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TAKE-APART SOLUTION GUIDE

## History of the original Gordian Knot

The original Gordian Knot is a famous story from the eigth century B.C. Asia Minor. As the story goes, the people had lost their king and their oracle announced that the next person to ride into town pulling an oxcart would be the new ruler. That person was Gordius, who, once crowned, tied up his cart with an extremely intricate knot. Over time, legend grew that the person who solved the knot would rule the world. For 400 years the knot remained a puzzle until Alexander the Great solved it and went on to rule great kingdoms.
Since ancient times, the Gordian Knot has been synonymous with the unsolvable puzzle. Today the tradition of the world's toughest puzzle continues. Our modern version will challenge your intellect and try your patience, but who knows, once you solve Gordian's Knot ${ }^{\oplus}$, you too may rule great kingdoms.


This side of the guide contains step-by-step instructions on how to take the puzzle apart. If you flip the guide over, you'll see instructions on how to put it back to together.

## TAKING APART GORDIAN'S KNOT ${ }^{\circledR}$

Slide the colored pieces back and forth, moving and removing pieces as you are able. To solve the puzzle, you'll have to discover the right combination of moves in order to remove the pieces. Sometimes you'll have to move several pieces together at the same time. There are no trick moves! You'll never have to rotate, turn, or use brute force on any of the pieces.

The image opposite shows a sample set of instructions. The current step is described at the top of the page.
On the left is an image of what the puzzle should look like before you perform the instruction. The right image shows what the puzzle will look like after the instruction.

Move the orange, blue, and yellow pieces left.


There are six possible directions a piece can move: left, right, up, down, toward you, and away from you. (The images in this guide have been turned to the left slightly so that you can see more of the puzzle).

## MOVING THE PIECES

Unless an instruction specifically says to do differently, you should move each piece as far as it will go.
In each image, we've highlighted only the piece (or pieces) that move and muted all the other pieces.
Some of the instructions will specify the number of "units" that a puzzle piece, or set of pieces, should be moved
(a unit = the thickness of a puzzle piece-each piece is one unit thick, five units wide, and seven units long). In these cases, you need to be careful NOT to move the piece as far as it can go, and instead be careful to stop movement of the piece (or pieces) at the position indicated by the directions. The picture diagram will help make this task clear.

Book design: George A. Miller

## ABOUT THE INVENTOR

Gordian's Knot ${ }^{\circledR}$ was invented by Frans de Vreugd,
a Dutch puzzle inventor and originally named "Extreme Torture." The inventor used a computer program to determine the most difficult configuration possible for a six-piece puzzle.

## ABOUT THINKFUN®

ThinkFun ${ }^{\circledR}$ is the leading creator of mind challenging games. Since 1985, the company has produced award-winning games such as Rush Hour ${ }^{\circledR}$, River Crossing ${ }^{\circledR}$, and Aha! Brainteaser Classics ${ }^{\text {Tm }}$. Kids and adults alike look to ThinkFun to create hands-on, thought-provoking games that provide hours of fun-filled challenges. ThinkFun is committed to high-quality, innovative games that help people of all ages develop thinking skills through play. To learn more, please visit our website:
www.ThinkFun.com.




































STEP Move the red piece up.



## PUTTING GORDIAN'S KNOT ${ }^{\circledR}$ BACK TOGETHER

Putting Gordian's Knot ${ }^{\circledR}$ back together uses the same solution sequence as does taking it apart, except you follow all the steps in reverse order.

To help you with inserting a new piece into the puzzle, we have highlighted an image of that piece in its correct orientation in the corner of the page.


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