



HOUDINI

Houdini, the world famous master mystifier and escape artist extraordinaire, thrilled audiences with his daring and often dangerous escapes! Now you can be a part of the magic as you solve these forty perplexing challenges.

INCLUDES

- 40 Challenges • 2 Ropes • Lock & 2 Rings
- Houdini Body & Legs • Trap Cage • Travel Bag

ABOUT THE INVENTORS

Nicholas Cravotta and Rebecca Bleau have been inventing together for more than twenty years. Rebecca is also an award-winning fine artist and made the illustrations for Houdini. You can learn more about their games and puzzles at:

www.BlueMatterGames.com

INSTRUCTIONS

1 SELECT A CHALLENGE.



2 TIE HOUDINI UP AS SHOWN.



3 FREE HOUDINI, GETTING HIM CLEAR OF ALL THE ROPES WITHOUT UNDOING THE CLASPS.



TYING UP HOUDINI

Always start at the end of a rope. Thread the ropes through the cage loops, ring, barrel, and lock, making sure to put Houdini in the appropriate place. Before solving, confirm that you've tied up Houdini to match the picture.

Some challenges use a Lanyard hitch. To set up a Lanyard hitch, follow the steps below:

1



2



3



4



Some challenges don't use Houdini's legs.
The legs can easily be removed and reattached as needed.

SOLUTION VIDEOS

For complete take-apart solution videos visit:
www.ThinkFun.com/Houdini

ARGH! I CAN'T FREE HOUDINI!

You can free Houdini in all 40 challenges and no force is necessary! But don't worry if everything becomes a knotted mess. Simply release the clasps and you can start over, or watch the beginning of the solution video to get you started.

TIPS FOR FREEING HOUDINI

- Try to work Houdini towards one end of the rope.
- Experiment to see which pieces can pass through each other.
- Try to keep your ropes from getting tangled.
- Sometimes you need to free another piece before you can free Houdini.
- Remember to use what you've learned from previous challenges.