

GRAVITY MAZE®

FALLING MARBLE LOGIC GAME

This gravity powered logic maze is sure to put your visual perception and reasoning skills to the test. The translucent towers can be arranged in a wide variety of visually stimulating structures but, for each challenge, you'll have to think carefully to build a path that will carry your marble to its target. Sixty challenges, ranging in difficulty, will give you plenty of creative building time while you maneuver the maze in your mind! Once you've mastered all of the challenges, have fun constructing your own marble mazes and creating a few challenges of your own.

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OBJECT:

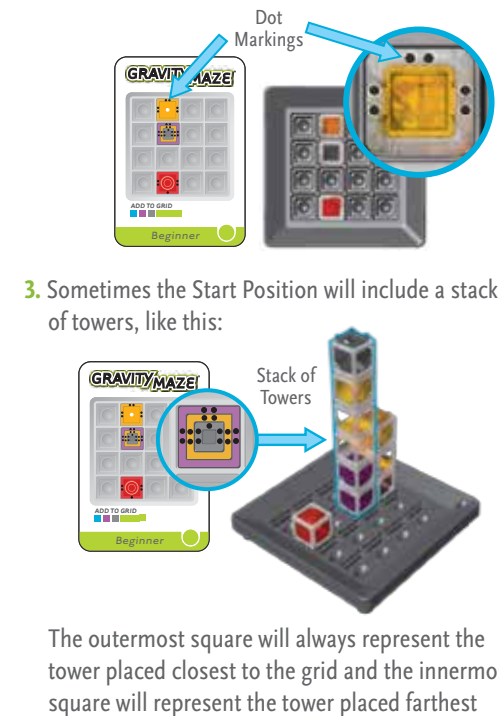
For each challenge, use the towers shown under "ADD TO GRID" to build a maze that will carry a marble from the Start Position to the Target Tower.



SETUP:

1. Select a challenge card.
2. Set up the towers on your grid to match the challenge card. For the challenge setup, the exact placement and orientation of each tower will be given. Make sure that you've positioned the towers correctly by using the dot markings along the edges of the towers for guidance.

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from the grid. In this example, the squares from outside to inside are: purple, orange, gray. So the towers will be stacked with the purple on the bottom, then orange, and gray on top.

4. Select the towers underneath the words "ADD TO GRID" for use in the challenge. Any towers not shown on the card will not be used.
5. Place one of the marbles in the marble holder on the rim of the game grid.

STEPS TO PLAY:

1. Place all the towers shown under "ADD TO GRID" to build your marble maze.

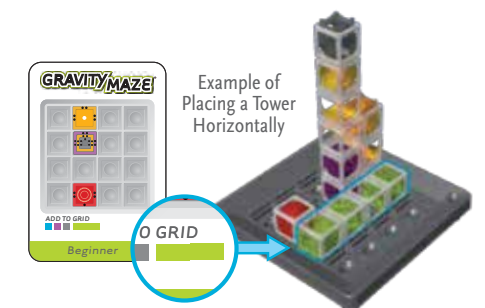
NOTE: You must follow the Building Rules starting on page 7.

2. For the "ADD TO GRID" towers, the exact location and orientation of the towers will not be given. However, you will be told whether a tower should be placed horizontally or vertically.

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Any towers that are to be placed vertically will be shown like this: 

Any towers that are to be placed horizontally will be shown like this: 



3. Once you feel that you've created a successful maze, drop a marble into the Start Position and watch it go.
4. If the marble ends in the Target Tower – YOU WIN!

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ThinkFun® is the world's leader in additively fun games that stretch and sharpen your mind. From lighting up young minds to creating fun for the whole family, ThinkFun's innovative games and mobile apps make you think while they make you smile.



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BUILDING RULES:

1. Towers shown on the grid in the challenge card illustration must stay in their fixed location and cannot be rotated or moved to a different cell.
2. Towers must be connected using the end with the flange so that they snap together.
3. Towers can be stacked, but never more than three towers high.
4. Additional towers cannot be stacked on top of the Start Position or the Target Tower.
5. A tower cannot be suspended above the Start Position or the Target Tower.
6. Two horizontal towers cannot be stacked on top of each other because there is no flange connection to keep them together.

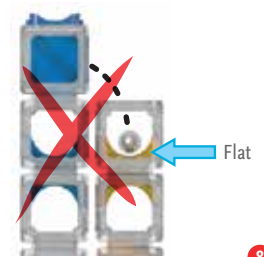
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7. Any horizontal towers that are suspended above the grid must be held up by at least two support towers.
8. Horizontal towers can never hang over (extend beyond) the edge of the grid.

9. A marble can never drop more than one level at a time.



10. A marble can never drop onto a flat.



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11. A marble can never travel horizontally (across either a flat or a corner) for more than one unit at a time before rolling down another ramp or reaching the Target Tower. It will lose too much momentum.



IF YOU GET STUCK:

Look on the back of your challenge card for the solution. Follow the dot pattern to make sure the towers are placed in the correct cell and oriented correctly. At the bottom of each card you'll see the path the marble takes to get from the Start Position to the Target Tower. **Note:** For some challenges there is more than one solution.

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CREATE YOUR OWN CHALLENGES:

One of the cool things about Gravity Maze™ is that you can just play around and have fun building all sorts of neat looking structures. While you're building, don't underestimate your own abilities—try your hand at designing a few challenges of your own!

ABOUT THE INVENTOR:

Oli Morris: inventor and model maker by day, game-busting, puzzle-decoding enthusiast by night! To pursue such passions, Oli rarely leaves his man-cave – aka Fuse London Ltd HQ. He's inspired by taking cool things apart and trying to put them back together and experimenting with the 3D printer. Ultimately, such a lifestyle leads to a lot of mess and dirty laundry, but, occasionally the end results are brain-bending creations like Gravity Maze. Fuse London Ltd is an established inventing group with over 100 licensed inventions worldwide.

CHALLENGE DEVELOPMENT BY:

Wei-Hwa Huang, Tyler Somer, Oliver Morris and Tanya Thompson.

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