even more!

THE INCREDIBLE MACHINE

the hint book
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PUZZLE 1:
The conveyor belts are locked in place. Belted 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 CANNONBALL 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 ROPE SO THE BUCKETS CAN FALL.

PUZZLE 10: ANTS
THE BUCKET WILL ALWAYS FALL ONTO SEESEAW. TIE ROPE FROM SEESEAW 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

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 "Y" 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 fish bowl. To attract top cat to activate mouse cage. Conveyor under mouse propels mouse. Cats chase mouse to the goal.
Puzzle 10: 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 bump's 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 belt-ed 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. See saw 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 gum to get top baseball into right well. Once successful, concentrate on middle gun and middle baseball, then lowest gun. 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 ACTIVATES 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 ENVIRONMENT CAN AFFECT THE PUZZLE. USE INCLINES TO DEFLECT LEFT BALLOON TO TRAMPOLINE UP TO POP ON ROTATING GEAR. USE SEE-SAW 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: KNOWTH
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 SEE-SAWS, 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 ACTI¬
VATE MOUSE CAGE. BELTED
CONVEYOR AND INCLINE DO
THE REST.

PUZZLE 32: SHAVER LAKE
START WITH FALLING BASE¬
BALL. PUT SCISSORS UNDER
BASEBALL. NOTE WHERE BAL¬
LOONS FLOAT UP. PUT SEESAWS
ABOVE BALLOONS. PRACTICE
PLACEMENT TO USE ROPES,
PULLEYS, AND OTHER SEESAWS
TO TRIGGER FOUR GUNS.
TRIGGER FIFTH GUN WITH AN¬
OTHER BASEBALL AND SEE¬
SAWS.

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 ROCK¬
ET AT 7 O'CLOCK. CRITICAL
PART IS AT START; FAN PLACE¬
MENT MUST BLOW TENNIS
BALL TO FLASHLIGHT.

PUZZLE 34: HARPISCHORD
ONLY THE FAN CAN MOVE BASK¬
ETBALL. 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 "Y" INCLINE
TO CARRY BOWLING BALL TO
LEFT TRAMPOLINE. WATCH
WHERE BOWLING BALL FALLS
OFF SCREEN AGAIN. PLACE
TRAMPOLINES TO HERD BOWLI¬
NG 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 BUCK¬
ETS. TWEAK PLACEMENT OF
FALLING BOWLING BALL AND
SCISSORS TO TIME INTERCEP¬
TION.
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/generator/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 conveyor. 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 "Y" seesaw under bowling ball. Put pulley below seesaw. Tie gun through pulley to low end of seesaw. Falling bowling ball shoots gun, explodes dynamite, tosses 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 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 pan to blow the balloon over so that it is under the top scissors. Position lower scissors so it will cut rope while the pan is on.

PUZZLE 53: INDUCTION
Convey a lit candle over to rockets. A mouse cage/cannonball combination powers conveyor. Seesaw lights bulb lights candle. Make sure candle is lit before conveyor runs.

PUZZLE 54: POLARIZATION
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 seesaw'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 bail 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 inclined 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 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 : BOMBERO
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 rope from the seesaw 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 fanwindmill, conveyor 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 TURN GEARS WHICH CLEAR 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 CADE/GEARS TO DROP CAT INTO SEESAW. SEESAW SHOOTS GUN, DROPPING CAGE. USE AN INCLINE TO BLOCK CAT FROM Catching MOUSE TOO SOON.

PUZZLE 69: CALCULATOR ONLY ROPE CAN SOLVE THIS PUZZLE. MAIN THING IS TO TILT THREE SEESAWS TO ALLOW PULLEYS AND ROPE TO ACTIVATE LIGHTS. LOWER SEESAW IS ALREADY SET UP TO WORK. MOUSE CADE 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 SEESAWS 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 bowling 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 defects balls to goal, and fires gun. Gun shoots dynamite under wooden floor and baseball so baseball falls onto flash light. Shooting cannon. Key point: play with gun and seesaw placement.
PUZZLE 78: 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. Key: If dynamite is too far left, cage won't drop.

PUZZLE 81: LYRIC
Light the cannon using the magnifying glass. Place light bulb 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 "Y" seesaw under falling cannon. 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 eyehook 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: SPICE
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 7” lens between flashlight and rocket wraps things up.

PUZZLE 88: RHOMBUS
Freebie puzzle. Put nail above balloon.

PUZZLE 89: OLIVE
"7" seesaw to left of 5 mel's. Flips 4 mel's right. Put pulley below plunger. Put extra dynamite left of pulley. Tie plunger through pulley to lower seesaw, this opens lower levels for other mel's 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 BOWLING BALL BLOC. 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 MELS 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. NEED SEE-SAW CAN TRIGGER GUN. NEED TO MAKE BUCKET FALL TO TILT SEE-SAW. JACK-IN-BOX BELTED TO MONKEY BIKE CAN BUMP SCISSORS, CUTTING ROPE, DROPING BUCKETS.

PUZZLE 94: HEAVY
TIE LOWER END OF CAT'S SEE-SAW TO UPPER SEE-SAW. BOWLING BALL SNIPS SCISSORS, THAT'S IT OR BOWLING BALLS SNIPS SCISSORS. MAKE SURE BOWLING BALL DOESN'T BLOCK CANNONBALL PATH. SEE-SAW 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 SEE-SAW.

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, INCLINES ROCKET. MELS WILL BUMP ROCKET TURN, AND BUMP MOUSE-CAGE BLOCKING LEFT THEN HEAD TO HOUSE.

PUZZLE 96: GUARDIAN
IT'S CHAIN-REACTION TIME! PUT FLASHLIGHT UNDER BASEBALL, PLACE "Y" 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 90: 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 SEE-SAW, PULLING ROPE
THROUGH PULLEY TO PULL
PLUNGER. EXTRA DYNAMITE
NEAR PLUNGER'S DYNAMITE
THROWS BIRD CAGE FREE!

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

PUZZLE 100: MINARET
MEL WALKS ON AN INCLINE
AND A GATOR TO ACTIVATE THE
BOXING GLOVE TO PUNCH THE
EIGHT BALL USE A SEE-SAW
NORTHWEST OF THE FISHBOWL
TO DEFLECT THE EIGHT BALL
DOWNWARD. USE SOME
INCLINES TO DEFLECT THE
EIGHT BALL LEFT AND UP INTO
THE FISHBOWL.

PUZZLE 99: DOPA
FUND, 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 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 SEE-SAW.
TIE ROPE FROM SEE-SAW
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 SEE-SAW TO ACCOMPLISH
BOTH. MEL TILTS ANOTHER
SEE-SAW. GUN SHOOTS MEL
SAFELY OVER MIDDLE ALLIGA-
TOR. SUPER BALL BUMPS
MOUSE-CAGE BELTED TO
MESHED GEAR AND CONVEY-
OR. 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: GULDEBAC
FILL 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 SEESEAW AND SHOOTING GUN AT DYNAMITE. FILL BUCKET THROUGH 2 PULLEYS ALREADY ON-SCREEN TO BIRD CAGE.
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 gun placed to the right of the baseballs. Belt the mouse-cage on the right to the conveyor belt. Belt the bottom left conveyor belt 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 trampoline lines up to seesaw, exploding dynamite. Put a small incline to the right of the dynamite.

PUZZLE 117: FLAX

PUZZLE 118: PRIMORDIAL
Put lower end of "Y" seesaw almost under basketball. If seesaw is under basketball, solution won't 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: CAVE
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 falls 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 bowling 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 "T" 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-box2 flushes 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 "Y" SEE-SAW LEFT OF MOUSE, PUT PULLEY UNDER METAL PIPE, TIE LOWER END OF SEE-SAW 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 SEE-SAW.

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-THE-BOX ABOVE OTHER FAN TO PREVENT BALLOON FROM HITTING GEARS.

PUZZLE 130: BRAWL
BUILD BRIDGE FOR MEL USING SEE-SAWS. PLACE TRAMPOLINE A BIT OFF-SCREEN LEFT OF CANNON MUZZLE TO TOSS MEL UP TOP. PLACE SEE-SAW 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 "Y" SEE-SAW FOR TOP CAT TO STEP ONTO. PLACE "Y" SEE-SAW UNDER MONKEY. TIE SEE-SAWS' 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 "y" 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 "y" 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 placed under the bowling ball. Belt the middle gear to the mouse-cage.

PUZZLE 137: TENON
**PUZZLE 145: FREQUENT**

- Aim bellow at upper balloon 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 conveyor. Plug in motor above solar panel (white wheel to right). Belt motor to conveyor.

**PUZZLE 146: STREAM**


**PUZZLE 147: UMIAK**

- Put baseball above flashlight to launch rocket. Key: Put boxing glove above rocket to deflect it right to inclines. Put "x" inclines to left and right of on-screen inclines.

**PUZZLE 148: HIATUS**


**PUZZLE 149: CREEK**


**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 on the candle. You may need to play with the dynamite location.
PUZZLE 151: ACID
Use "V" seesaw to fill gap above lower seesaw. Let baseball land on flashlight, lighting candle, boiling kettle, lifting basketball over other gap.

PUZZLE 152: BABY

PUZZLE 153: SEAN
Put "V" 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. Left balloon to eyehook. Above mouse: 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 plunger. Dynamite explodes wooden floors, drops mice down 3 levels. Put kettle above lowest gator's tail. Put candle under kettle. Use lens/flashlight/cannoneball to boil kettle. Kettle's steam can lift mice away from gator's mouth and to goal.

PUZZLE 156: TURN
The tricky part of this puzzle is separating the top three mice. 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 MAKE 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: BELLLOC
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 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. MELS SNIPS SCISSORS, FREEING BALLOON. TILTING SEE-SAW, LIGHTING CANDLE, DROPING DYNAMITE ONTO LIT CANDLE. DYNAMITE EXPLODES WOODEN FLOOR, DROPING 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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