RIGHT END TO BASEBALL SEESAW.



**PUZZLE 141 : MACARONI**  
 PUT CONVEYORS UNDER ALL MICE. ATTACH BELTS TO GEARS CLOCKWISE FROM TOP. ADD GEAR TO CENTER OF GEARS, THEN ATTACH A BELT TO A MOUSE-CAGE PLACED TO THE TOP LEFT OF THE LARGE WOOD WALL. PLACE LIGHT BULB AND MAGNIFYING GLASS NEXT CANDLE AND TIE ROPE FROM THE LIGHT BULB TO THE SEE-SAW. ATTACH ROPE FROM CAGE TO EYE HOOK PLACED ABOVE TOP ALLIGATOR.

**PUZZLE 142 : TALON**

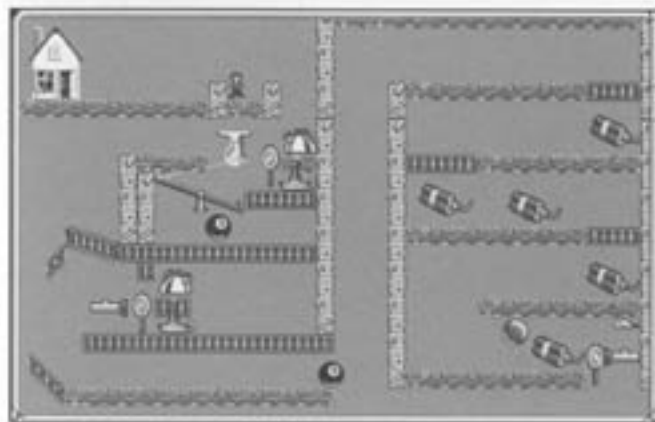
PUT EYEHOOKS NEAR BALLOONS ON FAR-LEFT AND FAR-RIGHT. TIE SECOND BALLOON FROM LEFT TO LEFT EYEHOOK. TIE SECOND BALLOON FROM RIGHT TO RIGHT EYEHOOK. PUT BUCKET ABOVE MIDDLE BALLOON. LEFT BALLOON SHOULD BE TRAPPED AGAINST LEFT NAIL BY SECOND BALLOON FROM LEFT. RIGHT BALLOON SHOULD BE PUSHED OFF SCREEN. MIDDLE BALLOON SHOULD RISE OFF-SCREEN AFTER PUSHED BY BUCKET.

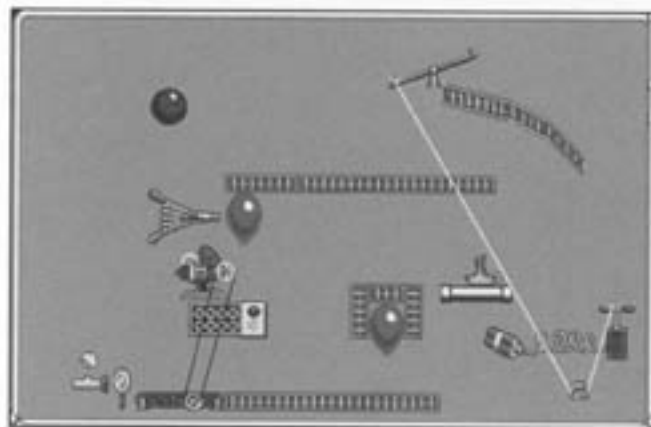


**PUZZLE 143 : BEAK**  
 USE GATORS TO FILL GAPS AND TOSS CANNONBALL UP WITH THEIR JAWS TO TILT SEESAW TO LIGHT ROCKET. PUT LIGHT BULB TO LEFT OF LENS. PUT PULLEY UNDER LIGHT BULB AND UNDER SEESAW. TIE LOWER END OF SEESAW THROUGH PULLEYS TO LIGHT BULB. CANNONBALL TILTS SEESAW, LIGHTS LIGHT BULB, FIRING ROCKET.

**PUZZLE 144 : BIRETTA**

CLEAR PATH FOR SUPER BALL BY EXPLODING WOODEN FLOORING. PUT DYNAMITE ABOVE MOUSE AND GRASS. PUT 2 OR 3 DYNAMITES ABOVE DYNAMITE ABOVE MOUSE. PUT DYNAMITE UNDER UPPER-RIGHT WOODEN PLATFORM. PUT LENS RIGHT OF FLASHLIGHT, PUT CANDLE TO RIGHT OF LENS, PUT KETTLE POINTING RIGHT ABOVE CANDLE. PUT 8-BALL UNDER SEESAW'S LOW END. PUT LIGHT BULB TO LEFT OF UPPER LENS, TIE TO SEESAW'S UPPER END. PUT CANDLE UNDER UPPER KETTLE.

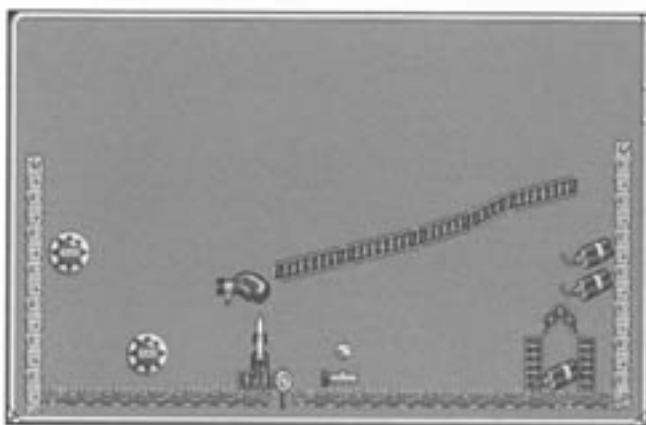
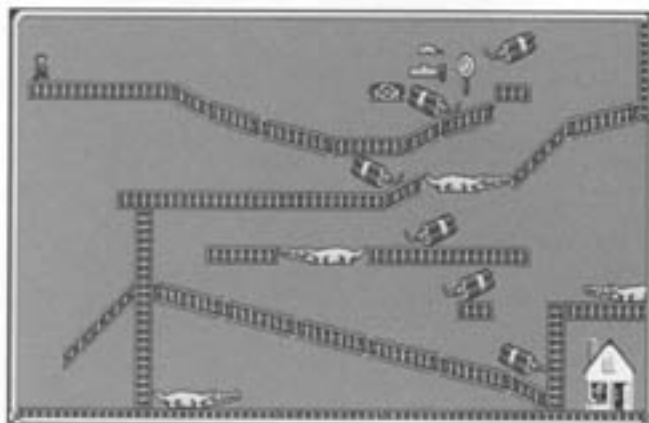




**PUZZLE 145 : FREQUENT**  
 AIM BELLWS AT UPPER BAL-  
 LOON AND PUT UNDER BOWLING  
 BALL. PUT PULLEY UNDER  
 PLUNGER, TIE LOWER END OF  
 SEESAW THROUGH PULLEY TO  
 PLUNGER. PLACE CONVEYOR  
 LEFT OF WOODEN FLOOR. PUT  
 FLASHLIGHT POINTING RIGHT  
 UNDER BASEBALL, PUT LENS TO  
 RIGHT OF FLASHLIGHT. PUT  
 SOLAR PANEL ABOVE CONVEY-  
 OR, PLUG IN MOTOR ABOVE  
 SOLAR PANEL (WHITE WHEEL TO  
 RIGHT) BELT MOTOR TO CON-  
 VEYOR.

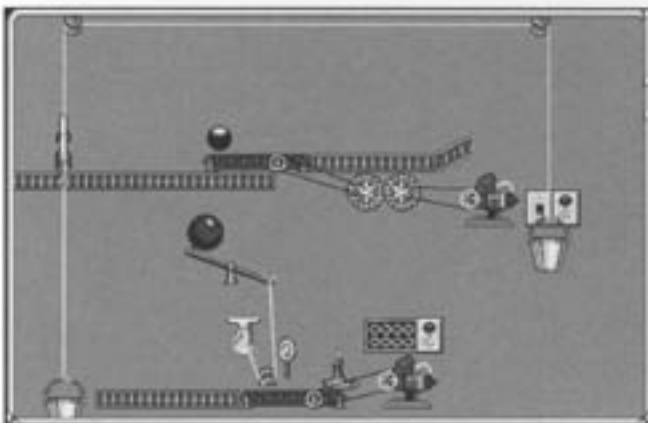
**PUZZLE 146 : STREAM**

WORK AROUND LENS. PUT  
 FLASHLIGHT LEFT OF LENS,  
 POINTING RIGHT. PUT MOUSE  
 ABOVE FLASHLIGHT. PUT WOOD-  
 EN PLATFORM RIGHT OF LENS.  
 PUT DYNAMITE UNDER FLASH-  
 LIGHT. PUT CONVEYOR LEFT OF  
 DYNAMITE UNDER FLASHLIGHT  
 TO HOLD IT IN PLACE. PUT DYNA-  
 MITE LEFT OF UPPER GATOR. PUT  
 DYNAMITE UNDER UPPER GATOR.  
 PUT WOODEN PLATFORM TO LEFT  
 OF RIGHTMOST GATOR, PUT  
 DYNAMITE ON PLATFORM, PUT  
 DYNAMITE LEFT OF HOUSE.

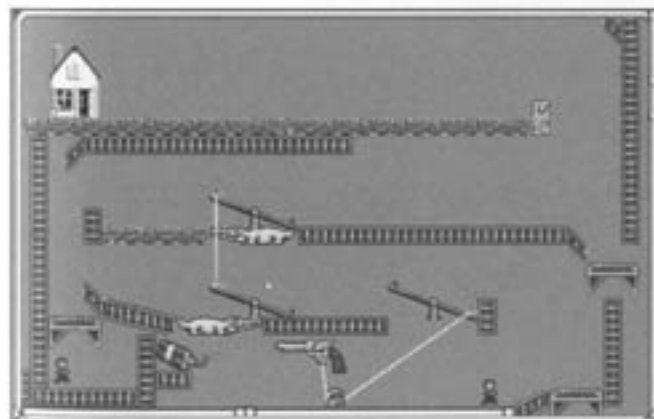


**PUZZLE 147 : UMIAK**  
 PUT BASEBALL ABOVE FLASH-  
 LIGHT TO LAUNCH ROCKET, KEY:  
 PUT BOXING GLOVE ABOVE  
 ROCKET TO DEFLECT IT RIGHT TO  
 INCLINES. PUT "V" INCLINES TO  
 LEFT AND RIGHT OF ON-SCREEN  
 INCLINES.

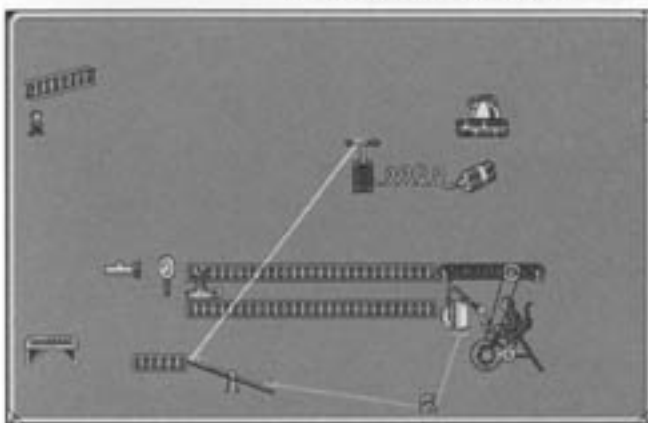
**PUZZLE 148 : HIATUS**  
 PUT "V" SEESAWS UPPER END  
 UNDER BOWLING BALL. PUT LIGHT  
 BULB LEFT OF LENS, PUT PULLEY  
 BELOW LIGHT BULB, TIE LIGHT BULB  
 THROUGH PULLEY TO LOW END OF  
 SEESAW. PUT CANDLE RIGHT OF  
 LENS. PUT MOTOR RIGHT OF CAN-  
 DLE, PLUG IN SOLAR CELL ABOVE  
 MOTOR, BELT MOTOR TO CONVEYOR.  
 PUT SWITCH (SWITCH DOWN) ABOVE  
 RIGHT BUCKET. PLUG MOTOR INTO  
 SWITCH PUT 2 MESHED GEARS LEFT  
 OF MOTOR. PUT CONVEYOR UNDER  
 CANNONBALL, BELT TO MESHED  
 GEARS,

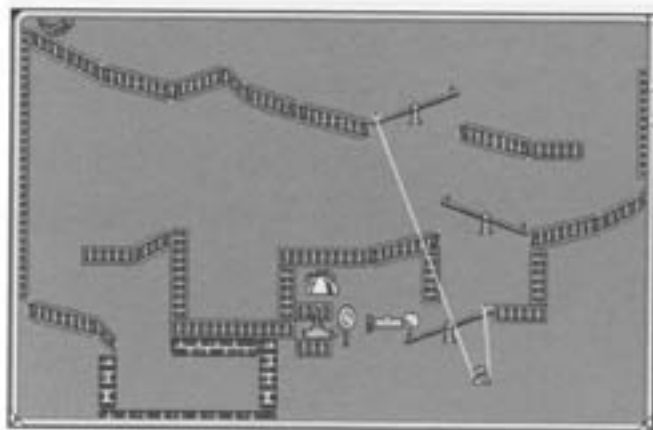


**PUZZLE 149 : CREEK**  
 PUT TRAMPOLINE IN GAP TO  
 RIGHT OF RIGHT MEL. PUT "V"  
 SEESAW IN GAP TO RIGHT OF  
 LOWER GATOR. PUT DYNAMITE  
 ON LEDGE UNDER LOWER  
 GATOR. AIM GUN AT DYNAMITE.  
 PUT PULLEY UNDER GUN, TIE  
 ROPE FROM GUN THROUGH PUL-  
 LEY TO SEESAW'S LOWER END.  
 PUT "V" SEESAW ABOVE MOUTH  
 OF LOWER GATOR, PUT "V" SEE-  
 SAW ABOVE NECK OF UPPER  
 GATOR. TIE GATORS' SEESAW'S  
 HIGH ENDS TOGETHER. PUT  
 TRAMPOLINE ABOVE LEFT MEL.  
 PUT TRAMPOLINE IN GAP  
 BETWEEN WOODEN WALLS.



**PUZZLE 150 : CROQUET**  
 MEL DOES TRIPLE DUTY HERE.  
 HE LIGHTS THE CANDLE, SETS  
 OFF THE DYNAMITE, AND  
 STARTS KELLY RIDING HER  
 BIKE. THE TEAPOT SHOULD  
 SLIDE TO A STOP DIRECTLY  
 OVER THE CANDLE. YOU MAY  
 NEED TO PLAY WITH THE  
 DYNAMITE LOCATION.

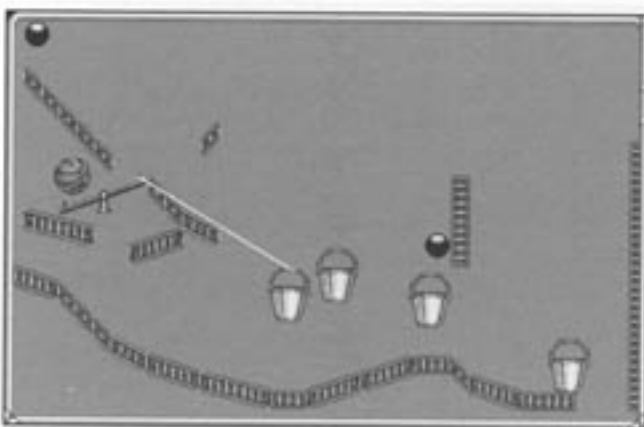
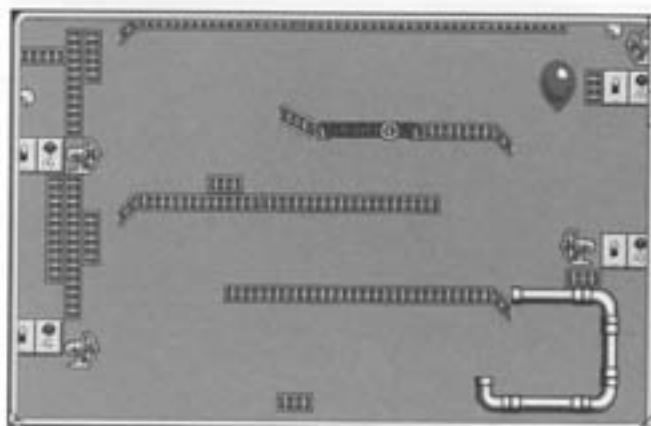




**PUZZLE 151 : ACID**  
 USE "I" SEESAW TO FILL GAP ABOVE LOWER SEESAW. LET BASEBALL LAND ON FLASHLIGHT, LIGHTING CANDLE, BOILING KETTLE, LIFTING BASKETBALL OVER OTHER GAP.

**PUZZLE 152 : BABY**

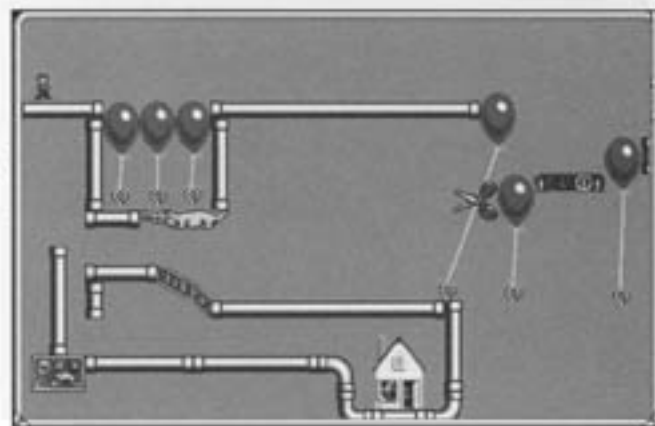
FANS PUSH BALLOONS. SWITCHES POWER FANS. BASEBALLS FLIP SWITCHES. JUST NEED INCLINE AND CONVEYOR STRATEGICALLY PLACED NEAR TOP/CENTER OF SCREEN TO GUIDE BALLOON DOWNWARD.



**PUZZLE 153 : SEAN**  
 PUT "I" SEESAW UNDER BASKETBALL (BARELY FITS). TIE SEESAW'S UPPER END TO ANY FALLING BUCKET. SEESAW FLIPS BASKETBALL OFF-SCREEN.

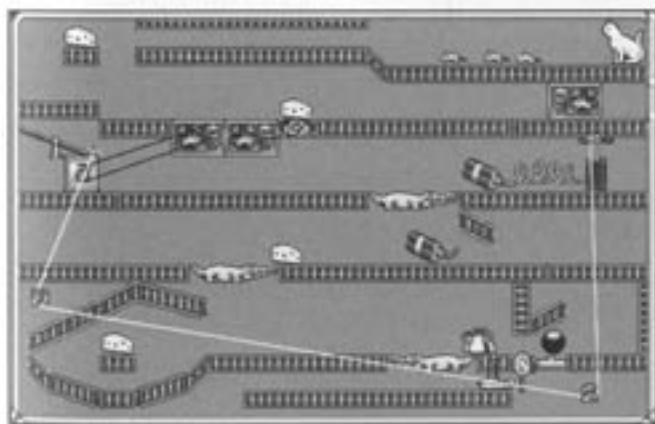
**PUZZLE 154 : QUALM**

NO INCLINES OR SEESAWS! MAKE BALLOON BRIDGE. 3 BALLOONS BARELY FIT IN GAP ABOVE GATOR. EYEHOOKS AND ROPES TIE BALLOONS IN PLACE. TIE RIGHT BALLOON TO EYEHOOK ABOVE HOUSE. PUT TWO ANCHORED BALLOONS TO RIGHT AND LEFT OF THE CONVEYOR. PLACE SCISSORS TO THE LEFT OF THE BOTTOM BALLOON. USE THE MOUSE-CAGE TO BLOCK THE LITTLE HOLE IN THE BOTTOM LEFT CORNER.



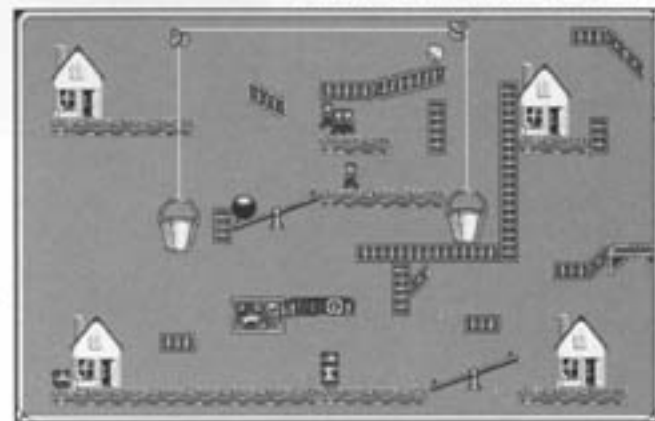
**PUZZLE 155 : THIAMINE**

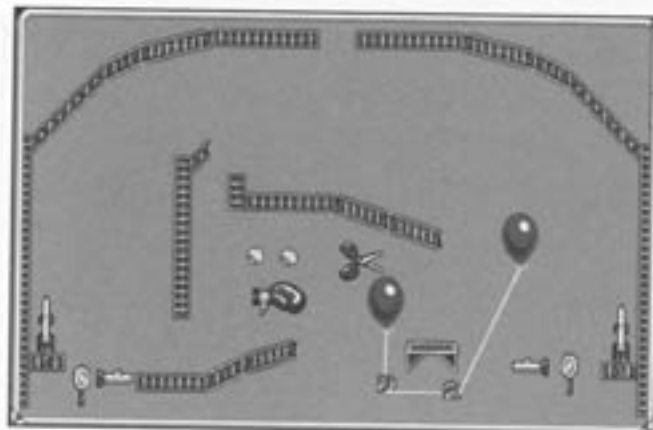
2 MOUSE CAGES FILL UPPER GAP. RIGHT MOUSE-CAGE POWERS CONVEYOR TO PROPEL CHEESE. LEFT MOUSE-CAGE BELTED TO JACK-IN-BOX UNDER SEESAW. AS MICE FOLLOW PROPELLED CHEESE, JACK-IN-BOX TILTS SEESAW, PULLS ROPE CONNECTED THROUGH PULLEYS TO FLINGER. DYNAMITE EXPLODES WOODEN FLOORS, DROPS MICE DOWN 3 LEVELS. PUT KETTLE ABOVE LOWEST GATOR'S TAIL, PUT CANDLE UNDER KETTLE, USE LENS/FLASHLIGHT/CANNONBALL TO BOIL KETTLE. KETTLE'S STEAM CAN LIFT MICE AWAY FROM LOWEST GATOR'S MOUTH AND TO GOAL.



**PUZZLE 156 : TURN**

THE TRICKY PART OF THIS PUZZLE IS SEPARATING THE TOP THREE MELS. MOUSE CAGE-CONVEYOR COMBINATION WILL SPLIT OFF TWO TO THE RIGHT. THEN THE SEESAW WILL SEND ONE OF THOSE UP TO THE TRAMPOLINE. PLACEMENT OF THE MOUSE CAGE AND CONVEYOR IS IMPORTANT.

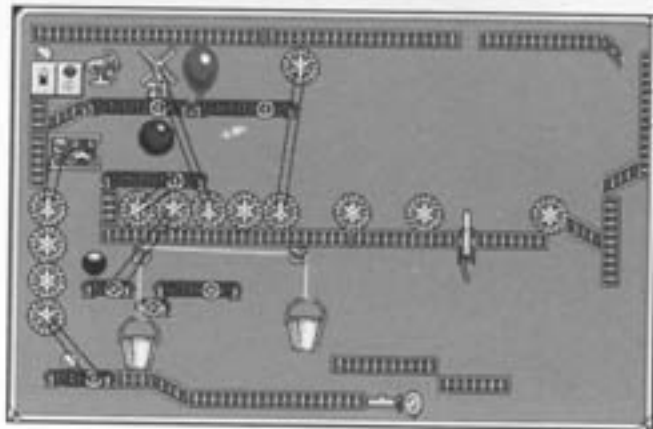




**PUZZLE 157 : KANGAROO**  
 START WITH THE OBVIOUS: PUT LENS/FLASHLIGHT NEXT TO EACH ROCKET FUSE. NEED TO SEPARATE FALLING BASEBALLS: BOXING GLOVE POINTING RIGHT DEFLECTS/PUNCHES RIGHT BASEBALL. SCISSORS ABOVE LEFT BALLOON CLEARS PATH FOR RIGHT BASEBALL. TRAMPOLINE BOUNCES RIGHT BASEBALL ONTO RIGHT FLASHLIGHT. LEFT BASEBALL ROLLS ONTO LEFT FLASHLIGHT.

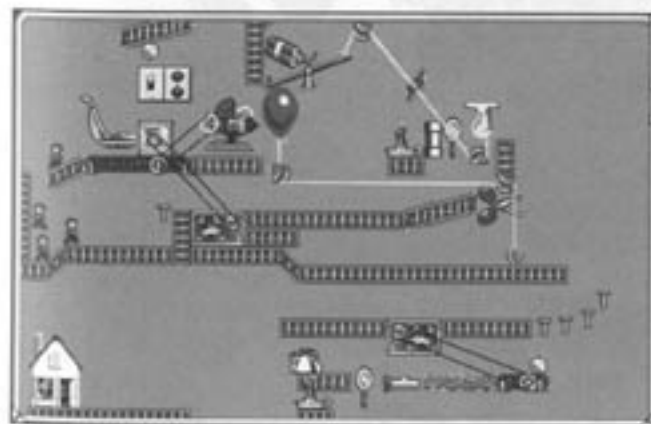
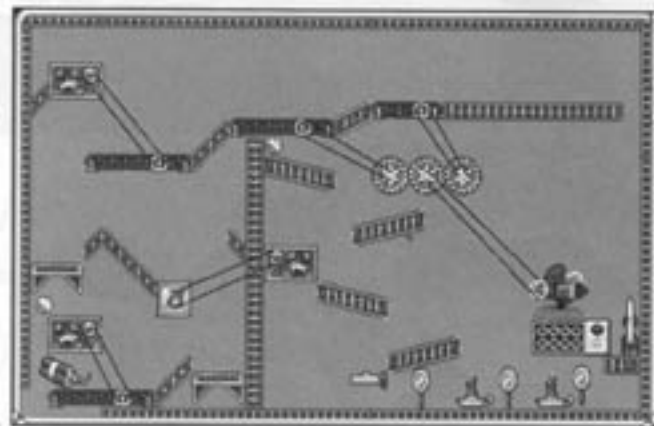
**PUZZLE 158 : CONTENT**

THE KEY POINT IS TO PLAY WITH THE PLACEMENT OF THE BOWLING BALL TO TIME THINGS TO ALLOW THE BASEBALL TO HAVE ENOUGH MOMENTUM TO REACH THE FLASHLIGHT. PUT THE BOWLING BALL UNDER THE BALLOON TO ALLOW THIS TO HAPPEN.



**PUZZLE 159 : BELLOC**

USE MOUSE- CAGE TO KEEP BASEBALL ON INCLINE PATH TO REACH FLASHLIGHT. USE SERIES OF CANDLES AND LENSES TO FIRE ROCKET. BELT MOUSE-CAGE ABOVE DYNAMITE TO CONVEYOR UNDER DYNAMITE. PUT JACK-IN-BOX TO RIGHT OF UPPER TRAMPOLINE AND INCLINE. BELT JACK-IN-BOX TO MOUSE-CAGE DEFLECTING BASEBALL BACK ONTO INCLINE PATH. THIS FLINGS DYNAMITE TO TRAMPOLINE, UP TO ANOTHER MOUSE-CAGE POWERING CONVEYOR. FILL UPPER GAPS WITH CONVEYORS, BELT TO 3 MESHED GEARS BELTED TO MOTOR ABOVE SOLAR PANEL.



**PUZZLE 160 : AWE**  
 FALLING BASEBALL FLICKS SWITCH, POWERING VACUUM AND MOTOR BELTED TO CONVEYOR. VACUUM TUGS MELS UP TO UNDERSIDE OF CONVEYOR PROPELLING MELS RIGHT. MEL SNIPS SCISSORS, FREEING BALLOON, TILTING SEESAW, LIGHTING CANDLE, DROPPING DYNAMITE ONTO LIT CANDLE. DYNAMITE EXPLODES WOODEN FLOOR, DROPPING MELS DOWN A LEVEL. PUT STAIRWAY OF NAILS TO LET MELS WALK DOWN ANOTHER LEVEL. MELS WALK ACROSS LOWEST MOUSE-CAGE BELTED TO CONVEYOR, PROPELLING BASEBALL ONTO FLASHLIGHT. FLASHLIGHT LIGHTS CANDLE, HEATING KETTLE. KETTLE STEAM LIFTS MELS ACROSS GAP TO HOME.



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