BRAIN FITNESS
CROSS TRAIN YOUR BRAIN

Instructions and Solutions

PATHWORDS
WORD SEARCH EXTREME
PATHWORDS®
WORD SEARCH EXTREME

ThinkFun’s Brain Fitness games are designed as a fun way to help you exercise your brain. The 80 challenges will stretch your mental muscles, strengthening speed, focus, and memory. We recommend that you start with the beginner level and work through the challenges progressively. Just 15 minutes of play a day will reduce stress and provide a good brain workout. You’re on your way to a healthier brain!

For word search lovers who want a little extra brain workout, this is the game for you! In this amalgamation of polyominoes and word search, players select a challenge and then place the pieces onto the challenge so that the letters under each piece spell a word either forward or backward. Not only will this game give your vocabulary a run for its money, it will strengthen your visual perception and reasoning skills.

Includes:
- 80 Challenges
- 8 Puzzle Pieces
- Instructions & Solutions

Object:
Use the colored Puzzle Pieces to cover all the letters printed on your challenge card. Each puzzle piece must cover a single word that can be read forward or backward (not scrambled) and no blank spaces can appear under a Puzzle Piece.

Setup:
1. Select a challenge from the challenge booklet.
2. Select the required Puzzle Pieces as shown on the right side of each challenge card:
   - pciones shown.
   - All Puzzle Pieces are used.
   - The number of question marks equals the number of pieces you need to use but you will have to decide which pieces they are!
Steps To Play:

1. Place the colored Puzzle Pieces on the challenge so the letters under each Puzzle Piece spell a single, complete word when read forward or backward. For a correct solution:

   a. Words covered correctly by a Puzzle Piece will not be scrambled.
   b. Puzzle Pieces must be entirely within the challenge boundary.
   c. All letters on the challenge must be covered by Puzzle Pieces.
   d. No portion of a Puzzle Piece can cover an empty spot.
   e. When an icon is shown on the grid, use the word that represents the icon to make up a word. For example, “B”, “R” and “&” can be combined to make the word “BRAND”. Be careful with challenge 80, we've made it especially tricky!

   Example:

   Correctly solved challenge
   

2. When every letter is covered and all colored pieces spell a word, YOU WIN!

ACCEPTABLE WORDS:
PathWords® challenges use only words that can be found in a standard English dictionary. Abbreviations, prefixes or suffixes are not used, nor are words requiring a hyphen or an apostrophe, nor are proper nouns that require a capital letter.

About the Inventor:
Derrick Niederman has been creating word and number puzzles for more than thirty years. His first crossword puzzle was published by the New York Times in 1981, the same year he earned his Ph.D. in mathematics from MIT. Dozens of Niederman’s crossword puzzles have been published in the Times and other leading publications. Niederman has published several volumes of math puzzles and is the author of the recreational mathematics book Number Freak as well as the co-author of the quantitative reasoning classic, What the Numbers Say. Niederman is also the creator of the geometric puzzle 36 Cube, introduced by ThinkFun in 2008.

Challenge Development By:
Derrick Niederman and Tyler Somer
Solutions – Beginner

1. COP, EACH, LIMB, PLANT
2. BLOOM, BONGO, LOGO, MOON
3. DEAN, HUM, LACE, LICIT
4. BOX, FLAME, JAZZY, ORDER
5. APRON, RARE, THICK, SIGHT, WRECK
6. UH C, CHICK, CHUCK, CLICK, CLUCK
7. DEUH, CEAM, LATN, LICI
8. ADL, FAULT, GOLD, HAUL, LAUGH
9. HICAR, TWRKRS, ER EE1, CATHG, KPRON
10. LTRM, IA FM, LA LL, AFLL, LLIL
11. ALPHMet, PLAY, TORE, FAYAT, PLAT
12. COWBELL, COWBOY, COWHIDE, COWLICK, SCOWL
13. CONIC, GOING, ICON, IGLOO, LOGIC
14. BONY, BOY, HOBBY, HOLLY, ONLY
15. ER EM, MAT, PLAT, SHA, FLUFF
16. CUMIN, HUMID, TULIP, TUNIC, UNIT
17. LIPS, NOW (WON), TEAL, TERSE
18. ERR, HURRY, MARRY, MYRRH, ROAR, RUMOR
19. CHIC, WHICH, WITCH, WITH
BAYOU
BERET
SEA
THING

BOW
GENE
OXEN
PIANO

Q
PEXEN
INBOE
ANOWG

ALLAY
APPLY
AWRY
HAPPY
KAYAK
YAWN

APE
PPPL
RWKYLAY
YYAALN
KAYAW

ACHE
ACME
ALE
CACHE
CAMEL
PEACH
PLACE

APPLE
PAPER
PIPE
PUPA
PUPIL
UPPER

APUP
PPPPUP
EEAA
REEE
PIILPL
UPAP
PIEP

EKE
EWER
LEVEL
LEVER (REVEL)
WEEK
EEK

ACHE
ACME
ALE
CACHE
CAMEL
PEACH
PLACE

INN
KNOWN
NOON
NOUN
ONION
UNION

NUMBER 10
Solutions – Advanced

ALPHABET
AMUSED
APHID
AXIOM
DETAILS
EMPIRE
RHODIUM
STAUNCH

AMBER
MAMBA
MAMBO
MERE
MOM
MORE

APEX
ERASE
PLAID
TILE

APPEAR
ERASE
PLAID
TILE

Lower
MODEL
MOLAR
OLIVE
ZEBRA

ALPHABET
AMUSED
APHID
AXIOM
DETAILS
EMPIRE
RHODIUM
STAUNCH

AMBER
MAMBA
MAMBO
MERE
MOM
MORE

APEX
ERASE
PLAID
TILE

APPEAR
ERASE
PLAID
TILE

Lower
MODEL
MOLAR
OLIVE
ZEBRA
ThinkFun’s Mission is to Ignite Your Mind!

ThinkFun® is the world’s leader in addictively 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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