

**POWER  
YOUR FUN**

**3+**

# JUMBO MAZE BUILDERS TRACK SET



PROBLEM  
SOLVING SKILLS



SPATIAL  
INTELLIGENCE



CONCENTRATION



STEM

**1** STARTER

**2** JUNIOR

**3** EXPERT

**4** MASTER

**200+**  
CHALLENGE  
STAGES

**4**  
DIFFICULTY  
LEVELS

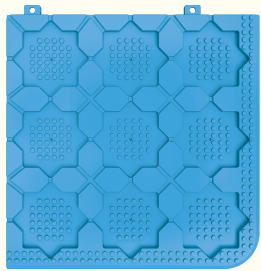
SINGLE PLAYER  
MODE

TWO BULLDOZERS  
RELAY MODE

TWO PLAYERS  
COMPETITIVE MODE

Each game mode has four difficulty levels, which can activate brain thinking, develop association ability, explore cognition, increase parent-child interaction and team cooperation.

## PARTS LIST



BASE x4



STARTING  
BLOCK x 2



ENDING  
BLOCK x 2



DOUBLE  
TURNING  
BLOCK x 10



CROSS  
BLOCK x 10



WHITE  
BULLDOZER x 1



RED  
BULLDOZER x 1



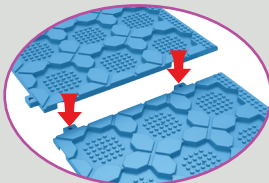
ARC x 10



BALL x 6

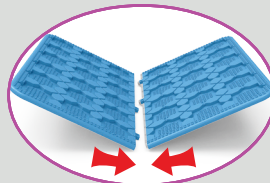
## THE WAY TO BUILD UP THE BOTTOM:

STEP 1:



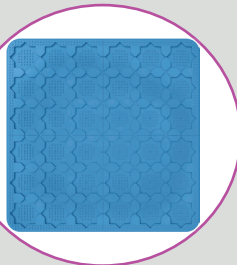
Build two square base pieces together to form two rectangular bottom plates that will make your maze board.

STEP 2:



Build the two rectangular bottom plates together, holding them at a V-shaped angle and snapping them together. Now you have your maze board and you're ready to start your first maze!

STEP 3:



Complete Building

## CULTIVATE YOUR KID LOGICAL THINKING ABILITY AND PROGRAMMING THINKING ABILITY

Kids can use their imagination to link the starting point and the ending point with the components to make different tracks and mazes, inspiring creativity while playing!

## GAME MODE INTRODUCTION

This game has three game modes, respectively single player mode, two cars relay mode, and two players competitive mode. Each game mode has four difficulty levels: primary, easy, hard, and master. These four difficulty levels are distinguished by four colors to make the game more interesting and train the child's logical thinking.

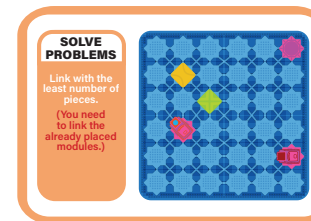
## GAME MODE:

### SINGLE PLAYER MODE

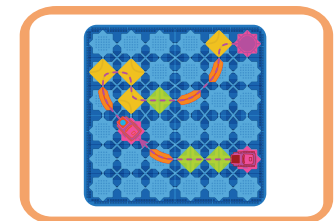
First, place the starting and ending blocks according to the instructions and picture. Then build a route that allows the bulldozer to take the ball to the ending block according to the number of modules given by the question card.

### TWO CARS RELAY MODE

Place the modules correctly according to the level's instruction picture. The bulldozer needs to be wound up before being placed at the beginning point, then place the ball. According to the number of modules given by the question card, the ball can be relayed to the ending point by the two bulldozers. (Sometimes it has more than one answer.)



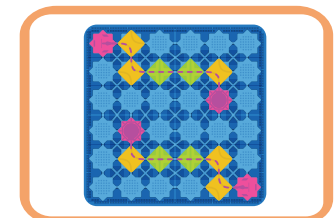
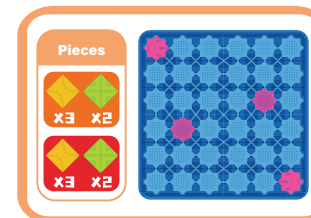
QUESTION CARD



ANSWERS

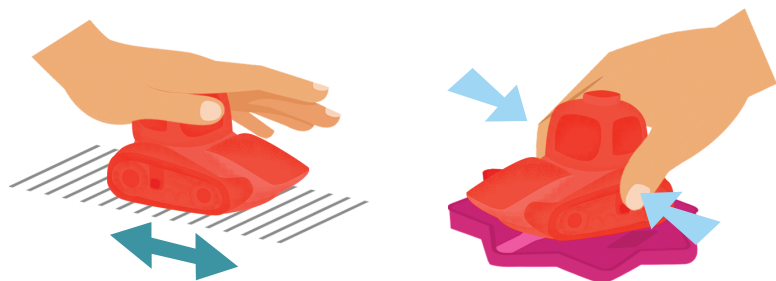
### TWO PLAYERS COMPETITIVE MODE

- Two players choose their own color bulldozer, starting point, and ending point.
- Place the starting block and ending block point according to the level's instruction picture.
- Solve the maze by connecting the starting and ending points using the given pieces. Allow the two bulldozers to take the ball to the ending point successfully. The player who uses the least number of parts or solves in the shortest time wins.



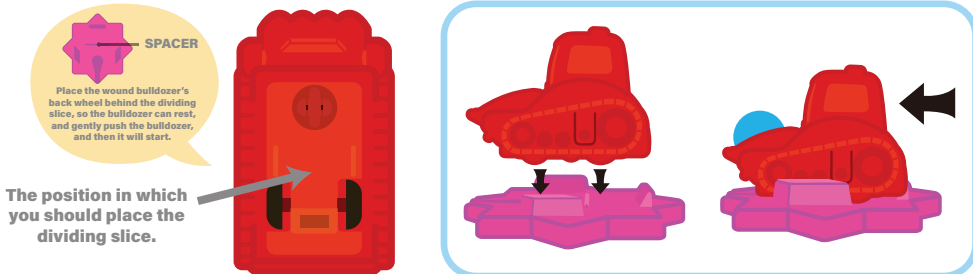
## HOW TO PLAY

- 1 Build the four base pieces together completely.  
Place the bulldozer on a flat surface and pull it back to wind.
- 2 When you hear the click sound from the toy bulldozer, the spring is fully wound up.
- 3 After winding up, press the brake buttons on both sides of the bulldozer and place the bulldozer at your starting point. Release the brakes and put a ball in the bucket.
- 4 Gently push the toy bulldozer and when the back wheel passes the dividing point, the bulldozer will travel to the ending point, following your constructed maze!



## TOY BULLDOZER INSTRUCTION

- 1 Before placing the bulldozer at the starting point, you need to wind up the spring fully. (Tips: Please watch the bulldozer carefully, don't pull the bulldozer back after the spring is already fully wound, in order to avoid damaging the bulldozer because the spring gets over wound.)
- 2 Pay attention to the position of the bulldozer when you place the wound up bulldozer in the starting point, the dividing slice should be between the bulldozer's back wheel and the bulldozer's dividing slice in the bottom, which allows the bulldozer to rest (as shown in the picture below), then you can put the ball in.
- 3 When you finish building the trail, gently push the bulldozer behind it and let the bulldozer's back wheel pass the dividing slice at the starting point. Then the bulldozer can successfully take the ball through the placed pieces.



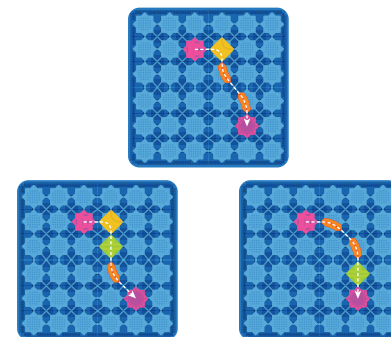
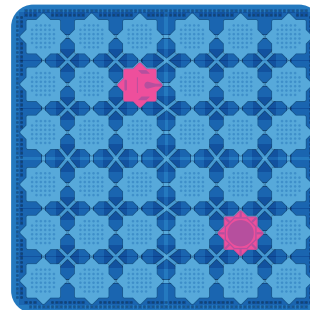
## COLLECTION OF QUESTIONS

Solve the question according to the question card's requirement  
---use the pieces to link the starting point and the ending point, which allows the bulldozer to successfully take the ball to the ending point.

**SINGLE PLAYER  
MODE**

### SOLVE PROBLEMS

Link with the least number of pieces.  
(Tips: Three pieces are needed for linking.)

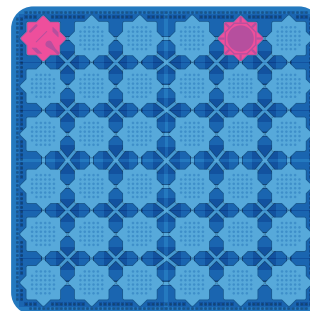


According to the question card's requirements, there are three ways of linking.

1

### SOLVE PROBLEMS

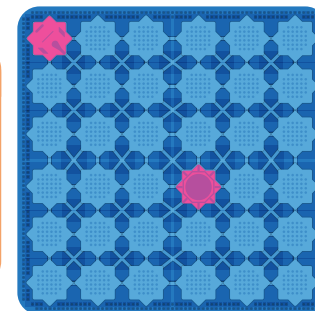
Link with the least number of pieces.  
(Tips: Three pieces are needed for linking.)



2

### SOLVE PROBLEMS

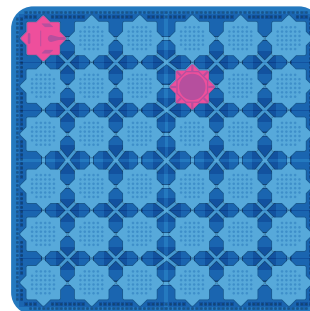
Link with the least number of pieces.  
(Tips: Three pieces are needed for linking.)



3

### SOLVE PROBLEMS

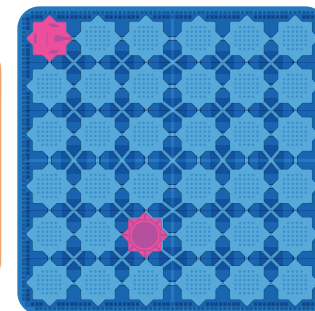
Link with the least number of pieces.  
(Tips: Three pieces are needed for linking.)



4

### SOLVE PROBLEMS

Link with the least number of pieces.  
(Tips: Three pieces are needed for linking.)







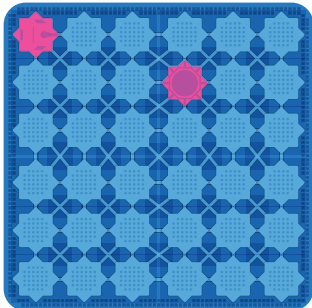
At the primary level, you should know how to use the pieces!

5

**SOLVE PROBLEMS**

Link with the least number of pieces.

(Tips: Three pieces are needed for linking.)

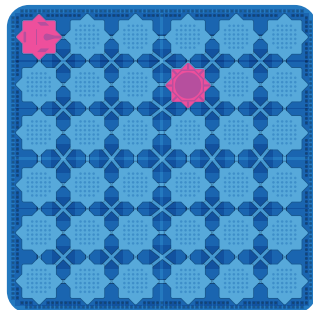


6

**SOLVE PROBLEMS**

Link with the least number of pieces.

(Tips: Four pieces are needed for linking.)

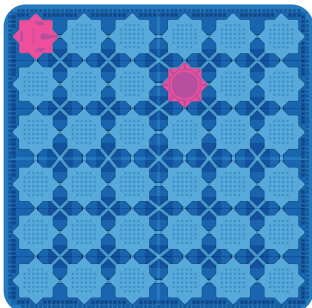


7

**SOLVE PROBLEMS**

Link with the least number of pieces.

(Tips: Four pieces are needed for linking.)

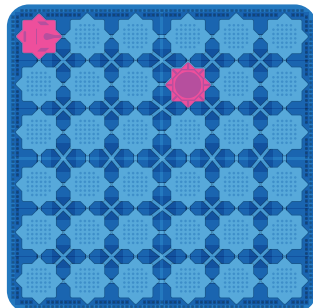


8

**SOLVE PROBLEMS**

Link with the least number of pieces.

(Tips: Four pieces are needed for linking.)

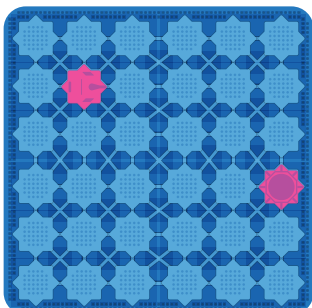


9

**SOLVE PROBLEMS**

Link with the least number of pieces.

(Tips: Three pieces are needed for linking.)

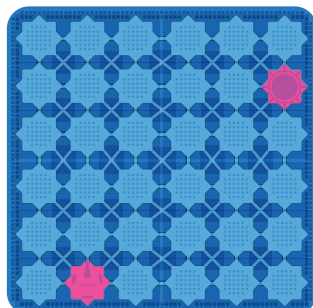


10

**SOLVE PROBLEMS**

Link with the least number of pieces.

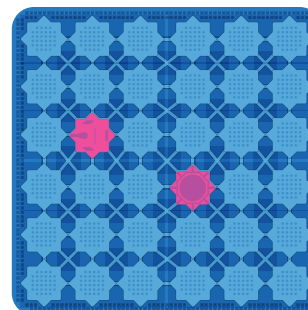
(Tips: Four pieces are needed for linking.)



11

**SOLVE PROBLEMS**

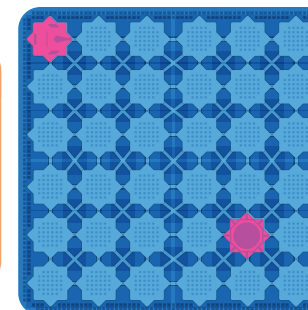
Link with the least number of pieces.



12

**SOLVE PROBLEMS**

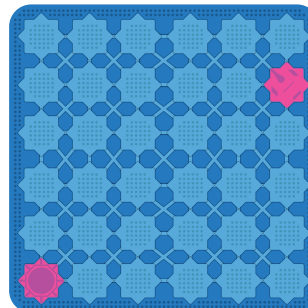
Link with the least number of pieces.



13

**SOLVE PROBLEMS**

Link with the least number of pieces.

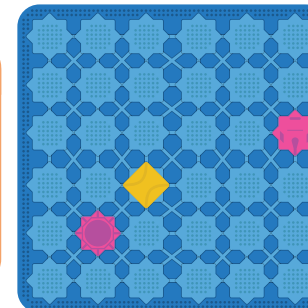


14

**SOLVE PROBLEMS**

Link with the least number of pieces.

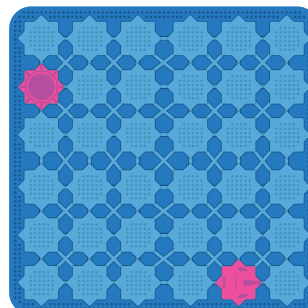
(Connect the placed pieces.)



15

**SOLVE PROBLEMS**

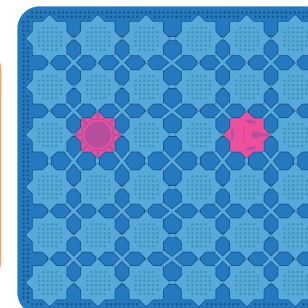
Link with the least number of pieces.



16

**SOLVE PROBLEMS**

Link with the least number of pieces.



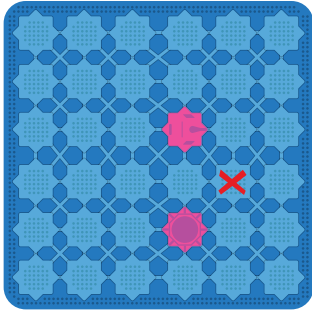


SINGLE PLAYER  
MODE

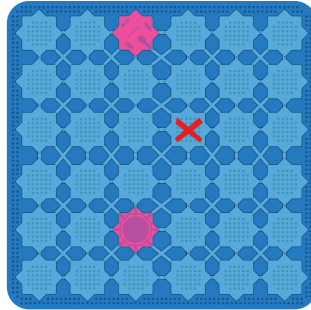
The difficult level has gone up. Give it a try!

SINGLE PLAYER  
MODE

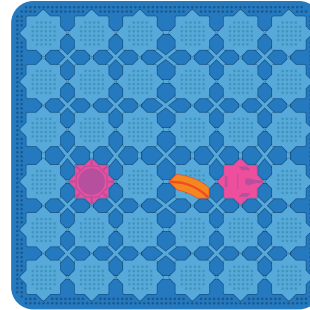
17

**SOLVE PROBLEMS**Link with the least number of pieces.  
(Avoid hitting the X position.)

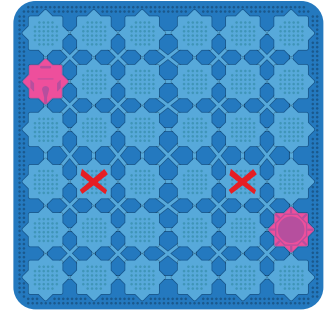
18

**SOLVE PROBLEMS**Link with the least number of pieces.  
(Avoid hitting the X position.)

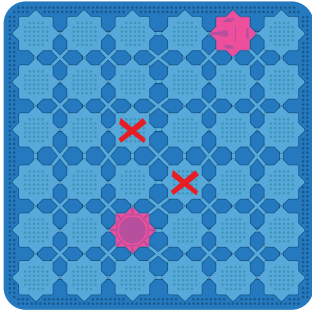
23

**SOLVE PROBLEMS**Link with the least number of pieces.  
(Connect the placed pieces.)

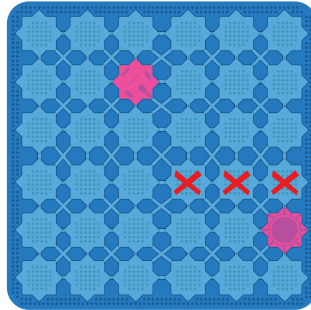
24

**SOLVE PROBLEMS**Link with the least number of pieces.  
(Avoid hitting the X position.)

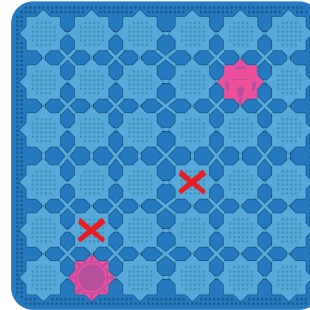
19

**SOLVE PROBLEMS**Link with the least number of pieces.  
(Avoid hitting the X position.)

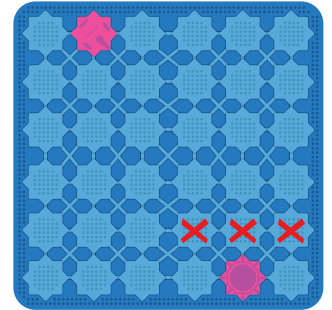
20

**SOLVE PROBLEMS**Link with the least number of pieces.  
(Avoid hitting the X position.)

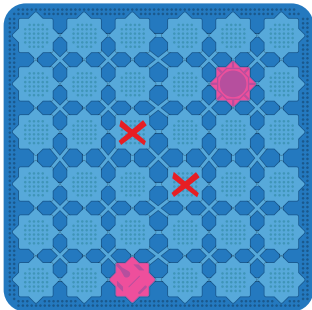
25

**SOLVE PROBLEMS**Link with the least number of pieces.  
(Avoid hitting the X position.)

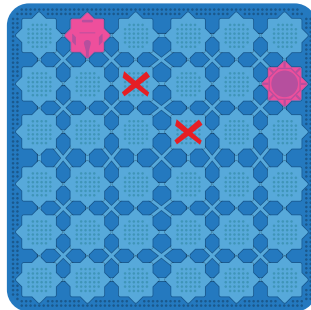
26

**SOLVE PROBLEMS**Link with the least number of pieces.  
(Avoid hitting the X position.)

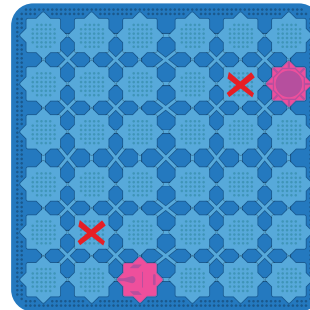
21

**SOLVE PROBLEMS**Link with the least number of pieces.  
(Avoid hitting the X position.)

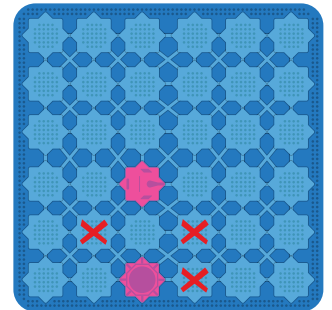
22

**SOLVE PROBLEMS**Link with the least number of pieces.  
(Avoid hitting the X position.)

27

**SOLVE PROBLEMS**Link with the least number of pieces.  
(Avoid hitting the X position.)

28

**SOLVE PROBLEMS**Link with the least number of pieces.  
(Avoid hitting the X position.)

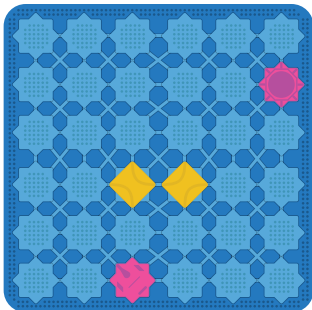
# SINGLE PLAYER MODE

## COLLECTION OF QUESTIONS

29

### SOLVE PROBLEMS

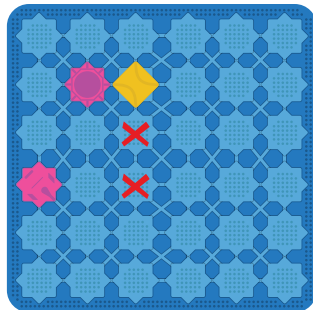
Link with the least number of pieces.  
(Connect the placed pieces.)



30

### SOLVE PROBLEMS

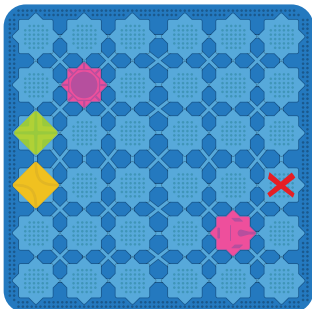
Link with the least number of pieces.  
(Connect the placed pieces.)  
Avoid hitting the X position.



31

### SOLVE PROBLEMS

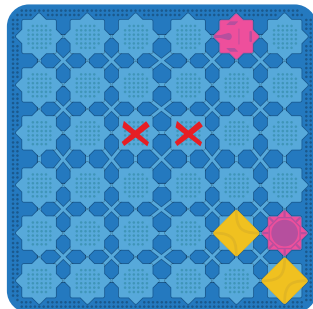
Link with the least number of pieces.  
(Connect the placed pieces.)  
Avoid hitting the X position.



32

### SOLVE PROBLEMS

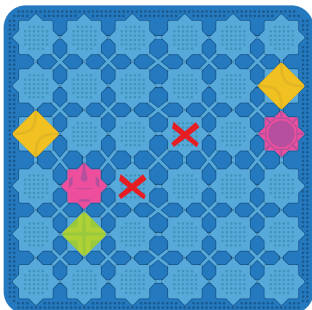
Link with the least number of pieces.  
(Connect the placed pieces.)  
Avoid hitting the X position.



33

### SOLVE PROBLEMS

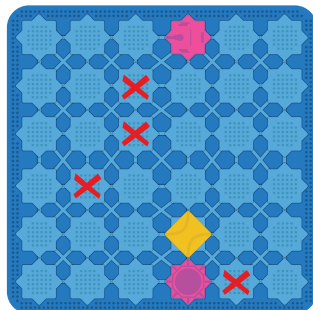
Link with the least number of pieces.  
(Connect the placed pieces.)  
Avoid hitting the X position.



34

### SOLVE PROBLEMS

Link with the least number of pieces.  
(Connect the placed pieces.)  
Avoid hitting the X position.



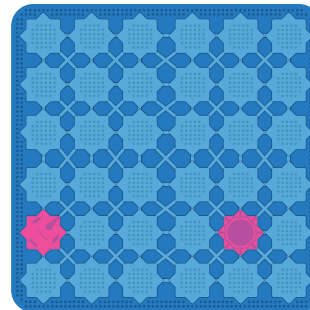
## COLLECTION OF QUESTIONS

The difficulty level is now hard, you should keep going! Use the Pieces provided by the question card to link the trail.

# SINGLE PLAYER MODE

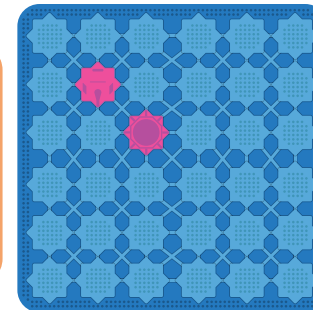
35

### Pieces



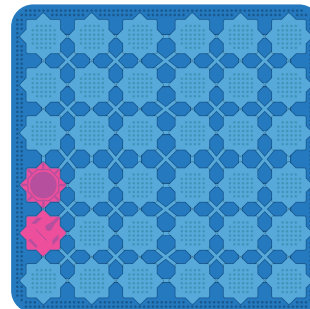
36

### Pieces



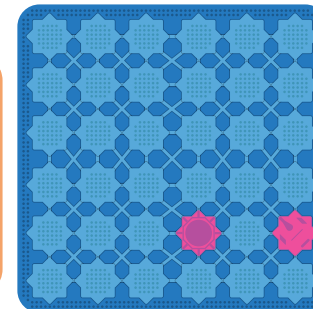
37

### Pieces



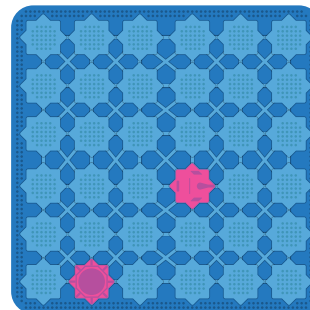
38

### Pieces



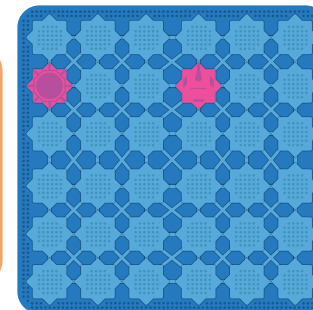
39

### Pieces



40

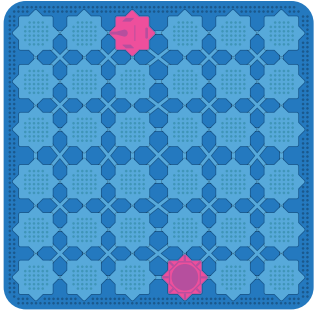
### Pieces



SINGLE PLAYER  
MODESINGLE PLAYER  
MODE

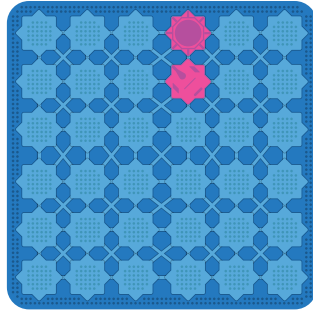
41

Pieces



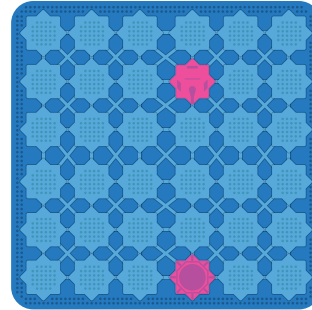
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Pieces



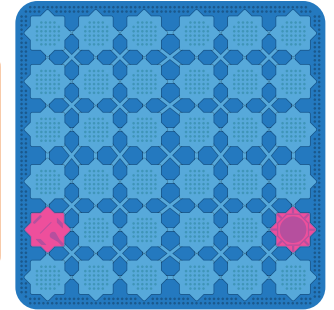
47

Pieces



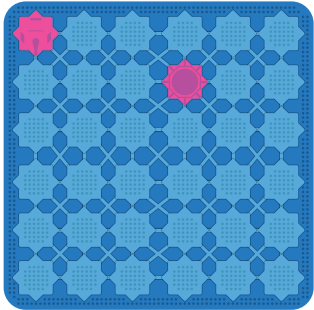
48

Pieces



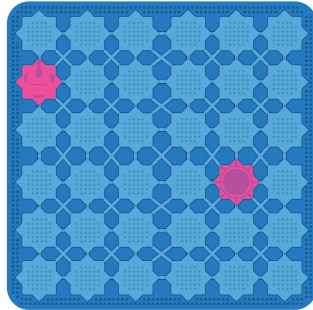
43

Pieces



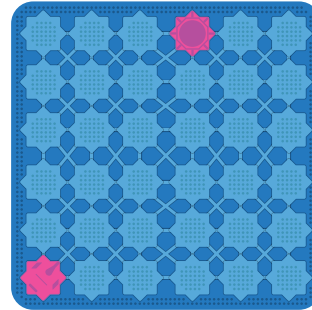
44

Pieces



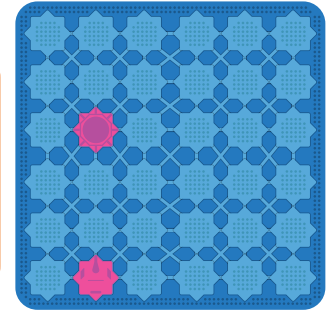
49

Pieces



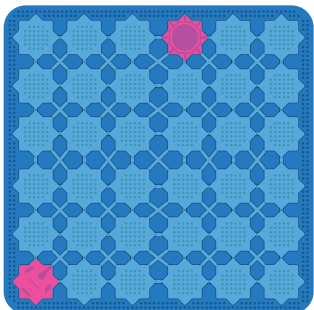
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Pieces



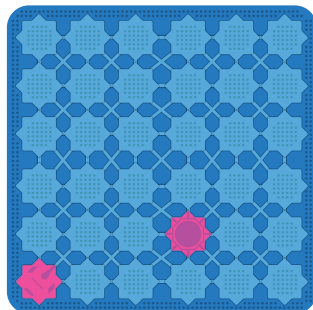
45

Pieces



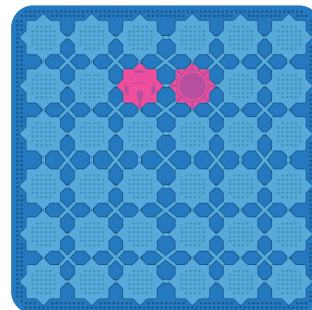
46

Pieces



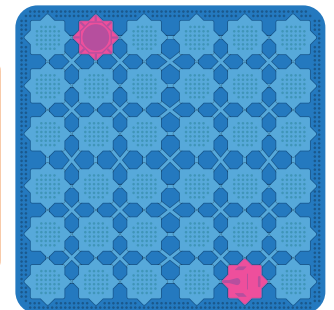
51

Pieces



52

Pieces





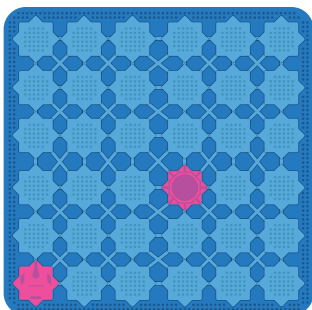
SINGLE PLAYER  
MODE

The difficulty level is now master. Give it a try!

SINGLE PLAYER  
MODE

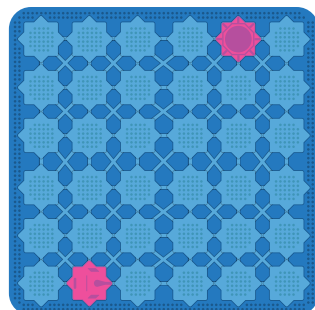
53

Pieces



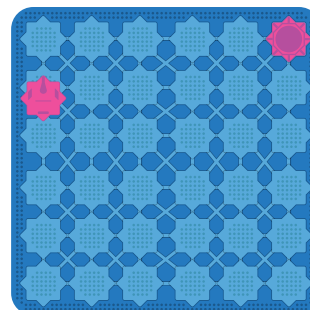
54

Pieces



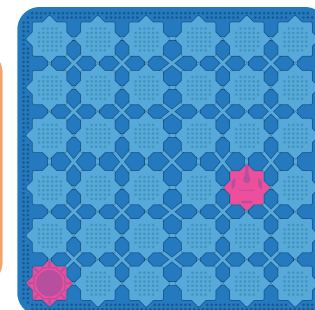
59

Pieces



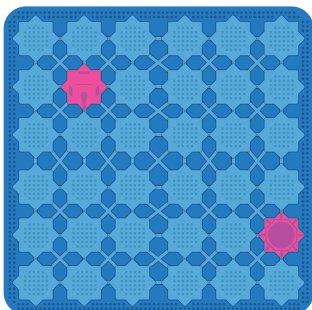
60

Pieces



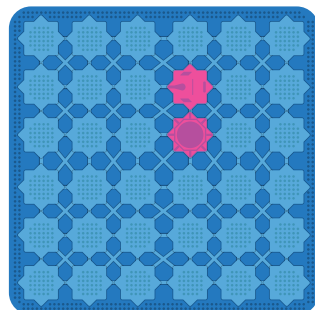
55

Pieces



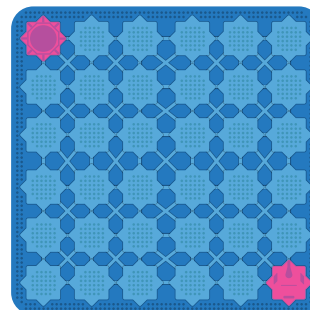
56

Pieces



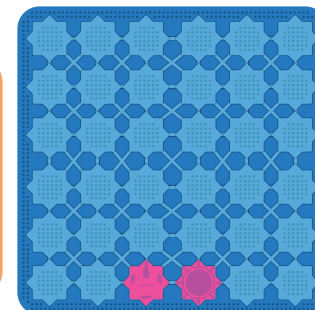
61

Pieces



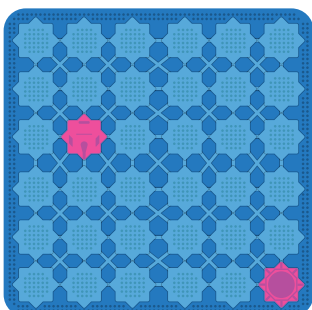
62

Pieces



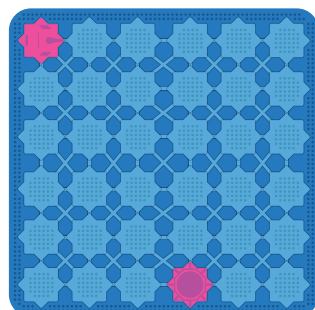
57

Pieces



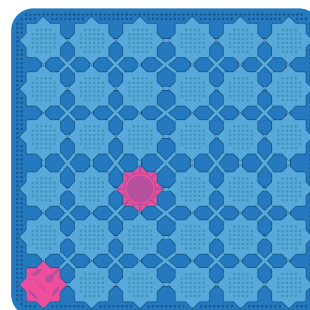
58

Pieces



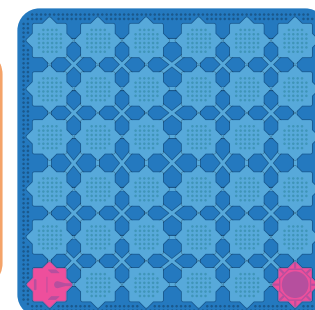
63

Pieces



64

Pieces

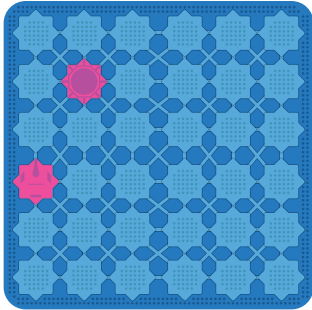


## SINGLE PLAYER MODE

## COLLECTION OF QUESTIONS

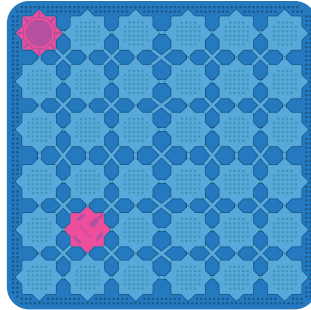
65

Pieces



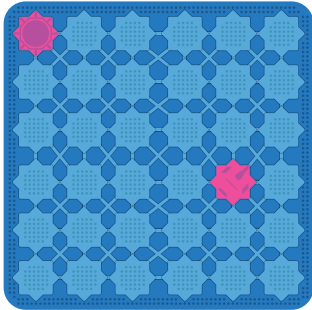
66

Pieces



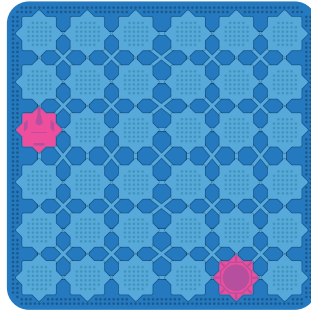
67

Pieces



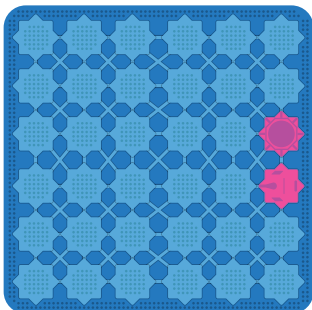
68

Pieces



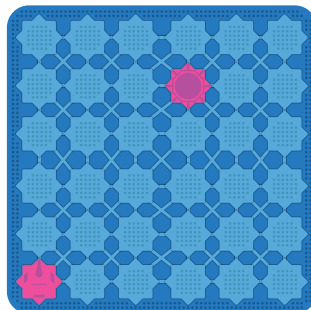
69

Pieces



70

Pieces



## COLLECTION OF QUESTIONS

Solve the puzzler according to the question card's requirements. First link the train from the first starting point (red bulldozer) to the second starting point (white bulldozer). Then link the trail from the second starting point (white bulldozer) to the final ending point. Let the two bulldozers successfully take the ball to the ending point.

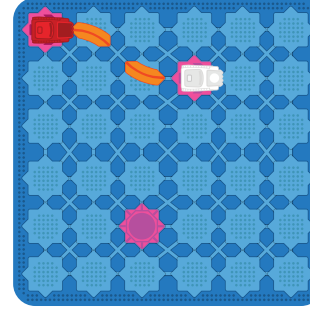
Oops, if the bulldozer gets stuck in the pit, use the other bulldozer to help it out!

## TWO BULLDOZERS RELAY MODE

71

**SOLVE PROBLEMS**

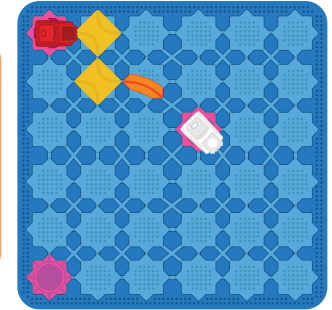
Link with the least number of pieces.  
(Tips: Three pieces are needed for linking.)



72

**SOLVE PROBLEMS**

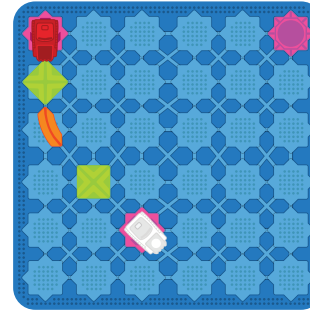
Link with the least number of pieces.  
(Tips: Four pieces are needed for linking.)



73

**SOLVE PROBLEMS**

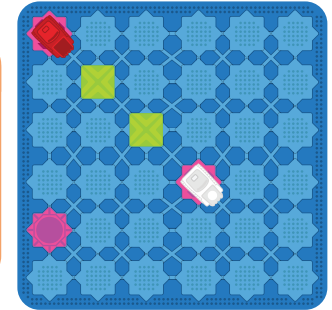
Link with the least number of pieces.



74

**SOLVE PROBLEMS**

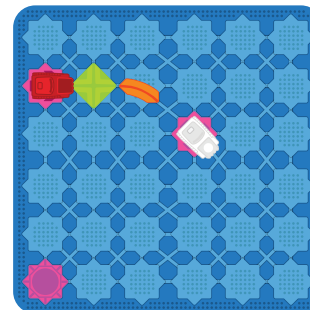
Link with the least number of pieces.



75

**SOLVE PROBLEMS**

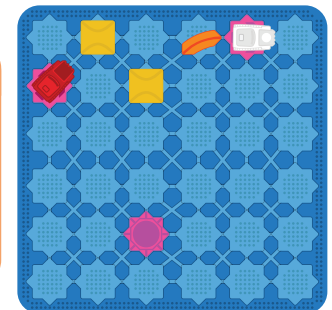
Link with the least number of pieces.



76

**SOLVE PROBLEMS**

Link with the least number of pieces.



## COLLECTION OF QUESTIONS

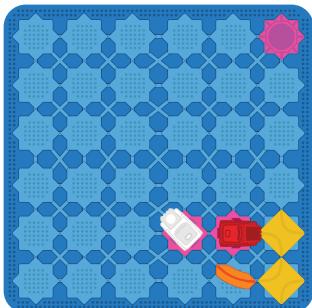
Primary difficulty level, the route of the red bulldozer to the white bulldozer has already been properly linked. Fill in the rest of the pieces to link from the second starting point (white bulldozer) to the ending point. Can you get the bulldozers to smoothly transport the ball to the ending point?

77

### SOLVE PROBLEMS

Link with the least number of pieces.

(Tips: Three pieces are needed for linking.)

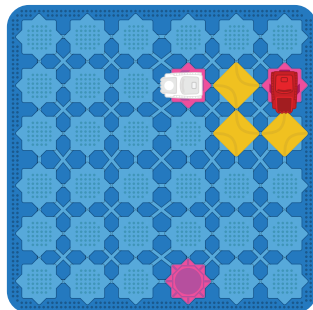


78

### SOLVE PROBLEMS

Link with the least number of pieces.

(Tips: Four pieces are needed for linking.)

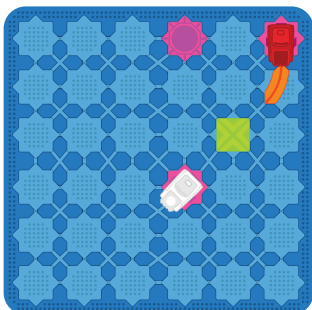


79

### SOLVE PROBLEMS

Link with the least number of pieces.

(Tips: Four pieces are needed for linking.)

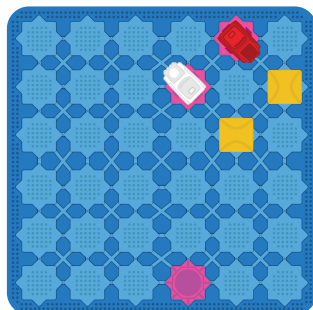


80

### SOLVE PROBLEMS

Link with the least number of pieces.

(Tips: Five pieces are needed for linking.)

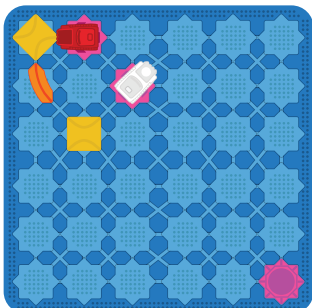


81

### SOLVE PROBLEMS

Link with the least number of pieces.

(Tips: Five pieces are needed for linking.)

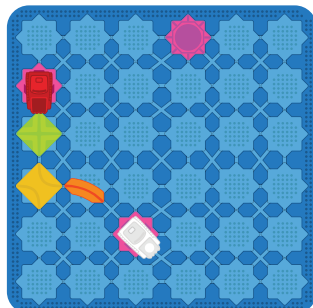


82

### SOLVE PROBLEMS

Link with the least number of pieces.

(Tips: Five pieces are needed for linking.)

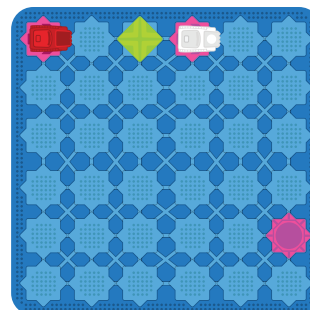


## COLLECTION OF QUESTIONS

Build the route according to the given pieces on the question card. Can you get the ball to reach the ending point successfully?

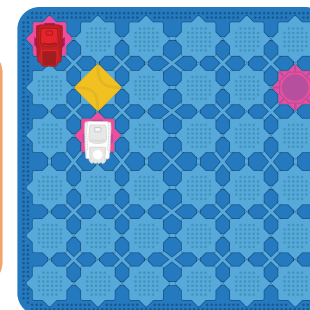
83

### Pieces



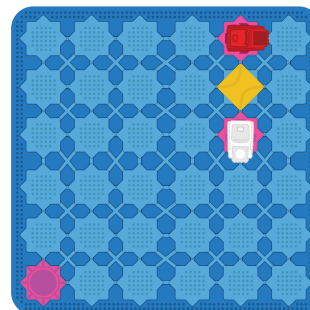
84

### Pieces



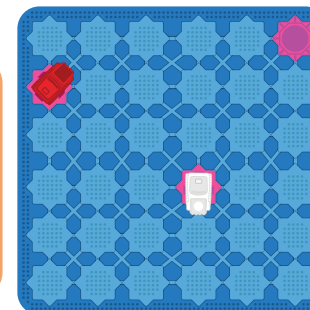
85

### Pieces



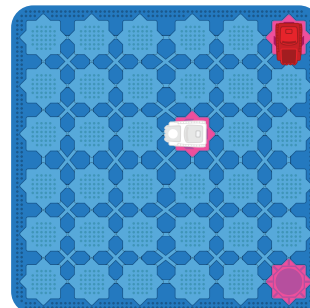
86

### Pieces



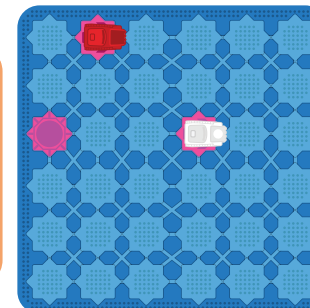
87

### Pieces



88

### Pieces





TWO BULLDOZERS  
RELAY MODE

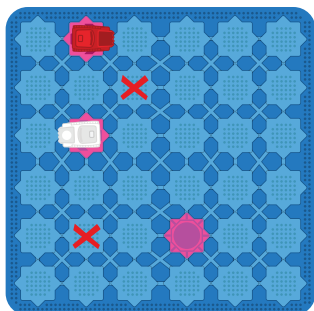
The difficulty level has gone up. Give it a try!

TWO BULLDOZERS  
RELAY MODE

89

SOLVE  
PROBLEMS

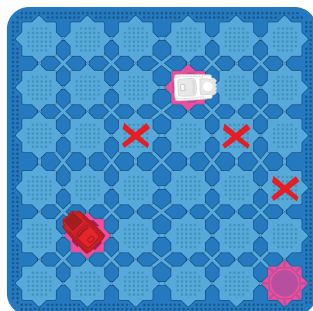
Link with the  
least number  
of pieces.  
Avoid hitting  
the X position.



90

SOLVE  
PROBLEMS

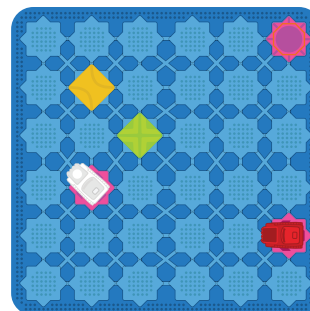
Link with the  
least number  
of pieces.  
Avoid hitting  
the X position.



95

SOLVE  
PROBLEMS

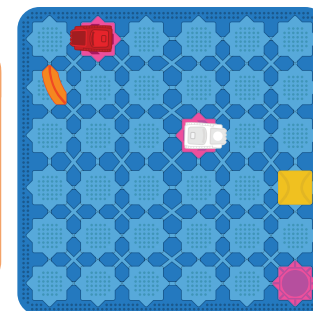
Link with the  
least number  
of pieces.  
(Connect the  
placed pieces.)



96

SOLVE  
PROBLEMS

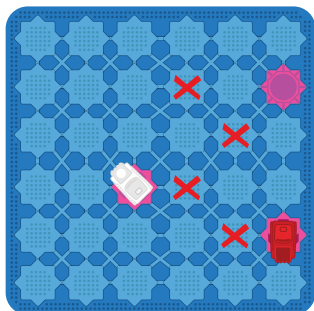
Link with the  
least number  
of pieces.  
(Connect the  
placed pieces.)



91

SOLVE  
PROBLEMS

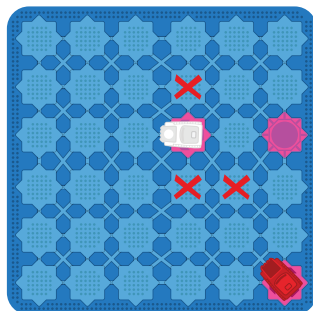
Link with the  
least number  
of pieces.  
Avoid hitting  
the X position.



92

SOLVE  
PROBLEMS

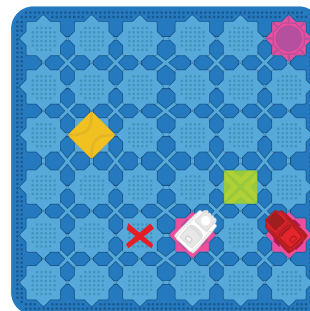
Link with the  
least number  
of pieces.  
Avoid hitting  
the X position.



97

SOLVE  
PROBLEMS

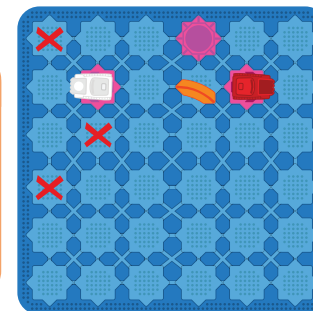
Link with the  
least number  
of pieces.  
(Connect the  
placed pieces.)  
Avoid hitting  
the X position.



98

SOLVE  
PROBLEMS

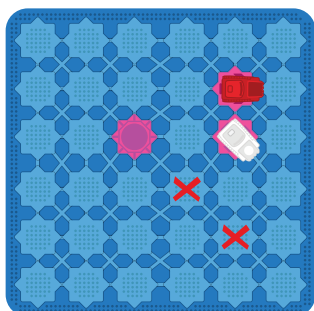
Link with the  
least number  
of pieces.  
(Connect the  
placed pieces.)  
Avoid hitting  
the X position.



93

SOLVE  
PROBLEMS

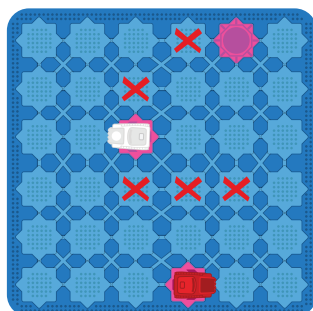
Link with the  
least number  
of pieces.  
Avoid hitting  
the X position.



94

SOLVE  
PROBLEMS

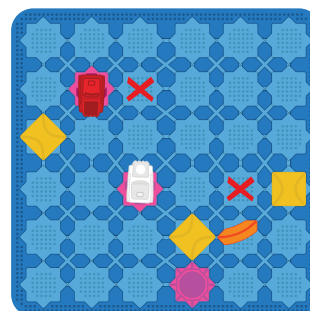
Link with the  
least number  
of pieces.  
Avoid hitting  
the X position.



99

SOLVE  
PROBLEMS

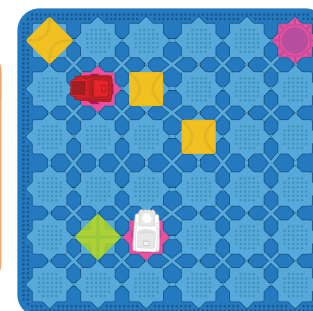
Link with the  
least number  
of pieces.  
(Connect the  
placed Pieces.)  
Avoid hitting  
the X position.



100

SOLVE  
PROBLEMS

Link with the  
least number  
of pieces.  
(Connect the  
placed Pieces.)



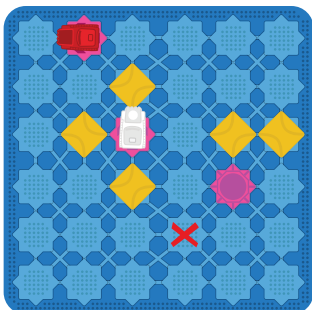
**TWO BULLDOZERS  
RELAY MODE**

**COLLECTION OF QUESTIONS**

101

**SOLVE PROBLEMS**

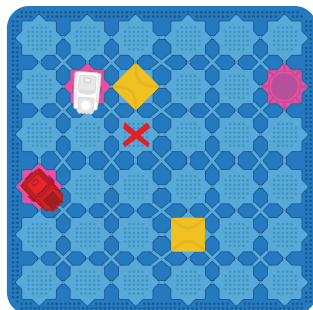
Link with the least number of pieces.  
(Connect the placed pieces.)  
Avoid hitting the X position.



102

**SOLVE PROBLEMS**

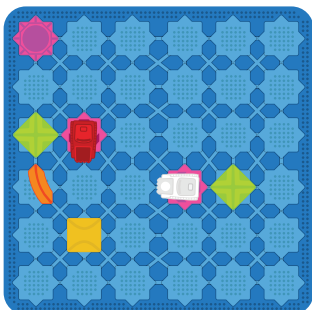
Link with the least number of pieces.  
(Connect the placed pieces.)  
Avoid hitting the X position.



103

**SOLVE PROBLEMS**

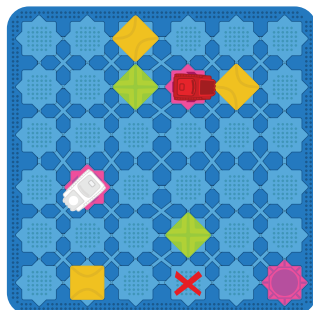
Link with the least number of pieces.  
(Connect the placed pieces.)



104

**SOLVE PROBLEMS**

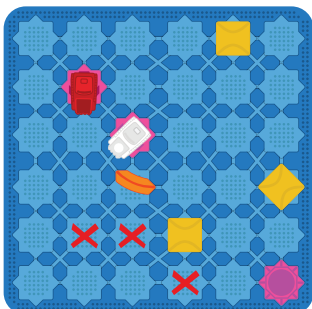
Link with the least number of pieces.  
(Connect the placed pieces.)  
Avoid hitting the X position.



105

**SOLVE PROBLEMS**

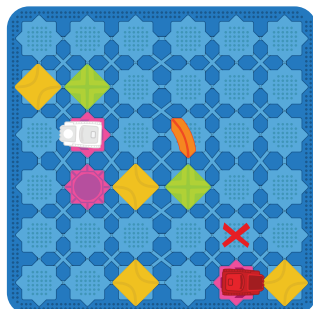
Link with the least number of pieces.  
(Connect the placed pieces.)  
Avoid hitting the X position.



106

**SOLVE PROBLEMS**

Link with the least number of pieces.  
(Connect the placed pieces.)  
Avoid hitting the X position.



**COLLECTION OF QUESTIONS**

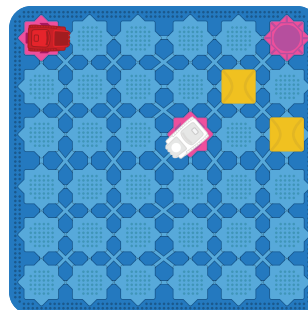
The difficulty level is now hard, you should keep going! Build the route by using the pieces provided by the question card, you need to link the already placed modules.

**TWO BULLDOZERS  
RELAY MODE**

107

**Pieces**

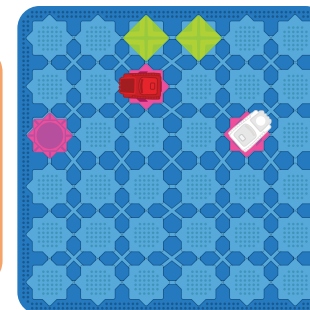
x2 x3  
x1



108

**Pieces**

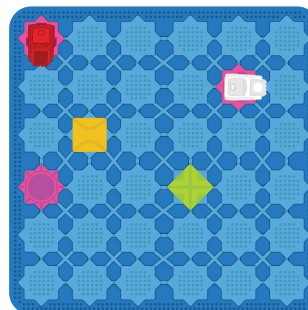
x2 x6



109

**Pieces**

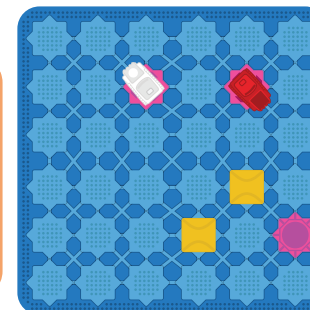
x1 x1  
x5



110

**Pieces**

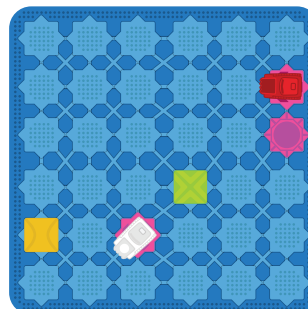
x3 x3



111

**Pieces**

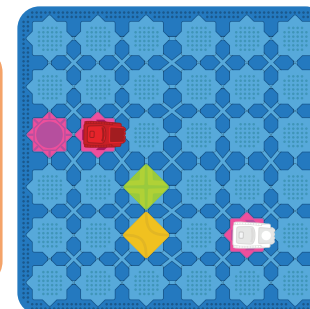
x4 x1  
x2



112

**Pieces**

x3 x3  
x1

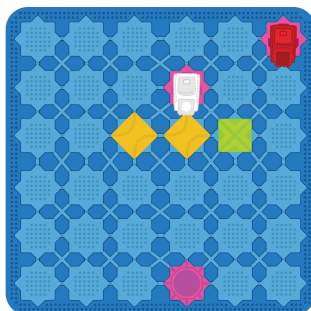


TWO BULLDOZERS  
RELAY MODE

113

Pieces

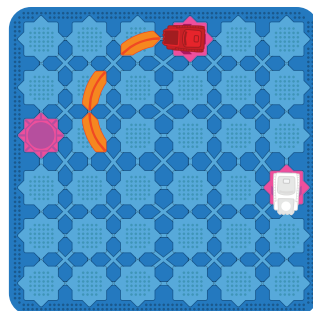
   
 x2 x2  
  
 x5



114

Pieces

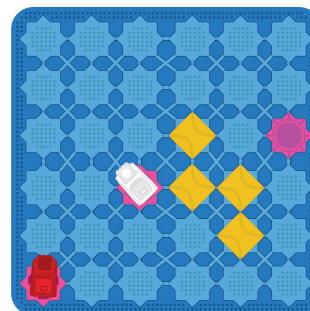
   
 x4 x3  
  
 x3



119

Pieces

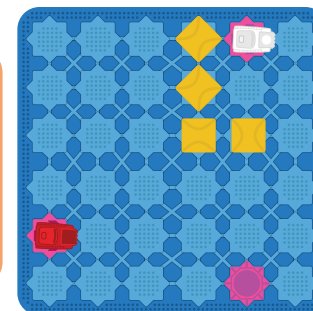
   
 x4 x3  
  
 x6



120

Pieces

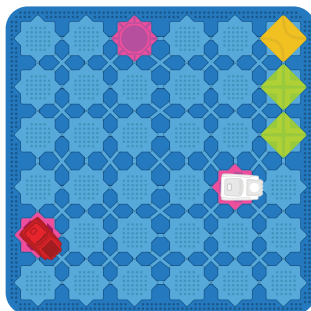
   
 x5 x4  
  
 x6



115

Pieces

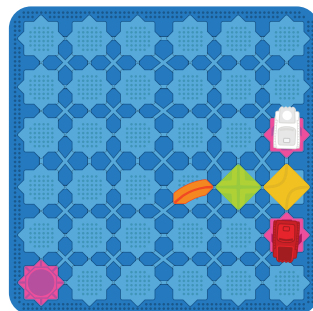
   
 x6 x4  
  
 x3



116

Pieces

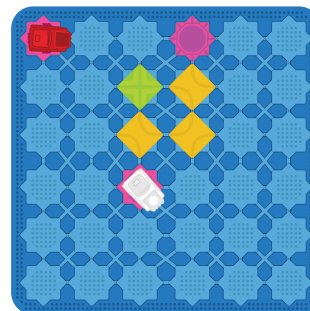
   
 x5 x4  
  
 x5



121

Pieces

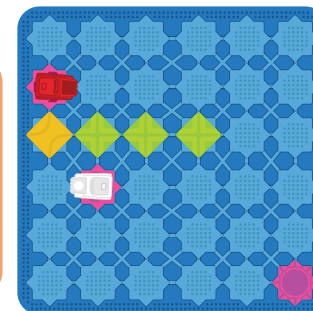
   
 x4 x2  
  
 x2



122

Pieces

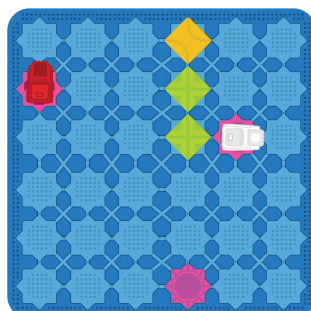
   
 x6 x3  
  
 x4



117

Pieces

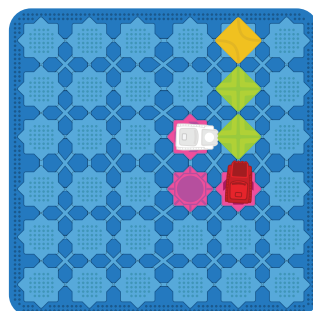
   
 x4 x3  
  
 x5



118

Pieces

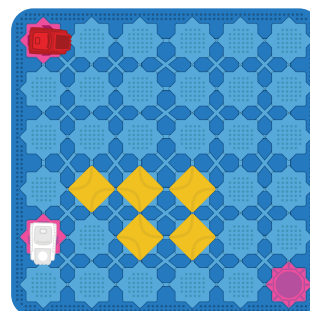
   
 x5 x4  
  
 x4



123

Pieces

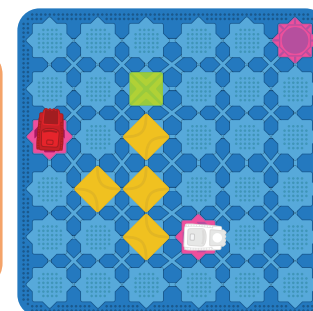
   
 x5 x4  
  
 x6



124

Pieces

   
 x4 x2  
  
 x6





TWO BULLDOZERS  
RELAY MODE

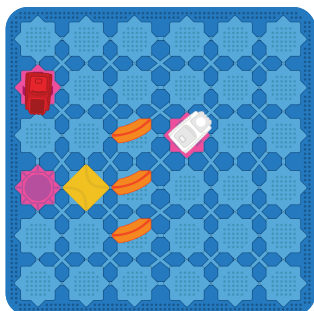
The difficulty level is now master. Give it a try!

TWO BULLDOZERS  
RELAY MODE

125

Pieces

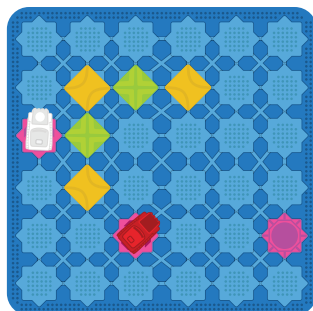
   
 x6 x3  
  
 x3



126

Pieces

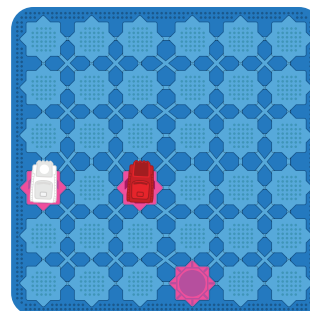
   
 x5 x3  
  
 x6



131

Pieces

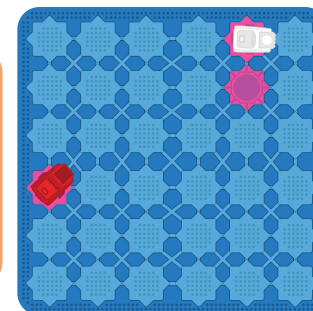
   
 x7 x6  
  
 x3



132

Pieces

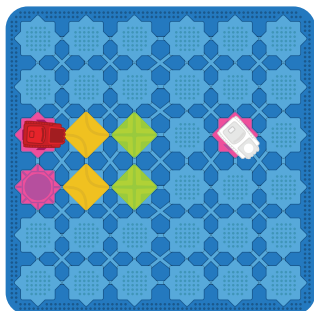
   
 x9 x2  
  
 x6



127

Pieces

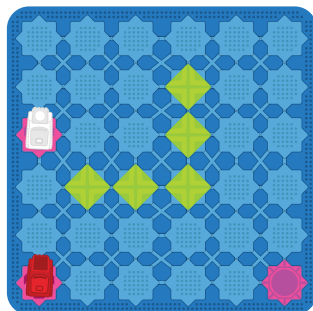
   
 x5 x2  
  
 x4



128

Pieces

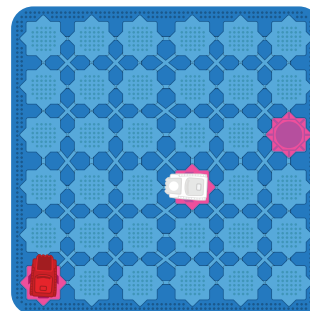
   
 x7 x2  
  
 x4



133

Pieces

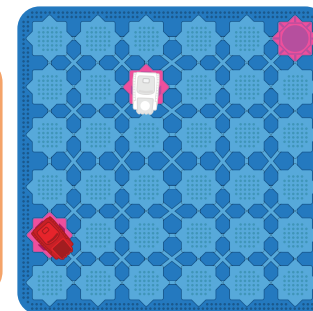
   
 x7 x6  
  
 x8



134

Pieces

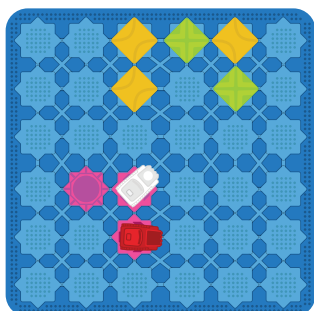
   
 x7 x3  
  
 x7



129

Pieces

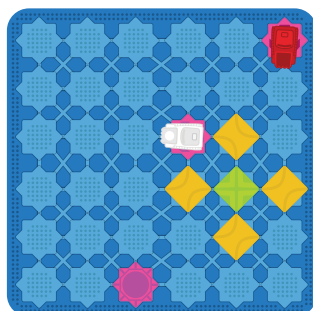
   
 x5 x5  
  
 x3



130

Pieces

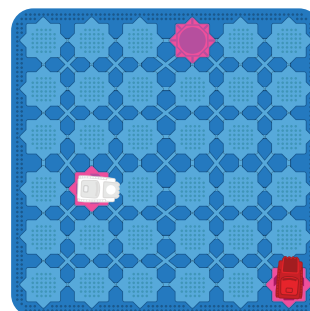
   
 x6 x3  
  
 x3



135

Pieces

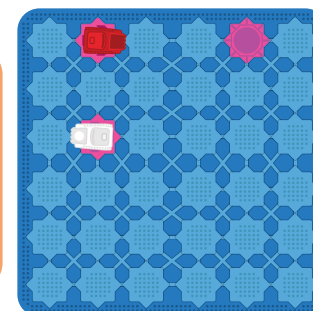
   
 x8 x4  
  
 x8

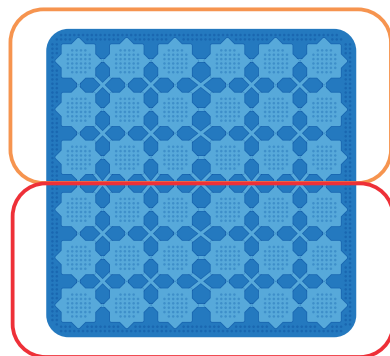


136

Pieces

   
 x6 x8  
  
 x6





WHITE  
SIDE  
GAME AREA

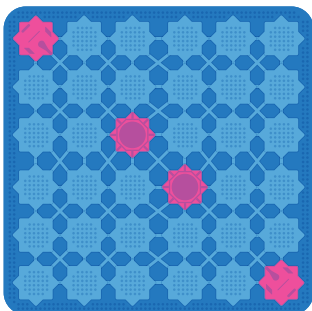
RED SIDE  
GAME AREA

The base boards are divided into white and red sides. Each player places a starting and ending point in their area according to the game level. Build the route according to the question card's requirements and let the ball reach the ending point successfully. The player who meets the question card's requirements and uses the shortest time wins. (Tip: some question cards have more than one route.)

137

**SOLVE PROBLEMS**

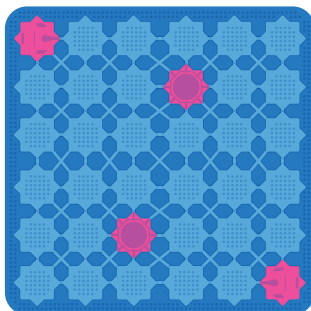
Link with the least number of pieces.



138

**SOLVE PROBLEMS**

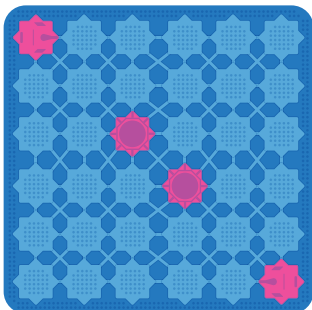
Link with the least number of pieces.



139

**SOLVE PROBLEMS**

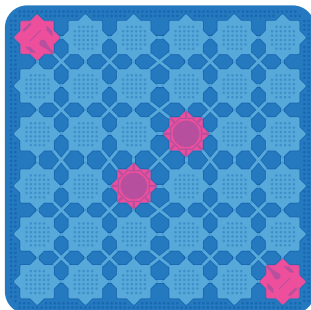
Link with the least number of pieces.



140

**SOLVE PROBLEMS**

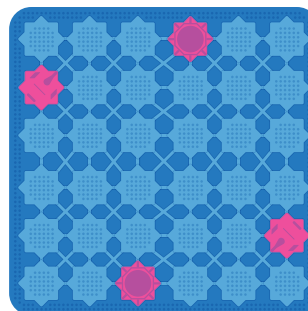
Link with the least number of pieces.



141

**SOLVE PROBLEMS**

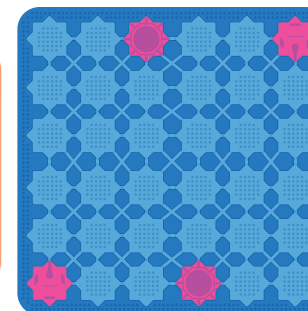
Link with the least number of pieces.



142

**SOLVE PROBLEMS**

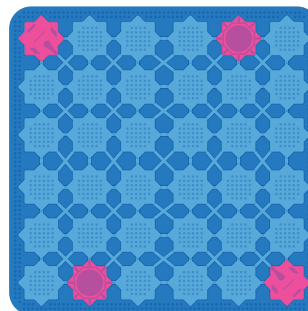
Link with the least number of pieces.



143

**SOLVE PROBLEMS**

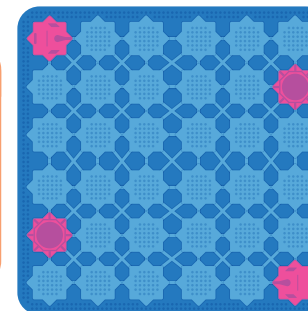
Link with the least number of pieces.



144

**SOLVE PROBLEMS**

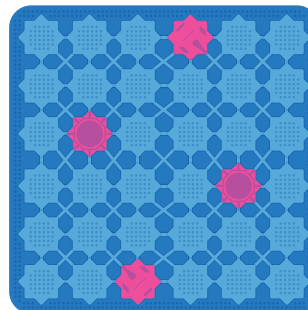
Link with the least number of pieces.



145

**SOLVE PROBLEMS**

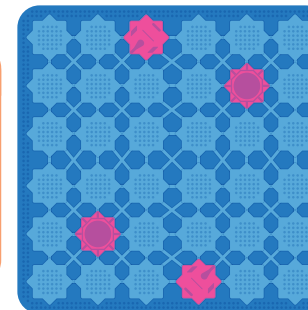
Link with the least number of pieces.



146

**SOLVE PROBLEMS**

Link with the least number of pieces.



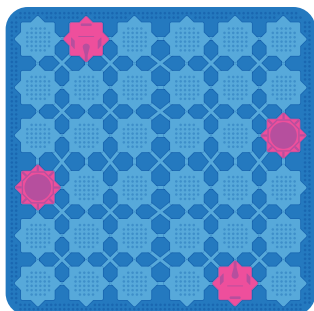
TWO PLAYERS  
COMPETITIVE  
MODETWO PLAYERS  
COMPETITIVE  
MODE

The difficulty level has gone up. Give it a try!

147

**SOLVE PROBLEMS**

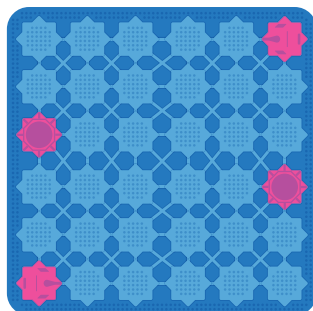
Link with the least number of pieces.



148

**SOLVE PROBLEMS**

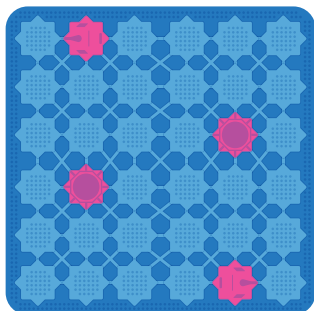
Link with the least number of pieces.



149

**SOLVE PROBLEMS**

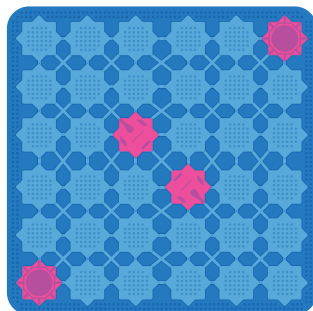
Link with the least number of pieces.



150

**SOLVE PROBLEMS**

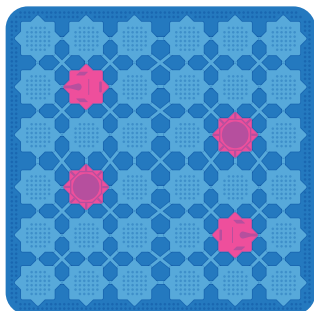
Link with the least number of pieces.



151

**SOLVE PROBLEMS**

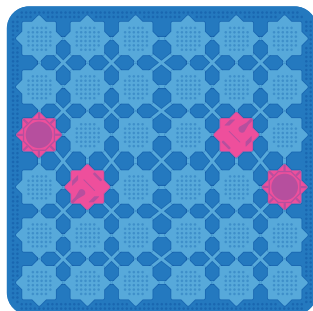
Link with the least number of pieces.



152

**SOLVE PROBLEMS**

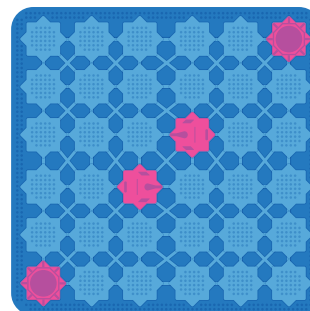
Link with the least number of pieces.



153

**SOLVE PROBLEMS**

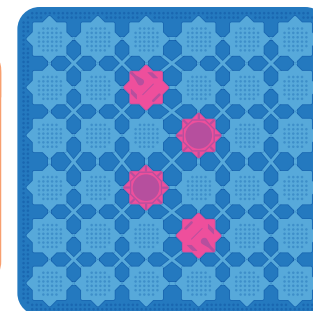
Link with the least number of pieces.



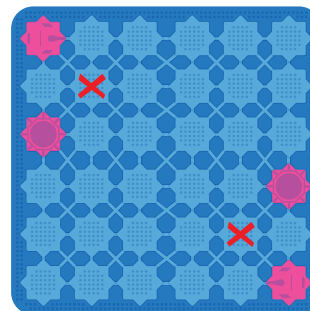
154

**SOLVE PROBLEMS**

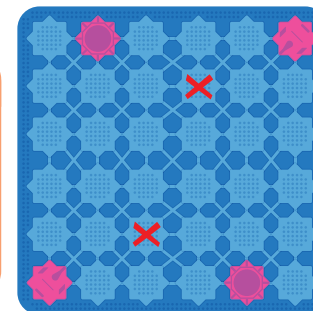
Link with the least number of pieces.



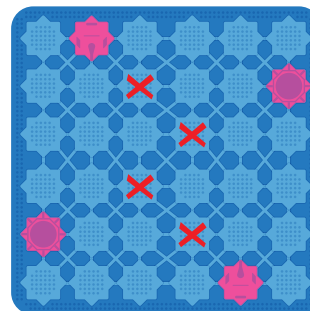
155

**SOLVE PROBLEMS**Link with the least number of pieces.  
Avoid hitting the X position.

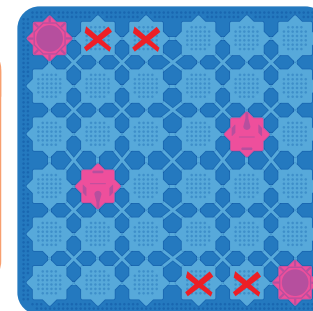
156

**SOLVE PROBLEMS**Link with the least number of pieces.  
Avoid hitting the X position.

157

**SOLVE PROBLEMS**Link with the least number of pieces.  
Avoid hitting the X position.

158

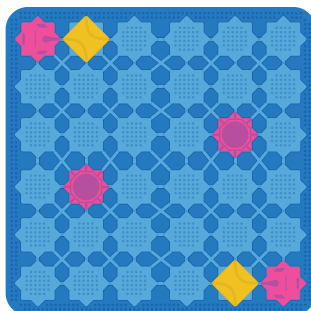
**SOLVE PROBLEMS**Link with the least number of pieces.  
Avoid hitting the X position.



159

**SOLVE PROBLEMS**

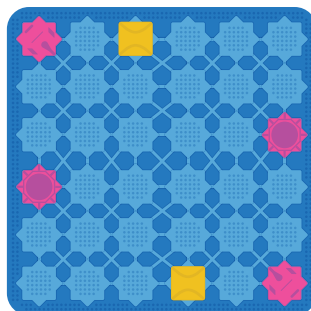
Link with the least number of pieces.  
(Connect the placed pieces.)



160

**SOLVE PROBLEMS**

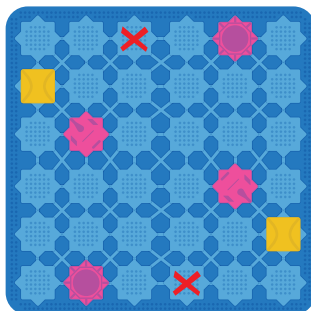
Link with the least number of pieces.  
(Connect the placed pieces.)  
Avoid hitting the X position.



161

**SOLVE PROBLEMS**

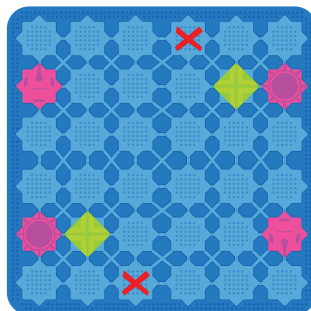
Link with the least number of pieces.  
(Connect the placed pieces.)  
Avoid hitting the X position.



162

**SOLVE PROBLEMS**

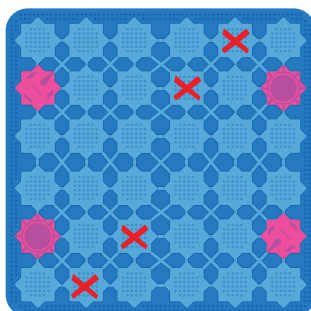
Link with the least number of pieces.  
(Connect the placed pieces.)  
Avoid hitting the X position.



163

**SOLVE PROBLEMS**

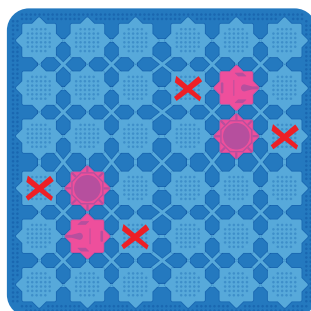
Link with the least number of pieces.  
Avoid hitting the X position.



164

**SOLVE PROBLEMS**

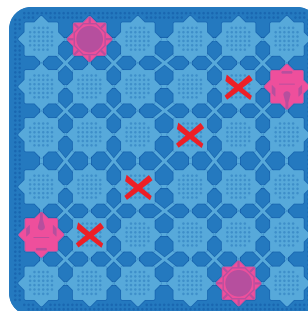
Link with the least number of pieces.  
Avoid hitting the X position.



165

**SOLVE PROBLEMS**

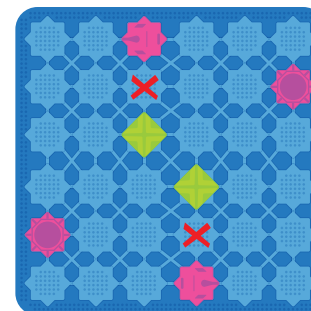
Link with the least number of pieces.  
Avoid hitting the X position.



166

**SOLVE PROBLEMS**

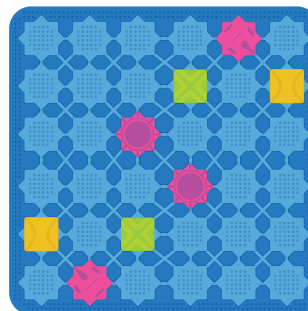
Link with the least number of pieces.  
(Connect the placed pieces.)  
Avoid hitting the X position.



167

**SOLVE PROBLEMS**

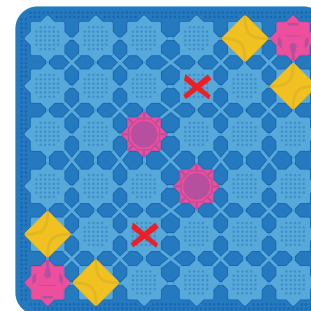
Link with the least number of pieces.  
(Connect the placed pieces.)



168

**SOLVE PROBLEMS**

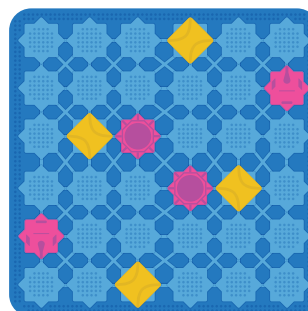
Link with the least number of pieces.  
(Connect the placed pieces.)  
Avoid hitting the X position.



169

**SOLVE PROBLEMS**

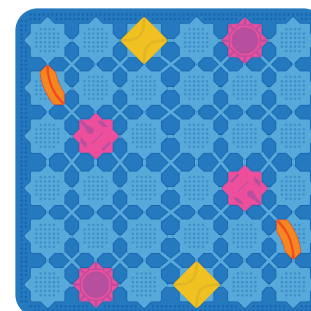
Link with the least number of pieces.  
(Connect the placed pieces.)



170

**SOLVE PROBLEMS**

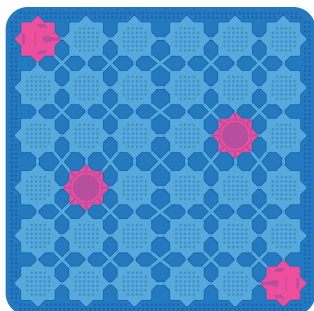
Link with the least number of pieces.  
(Connect the placed pieces.)



The difficulty level is now hard. You can do it! The white side should use the pieces provided in the white frame and the red side should use the pieces provided in the red frame to build the route!

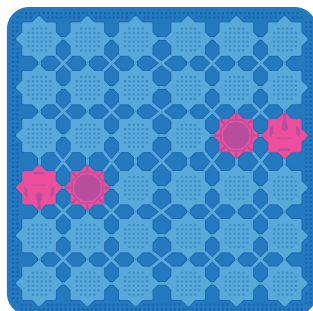
171

Pieces



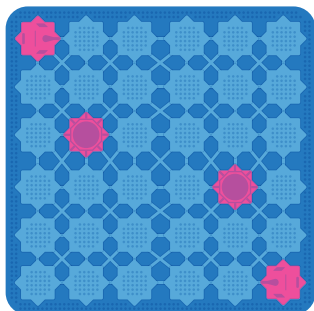
172

Pieces



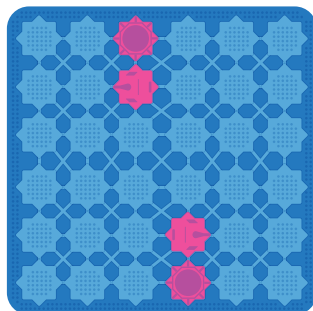
173

Pieces



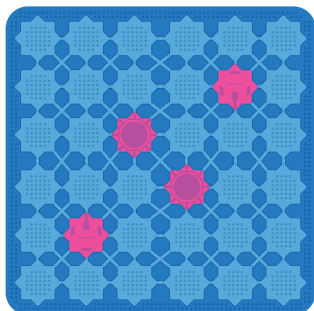
174

Pieces



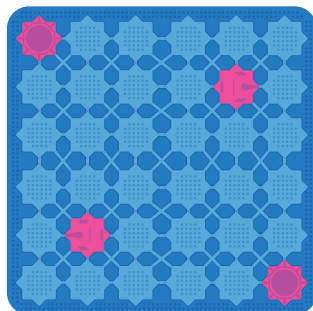
175

Pieces



176

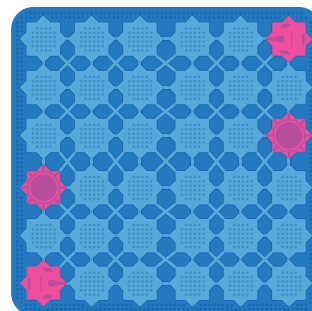
Pieces



Build the route according to the pieces provided by the question card, let the ball reach the ending point successfully.

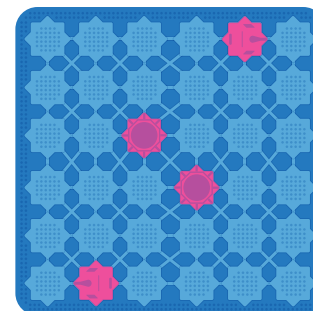
177

Pieces



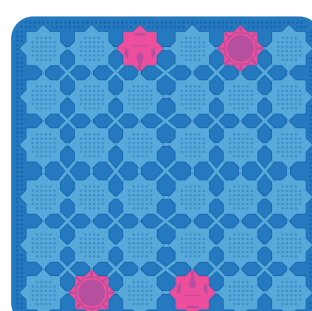
178

Pieces



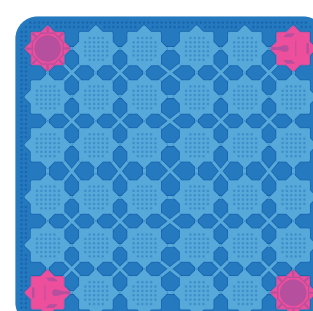
179

Pieces



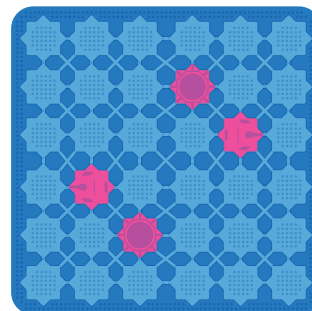
180

Pieces



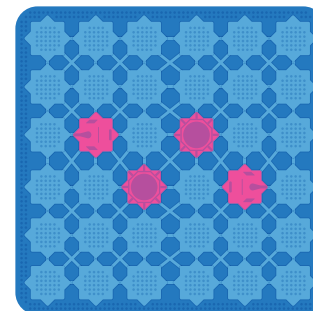
181

Pieces



182

Pieces



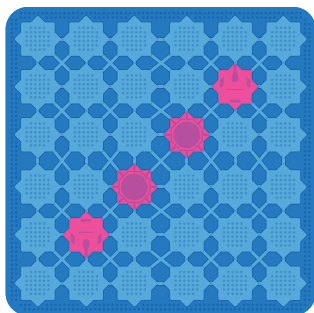
TWO PLAYERS  
COMPETITIVE  
MODETWO PLAYERS  
COMPETITIVE  
MODE

The difficulty level is now master. Give it a try!

183

Pieces

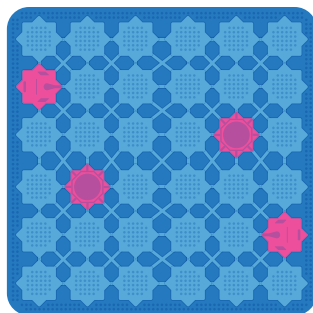
x5	x5
x2	x2
x2	x2



184

Pieces

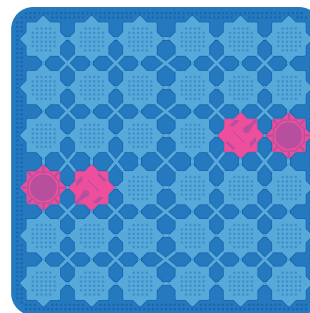
x5	x5
x1	x1
x2	x2



189

Pieces

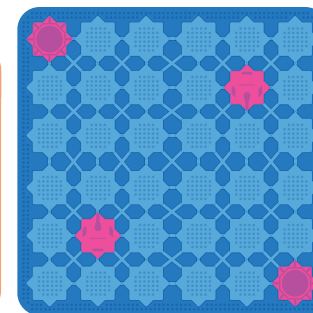
x3	x3
x4	x4
x2	x2



190

Pieces

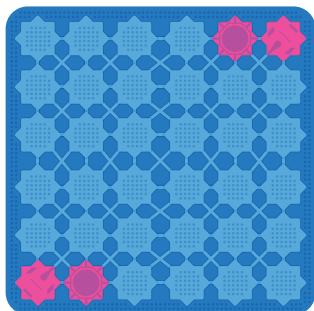
x4	x4
x3	x3
x1	x1



185

Pieces

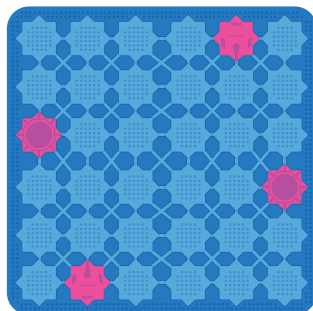
x4	x4
x2	x2
x2	x2



186

Pieces

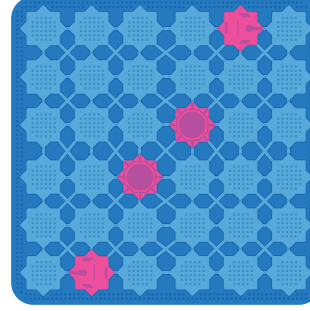
x5	x5
x2	x2
x2	x2



191

Pieces

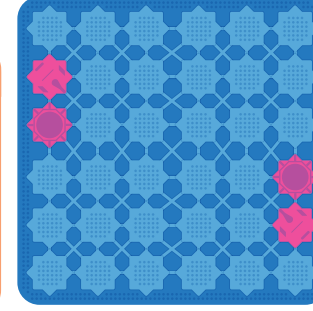
x4	x4
x2	x2
x4	x4



192

Pieces

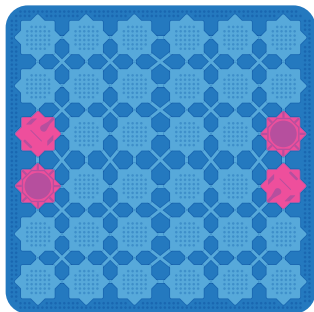
x5	x5
x3	x3
x2	x2



187

Pieces

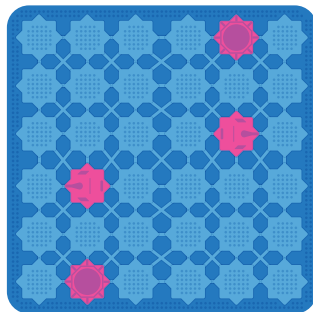
x5	x5
x1	x1
x1	x1



188

Pieces

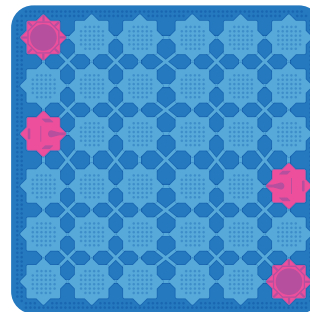
x5	x5
x2	x2
x2	x2



193

Pieces

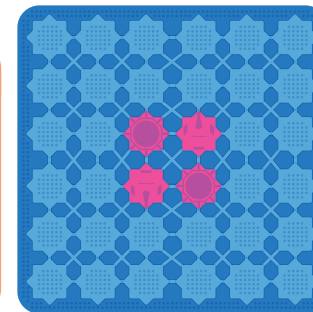
x4	x4
x4	x4
x1	x1



194

Pieces

x5	x5
x2	x2
x2	x2



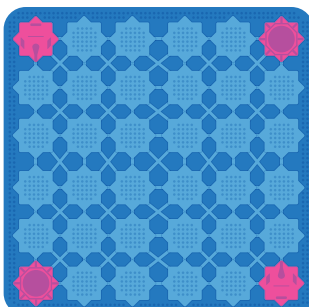


TWO PLAYERS  
COMPETITIVE  
MODETWO PLAYERS  
COMPETITIVE  
MODE

195

Pieces

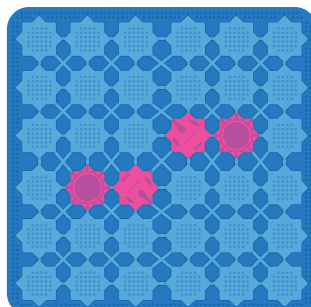
x5	x5
x1	x1
x4	x4



196

Pieces

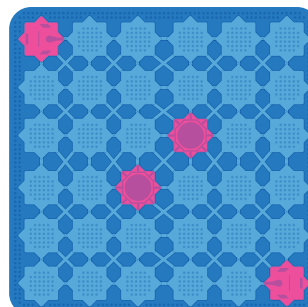
x5	x5
x1	x1
x2	x2



201

Pieces

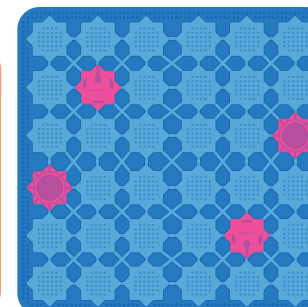
x4	x4
x4	x4
x4	x4



202

Pieces

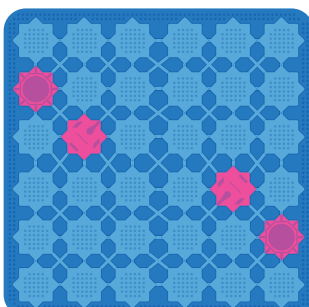
x5	x5
x1	x1
x4	x4



197

Pieces

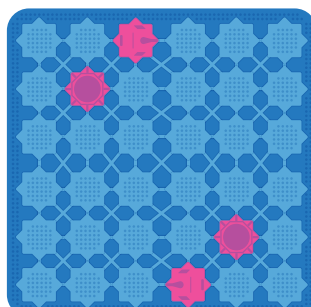
x2	x2
x2	x2
x4	x4



198

Pieces

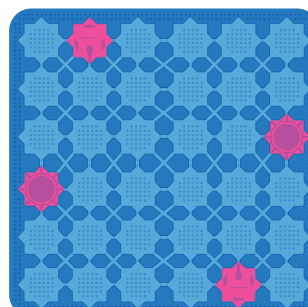
x5	x5
x1	x1
x4	x4



203

Pieces

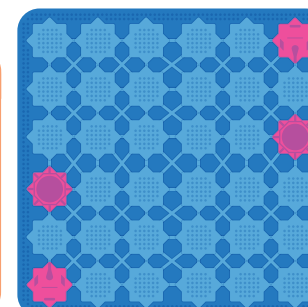
x5	x5
x3	x3
x2	x2



204

Pieces

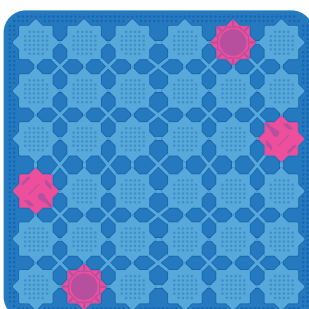
x5	x5
x2	x2
x4	x4



199

Pieces

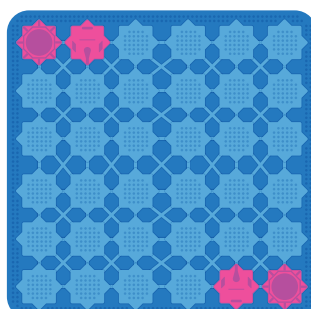
x5	x5
x4	x4
x1	x1



200

Pieces

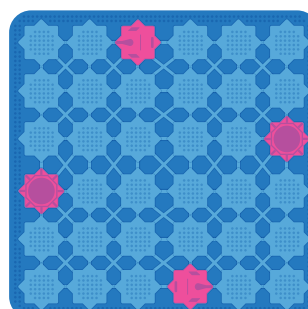
x3	x3
x4	x4
x4	x4



205

Pieces

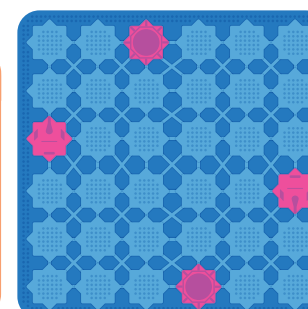
x5	x5
x3	x3
x2	x2



206

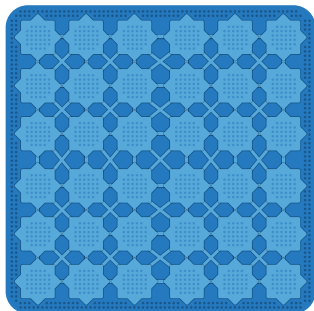
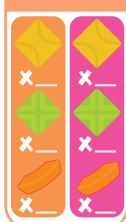
Pieces

x5	x5
x3	x3
x3	x3

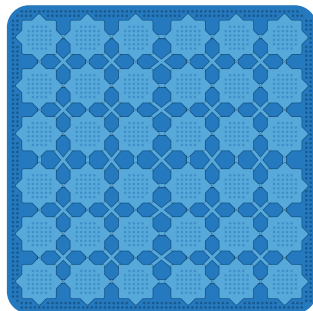


Create your own unique question cards and draw the corresponding route!

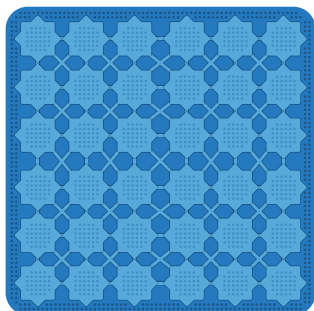
Pieces



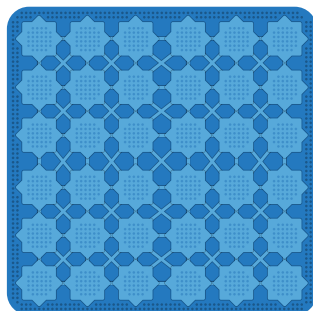
Pieces



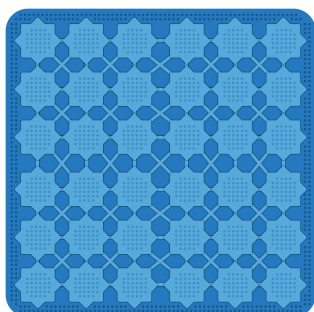
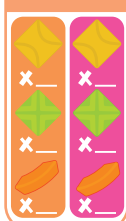
Pieces



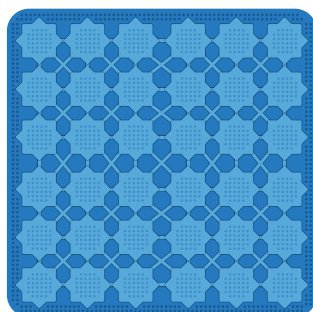
Pieces



Pieces

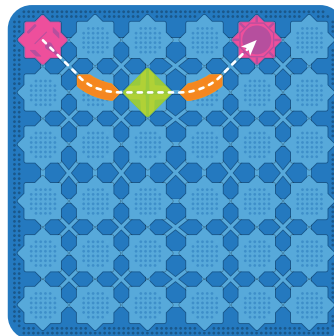


Pieces

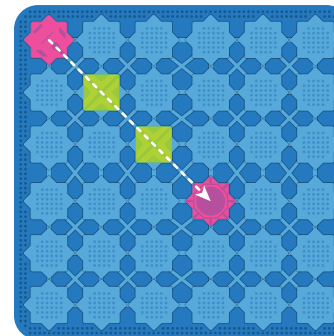


Below are the answers to the questions.  
(Some questions have more than one answer, here only one answer is shown.)

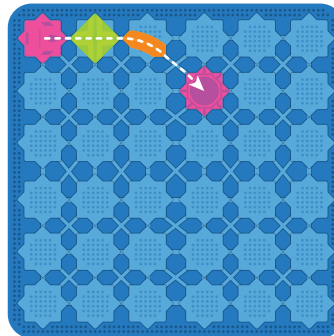
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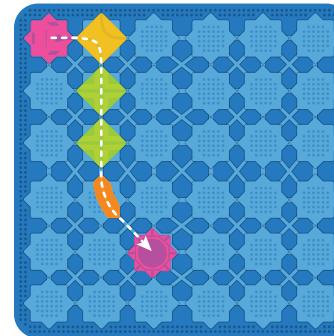
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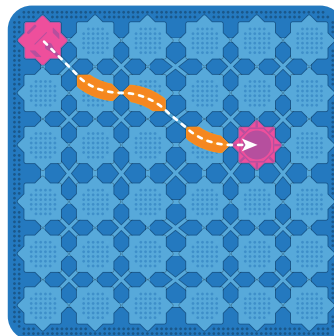
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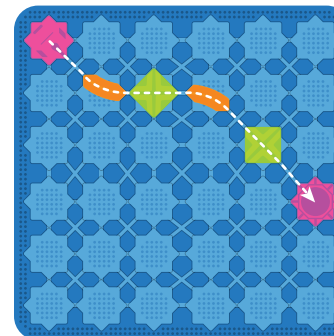
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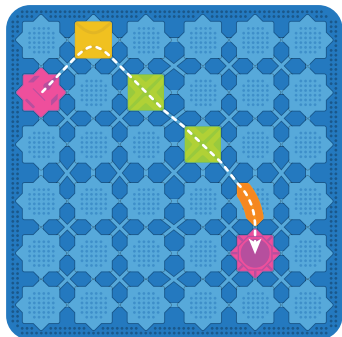


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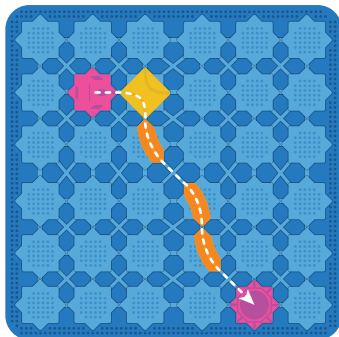


SINGLE PLAYER  
MODE

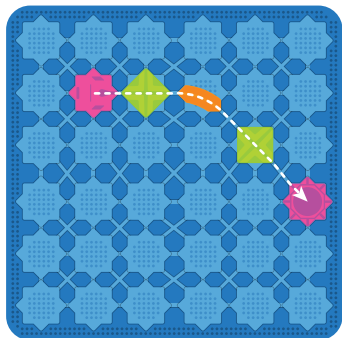
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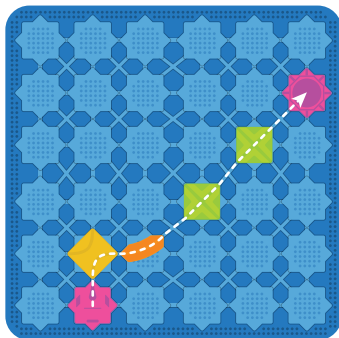
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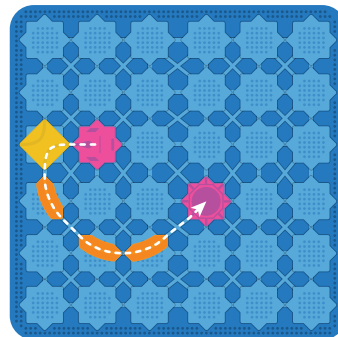
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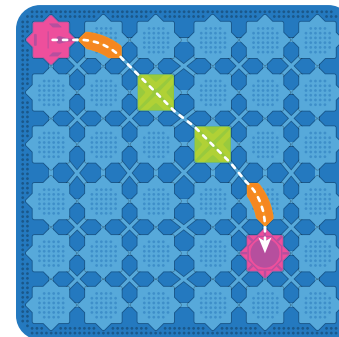
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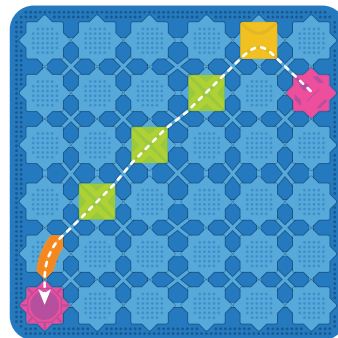
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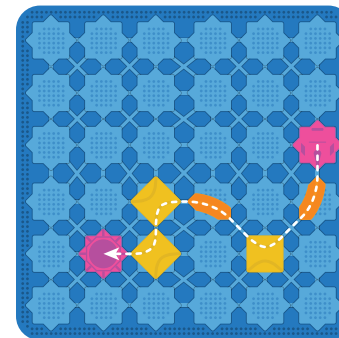
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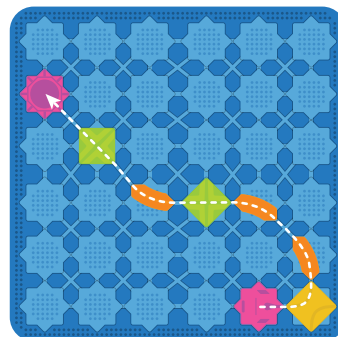
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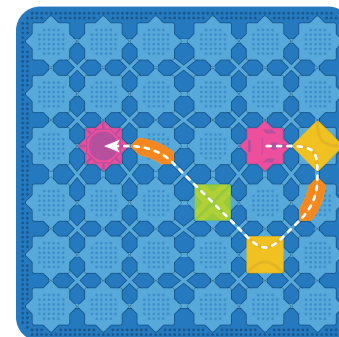
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15



16

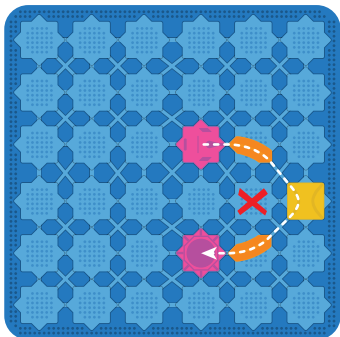




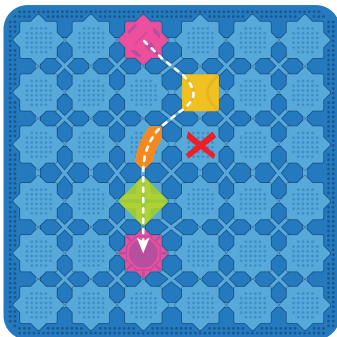
SINGLE PLAYER  
MODE

COLLECTION OF SOLUTIONS

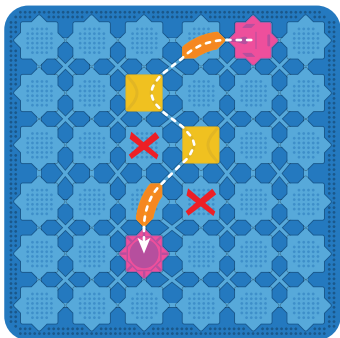
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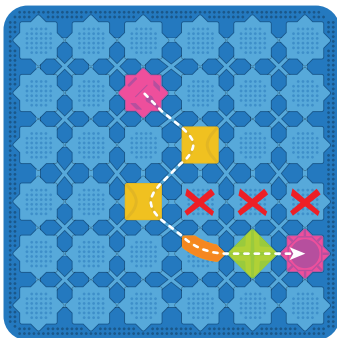
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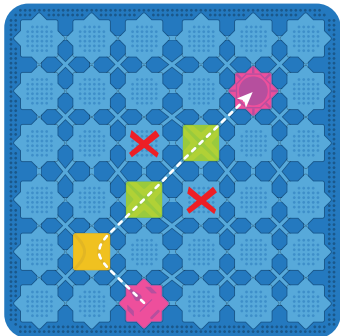
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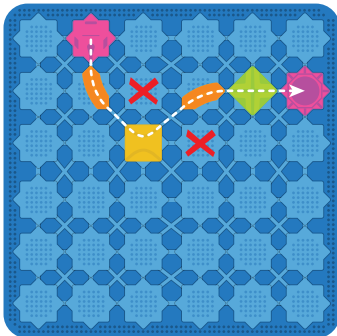
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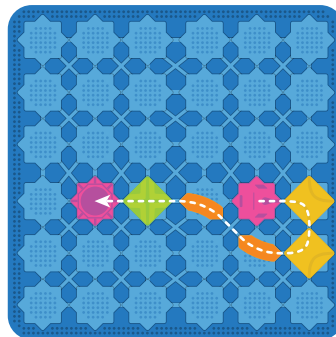
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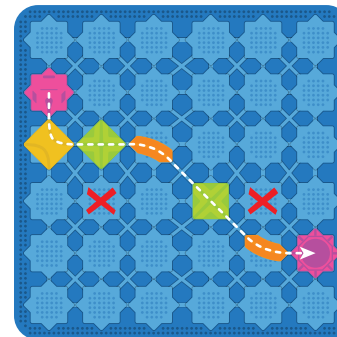
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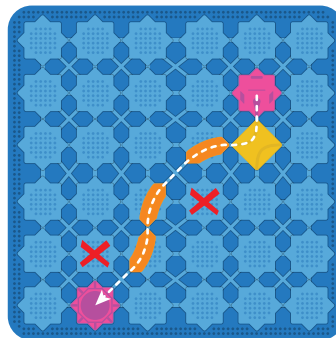
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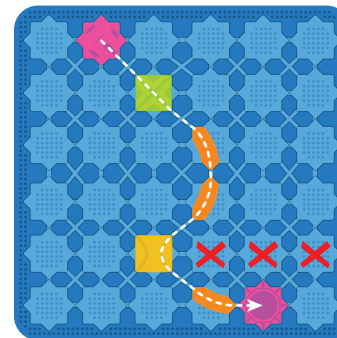
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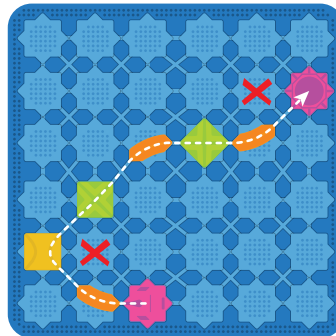
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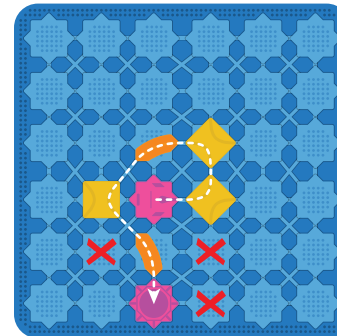
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27

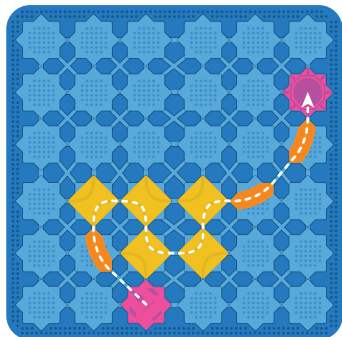


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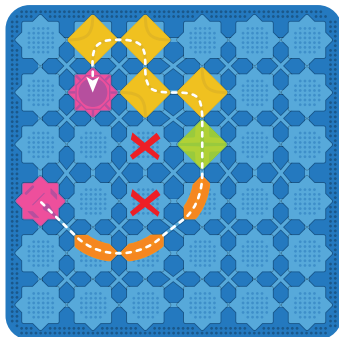


SINGLE PLAYER  
MODE

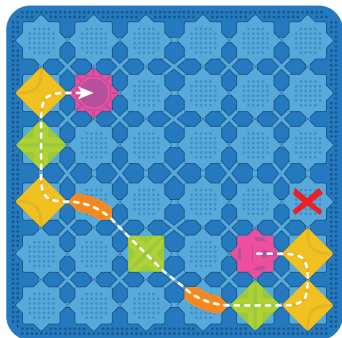
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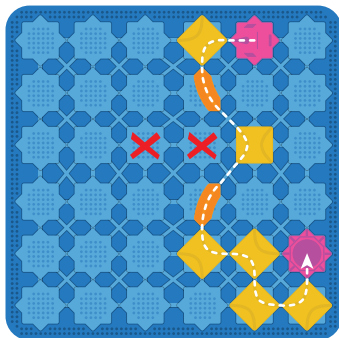
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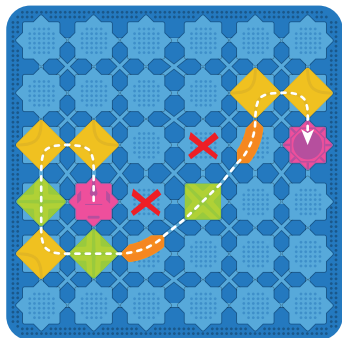
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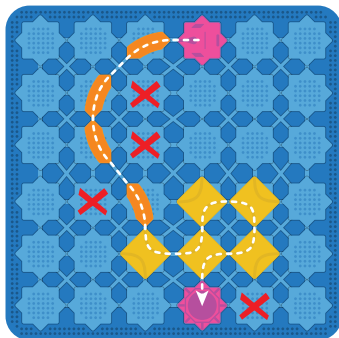
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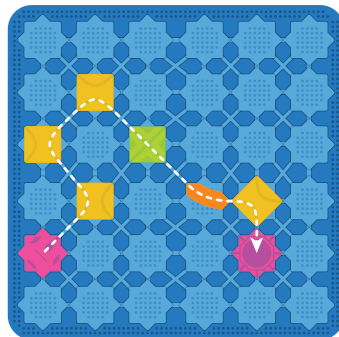
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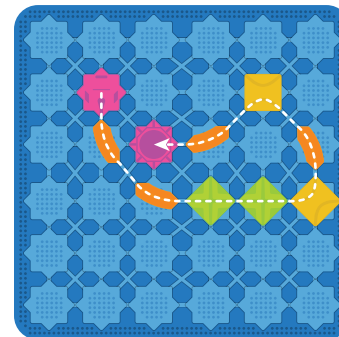
34

SINGLE PLAYER  
MODE

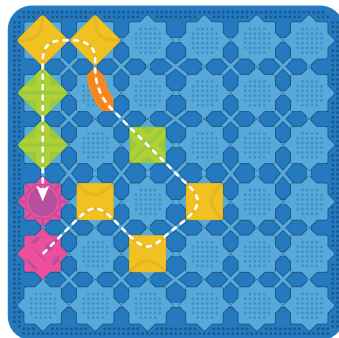
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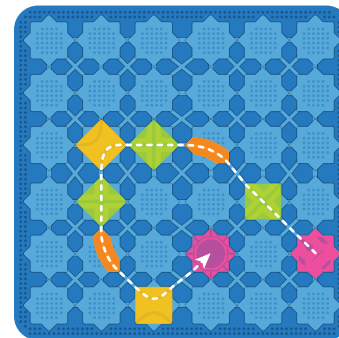
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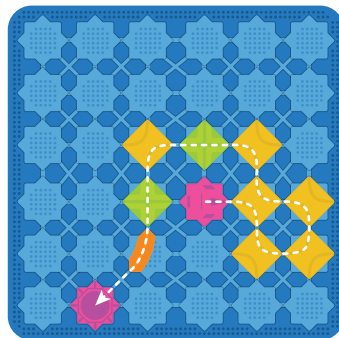
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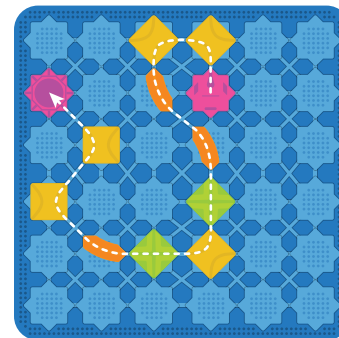
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39



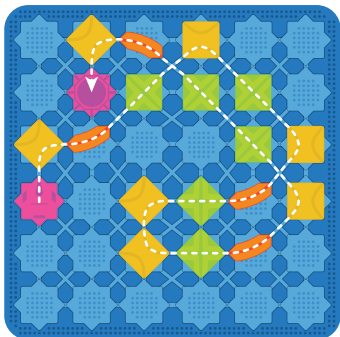
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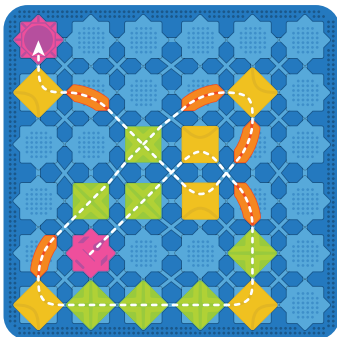
This quilt block features a central green diamond shape composed of four smaller green diamonds. This central motif is surrounded by a ring of eight blue diamonds. The entire design is set against a background of yellow diamonds. A dashed white line outlines the perimeter of the central green and blue diamond arrangement.



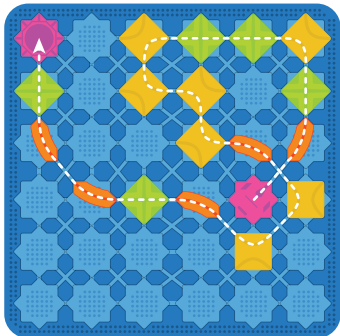
[illegible]



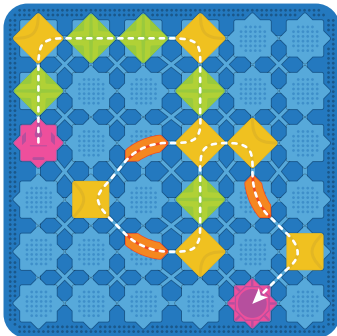
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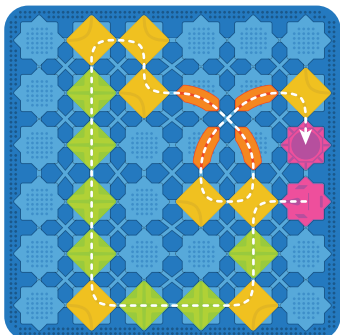
67



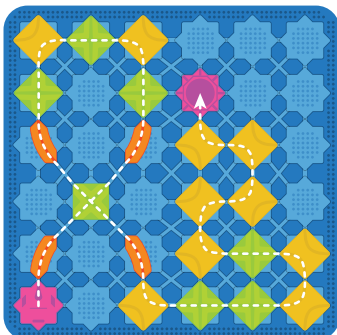
68



69

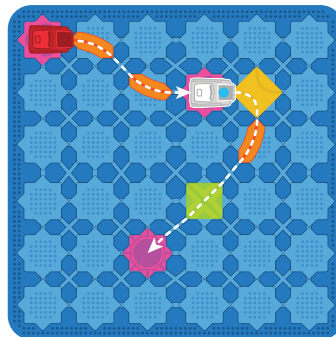


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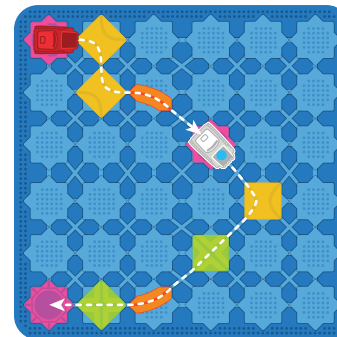


**Below are the answers to the questions.  
(Some questions have more than one answer, here only  
one answer is shown.)**

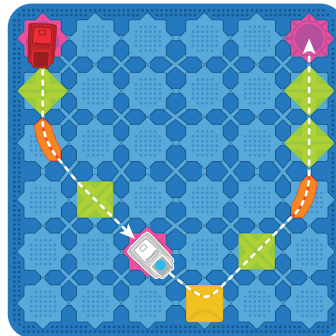
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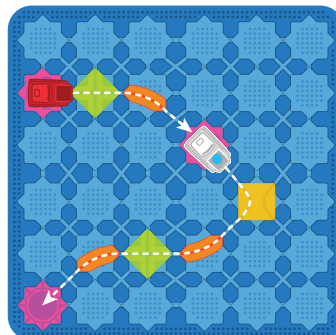
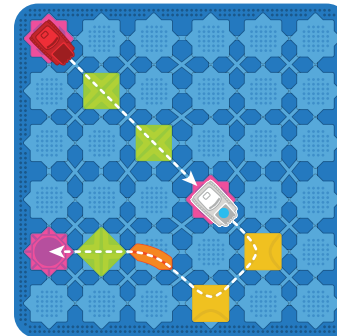
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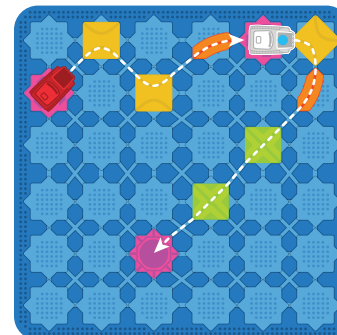
73



74



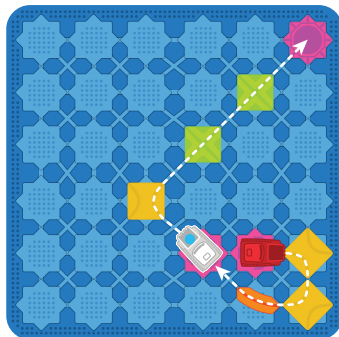
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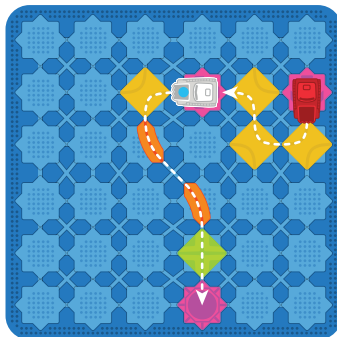
TWO BULLDOZERS  
RELAY MODE

TWO BULLDOZERS  
RELAY MODE

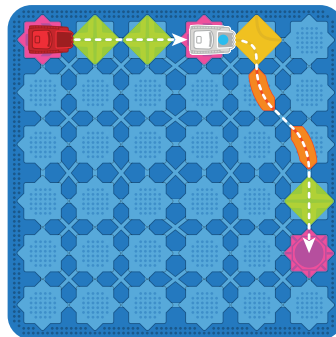
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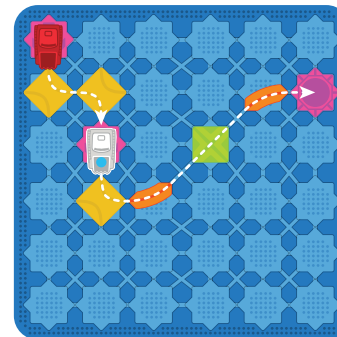
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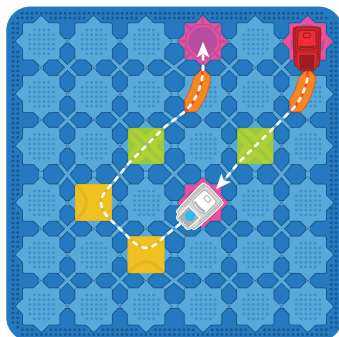
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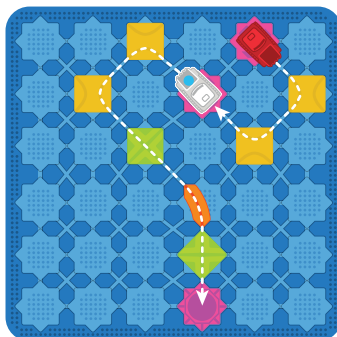
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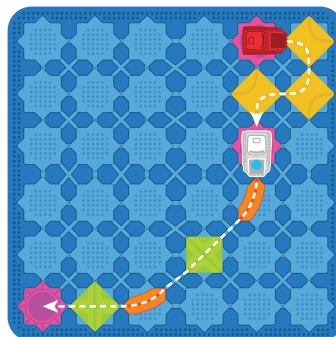
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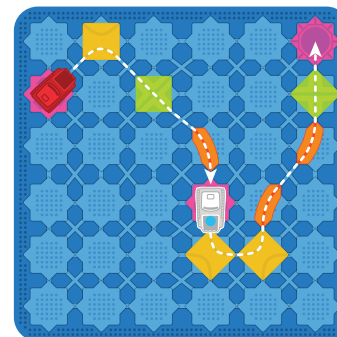
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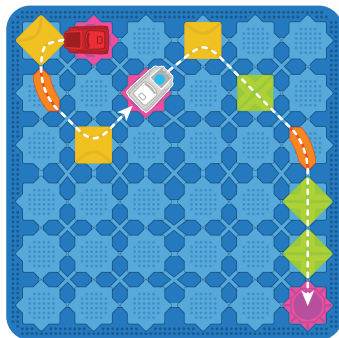
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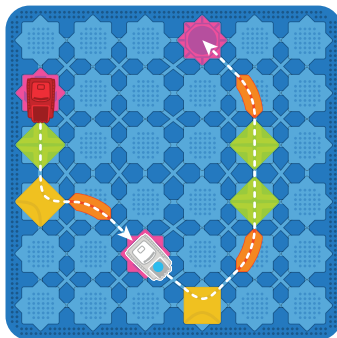
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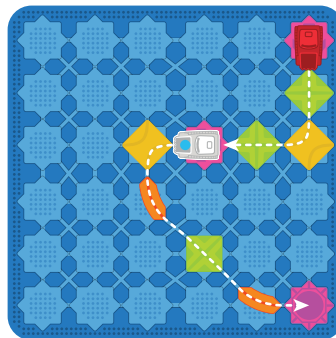
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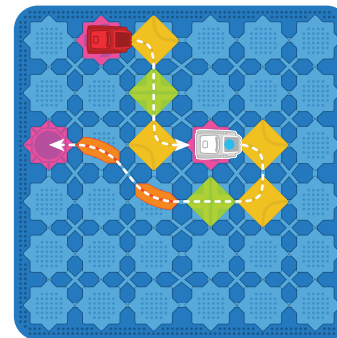
82



87



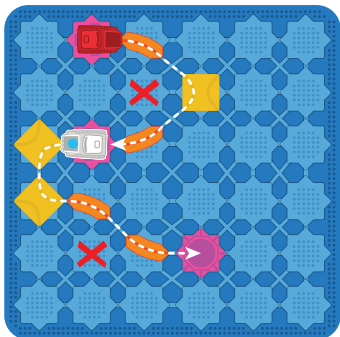
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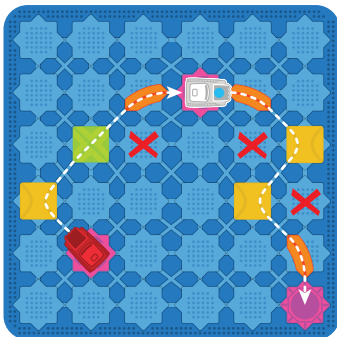


TWO BULLDOZERS  
RELAY MODE

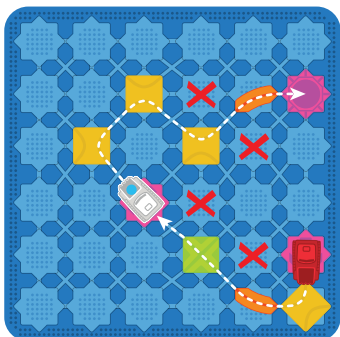
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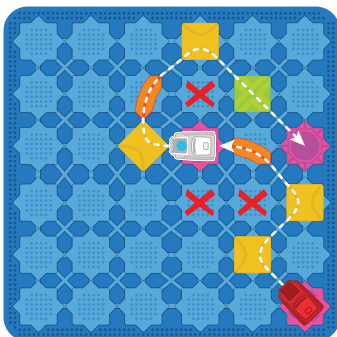
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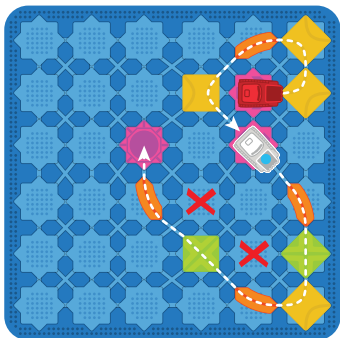
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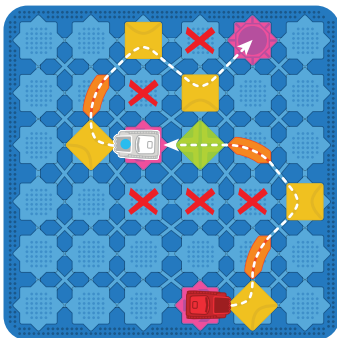
92



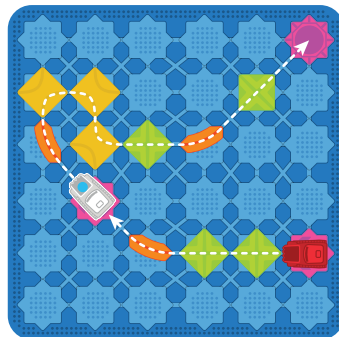
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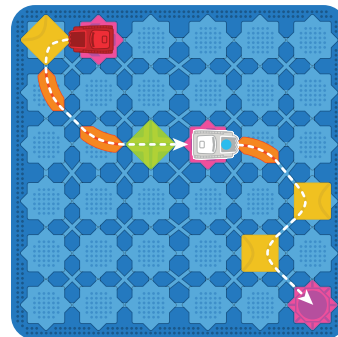
94



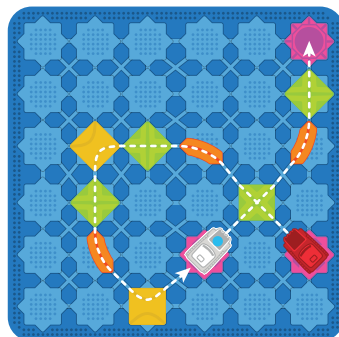
95



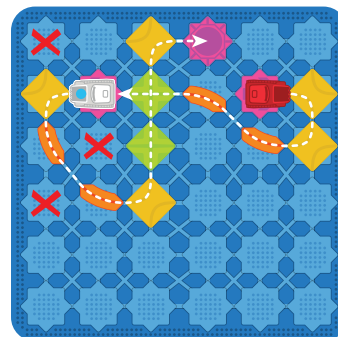
96



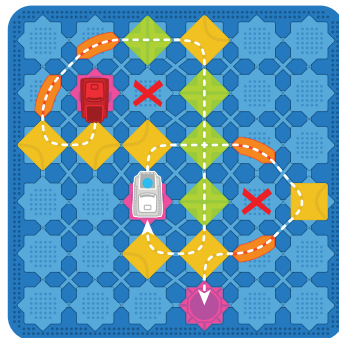
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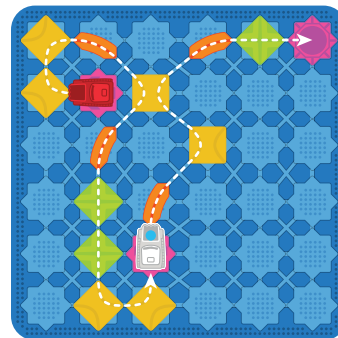
98



99



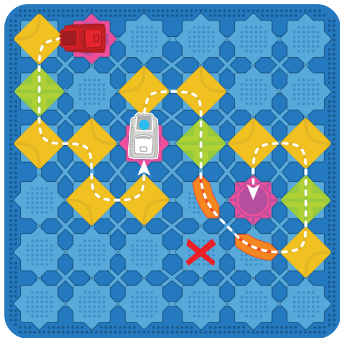
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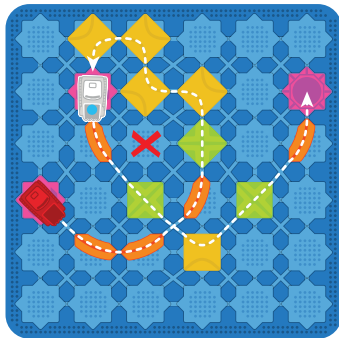


TWO BULLDOZERS  
RELAY MODE

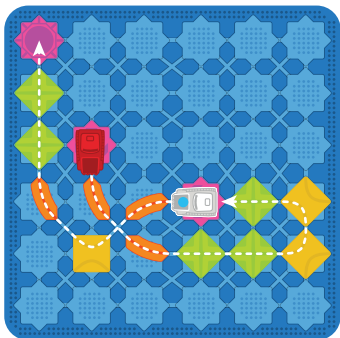
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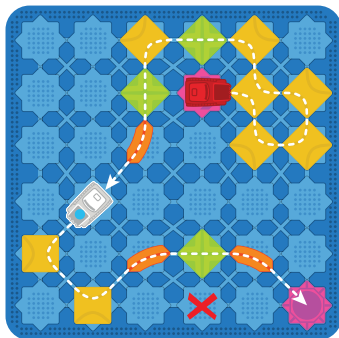
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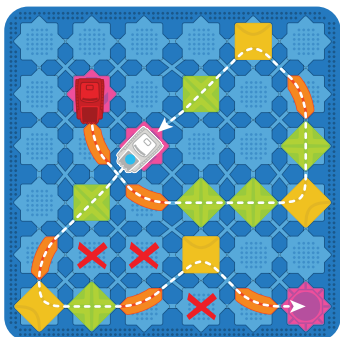
103



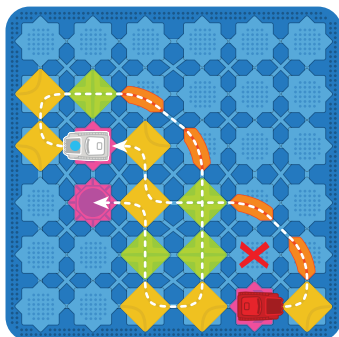
104



105

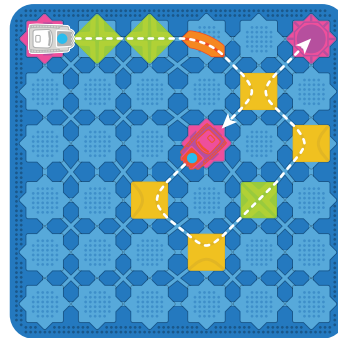


106

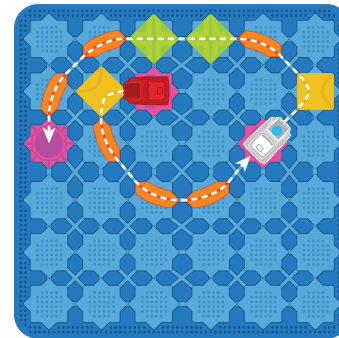


TWO BULLDOZERS  
RELAY MODE

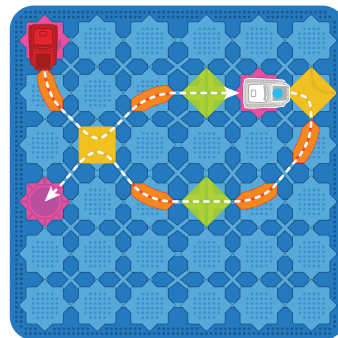
107



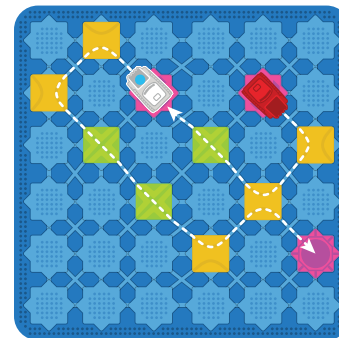
108



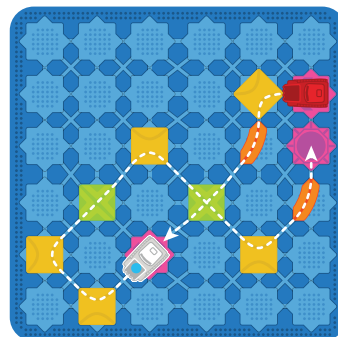
109



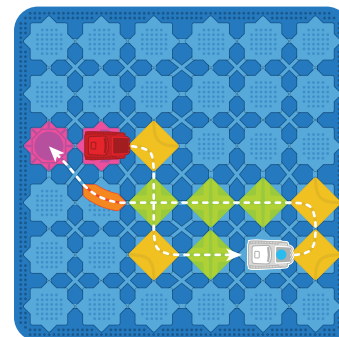
110



111

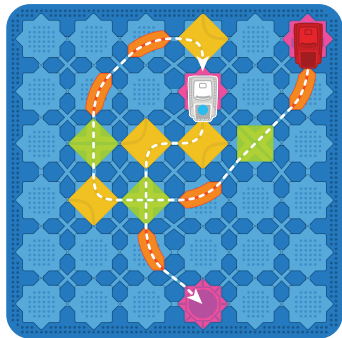


112

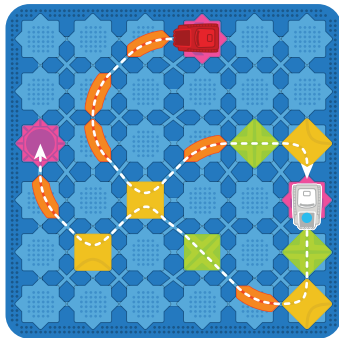


TWO BULLDOZERS  
RELAY MODE

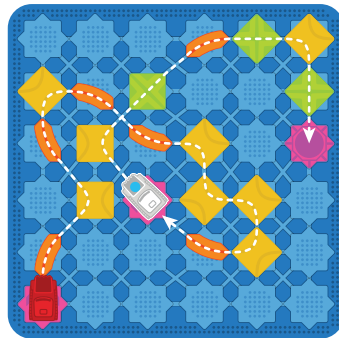
113



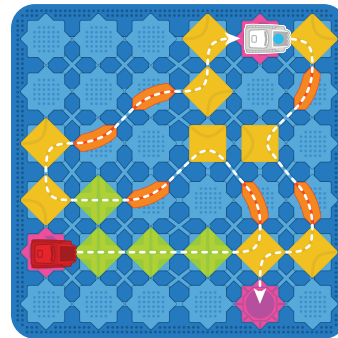
114



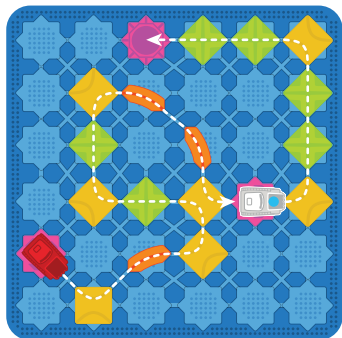
119



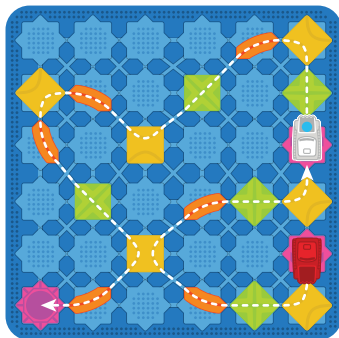
120



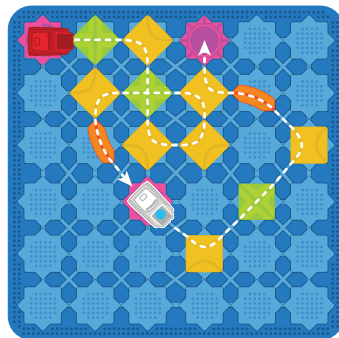
115



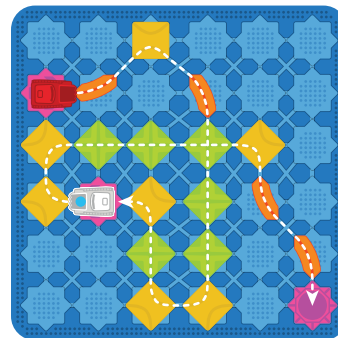
116



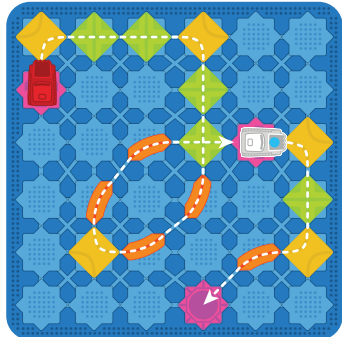
121



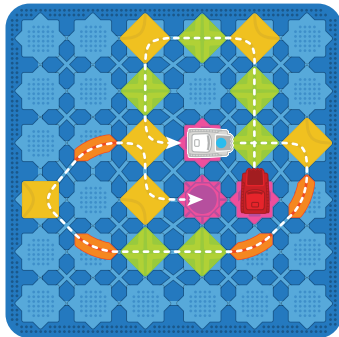
122



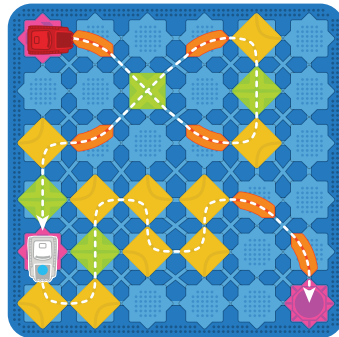
117



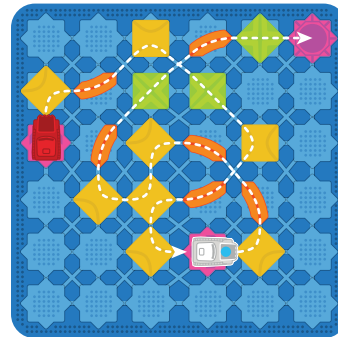
118



123

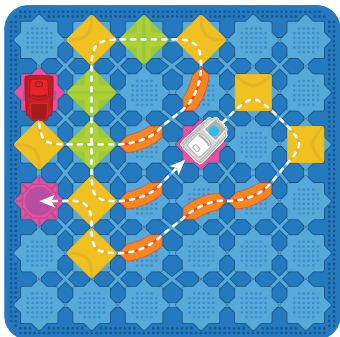


124

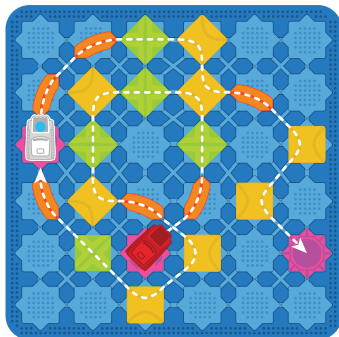


TWO BULLDOZERS  
RELAY MODE

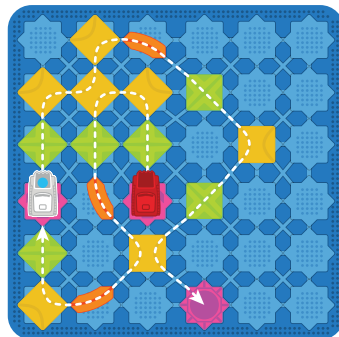
125



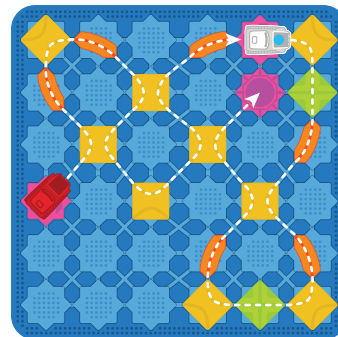
126



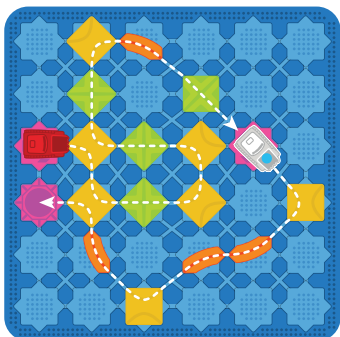
131



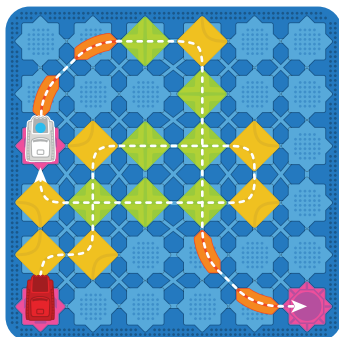
132



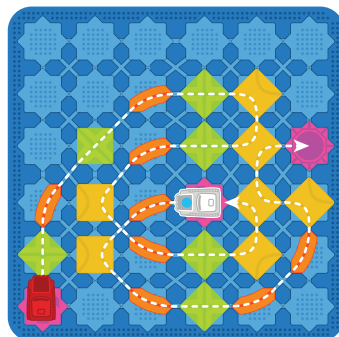
127



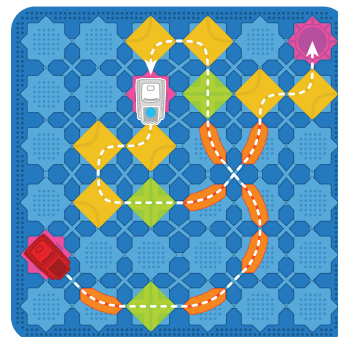
128



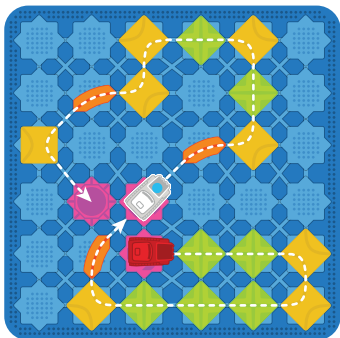
133



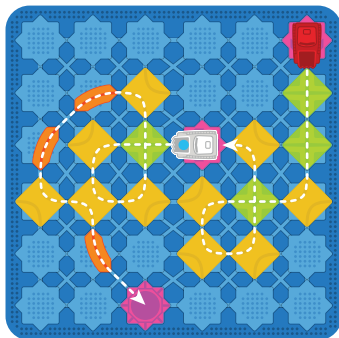
134



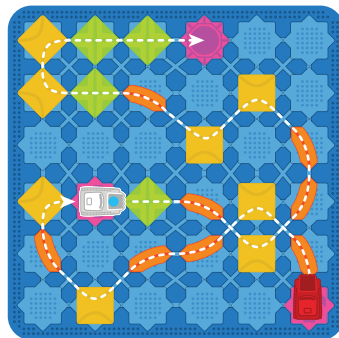
129



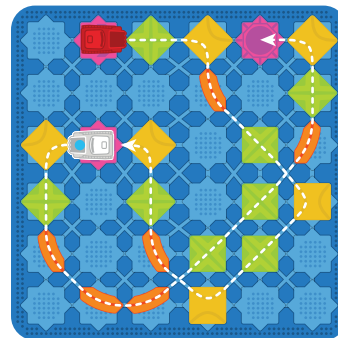
130



135



136

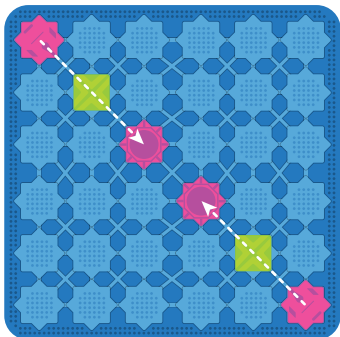




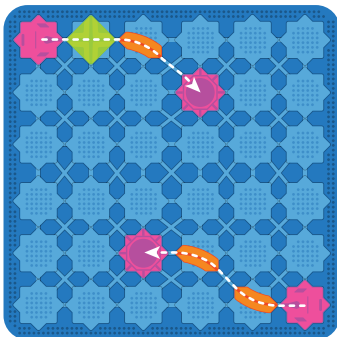
TWO PLAYERS  
COMPETITIVE  
MODE

TWO PLAYERS  
COMPETITIVE  
MODE

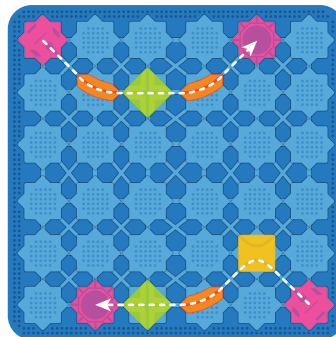
137



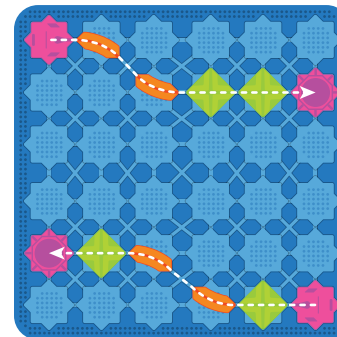
138



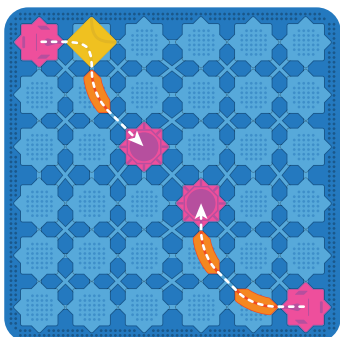
143



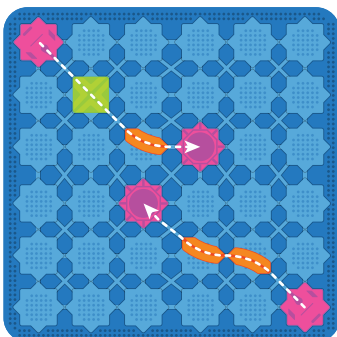
144



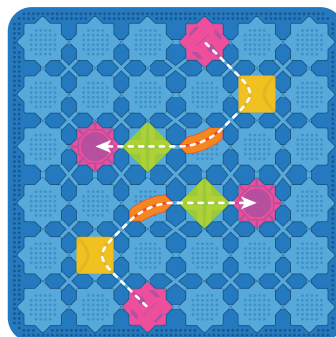
139



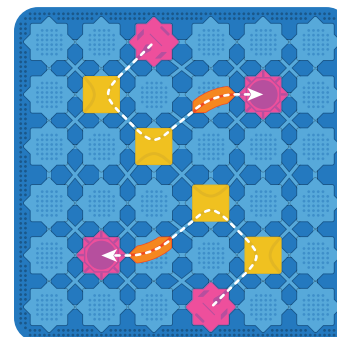
140



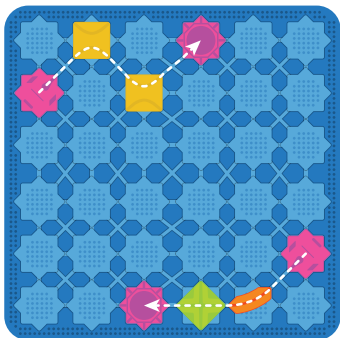
145



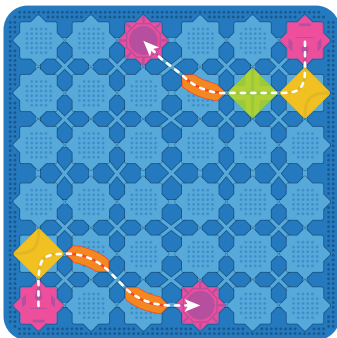
146



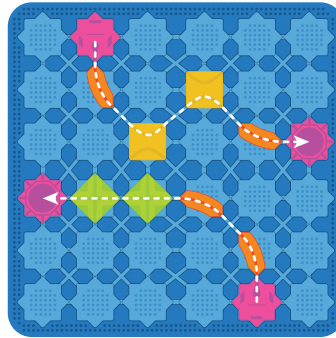
141



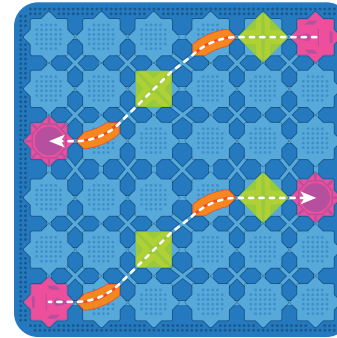
142



147



148

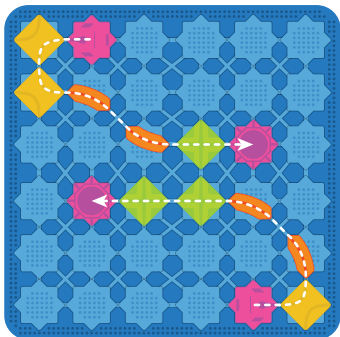




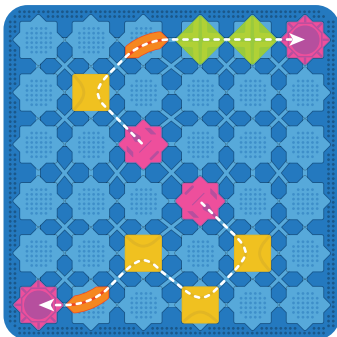
TWO PLAYERS  
COMPETITIVE  
MODE

# COLLECTION OF SOLUTIONS

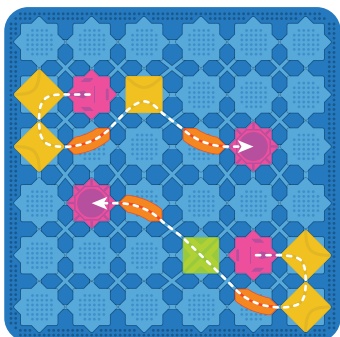
149



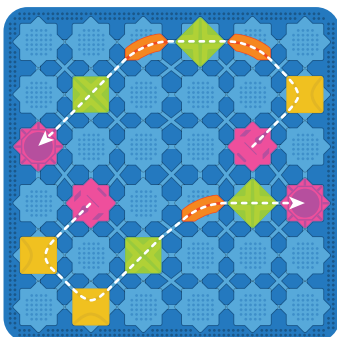
150



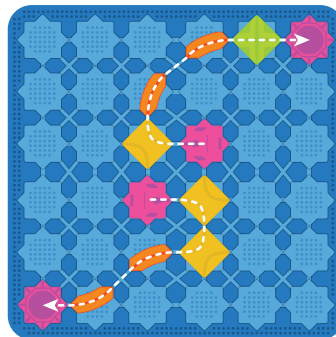
151



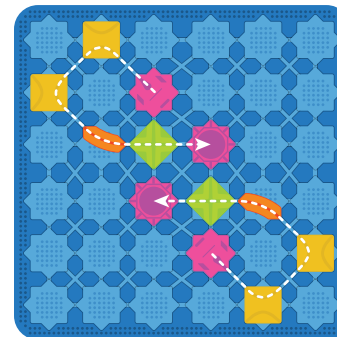
152



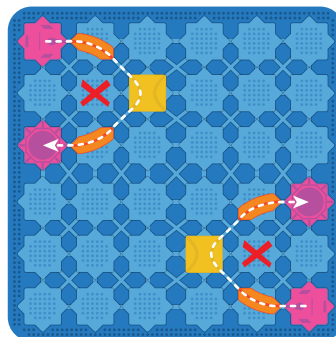
153



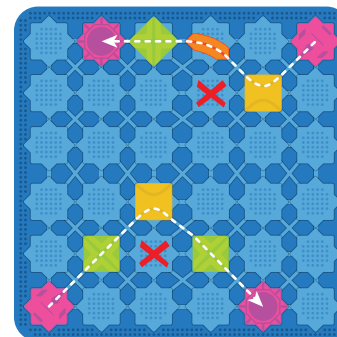
154



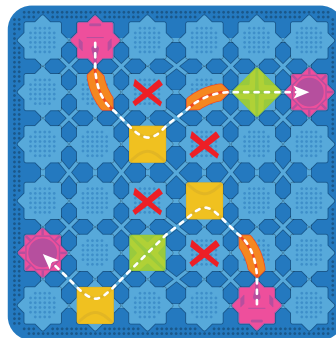
155



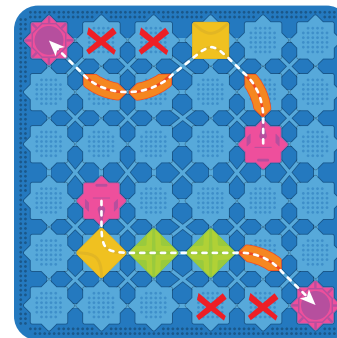
156



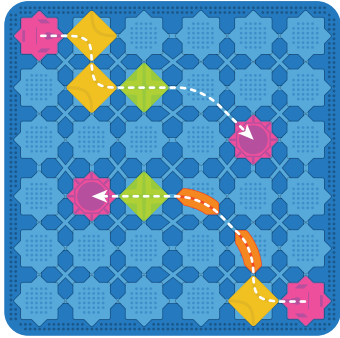
157



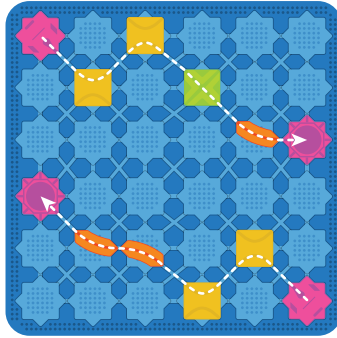
158



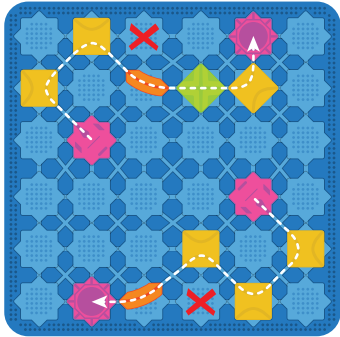
159



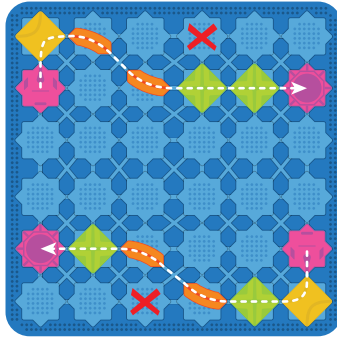
160



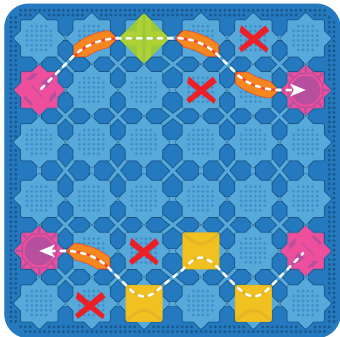
161



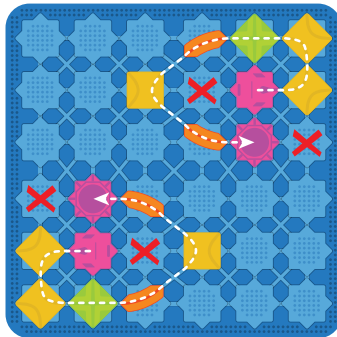
162



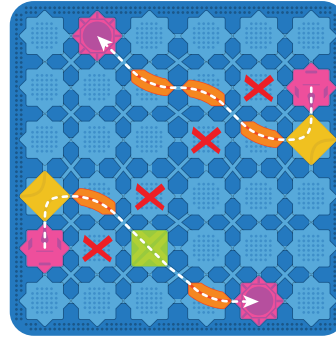
163



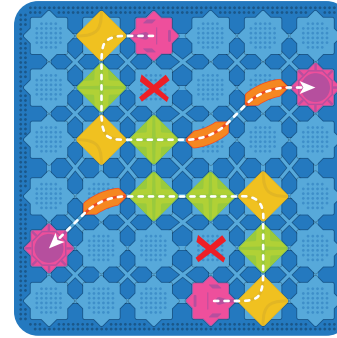
164



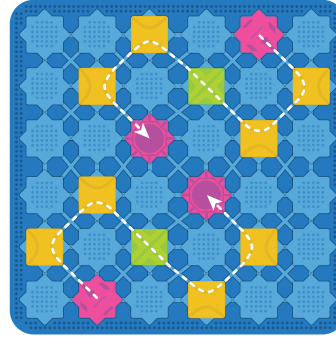
165



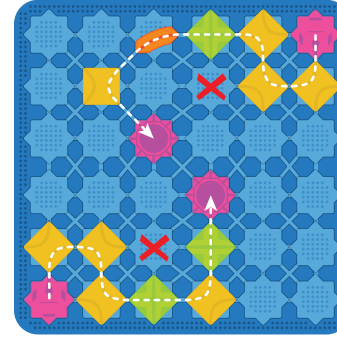
166



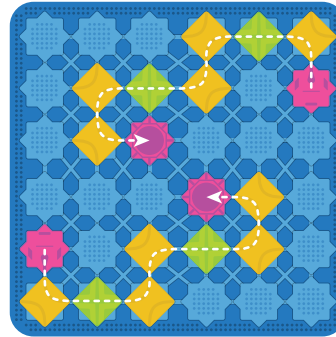
167



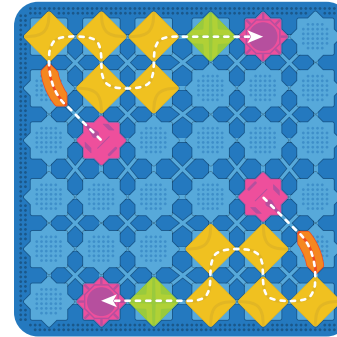
168



169



170



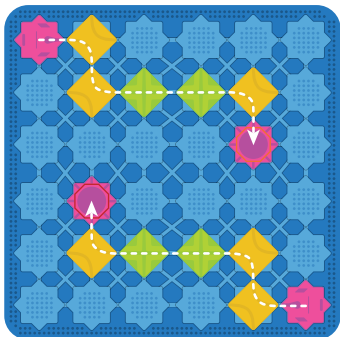
TWO PLAYERS  
COMPETITIVE  
MODE

COLLECTION OF SOLUTIONS

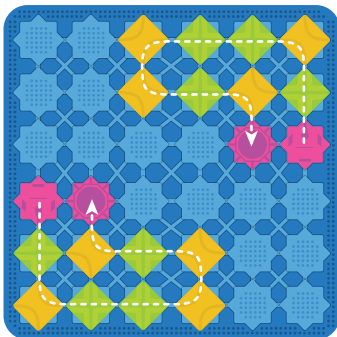
COLLECTION OF SOLUTIONS

TWO PLAYERS  
COMPETITIVE  
MODE

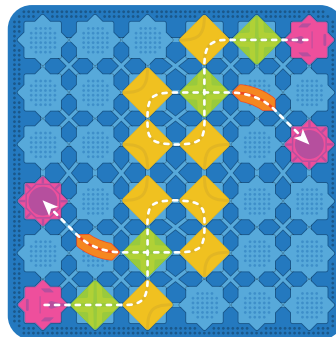
171



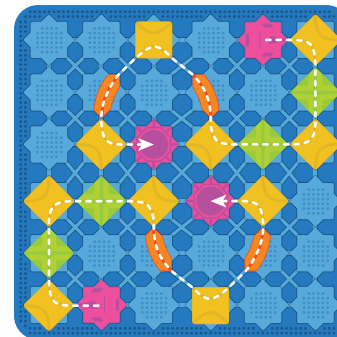
172



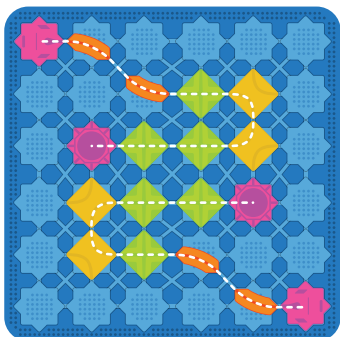
177



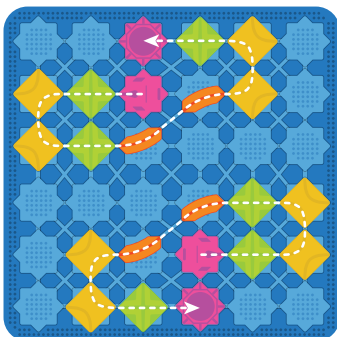
178



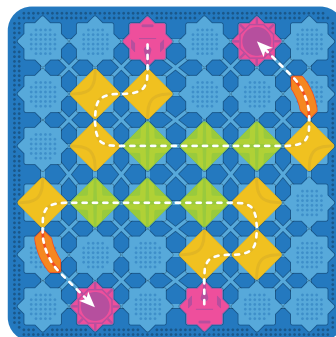
173



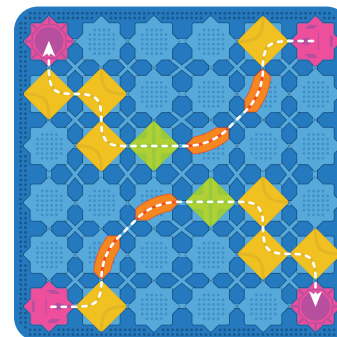
174



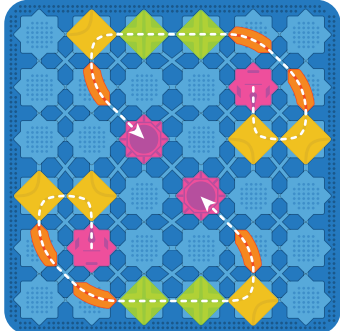
179



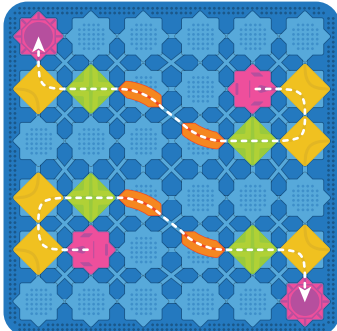
180



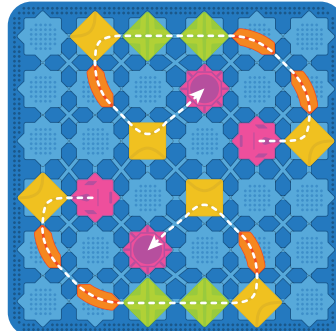
175



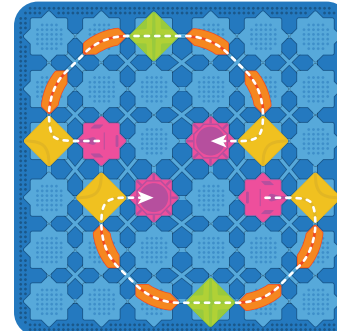
176



181



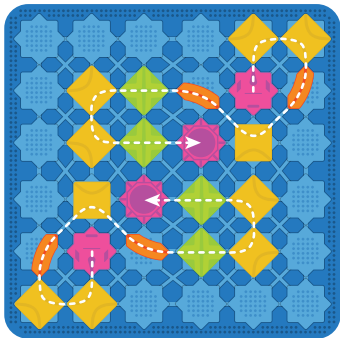
182



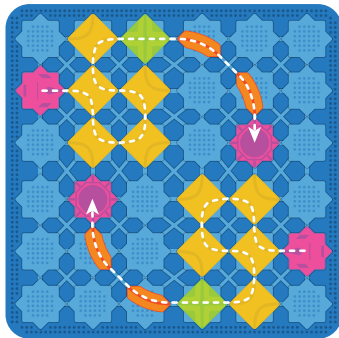


TWO PLAYERS  
COMPETITIVE  
MODE

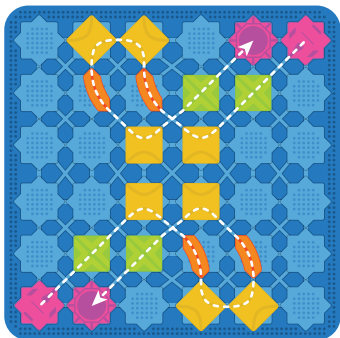
183



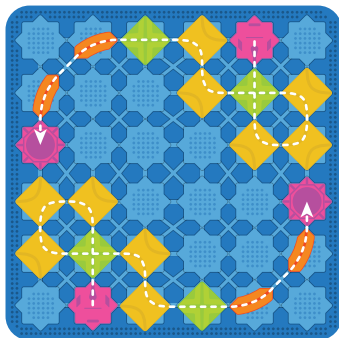
184



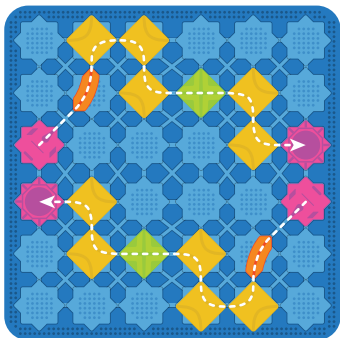
185



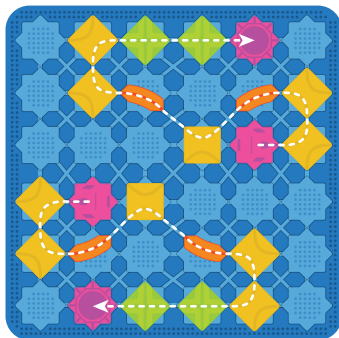
186



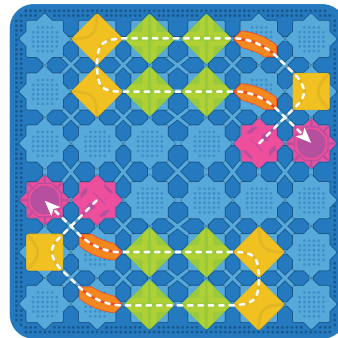
187



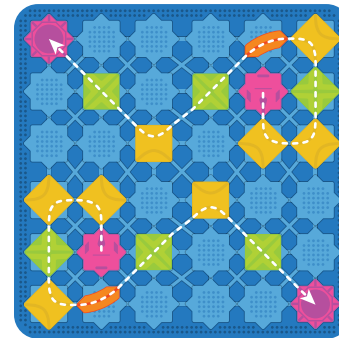
188



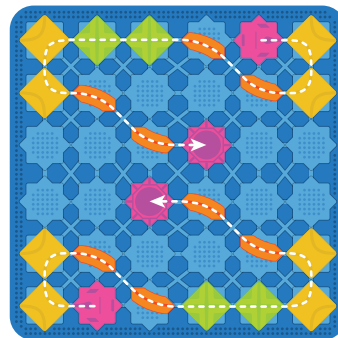
189



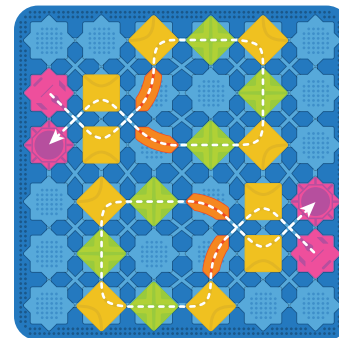
190



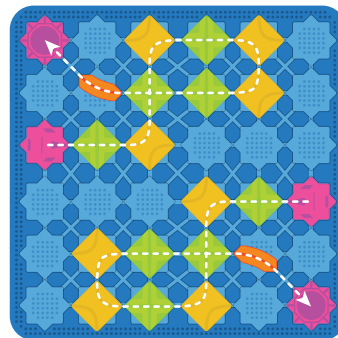
191



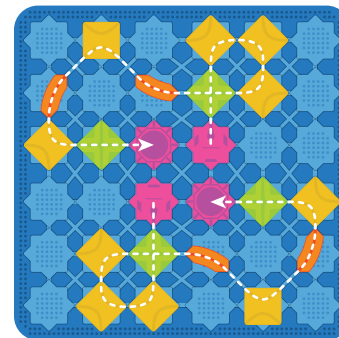
192



193



194

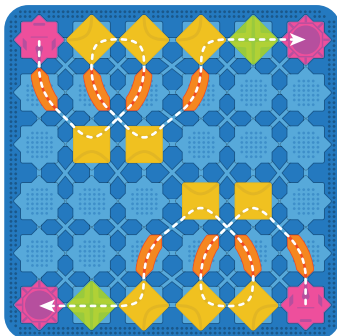




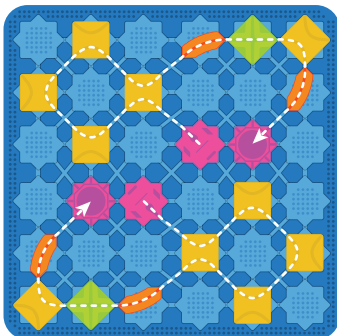
TWO PLAYERS  
COMPETITIVE  
MODE

# COLLECTION OF SOLUTIONS

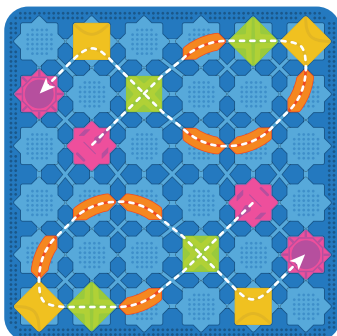
195



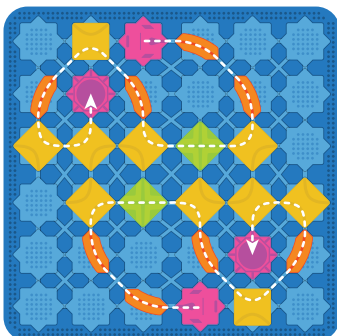
196



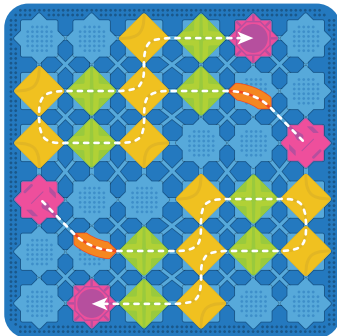
197



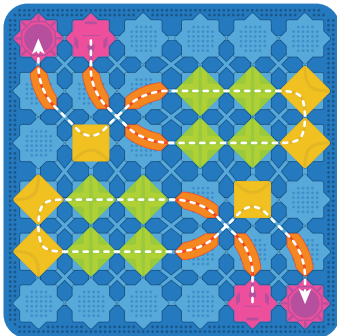
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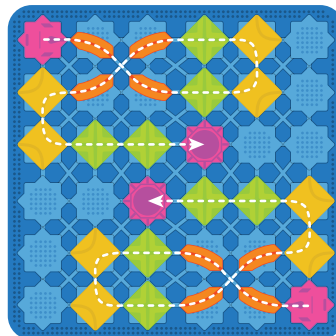
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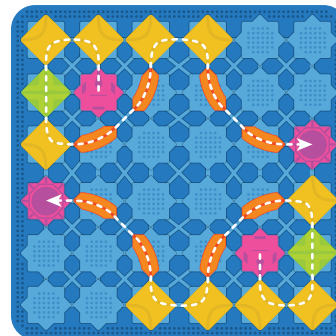
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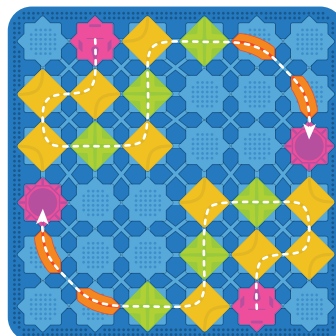
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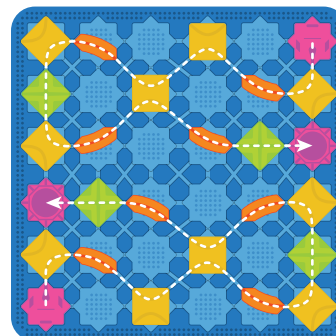
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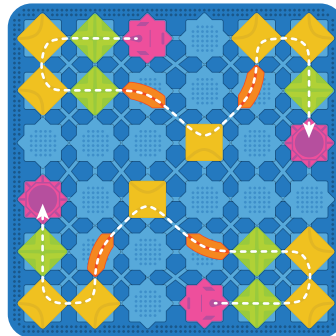
203



204



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