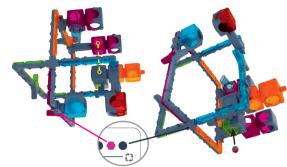
Challenges by Mark Engelberg

physical interaction, and digital experiences. in creating 3 dimensional games combining music, Clemens, he founded KID Group in 1990 specializing to pop it. With his partners Cary Levenderg and Brian inventing a talking piece of plastic and getting people Dan Klitsner is an industrial designer best known for About the Inventor

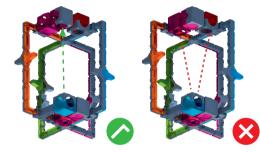


or joiner facing UP after each turn. The shapes at the bottom represent the Frame handle

Reading the Solutions (on the back of each page)



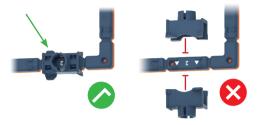
least one space away from the handle to pass it. 4. The Frame handles are blockers. A Ball must be at



b. FREE FALL into a Cup straight across from it.

a. Move to an adjacent Cup. 3. When rotating the Frame, the marble may:

Symbol



with numbers on them. 2. Clips can only be placed on the sides of the Frame once. Each Challenge has one solution. I. The Ball must pass through each Cup in the maze

Objective: Freefall is part logic game, part skill game.

Ball through the Start Cup, and flip the maze from

side to side to get the Ball to land in the Target Cup!

First, solve the puzzle to build a maze. Then, drop the

Maze Rules

C 3 C

(C 6 C

C 5 C

your Freefall skills! these Challenges, and practicing a lot to improve often while you are getting used to solving when making a free fall. We recommend using these Funnels can be added to any Cup to help improve aim

qιobs αιθ fιιcky!! making a long free fall between Cups. These long Funnels are tools to improve aim when the Ball is

Funnels

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3 Funnels

1 Challenge Booklet

Includes Frame (1 main piece, 2 detachable arms see Frame Assembly on page 2) 3 Balls 1 Start Cup 1 Target Cup 2 Single Cups 2 Double Cups 2 Triple Cups 5 Short Clips 3 Long Clips

t Assembly

Before beginning your first Challenge, the Frame must be assembled. Note the shapes and numbers on each of the four Frame arms. Attach the \triangle and \bigcirc arms to the main piece as shown. These arms will only fit in the correct orientation, do not force.

Attach the 1 section of each Frame to the circle joiner

Bottom Connector is indicated by a square in the center

Cup Guide Description





Blue Single Cup

2 Perpendicular Openings

Purple Double Cup

Orange Triple Cup

4 Openings

5 Openings

2 Pins

2 Pins







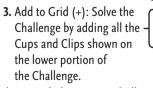












How to Play

1. Select a Challenge.

2. Set-Up: Attach Cups to

the Frame with Clips as

indicated on the upper

portion of the Challenge.

(See pages 5-6 for more

details on placing Cups.)

When you believe your Challenge is solved, drop a Ball through the green Start Cup. Flip and turn the maze so the Ball passes through each Cup once. When the Ball lands in the Target Cup - YOU WIN!

Attaching Cups

When attaching Cups - FIRST turn the Frame so that the shapes and numbers on the indicated section are right side up. This is the key rule for setting up and solving Challenges correctly.

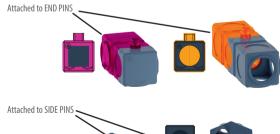


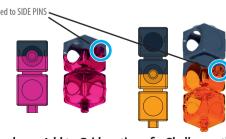


Make sure the orientation of the Cups matches the Challenge. Twist the Cup to match the Symbol.

Double and Triple Cups

Double and Triple Cups have two pins: The End pin on the narrow side of the Cup. The Side pin on the longer side of the Cup. These Cups are represented in two ways:





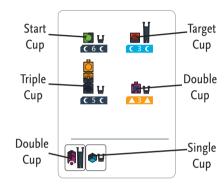
In the lower Add to Grid section of a Challenge, the correct pin to use will be circled in blue.

(1 Challenge Walkthrough, 60 Beginner to Expert Challenges with Solutions)

Challenge Walkthrough

If you are ready to play, proceed to Challenge 1 in the Challenge Booklet. If you need additional help, build along with this step-by-step guide to practice setting up and solving a sample Challenge.

This same Challenge is also found at the beginning of the Challenge Booklet for you to follow along. (We recommend that you read the instructions on pages 1-10 before beginning this walkthrough.)



Now let's look at the assembled Challenge and determine where to place the Cups.

The Ball is going to start at the green Start Cup, then travel through the orange Triple Cup.

We need to place a Cup so that the Ball has a way to travel to the purple Double Cup. at Triangle-Orange-3.



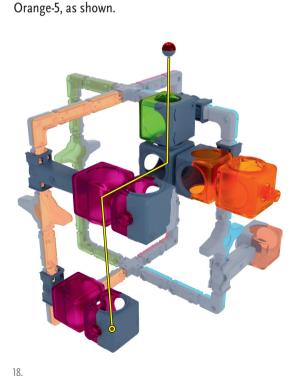
Following the key rule for set-up, turn the Frame so that the Moon-Gray-6 is upright, matching the graphic.

Attach the Short Clip and START Cup on this section as shown, making sure the four holes on the Clip are over the four tabs on the Frame section.

Attach the Start Cup to the short Clip as shown.



Place the Double Cup with the Long Clip at Triangle-

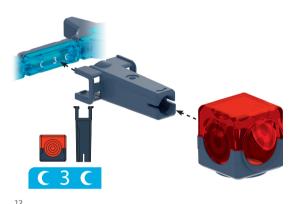


Make sure the START Cup is rotated to match the graphic in the Challenge.



Repeat these steps for the remaining Cups.

Remember: Always turn the Frame so the numbers are right side up before placing the Cups!

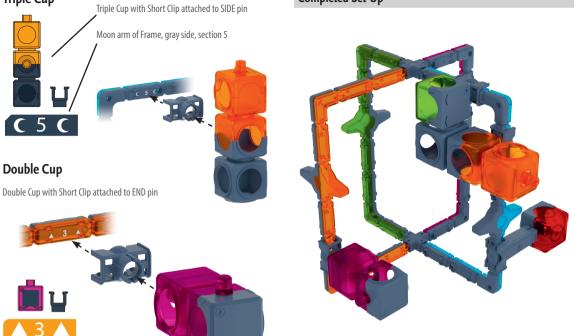


Next, we need to place a Cup so that the Ball can travel from the Double Cup on Triangle-Orange-3 to the Target Cup.

Place the Single Cup at Hexagon-Gray-2, as shown.



Completed Set-Up



Getting the Ball to move from the Start Cup through the other Cups and finally land in the Target Cup will

To improve aim, we recommend using the Funnels. See the "Funnels" section on page 7.

Triangle arm of Frame, orange side, section 3

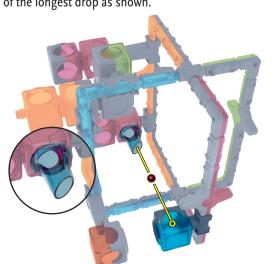
require some long free falls.

Triple Cup

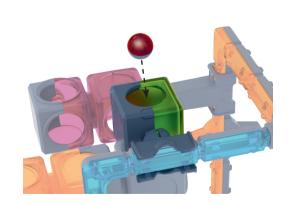
C 5 C

Double Cup

We recommend using at least one Funnel at the start of the longest drop as shown.



To solve the Challenge, rotate the Frame so you can drop the Ball straight through the Start Cup.



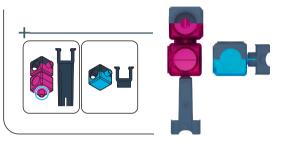
Then, rotate the Frame so the Cup passes through the Cups in this order: Start, Triple, Double, Double, Single, Target Cup. Freefall is part skill game, so if you don't land the Cup in the Target Cup on your first try, try again!

Solving the Challenge

Now we're ready to solve the Challenge! Let's look at the Add to Grid section below the "+" on the Challenge

Add to Grid

Notice the blue circle on the bottom of the Double Cup icon. This means the long Clip should be attached to the END pin. Single Cups only have one pin, so it is not marked in blue.



Cups needed to solve challenge

22.

You're now ready to start working through the 60 Beginner-Expert Challenges!

