

# MINECRAFT

## MAGNETIC TRAVEL PUZZLE

### INSTRUCTION MANUAL



# INSTRUCTIONS

The ender dragon is trying to prevent you from travelling through the worlds of Minecraft by placing 40 increasingly difficult challenges in your path.

Solve the challenges and advance on your journey, using your most powerful weapon—YOUR BRAIN!

## YOUR GOAL:

Use the visual Clues given to place your magnetic weapons and armor on the Crafting Table in the correct arrangement. When your arrangement includes all of the Clue Patterns on the Challenge—**YOU WIN!**

You will know that you have the correct solution when you can find all of the Clue Patterns on the Crafting Table. You can also look to the solutions page of the Challenge Booklet to verify your answer.

## TO START:

Select a Challenge. Each Challenge starts with a hidden arrangement of nine Minecraft Items on a 3 x 3 Crafting Table.



## CLUES:

Minecraft Items each come in three colors: Iron, Gold, and Diamond.



### Item Symbols:

These symbols indicate a specific Item *shape*, and color.



### Shape Symbols:

These symbols indicate a specific Item *shape* but not a specific color.



### Color Symbols:

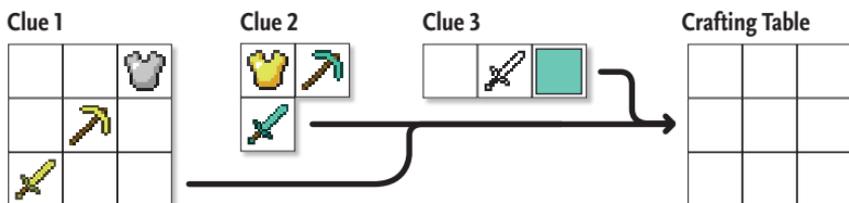
These symbols indicate a specific Item *color* but not a specific shape.

## HOW TO SOLVE A CHALLENGE:

Challenges 1 – 20 begin with a series of visual Clues given to help you to arrange the Items on the Crafting Table. Each Clue shows a Pattern that must appear on the Crafting Table at least once.

**Note:** There is only one solution possible for each Challenge.

## SAMPLE CHALLENGE:

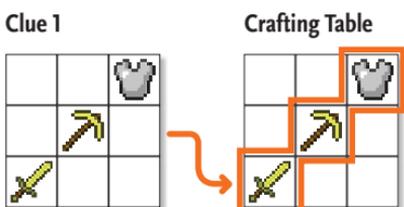


Each Clue gives you only partial information about where the Items belong on the Crafting Table. Use careful reasoning and logical deduction to find the one arrangement of the Items that incorporates all of the Patterns shown in the Clues.

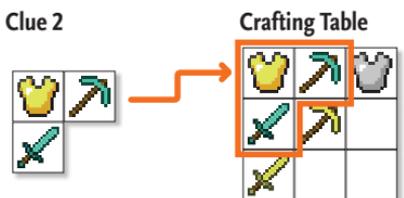


## Use Deduction to Discover the Solution:

**Clue 1** shows the Crafting Table, with some Items missing. However, we are able to determine the exact location of the three Items shown.

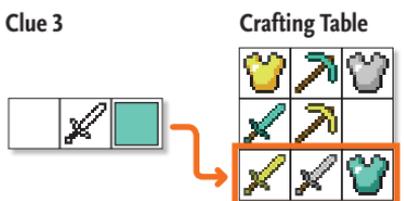


**Clue 2** shows only a portion of the Crafting Table. Although it looks like the Clue 2 Pattern will fit in several locations, when we consider the locations of the Items shown in Clue 1, we can determine that Clue 2 must go in the upper left corner of the Crafting Table.

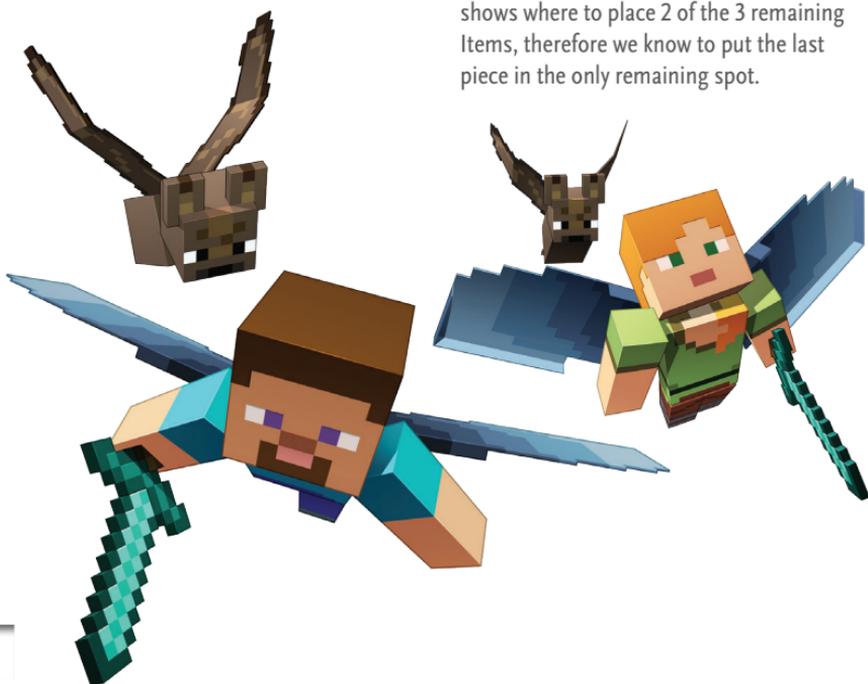


Placing Clue 2 in any other location would put two Items in the same spot. For example, if we put Clue 2 in the upper right corner, the Diamond Sword would land in the middle of the Grid, but Clue 1 already shows a Gold Pickaxe in that location.

**Clue 3** shows us only a shape of one Item, and the color of another Item. This Clue may not seem to provide much information. However, since we know where the other 6 Items are positioned on the Crafting Table, we can use Clue 3 to correctly place the three remaining Items.



Clue 3 shows a Sword in the center of a row with a Diamond Item at its right. Clues 1 and 2 show Pickaxes in the centers of the top 2 rows, so we can deduce Clue 3 is referring to the bottom row. Clue 3 also shows where to place 2 of the 3 remaining Items, therefore we know to put the last piece in the only remaining spot.



Now that we've completely filled the Crafting Table, we will confirm that we have the correct solution by checking that our arrangement contains all three Clue Patterns.

Solution



Clue 1



Clue 2



Clue 3



Solution



Clue 1



Clue 2



Clue 3



Solution



Clue 1



Clue 2



Clue 3



Solution



Our solution is correct! All three Clue Patterns appear on our Crafting Table! When you understand how logical deduction was used to solve the sample challenge above, you're ready to start playing!

### Tips:

1. Clues do not have to be used in the order given.
2. Shape information from one Clue might combine with color information from another Clue.
3. Sometimes Clues fit together like a jigsaw.
4. If you see the same Item on more than one Clue, combine them and consider the information as a single Clue.

Proceed to Challenges 1 – 20!

When you're ready to play Challenges 21 – 40, revisit the Instructions (pages 6 – 7) to learn about Negative Clues.

# NEGATIVE CLUES

Congratulations on solving the Beginner and Intermediate Challenges! Next, learn how to use Negative Clues to solve Challenges 21 – 40.



Clues that appear on a darker background are called Negative Clues. These Clues show a Clue Pattern that must NOT appear on your finished Crafting Table.

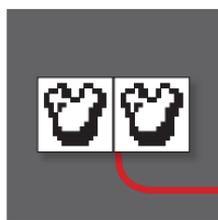


## SAMPLE CHALLENGE:

Clue 1



Clue 2 (Negative)



Incorrect Solution

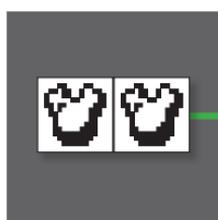


This solution satisfies Clue 1, but it is not a valid solution because the Negative Clue Pattern can be found on the Crafting Table.

Clue 1



Clue 2 (Negative)



Correct Solution



This is the correct solution, because it satisfies Clue 1 and the Negative Clue Pattern can't be found anywhere on the Crafting Table.

When you understand how Negative Clues can be used with regular Clues to help you determine the correct arrangement of the Items, you are ready to continue on and play Challenges 21 – 40!

As you play, remember—for some Challenges it is easy to visualize the solution in your head, but for other Challenges, the easiest way to get started is to place one or more Clues on the Crafting Table to see how other Clues may or may not also fit. Part of the fun is swapping pieces until you find the solution that satisfies all of the Clues!

Game was invented by **Mark Engelberg.**

Challenges by **Serhiy Grabarchuk Jr.**



# ThinkFun's Mission is to Ignite Your Mind!®

ThinkFun® is the world's leader in addictively fun games that stretch and sharpen your mind.

From lighting up young minds to creating fun for the whole family, ThinkFun's innovative games make you think while they make you smile.



[www.ThinkFun.com](http://www.ThinkFun.com)



© 2019 ThinkFun Inc. All Rights Reserved.

MADE IN CHINA, 150. #31521. IN01.