

REINER KNIZIA

BRAINS



TREASURE MAP

50 brainy puzzles for 1 player ages 8 and up
by Reiner Knizia

INSTRUCTIONS



SCHATZKARTE

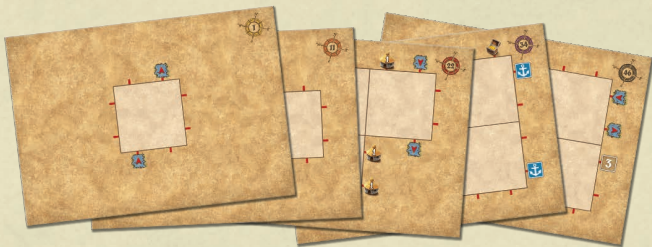
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anderen Seite dieses Heftes.



What's it about?

It is not as easy as it might seem at first glance to lay out the perfect Treasure Map – and it is even harder if you have to do it by following strict instructions. Will you manage to find the perfect Treasure Map tiles to finish all the tasks laid out before you?

What's inside?



25 Puzzle sheets - double-sided



8 Treasure Map tiles



*1 booklet with First
Hints and Solutions*

*this booklet
with instructions*



How does it work?

Choose 1 of the 50 puzzles from the **Puzzle sheets** and put it in front of you. Take the 8 **Treasure Map tiles** and hold them ready. Now you can start.

You try to fill each empty space on the **Puzzle sheet** with a **Treasure Map tile** in such a way that all the **Tasks** on the **Puzzle sheet** are fulfilled. You may **adjust** the **orientation** of a tile in any direction.

Each puzzle has **exactly one** solution. The puzzles are designed in such a way that smart deduction will lead to the solution much quicker than trial and error.

Easy or Hard?

We recommend solving the puzzles **in their numerical order** as they are divided into varying levels of **difficulty**:



1-10: Warm up



11-20: Hazardous paths



21-30: Treacherous terrain



31-40: For Experts only



41-50: Ultimate challenges



The Tasks



This path has to lead across the lake **in the direction of the arrow**. Take note: The arrow direction is of no importance for the fulfillment of all other tasks, when a path is leading across the lake.



This path has to pass by the **treasure chest**.



This path has to lead to a **red cross**. Take note: The paths **end** at the red crosses!



This path has to go through **exactly** this amount of **villages (hut symbol)**.



This path has to go through **exactly** this amount of **Treasure Map tiles**. A tile can count **multiple times** if the path crosses this tile **multiple times**.



Each same-colored **pair** of such **symbols** has to be **connected** by a path.

Example



Direction of arrows is of no importance here.

The paths end here.



Hints and Solutions

Should you ever lose your way, we will gladly help you to get back on the path! Just have the First Hints and Solutions booklet to hand:

- ▶ Reading it with the **"First Hints"** side up, you can find a first hint for all the puzzles numbered 2 to 50. Each hint shows the correct placement and orientation of exactly 1 Treasure Map tile on its Puzzle sheet.
- ▶ Reading it with the **"Solutions"** side up, you have the complete solution to each and every Puzzle sheet.

We hope you will have lots of fun sharpening your mind with these Treasure Maps. Should you ever be in doubt on your path, just take heed of this Proverb:

Not all treasure is silver and gold.

Credits

Design: Reiner Knizia

Illustration and Graphics: Andreas Resch

Box Design: Hans-Georg Schneider

English Translation: Benjamin Schönheiter

Realisation: Thygra Spiele



Pegasus Spiele

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Reiner Knizia and Pegasus Spiele express their gratitude to Sebastian Bleasdale for his enthusiastic contributions to the development of the puzzles and for writing the evaluation software for the puzzles. Many thanks to Iain Adams, Todd Etter, Gavin Hamilton, Ross Inglis, Kevin Jacklin, and Sally Spring.

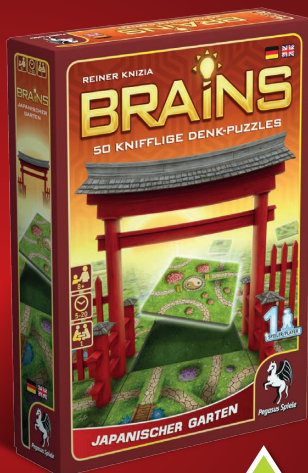
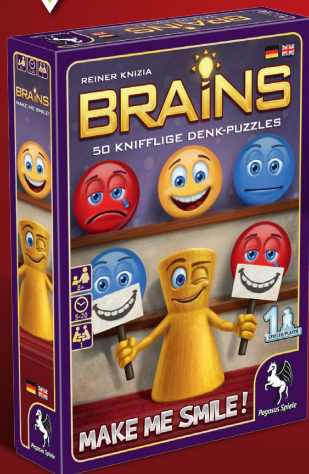
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