

It's Mr. Pants FAQ/Walkthrough (w/ ASchultz)

by Lisanne

Updated to v1.01 on Apr 12, 2007

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      88888      88      888      8888  
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  88  88  88      8888      8888  
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Status: Complete  
System: GameBoy Advance, Mobile and Gizmondo (written using the GameBoy Advance  
version)  
Authors: Lisa Harrison (Lisanne) and Andrew Schultz (ASchultz)
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~~CONTENTS~~

1. Introduction
2. Controls
3. Menu
4. How To Use This Guide
5. Easy Puzzle Mode Solutions
6. Medium Puzzle Mode Solutions
7. Hard Puzzle Mode Solutions
8. Special Puzzle Mode Solutions
9. Marathon Mode Guide
10. Wipeout Mode Guide
11. Unlockable Items and Modes
12. Things We Learned While Writing This Guide

One quick note: we use ASCII maps and coded solutions for every level. Scroll to section 4 ("How To Use This Guide") for information on how we've done this. This will be necessary before checking for puzzle solutions.

~~1. INTRODUCTION~~

"It's Mr Pants" is a simple puzzle game created by Rare. This is one of those wonderful occasions when a company releases a game for its fans - these are sadly becoming increasingly infrequent. Rare has created a game based on its own website mascot Mr Pants. If you are familiar with this character, then you were already probably looking forward to this game long before its release (or not believing that it was really in development!). If not, then don't worry at all because it's by no means necessary to know about the character and about Rare's online community in advance - in fact, this game should prove a worthy introduction! Consider it an eccentric game created purely for fun.

When it comes down to it, this is a fantastically simple and yet OH so addictive puzzle game with some of the most original graphics and sound (if not necessarily original gameplay) that I have seen in a recent release. It's easy to learn, it's easy to master, but the difficulty level increases quite rapidly as you progress, hence why I am writing this. I have included full level solutions for those moments when the in-game help just isn't giving you enough,

and plenty of additional information so you can ensure you haven't missed anything. Congratulations on buying such an entertaining game!

~~2. CONTROLS~~

D-pad controls movement around the play grid. Use this to move newly fallen pieces to your desired location.

A button is used to confirm the positioning of a piece.

B button rotates a piece before placing it.

Select awakens "Helpo" when you're having trouble completing a level.

NB - You need to fail three times first. Helpo isn't perfect. He often tells you that a perfectly good move isn't the right one, and if you make an illegal move he tells you you're wrong, too.

Start pauses the game.

~~3. MENU~~

Upon starting up the game, you will be taken to the menu (after selecting your save file).

The menu is shown as a series of charming-looking icons in a row. Navigate by using the D-pad and select an option by pressing the A button.

Question Mark - Puzzle Mode. Select this to play the puzzle mode. You will be presented with the sub-options of Easy, Medium as the available difficulty levels upon starting a new game. New choices of difficulty mode appear as you progress and unlock them. The Replay sub-option allows you to play through levels that you have previously completed.

Alarm Clock - Wipeout Mode. Select this for Wipeout, which basically operates like a Time Attack mode.

Pants filled with numbers - Marathon Mode. Select it for a test of your shape destroying endurance.

Bloke with a clipboard - Options. Fiddle with the settings. Sub-options are:
o Notepad represents Scores - see the High Scores for each different mode
o Painting represents Art Gallery to view your collection of unlocked art
o Laundry basket represents Save File management - switch between saved games, delete old save files individually or delete all saves and high scores (from left to right as the sub-sub-options appear on your screen after selecting Laundry Basket icon)

~~4. HOW TO USE THIS GUIDE~~

This guide could really have ballooned and made for awkward explanations without some notation. We've included ASCII maps for each level along with

notation for moves. When possible we've tried to highlight shorter versions of solutions. There are a few. Unfortunately, unlike in the game "Devil Dice", you don't get credit or special awards for cutting the computer short. Hopefully the notation will be straightforward. It saves us the trouble of re-typing "rotate this-a-way and move it here." It's based roughly on algebraic notation in chess, but don't go running off and screaming. It could be much worse--based on descriptive. </geek joke>

Here is what a default board looks like. The grid is 13 x 13, just like the game's grid.

```

  A B C D E F G H I J K L M
+--+--+--+--+--+--+--+--+--+
N|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.|.|.|.|.|.|.|.|.|.P
Q|.|.|.|.|.|.|.|.|.|.|.|.|.Q
R|.|.|.|.|.|.|.|.|.|.|.|.|.R
S|.|.|.|.|.|.|.|.|.|.|.|.|.S
T|.|.|.|.|.|.|.|.|.|.|.|.|.T
U|.|.|.|.|.|.|.|.|.|.|.|.|.U
V|.|.|.|.|.|.|.|.|.|.|.|.|.V
W|.|.|.|.|.|.|.|.|.|.|.|.|.W
X|.|.|.|.|.|.|.|.|.|.|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.Z
+--+--+--+--+--+--+--+--+--+
  A B C D E F G H I J K L M

```

There are four block colors in It's Mr. Pants. Red, green, blue and yellow. They will be represented, respectively, by r, G, b and y. These letters all look different enough that there should be little confusion.

Moves are also simply written. First, we have a laundry list of the pieces, which could help you solve the level without looking at a solution. We combine the four colors, R/G/B/Y, with the different types of piece.

1 = 1x1 | 2 = 1x2 | 3 = 1x3 | 4 = 1x4 | bx = 2x2 box

There are 3 L's.

```

      .      .
    .      .      .
L= .. L+ .. L- ..

```

We don't distinguish pieces by how they are rotated. You have enough time for doing so in puzzle mode. Basically though we want to ID L+ as "can rotate to L" and L- as "to its mirror image." L= can rotate to its own mirror image. We also number moves, and if a move causes a rectangle to appear, it is noted, so you do not lose track in case the instructions become confusing or (urg) wrong. (And if they are, let us know.) Multiple rectangles with one piece are indicated by, say, 5x2/B2x3/Y2x4 (because we know the color of the first, which we assume contains the piece just dropped.) This should help clarify immediately if a solution is wrong (if a rectangle appears/doesn't appear when it shouldn't/should) or assure you you're on the right track.

With regards to placing, we use grid references. Referring to the grid provided at the start of each level, you can use the reference to see which point of the grid the piece should be placed at.

I'll explain this by means of an example:

R|.|.|.r|r|.|.|.|.|.|.|.|.|.R
S|.|.|.r|r|.|.|.|.|.|.|.|.|.S
T|.|.|.|.|.|.|.|.|.|.|.|.|.|.T
U|.|.|.|.|.|.|.|.|.|.|.|.|.|.U
V|.|.|.|.|.|.|.b|b|b|.|.|.V
W|.|.|.|.|.|.|.b|.b|.|.|.W
X|.|.|.|.|.|.|.b|b|b|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.Z
-+-+-+
|A|B|C|D|E|F|G|H|I|J|K|L|M|

Pieces: R2 B1

1. R2 er-es
2. B1 iw

Easy 2: Cut Up

=====

|A|B|C|D|E|F|G|H|I|J|K|L|M|
-+-+-+
N|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.y|y|y|.|.|.O
P|.|.|.|.|.|.|.y|g|y|.|.|.P
Q|.|.|.|.|.|.|.g|g|g|.|.|.Q
R|.|.|.|.|.|.|.g|g|g|.|.|.R
S|.|.|.|.|.|.|.|.|.|.|.|.|.S
T|.|.|.|.|.|.|.|.|.|.|.|.|.T
U|.|.|.g|g|y|y|y|y|.|.|.|.U
V|.|.|.g|g|y|y|y|y|.|.|.|.V
W|.|.|.g|g|g|g|y|y|.|.|.|.W
X|.|.|.g|g|g|g|y|y|.|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.Z
-+-+-+
|A|B|C|D|E|F|G|H|I|J|K|L|M|

Pieces: Y1 Gbx

1. Y1 ip
2. Gbx eu-fv

Easy 3: Spin It

=====

|A|B|C|D|E|F|G|H|I|J|K|L|M|
-+-+-+
N|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.g|g|g|g|.|.|.|.|.|.|.O
P|.|.g|g|g|g|.|.b|b|b|b|b|.P
Q|.|.g|.|.|.g|.|.b|b|b|b|b|.Q
R|.|.g|g|.|.g|.|.|.y|y|b|.R
S|.|.g|g|.|.g|.|.|.y|b|b|.S
T|.|.|.|.|.|.|.|.|.y|y|y|.T
U|.|.|.|.|.|.|.|.|.y|y|y|.U
V|.|.|.|.|.|.|.|.|.y|y|y|.V
W|.|.r|.|.|.|.r|.|.y|y|y|.W
X|.|.r|r|r|r|r|r|.|.|.|.|.X
Y|.|.r|r|r|r|r|r|.|.|.|.|.Y

```
Z|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Z
-+-+-+-+
|A|B|C|D|E|F|G|H|I|J|K|L|M|
```

Pieces: R4 GL+ YL=

1. R4 cw-dw-ew-fw 6x3
2. GL+ cq-dq-dr-ds 4x5
3. YL= ks-ls-lr B5x2 Y3x6

Easy 4: Cross

=====

```
|A|B|C|D|E|F|G|H|I|J|K|L|M|
-+-+-+-+
N|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.g|g|g|.|.|.|.|.|.O
P|.|.|.|.|.|.g|g|g|.|.|.|.|.|.P
Q|.|.|.|.|.|.g|g|g|.|.|.|.|.|.Q
R|.|.|.|.|.|.g|g|g|.|.|.|.|.|.R
S|.g|g|g|g|g|g|g|g|g|g|g|.S
T|.g|g|g|g|g|g|g|g|g|g|g|.T
U|.g|g|g|g|g|g|g|g|g|g|g|.U
V|.|.|.|.|.|.g|g|g|.|.|.|.|.|.V
W|.|.|.|.|.|.g|g|g|.|.|.|.|.|.W
X|.|.|.|.|.|.g|g|g|.|.|.|.|.|.X
Y|.|.|.|.|.|.g|g|g|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Z
-+-+-+-+
|A|B|C|D|E|F|G|H|I|J|K|L|M|
```

Pieces: R3 RL= R1 R2

1. R3 fs-gs-hs 3x4
2. RL= ft-fu-gu 4x3
3. R1 hu 3x4
4. R2 gt ht 4x3

Easy 5: Lighthouse

=====

```
|A|B|C|D|E|F|G|H|I|J|K|L|M|
-+-+-+-+
N|b|b|b|b|b|b|b|b|b|b|b|b|N
O|b|b|b|b|b|y|y|b|b|b|b|b|b|O
P|b|b|b|b|b|y|y|b|b|b|b|b|b|P
Q|b|b|b|b|r|r|r|r|b|b|b|b|b|Q
R|b|b|b|b|.|.|.|.b|b|b|b|b|R
S|b|b|b|b|r|r|r|r|b|b|b|b|b|S
T|b|b|b|b|.|.|.|.b|b|b|b|b|T
U|b|b|b|b|r|r|r|r|b|b|b|b|b|U
V|b|b|b|b|.|.|.|.b|b|b|b|b|V
W|b|b|b|b|r|r|r|r|b|b|b|b|b|W
X|g|g|g|g|.|.|.|.g|g|g|g|g|X
Y|g|g|g|g|r|r|r|r|g|g|g|g|g|Y
Z|g|g|g|g|g|g|g|g|g|g|g|g|Z
-+-+-+-+
|A|B|C|D|E|F|G|H|I|J|K|L|M|
```

Pieces: YL- R4 YL+ R4 R4

1. YL- ep-eo-en-fn 4x10
2. R4 ez-fz-gz-hz G4x3,5x3 R4x2
3. YL+ gn-hn-ho-hp Y4x3 B5x10
4. R4 er-fr-gr-hr 4x3
5. R4 ev-fv-gv-hv 4x3

Easy 6: Hoop

=====

```

|A|B|C|D|E|F|G|H|I|J|K|L|M|
--+-+--+--+--+--+--+--+--+--+--+--
N|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.P
Q|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Q
R|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.R
S|.|.|.|.|.|.r|r|r|.|.|.|.|.|.S
T|.|.|.|.|.|.r|r|.|.|.|.|.|.|.|.|.T
U|.|.|.|.|.|.r|r|r|.|.|.|.|.|.U
V|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.V
W|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.W
X|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Z
--+-+--+--+--+--+--+--+--+--+--+--
|A|B|C|D|E|F|G|H|I|J|K|L|M|

```

Pieces: G2 B2 Y2 R2

1. G2 gt-ht
2. B2 gt-ht
3. Y2 gt-ht
4. R2 gt-ht

Easy 7: Dogtastic

=====

```

|A|B|C|D|E|F|G|H|I|J|K|L|M|
--+-+--+--+--+--+--+--+--+--+--+--
N|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.P
Q|.|.|.|.|.r|r|r|.|.|.|.|.|.|.|.Q
R|.|.|.r|r|r|r|.|.|.|.|.|.|.|.R
S|.|.|.r|r|r|r|.|.|.|.|.|.|.|.S
T|.|.|.r|r|r|b|b|b|b|.|.|.|.|.T
U|.|.|.|.|.b|b|b|b|.|.|.|.|.|.U
V|.|.|.|.|.b|b|b|b|.|.|.|.|.|.V
W|.|.|.|.|.b|b|b|.|.|.|.|.|.|.W
X|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Z
--+-+--+--+--+--+--+--+--+--+--+--
|A|B|C|D|E|F|G|H|I|J|K|L|M|

```

Pieces: G1 G1 G1 R1 B1 B1 B1

1. G1 dq
2. G1 gt
3. G1 jw

- 4. R1 dq
- 5. B1 jw
- 6. R1 gt 4x4
- 7. B1 gt 4x4

Easy 8: Explosive

=====

```
|A|B|C|D|E|F|G|H|I|J|K|L|M|
-+-+-+-----
N|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.P
Q|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Q
R|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.R
S|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.S
T|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.T
U|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.U
V|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.V
W|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.W
X|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Z
-+-+-+-----
|A|B|C|D|E|F|G|H|I|J|K|L|M|
```

Pieces: RL+ BL= BL2 R2 YL= YL=

- 1. RL+ gs-gr-hr-ir
- 2. BL= gp-hp-hq
- 3. BL2 fp-fq 3x2
- 4. R2 er-fr 5x9
- 5. YL= fp-gp-go
- 6. YL= hp-ip-io 4x2

Easy 9: Tricky Too

=====

```
|A|B|C|D|E|F|G|H|I|J|K|L|M|
-+-+-+-----
N|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.P
Q|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Q
R|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.R
S|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.S
T|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.T
U|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.U
V|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.V
W|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.W
X|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Z
-+-+-+-----
|A|B|C|D|E|F|G|H|I|J|K|L|M|
```

Pieces: RL= YL= BL=

- 1. RL= et-ft-fs 2x6
- 2. YL= gt-ht-hu G5x2

3. BL= hu-iu-it 2x5 Y5x2

Easy 10: Train

=====

```
|A|B|C|D|E|F|G|H|I|J|K|L|M|
-+-+-+-+---+---+---+---+---+---+---+
N|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|.r|r|.|.|.|.|.|.|.|.|.|.|.|.P
Q|.r|r|.|.|.|.g|g|g|g|.|.|.Q
R|.r|r|.|.|.|.g|.g|.|.|.R
S|.r|r|.|.y|.g|.g|.r|r|S
T|r|r|r|r|r|r|g|g|g|g|r|r|T
U|r|r|r|r|r|r|g|g|g|g|r|r|U
V|r|r|r|r|r|r|g|b|b|b|r|r|V
W|.r|b|b|r|b|b|g|b|b|b|r|W
X|.|.b|b|.b|b|.b|b|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.Z
-+-+-+-+---+---+---+---+---+---+
|A|B|C|D|E|F|G|H|I|J|K|L|M|
```

Pieces: Bbx G2 Y3 B2 G2 Y4 R1 B3

- 1. Bbx aw-bx 4x2
- 2. G2 ir-is
- 3. Y3 bs-cs-ds R2x3
- 4. B2 ew-ex 3x2 R7x3
- 5. G2 kr-ks
- 6. Y4 bt-ct-dt-et 4x2
- 7. R1 lw 2x5
- 8. B3 hv-hw-hx 4x3 G4x5

Easy 11: Four Parts

=====

```
|A|B|C|D|E|F|G|H|I|J|K|L|M|
-+-+-+-+---+---+---+---+---+---+
N|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.|.|.|.|.|.|.|.|.|.|.P
Q|.|.|.r|r|r|b|b|b|.|.|.|.Q
R|.|.|.r|r|.b|b|.|.|.|.R
S|.|.|.r|r|.b|b|.|.|.S
T|.|.b|b|.r|r|.|.|.T
U|.|.b|b|.r|r|.|.|.U
V|.|.b|b|b|r|r|r|.|.|.V
W|.|.|.|.|.|.|.|.|.|.|.W
X|.|.|.|.|.|.|.|.|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.Z
-+-+-+-+---+---+---+---+---+---+
|A|B|C|D|E|F|G|H|I|J|K|L|M|
```

Pieces: BL+ RL- B1 R1

- 1. BL+ ft-gt-gu-gv R2x3
- 2. RL- fs-gs-gr-gq B2x3
- 3. B1 fu 4x3

4. R1 fr 4x3

Easy 12: Box

=====

```

|A|B|C|D|E|F|G|H|I|J|K|L|M|
-+-+--+--+--+--+--+--+--+--+--+--+
N|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.y|y|.|.|.|.|.|.|.|.O
P|.|.|.|.|.|.y|y|y|y|.|.|.|.|.|.P
Q|.|.|.|.|.|.y|y|y|y|y|y|.|.|.|.|.Q
R|.|.|.y|y|y|y|y|y|y|.|.|.|.R
S|.|.g|y|y|y|y|y|y|r|.|.|.S
T|.|.g|g|y|y|y|y|r|r|.|.|.T
U|.|.g|g|g|y|y|r|r|r|.|.|.U
V|.|.g|g|g|g|r|r|r|r|.|.|.V
W|.|.g|g|g|r|r|r|.|.|.|.W
X|.|.|.|.g|g|r|r|.|.|.|.X
Y|.|.|.|.g|r|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.Z
-+-+--+--+--+--+--+--+--+--+--+--+
|A|B|C|D|E|F|G|H|I|J|K|L|M|

```

Pieces: Y3 RL= GL= YL= R3 B3 Y3 R3 G3 YL= RL= GL=

1. Y3 co-cp-cq
2. RL= hy-iy-ix
3. GL= dx-dy-ey
4. YL= dp-do-eo
5. R3 jw-jx-jy
6. B3 cw-cx-cy
7. Y3 ho-io-jo
8. R3 gs-hs-is
9. G3 ds-es-fs
10. YL= ip-jp-jq 8x4
11. RL= gu-gt-ht 4x7
12. GL= et-ft-fu 4x7

Easy 13: Rings

=====

```

|A|B|C|D|E|F|G|H|I|J|K|L|M|
-+-+--+--+--+--+--+--+--+--+--+--+
N|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.|.|.b|b|b|b|.|.|.P
Q|.|.|.|.|.|.b|.|.b|.|.|.Q
R|.|.|.|.y|y|y|y|.b|.|.|.R
S|.|.|.|.y|.b|y|b|b|.|.|.S
T|.|.r|r|r|r|.y|.|.|.|.T
U|.|.r|.y|r|y|y|.|.|.|.U
V|.|.r|.|.r|.|.|.|.|.V
W|.|.r|r|r|r|.|.|.|.|.W
X|.|.|.|.|.|.|.|.|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.Z
-+-+--+--+--+--+--+--+--+--+--+--+
|A|B|C|D|E|F|G|H|I|J|K|L|M|

```

Pieces: YL= YL= RL= Bbx BL= Rbx

1. YL= et-ft-fu
2. YL= fs-gs-gt 4x4
3. RL= du-dv-ev
4. Bbx gr-hs
5. BL= hq-iq-ir 4x4
6. Rbx et-fu 4x4

Easy 14: Bulls Head

=====

```

|A|B|C|D|E|F|G|H|I|J|K|L|M|
-+-+-+---+---+---+---+---+---+---+
N|.|.|.|.|.|.|.|.|.|.|.|.|.|N
O|.|.|.|.|.|.|.|.|.|.|.|.|.|O
P|.|.|.|y|.|.|.|.|y|.|.|.|P
Q|.|.|.|y|y|y|r|y|y|y|.|.|.|Q
R|.|.|.|.|r|r|r|r|r|.|.|.|R
S|.|.|.|.|r|r|r|.|.|.|.|S
T|.|.|.|.|b|r|b|.|.|.|.|T
U|.|.|.|.|r|r|r|.|.|.|.|U
V|.|.|.|y|r|r|r|y|.|.|.|V
W|.|.|.|y|y|y|y|y|.|.|.|W
X|.|.|.|y|b|y|b|y|.|.|.|X
Y|.|.|.|y|y|y|.|.|.|.|Y
Z|.|.|.|.|.|.|.|.|.|.|Z
-+-+-+---+---+---+---+---+---+
|A|B|C|D|E|F|G|H|I|J|K|L|M|

```

Pieces: YL- RL= RL= Y3 BL= Y2 B2 R1 BL= R1

1. YL- ep-fp-gp-gq
2. RL= es-et-ft
3. RL= ht-it-is
4. Y3 fv-gv-hv
5. BL= ex-ey-fy
6. Y2 hp-ip 7x2
7. B2 gx-gy
8. R1 eu
9. BL= hy-iy-ix 5x2 Y5x2??
10. R1 iu 5x4

Easy 15: Kiss

=====

```

|A|B|C|D|E|F|G|H|I|J|K|L|M|
-+-+-+---+---+---+---+---+---+
N|.|.|.|.|.|.|.|.|.|.|.|.|N
O|.|.|.|.|.|.|.|.|.|.|.|.|O
P|.|.|.|.|.|.|.|.|.|.|.|.|P
Q|.|.|y|y|.|.|.|.|b|b|.|.|.|Q
R|.|.|y|y|y|.|.|b|b|b|.|.|R
S|.|.|y|y|r|r|b|b|.|.|.|S
T|.|.|.|r|r|r|r|.|.|.|.|T
U|.|.|.|r|r|r|r|.|.|.|.|U
V|.|.|b|b|r|r|y|y|.|.|.|V
W|.|b|b|b|.|y|y|y|.|.|W
X|.|b|b|.|.|y|y|.|.|X
Y|.|.|.|.|.|.|.|.|.|.|Y
Z|.|.|.|.|.|.|.|.|.|.|Z

```

+-+-+-+
|A|B|C|D|E|F|G|H|I|J|K|L|M|

Pieces: YL- BL+ YL- BL+ YL+ BL- YL+ BL- Ybx B1 B1

1. YL- cs-ct-dt-et
2. BL+ ht-it-jt-js
3. YL- hu-iu-ju-jt
4. BL+ cv-cu-du-eu R2x4
5. YL+ eq-fq-fr-fs
6. BL- ex-fx-fw-fv
7. YL+ gv-gw-gx-hx
8. BL- hq-gq-gr-gs
9. Ybx ft-gu
10. B1 gt 4x4
11. B1 fu 4x4 Y4x4 Y4x4

Easy 16: Fort Pants

=====

|A|B|C|D|E|F|G|H|I|J|K|L|M|
+-+-+-+
N|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.y|y|y|y|y|y|y|r|.|.|.O
P|.|.|.y|y|y|y|y|y|y|r|r|r|.|.P
Q|.|.|.y|y|y|y|y|y|y|r|r|b|.|.Q
R|.|.y|y|y|y|y|y|y|r|r|b|b|.|.R
S|.|.y|y|y|y|y|y|y|r|b|b|b|.|.S
T|.|.g|g|g|g|g|g|g|b|b|b|b|.|.T
U|.|.g|g|g|g|g|g|g|b|b|b|b|.|.U
V|.|.g|g|g|g|.|.g|b|b|b|b|.|.V
W|.|.g|.|.g|.|.g|b|b|b|.|.|.W
X|.|.g|.|.g|g|g|g|b|b|.|.|.|.X
Y|.|.g|.|.g|g|g|g|b|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.|.Z
+-+-+-+
|A|B|C|D|E|F|G|H|I|J|K|L|M|

Pieces: R1 YL- Gbx YL- RL= G3 Y2 B3 G3 B2 BL=

1. R1 lo
2. YL- bq-bp-bo-co
3. Gbx fv-gw
4. YL- ir-jr-jq-jp
5. RL= kr-lr-lq 2x4
6. G3 cw-cx-cy
7. Y2 is-js
8. B3 lw-lx-ly
9. G3 dw-dx-dy 7x6
10. B2 is-js
11. BL= jy-ky-kx 4x7

Easy 17: Streamer

=====

|A|B|C|D|E|F|G|H|I|J|K|L|M|
+-+-+-+
N|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.P

Q|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Q
R|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.R
S|.|.|.b|g|y|.|y|y|r|.|b|.|.|.S
T|.|.|.b|.|y|.|b|.|r|.|b|.|.|.T
U|.|.|.b|.|y|.|b|.|r|.|b|.|.|.U
V|.|.|.b|.|r|r|r|.|g|g|g|.|.|.V
W|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.W
X|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Z
-+-+-+--+-+-+--+-+-+--+-+-+--+-+-+--
|A|B|C|D|E|F|G|H|I|J|K|L|M|

Pieces: B4 G3 Rbx YL- R3

1. B4 ds-dt-du-dv 2x4
2. G3 iu-ju-ku 3x2
3. Rbx js-kt 3x2
4. YL- fs-ft-gt-ht
5. R3 eu-fu-gu 3x2 Y4x2

Easy 18: Gander

=====

|A|B|C|D|E|F|G|H|I|J|K|L|M|
-+-+-+--+-+-+--+-+-+--+-+-+--+-+-+--
N|.|.|.|.g|g|g|g|g|.|.|.|.|.|.N
O|.|.|.|.g|r|g|.|g|.|.|.|.|.|.O
P|.|.|.|.g|g|g|.|g|.|.|.|.|.|.P
Q|.|.|.|.r|.|.g|.|.|.|.|.|.Q
R|.|.|.|.r|.|.g|.|.|.|.|.|.R
S|.|.|.|.|.|.g|g|.|.|.|.|.|.S
T|.|.|.|.|.|.g|g|.|.|.|.|.|.T
U|.|.|.b|b|g|g|g|b|b|b|.|.|.|.U
V|.|.|.b|b|g|g|g|b|b|b|.|.|.|.V
W|.|.|.b|.|g|g|g|.|b|b|.|.|.|.W
X|.|.|.|.r|g|r|.|.b|.|.|.|.X
Y|.|.|.|.r|.r|.|.|.|.|.|.|.Y
Z|.|.|.|.r|r|.r|r|.|.|.|.|.|.Z
-+-+-+--+-+-+--+-+-+--+-+-+--+-+-+--
|A|B|C|D|E|F|G|H|I|J|K|L|M|

Pieces: BL= R3 BL= R2 RL- GL- RL= GL= B3 R2 B3

1. BL= cx-dx-dw 2x4
2. R3 fx-fy-fz
3. BL= hw-hx-ix 3x4
4. R2 dx-dy
5. RL- dr-dq-dp-ep
6. GL- fq-gq-gp-go
7. RL= do-dn-en 2x5
8. GL= et-es-fs
9. B3 hs-is-js G3x5
10. R2 hx-hy 5x3
11. B3 hr-is-jr 3x2 G3x4

Easy 19: Let It Be

=====

|A|B|C|D|E|F|G|H|I|J|K|L|M|

```

-+-+-+-+-+-+-+
N|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.|.|.b|b|b|b|.|.|.|.P
Q|.|.|.|.|.|.b|r|r|r|.|.|.|.Q
R|.|.|.|.|.|.b|r|r|r|.|.|.|.R
S|.|.|.|.|.|.b|r|r|r|.|.|.|.S
T|.|.|.|.|.|.b|b|b|r|.|.|.|.T
U|.|.|.|.|.|.b|b|b|r|.|.|.|.U
V|.|.|.|.|.|.b|b|b|r|.|.|.|.V
W|.|.|.|.|.|.r|r|r|r|.|.|.|.W
X|.|.|.|.|.|.|.|.|.|.|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.Z
-+-+-+-+-+-+-+

 |A|B|C|D|E|F|G|H|I|J|K|L|M|

```

Pieces: B4 R4 B3 R3

1. B4 fw-gw-hw-iw
2. R4 fp-gp-hp-ip
3. B3 it-iu-iv
4. R3 fq-fr-fs 4x4 B4x4

Easy 20: Fishing
 =====

```

 |A|B|C|D|E|F|G|H|I|J|K|L|M|
-+-+-+-+-+-+-+
N|.|.|.|.|.|.b|.|.|.|.|.|.N
O|.|.|.|.|.|.b|.|.|.|.|.|.O
P|.|.|.|.|.|.b|.|.|.|.|.|.P
Q|.|.|.|.|.|.b|.y|y|y|.|.|.Q
R|.|.|.|.|.|.g|.y|y|y|.|.|.R
S|.|.|.|.|.|.g|.g|.y|y|y|.|.S
T|.|.|.|.|.|.g|g|g|.|.|.|.T
U|.|.|.|.|.|.|.|.|.|.|.|.U
V|.|.|.|.|.|.|.|.g|.|.|.V
W|.r|.r|.r|.|.|.g|.|.|.W
X|.r|.r|.r|.|.|.g|.|.|.X
Y|.r|.r|.r|.|.|.g|.|.|.Y
Z|.|.|.|.|.|.|.|.g|.|.|.Z
-+-+-+-+-+-+-+

 |A|B|C|D|E|F|G|H|I|J|K|L|M|

```

Pieces: GL= B4 RL= RL= R3 R3 Y3 G2 G3 Y1 G3 YL=

1. GL= er-fr-fs
2. B4 hn-ho-hp-hq
3. RL= bv-cv-cw
4. RL= bz-cz-cy
5. R3 dv-ev-fv
6. R3 dz-ez-fz 5x5
7. Y3 ip-jp-kp
8. G2 jv-jw
9. G3 ix-iy-iz
10. Y1 ls
11. G3 kx-ky-kz 3x5
12. YL= lq-lp-mp

Easy 21: Block Pile

=====

```

|A|B|C|D|E|F|G|H|I|J|K|L|M|
-+-+-+-+-----
N|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.|.|.r|r|.|.|.|.|.|.|.|.|.|.P
Q|.|.|.|.|.|.r|r|.|.|.|.|.|.|.|.|.|.Q
R|.|.|.|.|.g|g|y|y|.|.|.|.|.|.|.|.R
S|.|.|.|.|.g|g|y|y|.|.|.|.|.|.|.|.S
T|.|.|.|.b|b|r|r|b|b|.|.|.|.|.|.|.T
U|.|.|.|.b|b|r|r|b|b|.|.|.|.|.|.|.U
V|.|.|.|.y|y|g|g|.|.|.|.|.|.|.|.V
W|.|.|.|.y|y|g|g|.|.|.|.|.|.|.|.W
X|.|.|.|.|.r|r|.|.|.|.|.|.|.|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Z
-+-+-+-+-----
|A|B|C|D|E|F|G|H|I|J|K|L|M|

```

Pieces: Ybx Ybx Gbx Gbx Bbx

1. Ybx ex-fy 2x4
2. Ybx gp-hq 2x4
3. Gbx eq-fy 2x4
4. Gbx gx-hy 2x4
5. Bbx ft-gv 6x2

Easy 22: Hogs Head

=====

```

|A|B|C|D|E|F|G|H|I|J|K|L|M|
-+-+-+-+-----
N|.|.r|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.r|r|.|.|.|.|.|.r|r|.|.|.O
P|.|.r|r|r|.|.|.|.r|r|r|.|.|.P
Q|.|.r|r|r|y|y|y|r|r|r|.|.|.Q
R|.|.r|r|y|y|y|y|y|r|r|.|.|.R
S|.|.|.y|y|.y|.y|y|.|.|.|.S
T|.|.y|y|y|b|y|b|y|y|.|.|.T
U|.|.y|y|r|r|r|r|r|y|y|.|.|.U
V|.|.y|y|r|.r|.r|y|y|.|.|.V
W|.|.y|y|y|r|r|r|y|y|y|.|.|.W
X|.|.|.y|y|y|y|y|y|.|.|.|.X
Y|.|.|.|.y|r|y|.|.|.|.|.|.Y
Z|.|.|.|.y|y|y|.|.|.|.|.|.Z
-+-+-+-+-----
|A|B|C|D|E|F|G|H|I|J|K|L|M|

```

Pieces: RL= RL= RL+ RL- BL= Y2 Y2 RL+ RL+ YL- YL+ R1 R1 BL=

1. RL= dn-en-eo
2. RL= io-in-jn
3. RL+ cs-ds-es-er 3x6
4. RL- ir-is-js-ks 3x6
5. BL= fs-gs-gt Y3x2
6. Y2 eu-ev
7. Y2 iu-iv
8. RL+ fy-fx-gx-hx

9. RL+ fz-gz-hz-hy
10. YL- cx-cy-dy-ey 3x6
11. YL+ iy-jy-ky-kx 3x6
12. R1 fv
13. R1 hv 3x6
14. BL= hs-is-it 4x2

Easy 23: Crosshair

=====

```

|A|B|C|D|E|F|G|H|I|J|K|L|M|
-+-+--+--+--+--+--+--+--+--+--+--+
N|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.P
Q|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Q
R|.|.|.|.|.g|g|b|g|g|.|.|.|.|.R
S|.|.|.|.|.g|b|b|b|g|.|.|.|.|.S
T|.|.|.|.|.b|b|r|b|b|.|.|.|.|.T
U|.|.|.|.|.g|b|b|b|g|.|.|.|.|.U
V|.|.|.|.|.g|g|b|g|g|.|.|.|.|.V
W|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.W
X|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Z
-+-+--+--+--+--+--+--+--+--+--+--+
|A|B|C|D|E|F|G|H|I|J|K|L|M|

```

Pieces: GL= GL= G3 BL= BL=

1. GL= hu-ht-it
2. GL= et-ft-fu
3. G3 gt-gu-gv
4. BL= es-er-fr
5. BL= hr-ir-is 5x2 G5x3

Easy 24: Disco

=====

```

|A|B|C|D|E|F|G|H|I|J|K|L|M|
-+-+--+--+--+--+--+--+--+--+--+--+
N|.|.|.|.y|y|y|.|.|.|.|.|.|.N
O|.|.|.|.y|b|y|y|.|.|.|.|.|.O
P|r|y|.|.y|y|y|.|.|.|.|.|.P
Q|r|.|.|.y|y|.|.|.|.|.|.|.Q
R|r|r|r|r|y|y|r|r|r|.|.|.R
S|.|.|.|.r|r|r|.|.r|.|.|.S
T|.|.|.|.r|y|r|.r|y|.|.T
U|.|.|.|.|.r|r|r|.|.|.U
V|.|.|.|.|.b|b|b|.|.|.V
W|.|.|.|.b|b|b|b|b|b|.|.W
X|.|.|.|.b|.|.|.|.b|.|.X
Y|.|.g|g|b|.|.|.|.b|g|g|Y
Z|.|.g|g|g|.|.|.|.g|g|g|Z
-+-+--+--+--+--+--+--+--+--+--+--+
|A|B|C|D|E|F|G|H|I|J|K|L|M|

```

Pieces: GL= GL= B2 Rbx B2 R2 B2 Y1 B3 YL= R2 YL= RL= Y2 YL= Y2

1. GL= ey-fy-fz 4x2

2. GL- jz-jy-ky 4x2
3. B2 ev-fv
4. Rbx bp-cq
5. B2 jv-kv
6. R2 dp-dq 4x3
7. B2 fx-gx
8. Y1 fo
9. B3 hx-ix-jx 7x3
10. YL= jt-js-ks
11. R2 er-fr
12. YL= hn-in-io
13. RL= et-eu-fu
14. RL= hs-is-it
15. Y2 jr-kr 2x3 R5x4
16. YL= gq-hq-hp
17. Y2 ip-iq 5x4

Easy 25: U Bend

=====

```

|A|B|C|D|E|F|G|H|I|J|K|L|M|
-+-+-+-----
N|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.P
Q|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Q
R|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.R
S|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.S
T|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.T
U|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.U
V|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.V
W|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.W
X|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Z
-+-+-+-----
|A|B|C|D|E|F|G|H|I|J|K|L|M|

```

Pieces: GL- GL- B4

1. GL- hv-iv-iu-it
2. GL- gr-hr-ir-is
3. B4 gr-gs-gt-gu 2x4 G2x5

 ~~6. MEDIUM PUZZLE MODE SOLUTIONS~~

Medium 1: Latch

=====

```

|A|B|C|D|E|F|G|H|I|J|K|L|M|
-+-+-+-----
N|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.P
Q|.|.|.|.|.r|r|r|r|.|.|.|.|.|.|.Q
R|.|.|.|.|.r|r|r|.|.|.|.|.|.|.|.R
S|.|.|.|.|.r|r|r|g|.|.|.|.|.|.|.S

```

T|.|.|.|.|.r|g|g|g|.|.|.|.|.T
U|.|.|.|.|.g|g|g|.|.|.|.|.U
V|.|.|.|.|.g|g|g|.|.|.|.|.V
W|.|.|.|.|.|.|.|.|.|.|.|.|.|.W
X|.|.|.|.|.|.|.|.|.|.|.|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.|.Z
-+-+-+
|A|B|C|D|E|F|G|H|I|J|K|L|M|

Pieces: GL+ RL+ R3 G2

1. GL+ et-es-fs-gs
2. RL+ fs-gs-hs-hr
3. R3 es-et-eu
4. G2 et-eu 4x3 R4x3

Medium 2: Slabs
=====

|A|B|C|D|E|F|G|H|I|J|K|L|M|
-+-+-+
N|.|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.|.|.|.|.|.|.|.|.|.|.P
Q|.|.|.|.|.|.|.|.|.|.|.|.|.|.Q
R|.|.r|r|r|r|b|b|b|b|.|.R
S|.|.r|r|r|r|b|b|b|b|.|.S
T|.|.g|g|g|g|y|y|y|y|.|.T
U|.|.g|g|g|g|y|y|y|y|.|.U
V|.|.|.|.|.|.|.|.|.|.|.|.|.|.V
W|.|.|.|.|.|.|.|.|.|.|.|.|.|.W
X|.|.|.|.|.|.|.|.|.|.|.|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.|.Z
-+-+-+
|A|B|C|D|E|F|G|H|I|J|K|L|M|

Pieces: BL- YL=

1. BL- et-es-er-fr R3x2
2. YL= eu-et-ft 6x2 G3x2 B6x2

Medium 3: Rocket
=====

|A|B|C|D|E|F|G|H|I|J|K|L|M|
-+-+-+
N|.|.|.|.|.r|.|.|.|.|.N
O|.|.|.|.|.r|r|r|.|.|.O
P|.|.|.|.|.r|r|r|r|r|.|.|.P
Q|.|.|.|.|.r|y|y|y|r|.|.|.Q
R|.|.|.|.|.y|y|y|.|.|.R
S|.|.|.|.|.y|y|y|.|.|.S
T|.|.|.|.|.y|y|y|.|.|.T
U|.|.|.|.|.y|y|y|.|.|.U
V|.|.|.|.|.r|y|r|y|r|.|.|.V
W|.|.|.r|r|y|r|y|r|.|.|.W
X|.|.r|r|r|.r|.r|r|r|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.|.|.Y

Z|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Z
-+-+-+---+-+-+---+-+-+---+-+-+---
|A|B|C|D|E|F|G|H|I|J|K|L|M|

Pieces: RL= RL= Y3 R3 Y2 RL= RL=

1. RL= jv-kv-kw 3x3
2. RL= cw-cv-dv 3x3
3. Y3 fx-gx-hx
4. R3 fq-gq-hq
5. Y2 gv-gw 3x7
6. RL= hn-in-io
7. RL= eo-en-fn 5x4

Medium 4: Mesh

=====

|A|B|C|D|E|F|G|H|I|J|K|L|M|
-+-+-+---+-+-+---+-+-+---+-+-+---
N|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|r|r|b|b|r|r|b|b|r|r|.|.|P
Q|.|r|r|b|b|r|r|b|b|r|r|.|.|Q
R|.|b|b|b|b|b|b|b|b|b|b|.|.|R
S|.|b|b|b|b|b|b|b|b|b|b|.|.|S
T|.|r|r|b|b|.|.|b|b|r|r|.|.|T
U|.|r|r|b|b|.|.|b|b|r|r|.|.|U
V|.|b|b|b|b|b|b|b|b|b|b|.|.|V
W|.|b|b|b|b|b|b|b|b|b|b|.|.|W
X|.|r|r|b|b|r|r|b|b|r|r|.|.|X
Y|.|r|r|b|b|r|r|b|b|r|r|.|.|Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Z
-+-+-+---+-+-+---+-+-+---+-+-+---
|A|B|C|D|E|F|G|H|I|J|K|L|M|

Pieces: Bbx Bbx Bbx Bbx Rbx Rbx Rbx Rbx

1. Bbx bp-cq
2. Bbx fp-gq
3. Bbx jp-kq
4. Bbx fv-gw
5. Rbx dt-eu 4x2
6. Rbx ht-iu 4x2 B10x4
7. Rbx bv-cw 2x4
8. Rbx jv-kw 2x4 B4x6

Medium 5: Equal Half

=====

|A|B|C|D|E|F|G|H|I|J|K|L|M|
-+-+-+---+-+-+---+-+-+---+-+-+---
N|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.P
Q|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Q
R|.|.|.|.r|r|r|r|r|r|r|.|.|.R
S|.|.|.|.r|r|r|r|r|r|r|.|.|.S
T|.|.|.|.r|r|.|.|.b|b|.|.|.T
U|.|.|.|.b|b|b|b|b|b|b|.|.|.U
V|.|.|.|.b|b|b|b|b|b|b|.|.|.V

O|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.P
Q|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Q
R|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.R
S|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.S
T|.|.|.|.|.|.|.g|r|.|.|.|.|.|.|.|.T
U|.|.|.|.|.|.|.g|g|.|.|.|.|.|.|.|.U
V|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.V
W|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.W
X|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Z
-+-+--+--+--+--+--+--+--+--+--+--+--+--
|A|B|C|D|E|F|G|H|I|J|K|L|M|

Pieces: G2 R2 R2 Gbx

1. G2 hs-ht
2. R2 gs-hs
3. R2 gt-ht
4. Gbx gs-ht 2x3

Medium 8: Hinge

=====

|A|B|C|D|E|F|G|H|I|J|K|L|M|
-+-+--+--+--+--+--+--+--+--+--+--+--+--
N|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.P
Q|.|.|.|.r|r|r|r|.g|g|g|.|.|.|.Q
R|.|.|.|.r|r|r|.g|g|g|g|.|.|.|.R
S|.|.|.|.r|r|r|r|.g|g|g|.|.|.|.S
T|.|.|.|.r|r|r|r|.g|g|g|.|.|.|.T
U|.|.|.|.r|r|r|.g|g|g|g|.|.|.|.U
V|.|.|.|.r|r|r|r|.g|g|g|.|.|.|.V
W|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.W
X|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Z
-+-+--+--+--+--+--+--+--+--+--+--+--+--
|A|B|C|D|E|F|G|H|I|J|K|L|M|

Pieces: GL- GL+ GL= R1

1. GL- hq-gq-gr-gs
2. GL+ hs-ht-gt-ft
3. GL= gu-gv-hv
4. R1 ft 3x6 G5x6

Medium 9: Hammer

=====

|A|B|C|D|E|F|G|H|I|J|K|L|M|
-+-+--+--+--+--+--+--+--+--+--+--+--+--
N|.|.|.|.|.|.|.y|y|.|.|.|.|.|.|.|.N
O|.|.|.b|b|.b|b|b|b|.|.|.|.|.|.|.O
P|.|.|.b|b|b|b|b|b|b|b|.|.|.|.|.P
Q|.|.|.b|b|b|b|b|b|b|b|b|.|.|.|.|.Q
R|.|.|.b|b|.|.y|y|.|.|.|.b|.|.R

S|.|.|.|.|.|.|.y|y|.|.|.|.|.S
T|.|.|.|.|.|.|.y|y|.|.|.|.|.T
U|.|.|.|.|.|.|.y|y|.|.|.|.|.U
V|.|.|.|.|.|.|.y|y|.|.|.|.|.V
W|.|.|.|.|.|.|.y|y|y|.|.|.|.|.W
X|.|.|.|.|.|.|.y|y|y|.|.|.|.|.X
Y|.|.|.|.|.|.|.y|y|y|.|.|.|.|.Y
Z|.|.|.|.|.|.|.y|y|y|y|.|.|.|.|.Z
-+-+-+
|A|B|C|D|E|F|G|H|I|J|K|L|M|

Pieces: Y4 BL- YL= B4 Ybx B1 B3 YL+

1. Y4 ev-ew-ex-ey
2. BL- jo-ko-lo-lp
3. YL= eu-fu-fv
4. B4 er-fr-gr-hr
5. Ybx es-ft 4x8
6. B1 eo
7. B3 ir-jr-kr 10x4
8. YL+ go-ho-io-in 3x2

Medium 10: Twist
=====

|A|B|C|D|E|F|G|H|I|J|K|L|M|
-+-+-+
N|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.|.g|g|g|g|g|.|.|.|.P
Q|.|.|.|.|.g|g|g|g|g|.|.|.|.Q
R|.|.|.|.g|r|g|g|r|r|g|.|.|.R
S|.|.|.|.g|r|r|g|r|r|g|.|.|.S
T|.|.|.|.g|r|r|g|r|r|g|.|.|.T
U|.|.|.|.g|r|r|g|g|r|g|.|.|.U
V|.|.|.|.g|g|g|g|g|.|.|.|.V
W|.|.|.|.g|g|g|g|g|.|.|.|.W
X|.|.|.|.|.|.|.|.|.|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.Z
-+-+-+
|A|B|C|D|E|F|G|H|I|J|K|L|M|

Pieces: RL= RL= G4 G4

1. RL= fr-gr-gs
2. RL= gt-gu-hu 5x4 G5x2
3. G4 ir-is-it-iu 2x4
4. G4 er-es-et-eu 2x4

Medium 11: Arrow
=====

|A|B|C|D|E|F|G|H|I|J|K|L|M|
-+-+-+
N|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.|.|.|.|.|.|.|.|.P
Q|r|r|r|r|.|.|.|.|.r|.|.|.Q
R|.r|r|r|r|.|.|.|.r|r|r|.R

S|.|.b|b|b|b|b|b|b|r|r|r|r|S
T|.|g|g|g|g|.|.|.r|r|r|.|T
U|g|g|g|g|.|.|.r|.|.|.U
V|.|.|.|.|.|.|.|.|.|.V
W|.|.|.|.|.|.|.|.|.|.W
X|.|.|.|.|.|.|.|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.Z
-+-+-+
|A|B|C|D|E|F|G|H|I|J|K|L|M|

Pieces: RL- RL+ R4 R2 G1 B3 GL= RL+

1. RL- kq-lq-mq-mr
2. RL+ ku-lu-mu-mt 4x5
3. R4 bs-cs-ds-es
4. R2 ar-as
5. G1 at
6. B3 gr-hr-ir
7. GL= eu-fu-ft
8. RL+ eq-fq-fr-fs 6x3 B3x2

Medium 12: Pants Fun

=====

|A|B|C|D|E|F|G|H|I|J|K|L|M|
-+-+-+
N|.|.g|g|g|g|g|g|.|.|.N
O|.|.g|g|y|y|y|y|y|g|.|.O
P|.|.g|y|y|y|y|y|y|g|.|.P
Q|.|.g|y|y|y|y|y|y|g|.|.Q
R|.|.g|y|y|y|y|y|y|g|.|.R
S|.|.g|y|y|y|y|y|y|g|.|.S
T|.|.g|g|g|g|g|g|g|.|.T
U|.|.g|g|g|g|g|g|g|.|.U
V|.|.g|g|b|g|g|g|g|.|.V
W|.|.g|b|b|b|g|b|g|b|.|.W
X|.|.g|g|b|g|g|g|g|.|.X
Y|.|.g|g|g|g|g|g|g|.|.Y
Z|.|.|.g|g|g|g|g|g|.|.Z
-+-+-+
|A|B|C|D|E|F|G|H|I|J|K|L|M|

Pieces: RL= RL= RL= RL= BL= B2 BL= B2 Y4 Y4 G3 G2 BL= B2 BL= B2

1. RL= by-bz-cz
2. RL= kz-lz-ly
3. RL= bo-bn-cn
4. RL= kn-ln-lo
5. BL= fv-gv-gw
6. B2 fx-gx
7. BL= hv-iv-iw
8. B2 hx-ix
9. Y4 cp-cq-cr-cs
10. Y4 kp-kq-kr-ks
11. G3 eo-fo-go
12. G2 ho-io 11x2 Y9x4
13. BL= jv-kv-kw
14. B2 jx-kx
15. BL= cw-cv-dv G9x2

16. B2 cx-dx 9x3 G11x2

Medium 13: Black Hole

=====

```
|A|B|C|D|E|F|G|H|I|J|K|L|M|
-+-+-+-----
N|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.P
Q|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Q
R|.|.|.|.|.r|r|r|r|r|.|.|.|.|.R
S|.|.|.|.|.r|r|.r|r|.|.|.|.|.S
T|.|.|.|.|.r|r|r|.r|.|.|.|.|.T
U|.|.|.|.|.r|r|.r|r|.|.|.|.|.U
V|.|.|.|.|.r|r|r|r|r|.|.|.|.|.V
W|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.W
X|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Z
-+-+-+-----
|A|B|C|D|E|F|G|H|I|J|K|L|M|
```

GL= BL= GL= RL- RL-

- 1. GL= gt-gu-hu
- 2. BL= gv-hv-hu
- 3. GL= gs-hs-ht
- 4. RL- gu-gt-gs-hs
- 5. RL- gv-hv-hu-ht 5x5

Medium 14: Trident

=====

```
|A|B|C|D|E|F|G|H|I|J|K|L|M|
-+-+-+-----
N|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.y|b|.|.|.|.|.|.|.|.|.O
P|.|.|.|.y|b|y|b|y|b|.|.|.|.P
Q|.|.|.|.y|b|y|b|y|b|.|.|.|.Q
R|.|.|.|.y|y|y|y|y|b|.|.|.|.R
S|.|.|.|.b|g|b|b|b|.|.|.|.S
T|.|.|.|.|.g|b|.|.|.|.|.|.|.|.T
U|.|.|.|.|.g|b|.|.|.|.|.|.|.|.U
V|.|.|.|.|.g|b|.|.|.|.|.|.|.|.V
W|.|.|.|.|.g|b|.|.|.|.|.|.|.|.W
X|.|.|.|.|.y|b|.|.|.|.|.|.|.|.X
Y|.|.|.|.|.y|b|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Z
-+-+-+-----
|A|B|C|D|E|F|G|H|I|J|K|L|M|
```

Pieces: YL- YL+ G4 YL+ BL+ B3 B2

- 1. YL- hq-hp-ho-io
- 2. YL+ eo-fo-fp-fq 5x4
- 3. G4 hs-ht-hu-hv
- 4. YL+ gw-hw-hx-hy 2x3 G2x4
- 5. BL+ es-et-ft
- 6. B3 ip-iq-ir 2x4

7. B2 gs-gt 3x2

Medium 15: Slider

=====

```

|A|B|C|D|E|F|G|H|I|J|K|L|M|
-+-+--+--+--+--+--+--+--+--+--+--+
N|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.P
Q|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Q
R|.|.|.r|r|r|r|r|r|r|r|.|.|.|.R
S|.|.|.r|r|r|r|r|r|r|r|.|.|.|.S
T|.|.|.|.|.|.r|.b|.|.|.|.|.|.|.T
U|.|.|.b|b|b|b|b|b|b|b|.|.|.|.U
V|.|.|.b|b|b|b|b|b|b|b|.|.|.|.V
W|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.W
X|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Z
-+-+--+--+--+--+--+--+--+--+--+--+
|A|B|C|D|E|F|G|H|I|J|K|L|M|

```

Pieces: GL+ B2 G2 BL+

1. GL+ gt-ht-hu-hv B4x2 B3x2
2. B2 et-ft R8x2
3. G2 gu-gv 2x3
4. BL+ dt-ds-es-fs 3x2

Medium 16: Aquaduct

=====

```

|A|B|C|D|E|F|G|H|I|J|K|L|M|
-+-+--+--+--+--+--+--+--+--+--+--+
N|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.P
Q|.r|r|r|r|r|.r|r|r|r|r|.Q
R|.r|r|.r|r|.r|r|.r|r|.r|r|.R
S|.b|b|.b|b|.b|b|.b|b|.S
T|.b|b|.b|b|.b|b|.b|b|.T
U|.g|g|.g|g|.g|g|.g|g|.U
V|.g|g|.g|g|.g|g|.g|g|.V
W|.y|y|.y|y|.y|y|.y|y|.W
X|.y|y|.y|y|.y|y|.y|y|.X
Y|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Z
-+-+--+--+--+--+--+--+--+--+--+--+
|A|B|C|D|E|F|G|H|I|J|K|L|M|

```

Pieces: R3 Y4 G3 Y4 R3 B2 G2 Y1 G2 B2

1. R3 dr-ds-dt
2. Y4 ju-jv-jw-jx
3. G3 jt-ju-jv
4. Y4 du-dv-dw-dx
5. R3 jr-js-jt G5x2
6. B2 js-jt 5x2 R5x2
7. G2 du-dv 5x2

- 8. Y1 gw 11x2
- 9. G2 ds-dt R5x2
- 10. B2 ds-dt 5x2

Medium 17: Droid

=====

```

|A|B|C|D|E|F|G|H|I|J|K|L|M|
-+-+-+-----
N|.|.|.|.|.g|.|.|.g|.|.|.|.N
O|.|.|.|.|.g|b|b|b|g|.|.|.|.O
P|.|.|.|.|.g|r|b|r|g|.|.|.|.P
Q|.|.|.|.|.g|b|b|b|g|.|.|.|.Q
R|b|b|.|.|.g|g|g|.|.|.|.R
S|b|b|b|g|b|b|b|b|g|b|b|b|S
T|b|b|b|g|b|r|r|r|b|g|b|b|b|T
U|.|.|.|.|.b|b|b|b|b|.|.|.b|b|U
V|.|.|.|.|.g|g|g|.|.|.|.V
W|.|.|.|.|.b|b|b|b|b|.|.|.|.W
X|.|.|.|.|.b|b|b|b|b|.|.|.|.X
Y|.|.|.|.|.b|b|.|.b|b|.|.|.|.Y
Z|.|.|.|.g|g|g|.g|g|g|.|.|.Z
-+-+-+-----
|A|B|C|D|E|F|G|H|I|J|K|L|M|

```

Pieces: GL- B3 G3 GL- G3 G4 B1 G3 G4 G3

- 1. GL- ct-cs-cr-dr 2x3 B2x3
- 2. B3 ft-gt-ht 5x3
- 3. G3 dy-ey-fy 3x2
- 4. GL- ju-ku-kt-ks 2x3 B2x3
- 5. G3 hy-iy-jy 3x2 B5x2
- 6. G4 dn-do-dp-dq 2x4
- 7. B1 fp
- 8. G3 fs-gs-hs 3x2
- 9. G4 hn-ho-hp-hq 2x4 B2x3
- 9. G3 fu-gu-hu 3x2

Medium 18: Little

=====

```

|A|B|C|D|E|F|G|H|I|J|K|L|M|
-+-+-+-----
N|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.|.|.|.|.|.|.|.|.P
Q|.|.|.|.|.|.|.|.|.|.|.|.Q
R|.|.|.|.|.|.|.|.|.|.|.|.R
S|.|.r|y|y|r|r|r|y|y|r|.|.S
T|.|.r|y|y|y|r|y|y|y|r|.|.T
U|.|.r|r|y|y|r|y|y|r|r|.|.U
V|.|.|.|.|.|.|.|.|.|.|.|.V
W|.|.|.|.|.|.|.|.|.|.|.|.W
X|.|.|.|.|.|.|.|.|.|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.Z
-+-+-+-----
|A|B|C|D|E|F|G|H|I|J|K|L|M|

```

Pieces: YL+ R2 R2 YL-

1. YL+ cs-ct-cu-du
2. R2 ft-fu Y3x3
3. R2 ht-hu 3x3
4. YL- ju-ku-kt-ks 3x3

Medium 19: Skew Cross

=====

```

|A|B|C|D|E|F|G|H|I|J|K|L|M|
-+-+-+-----
N|.|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.|.b|b|b|.|.|.|.|.|.P
Q|.|.|.|.|.b|b|b|.|.|.|.|.|.Q
R|.|.|.|.|.b|.b|g|g|g|.|.|.R
S|.|.r|r|r|.|.|.g|g|.|.|.S
T|.|.r|r|.|.|.g|g|g|.|.|.T
U|.|.r|r|r|b|.b|.|.|.|.U
V|.|.|.|.|.b|b|b|.|.|.|.V
W|.|.|.|.|.b|b|b|.|.|.|.W
X|.|.|.|.|.|.|.|.|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.Z
-+-+-+-----

```

|A|B|C|D|E|F|G|H|I|J|K|L|M|

Pieces: RL- BL- Ybx GL- B3 Ybx

1. RL- et-ft-gt-gu
2. BL- fr-fs-gs-hs
3. Ybx fs-gt R3x3 B3x3
4. GL- hs-gs-gt-gu
5. B3 gs-gt-gu G3x3
6. Ybx gs-ht 3x2 B3x3

Medium 20: Serpent

=====

```

|A|B|C|D|E|F|G|H|I|J|K|L|M|
-+-+-+-----
N|.|.g|g|g|.|.|.|.|.|.|.N
O|.|.g|b|g|.|.|.|.|.|.O
P|g|g|g|g|g|g|r|g|g|r|g|g|P
Q|y|.y|.g|g|g|r|g|g|r|g|g|Q
R|g|g|g|g|g|.|.|.|.|.r|r|R
S|.|.|.|.|.|.|.g|g|r|g|g|S
T|.|.g|g|r|g|g|r|g|g|r|g|g|T
U|.|.g|g|r|g|g|r|.|.|.|.U
V|.|.r|r|.|.|.|.|.|.|.V
W|.|.g|g|r|g|g|r|g|g|r|.|.W
X|.|.g|g|r|g|g|r|g|g|r|.X
Y|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.Z
-+-+-+-----

```

|A|B|C|D|E|F|G|H|I|J|K|L|M|

Pieces: RL= G4 G2 Rbx Gbx Rbx G1 G2 Gbx G2 Rbx Rbx G2

1. RL= lw-mw-mx 3x2

Z|.|.|.|.|.|.|.|.|.|.|.|.Z
 -+-+-+-+
 |A|B|C|D|E|F|G|H|I|J|K|L|M|

Pieces: RL= BL= BL- RL-

1. RL= gs-hs-hr
2. BL= fw-fv-gv
3. BL- ew-ev-eu-fu
4. RL- ht-it-is-ir 5x3 B5x3

Medium 23: Treasure
 =====

|A|B|C|D|E|F|G|H|I|J|K|L|M|
 -+-+-+-+
 N|.|.|.|.|.|.|.|.|.|.|.|.N
 O|.|.|.|.|.|.|.|.|.|.|.|.O
 P|.|.|.|y|y|y|y|y|y|y|g|.|.P
 Q|.|.|y|y|y|y|y|y|y|g|g|g|.Q
 R|.|.|y|y|y|y|y|y|y|g|g|r|.R
 S|.|.|y|y|y|y|y|y|y|g|r|g|.S
 T|.|.|y|y|y|b|y|y|y|r|g|g|.T
 U|.|.|r|r|r|b|r|r|r|g|g|g|.U
 V|.|.|y|y|y|b|y|y|y|g|g|g|.V
 W|.|.|y|y|y|y|y|y|y|g|g|.W
 X|.|.|y|y|y|y|y|y|y|g|.|.X
 Y|.|.|.|.|.|.|.|.|.|.|.Y
 Z|.|.|.|.|.|.|.|.|.|.|.Z
 -+-+-+-+
 |A|B|C|D|E|F|G|H|I|J|K|L|M|

Pieces: Y1 Y1 R3 R3 GL= RL= R3 G2 GL= Bbx GL=

1. Y1 cp
2. Y1 ft
3. R3 cv-dv-ev 3x2
4. R3 gv-hv-iv 3x2 Y7x2
5. GL= kx-lx-lw
6. RL= kt-lt-ls G3x4
7. R3 ju-ku-lu
8. G2 lo-lp
9. GL= ks-ls-lr R3x2
10. Bbx gu-hv 3x2
11. GL= jp-jo-ko 3x5 Y7x5

Medium 24: Twister
 =====

|A|B|C|D|E|F|G|H|I|J|K|L|M|
 -+-+-+-+
 N|.|.|.|.|.|.|.|.|.|.|.|.N
 O|.|.|.|.|.|.|.|.|.|.|.|.O
 P|.|.|.|r|g|g|g|g|g|g|.|.P
 Q|.|.|.|r|g|r|r|r|r|r|.|.Q
 R|.|.|.|r|g|r|g|g|g|g|r|.|.R
 S|.|.|.|r|g|r|g|r|r|g|r|.|.S
 T|.|.|.|r|g|r|r|g|r|g|r|.|.T
 U|.|.|.|r|g|g|g|g|r|g|r|.|.U
 V|.|.|.|r|r|r|r|r|r|g|r|.|.V

W|.|.|.|.g|g|g|g|g|g|g|r|.|.|W
X|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Z
-+-+-+--+--+--+--+--+--+--+--+--+--+
|A|B|C|D|E|F|G|H|I|J|K|L|M|

RL+ RL+ GL+ GL+ R4 R4 G4 G4 G4 G4

1. RL+ eq-ep-fp-gp
2. RL+ hw-iw-jw-jv
3. GL+ hs-is-it-iu
4. GL+ fr-fs-ft-gt 6x4
5. R4 hp-ip-jp-kp
6. R4 dw-ew-fw-gw
7. G4 dr-ds-dt-du
8. G4 er-es-et-eu 2x4
9. G4 kr-ks-kt-ku
10. G4 lr-ls-lt-lu 2x4 R7x2 R7x2

Medium 25: On Its Own
=====

|A|B|C|D|E|F|G|H|I|J|K|L|M|
-+-+-+--+--+--+--+--+--+--+--+--+--+
N|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.P
Q|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Q
R|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.R
S|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.S
T|.|.|.|.|.|.r|.|.|.|.|.|.|.|.|.T
U|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.U
V|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.V
W|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.W
X|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Z
-+-+-+--+--+--+--+--+--+--+--+--+--+
|A|B|C|D|E|F|G|H|I|J|K|L|M|

BL- BL+ BL+ BL+ BL- B3 B1

1. BL- ft-gt-ht-hu
2. BL+ fw-gw-hw-hv
3. BL+ cu-ct-dt-et
4. BL+ ew-ev-fv-gv
5. BL- cw-dw-dv-du
6. B3 eu-fu-gu
7. B1 cv 6x4

Medium 26: Yello Sub
=====

|A|B|C|D|E|F|G|H|I|J|K|L|M|
-+-+-+--+--+--+--+--+--+--+--+--+--+
N|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.g|g|.|.|.|.|.|.|.|.O
P|.|.|.|.|.g|.|.|.|.|.|.|.|.|.P
Q|.|.|.|.|.b|g|b|.|.|.|.|.|.|.|.Q

```

R|.|.|.|.|.|.b|b|b|.|.|.|.|.R
S|.|.|y|y|y|b|b|b|y|y|y|.|.|S
T|.|y|y|y|y|y|y|y|y|y|.|b|T
U|.|y|y|y|.|y|.|y|.|y|y|b|U
V|.|y|y|y|y|y|y|y|y|.|b|V
W|.|.|y|y|y|y|y|y|y|y|.|.|W
X|.|.|.|.|.|.|.|.|.|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.Z
-+-+-+
|A|B|C|D|E|F|G|H|I|J|K|L|M|

```

Pieces: G2 B2 YL- Y1 YL= G3 B3 Y3 Y3

1. G2 fp-fq 2x3
2. B2 fq-gq 3x3
3. YL- au-at-as-bs
4. Y1 eu
5. YL= av-aw-bw
6. G3 gu-hu-iu
7. B3 lt-lu-lv 2x3
8. Y3 fs-gs-hs
9. Y3 gu-hu-iu 11x5

Medium 27: Crevice

=====

```

|A|B|C|D|E|F|G|H|I|J|K|L|M|
-+-+-+
N|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.|.|.|.|.|.|.|.|.P
Q|.|.|r|r|r|r|r|.|y|y|.|.|.Q
R|.|.|r|r|r|r|r|.|y|y|.|.|.R
S|.|.|r|r|r|r|.|y|y|y|.|.|.S
T|.|.|r|r|r|r|.|y|y|y|.|.|.T
U|.|.|r|r|r|.|y|y|y|y|.|.|.U
V|.|.|r|r|r|.|y|y|y|y|.|.|.V
W|.|.|r|r|.|y|y|y|y|y|.|.|.W
X|.|.|r|r|.|y|y|y|y|y|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.Z
-+-+-+
|A|B|C|D|E|F|G|H|I|J|K|L|M|

```

Pieces: B4 B4 YL- RL- Y2 R2

1. B4 gq-gr-gs-gt
2. B4 fu-fv-fw-fx
3. YL- gt-gs-gr-hr
4. RL- ew-fw-fv-fu
5. Y2 gq-hq 4x8
6. R2 ex-fx

Medium 28: Propeller

=====

```

|A|B|C|D|E|F|G|H|I|J|K|L|M|
-+-+-+
N|.|.|.|.|.|.|.|.|.|.|.|.N

```


O|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.P
Q|.|.|.|.|.|.g|g|.|.|.|.|.|.|.|.Q
R|.|.|.|.|.|.g|g|.|.|.|.|.|.|.|.R
S|.|.|.|.|.|.g|.r|r|r|.|.|.|.|.S
T|.|.|.|.b|b|.|.|.|.r|r|.|.|.|.T
U|.|.|.|.b|b|b|.y|.|.|.|.|.|.U
V|.|.|.|.|.y|y|.|.|.|.|.|.|.V
W|.|.|.|.|.y|y|.|.|.|.|.|.|.W
X|.|.|.|.|.|.|.|.|.|.|.|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.|.Z
-+-+-+-----
|A|B|C|D|E|F|G|H|I|J|K|L|M|

R3 G3 B3 Y3 BL= B2

1. R3 ft-gt-ht
2. G3 gs-gt-gu R3x2
3. B3 ft-gt-ht G2x3
4. Y3 gs-gt-gu B3x2
5. BL= gt-gs-hs Y2x3
6. B2 gv-hv 2x3

Medium 29: Rubbish
=====

|A|B|C|D|E|F|G|H|I|J|K|L|M|
-+-+-+-----
N|.|.|.|.|.b|b|b|.|.|.|.|.N
O|.|.|.|.|.b|.b|.|.|.|.|.O
P|.|.|.|.b|b|b|b|b|b|.|.|.P
Q|.|.|.b|b|b|b|b|b|b|.|.Q
R|.|.y|y|y|y|y|y|y|.|.R
S|.|.b|b|b|b|b|b|b|.|.S
T|.|.b|y|b|y|b|y|b|.|.T
U|.|.b|y|b|y|b|y|b|.|.U
V|.|.b|y|b|y|b|y|b|.|.V
W|.|.b|y|b|y|b|y|b|.|.W
X|.|.b|y|b|y|b|y|b|.|.X
Y|.|.b|y|b|y|b|y|b|.|.Y
Z|.|.b|b|b|b|b|b|b|.|.Z
-+-+-+-----
|A|B|C|D|E|F|G|H|I|J|K|L|M|

Pieces: YL+ BL+ B1 YL+ Y3 YL+ B4 Bbx B4 Y3 B4 YL+ B3 B4

1. YL+ js-ks-kt-ku
2. BL+ cp-co-do-eo
3. B1 go
4. YL+ hs-is-it-iu
5. Y3 cn-dn-en
6. YL+ fs-gs-gt-gu
7. B4 jv-jw-jx-jy
8. Bbx in-jo
9. B4 hv-hw-hx-hy
10. Y3 cs-ct-cu
11. B4 fv-fw-fx-fy
12. YL+ ds-es-et-eu
13. B3 kn-ko-kp 9x4

14. B4 dv-dw-dx-dy 9x5 Y9x4

Medium 30: Quessie M

=====

```

|A|B|C|D|E|F|G|H|I|J|K|L|M|
-+-+--+--+--+--+--+--+--+--+--+--+
N|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.y|b|b|.|.|.|.|.|.|.O
P|.|.|.|.|.|.y|b|b|b|b|.|.|.|.|.P
Q|.|.|.|.|.|.y|b|.|.|.y|b|.|.|.|.Q
R|.|.|.|.|.|.y|b|.|.|.y|b|.|.|.|.R
S|.|.|.|.|.|.y|b|.|.|.|.|.|.|.S
T|.|.|.|.|.|.y|b|b|.|.|.|.|.|.T
U|.|.|.|.|.|.y|b|.|.|.|.|.|.|.U
V|.|.|.|.|.|.y|b|.|.|.|.|.|.|.V
W|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.W
X|.|.|.|.|.|.y|b|.|.|.|.|.|.|.X
Y|.|.|.|.|.|.y|b|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Z
-+-+--+--+--+--+--+--+--+--+--+--+
|A|B|C|D|E|F|G|H|I|J|K|L|M|

```

Pieces: Ybx BL= Ybx YL- Ybx BL+

1. Ybx go-hp 3x2
2. BL= gt-gs-hs
3. Ybx hu-iv 3x2 B3x2
4. YL- es-fs-fr-fq 2x3
5. Ybx hx-iy 3x2
6. BL+ iq-ir-is-js 2x4

Medium 31: Plaid

=====

```

|A|B|C|D|E|F|G|H|I|J|K|L|M|
-+-+--+--+--+--+--+--+--+--+--+--+
N|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.P
Q|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Q
R|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.R
S|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.S
T|.|.|.|.|.|.b|r|.|.|.|.|.|.|.|.T
U|.|.|.|.|.|.r|b|.|.|.|.|.|.|.|.U
V|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.V
W|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.W
X|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Z
-+-+--+--+--+--+--+--+--+--+--+--+
|A|B|C|D|E|F|G|H|I|J|K|L|M|

```

Pieces: BL= RL- BL+ RL=

1. BL= gt-ht-hu
2. RL- ev-eu-et-ft
3. BL+ fw-fv-gv-hv
4. RL= ew-fw-fv 2x4 B2x3

Medium 32: Crab

=====

```

|A|B|C|D|E|F|G|H|I|J|K|L|M|
-+-+-+-----
N|r|r|. |r|. |. |. |. |. |r|. |r|r|N
O|r|. |. |r|. |. |. |. |. |r|. |. |r|O
P|r|r|. |r|. |. |. |. |. |r|. |r|r|P
Q|r|. |. |r|. |. |. |. |. |r|. |. |r|Q
R|r|r|r|r|. |. |. |. |. |r|r|r|r|R
S|. |r|r|. |. |b|. |b|. |. |r|r|. |S
T|. |. |r|r|. |b|. |b|. |r|r|. |. |T
U|. |. |. |. |r|r|r|r|r|. |. |. |. |U
V|. |. |. |r|r|y|y|y|r|r|. |. |. |V
W|. |. |g|g|g|g|g|g|g|g|. |. |W
X|. |. |g|. |g|. |g|. |g|. |g|. |. |X
Y|. |. |g|. |g|. |g|. |g|. |g|. |. |Y
Z|. |. |. |. |. |. |. |. |. |. |. |Z
-+-+-+-----
|A|B|C|D|E|F|G|H|I|J|K|L|M|

```

Pieces: GL- RL= Ybx RL= GL- RL= Ybx GL- RL= GL- R1 RL= Y3 B2 R1 G1 RL=

1. GL- cz-dz-dy-dx
2. RL= kn-ko-lo
3. Ybx du-ev
4. RL= bo-co-cn
5. GL- ez-fz-fy-fx
6. RL= kp-kq-lq
7. Ybx iu-jv
8. GL- gz-hz-hy-hx
9. RL= as-at-bt
10. GL- iz-jz-jy-jx
11. R1 ds
12. RL= bq-cq-cp 4x7
13. Y3 fu-gu-hu 7x2
14. B2 gs-gt 3x2
15. R1 js
16. G1 kz 9x4
17. RL= lt-mt-ms 4x7

Medium 33: Matches

=====

```

|A|B|C|D|E|F|G|H|I|J|K|L|M|
-+-+-+-----
N|. |. |. |. |. |. |. |. |. |. |. |N
O|. |. |. |. |. |. |. |. |. |. |. |O
P|. |. |. |. |. |. |. |. |. |. |. |P
Q|. |. |. |. |r|. |. |. |r|. |. |. |. |Q
R|. |. |. |. |b|. |r|. |b|. |. |. |. |R
S|. |. |. |. |b|. |b|. |b|. |. |. |. |S
T|. |. |. |. |b|. |b|. |b|. |. |. |. |T
U|. |. |. |. |b|. |b|. |b|. |. |. |. |U
V|. |. |. |. |. |. |b|. |. |. |. |. |V
W|. |. |. |. |. |. |. |. |. |. |. |W
X|. |. |. |. |. |. |. |. |. |. |. |X
Y|. |. |. |. |. |. |. |. |. |. |. |Y
Z|. |. |. |. |. |. |. |. |. |. |. |Z
-+-+-+-----

```


|A|B|C|D|E|F|G|H|I|J|K|L|M|

Pieces: Gbx R1 Gbx RL= GL= R3 G2 R2 Gbx Y3 BL- YL= BL= YL= B2 B2 B3 G4 G4 B1

1. Gbx iw-jx
2. R1 ky
3. Gbx lw-mx
4. RL= gt-gz-hz
5. GL= lu-lt-mt
6. R3 bz-cz-dz
7. G2 jt-ju 5x5
8. R2 by-cy 13x2
9. Gbx ew-fx
10. Y3 ko-kp-kq
11. BL- fp-fo-fn-gn
12. YL= ln-mn-mo
13. BL= cp-co-cn-dn
14. YL= lr-mr-mq 3x5
15. B2 gr-gs
16. B2 dr-ds
17. B3 cr-cs-ct
18. G4 as-at-au-av
19. G4 bs-bt-bu-bv 2x4
20. B1 dp 5x11

Medium 36: Fancy Z
=====

|A|B|C|D|E|F|G|H|I|J|K|L|M|
-+-+-+-
N|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.P
Q|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Q
R|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.R
S|.|.|.g|r|r|b|b|y|g|g|.|.|.S
T|.|.|.g|r|r|b|b|y|y|g|g|.|.|.T
U|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.U
V|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.V
W|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.W
X|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Z
-+-+-+-
|A|B|C|D|E|F|G|H|I|J|K|L|M|

Pieces: Gbx Gbx G2 G2 G2 G2 BL= BL=

1. Gbx fp-gq
2. Gbx fv-gw
3. G2 hp-hq 3x2
4. G2 hv-hw 3x2
5. G2 es-et 3x2
6. G2 is-it 3x2
7. BL= et-es-fs
8. BL= ht-it-is 5x4

Medium 37: Blue Block
=====

|A|B|C|D|E|F|G|H|I|J|K|L|M|

Pieces: R4 B4 G4 Y4 Y2 R2 B2 G2

1. R4 gn-go-gp-gq
2. B4 jt-kt-lt-mt
3. G4 gw-gx-gy-gz
4. Y4 at-bt-ct-dt
5. Y2 et-ft
6. R2 gr-gs 7x6
7. B2 ht-it 6x7
8. G2 gu-gv 7x6 Y6x7

You're done with 4 to spare!

Medium 41:

=====

|A|B|C|D|E|F|G|H|I|J|K|L|M|

```

-+-+--+--+--+--+--+--+--+--+--+--+
N|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.P
Q|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Q
R|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.R
S|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.S
T|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.T
U|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.U
V|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.V
W|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.W
X|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Z
-+-+--+--+--+--+--+--+--+--+--+--+

```

|A|B|C|D|E|F|G|H|I|J|K|L|M|

1. GL= bx-by-cy
2. GL= jy-ky-kx
3. G3 bz-cz-dz
4. G3 iz-jz-kz
5. YL+ dq-dr-ds-es
6. GL- ct-dt-et-eu
7. YL= dp-do-eo
8. GL= et-ft-fu
9. Ybx gp-hq
10. GL= gu-gt-ht
11. Y1 io
12. GL+ iu-it-jt-kt
13. Y2 6x5
14. RL= jr-kr-ks 2x3
15. G1 ku 10x7

Medium 42: All Over

=====

|A|B|C|D|E|F|G|H|I|J|K|L|M|

```

-+-+--+--+--+--+--+--+--+--+--+--+
N|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.P

```


Q|.|.|.|.|.|.g|.|.|.|.|.|.Q
R|.|.|.|.|.|.g|.|.|.|.|.|.R
S|.|.|.|.|.|.g|.|.|.|.|.|.S
T|.|.y|.y|.y|.y|.g|.r|.r|.r|.|.|.T
U|.|.y|.y|.y|.g|.r|.r|.r|.r|.|.|.U
V|.|.|.|.|.|.g|.|.|.|.|.|.|.V
W|.|.|.|.|.|.g|.|.|.|.|.|.|.W
X|.|.|.|.|.|.g|.|.|.|.|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.Z
-+-+-+
|A|B|C|D|E|F|G|H|I|J|K|L|M|

1. Y2 gt-ht G2x3
2. RL+ fu-ft-gt-ht 5x2 Y3x2 G2x3

Medium 43: Blockamid

=====

|A|B|C|D|E|F|G|H|I|J|K|L|M|
-+-+-+
N|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.|.|.|.|.|.|.|.|.|.P
Q|.|.|.|.|.|.|.|.|.|.|.|.|.Q
R|.|.|.|.|.|.r|.r|.|.|.|.|.R
S|.|.|.|.|.|.r|.r|.|.|.|.|.S
T|.|.|.r|.r|.b|.b|.r|.r|.|.|.|.T
U|.|.|.r|.r|.b|.b|.r|.r|.|.|.|.U
V|.r|.r|.b|.b|.r|.r|.b|.b|.r|.r|.|.V
W|.r|.r|.b|.b|.r|.r|.b|.b|.r|.r|.|.W
X|.|.|.|.|.|.|.|.|.|.|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.Z
-+-+-+
|A|B|C|D|E|F|G|H|I|J|K|L|M|

1. Bbx jv-kw 4x2
2. R2 jt-ju 3x2
3. Rbx ft-gu
4. Bbx dt-eu 2x4 R2x6
5. Rbx dv-ew 4x2

Medium 44: Small Girl

=====

|A|B|C|D|E|F|G|H|I|J|K|L|M|
-+-+-+
N|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.|.|.g|.g|.g|.|.|.|.|.P
Q|.|.|.|.y|.g|.g|.g|.y|.|.|.|.|.Q
R|.|.|.y|.y|.g|.g|.g|.y|.y|.|.|.|.R
S|.|.|.|.|.|.g|.|.|.|.|.|.|.S
T|.|.|.|.g|.g|.g|.g|.g|.|.|.|.|.T
U|.|.|.|.g|.g|.g|.g|.|.|.|.|.|.U
V|.|.|.|.|.|.r|.|.|.|.|.|.|.V
W|.|.|.|.|.|.r|.r|.r|.|.|.|.|.|.W
X|.|.|.|.|.|.r|.r|.r|.r|.r|.|.|.|.X
Y|.|.|.|.|.|.g|.g|.|.|.|.|.|.Y


```

S|r|r|r|r|r|r|r|r|r|r|r|r|r|r|S
T|r|r|r|r|r|r|.r|r|r|r|r|r|T
U|r|r|r|r|r|r|r|r|r|r|r|r|r|U
V|r|r|r|r|r|r|r|r|r|r|r|r|r|V
W|r|r|r|r|r|r|r|r|r|r|r|r|r|W
X|r|r|r|r|r|r|r|r|r|r|r|r|r|X
Y|r|r|r|r|r|r|r|r|r|r|r|r|r|Y
Z|r|r|r|r|r|r|r|r|r|r|r|r|r|Z
-+-+-+-----
|A|B|C|D|E|F|G|H|I|J|K|L|M|

```

A tiny bit trickier than it looks at first sight, considering the order of the pieces.

Pieces: GL+ YL+ B4 GL- Ybx BL+ R1 RL+ RL+ R4 RL- Rbx RL+

1. GL+ gv-gw-gx-hx
2. YL+ gu-hu-hv-hw
3. B4 ht-it-jt-kt
4. GL- iu-ju-ku-kv
5. Ybx iv-jw
6. BL+ iw-jw-kw-kv
7. R1 gt
8. RL+ gv-gw-gx-hx
9. RL+ gu-hu-hv-hw
10. R4 ht-it-jt-kt
11. RL- iu-ju-ku-kv
12. Rbx iv-jw
13. RL+ iw-jw-kw-kv

Medium 47: Shovel

=====

```

|A|B|C|D|E|F|G|H|I|J|K|L|M|
-+-+-+-----
N|.|.|.|.b|r|r|r|b|.|.|.|.N
O|.|.|.|.b|.|.|.b|.|.|.|.O
P|.|.|.|.b|b|b|.|.|.|.P
Q|.|.|.|.b|.|.|.|.|.Q
R|.|.|.|.y|.|.|.|.|.R
S|.|.|.|.y|.|.|.|.|.S
T|.|.|.|.y|.|.|.|.|.T
U|.|.|.|.y|.|.|.|.|.U
V|.|.|.g|g|b|g|g|.|.|.V
W|.|.|.g|g|b|g|g|.|.|.W
X|.|.|.g|g|g|g|g|.|.|.X
Y|.|.|.g|g|g|.|.|.|.Y
Z|.|.|.g|.|.|.|.|.Z
-+-+-+-----
|A|B|C|D|E|F|G|H|I|J|K|L|M|

```

Pieces: GL= RL- GL= RL= BL+ BL= B1 Y3 Gbx

1. GL= ey-ez-fz
2. RL- en-eo-fo-go
3. GL= hz-iz-iy
4. RL= ho-io-in 5x2
5. BL+ gu-hu-hv-hw 2x3
6. BL= ep-eq-fq
7. B1 hq 4x2

8. Y3 hr-hs-ht 2x3

9. Gbx gv-hw 5x5

Medium 48: Waypoint

=====

A	B	C	D	E	F	G	H	I	J	K	L	M
N	N
O	O
P	.	.	g	g	r	r	r	r	b	b	.	P
Q	.	.	g	g	g	.	.	b	b	b	.	Q
R	.	.	r	g	g	g	b	b	b	r	.	R
S	.	.	r	.	g	r	r	b	.	r	.	S
T	.	.	r	.	b	r	r	g	.	r	.	T
U	.	.	r	b	b	b	g	g	g	r	.	U
V	.	.	b	b	b	.	.	g	g	g	.	V
W	.	.	b	b	r	r	r	r	g	g	.	W
X	X
Y	Y
Z	Z

Pieces: R4 R4 R4 R4 GL= BL= BL= GL= R2 R2

- 1. R4 er-es-et-eu
- 2. R4 hr-hs-ht-hu
- 3. R4 dr-ds-dt-du
- 4. R4 ir-is-it-iu
- 5. GL= ep-fp-fq
- 6. BL= ew-fw-fv
- 7. BL= gq-gp-hp
- 8. GL= gv-gw-hw
- 9. R2 fr-gr G4x2 B4x2
- 10. R2 fu-gu 8x4 G4x2 B4x2

Medium 49: Barbedwire (sic)

=====

A	B	C	D	E	F	G	H	I	J	K	L	M
N	N
O	O
P	P
Q	Q
R	g	.	.	.	R
S	b	b	b	g	b	b	S
T	g	g	b	r	g	g	.	T
U	.	r	r	r	g	r	r	r	.	.	.	U
V	g	V
W	W
X	X
Y	Y
Z	Z

Pieces: G2 B3 R3 G2 G2 B3 R3 Y3 Y3


```

O|.|.|.|.y|y|y|y|y|y|y|.|.|O
P|.|.|.|.y|y|.|.|.|.y|y|.|.|P
Q|.|.|.|.y|y|.|.|.|.y|y|.|.|Q
R|.|.|.|.|.|.|.|.|.y|y|.|.|R
S|.|.|.|.|.|.|.|.|.y|y|.|.|S
T|.|.|.|.|.y|y|y|y|y|y|.|.|T
U|.|.|.|.|.y|y|y|y|y|y|.|.|U
V|.|.|.|.|.y|y|.|.|.|.|.|.|V
W|.|.|.|.|.y|y|.|.|.|.|.|.|W
X|.|.|.|.|.|.|.|.|.|.|.|.|X
Y|.|.|.|.|.y|y|.|.|.|.|.|.|Y
Z|.|.|.|.|.y|y|.|.|.|.|.|.|Z
  +--+--+--+--+--+--+--+--+
    A B C D E F G H I J K L M

```

This one can actually be completed one piece early.

Y 1x2 B 1x2 B 1x2 B 2x2 B l-shape & mirror image

1. Y fx-gx
2. B fn-fo Y2x4
3. B in-io
4. B gn/ho 4x2
5. B ht/hu
6. B hs-is-it-iu 2x3 Y2x8 Y2x7

Hard 2: "Baby Walk"

```

-----
  |A|B|C|D|E|F|G|H|I|J|K|L|M|
  +--+--+--+--+--+--+--+--+--+
N|.|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.|.|.|.|.|.|.|.|.|.|.P
Q|.|.|.|.g|.|.|.|.|.|.y|y|.|.Q
R|.|.|.g|g|.|.|.|.|.y|y|.|.R
S|.|.g|g|g|.|.|.y|r|r|r|r|.|.S
T|.g|g|g|g|.|.|.g|.|.r|r|.|.T
U|.g|g|g|g|g|g|g|.|.r|r|.|.U
V|.g|g|g|g|g|g|g|.|.g|g|.|.V
W|.g|g|g|g|g|g|g|.|.g|g|.|.W
X|.|b|b|.|.|.b|b|.|.g|.|.g|b|X
Y|.|b|b|.|.|.b|b|.|.b|b|.|.b|Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.Z
  +--+--+--+--+--+--+--+--+--+
  |A|B|C|D|E|F|G|H|I|J|K|L|M|

```

Pieces: BL+ RL- Bbx GL+ Bbx Y2 R4 GL= R4

1. BL+ hy-hx-ix-jx 5x2
2. RL- hs-ht-it-jt
3. Bbx kx-ly
4. GL+ jv-ju-ku-lu 3x3 R5x2
5. Bbx dx-ey
6. Y2 ks-ls
7. R4 at-bt-ct-dt G8x3
8. GL= br-bq-cq 3x3
9. R4 as-bs-cs-ds 4x2

Hard 3: "Stormdrain"

```

-----
|A|B|C|D|E|F|G|H|I|J|K|L|M|
-+-+-+-----
N|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.P
Q|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Q
R|.|.|.|.g|g|g|g|g|g|g|.|.|.|.R
S|.|.|.|.g|b|g|b|g|b|g|.|.|.|.S
T|.|.|.|.g|b|g|b|g|b|g|.|.|.|.T
U|.|.|.|.g|g|g|g|g|g|g|.|.|.|.U
V|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.V
W|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.W
X|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Z
-+-+-+-----
|A|B|C|D|E|F|G|H|I|J|K|L|M|

```

Pieces: G2 B4 GL- GL-

1. G2 es-et
2. B4 gr-hr-ir-jr
3. GL- gs-gt-gu-hu
4. GL- is-it-iu-ju 7x4

Hard 4: "Wheelie"

```

-----
|A|B|C|D|E|F|G|H|I|J|K|L|M|
-+-+-+-----
N|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.|.|.y|y|.O
P|.|.|.|.|.|.|.|.|.|.|.|.|.|.y|y|.P
Q|.b|b|b|.|.|.r|r|r|r|r|.Q
R|.b|b|g|g|g|g|g|.r|r|.R
S|.b|b|b|.g|g|.|.r|r|.S
T|.|.|.|.|.|.g|r|r|r|r|.T
U|.|.|.|.|.|.g|r|g|.|.|.U
V|.|.|.|.|.|.r|r|g|g|.|.V
W|.|.|.|.|.|.g|g|g|g|b|.|.W
X|.|.|.|.|.|.|.b|b|b|.|.X
Y|.|.|.|.|.|.|.b|b|b|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.Z
-+-+-+-----
|A|B|C|D|E|F|G|H|I|J|K|L|M|

```

Pieces: Y2 GL+ Rbx GL= R4 B1 R2 GL=

1. Y2 jo-jp 3x2
2. GL+ ju-ku-kv-kw B3x2
3. Rbx ir-is
4. GL= gv-hv-hu
5. R4 gq-gr-gs-gt G5x3
6. B1 dr 3x3
7. R2 hr-hs
8. GL= es-et-ft

Hard 5: "Tulips"

```

-----
|A|B|C|D|E|F|G|H|I|J|K|L|M|
-+-+-+-----
N|.|.|.|.|.r|.y|.r|.|.|.|.N
O|.|.|.|.|.r|r|r|r|r|.|.|.O
P|.|.|.|.|.r|r|r|.|.|.|.P
Q|.|.|.|.|.r|r|r|r|r|.|.|.Q
R|.|.|.|.|.r|r|r|r|r|.|.|.R
S|.|.|.|.|.r|r|r|.|.|.|.S
T|r|.y|.r|.g|.r|.y|.r|T
U|r|r|r|r|r|.g|.r|r|r|r|U
V|.r|r|r|.|.g|.|.r|r|r|.V
W|r|r|r|r|r|.g|.r|r|r|r|W
X|r|r|r|r|r|.g|.r|r|r|r|X
Y|.r|r|r|.|.g|.|.r|r|r|.Y
Z|.|.g|.|.g|.|.g|.|.Z
-+-+-+-----
|A|B|C|D|E|F|G|H|I|J|K|L|M|

```

Pieces: R3 GL- R1 G1 R3 GL+ R1 GL= R1 GL- R1 G2 R3 G3 R1 YL+ R1 YL+

1. R3 bt-ct-dt
2. GL- by-cy-dy-dz
3. R1 av
4. G1 bz 3x2
5. R3 jt-kt-lt
6. GL+ jz-jy-ky-ly
7. R1 ev 5x5
8. GL= lz-mz-my
9. R1 iv
10. GL- fs-gs-hs-ht
11. R1 mv 5x5
12. G2 hu-hv
13. R3 fn-gn-hn
14. G3 ft-fu-fv
15. R1 ep
16. YL+ gw-hw-hx-hy G3x4
17. R1 ip 5x5
18. YL+ gx-gy-gz-hz

Hard 6: "I say"

```

|A|B|C|D|E|F|G|H|I|J|K|L|M|
-+-+-+-----
N|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.|.|.|.|.|.|.|.|.P
Q|.|.|.|.|.|.|.|.|.|.|.|.Q
R|.|.|.|.|.|.r|.|.|.|.|.R
S|.|.|.|.|.|.r|.|.|.|.|.S
T|.|.|.|.|.|.r|.|.|.|.|.T
U|.|.|.|.|.|.|.|.|.|.|.U
V|.|.|.|.|.|.r|.|.|.|.|.V
W|.|.|.|.|.|.|.|.|.|.|.W
X|.|.|.|.|.|.|.|.|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.Z

```


+-+-+--+-+-+--+-+-+--+-+-+--+-+-+--+-+-+

|A|B|C|D|E|F|G|H|I|J|K|L|M|

Pieces: GL= GL+ G3

- 1. GL= gw-gx-hx
- 2. GL+ gu-hu-hv-hw
- 3. G3 hr-hs-ht 2x7

Hard 7: "Propshaft"

|A|B|C|D|E|F|G|H|I|J|K|L|M|

+-+-+--+-+-+--+-+-+--+-+-+--+-+-+--+-+-+

N|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.P
Q|.|.|.|.|.|.|.|.y|.|.|.|.|.|.|.|.Q
R|.|.|.|.|.|.|.|.y|.|.|.|.|.|.|.|.R
S|.|.|.|.b|.b|.|.y|.|.|.|.|.|.|.|.S
T|.|.|.|.b|.b|.b|.g|.b|.b|.b|.|.|.|.T
U|.|.|.|.|.|.|.|.y|.|.b|.b|.|.|.|.|.U
V|.|.|.|.|.|.|.|.y|.|.|.|.|.|.|.|.V
W|.|.|.|.|.|.|.|.y|.|.|.|.|.|.|.|.W
X|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Z

+-+-+--+-+-+--+-+-+--+-+-+--+-+-+--+-+-+

|A|B|C|D|E|F|G|H|I|J|K|L|M|

Pieces: B2 YL= Ybx B4 BL=

- 1. B2 kt-ku
- 2. YL= gt-ht-hs B3x2
- 3. Ybx hv-iw
- 4. B4 du-eu-fu-gu Y2x4 Y4x2
- 5. BL= fs-gs-gt 4x3

Hard 8: "Parasol"

|A|B|C|D|E|F|G|H|I|J|K|L|M|

+-+-+--+-+-+--+-+-+--+-+-+--+-+-+--+-+-+

N|.|.|.|.|.|.|.|.y|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.y|.y|.y|.|.|.|.|.|.O
P|.|.|.|.|.b|.g|.b|.g|.b|.|.|.|.|.|.P
Q|.|.|.b|.g|.b|.g|.b|.g|.b|.g|.b|.|.|.Q
R|.b|.g|.b|.g|.b|.g|.b|.g|.b|.g|.b|.R
S|.b|.g|.|.g|.b|.|.b|.g|.|.g|.b|.|.b|.S
T|.b|.|.|.g|.|.|.b|.|.|.g|.|.|.b|.T
U|.|.|.|.|.|.|.|.y|.|.|.|.|.|.|.|.U
V|.|.|.|.|.|.|.|.y|.|.|.|.|.|.|.|.V
W|.|.|.|.|.|.|.|.y|.|.|.|.|.|.|.|.W
X|.|.|.|.|.y|.|.y|.|.|.|.|.|.|.|.X
Y|.|.|.|.|.y|.|.y|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.y|.y|.y|.|.|.|.|.|.|.Z

+-+-+--+-+-+--+-+-+--+-+-+--+-+-+--+-+-+

|A|B|C|D|E|F|G|H|I|J|K|L|M|

Pieces: YL+ B4 Ybx B2 B3 G4 B3 G4 G4 Y1 YL=


```

Y|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Z
-+-+---+---+---+---+---+---+---+---+---
|A|B|C|D|E|F|G|H|I|J|K|L|M|

```

Pieces: R1 Rbx Rbx R3 RL= RL-

1. R1 fs
2. Rbx fq-gr
3. Rbx fv-gw
4. R3 hu-hv-hw
5. RL= fu-gu-gt
6. RL- gs-hs-hr-hq 7x7

Hard 11: "Chimp"

```

|A|B|C|D|E|F|G|H|I|J|K|L|M|
-+-+---+---+---+---+---+---+---+---+---
N|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.|.|.b|b|b|b|b|b|.|.P
Q|.|.|.|.g|g|g|g|b|b|b|b|.|.Q
R|.|.|.|.g|g|g|g|g|b|b|b|.|.R
S|.|.|.|.b|.|.b|b|b|r|r|.S
T|.|.|.|.r|r|g|.b|b|r|r|r|.T
U|.|.|.|.r|r|r|b|b|r|r|r|.U
V|.|.r|r|r|r|r|b|b|b|b|.|.V
W|.r|r|r|r|r|r|b|b|b|b|.|.W
X|.|.|.r|r|r|r|b|b|b|b|.|.X
Y|.|.|.r|r|r|r|b|b|b|b|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.|.Z
-+-+---+---+---+---+---+---+---+---+---
|A|B|C|D|E|F|G|H|I|J|K|L|M|

```

Pieces: GL= RL+ RL= Rbx R2 R3 B4 BL= B2 B2 Bbx

1. GL= hq-iq-ir 5x2
2. RL+ js-jr-kr-lr 3x4
3. RL= ct-cu-du
4. Rbx bx-cy
5. R2 ft-gt
6. R3 bt-bu-bv 6x6
7. B4 fq-gq-hq-iq 6x2
8. BL= ds-dt-et
9. B2 fs-ft 3x2
10. B2 ju-ku
11. Bbx js-kt 4x7

Hard 12: "Bottlenose"

```

|A|B|C|D|E|F|G|H|I|J|K|L|M|
-+-+---+---+---+---+---+---+---+---+---
N|.|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.b|b|b|.|.|.|.|.|.|.O
P|b|b|b|b|y|b|b|.|.|.|.|.P
Q|g|g|g|g|g|g|b|b|.|.|.|.Q
R|.|.|.|.g|g|g|b|b|b|b|.|.R
S|.b|b|b|g|g|g|b|b|b|.|.S

```

```

T|.|.|.b|b|g|g|g|b|b|.|.|.|.T
U|.|.|.|.g|g|g|b|.|.|.|.|.U
V|.|.|.|.g|g|b|.|.|.|.|.|.V
W|.|.|.|.g|g|b|.|.|.b|b|.|.|.W
X|.|.|.|.g|g|b|b|b|b|.|.|.|.X
Y|.|.|.|.g|g|g|b|b|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.b|b|.|.|.Z
-+-+--+--+--+--+--+--+--+--+--+
|A|B|C|D|E|F|G|H|I|J|K|L|M|

```

Pieces: B2 G3 BL= GL- B2 YL- BL= BL= Y4 G3 YL- B3 Y2

1. B2 hw-iw
2. G3 gv-gw-gx
3. BL= hy-hz-iz
4. GL- ey-ez-fz-gz
5. B2 kx-ky 4x4
6. YL- dq-dp-do-eo
7. BL= as-at-bt 4x2
8. BL= iu-ju-jt
9. Y4 eq-fq-gq-hq 3x9
10. G3 ap-bp-cp 3x2
11. YL- fo-go-ho-hp
12. B3 ks-kt-ku 4x4
13. Y2 fp-gp 5x3

Hard 13: "Spiral"

```

|A|B|C|D|E|F|G|H|I|J|K|L|M|
-+-+--+--+--+--+--+--+--+--+--+
N|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.|.|.|.|.|.|.|.|.|.P
Q|.|.|.|.|.|.|.|.|.|.|.|.|.Q
R|.|.|.|.|.|.|.|.|.|.|.|.|.R
S|.|.r|r|b|b|b|b|b|b|.|.|.S
T|.|.r|r|b|r|r|r|b|b|.|.|.T
U|.|.r|r|b|b|b|r|b|b|.|.|.U
V|.|.r|r|r|r|r|r|b|b|.|.|.V
W|.|.|.|.|.|.|.|.|.|.|.|.|.W
X|.|.|.|.|.|.|.|.|.|.|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.Z
-+-+--+--+--+--+--+--+--+--+--+
|A|B|C|D|E|F|G|H|I|J|K|L|M|

```

Pieces: B1 RL+ R1 BL+

1. B1 gv
2. RL+ es-et-eu-fu
3. R1 fs
4. BL+ gt-ht-hu-hv 4x4 R4x4

Hard 14: "Angel"

```

|A|B|C|D|E|F|G|H|I|J|K|L|M|
-+-+--+--+--+--+--+--+--+--+--+
N|y|y|y|y|.|.y|y|.|.y|y|y|y|.N

```

```

O|.|.|.y|y|.|.|.|.y|y|.|.|.O
P|.y|y|y|.r|r|.y|y|y|.|.P
Q|.|.|.y|y|.r|r|.y|y|.|.Q
R|.|.|.y|b|b|b|b|y|.|.R
S|.|.|.b|b|b|b|b|.|.S
T|.|.b|b|.b|b|.b|b|.|.T
U|.r|r|.|.b|b|.r|r|.|.U
V|.|.|.b|b|b|b|.|.V
W|.|.|.b|b|b|b|.|.W
X|.|.|.b|b|b|b|b|.|.X
Y|.|.|.b|b|b|b|b|.|.Y
Z|.|.|.|.|.|.|.|.|.Z
-+-+--+--+--+--+--+--+--+--+
|A|B|C|D|E|F|G|H|I|J|K|L|M|

```

Pieces: Rbx YL- YL+ YL= YL= RL- RL+ Y1 Y1 BL+ BL- Bbx Bbx B2 B2

1. Rbx fn-go 2x4
2. YL- aq-ap-ao-bo
3. YL+ ko-lo-lp-lq
4. YL= bq-br-cr
5. YL= jr-kr-kq
6. RL- bt-ct-dt-du 3x2
7. RL+ iu-it-jt-kt 3x2
8. Y1 ar 4x5
9. Y1 lr 4x5
10. BL+ dr-dq-eq-fq
11. BL- gq-hq-iq-ir
12. Bbx dt-eu
13. Bbx ht-iu
14. B2 dv-dw
15. B2 iv-iw 6x9

Hard 15: "Dog Nose"

```

|A|B|C|D|E|F|G|H|I|J|K|L|M|
-+-+--+--+--+--+--+--+--+--+
N|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.|.|.|.|.|.|.|.P
Q|.|.|.|.|.|.|.|.|.|.|.Q
R|.|.|.y|y|y|y|y|y|.|.R
S|.|.|.y|b|b|y|b|b|y|.|.S
T|.|.|.y|.b|y|b|.y|.|.T
U|.|.|.y|y|y|y|y|y|.|.U
V|.|.|.|.|.|.|.|.|.|.V
W|.|.|.|.|.|.|.|.|.|.W
X|.|.|.|.|.|.|.|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.Z
-+-+--+--+--+--+--+--+--+--+
|A|B|C|D|E|F|G|H|I|J|K|L|M|

```

Pieces: Y2 Y2 BL= Y3 Y4

1. Y2 hs-ht
2. Y2 is-it
3. BL= gt-gs-hs
4. Y3 et-ft-gt

5. Y4 es-fs-gs-hs 7x4

Hard 16: "Feline"

A	B	C	D	E	F	G	H	I	J	K	L	M
N	b	.	.	.	b	N
O	b	b	b	b	b	.	.	b	b	b	b	O
P	b	g	b	g	b	.	.	b	.	b	.	P
Q	b	b	r	b	b	.	.	b	b	.	b	Q
R	.	b	b	b	b	.	.	R
S	.	.	b	b	b	b	b	S
T	.	.	b	b	b	b	b	b	b	b	b	T
U	.	.	b	b	b	b	b	b	b	b	b	U
V	.	.	b	b	b	b	b	b	b	b	.	V
W	.	.	b	.	b	.	.	b	.	b	.	W
X	.	.	b	.	b	.	.	b	.	b	.	X
Y	.	b	b	.	b	.	.	b	b	.	b	Y
Z	.	.	.	b	b	.	.	.	b	b	.	Z
A	B	C	D	E	F	G	H	I	J	K	L	M

Pieces: BL+ B2 B2 B4 B2 RL- RL- B3 Bbx B2 B4 B3 G4 G4 GL- GL-

1. BL+ ip-jp-jq-jr
2. B2 ir-jr
3. B2 hw-hx
4. B4 jv-jw-jx-jy
5. B2 hz-iz
6. RL- cr-dr-dq-dp
7. RL- br-bq-bp-cp 3x3
8. B3 bn-cn-dn
9. Bbx bp-cq
10. B2 dp-dq 5x4
11. B4 ds-es-fs-gs
12. B3 dw-dx-dy
13. G4 gs-gt-gu-gv
14. G4 hs-ht-hu-hv 2x4 B4x12
15. GL- by-bz-cz-dz
16. GL- cy-dy-ey-ez 4x2 B3x6

Hard 17: "Wise Owl"

A	B	C	D	E	F	G	H	I	J	K	L	M
N	.	.	g	g	.	N
O	.	.	g	g	.	O
P	.	.	g	.	g	g	g	g	g	.	.	P
Q	.	.	g	g	.	.	g	.	g	g	.	Q
R	.	.	g	.	.	.	g	.	.	g	.	R
S	.	.	g	.	b	.	g	.	b	.	g	S
T	b	b	g	g	g	r	r	r	g	g	g	T
U	b	b	g	g	g	g	r	g	g	g	g	U
V	b	b	g	g	g	g	g	g	g	g	b	V
W	b	b	b	g	g	g	g	g	g	b	b	W
X	b	b	.	g	g	g	g	g	g	.	b	X
Y	b	.	.	.	g	g	g	g	g	.	.	Y
Z	r	g	g	g	r	r	.	Z

|A|B|C|D|E|F|G|H|I|J|K|L|M|

Pieces: B3 BL= G3 BL= G1 B3 GL= B3 GL= Bbx B4 G3 BL- G3 B1 Rbx RL= RL=

1. B3 kt-ku-kv
2. BL= kx-ky-ly 3x6
3. G3 ft-gt-ht
4. BL= by-cy-cx
5. G1 gu
6. B3 ct-cu-cv 3x6
7. GL= dy-dz-ez
8. B3 fs-gs-hs
9. GL= iz-jz-jy 7x7
10. Bbx cr-ds
11. B4 er-fr-gr-hr
12. G3 dn-do-dp
13. BL- ir-jr-kr-ks
14. G3 jn-jo-jp
15. B1 js 9x2
16. Rbx ep-fq G2x4
17. RL= gq-gp-hp
18. RL= iq-jq-jp 5x2 G2x4

Hard 18: "Holes"

|A|B|C|D|E|F|G|H|I|J|K|L|M|

N|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.N
 O|r|r|r|r|.|.|.|.|.|.|.|.|.|.|.O
 P|r|r|r|r|.|.|.|.|.|.|.|.|.|.|.P
 Q|r|.|.|.r|.|.|.|.|.|.|.|.|.|.Q
 R|r|r|.|.r|.|.|.|.|.|.|.|.|.|.R
 S|r|r|r|r|.|.|.|.|.|.|.|.|.|.|.S
 T|r|r|r|r|.|.|.|.|.|.|.|.|.|.|.T
 U|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.U
 V|.|.|.|.b|b|b|b|b|b|b|.|.|.|.V
 W|.|.|.|.b|b|b|.|.|.b|b|.|.|.|.W
 X|.|.|.|.b|b|b|.|.|.b|b|.|.|.|.X
 Y|.|.|.|.b|b|b|b|b|b|b|.|.|.|.Y
 Z|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Z

|A|B|C|D|E|F|G|H|I|J|K|L|M|

Pieces: G2 RL- RL- Gbx R4 Gbx R3 R1

1. G2 ks-ls
2. RL- kq-lq-mq-mr
3. RL- jq-jr-kr-lr 4x2 G4x2 G4x2
4. Gbx aq-br
5. R4 gv-gw-gx-gy B3x4
6. Gbx cq-dr 4x2 R4x2 R4x2
7. R3 hw-hx-hy
8. R1 hv 2x4 B2x4

Hard 19: "Red Square"

|A|B|C|D|E|F|G|H|I|J|K|L|M|

```

-+-+-+
N|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|r|r|r|.|.r|r|.|.r|r|r|.|O
P|.|r|r|.|.r|r|r|.|.r|r|r|.|P
Q|.|r|.|.|.r|r|r|.|.|.r|.|Q
R|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.R
S|.|r|r|r|.|.r|r|r|.|.r|r|r|.|S
T|.|r|r|.|.|.r|.|.r|r|r|.|T
U|.|r|r|.|.r|r|r|.|.r|r|.|.|U
V|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.V
W|.|r|r|.|.r|r|r|.|.r|r|.|.|W
X|.|r|r|r|.|.r|r|r|.|.r|r|.|.|X
Y|.|r|r|.|.|.r|r|.|.r|r|r|.|Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Z
-+-+-+
|A|B|C|D|E|F|G|H|I|J|K|L|M|

```

Pieces: RL= R2 RL- R1 R4 R2 R3 RL= RL=

1. RL= es-et-ft
2. R2 ho-io
3. RL- ip-iq-jq-kq 7x3
4. R1 ht
5. R4 lu-lv-lw-lx
6. R2 jv-kv 3x7
7. R3 dy-ey-fy
8. RL= dw-ew-ex 7x3
9. RL= dt-du-eu 7x3
10. cq-dq-dp 3x3

Hard 20: "Liner"

```

|A|B|C|D|E|F|G|H|I|J|K|L|M|
-+-+-+
N|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.g|g|.g|g|.|.|.|.|.|.|.O
P|.|.|.r|r|.r|r|.|.|.|.|.|.|.P
Q|.|.|.r|r|.r|r|.|.|.|.|.|.|.Q
R|.|.|.y|y|y|y|y|y|y|.|.|.R
S|.|.|.y|.y|.y|.y|.|.|.S
T|.g|g|g|g|g|g|g|g|g|g|g|T
U|.g|g|g|g|g|g|g|g|g|g|.U
V|.|.g|g|g|g|g|g|g|g|.|.V
W|b|b|g|g|g|g|g|g|g|b|b|b|W
X|b|b|b|b|b|b|b|b|b|b|b|b|X
Y|b|b|b|b|b|b|b|b|b|b|b|b|Y
Z|b|b|b|b|b|b|b|b|b|b|b|b|Z
-+-+-+
|A|B|C|D|E|F|G|H|I|J|K|L|M|

```

Pieces: B4 B3 GL= R2 B3 G1 B4 R2 Y2

1. B4 cw-dw-ew-fw
2. B3 fs-gs-hs
3. GL= lv-mv-mu
4. R2 do-eo 2x3
5. B3 es-fs-gs
6. G1 bv
7. B4 gw-hw-iw-jw 13x4 G12x3

- 8. R2 go-ho 2x3
- 9. Y2 hs-is 7x2

Hard 21: "Clown"

```

|A|B|C|D|E|F|G|H|I|J|K|L|M|
-+-+--+--+--+--+--+--+--+--+--+--+
N|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.y|b|y|.|.|.y|b|y|.|.|.|.P
Q|.|.|.b|b|b|.|.|.b|b|b|.|.|.|.Q
R|.|.|.y|b|y|.|.|.y|b|y|.|.|.|.R
S|.|.|.|.|.|.r|r|.|.|.|.|.|.|.S
T|.|.|.|.|.|.r|r|.|.|.|.|.|.|.T
U|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.U
V|.|.|.r|r|r|.|.|.r|r|r|.|.|.|.V
W|.|.|.r|y|r|r|r|r|y|r|.|.|.|.W
X|.|.|.r|y|y|y|y|y|y|r|.|.|.|.X
Y|.|.|.r|r|r|r|r|r|r|r|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Z
-+-+--+--+--+--+--+--+--+--+--+--+
|A|B|C|D|E|F|G|H|I|J|K|L|M|

```

Pieces: YL= RL- R2 YL= RL- RL+ RL+ RL= RL=

- 1. YL= ip-iq-jq
- 2. RL- et-es-er-fr
- 3. R2 fv-gv
- 4. YL= cq-dq-dp
- 5. RL- dw-dx-ex-fx
- 6. RL+ gx-hx-ix-iw 8x4
- 7. RL+ gr-hr-hs-ht 4x3
- 8. RL= dr-er-eq 3x3
- 9. RL= hq-hr-ir 3x3

Hard 22: "Eye Spy"

```

|A|B|C|D|E|F|G|H|I|J|K|L|M|
-+-+--+--+--+--+--+--+--+--+--+--+
N|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.P
Q|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Q
R|.|.|.g|g|g|g|g|g|g|.|.|.|.R
S|.|.|.g|g|g|g|g|g|g|.|.|.|.S
T|.|.|.g|b|b|b|b|g|g|.|.|.|.T
U|.|.|.g|r|b|b|b|g|g|.|.|.|.U
V|.|.|.g|r|r|b|b|g|g|.|.|.|.V
W|.|.|.g|g|g|g|g|g|g|.|.|.|.W
X|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Z
-+-+--+--+--+--+--+--+--+--+--+--+
|A|B|C|D|E|F|G|H|I|J|K|L|M|

```

Pieces: RL+ RL- RL= R2 B2 BL+ BL=

- 1. RL+ du-dt-et-ft

2. RL- dv-dw-ew-fw
3. RL= fu-gu-gt
4. R2 gv-gw 4x4
5. B2 gs-gt
6. BL+ gu-gv-gw-hw
7. BL= gr-hr-hs 2x6 G3x2 G2x6

Hard 23: "Chicken"

A	B	C	D	E	F	G	H	I	J	K	L	M	
N	N
O	r	O
P	r	r	r	P
Q	r	r	r	.	r	r	.	.	Q
R	.	.	.	g	g	g	g	r	r	r	.	.	R
S	.	.	.	g	.	g	g	r	r	.	.	.	S
T	.	.	.	g	b	.	g	g	T
U	.	y	y	y	y	g	g	g	r	r	.	.	U
V	.	.	.	y	g	g	g	g	r	r	.	.	V
W	.	.	.	y	y	g	g	g	g	r	r	.	W
X	.	.	.	r	.	g	g	g	X
Y	.	.	.	r	.	g	g	g	Y
Z	g	g	g	Z

Pieces: GL= Rbx RL= YL= B2 B3 RL- B2 R1 R2 Y2 Rbx RL=

1. GL= es-fs-ft
2. Rbx bx-cy 3x2
3. RL= fn-gn-go
4. YL= bw-bv-cv
5. B2 en-eo 3x4
6. B3 dr-ds-dt
7. RL- ip-jp-kp-jq
8. B2 er-es 2x3
9. R1 ks 3x4
10. R2 it-jt
11. Y2 ev-ew 4x3 G3x9
12. Rbx kt-lu
13. RL= kw-lw-lv 4x4

Hard 24: "Sandcastle"

A	B	C	D	E	F	G	H	I	J	K	L	M	
N	.	.	y	y	.	y	y	.	y	y	.	.	N
O	.	.	y	y	.	y	y	.	y	y	.	.	O
P	.	.	y	y	y	y	y	y	y	y	.	.	P
Q	.	.	y	.	.	y	y	y	y	.	.	.	Q
R	.	y	.	.	.	y	y	.	.	.	y	.	R
S	.	y	.	.	.	y	y	.	.	.	y	.	S
T	.	y	y	y	y	y	y	y	y	y	y	.	T
U	.	y	y	y	y	y	y	y	y	y	y	.	U
V	y	y	y	y	y	.	.	y	y	y	y	.	V
W	y	y	y	y	.	.	.	y	y	y	y	.	W
X	y	y	y	y	.	.	.	y	y	y	y	.	X


```

N|r|r|r|r|r|.|.|.|.|.|.|.|.|.|.|.r|N
O|r|.|.r|.|.r|.|.r|r|r|r|r|r|.|.O
P|r|r|r|r|.|.r|.|.r|r|r|r|r|r|.|.P
Q|.|y|.|.|.r|r|r|r|r|r|r|r|.|.Q
R|.|y|.|.|.|.|.|.|.r|y|r|.|.|.R
S|.|y|.|.|.|.|.|.|.y|y|.|.|.|.S
T|.|.|.|.|.|.|.|.y|.|.y|.|.|.|.T
U|.|.|.|.|.|.|.|.y|.|.y|.|.|.|.U
V|.|.|.|.|.|.|.|.y|y|y|y|y|.|.V
W|.|.|.|.|.|.|.|.|.y|.|.y|.|.|.W
X|.|.|.|.|.|.|.|.|.y|.|.|.|.|.X
Y|b|b|b|b|b|b|b|b|y|y|b|b|b|Y
Z|b|b|b|b|b|b|b|b|b|b|b|b|Z
-----
|A|B|C|D|E|F|G|H|I|J|K|L|M|

```

Pieces: Y3 Ybx R1 Y2 YL= R2 BL+ BL+ BL= BL= B2 Y3 Y3 R2 RL=

1. Y3 aq-ar-as 2x3
2. Ybx hw/ix
3. R1 bo
4. Y2 it-iu
5. YL= kw-kx-lx
6. R2 do-dp
7. BL+ is-js-ks-kr
8. BL+ hs-hr-ir-jr 4x2
9. BL= hu-ht-it
10. BL= iu-ju-jt 3x2
11. B2 iy-jy 13x2 Y5x3
12. Y3 dq-eq-fq R5x3 R6x3
13. Y3 dr-er-fr 3x2
14. R2 ln-lo
15. RL= lp-mp-mo 2x3

Hard 27: "Bird House"

```

|A|B|C|D|E|F|G|H|I|J|K|L|M|
-----
N|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.|.|.|.r|.|.|.|.|.|.|.P
Q|.|.|.|.|.|.r|r|r|.|.|.|.|.|.Q
R|.|.|.|.r|r|r|r|r|.|.|.|.|.R
S|.|.|.r|r|g|g|g|r|r|.|.|.|.S
T|.|.r|r|r|g|g|g|r|r|r|.|.|.T
U|.|.|.|.r|r|r|r|r|.|.|.|.|.U
V|.|.|.|.r|r|r|r|r|.|.|.|.|.V
W|.|.|.|.r|r|r|r|r|.|.|.|.|.W
X|.|.|.|.|.|.|.|.|.|.|.|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.|.Z
-----
|A|B|C|D|E|F|G|H|I|J|K|L|M|

```

Pieces: BL+ BL+ BL+ BL+ B1 B1 BL+ BL+

1. BL+ cr-cs-ct-dt G3x2
2. BL+ dr-er-es-et
3. BL+ ir-is-it-jt R5x3

4. BL+ jr-kr-ks-kt
5. B1 ds 3x3
6. B1 js 3x3
7. BL+ fp-gp-hp-ho R3x2
8. BL+ ep-eo-fo-go 4x2

Hard 28: "Jeep"

```

|A|B|C|D|E|F|G|H|I|J|K|L|M|
-+-+-+-+
N|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.g|g|.|.|.|.|.|.O
P|.|.|.|.|.|.|.|.y|y|.|.|.|.|.|.P
Q|.|.|.|.|.b|.|.y|y|.|.|.|.|.|.Q
R|.|.|.|.|.b|r|r|r|r|.|.|.|.|.R
S|.|.|.|.|.b|.|.r|r|.|.|.|.|.S
T|.g|g|g|g|.|.r|r|g|g|g|.T
U|y|g|g|g|g|.r|r|r|g|g|g|b|U
V|y|g|g|g|g|.r|g|g|g|g|g|b|V
W|.g|b|b|g|g|g|g|b|b|g|g|b|W
X|b|g|b|b|b|g|g|g|b|b|b|g|.X
Y|.|.b|b|b|.|.|.b|b|b|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.Z
-+-+-+-+
|A|B|C|D|E|F|G|H|I|J|K|L|M|

```

Pieces: YL+ BL= B3 RL- B2 R2 B1 Y2 R2 G4 B3 Bbx

1. YL+ at-bt-bu-bv 2x3
2. BL= aw-bw-bx
3. B3 dq-dr-ds 2x3
4. RL- fv-fu-ft-gt
5. B2 ay-by
6. R2 fs-gs
7. B1 ew 5x3 G3x3
8. Y2 ho-io
9. R2 hv-iv 4x5 G3x2
10. G4 mt-mu-mv-mw
11. B3 kw-lw-mw G4x3
12. Bbx lx-my B5x3

Hard 29: "Old Oak"

```

|A|B|C|D|E|F|G|H|I|J|K|L|M|
-+-+-+-+
N|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.g|g|g|g|g|g|g|.|.|.|.|.O
P|.|.g|g|g|g|g|g|g|g|.|.|.P
Q|.g|g|g|g|g|g|g|g|g|g|.Q
R|.g|g|g|g|g|g|g|g|g|.R
S|.|.g|r|.r|.r|.r|g|.|.S
T|.|.r|r|r|r|r|r|.|.T
U|.|.|.|.r|r|r|.|.|.|.|.U
V|.|.|.|.r|r|r|.|.|.|.|.V
W|.|.|.|.r|r|r|.|.|.|.|.W
X|.|.|.|.r|r|r|r|r|.|.|.X
Y|.|.|.r|r|.r|.r|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.Z

```

|A|B|C|D|E|F|G|H|I|J|K|L|M|

It's a great big, pretty treeeeeeee!

Pieces: G4 G3 G1 G3 G3 RL= G1 RL= GL= GL= Rbx Rbx G2 G2

1. G4 ds-es-fs-gs
2. G3 hs-is-js
3. G1 bs
4. G3 fx-gx-hx
5. G3 fy-gy-hy 3x2
6. RL= cy-cx-dx 3x2
7. G1 ls
8. RL= jx-kx-ky 3x2
9. GL= ko-lo-lp
10. GL= bp-bo-co 11x5
11. Rbx dt-eu
12. Rbx it-ju R3x4
13. G2 ft-fu 3x2
14. G2 ht-hu 3x2

Hard 30: "Fat A"

|A|B|C|D|E|F|G|H|I|J|K|L|M|

N|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.P
Q|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Q
R|.|.|.b|b|b|b|b|b|b|b|b|.|.|.R
S|.|.|.b|b|b|y|y|y|b|b|b|.|.|.S
T|.|.|.b|b|b|b|b|b|b|b|b|.|.|.T
U|.|.|.b|b|b|b|b|b|b|b|b|.|.|.U
V|.|.|.b|b|b|.|.|.|.b|b|b|.|.|.V
W|.|.|.b|b|.|.|.|.|.b|b|.|.|.|.W
X|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Z

|A|B|C|D|E|F|G|H|I|J|K|L|M|

Pieces: Y3 Y3 B3 Y3 B3 Y3

1. Y3 cw-dw-ew
2. Y3 cx-dx-ex 3x2
3. B3 fs-gs-hs
4. Y3 iw-jw-kw
5. B3 fv-gv-hv 9x5
6. Y3 iv-jv-kv 3x2

Hard 31: "Cascade"

|A|B|C|D|E|F|G|H|I|J|K|L|M|

N|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.P

Q|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Q
R|.|.b|b|b|.|.|.y|y|y|.|.|.|.|.|.|.R
S|.|.|.|.g|g|g|.|.|.b|b|b|.|.|.|.S
T|.|.|.r|r|r|.|.|.g|g|g|.|.|.|.|.T
U|.|.|.|.y|y|y|.|.|.r|r|r|.|.|.|.U
V|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.V
W|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.W
X|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Z
-+-+-+--+--+--+--+--+--+--+--+--+--+--+
|A|B|C|D|E|F|G|H|I|J|K|L|M|

Pieces: Ybx Gbx YL- Rbx R2 RL+ B3

1. Ybx fs-gt
2. Gbx hr-is
3. YL- et-es-er-fr 3x4
4. Rbx js-kt G2x3
5. R2 ls-lt 3x3
6. RL+ bt-bs-cs-ds 3x2
7. B3 bs-cs-ds 3x2

Hard 32: "Paradise"

|A|B|C|D|E|F|G|H|I|J|K|L|M|
-+-+-+--+--+--+--+--+--+--+--+--+--+--+
N|y|y|.|.g|g|g|.|.|.g|g|g|g|.|.N
O|y|y|g|.|.|.g|g|.|.|.|.|.|.O
P|.|.|.|.g|g|r|r|g|g|.|.|.|.|.P
Q|.|.|.|.g|.|.|.r|r|.|.g|.|.|.Q
R|.|.|.|.|.|.|.r|r|.|.|.|.|.R
S|.|.|.|.|.|.|.r|r|.|.|.|.|.S
T|.|.|.|.|.|.|.r|r|.|.|.|.|.T
U|.|.|.g|g|r|r|g|g|.|.|.|.|.U
V|b|b|g|g|g|g|g|g|g|g|b|b|V
W|b|b|b|b|g|g|g|g|g|b|b|b|b|W
X|b|b|b|b|b|b|b|b|b|b|b|b|b|X
Y|b|b|b|b|b|b|b|b|b|b|b|b|b|Y
Z|b|b|b|b|b|b|b|b|b|b|b|b|b|Z
-+-+-+--+--+--+--+--+--+--+--+--+--+--+
|A|B|C|D|E|F|G|H|I|J|K|L|M|

Pieces: Y2 GL+ GL- BL- BL+ GL+ GL- G3 B3 G2 B3 R2 GL- GL+ GL=

1. Y2 cn-co 3x2
2. GL+ dp-do-eo-fo
3. GL- io-jo-ko-kp
4. BL- cv-dv-ev-ew
5. BL+ iw-iv-jv-kv
6. GL+ eq-fq-gq-gp
7. GL- hp-hq-iq-jq
8. G3 lo-lp-lq
9. B3 fw-gw-hw
10. G2 gn-hn 9x4
11. B3 fv-gv-hv 13x5
12. R2 gr-gs
13. GL- dt-et-ft-fu 3x2
14. GL+ gu-gt-ht-it R3x2

Z|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Z
-+-+-+---+-+-+---+-+-+---+-+-+---+
|A|B|C|D|E|F|G|H|I|J|K|L|M|

Pieces: R4 Rbx R3 R2 BL- R3 BL=

1. R4 js-jt-ju-jv
2. Rbx ht-iu
3. R3 gs-hs-is
4. R2 hv-iv
5. BL- ct-cs-cr-dr
6. R3 gt-gu-gv 4x4
7. BL= cu-cv-dv 2x5

Hard 35: "Hobnail"

|A|B|C|D|E|F|G|H|I|J|K|L|M|
-+-+-+---+-+-+---+-+-+---+-+-+---+
N|.|.|.|.|.|.|.|.b|b|b|b|b|b|N
O|.|.|.|.|.|.|.|.b|b|b|b|b|b|O
P|.|.|.|.|.|.|.|.r|r|b|b|b|P
Q|.|.|.|.|.|.|.|.b|b|b|b|b|Q
R|.|.|.|.|.|.|.|.r|r|b|b|.R
S|.|.|.|.|.|.|.|.b|b|b|b|.S
T|.|.|.|.b|b|.|.|.r|r|b|b|.T
U|.|.|.b|.|.b|b|.|.b|b|b|b|U
V|.|.b|.|.b|b|b|b|b|b|b|V
W|.|.b|.|.b|b|b|b|b|b|b|W
X|.|.b|b|b|b|b|b|b|b|b|X
Y|.|.y|y|y|y|y|y|y|y|y|y|Y
Z|.|.y|y|y|y|y|y|.|.y|y|y|Z
-+-+-+---+-+-+---+-+-+---+-+-+---+
|A|B|C|D|E|F|G|H|I|J|K|L|M|

Pieces: RL- RL+ BL+ Y2 B2 Y4 Y4 YL+ Y2

1. RL- kt-lt-ls-lr
2. RL+ is-js-ks-kr 4x3
3. BL+ hq-hp-ip-jp 6x4
4. Y2 iz-jz 9x2
5. B2 cv-cw
6. Y4 ct-dt-et-ft
7. Y4 cu-du-eu-fu 4x2
8. YL+ gv-hv-hw-hx B5x4
9. Y2 gw-gx 2x3 B5x3

Hard 36: "Aeroplane"

|A|B|C|D|E|F|G|H|I|J|K|L|M|
-+-+-+---+-+-+---+-+-+---+-+-+---+
N|.|.|.|.|.r|r|r|r|r|.|.|.|.N
O|.|.|.|.|.|.r|.|.|.|.|.|.O
P|.|.|.|.|.b|b|b|b|b|.|.|.|.P
Q|.|.|.|.|.b|b|.|.b|b|.|.|.|.Q
R|.|.g|g|b|.|.|.b|g|g|.|.R
S|g|g|g|g|b|.|.|.b|g|g|g|S
T|g|g|g|g|b|b|b|b|b|g|g|g|T
U|.|.|.|.|.|.b|b|b|.|.|.|.|.U

V|.|.|.|.|.b|b|b|.|.|.|.|.V
W|.|.|.|.|.b|b|b|.|.|.|.|.W
X|.|.|.|.|.g|b|g|b|g|.|.|.|.X
Y|.|.|.|.|.g|g|b|g|b|g|.|.|.Y
Z|.|.|.|.|.g|.|.|.|.|.|.Z
-+-+-+--+-+-+--+-+-+--+-+-+--
|A|B|C|D|E|F|G|H|I|J|K|L|M|

Pieces: G3 G3 BL- G3 B1 GL= B1 GL= R2 GL= R2 GL= G2 G2

1. G3 er-es-et
2. G3 fr-gr-hr
3. BL- fz-gz-gy-gx
4. G3 ir-is-it
5. B1 hz 3x7
6. GL= dx-dw-ew 2x3
7. B1 gq 5x2
8. GL= iw-jw-jx 2x3
9. R2 eo-fo
10. GL= ft-fs-gs
11. R2 ho-io 5x2
12. GL= gt-ht-hs
13. G2 ar-br
14. G2 lr-mr 13x3

Hard 37: "Mosaic"

|A|B|C|D|E|F|G|H|I|J|K|L|M|
-+-+-+--+-+-+--+-+-+--+-+-+--
N|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.|.|.|.|.|.|.|.|.|.P
Q|.|.|.|.g|r|g|b|r|b|.|.|.|.Q
R|.|.|.|.y|y|g|b|g|b|.|.|.|.R
S|.|.|.|.b|r|b|y|r|b|.|.|.|.S
T|.|.|.|.b|g|y|g|y|y|.|.|.|.T
U|.|.|.|.g|y|r|g|r|r|.|.|.|.U
V|.|.|.|.b|r|r|b|y|b|.|.|.|.V
W|.|.|.|.|.|.|.|.|.|.|.|.|.W
X|.|.|.|.|.|.|.|.|.|.|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.Z
-+-+-+--+-+-+--+-+-+--+-+-+--
|A|B|C|D|E|F|G|H|I|J|K|L|M|

Pieces: GL= RL- RL= B3 BL- YL+ Y1

1. GL= dr-er-eq 3x2
2. RL- gu-gv-hv-iv
3. RL= dv-du-eu 6x2
4. B3 hq-hr-hs
5. BL- gs-gt-ht-it
6. YL+ dt-ds-es-fs B3x4
7. Y1 et 3x2

Hard 38: "Polly"

|A|B|C|D|E|F|G|H|I|J|K|L|M|

```

-+-+-+-----
N|.|.|.|.|.r|r|r|r|.|.|.|.N
O|.|.|.|.|.r|r|r|r|r|r|.|.|.O
P|.|.|.r|r|r|r|.|.|.r|r|.|.P
Q|.|.|.y|y|y|r|b|.|.r|r|r|.Q
R|.|.y|y|y|y|y|r|r|r|r|r|.R
S|.|.y|y|y|y|r|r|r|r|r|.S
T|.|.y|.|.|.y|r|r|r|r|r|.T
U|.|.|.|.|.y|y|r|r|r|r|r|b|U
V|.|.|.|.y|y|.r|r|r|r|r|b|V
W|.|.|.|.|.|.g|r|r|r|r|r|b|W
X|.|.|.|.|.g|g|r|r|r|r|b|b|X
Y|.|.|.|.g|g|g|g|r|r|r|b|b|Y
Z|.|.|.g|g|g|g|g|g|r|b|b|b|Z
-+-+-+-----
|A|B|C|D|E|F|G|H|I|J|K|L|M|

```

Pieces: BL- GL= G3 Bbx GL= G4 G2 YL= YL= Y2 Y1 Y1 YL+ YL= R1 RL= BL= B4 B4 Rbx

1. BL- ky-kx-kw-lw
2. GL= dy-dx-ex
3. G3 dw-ew-fw
4. Bbx ku-lv 3x6
5. GL= hx-ix-iy
6. G4 jw-jx-jy-jz
7. G2 hw-iw 7x4
8. YL= du-dt-et
9. YL= bu-cu-ct
10. Y2 bv-cv
11. Y1 fv
12. Y1 fs
13. YL+ bq-bp-cp-dp
14. YL= ep-fp-fq 5x7
15. R1 dn
16. RL= jn-kn-ko
17. BL= gp-hp-hq
18. B4 ip-jp-kp-lp R8x2
19. B4 iq-jq-kq-lq 6x2
20. Rbx ku-lv 6x5

Hard 39: "Squiggle"

```

|A|B|C|D|E|F|G|H|I|J|K|L|M|
-+-+-+-----
N|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.|.|.|.|.|.|.|.|.P
Q|.|.|.|.|.|.|.|.|.|.|.|.Q
R|.|.|.|.r|r|.|.y|.|.|.|.R
S|.|.|.r|r|.|.y|.|.|.|.S
T|.|.|.|.y|y|y|y|.|.|.|.T
U|.|.|.|.y|.|.r|r|.|.|.|.U
V|.|.|.|.y|.r|r|.|.|.|.V
W|.|.|.|.|.|.|.|.|.|.|.W
X|.|.|.|.|.|.|.|.|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.Z
-+-+-+-----
|A|B|C|D|E|F|G|H|I|J|K|L|M|

```

Pieces: YL= RL= YL- Rbx YL= YL=

1. YL= fu-fv-gv
2. RL= iv-jv-ju 3x2
3. YL- er-fr-gr-gs
4. Rbx dq-er 2x3
5. YL= gu-hu-hv
6. YL= er-es-fs 4x5

Hard 40: "Ding Dong"

```

|A|B|C|D|E|F|G|H|I|J|K|L|M|
-+-+-+-+
N|.|.|.|.|.|.y|.y|.y|.|.|.|.|.N
O|.|.|.|.|.|.y|.|.y|.|.|.|.|.O
P|.|.|.|.|.|.y|.y|.y|.y|.y|.|.|.P
Q|.|.|.|.|.y|.|.y|.y|.y|.y|.|.|.Q
R|.|.|.y|.|.y|.y|.y|.y|.y|.|.|.R
S|.|.|.y|.|.y|.y|.y|.y|.y|.|.|.S
T|.|.|.y|.|.y|.y|.y|.y|.y|.|.|.T
U|.|.|.y|.|.y|.y|.y|.y|.y|.|.|.U
V|.|.|.y|.y|.y|.y|.y|.y|.y|.y|.|.V
W|.|.|.g|.g|.g|.g|.g|.g|.g|.g|.|.W
X|.|.y|.y|.y|.y|.y|.y|.y|.y|.y|.X
Y|.y|.y|.y|.y|.y|.y|.y|.y|.y|.Y
Z|.|.|.|.|.|.r|.r|.r|.|.|.|.|.Z
-+-+-+-+
|A|B|C|D|E|F|G|H|I|J|K|L|M|

```

Pieces: Y1 RL+ Y1 RL+ G3 G3 R1 Y4 YL= YL= Y1 B3 B3

1. Y1 ax
2. RL+ fy-gy-hy-hx
3. Y1 mx 5x2
4. RL+ fx-fw-gw-hw Y5x2
5. G3 cx-dx-ex 3x2
6. G3 ix-jx-kx 3x2
7. R1 gx 3x4
8. Y4 dr-ds-dt-du
9. YL= cq-cp-dp
10. YL= jp-kp-kq
11. Y1 eq
12. B3 fo-go-ho Y9x7
13. B3 fn-gn-hn B3x2

Hard 41: "Cuddly Toy"

```

A B C D E F G H I J K L M
+-----+
N|.|.|.|.y|.y|.y|.|.y|.y|.y|.|.|.N
O|.|.|.|.y|.|.y|.|.y|.|.y|.|.|.O
P|.|.|.|.y|.y|.y|.y|.y|.y|.|.|.P
Q|.|.|.|.|.y|.b|.y|.b|.y|.|.|.|.Q
R|.|.|.|.|.y|.y|.r|.y|.y|.|.|.|.R
S|.|.|.|.|.|.y|.y|.y|.|.|.|.|.S
T|g|.g|.y|.y|.y|.y|.y|.y|.y|.y|.g|.T
U|g|.y|.y|.y|.y|.y|.g|.y|.y|.y|.y|.g|.U

```

V|.|.|.|.|.y|g|g|g|y|.|.|.|.|.V
W|.|.|.|.|.y|g|g|g|y|.|.|.|.|.W
X|y|y|.|.|.y|g|g|g|y|.|.|.y|y|X
Y|g|y|y|y|y|y|y|y|y|y|y|g|Y
Z|g|y|y|y|y|.|.|.y|y|y|y|g|Z
+++++
A B C D E F G H I J K L M

Pieces: GL+ Y3 GL- BL= BL+ BL= G3 Y1 Y1 G3 Y2 B3 GL= Y1 G3

1. GL+ ax-bx-by-bz 2x3
2. Y3 fz-gz-hz
3. GL- mx-lx-ly-lz 2x3
4. BL= hr-ir-iq
5. BL+ eq-er-es-fs
6. BL= fr-gr-gq
7. G3 ev-ew-ex
8. Y1 eo
9. Y1 io
10. G3 iv-iw-ix Y9x2
11. Y2 gn-go 7x3
12. B3 gs-hs-is 5x3
13. GL= kt=ku-lu 3x2
14. Y1 gu G5x3
15. G3 bu-cu-ct 3x2 Y7x2

Hard 42: "Cornered"

A B C D E F G H I J K L M
+++++
N|r|r|r|.|.|.|.|.|.|.b|b|b|N
O|r|r|r|.|.|.|.|.|.|.b|b|b|O
P|r|r|.|.|.|.|.|.|.|.b|b|P
Q|.|.|.|.|.|.|.|.|.|.|.Q
R|.|.|.|.|.|.|.|.|.|.|.R
S|.|.|.|.|.|.|.|.|.|.|.S
T|.|.|.|.|.|.|.|.|.|.|.T
U|.|.|.|.|.|.|.|.|.|.|.U
V|.|.|.|.|.|.|.|.|.|.|.V
W|.|.|.|.|.|.|.|.|.|.|.W
X|y|y|.|.|.|.|.|.|.g|g|X
Y|y|y|y|.|.|.|.|.|.g|g|g|Y
Z|y|y|y|.|.|.|.|.|.g|g|g|Z
+++++
A B C D E F G H I J K L M

Pieces: BL- GL- YL- B2 G2 Y2 Y1

1. BL- cp-co-cn-dn R2x3
2. GL- kp-lp-mp-mq B3x2
3. YL- jz-kz-ky-kx G2x3
4. B2 do-dp 2x3
5. G2 kq-lq 3x2
6. Y2 jx-jy 2x3
7. Y1 cx 3x3

Hard 43: "Eagle"

A B C D E F G H I J K L M
 +---+---+---+---+---+---+---+---+---+---+
 N|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.N
 O|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.O
 P|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.P
 Q|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Q
 R|.|y|y|y|.|.|.|.|.|.|.|.|.|.|.|.|.R
 S|.|.|y|y|.|.|.|.|.|.|.|.|.|.|.|.S
 T|.|.|.|y|y|.|.|.|.|.|.|.|.|.|.|.T
 U|.|.|.|y|y|.|.|.|.|.|.|.|.|.|.|.U
 V|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.V
 W|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.W
 X|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.X
 Y|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Y
 Z|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Z
 +-+---+---+---+---+---+---+---+---+---+---+
 A B C D E F G H I J K L M

Pieces: YL+ Y2 YL= Y1 Bbx Ybx Bbx

1. YL+ bs-bt-bu-cu
2. Y2 ju-ku
3. YL= jt-kt-ks
4. Y1 ct
5. Bbx et-fu Y3x4
6. Ybx fp-gq 2x3
7. Bbx gt-hu 4x2 Y3x4

Hard 44: "Elephant"

A B C D E F G H I J K L M
 +-+---+---+---+---+---+---+---+---+---+---+
 N|.|.|.|.|.b|b|.|.|.|.|.|.|.|.|.|.|.N
 O|.b|b|b|b|b|.|.|.|.|.|.|.|.|.|.|.|.O
 P|.b|b|b|b|b|b|.|.|.|.|.|.|.|.|.|.|.P
 Q|b|b|g|b|b|b|.|.|.|.|.|.|.|.|.|.|.Q
 R|b|b|b|b|b|b|.|.|.|.|.|.|.|.|.|.|.R
 S|b|b|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.S
 T|b|y|.|.b|b|b|b|b|b|b|b|.|.|.|.T
 U|b|y|.|.b|b|b|b|b|b|b|b|.|.|.|.U
 V|b|.|.|.b|b|b|b|b|b|b|b|.|.|.|.V
 W|b|b|.|.b|b|.|.|.|.|.|.|.|.|.|.|.W
 X|.|.|.|.b|b|.|.|.|.|.|.|.|.|.|.|.X
 Y|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Y
 Z|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Z
 +-+---+---+---+---+---+---+---+---+---+---+
 A B C D E F G H I J K L M

Pieces: YL= Y3 Y2 BL- B1 B4 Bbx Bbx G3 Gbx GL- Gbx G2 YL+ Y2

1. YL= at-as-bs
2. Y3 au-av-aw
3. Y2 bv-bw 2x5
4. BL- fs-gs-gr-gq
5. B1 es
6. B4 hp-ip-jp-kp
7. Bbx fw-gx
8. Bbx hw-ix
9. G3 ar-br-cr

10. Gbx ap-bq
11. GL- ao-bo-co-cp 3x4
12. Gbx dn-eo
13. G2 fn-fo 3x2
14. YL+ lr-mr-ms-mt 8x9
15. Y2 ls-lt 2x3

Hard 45: "Strongman"

```

  A B C D E F G H I J K L M
  +--+--+--+--+--+--+--+--+--+--+
N|. |r|r|r|. |. |. |. |. |r|r|r|. |N
O|. |r|r|r|. |. |. |. |. |r|r|r|. |O
P|b|r|r|r|b|b|b|b|b|b|b|r|r|b|P
Q|. |r|r|y|. |y|y|y|. |y|r|r|. |Q
R|. |. |. |y|. |g|y|g|. |y|. |. |. |R
S|. |. |. |y|. |y|y|y|. |y|. |. |. |S
T|. |. |. |y|. |. |y|. |. |y|. |. |. |T
U|. |. |. |y|y|y|y|y|y|. |. |. |U
V|. |. |. |. |. |y|y|y|. |. |. |. |V
W|. |. |. |. |. |g|g|g|. |. |. |. |W
X|. |. |y|g|g|g|g|g|. |. |. |. |X
Y|. |. |y|. |. |. |g|y|y|y|. |. |. |Y
Z|. |y|y|. |. |. |. |. |y|. |. |. |Z
  +--+--+--+--+--+--+--+--+--+--+
  A B C D E F G H I J K L M

```

Pieces: R4 Bbx B3 R4 YL= YL= YL= YL= Bbx B3 Y2 Y2 G2 G3 Y2 GL- Y2

1. R4 an-ao-ap-aq
2. Bbx dn-eo R3x4
3. B3 fo-go-ho
4. R4 mn-mo-mp-mq
5. YL= es-et-ft
6. YL= eq-er-fr
7. YL= ht-it-is
8. YL= hr-ir-iq
9. Bbx in-jo R3x4
10. B3 fn-gn-hn 7x3
11. Y2 dv-ev
12. Y2 iv-jv 7x6
13. G2 dw-ew
14. G3 dy-ey-fy
15. Y2 hz-iz 3x2
16. GL- hy-iy-ix-iw 6x3
17. Y2 bx-by 2x3

Hard 46: "Bunch"

```

  A B C D E F G H I J K L M
  +--+--+--+--+--+--+--+--+--+--+
N|. |. |. |. |. |. |. |. |. |. |N
O|. |. |. |. |. |. |. |. |. |. |O
P|. |. |. |. |. |. |. |. |. |. |P
Q|. |. |. |. |. |. |. |. |. |. |Q
R|. |. |. |. |. |. |. |. |. |. |R
S|. |. |. |. |. |y|. |. |. |. |. |S
T|. |. |. |. |. |g|. |r|. |. |. |. |T

```

U|.|.|.|.|.|.|.b|.|.|.|.|.|.U
V|.|.|.|.|.|.|.|.|.|.|.|.|.V
W|.|.|.|.|.|.|.|.|.|.|.|.|.W
X|.|.|.|.|.|.|.|.|.|.|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.Z
+--+--+--+--+--+--+--+--+--+--+
A B C D E F G H I J K L M

Pieces: GL= RL= YL= GL+ RL- YL+

1. GL= du-dt-et
2. RL= it-jt-ju
3. YL= gr-gq-fq
4. GL+ eu-fu-gu-gt 4x2
5. RL- gt-gu-hu-iu 4x2
6. YL+ fr-fs-ft-gt 2x4

Hard 47: "Hedgehog"

A B C D E F G H I J K L M
+--+--+--+--+--+--+--+--+--+--+
N|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.b|.|.b|.|.|.|.|.|.O
P|.|.b|.|.b|.|.b|.|.b|.|.|.|.P
Q|.b|.|.b|.|.b|.|.b|.|.b|.|.|.Q
R|.|.b|.|.b|.|.b|.|.b|.|.b|.|.|.R
S|.b|.|.b|.|.b|.|.b|.|.g|.|.g|.|.g|.|.S
T|.|.b|.|.b|.|.b|.|.b|.|.b|.|.g|.|.y|.|.g|.|.r|.T
U|.b|.|.b|.|.b|.|.b|.|.b|.|.b|.|.g|.|.g|.|.g|.|.g|.U
V|.|.b|.|.b|.|.b|.|.b|.|.b|.|.g|.|.g|.|.g|.|.g|.V
W|.|.g|.|.g|.|.g|.|.g|.|.g|.|.g|.|.g|.|.W
X|.|.g|.|.g|.|.g|.|.g|.|.g|.|.g|.|.g|.|.X
Y|.|.g|.|.g|.|.g|.|.g|.|.g|.|.g|.|.g|.|.Y
Z|.|.g|.|.g|.|.g|.|.g|.|.g|.|.g|.|.g|.|.Z
+--+--+--+--+--+--+--+--+--+--+
A B C D E F G H I J K L M

Pieces: BL+ GL= BL- GL+ B2 BL= BL+ B2 BL= BL+ B2 B1 G3 GL+ B1 Gbx B2 G2 B1 G3
B2 B1

1. BL+ hs-is-it-iu
2. GL= ls-ms-mt
3. BL- iv-jv-ju-jt
4. GL+ kw-lw-mw
5. B2 jr-js G3x5
6. BL= bo-co-cp
7. BL+ ho-io-ip-iq
8. B2 jo-jp
9. B1 av
10. G3 cw-cx-cy
11. GL+ dz-ez-fz-fy
12. B1 at
13. Gbx ew-fx
14. B2 ao-ap
15. G2 jw-jx 2x3
16. B1 ar
17. G3 hw-hx-hy 7x4
18. B2 go-gp

1. B1 iw
2. B3 br-cr-dr
3. Rbx gt-hu
4. RL= it-iu-ju B3x3
5. BL= gs-gr-hr
6. BL= jr-kr-ks
7. RL= jt-kt-ku 5x2 B5x2
8. R3 bt-bu-bv
9. B3 bs-cs-ds 3x2
10. R1 cp 3x3
11. BL- bw-cw-cv-cu 2x4

Hard 50: "Ram"

```

    A B C D E F G H I J K L M
  +--+--+--+--+--+--+--+--+--+
N|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.y|y|y|y|.|.|.|.|.|.|.|.P
Q|.|.|.|.y|y|y|.|.|.|.|.|.|.|.|.Q
R|.|.|.g|g|g|.y|.|.|.|.|.|.|.|.R
S|.|.g|g|b|g|y|y|g|g|g|g|.|.S
T|.|.g|g|g|g|g|g|g|g|.|.|.T
U|.|.|.|.|.g|g|g|g|g|.|.|.U
V|.|.|.|.|.g|g|.g|g|g|.|.|.V
W|.|.|.|.|.g|.|.|.g|g|.|.|.W
X|.|.|.|.|.b|.|.|.b|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.Z
  +--+--+--+--+--+--+--+--+--+
    A B C D E F G H I J K L M

```

Pieces: B4 Y2 BL+ BL= B4 G1 G3 Ybx GL- Bbx G2

1. B4 gx-hx-ix-jx
2. Y2 fq-fr
3. BL+ ex-ew-fw-gw
4. BL= dt-et-es
5. B4 hw-iw-jw-kw 7x2
6. G1 hv
7. G3 lt-lu-lv
8. Ybx dr-es 4x4
9. GL- at-as-ar-br 3x3
10. Bbx du-ev 2x3
11. G2 fs-gs 7x4

Hard 51: "All Alone"

```

    A B C D E F G H I J K L M
  +--+--+--+--+--+--+--+--+--+
N|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.P
Q|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Q
R|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.R
S|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.S
T|.|.|.|.|.|.r|.|.|.|.|.|.|.|.|.|.T

```

```

U|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.U
V|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.V
W|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.W
X|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Z
+--+--+--+--+--+--+--+--+--+--+--+
  A B C D E F G H I J K L M

```

This is an easy level if you count squares. 7 red, green and blue and 6 yellow. Therefore you need to wipe off 1 each of red/green/blue and leave 2x3's. The alternative way to win is to wipe one color off, but with the first you have to move even fewer pieces. Both solutions below.

Pieces: R2 G3 B3 Y3 Rbx Gbx Bbx Y3

1. R ht-hu
2. G gs-gt-gu
3. B fs-ft-fu
4. Y fs-gs-hs
5. R it/ju
6. G ht/iu
7. B gt/hu
8. Y ft-gt-ht

1. R ht-hu
2. G gs-gt-gu
3. B gs-gt-gu
4. Y fs-gs-hs
5. R it/ju
6. G ht/iu
7. B ht/iu
8. Y ft-gt-ht

Hard 52: "Rooster"

```

  A B C D E F G H I J K L M
+--+--+--+--+--+--+--+--+--+--+--+
N|.|.|.|.r|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.r|.|.|.|.g|g|g|.O
P|.|.|.g|g|g|.|.|.g|.|.|.P
Q|.y|y|y|b|g|.|.|.g|.|.|.Q
R|.|.r|g|g|g|.|.|.g|g|g|R
S|.|.r|.g|g|.|.|.g|g|.g|S
T|.|.|.|.b|b|b|.|.b|g|.|.T
U|.|.|.|.b|r|r|b|b|b|g|.|.U
V|.|.|.|.b|r|r|r|r|b|b|.|.V
W|.|.|.|.|.b|r|r|r|r|.|.|.W
X|.|.|.|.|.|.b|b|b|.|.|.|.X
Y|.|.|.|.|.|.y|.y|.|.|.|.Y
Z|.|.|.|.|.y|y|.y|y|.|.|.Z
+--+--+--+--+--+--+--+--+--+--+--+
  A B C D E F G H I J K L M

```

Pieces: RL- G2 Ybx RL+ GL- G2 G1 B3 B3 G1 YL- YL- RL= B2 RL= B2

1. RL- hu-iu-ju-jv
2. G2 kp-kq
3. Ybx br/cs


```

N|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.P
Q|.|.|.|.|.|.|.g|.|.|.|.|.|.|.|.|.Q
R|.|.|.|.|.|.|.g|g|g|.|.|.|.|.|.R
S|.|.|.|.|.|.|.g|g|g|g|.|.|.|.|.S
T|.|.|.|.g|.|.|.|.|.|.|.g|.|.|.T
U|.|.|.|.g|g|g|g|.g|g|g|.|.|.U
V|.|.|.|.g|g|g|g|g|g|g|.|.|.V
W|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.W
X|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Z
+++++
  A B C D E F G H I J K L M

```

Why'd they bother with this one? It's as easy as it looks. Really.

Pieces: GL- RL+ BL+ GL+ GL+

1. G hq-iq-jq-jr 4x3
2. R eu-et-ft-gt
3. B eu-et-ft-gt
4. G eu-et-ft-gt
5. G hu-ht-it-jt 8x3

Hard 55: "Super Ball"

```

  A B C D E F G H I J K L M
+++++
N|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.|.|.y|.y|.|.|.|.|.|.|.P
Q|.|.|.|.|.r|r|.r|r|.|.|.|.|.|.Q
R|.|.|.|.r|r|r|.r|r|r|.|.|.|.|.R
S|.|.y|r|r|r|.r|r|r|y|.|.|.S
T|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.T
U|.|.r|y|y|y|.y|y|y|r|.|.|.U
V|.|.|.y|y|y|.y|y|y|.|.|.V
W|.|.|.|.y|y|.y|y|.|.|.|.|.W
X|.|.|.|.|.r|.r|.|.|.|.|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Z
+++++
  A B C D E F G H I J K L M

```

Once you see the last four pieces you may realize they can take out a lot of the solitary 1x1s which seem to need to be covered. If you want a big hint, don't overlap anything with the first four.

Pieces: YL= YL= RL= RL= YL- YL+ RL- RL+

1. Y fo-go-gp
2. Y ho-io-ip 4x2
3. R fy-gy-gx
4. R hy-iy-ix 4x2
5. Y jw-kw-kv-ku 4x3
6. Y ew-dw-dv-du 4x3
7. R cs-cr-cq-dq 4x3

Hard 56: "Bug Eye"

```

  A B C D E F G H I J K L M
  +--+--+--+--+--+--+--+--+--+
N|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.g|g|g|.|.|.g|g|g|.|.O
P|.|.|.y|.|.g|.|.|.g|.|.y|.|.P
Q|.|.|.|.|.|.g|.|.|.g|.|.|.|.Q
R|.|.|.|.|.|.g|.|.|.g|.|.|.|.R
S|.|.g|g|.|.g|g|g|g|g|.|.g|g|.S
T|.|.|.g|.|.g|.|.g|.|.g|.|.|.T
U|.|.|.g|g|g|b|g|b|g|g|.|.|.U
V|.|.g|g|.|.g|g|g|g|.|.g|g|.V
W|.|.|.|.|.|.g|r|r|r|.|.|.|.W
X|.|.|.|.|.|.g|g|g|g|.|.|.|.X
Y|.|.|.|.|.|.g|.|.|.|.|.|.|.Y
Z|.|.|.|.g|g|g|.|.g|g|.|.|.|.Z
  +--+--+--+--+--+--+--+--+--+
  A B C D E F G H I J K L M

```

You can finish this 1 piece early, too. The weird extremities allow for you to kill off the ears and legs. The body gets cut up too. The yellows fall into place to vanish the ears. But it looks ungainly to start.

Pieces: G2 G3 G2 YL= Bbx B2 YL= BL= Y2 BL= Y2 R G3 R G3 G3 G3 [G3]

1. G ht-bu
2. G fw-gw-hw
3. G lt-lu
4. Y co-do-dp
5. B dt/eu G2x4
6. B jt-ju G2x4
7. Y jp-jo-ko
8. B ft-gt-gu
9. Y eo-ep 3x2
10. B ht-it-iu 7x2
11. Y io-ip 3x2
12. R fy
13. G fr-gr-hr
14. R hy G5x3
15. G fq-gq-hq 5x3
16. G dy-ey-fy 3x2
17. G hy-iy-jy 3x2

Hard 57: "Guitar"

```

  A B C D E F G H I J K L M
  +--+--+--+--+--+--+--+--+--+
N|.|.|.|.|.|.g|g|r|.|.|.|.|.N
O|.|.|.|.|.|.g|g|g|r|.|.|.|.O
P|.|.|.|.|.|.g|g|y|g|r|.|.|.|.P
Q|.|.|.|.|.|.y|y|r|.|.|.|.|.Q
R|.|.|.|.|.|.y|y|r|.|.|.|.|.R
S|.|.|.|.|.|.y|y|r|.|.|.|.|.S
T|.|.|.|.|.|.g|g|g|r|.|.|.|.T
U|.|.|.|.|.|.g|g|g|r|.|.|.|.U

```

V|.|.|.|.g|g|g|g|g|r|.|.|.|.V
W|.|.|.|.|.g|g|g|g|r|.|.|.|.W
X|.|.|.|.g|g|b|b|g|g|r|.|.|.|.X
Y|.|.|.|.g|g|b|b|g|g|r|.|.|.|.Y
Z|.|.|.|.|.g|g|g|g|r|.|.|.|.Z
+++++
A B C D E F G H I J K L M

Once I realized which reds to overlap and which to hook together, this was a lot easier. It helped to know the R2's were there to link up the lower right. There are two big green rectangles, as you might expect.

GL+ RL- GL- RL+ B3 R2 BL- R2 BL- R2 GL+ Y3 G2 G

1. G hn-in-io-ip
2. R jz-kz-ky-kx
3. G en-dn-do-dp
4. R jt-kt-ku-kv
5. B hx-hy-hz
6. R jw-kw
7. B ey-ez-fz-gz
8. R iu-iv
9. B ex-dx-dy-dz 5x3
10. R ix-iy 3x7
11. G cu-cv-cw-dw
12. Y hq-hr-hs
13. G ct-dt 6x4
14. G gp 6x3 Y3x3

Hard 58: "Hollows"

A B C D E F G H I J K L M
+++++
N|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.|.|.|.|.|.|.|.|.|.P
Q|.|.|.|.|.|.|.|.|.|.|.|.|.Q
R|.|.|.|.|.|.|.|.|.|.|.|.|.R
S|.|.|.y|.|.y|r|r|r|y|.|.|.S
T|.|.|.y|y|y|r|r|r|y|y|y|.|.|.T
U|.|.|.y|y|y|r|.|.r|y|y|y|.|.|.U
V|.|.|.|.|.|.|.|.|.|.|.|.|.V
W|.|.|.|.|.|.|.|.|.|.|.|.|.W
X|.|.|.|.|.|.|.|.|.|.|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.Z
+++++
A B C D E F G H I J K L M

There aren't really many possibilities here to trim things down and the two R3's mean the only reasonable way to make the reds go is to split them with a yellow.

Pieces: YL= R3 YL= Y2 R3 YL

1. Y cr-dr-dr
2. R es-et-eu 2x3 Y2x4
3. Y ir-jr-js
4. Y gs-gt R2x3

- 5. R gs-gt-gu 2x3
- 6. Y iq-jq-kq-kr 3x5

Hard 59: "Window"

```

  A B C D E F G H I J K L M
+-+--+--+--+--+--+--+--+--+--+
N|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|y|y|y|y|y|y|y|y|y|.|.|.|.P
Q|.|y|r|r|r|y|r|r|r|y|r|.|.|.Q
R|.|y|r|.|.|y|r|.|.|y|r|.|.R
S|.|y|r|.|.|y|r|.|.|y|r|.|.S
T|.|y|y|y|y|y|y|y|y|y|r|.|.T
U|.|y|r|r|r|y|r|r|r|y|r|.|.U
V|.|y|r|.|.|y|r|.|.|y|r|.|.V
W|.|y|r|.|.|y|r|.|.|y|r|.|.W
X|.|y|y|y|y|y|y|y|y|y|r|.|.X
Y|.|.r|r|r|r|r|r|r|r|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.Z
  +--+--+--+--+--+--+--+--+--+--+
  A B C D E F G H I J K L M

```

Right side red, left side yellow. Big rectangles.

Pieces: RL+ R3 R4 Rbx R4 R3 Y4 R4 Y YL- Y3 Ybx YL- Y2 R4 Y

- 1. R jq-jr-ir-hr
- 2. R hs-is-js
- 3. R gt-ht-it-jt
- 4. R hv/iw
- 5. R ju-jv-jw-jx
- 6. R gx-hx-ix
- 7. Y cy-dy-ey-fy R5x9
- 8. R gp-hp-ip-jp
- 9. Y by
- 10. Y cs-cr-cq-dq
- 11. Y eq-er-es
- 12. Y cv/dw
- 13. Y cu-du-eu-ev
- 14. Y dr-ds
- 15. R gg-hg-ig-jg 4x2
- 16. Y ew 5x10

Hard 60: "Early Man"

```

  A B C D E F G H I J K L M
+-+--+--+--+--+--+--+--+--+--+
N|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.g|g|g|.|.|.|.|.|.O
P|.|.|.|.|.|.g|g|g|.|.|.|.|.|.P
Q|.|.|.|.|.|.g|g|g|.g|.|.|.|.Q
R|.|.|.|.|.|.g|.|.g|.|.|.R
S|.|.|.g|g|g|g|g|g|.|.|.S
T|.|.|.g|.|.g|.|.|.|.|.T
U|.|.|.g|.|.g|.|.|.|.|.U
V|.|.|.|.|.|.g|g|.|.|.|.V
W|.|.|.|.|.|.g|.g|.|.|.|.W

```


N|.|.|.|.ly|.|.|.|.|.|.|.N
 O|.|.|.ly|y|.|.|.|.|.|.|.O
 P|.ly|y|b|y|.|.|.|.|.|.|.P
 Q|.ly|y|y|y|.|.r|r|.|.|.|.Q
 R|.|.|.ly|y|.r|r|r|r|.|.|.R
 S|.|.|.b|b|.b|r|r|b|.|.|.S
 T|.|.|.ly|y|y|y|b|b|y|y|.|.T
 U|.|.|.ly|y|y|y|y|y|y|y|U
 V|.|.|.|.ly|y|y|y|y|y|.ly|V
 W|.|.|.|.|.ly|y|.ly|y|.|.|.W
 X|.|.|.|.|.ly|.|.|.ly|.|.|.X
 Y|.|.|.|.|.b|.|.|.b|.|.|.Y
 Z|.|.|.|.ly|y|.|.ly|y|.|.|.Z
 +--+--+--+--+--+--+--+--+--+
 A B C D E F G H I J K L M

The trick here is not to pin the eye in the camel. That was my first reaction and it left me a square short of the big rectangle. The reds are easy to cover (there aren't any to drop) and there aren't enough blues to let the red 2x3 vanish. Once you've planned for the blues at the end, you should be ok, but it's possible to make a rectangle too early even then.

Pieces: BL+ YL= Y YL= Y1 BL= B2 Y2 Y2 BL= B4 BL= BL= BL= B2 B2 Y2

1. B cs-cr-dr-er 3x2
2. Y dv-dw-ew
3. Y hw
4. Y kw-lw-lv
5. Y mw
6. B ey-ex-fx
7. B ez-fz 2x3
8. Y lt-mt
9. Y ht-it
10. B gr-hr-hs
11. B gg-hq-iq-jq
12. B is-ir-jr 4x3
13. B iy-ix-jx Y10x4
14. B do-eo-ep
15. B dn-en 2x3
16. B iz-jz 2x3
17. Y dp-ep 4x2

Hard 63: "Patchwork"

A B C D E F G H I J K L M
 +--+--+--+--+--+--+--+--+--+
 N|g|g|g|g|y|y|y|y|y|g|g|g|N
 O|g|g|g|g|y|y|y|y|y|g|g|g|O
 P|g|g|g|b|b|y|y|y|b|b|g|g|P
 Q|y|y|y|b|b|r|r|r|b|b|y|y|Q
 R|y|y|y|y|r|r|r|r|r|y|y|y|R
 S|y|y|y|y|r|r|r|r|r|y|y|y|S
 T|y|y|y|y|r|r|r|r|r|y|y|y|T
 U|y|y|y|y|r|r|r|r|r|y|y|y|U
 V|y|y|y|y|r|r|r|r|r|y|y|y|V
 W|y|y|y|b|b|r|r|r|b|b|y|y|W
 X|g|g|g|b|b|y|y|y|b|b|g|g|X
 Y|g|g|g|g|y|y|y|y|y|g|g|g|Y
 Z|g|g|g|g|y|y|y|y|y|g|g|g|Z

+--+---+--+---+--+---+--+---+--+

A B C D E F G H I J K L M

I noticed that there were 36 total units, and that equated to the non-blue squares in the rows containing blue. And if we wiped all that out, it was a win. This makes planning easy. You just have to worry about orientation of the L's--3 each way. What I did was work left to right, up to down, with the L's.

Pieces: B2 B2 B2 B2 B2 B2 BL+ BL+ BL- BL+ BL- BL-

1. B bq-cq
2. B gq-hq
3. B kq-lq
4. B bx-cx
5. B fx-gx
6. B kx-lx
7. B aq-ap-bp-cp 5x2 G4x3
8. B fq-fp-gp-hp Y5x3
9. B kp-lp-mp-mq 8x2 G4x3
10. B ax-aw-bw-cw Y4x3 G4x3
11. B fw-gw-hw-hx R5x3 Y5x3
12. B kx-lw-mw-mx 13x2 Y4x3 G4x3

Hard 64: "Mobile"

A B C D E F G H I J K L M

+--+---+--+---+--+---+--+---+--+

N|.|.|.|.|.|.|.|.|.|.b|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.b|.|.|.|.|.|.O
P|.|.|.|.|.|.g|.g|.g|.|.|.|.|.|.P
Q|.|.|.|.|.|.g|.g|.g|.g|.|.|.|.|.Q
R|.|.|.|.|.|.g|.|.|.|.g|.|.|.|.|.R
S|.|.|.|.|.|.g|.|.|.|.g|.|.|.|.|.S
T|.|.|.|.|.|.g|.|.|.|.g|.|.|.|.|.T
U|.|.|.|.|.|.g|.g|.g|.g|.|.|.|.|.U
V|.|.|.|.|.|.g|b|r|b|g|.|.|.|.|.V
W|.|.|.|.|.|.g|r|b|r|g|.|.|.|.|.W
X|.|.|.|.|.|.g|b|r|b|g|.|.|.|.|.X
Y|.|.|.|.|.|.g|.g|.g|.g|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Z

+--+---+--+---+--+---+--+---+--+

A B C D E F G H I J K L M

I can get this one done one piece early. The game's solution says to take out the upper bit first but I can clear the lower bit and use the reds to my advantage in a big box.

Pieces: G3 G3 G3 R1 R1 R1 R1 Rbx Rbx

1. G fv gv hv
2. G fw gw hw
3. G fx gx hx
4. R eq
5. R er
6. R es
7. R et
8. R fs/gt
9. R hs/it G5x5
10. R fq/gr

11. R hq/ir 4x5
 12. B fo-fp-gp-hp
 13. B fn-gn-go 3x3
- Oops, that R1 is useless now.

Hard 65: "Caught"

```

-----
      A B C D E F G H I J K L M
    +---+---+---+---+---+---+---+
N|.|.|.|.|.|.y|.|.|.|.|.|.|.N
O|.|.|.|.y|.r|.y|.|.|.|.|.O
P|.|.|.r|.r|.r|.|.|.|.|.P
Q|.y|.r|.r|.r|.|.|.|.|.Q
R|.r|.r|.r|.r|.r|.|.|.|.R
S|.r|.r|.r|.r|.r|.|.|.|.S
T|.r|r|r|r|r|r|r|.|.|.r|.T
U|.r|r|r|r|r|r|r|.|.r|y|.U
V|.r|r|r|r|r|r|r|r|r|.|.V
W|.r|r|r|r|r|r|r|r|.|.W
X|.r|r|r|r|r|r|r|.|.|.X
Y|.|.r|r|r|r|r|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.Z
    +---+---+---+---+---+---+---+
      A B C D E F G H I J K L M
  
```

There's a big red block that comes out of all this, but it's how you handle the yellow fingers at the top that's tricky. Then you have to slice off the thumb.

Pieces: YL= R4 YL= R4 RL+ YL= R2 Y4 R Y4 RL- Y3 RL+

1. Y go-gn-hn
2. R gp-gq-gr-gs
3. Y en-eo-fo
4. R ep-eq-er-es
5. R bq-cq-cr-cs
6. Y co-cn-dn
7. R bp-cp
8. Y iu-iv-iw-ix
9. R by
10. Y ju-jv-jw-jx
11. R jv-ju-jt-kt
12. Y jv-kv-lv
13. R jv-kv-lv-lu

Hard 66: "Good Idea"

```

-----
      A B C D E F G H I J K L M
    +---+---+---+---+---+---+---+
N|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.|.|.|.|.|.|.|.|.|.P
Q|.|.|.|.|.y|y|.|.|.|.|.Q
R|.|.|.|.y|y|y|y|.|.|.|.R
S|.|.|.y|y|y|y|y|.|.|.S
T|.|.|.y|y|y|y|y|.|.|.T
U|.|.|.|.y|y|y|y|.|.|.|.U
V|.|.|.|.|.y|y|.|.|.|.V
  
```

```

W|.|.|.|.|.|.b|b|.|.|.|.|.|.W
X|.|.|.|.|.|.b|b|b|b|.|.|.|.|.X
Y|.|.|.|.|.|.b|b|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.Z
+--+--+--+--+--+--+--+--+--+--+
  A B C D E F G H I J K L M

```

This is a very sneaky level because you could get suckered into putting the yellow bends at the top. But if you wipe out the blue bit below, the last two blues form a destructive rectangle together.

Pieces: YL= Y2 YL= Y2 YL- YL+ BL- BL-

1. Y du-dv-ev
2. Y dx-ex
3. Y hv-iv-iu
4. Y hx-ix
5. Y dw-ew-fw-fx
6. Y gx-gw-hw-iw
7. Y fq-gq-hq-hr
8. Y eq-er-fr-gr

Hard 67: "Jaws"

```

-----
  A B C D E F G H I J K L M
+--+--+--+--+--+--+--+--+--+--+
N|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.|.|.|.|.|.|.|.|.|.P
Q|.|.|.|.|.|.|.|.|.|.|.|.|.Q
R|.|.|.|.y|y|y|y|y|y|.|.|.R
S|.|.|.|.r|y|r|y|r|y|r|.|.|.S
T|.|.|.|.r|y|r|y|r|y|r|.|.|.T
U|.|.|.|.r|y|r|y|r|y|r|.|.|.U
V|.|.|.|.r|r|r|r|r|r|.|.|.V
W|.|.|.|.|.|.|.|.|.|.|.|.|.W
X|.|.|.|.|.|.|.|.|.|.|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.Z
+--+--+--+--+--+--+--+--+--+--+
  A B C D E F G H I J K L M

```

I can finish this two pieces early.

Pieces: B RL+ YL+ YL- RL- R2 Y Y R2 Y

1. B fs
2. R fs-gs-gt-gu
3. Y dt-du-dv-ev
4. Y jt-ju-jv-iv R3x4
5. R fr-gr-hr-hs
6. R fs-gs 3x2
7. Y ds 2x5
8. Y js 2x5

Hard 68: "Church"

```

-----
  A B C D E F G H I J K L M

```

```

+-+--+--+--+--+--+--+--+--+
N|.|.|.|.|.|.|.|.|.|.r|.|.N
O|.|.|.|.|.|.|.|.|.|.r|r|r|.O
P|.|.|.|.|.|.|.|.|.|.r|r|r|r|r|P
Q|.|.|.|.|.|.|.|.|.|.b|b|b|.Q
R|.|.|.|.|.|.|.|.|.|.b|y|b|.R
S|.|.|.|.|.|.|.|.|.|.b|y|b|.S
T|.r|r|r|r|r|r|r|.b|b|b|.T
U|r|r|r|r|r|r|r|r|r|b|b|b|.U
V|b|b|b|b|b|b|b|b|b|b|b|.V
W|b|y|b|y|b|y|b|y|b|b|b|.W
X|b|y|b|y|b|y|b|y|b|.|.b|.X
Y|b|y|b|y|b|y|b|y|b|.|.b|.Y
Z|b|b|b|b|b|b|b|b|.|.b|.Z
+-+--+--+--+--+--+--+--+--+
  A B C D E F G H I J K L M

```

Again, taking stock of things doesn't make this one too bad. You need to fill in some of the yellow "windows" with blues and convert the rest of the church to yellow. There's a good way to do this to create separate rectangles. The red roof is really basic stuff. But the pieces are intertwined to make it seem tough.

Pieces: Y4 B3 Y4 B3 Y3 RL= B2 RL= Y2 R1 Y3 R1 YL+

1. Y fv-gv-hv-iv
2. B bw-bx-by
3. Y fz-gz-hz-iz
4. B dw-dx-dy 5x5
5. Y gw-gx-gy
6. R ln-mn-mo 5x3
7. B kr-ks
8. R io-in-jn 5x3
9. Y lx-ly
10. R at
11. Y iw-ix-iy 4x5 B3x7
12. R it 9x2
13. Y lz-mz-my-mx 2x3

Hard 69: "Coffee Pot"

```

-----
  A B C D E F G H I J K L M
+-+--+--+--+--+--+--+--+--+
N|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.b|.|.|.|.|.O
P|.|.|.|.g|g|g|g|g|.|.|.P
Q|.|.|.g|g|g|g|g|g|.|.Q
R|.|.|.b|b|b|b|b|b|.|.R
S|g|g|.b|b|b|b|b|b|g|g|.S
T|.g|g|b|b|b|b|b|b|.g|g|T
U|.g|g|b|b|b|b|b|b|.|.g|U
V|.g|g|b|b|b|b|b|b|.|.g|V
W|.g|g|g|g|b|b|b|b|.|.g|W
X|.|.g|g|g|b|b|b|b|.g|g|X
Y|.|.|.b|b|b|b|b|b|g|g|.Y
Z|.|.|.b|b|b|b|b|b|.|.Z
+-+--+--+--+--+--+--+--+--+
  A B C D E F G H I J K L M

```



```

N|.|.|.|.|g|.|.|.|.|.|.|.|N
O|.|.|.|g|g|g|.|.|g|.|.|.|O
P|.|.|.|.|g|g|g|g|.|.|.|.|P
Q|.|.|.|.|g|g|y|y|.|.|.|Q
R|.|.|.|.|g|y|b|y|y|.|.|.|R
S|.|.|.|.|g|y|y|y|y|.|.|.|S
T|.|y|r|r|r|y|y|r|r|r|y|.|T
U|.|y|r|r|r|r|r|r|r|y|.|U
V|.|.|.|.|r|r|r|.|.|.|V
W|.|.|.|.|r|r|r|.|.|.|W
X|.|.|.|.|.|b|.|.|.|.|X
Y|.|.|.|.|.|b|.|.|.|.|Y
Z|.|.|.|.|.|b|.|.|.|.|Z
+++++-----
  A B C D E F G H I J K L M

```

I originally tried to win this level going with a green rectangle above a yellow. That gets rid of most of the mess, but green next to yellow does it all. The second of these is a bit tougher to visualize, as there is more overlap. And the reds, which seem so valuable to wipe out Birdy's yellow hands, are used elsewhere.

Pieces: GL= Y1 GL= Y1 GL= R2 Rbx GL= Y3 Rbx G YL- YL+ Ybx B3

1. G fn-gn-go
2. Y hr
3. G dp-dq-eq
4. Y js
5. G ds-dr-er
6. R ft-gt
7. R hn/io
8. G fs-gs-gr
9. Y fv-gv-hv R9x2
10. R hp/iq 2x4 Y3x2
11. G dn 4x6
12. Y fw-gw-hw-hx
13. Y at-au-av-bv 2x3
14. Y jt/ku 3x2
15. B hx-hy-hz 2x3 Y3x2

Hard 72: "Slow"

```

  A B C D E F G H I J K L M
+++++-----
N|.|.|.|.|.|.|.|.|.|.|.|N
O|.|.|.|.|.|.|.|.|.|.|.|O
P|.|.|.|.|y|y|y|y|y|y|.|.|P
Q|.|.|.|.|y|r|r|r|r|y|.|.|Q
R|g|.|g|.|y|r|y|y|r|y|.|.|R
S|g|.|g|.|y|r|y|r|r|y|.|.|S
T|g|.|g|.|y|r|y|y|y|y|.|.|T
U|g|g|g|.|y|r|r|r|r|r|.|.|U
V|b|g|b|y|y|y|y|y|y|y|y|.|V
W|g|g|g|g|g|g|g|g|g|g|g|.|W
X|.|.|.|g|g|g|g|g|g|g|g|g|X
Y|.|.|.|.|.|.|.|.|.|.|Y
Z|.|.|.|.|.|.|.|.|.|.|Z
+++++-----
  A B C D E F G H I J K L M

```



```

O|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.P
Q|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Q
R|.|.|.|.|.g|b|r|y|.|.|.|.|.|.|.R
S|.|.|.|.y|.|.g|.|.|.|.|.|.S
T|.|.|.|.r|.r|b|.|.|.|.|.|.T
U|.|.|.|.b|.|.|.|.|.|.|.|.|.U
V|.|.|.|.g|y|r|b|.|.|.|.|.|.V
W|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.W
X|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Z
  +--+--+--+--+--+--+--+--+--+--+
    A B C D E F G H I J K L M

```

For this, I plotted out separate areas of 2x3 rectangles (the only possible) that did not overlap yet covered the original surface. Obviously there's not room for much bigger. And of course you can color outside the lines a bit since the 4 rectangles make 24 squares, more than the original 4x5 rectangle around the ribbon.

Pieces: R1 B1 YL- GL- RL+ BL- G1 Y1

1. R hv
2. B hs
3. G eu du dv dw
4. Y et ft fs fr
5. R fv fu gu hu
6. B hr gr gs gt 2x3 R3x2
7. G ew 2x3
8. Y er 2x3

Hard 75: "Banjo"

```

  A B C D E F G H I J K L M
  +--+--+--+--+--+--+--+--+--+--+
N|.|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.r|r|r|r|r|r|.|.|.O
P|.|.|.r|r|.r|r|r|r|r|.|.P
Q|.|.|.r|.|.r|r|r|r|r|.|.Q
R|.|.|.|.|.|.|.|.r|r|r|r|.R
S|.|.b|b|.|.b|.r|r|r|r|.S
T|.b|.b|b|y|y|y|y|r|r|r|.T
U|.b|b|b|b|y|y|y|y|r|r|.U
V|.|.b|b|y|y|y|y|y|y|y|.V
W|.|.|.y|y|y|y|y|y|.y|y|.W
X|.|.|.|.y|y|y|.|.y|y|.|.X
Y|.|.|.|.|.|.|.y|y|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.Z
  +--+--+--+--+--+--+--+--+--+--+
    A B C D E F G H I J K L M

```

1. R ko lo lp
2. Y ky ly lx
3. R co
4. Y hy hx iy
5. R eq fq fp
6. Y jw
7. Y dy-ey-fy-gy

8. B bs-br-cr-dr
9. Y dt-et
10. Y dv-du-eu
11. B gr-hr-hs
12. Y jt-kt-lt
13. Y ku-lu
14. B ir-jr-kr-lr
15. B is-js-ks-ls
16. R bt-ct
17. R bu/cv

 ~8. SPECIAL PUZZLE MODE SOLUTIONS~

Unlock this difficulty level by completing Puzzle Mode on the Hard setting.

Special 1: "Pirates"

```

A B C D E F G H I J K L M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
N|.|.|.|.|.|.|.r|.|.|.|.|.|.|.|.N
O|.|.|.r|.|.y|y|y|.|.|.|.|.|.|.O
P|y|y|y|.|.|.y|y|y|.|.r|.|.|.|.P
Q|.|.y|y|y|.|.y|y|y|.|.y|y|.|.|.Q
R|.|.y|y|y|.|.y|y|y|.|.r|y|y|.|.R
S|y|y|y|.|.|.y|y|y|.|.y|y|y|S
T|.|.|.r|.|.y|y|y|.|.|.r|.|.|.|.T
U|r|r|r|r|r|r|r|r|r|r|r|r|r|r|U
V|r|r|r|r|r|r|r|r|r|r|.|.|.|.V
W|b|r|r|r|r|r|r|r|r|r|b|b|b|b|W
X|b|b|b|b|b|b|b|b|b|b|b|b|b|X
Y|b|b|b|b|b|b|b|b|b|b|b|b|b|Y
Z|b|b|b|b|b|b|b|b|b|b|b|b|b|Z
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A B C D E F G H I J K L M

```

Here's a level that looks very cute as a picture but the solution is a bit blah and pedestrian. Nothing particularly brilliant is involved, and there seems to be a pretty easy order to this (i.e. get rid of the left yellow sail before the center.) But then you realize taking care of that sail either leaves a few red single blocks lying around or melds it to the center sail. Then at the end there's a pile of red blocks to assemble correctly. Fortunately the pieces fall into place pretty comfortable, and moves that seem good work well.

Pieces: R bend, Y 1x4, R box, Y bend, R 1x1, Y 1x1, Y 1x2, Y bend, Y 1x3, Y L+, Y L-, Y 1x4, R 2x2, R 1x4, R 1x2, R 1x3

1. R jw-kw-kv
2. Y jt-mt
3. R lv/mw
4. Y lq-mq-mr
5. R aw
6. Y jr (right sail goes)
7. Y aq-ar (red hull)
8. Y dt-ds-es (meld together)
9. Y at-ct
10. Y ht-it-is-ir

11. Y ho-io-ip-iq
12. Y ao-do (big yellow rectangle)
13. R in/jo
14. R fp-ip
15. R gn-hn
16. R fo-go-ho

Special 2: "Vicious"

```

  A B C D E F G H I J K L M
+--+--+--+--+--+--+--+--+--+
N|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.|.|.|.|.|.|.|.|.|.P
Q|.|.|.|.b|b|.|.|.b|b|.|.|.Q
R|.|.|.|.b|b|.|.|.b|b|.|.|.R
S|.|.|.|.b|b|.|.|.b|b|.|.|.S
T|.|.|.|.b|b|.|.|.b|b|.|.|.T
U|.|.|.|.b|y|.y|.|.|.|.|.U
V|.|.|.|.|.y|y|y|.|.|.|.|.V
W|.|.|.|.|.|.y|.|.|.|.|.|.W
X|.|.|.|.|.|.|.|.|.|.|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.Z
+--+--+--+--+--+--+--+--+--+
  A B C D E F G H I J K L M

```

Note that you get a total of 14 yellow squares after the 2 blue squares. The blues on their own are not enough to form a rectangle so you will want to cut them down. So you will need to touch a blue square on the left and right with a yellow. That means your final yellow rectangle will be at least 5 wide. 6 wide forces you to place the blues awkwardly but 5 isn't so bad. Once you know this you can use trial and error to figure which 2 yellow squares to leave. I suspect there are alternate and mirror solutions but here's mine.

Pieces: B L+, B L-, Y L-, Y L+, Y 1x3, Y L=

1. B fu-fv-fw-gw
2. B gu-gv-hv-iv
3. Y fu-eu-ev-ew
4. Y hv-hw-gw-fw
5. Y iu-iv-iw
6. Y gu-gv-fv

Special 3: "Rhino"

```

  A B C D E F G H I J K L M
+--+--+--+--+--+--+--+--+--+
N|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.g|.|.|.b|b|b|b|b|.b|P
Q|.|.g|g|.|.|.b|.|.b|b|b|Q
R|.|.g|g|g|b|b|b|r|.b|.|.R
S|.|.b|b|b|b|b|b|b|b|b|.S
T|b|b|b|b|b|b|b|b|b|b|T
U|b|.b|b|b|b|b|b|b|b|b|U
V|b|b|b|.|.|.|.b|b|b|b|b|V
W|b|.|.|.b|b|b|b|b|b|b|.W

```

```

X|.|.|.b|b|b|.|.|.|.|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.Z
+--+--+--+--+--+--+--+--+--+
  A B C D E F G H I J K L M

```

Now that we're on special level you shouldn't be surprised to see that the most obvious first move (making the 3x3 square) is the wrong one. You wind up with an extra Green-4 and green-2. And you have 17 squares of red to drop with the original. This requires a 6x3 that goes to the side--leaving some blues off to the left the red can't get. But the green can. Filling in the blue is easy work compared to all this.

Pieces: GL= RL= G4 G2 B2 B= RL- B1 R4 RL+ BL= R2 BL+

1. G fr-gr-gq
2. R hr-hq-iq
3. G dp-ep-fp-gp
4. G eq-fq
5. B as-bs
6. B lr-mr-ms
7. R hp-ip-jp-jq
8. B bu
9. R jr-kr-lr-mr
10. R mp-mq-lq-kq
11. B ev-fv-gv
12. R kp-lp
13. B dv-dw-cw-bw
14. G cx-dx-ex
15. B mw
16. G cy-dy-ey

Special 4: "Mask"

```

  A B C D E F G H I J K L M
+--+--+--+--+--+--+--+--+--+
N|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.y|y|y|y|b|b|b|.|.|.O
P|.y|y|b|b|b|b|y|y|y|b|b|.P
Q|.y|b|b|b|b|b|y|y|y|b|.Q
R|.y|y|y|y|b|b|y|b|b|b|b|.R
S|.y|b|y|y|b|b|y|b|b|y|b|.S
T|.y|b|b|b|b|b|y|y|y|b|.T
U|.y|b|b|b|y|b|b|y|y|y|b|.U
V|.|.y|b|b|y|y|b|y|y|b|.|.V
W|.|.y|b|b|b|b|y|y|y|b|.|.W
X|.|.|.y|y|y|y|b|b|b|.|.X
Y|.|.|.y|b|b|b|y|y|b|.|.Y
Z|.|.|.|.y|y|y|b|b|.|.|.Z
+--+--+--+--+--+--+--+--+--+
  A B C D E F G H I J K L M

```

This level doesn't require any esoteric jumps but it's still got its share of pitfalls. I found that staying the course and sensibly trying to plug holes worked for me after a couple of tries. Just work up the board with small rectangles and eventually you'll take out a big blue one and a yellow one. Trust the pieces to fall right, and they will.

Pieces: Y3 B2 Y1 BL- Ysq

1. Y ey-fy-gy
2. B hy-iy
3. Y dz
4. B jzkzkykx
5. Y kv/lw
6. Y hu-hv
7. B fu-fv-gv
8. Y lr-ls-lt-lu
9. Y kp-lp-lq
10. Y ir-is
11. Y kr-jr-js
12. Y cs-ct-cu
13. Y bv-bw
14. B hn-in-jn
15. B do-eo-fo-go
16. B dr/es
17. Y cq

Special 5: "Chevron"

```

-----

  A B C D E F G H I J K L M
+--+--+--+--+--+--+--+--+--+
N|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.|.|.|.|.|.|.|.|.|.P
Q|r|r|r|b|b|b|r|r|r|b|b|b|r|Q
R|b|r|r|r|b|b|b|r|r|r|b|b|b|R
S|b|b|r|r|r|b|b|b|r|r|r|b|b|S
T|b|b|b|r|r|r|b|b|b|r|r|r|b|T
U|b|b|r|r|r|b|b|b|r|r|r|b|b|U
V|b|r|r|r|b|b|b|r|r|r|b|b|V
W|r|r|r|b|b|b|r|r|r|b|b|b|W
X|.|.|.|.|.|.|.|.|.|.|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.Z
+--+--+--+--+--+--+--+--+--+
  A B C D E F G H I J K L M

```

Finding which chevron to work on first can be tough. I started from the right but there may be other ways.

1. B mq
2. B lt-kt-ku
3. B jr-js-ks
4. B jt-ju-jv
5. B hs-ht-it
6. B mw (right block gone)
7. R hu
8. B dr-ds-es
9. B dv-du-eu
10. R ar-as-bs
11. R ct-bt-bu
12. R at-au-av
13. B dt-du-dv
14. R gp-hp-ip
15. B dp-ep-fp
16. R gr-gs-gt-gu
17. R gv

Special 6: "Ring Worm"

A B C D E F G H I J K L M
+--+--+--+--+--+--+--+--+--+--+--+
N|.|.|.|.|.g|.|.|.|.|.|.|.|.N
O|.|.|.|.g|.|.|.|.|.|.|.|.O
P|.|.g|g|g|.|.|.|.|.|.|.|.P
Q|.g|g|b|g|.|.|.|.|.|.|.|.Q
R|.|.g|g|g|y|y|y|.|.|.|.|.R
S|.|.|.|.|.y|r|y|g|g|g|.|.S
T|.g|g|g|.y|y|y|g|y|g|.|.T
U|.g|y|g|.|.|.|.g|g|g|.|.U
V|.g|g|g|.|.|.|.y|y|y|.V
W|.|.|.y|y|y|.|.|.y|r|y|.W
X|.|.|.y|r|y|g|g|g|y|y|y|.X
Y|.|.|.y|y|y|g|y|g|.|.|.Y
Z|.|.|.|.|.g|g|g|.|.|.Z
+--+--+--+--+--+--+--+--+--+--+--+
A B C D E F G H I J K L M

You just need to take care of these one at a time, with a small exception of the start, where obvious moves are good, and a 1x4 piece that pops up. Most of this is pretty obvious. Sometimes you need to carve out half of the 3x3 and fill it with a 2x2. Other times 2 L's color coordinate with the center.

- 1. G co-cn-dn
- 2. G eo
- 3. B eq-er-dr
- 4. B bq/cr 2x4+3x3
- 5. R fs-fr-gr-hr
- 6. R ft-gt-ht-hs
- 7. G jt
- 8. R jw-jv-kv
- 9. R lv-lw
- 10. Y hx-ix
- 11. Y iy-jy-ky-ly
- 12. G hx/iy
- 13. Y ex
- 14. Y bu-bt-ct-dt
- 15. T bv-cv-dv-du

Special 7: "Crane"

A B C D E F G H I J K L M
+--+--+--+--+--+--+--+--+--+--+--+
N|.|.b|b|b|.|.|.|.|.|.|.|.N
O|.|.b|r|r|b|.|.r|r|r|r|.O
P|.|.b|.r|r|b|.|.r|.r|.P
Q|.|.b|.|.r|r|b|.r|.r|.Q
R|.|.b|.|.r|r|b|r|.r|.R
S|.|.b|.|.|.r|r|r|.r|.S
T|.|.y|.|.|.r|r|r|r|r|.T
U|.|.y|.|.|.r|r|r|r|r|.U
V|y|.y|.|.|.r|r|r|r|r|.V
W|y|y|y|.|.b|b|b|b|b|.W
X|.|.|.|.b|g|g|.g|g|b|X
Y|.|.|.|.b|g|g|.g|g|b|Y

Z|.|.|.|.|.|.|.b|b|b|b|b|.|Z
 +---+---+---+---+---+---+---+---+---+
 A B C D E F G H I J K L M

There's a little bit of trickery to remove the blue at the bottom, and one move near the end(the single blue) requires minimal foresight. But that R4 is pretty obvious. You need to build the big red rectangle, too.

1. G kw-lw-mw-mx
2. R kp-kq-kr-ks
3. G my-mz-lz-kz 3x4
4. R gs-gt
5. G fy-fz-gz-hz
6. R hq-iq-ir
7. G fx-fw-gw-hw 3x4
8. B ix/jy 2x4
9. R ho-hp-ip
10. B do-dp-dq-dr
11. R go-gp
12. B ds-es-er-eq
13. B fn
14. Y au-bu-bv
15. B en-eo-fo
16. Y at-bt
17. B fq-fr-fs

Special 8: "Musical"

 A B C D E F G H I J K L M
 +---+---+---+---+---+---+---+---+---+
 N|.|.|.|.|.|.|.|.|.y|y|y|.|N
 O|.|.|.|.|.|.|.|.y|y|y|y|.|O
 P|.|.|.|.|.y|y|y|y|y|.|.y|.|P
 Q|.|.|.|.|.y|y|y|.|.|.|.y|.|Q
 R|.|.|.|.y|.|.|.|.|.y|.|R
 S|.|.|.|.y|.|.|.|.|.y|.|S
 T|.|.|.|.y|.|.|.|.|.y|.|T
 U|.|.|.|.y|.|.|.|.y|y|y|.|U
 V|.|.|.|.y|.|.|.y|y|y|y|.|V
 W|.|.y|y|y|.|.|.y|y|y|y|.|W
 X|.y|y|y|y|.|.|.y|y|.|.|X
 Y|.y|y|y|y|.|.|.|.|.|.|.y|Y
 Z|.|.y|y|.|.|.|.|.|.|.|.|Z
 +---+---+---+---+---+---+---+---+---+
 A B C D E F G H I J K L M

This level has all blue pieces, so it is pretty clear we will need to get rid of all the yellows. If we count the blue square units that fall, we get 45 total. Now the total number of yellows is 13+13(2 notes)+5+5(stems)+6+4+6(rectangles.) That makes 52 total. But you need to drop one blue square on the 2x2 yellow. One big problem I had was what to do with the 3x1. Another was that it took 2x5's to take out each stem, 9 for 1 note and 12 for the other, and 6 to separate the yellow 2x3's with a blue. Except...

1. B bx-by-bz
2. B cz-dz
3. B kt/lu
4. B jt-ju (3x2, takes out stem)
5. B jx/ky

6. B jz-kz (2x3)
7. B ho/ip
8. B eu-ev
9. B cx/dy (3x3)
10. B kp/lq
11. B dr-er
12. B go-gp (3x2)
13. B du-dv
14. B ds/et (2x5)
15. B kr/ls (2x4)

Special 9: "Dome"

Although many pieces fall into place here to start off, there's a bit of planning ahead to do. It's not at all clear which rectangles to make or how after the first wide ones. Fortunately the pieces are largely symmetrical, which cuts this puzzle in half.

```

  A B C D E F G H I J K L M
+-+--+--+--+--+--+--+--+--+
N|.|.|.|.|.|.|.y|.|.|.|.|.|.N
O|.|.|.|.|.|.|.y|.|.|.|.|.|.O
P|.|.|.|.|.|.y|y|y|.|.|.|.|.P
Q|.|.|.|.|.|.y|y|y|.|.|.|.|.Q
R|.|.|.|.|.y|y|y|y|y|.|.|.|.R
S|.|.|.|.|.b|y|y|y|b|.|.|.|.S
T|.|.y|y|y|b|b|b|y|y|y|.|.T
U|.y|y|y|y|y|y|y|y|y|y|.U
V|.b|y|y|y|y|y|y|y|y|b|.V
W|.y|b|b|y|y|y|y|y|b|b|y|.W
X|.y|y|y|b|b|b|b|b|y|y|.X
Y|.|.y|y|y|y|y|y|y|y|.|.Y
Z|.|.|.y|y|y|y|y|y|.|.|.Z
+-+--+--+--+--+--+--+--+--+
  A B C D E F G H I J K L M

```

1. B bw-bx-cx-dx
2. Y by-bz-cz
3. B lw-lx-kx-jx
4. Y ly-lz-kz 2x11
5. B fv/gw
6. Y au-at-bt
7. B hv-hw
8. B lt-mt-mu
9. B cv-dv-ev-ew
10. Y es
11. B iw-iv-jv-kv 3x11
12. Y is
13. B et-eu-fu-gu 2x5
14. B it-iu-hu 2x5
15. Y en-fn
16. H hn-in
17. Y fo-eo-ep-eq
18. Y ho-io-ip-iq 5x6

Special 10: "Bunny"

A B C D E F G H I J K L M

```

+---+---+---+---+---+---+---+---+---+---+
N|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.P
Q|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Q
R|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.R
S|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.S
T|r|g|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.T
U|g|g|g|g|g|g|g|g|g|g|g|g|g|g|g|U
V|y|g|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.V
W|y|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.W
X|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Z
+---+---+---+---+---+---+---+---+---+---+
  A B C D E F G H I J K L M

```

Placing the greens is generally pretty obvious here but placing the yellows is a bit trickier. You don't have the greens to get to the left wall. Also, there are no red squares so you have to overlap the bunny's eye. And you have to carve up the ear just right.

1. G gw-hw-iw-jw
2. G ks-ls-lt-lu
3. Y at/bu
4. G ms-mt
5. Y ax-bx-bw-bv 2x6
6. G ct 2x5
7. G lw/mx
8. G es-fs-gs
9. G fx-gx
10. Y dr-er-fr
11. G ep-eo-fo
12. Y dq-eq-fq 2x3
13. G hp-ip-io 2x5
14. G cv-dv
15. G cx-cw-dw 6x11

Special 11: "Ready Mix"

```

-----
  A B C D E F G H I J K L M
+---+---+---+---+---+---+---+---+---+---+
N|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.P
Q|.|.|.|.|.|.|.|.r|r|r|r|.|.|.|.|.Q
R|g|g|g|g|g|.|.|.|.|.|.|.|.|.|.|.R
S|g|g|g|.|.|.|.|.|.|.|.|.|.|.|.|.S
T|g|g|g|b|b|.|.|.|.|.|.|.|.|.|.T
U|g|g|g|b|b|.|.|.|.|.|.|.|.|.|.U
V|.|.|.|.|.|.|.|.b|b|b|r|b|b|.|.|.|.V
W|.|.|.|.|.|.|.|.b|b|.|.|.|.|.|.|.|.W
X|.|.|.|.|.|.|.|.b|b|.|.|.|.|.|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Z
+---+---+---+---+---+---+---+---+---+---+
  A B C D E F G H I J K L M

```

Pieces: R2 Bbx GL+ G2 BL- G2

1. G dr-er
2. B dr/es
3. G fs-gs-gt-gu
4. G fv-gv
5. B hu-iu-ju-jv
6. G ft-fu

Special 12: "Comb"

```
  A B C D E F G H I J K L M
+--+--+--+--+--+--+--+--+--+
N|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.P
Q|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Q
R|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.R
S|.|.|.r|.|.r|.|.r|.|.r|.|.r|.|.|.S
T|.|.|.r|b|r|b|r|b|r|b|r|b|r|b|.T
U|.|.|.r|r|r|r|r|r|r|r|r|r|b|.U
V|.|.|.b|b|b|b|b|b|b|b|b|b|.V
W|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.W
X|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Z
+--+--+--+--+--+--+--+--+--+
  A B C D E F G H I J K L M
```

Pieces: BL= RL= R2 RL- RL- BL= R4 BL+ B2

1. B ju-ku-kt
2. R kr-lr-ls
3. R kq-lq 2x3
4. R ir-hr-hs-ht
5. R gr-fr-fs-ft
6. B ds-es-et
7. R fv-gv-hv-iv
8. B cv-cu-du-eu
9. B cs-ct

Special 13: "Truck"

```
  A B C D E F G H I J K L M
+--+--+--+--+--+--+--+--+--+
N|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.g|g|g|g|.y|y|y|y|.P
Q|.|.g|.|.g|.y|y|b|y|.Q
R|.|.g|.|.g|.y|b|b|y|.R
S|.|.g|.|.g|.y|y|b|y|.S
T|.g|g|.|.g|.y|y|b|y|.T
U|y|g|g|r|r|y|.y|b|b|y|.U
V|y|g|g|r|r|r|.y|y|y|y|g|V
W|.g|g|r|r|g|g|g|g|g|g|g|W
X|b|g|g|g|g|g|g|g|g|g|X
Y|.b|b|b|b|.|.|.b|b|b|Y
Z|.|.b|b|.|.|.|.b|b|.Z
+--+--+--+--+--+--+--+--+--+
```

A B C D E F G H I J K L M

YL= B4 RL= BL- RL- B1 Y2 BL= BL= Y3 G+ G2 G4 Rbx G3

1. Y ir-jr-jq
2. B bx-cx-dx-ex
3. R fw-gw-gv
4. B ez-fz-fy-fx
5. R dt-et-ft-fu
6. B mz
7. Y js-jt
8. B ay-az-bz
9. B iy-iz-jz
10. Y iu-ju-ku
11. G ew-ev-fv-gv
12. G dq-eq
13. G at-au-av-aw
14. R cr/ds
15. G jv-kv-lv
16. R ct/du

Special 14: "Mr Me"

A B C D E F G H I J K L M

+--+--+--+--+--+--+--+--+--+--+

N|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.P
Q|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Q
R|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.R
S|g|g|g|r|r|r|g|g|g|b|r|r|r|S
T|g|.|g|r|.|.r|g|.|g|b|r|.|.|T
U|g|g|g|r|r|r|g|.|g|b|r|r|r|U
V|g|.|.r|.|.r|g|.|g|b|.|.r|V
W|g|.|.r|.|.r|g|.|g|b|r|r|r|W
X|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Z

+--+--+--+--+--+--+--+--+--+--+

A B C D E F G H I J K L M

Pieces: B2 R2 G4 B2 G4 G4 G3 Gbx G4 R3 RL+ G

1. B hr-ir
2. R lt-mt
3. G gt-gu-gv-gw 3x5
4. B kr-ir
5. G dt-du-dv-dw
6. G et-eu-ev-ew
7. G ds-es-fs
8. G bv/cw
9. G ft-fu-fv-fw
10. R js-jt-ju
11. R jw-jv-kv-lv
12. G bt

Special 15: "Sea Lion"

```

A B C D E F G H I J K L M
+++++
N|.|. |r|r|.|. |.|. |.|. |.|. |.|. |N
O|. |r|r|r|r|.|. |.|. |.|. |.|. |O
P|. |r|r|r|r|.|. |.|. |.|. |.|. |P
Q|.|. |r|r|.|. |.|. |.|. |.|. |.|. |Q
R|.|. |b|b|.|. |.|. |.|. |.|. |.|. |R
S|.|. |b|b|b|.|. |.|. |b|. |b|. |S
T|.|. |b|g|b|.|. |.|. |b|b|b|. |T
U|.|. |b|b|b|.|. |.|. |.|. |b|. |.|. |U
V|.|. |.|. |b|b|.|. |.|. |.|. |b|b|. |.|. |V
W|.|. |.|. |b|b|b|.|. |b|b|b|. |.|. |W
X|.|. |.|. |b|g|b|b|b|b|. |.|. |X
Y|.|. |.|. |g|g|b|b|b|b|. |.|. |Y
Z|.|. |g|g|b|b|b|b|. |.|. |.|. |Z
+++++
A B C D E F G H I J K L M

```

Pieces: RL= GL= B1 B1 RL+

1. R ao-an-bn
2. G cy-cx-dx
3. B dt
4. B er
5. R en-fn-fo-fp
6. G cv/dw
7. G ev/ew 3x4
8. R eq-fq 6x4
9. G ez 3x5
10. B gw-hw
11. B iz-jz-jy
12. B kx-ky-kz
13. R ju/kv 6x4
14. R ls-lt-lu-lv
15. R js/kt 3x4

Special 16: "Seahorse"

```

A B C D E F G H I J K L M
+++++
N|.|. |g|g|g|g|.|. |.|. |.|. |.|. |N
O|.|. |g|b|g|g|g|y|y|. |.|. |O
P|.|. |g|g|g|. |g|g|r|r|. |.|. |P
Q|.|. |.|. |g|. |g|g|y|y|. |.|. |Q
R|.|. |.|. |g|. |g|g|r|r|. |.|. |R
S|.|. |g|g|. |g|g|y|y|. |.|. |S
T|.|. |.|. |.|. |g|g|r|r|. |.|. |T
U|.|. |.|. |.|. |g|g|y|y|. |.|. |U
V|.|. |.|. |g|g|. |.|. |.|. |.|. |V
W|.|. |.|. |g|g|. |.|. |g|g|. |.|. |W
X|.|. |.|. |g|g|. |.|. |.|. |g|g|. |X
Y|.|. |.|. |.|. |g|g|g|g|. |.|. |Y
Z|.|. |.|. |.|. |g|g|g|. |.|. |.|. |Z
+++++
A B C D E F G H I J K L M

```

Pieces: RL- BL= Y3 BL+ G1 BL- G3 GL= RL+ GL+ Ybx R2 BL= Y2 RL+ BL-

1. R gt-gu-hu-iu

2. B dp-ep-eo
3. Y hp-ip-jp
4. B dq-eg-fq-fp
5. G hn
6. B dn-en-fn-fo 3x4
7. G dn-do-dp 2x3
8. G cr-cq-dq
9. R is-js-ks-kr
10. G iz-jz-kz-ky
11. Y iw/jx
12. R et-ft
13. B cy-cz-dz-ez
14. Y kw-kx
15. R eu-fu-gu-gt
16. B dy-ey-fy-fz

Special 17: "Bloom"

```

  A B C D E F G H I J K L M
+--+--+--+--+--+--+--+--+--+--+
N|.|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.b|b|b|g|b|y|y|b|.|.|O
P|.|.b|b|b|g|g|g|b|y|y|b|.|.|P
Q|.|.g|g|g|g|g|g|b|y|y|b|b|.|Q
R|.|.g|g|g|g|g|g|b|y|y|y|b|.|R
S|.|.b|b|b|b|b|b|b|y|y|y|b|.|S
T|.|.y|y|y|y|b|y|b|y|y|y|y|.|T
U|.|.b|y|y|y|b|b|b|b|b|b|.|U
V|.|.b|y|y|y|b|g|g|g|g|g|.|V
W|.|.b|b|y|y|b|g|g|g|g|g|.|W
X|.|.|.b|y|y|b|g|g|g|b|b|b|.|X
Y|.|.|.b|y|y|b|g|b|b|b|.|.|.|Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.|Z
+--+--+--+--+--+--+--+--+--+--+
  A B C D E F G H I J K L M

```

Pieces: B1 L+ L4 Gbx Y4 YL+ Bbx G4 GL+ Bbx Y2 BL+ B2

1. B gt
2. G dp-do-eo-fo
3. G ho-hp-hq-hr
4. G bo/cp 7x4
5. Y bs-cs-ds-es
6. Y bu-bv-bw-cw
7. B dx/ey
8. G fv-fw-fx-fy
9. G hy-iy-jy-jx
10. B jv/kw 5x4
11. Y iu-ju B3x3/B2x4
12. B kr-ks-kt-lt Y2x7
13. B lo-lp 2x6

Special 18: "Dragon"

```

  A B C D E F G H I J K L M
+--+--+--+--+--+--+--+--+--+--+
N|.|.|.|.|.|.g|g|.|.|.|.|.|.N
O|.|.|.|.|.|.g|.r|r|r|r|r|.|O

```

```
P|.|.|.|.|.lg|g|g|r|.|.|.|.|.P
Q|.|.|.|.|.lg|g|g|y|g|r|r|r|.|.|.Q
R|.|.|.|.|.lg|g|g|r|.|.|.|.|.r|R
S|.|.|.|.|.lg|g|.|.|.r|r|r|.|.|.S
T|r|r|.|.|.lg|g|.|.|.|.|.|.g|T
U|.|.|.|.|.|.lg|g|g|.|.|.|.|.|.g|U
V|r|r|.|.|.|.|.|.|.|.|.|.|.|.g|V
W|.|.|.|.|.|.|.|.|.|.|.|.|.|.W
X|.|.|.|.|.|.|.|.|.|.|.|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.|.Z
+-+--+--+--+--+--+--+--+--+--+
A B C D E F G H I J K L M
```

Another one of those frilly levels where it's pretty clear you have to take out some big rectangles, but it's how you get rid of the yellow pieces that is really important. The yellow eye should not be covered in this case.

Pieces: Gbx RL- RL= G4 G4 RL+ R2 R3 R1 G2 G1 R3 R1 YL= YL- YL=

1. G gt/hu
2. R ir-jr-kr-ks
3. R lr-lq-mq
4. G it-jt-kt-lt
5. G iu-ju-ku-lu
6. R kp-lp-mp-mo
7. R ip-jp 6x5
8. R ct-cu-cv
9. R au
10. G en-eo
11. G go
12. R cw-dw-ew
13. R dy
14. Y fr-gr-gq
15. Y er-es-fs-gs
16. Y dq-dp-ep
17. Y cq-cr-cs-ds
18. R jz
19. Y hx-hw-iw
20. Y ix-jx-jw

Special 19: "Star"

```
-----
```

Start in the center and then work your way around the edges.

```
A B C D E F G H I J K L M
+-+--+--+--+--+--+--+--+--+--+
N|.|.|.|.|.b|b|y|b|b|.|.|.|.|.N
O|.|.|.|.|.b|b|y|y|y|b|b|.|.|.|.O
P|b|b|b|b|y|y|y|y|y|b|b|b|b|P
Q|y|y|y|y|y|b|y|b|y|y|y|y|y|Q
R|b|y|y|y|y|b|y|b|y|y|y|y|b|R
S|b|b|y|y|y|y|y|y|y|y|y|b|b|S
T|.|.b|b|y|b|y|y|y|b|y|b|b|.|T
U|.|.b|b|y|b|b|b|b|b|y|b|b|.|U
V|b|b|y|y|y|y|y|y|y|y|y|b|b|V
W|b|y|y|y|y|y|b|b|b|y|y|y|y|b|W
X|b|y|y|b|b|b|.|.b|b|b|y|y|b|X
Y|b|b|b|b|.|.|.|.|.|.|.b|b|b|b|Y
```

Z|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Z
+++++
A B C D E F G H I J K L M

BL- B3 BL+ B3 YL= B3 YL= B3 B2 YL= YL= B2 Y3 B4 YL- Y4 B4 YL+ Y3

1. B hs-is-ir-iq
2. B gq-gr-gs
3. B eq-er-es-fs
4. B ft-gt-ht 5x5
5. Y eo-en-fn
6. B ao-bo-co 4x2
7. Y hn-in-io 5x3
8. B ko-lo-mo 4x2
9. B dt-du
10. Y ar-as-bs 4x3
11. Y ls-ms-lr
12. B jt-ju Y4x3
13. Y fw-gw-hw
14. B az-bz-cz-dz
15. Y ax-aw-av-bv B2x3
16. Y dx-ex-fx-gx b2x4
17. B jz-kz-lz-mz
18. Y lv-mv-mw-mx
19. Y hx-ix-jx

Special 20: "Sphere"

A B C D E F G H I J K L M
+++++
N|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.|.|.b|b|.|.|.|.|.|.|.|.P
Q|.|.|.|.r|r|b|b|b|r|.|.|.|.|.Q
R|.|.|.|.r|r|g|b|b|r|.|.|.|.|.R
S|.|.b|b|r|g|g|g|b|b|.|.|.|.S
T|.|.b|b|b|b|g|g|b|b|.|.|.|.T
U|.|.|.|.r|r|b|b|r|r|.|.|.|.|.U
V|.|.|.|.r|r|b|r|r|r|.|.|.|.|.V
W|.|.|.|.|.b|b|.|.|.|.|.|.|.|.W
X|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Z
+++++
A B C D E F G H I J K L M

Pieces: RL= RL+ BL+ Bbx B4 BL+ BL+ G2

1. R fv-fu-gu 6x2
2. R cq-cr-cs-ds 3x3
3. B ew-ev-fv-gv 3x2
4. B js/kt 4x2
5. B cs-ds-es-fs 4x2
6. B ep-eq-er-fr
7. B hp-ip-iq-ir 5x3
8. G is-it

Special 21: "Billy"

```

  A B C D E F G H I J K L M
+---+---+---+---+---+---+---+---+---+---+
N|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.lg|g|.|.|.|.|.|.|.|.|.|.|.|.P
Q|.|.lg|.|.|.|.|.|.|.|.|.|.|.|.|.Q
R|.lg|g|g|.|.|.|.|.|.|.|.|.|.|.|.R
S|.lg|b|g|g|g|.|.|.|.|.|.|.|.|.|.S
T|.r|r|r|.|.|.|.|.|.|.|.|.|.|.|.|.T
U|.r|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.U
V|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.V
W|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.W
X|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Z
+---+---+---+---+---+---+---+---+---+
  A B C D E F G H I J K L M

```

I originally tried to knock out the blue squares by linking them up with the dropped blue pieces, but there aren't enough. Plus you need some blue piece to separate the goat head from the body.

Pieces: BL= BL= G2 BL+ GL- G2 GL+

1. B ds-es-er
2. B ls-ms-mt
3. G hs-is
4. B bs-br-cr-dr 4x2
5. G fy-gy-gx-gw
6. G ep-eq
7. G jw-jx-jy-ky
8. G dq
9. G hx/iy
10. R cu
11. B lt/lu

Special 22: "Kayak"

```

-----
  A B C D E F G H I J K L M
+---+---+---+---+---+---+---+---+---+---+
N|.b|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|b|b|b|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|.b|b|.|.|.|.|.|.|.|.|.|.|.|.|.P
Q|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Q
R|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.R
S|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.S
T|r|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.T
U|y|r|r|r|r|r|r|r|r|r|r|r|r|r|r|U
V|.y|y|y|y|y|y|y|y|b|y|y|y|.|.|.V
W|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.W
X|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Z
+---+---+---+---+---+---+---+---+---+
  A B C D E F G H I J K L M

```

Pieces: R4 BL= BL= Y4 Bbx R1 R3 Y3 B1 BL+ Gbx BL- Y2 GL= GL-

1. R iv-jv-kv-lv 4x2
2. B lw-mw-mx
3. B jy-jz-kz
4. Y eu-fu-gu-hu 4x2
5. B ly/mz 4x4
6. R au
7. R bt-ct-dt 4x2
8. Y bu-cu-du 7x2
9. B an
10. B cn-dn-do-dp
11. Gbx er/fs
12. B ap-aq-bq-cq 4x4
13. Y ho-io 2x3
14. G gr-hr-hq
15. G iq-jq-kq-kr
16. R ju-ku-lu-mu
17. R jt-kt-lt 4x2/G7x3
18. Y gt-gu
19. Y ht/iu 3x2

Special 23: "Footprint"

```

  A B C D E F G H I J K L M
+-+--+--+--+--+--+--+--+--+
N|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.P
Q|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Q
R|.|.|.|.|.|.|.|.|.|.|.|.|.g|.|.|.|.R
S|.|.|.|.|.|.|.|.|.|.|.|.|.g|.|.|.|.S
T|.|.|.r|r|r|.|.|.|.|.|.|.g|.|.|.|.T
U|.|.|.r|r|r|.|.|.|.|.|.|.|.|.|.|.U
V|.|.|.r|r|r|.|.|.|.|.|.|.|.|.|.|.V
W|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.W
X|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Z
+-+--+--+--+--+--+--+--+--+
  A B C D E F G H I J K L M

```

Another level I can finish one early. The 1x4's are to cut down the original blocks but how?

Pieces: R4 Rbx G4 Gbx R2 RL-

1. R fr-gr-hr-ir
2. R hs/it G2x3
3. G er-es-et-eu
4. G fr/gs R2x3
5. R et-eu

Their solution is:

```

R ft-gt-ht-it
R hr/is
G et-eu-ev-ew
G ft/gu
R ev-fv
R dv-dw-ew-fw

```

Special 24: "T Rex"

```

-----
A B C D E F G H I J K L M
+--+--+--+--+--+--+--+--+--+--+
N|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.P
Q|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Q
R|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.R
S|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.S
T|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.T
U|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.U
V|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.V
W|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.W
X|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Z
+--+--+--+--+--+--+--+--+--+--+
A B C D E F G H I J K L M

```

After a pretty obvious start this level bogs down quickly. Note how the blues only pop up at the start, so you need to make a 3x3.

Pieces: Ybx BL+ BL+ Gbx Gbx Y4 YL= Ybx G1 Y3 Y2 Y4 G2

1. Y dx/ey 2x3
2. B fo-fn-gn-hn
3. B fp-gp-hp-ho 3x3
4. G hy/iz
5. G jx/ky
6. Y gv-hv-iv-jv(the key, cuts the board in 2)
7. Y ju-ku-kt
8. Y ht/iu
9. G mz
10. Y lt-lu-lv G8x4
11. Y gt-gu 6x3
12. Y dq-dr-ds-dt
13. G er-fr
14. Y eq-er-es
15. G iq-ir 5x3
16. Y do-eo-ep 2x6

Special 25: "Pelican"

```

-----
A B C D E F G H I J K L M
+--+--+--+--+--+--+--+--+--+--+
N|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|y|y|y|y|y|g|g|.|.|.|.|.|.|.|.|.P
Q|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Q
R|y|y|y|y|y|g|g|.|.|.|.|.|.|.|.|.R
S|y|y|y|y|.|.|.|.|.|.|.|.|.|.|.|.S
T|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.T
U|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.U
V|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.V
W|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.W
X|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Y

```

Z|.|.|.|.r|r|r|.|.|.|.|.Z
+++++
A B C D E F G H I J K L M

Pieces: YL- BL= Y4 B2 G1 YL= GL+ Rbx GL= RL- G4 Y4 RL+ Ybx R2

1. Y du-eu-et-es
2. B eo-en-fn
3. Y aq-bq-cq-dq
4. B gn-go 3x2
5. G gt 2x5
6. Y at-au-bu 5x6
7. G kx-lx-mx-mw
8. R ex/fy
9. G cy-cz-dz
10. R ew-fw-gw-gx 3x4/G2x5
11. G jy-ky-ly-my
12. Y hu-iu-ju-ku
13. R gv-gu-hu-iu G6x4
14. Y js/kt
15. R hv-iv

Special 26: "Daisychain"

A B C D E F G H I J K L M
+++++
N|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.g|g|.|.|.|.O
P|.|.|.r|.g|g|r|.|.|.P
Q|.|.r|y|r|.|.r|y|r|.|.Q
R|.|.|.r|.|.|.r|.|.|.R
S|.g|g|.|.|.|.g|g|.S
T|.g|g|.|.|.|.g|g|.T
U|.|.|.r|.|.|.r|.|.|.U
V|.|.r|y|r|.|.r|y|r|.|.V
W|.|.|.r|.g|g|r|.|.|.W
X|.|.|.|.g|g|.|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.Z
+++++
A B C D E F G H I J K L M

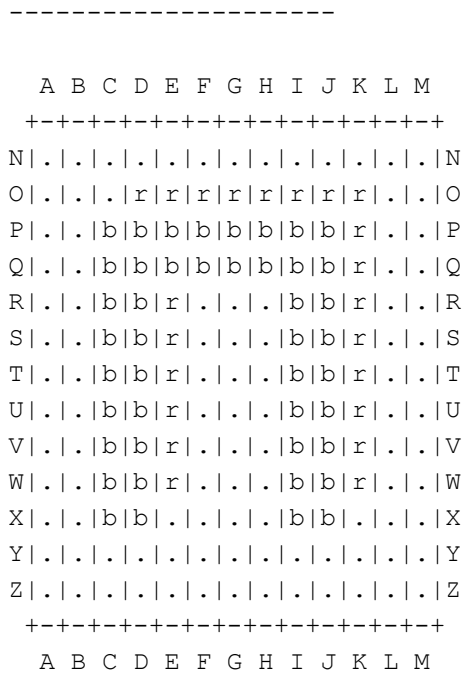
You obviously have a lot of choices with the four green boxes, and there is an L pair to wipe out one of the red/yellow clumps. The trick is to break up enough of the clumps from having 3 red points in time to fill everything else in. The order of pieces makes this tricky.

Pieces: Gbx YL- Gbx Gbx YL= Gbx YL- Y2 RL= RL= Y2 R1 RL=

1. G bu/cv
2. Y dp-cp-cq-cr
3. G dw/ex
4. G ju/kv
5. Y hv-hw-iw
6. G ho/ip
7. Y dr-er-eq-ep
8. Y hp-hq
9. R hq-hp-ip
10. R dv-dw-ew
11. Y hu-iu 2x3

- 12. R eu 2x3??
- 13. R jr-kr-kq 4x2

Special 27: "Archway"

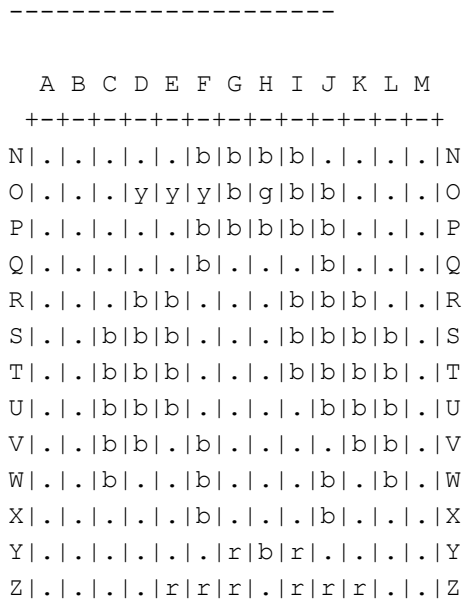


There are lots of ways to reduce the archway quickly but if you stick yourself with no blues too soon, you're in big trouble. The red on the right edge eventually forms part of a big rectangle.

Pieces: B4 B4 B4 Rbx B4 Rbx RL+ RL= R2

- 1. B co-do-eo-fo
- 2. B go-ho-io-jo
- 3. B eu-ev-ew-ex
- 4. R cs/dt B3x4
- 5. B er-fr-gr-hr R3x2
- 6. R io/jp (the key. 3-wide red rectangle.)
- 7. R iq-jq-jr-js
- 8. R it-jt-ju
- 9. R ir-is
- 10. R iu-iv-jv
- 11. R kw-kx 3x8 B3x2

Special 28: "Penguin"



+-+-+-+
A B C D E F G H I J K L M

The right blue flipper seems tricky but an overlap works nicely to cover that and the red rectangle at the bottom. Also, the green dot to start is worthwhile near the end. The left big rectangle is pretty straightforward.

BL+ BL= Rbx B4 Y2 RL+ YL- RL= Y3 B3 RL+ BL= BL= G3 B1 G1 Gbx

1. B cr-cq-dq-eq
2. B dw-ew-ev
3. R ex/fy
4. B fr-fs-ft-fu
5. Y dp-ep
6. R gx-hx-hy-hz
7. Y fp-gp-go-gn B4x7
8. R ix-jx-jy
9. Y dn-en-fn 4x3
10. B iu-iv-iw
11. R jw-kw-kx-ky
12. B jv-jw-kw R7x3
13. B kq-lq-lr
14. G hp-ip-jp
15. B iq 4x7
16. G hn
17. G in/jo 3x3

Special 29: "Y Fronts"

A B C D E F G H I J K L M
+-+-+-+
N|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|b|b|b|b|b|b|b|b|b|b|b|b|P
Q|b|b|b|b|b|b|b|b|b|b|b|b|Q
R|r|r|r|r|r|r|b|r|r|r|r|r|R
S|b|r|r|r|r|r|b|r|r|r|r|r|S
T|b|b|r|r|r|r|b|r|r|r|r|b|b|T
U|.|b|r|r|r|b|r|b|r|r|b|.|U
V|.|b|r|r|b|r|r|r|b|r|b|.|V
W|.|.|b|b|r|r|r|r|r|b|b|.|.|W
X|.|.|.|.|b|r|r|r|b|.|.|.|.X
Y|.|.|.|.|.|b|b|b|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.Z
+-+-+-+
A B C D E F G H I J K L M

As you've probably gessed, and as is the case with many symmetric levels, you get pieces that come out symmetrically, making this task much easier. You can also expect a red 1x3 to split down the middle but it's handling the bottom rectangle that can be a bit tricky.

Pieces: RL= RL= RL= BL= BL= RL- BL= BL= R3 BL+ BL- B3 B2 B2

1. R as-at-bt
2. R lt-mt-ms
3. R hy-iy-ix
4. B dv-du-eu
5. B iu-ju-jv


```

W|. |r|r|. |. |. |. |. |r|. |. |. |. |W
X|. |r|r|r|r|r|r|r|r|r|r|r|r|r|r|X
Y|. |r|r|b|r|b|r|b|r|b|r|r|. |Y
Z|. |. |r|r|r|r|r|r|r|r|r|. |Z
  +--+--+--+--+--+--+--+--+--+--+
    A B C D E F G H I J K L M

```

This is a good level with nothing fancy, but I tried to explicitly get rid of the lower right first, leaving me with a small overhang for the big red triangle in the left at the end.

Pieces: Y3 RL= YL= BL= Ybx RL= BL= R3 R B4 R Y2 R

1. Y hp-ip-jp
2. R lz-mz-my
3. Y fw-gw-gv
4. B fx-gx-gy
5. Y hv/iw
6. R dw-ew-ev
7. B hx-ix-iy
8. R bq-cq-dq
9. R bs
10. B fz-gz-hz-iz
11. R ds
12. Y jv-jw
13. R jy 3x4/B3x4
14. R bv-bu-cu
15. R dy
16. Y ir-is-js (the red rectangle can wait, but not the yellow)
17. R bz
18. R ht
19. Y kv-kw-lw
20. Y hs-ht-it

Special 32: "Flying"

```

  A B C D E F G H I J K L M
  +--+--+--+--+--+--+--+--+--+--+
N|. |. |. |. |. |. |. |. |. |. |. |N
O|. |. |. |. |. |. |. |. |. |. |. |O
P|. |. |y|y|y|. |. |. |. |. |. |P
Q|. |. |y|b|y|y|. |. |. |. |. |. |Q
R|r|r|r|y|y|y|. |. |. |. |. |. |R
S|. |. |r|y|y|y|y|y|y|y|y|y|S
T|. |r|. |. |y|y|y|y|y|y|y|y|T
U|. |. |. |. |y|y|g|g|g|y|y|y|. |U
V|. |. |. |. |y|y|g|g|g|g|y|. |V
W|. |. |. |g|g|y|g|g|g|g|g|. |W
X|. |. |g|g|g|. |g|g|g|g|g|. |X
Y|. |. |. |. |. |. |. |g|g|g|g|g|Y
Z|. |. |. |. |. |. |. |. |. |. |. |Z
  +--+--+--+--+--+--+--+--+--+--+
    A B C D E F G H I J K L M

```

Pieces: RL= GL= BL= RL- Y4 GL= Brx Y3 RL=

1. R at-as-bs
2. G bx-bw-cw
3. B cq-cp-dp

4. R ct-dt-ds-dr 4x3
5. Y gr-hr-ir-jr
6. G gx-gy-hy
7. B ep/fq 4x2
8. Y kr-lr-mr
9. G lw-mw-mx
10. Y iu-iv-jv
11. G fw-fx-fy
12. Y gu/hv G8x3
13. Y lv-mv-mu Y9x5

Special 33: "Tally Ho"

```

  A B C D E F G H I J K L M
+-+--+--+--+--+--+--+--+--+--+
N|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.P
Q|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Q
R|.|.|.|.|.r|.r|.|.|.|.|.|.|.|.|.|.R
S|.|.r|.r|.r|.|.|.|.|.|.|.|.|.|.|.S
T|r|r|r|b|r|.|.|.|.|.|.r|r|y|T
U|.r|r|r|r|r|r|r|r|r|r|r|r|y|U
V|.|.|.|.|.r|r|r|r|.|.|.|.|.|.V
W|.r|r|r|r|r|y|y|r|r|.|.|.|.W
X|.r|.|.|.|.|.|.|.|.|.r|r|r|.X
Y|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Z
+-+--+--+--+--+--+--+--+--+--+
  A B C D E F G H I J K L M

```

In this it is tough to figure how to chop up the board with yellows, but a bunch of small red rectangles get the job done. There are no blues falling, so you need to cover the blue eye at some time.

1. Y kt/lu 3x2
2. R kw-lw
3. Y hv-iv-iw
4. Y fw-fv-gv 4x2/R3x2
5. R cx-dx-ex 4x2
6. Y fr-fs-ft-fu
7. R dt
8. Y er-es-et-eu 2x4
9. R gt-ht-it-jt
10. R au
11. R as-bs

Special 34: "Reverb"

```

  A B C D E F G H I J K L M
+-+--+--+--+--+--+--+--+--+--+
N|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.P
Q|.|.b|.|.|.|.|.|.r|.|.|.|.Q
R|.|.b|.b|.|.r|.r|.|.|.R
S|.|.b|.b|r|b|r|.r|.|.|.S
T|.|.b|r|b|r|b|r|b|r|.|.|.T

```

```

U|.|.|.b|.|.b|r|b|r|.|.r|.|.|.|.U
V|.|.|.b|.|.b|.|.r|.|.r|.|.|.|.V
W|.|.|.b|.|.|.|.|.|.|.|.r|.|.|.|.W
X|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Z
+---+---+---+---+---+---+---+---+
  A B C D E F G H I J K L M

```

A slick red rectangle on the left side starts things out and makes the rest almost too obvious, because it's just a mirror image.

Pieces: RL= R3 R2 BL= BL= BL=

1. R ds-es-et
2. R cr-cs-ct
3. R du-ed 4x3
4. B dr-dq-eq 3x2
5. B dv-dw-ew 3x2
6. B ht-hs-is
7. B js-jt
8. B hu-iu-ju 4x3
9. R hq-iq-ir 3x2
10. R hw-iw-iv 3x2

Special 35: "Hippo"

```

-----
  A B C D E F G H I J K L M
+---+---+---+---+---+---+---+---+
N|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.P
Q|b|b|.|.b|b|b|.|.|.|.|.|.|.Q
R|b|b|b|b|r|b|.|.|.b|b|b|b|.R
S|b|y|b|b|b|b|b|b|b|b|b|b|S
T|.|y|.|.|.b|b|b|b|b|b|b|b|b|T
U|b|b|b|b|b|b|b|b|b|b|b|b|U
V|.|.|.|.b|b|b|b|b|b|b|b|b|b|V
W|.|.|.|.b|b|b|b|b|b|b|b|b|b|W
X|.|.|.|.b|b|b|b|b|b|b|b|b|.X
Y|.|.|.|.b|b|.|.b|b|b|.|.b|b|.Y
Z|.|.|.|.y|y|.|.|.|.|.y|y|.Z
+---+---+---+---+---+---+---+---+
  A B C D E F G H I J K L M

```

What to do with those yellow pieces at the beginning is a good puzzle. It fits in with how to clear off those stray blue pieces in the upper left that you'll probably find the first few times you try to solve this. The rest is just making the hippo's body into a square.

Pieces YL= Y3 Y4 YL= B BL- BL+ B2 YL- YL+ B1 B3 B3 B2

1. Y at-au-bu
2. Y aq-ar-as
3. Y cr-cs-ct-cu
4. Y br-bq-cq 3x5
5. B dt
6. B kq-lq-mq-mr
7. B hr-hq-iq-jq
8. B gq-gr

9. Y dy-ey-fy-fz 3x2
10. Y jz-jy-ky-ly 3x2
11. B er
12. B dy-ey-fy
13. B jy-ky-ly
14. B mx-my
15. R go/hp B9x9
16. R gq/hr R4x2

Special 36: "Valve"

```

  A B C D E F G H I J K L M
+---+---+---+---+---+---+---+---+---+---+
N|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.P
Q|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Q
R|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.R
S|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.S
T|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.T
U|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.U
V|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.V
W|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.W
X|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Z
+---+---+---+---+---+---+---+---+---+
  A B C D E F G H I J K L M

```

Pieces: GL+ Y2 Y2 GL= Y1 Y3 Y3 G1 Y2 B3 B2 B2

1. G es-er-fr-gr
2. Y fo-fp
3. Y ho-hp
4. G hr-ir-is
5. Y gy
6. Y dt-du-dv
7. Y jt-ju-jv
8. G gs
9. Y gt-gu
10. B fy-gy-hy
11. B dx-dy
12. B jx-jy

Special 37: "Saw"

```

  A B C D E F G H I J K L M
+---+---+---+---+---+---+---+---+---+---+
N|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.P
Q|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Q
R|b|b|b|b|b|b|b|b|r|r|r|r|r|R
S|b|b|b|b|b|b|b|b|r|r|.r|.S
T|b|b|b|b|b|b|b|b|r|r|.r|.T
U|b|.b|.b|.b|.b|b|b|r|.r|.U
V|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.V
W|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.W

```

```

X|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Z
+--+--+--+--+--+--+--+--+--+--+--+
  A B C D E F G H I J K L M

```

You don't have quite enough blue to fill up the left, but the 1x3's fit in nicely on the right, so it's a question of which reds to cut off. Which isn't too hard.

Pieces: BL- R3 BL= R2 B3 R3 RL+ RL+

1. B fu-fv-gv-hv
2. R ks-kt-ku
3. B du-eu-ev
4. R at/bu
5. B ir-is-it
6. R mr-ms-mt 4x5
7. R bs-cs-ct-cu
8. R as-ar-br-cr 3x4/B6x5

Special 38: "?"

```

  A B C D E F G H I J K L M
+--+--+--+--+--+--+--+--+--+--+--+
N|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.P
Q|.|.|.|.b|b|b|b|b|b|b|.|.|.Q
R|.|.|.|.b|.b|.b|.b|.b|.|.|.R
S|.|.|.|.b|b|b|b|b|b|b|.|.|.S
T|.|.|.|.b|.b|.b|.b|.b|.|.|.T
U|.|.|.|.b|b|b|b|b|b|b|.|.|.U
V|.|.|.|.b|.b|.b|.b|.b|.|.|.V
W|.|.|.|.b|b|b|b|b|b|b|.|.|.W
X|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Z
+--+--+--+--+--+--+--+--+--+--+--+
  A B C D E F G H I J K L M

```

This one looks imposing until you write out what goes where. I drew a 4x4 grid with 9 dots inside it and circled what went with what. Note that you can match any red dropped with an identical blue dropped over it later, so all you really need to do here is to see how to place 5 blues in here to get things working. Four of them can cover two holes and the other can cover one. There are all sorts of solutions for this one.

Pieces: R2 RL+ R4 R4 B4 BL+ R4 B4 B2 B4

1. R hv-iv
2. R hr-ir-is-it
3. R er-es-et-eu
4. R gr-gs-gt-gu
5. B er-es-et-eu
6. B hs-is-it-iu
7. R dv-ev-fv-gv
8. B dv-ev-fv-gv
9. B hv-iv

10. B gr-gs-gt-gu

Special 39: "Cheeky"

```

  A B C D E F G H I J K L M
  +--+--+--+--+--+--+--+--+--+--+
N|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.b|b|b|b|b|b|.|.|.|.|.|.O
P|r|b|g|b|g|b|r|.r|r|.|.|.P
Q|r|b|b|b|b|b|r|.r|.|.|.Q
R|.b|y|y|y|b|.|.b|.|.|.R
S|.|.b|b|b|.|.|.b|.|.|.S
T|b|b|b|b|b|b|b|b|.b|b|.T
U|b|.b|b|b|b|.|.|.|.b|.U
V|b|.|.b|b|b|b|b|b|.b|.V
W|b|.|.|.b|b|b|b|.b|.b|.W
X|r|.|.|.b|.b|.b|b|.X
Y|r|r|.|.|.b|.b|.|.|.Y
Z|.|.|.r|r|r|.r|r|.|.|.Z
  +--+--+--+--+--+--+--+--+--+--+
  A B C D E F G H I J K L M

```

Y3 BL= B3 RL- RL+ RL+ RL- Rbx

B3 BL+ RL- RL+ B1 RL- R3 R2 BL= BL= B1

1. Y cs-ds-es
2. B bu-bv-cv
3. B bw-cw-dw
4. R ar-br-bq-bp 2x3
5. R fp-fq-fr-gr 2x3
6. R az-bz-cz-cy
7. R bx-cx-dx-dy
8. R ex/fy 6x3
9. B gu-gv-gw
10. B gx-gy-hy-iy
11. R kz-lz-ly-lx
12. R iy-jy-ky-kx
13. B jt
14. R hy-hx-ix-jx 5x3
15. R jq-jr-js
16. R ir-is
17. B bq-bp-cp
18. B ep-fp-fq
19. B iw

Special 40: "Bridge"

```

  A B C D E F G H I J K L M
  +--+--+--+--+--+--+--+--+--+--+
N|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.|.|.|.|.|.|.|.|.|.P
Q|y|y|g|g|y|y|g|g|y|y|g|g|y|Q
R|g|g|g|g|g|g|g|g|g|g|g|R
S|g|g|g|g|g|g|g|g|g|g|S
T|g|g|g|g|r|r|r|.|.g|g|g|T
U|g|g|g|r|r|r|.|.|.g|g|U

```

```
V|g|g|g|r|r|r|.|b|b|b|g|g|g|V
W|g|g|r|r|r|b|b|b|b|b|g|g|W
X|g|g|b|b|b|b|b|b|b|b|g|g|X
Y|g|b|b|b|b|b|b|b|b|b|g|g|Y
Z|b|b|b|b|b|b|b|b|b|b|g|g|Z
+++++
  A B C D E F G H I J K L M
```

I like this one because you have to extends shapes slightly beyond the most simple pattern you see. The blues and reds are pretty easy to clear out, but there's a trick or two with the yellows.

Pieces: GL= YL= RL- YL- G4 YL= YL+ RL- YL= G1 YL=

1. G az-bz-by
2. Y br-cr-cq
3. R cv-cu-ct-dt
4. Y ar-as-bs-cs 3x3/G2x7
5. G kw-kx-ky-kz
6. Y dq-dr-er
7. Y ds-es-fs-fr 3x3
8. R fw-gw-gv-gu 5x4
9. Y is-ir-jr
10. G mq
11. Y it-jt-js 2x4/G3x10
12. R hv-iv-jv
13. R hw-iw-jw 3x2 B8x3

Special 41: "Fracture"

```
-----
  A B C D E F G H I J K L M
+++++
N|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.|.|.|.|.|.|.|.|.|.P
Q|.|.|.|.|.|.|.|.|.|.|.|.|.Q
R|.|.|b|b|b|b|.|.|.|.|.|.|.R
S|.|.|g|y|g|g|b|b|b|b|.|.|.S
T|.|.|y|y|g|y|g|y|g|g|.|.|.T
U|.|.|b|b|b|b|y|y|g|y|.|.|.U
V|.|.|.|.|.|.|b|b|b|b|.|.|.V
W|.|.|.|.|.|.|.|.|.|.|.|.|.W
X|.|.|.|.|.|.|.|.|.|.|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.Z
+++++
  A B C D E F G H I J K L M
```

Pieces: B4 G2 GL= Ybx BL- Bbx

1. B gt-ht-it-jt 4x2
2. G er-fr
3. G eu-fu-ft 2x4
4. Y gv/hw 2x3
5. B iu-ju-ku-kv 2x3
6. B cs/dt 2x4

Special 42: "Jellyfish"

```

  A B C D E F G H I J K L M
+---+---+---+---+---+---+---+---+
N|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.r|r|r|.|.|.|.O
P|.|.|.|.|.r|r|r|r|r|.|.|.P
Q|.|.|.|.r|r|r|r|r|r|r|.|.Q
R|.|.|.r|b|b|r|r|r|b|b|r|.R
S|.|.|.r|b|b|r|r|r|b|b|r|.S
T|.|.|.r|r|r|r|r|r|r|r|r|.T
U|.|.r|.r|.r|.r|.r|.r|.U
V|.|.g|.g|.g|.g|.g|.g|.V
W|.|.g|.g|.g|.g|.g|.g|.W
X|.g|.g|.g|.g|.g|.g|.|.X
Y|.g|.g|.g|.g|.g|.g|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.Z
+---+---+---+---+---+---+---+---
  A B C D E F G H I J K L M

```

I spend a lot of time trying to create a 4-tall blue rectangle, but once you realize you only need a 3-tall it's pretty easy--as to why, those 12 or so greens in a row should provide a clue. You can leave the fourth row pretty ragged, in fact.

Pieces: BL= B3 B4

1. B eu-et-ft
2. B lr-ls-lt
3. B dr-ds-dt-du
4. B gr-gs-gt
5. B hr-hs-ht-hu
6. B ir-is-it-iu
7. B ju-jt-kt
8. G bw-bv-bu-cu
9. G bw-bv-bu-cu
10. G bw-bv-bu-cu
11. G bw-bv-bu-cu
12. G bw-bv-bu-cu 9x3
13. G cx-cy
14. G cx-cy
15. G cx-cy
16. G cx-cy
17. G cx-cy 10x5
18. R ep-eo-fo
19. R jo-ko-kp 6x3

Special 43: "Incy Wincy"

```

  A B C D E F G H I J K L M
+---+---+---+---+---+---+---+---+
N|.|.g|b|g|.|.g|b|g|.|.|.N
O|.|.|.|.g|.|.g|.|.|.|.O
P|b|g|g|.b|.|.b|.g|g|b|.P
Q|.|.b|.g|.|.g|.b|.|.|.Q
R|.|.g|.g|.|.g|.g|.|.|.R
S|.|.g|b|b|b|b|b|b|g|.|.S
T|.|.|.b|r|b|b|r|b|.|.|.T
U|b|g|g|b|b|b|b|b|g|g|b|.U
V|g|.|.g|y|.|.y|g|.|.g|.V

```

```

W|g|.|.|g|.|.|.|.|g|.|.|g|.|W
X|.|.|.|.b|.|.|.|.b|.|.|.|.X
Y|.|.|.|.g|g|.|.|g|g|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.Z
  +-+--+--+--+--+--+--+--+--+
    A B C D E F G H I J K L M

```

This is a nice symmetrical level except for the end bit: if you proceed TOO symmetrically, you'll be left with a single 2x2 blue block. The toughest part here may be the beginning search for blocks you can snap off right away.

Pieces: GL- GL+ B GL+ B GL- GL+ GL= B2 B2 GL- GL= B2 B2 Bbx GL+ GL- GL= BL= BL= Bbx

1. G dx-ex-ew-ev 2x4
2. G hv-hw-hx-ix 2x4
3. B ht
4. G jp-kp-kr-ks 2x4
5. B et 6x3
6. G bs-br-bq-cq 2x4
7. G au-at-bt-ct
8. G in-io-jo 3x2
9. B aq-bq
10. B kq-lq
11. G jt-kt-lt-lu
12. G co-do-dn 3x2
13. B mv-mw
14. B jv-jw
15. B bv/cw 3x4
16. G ep-fp-fq-fr 2x3
17. G gr-gq-gp-hp 2x3
18. B bp-cp-cq 3x2
19. B jq-jp-kp 3x2
20. B kv/lw 4x2/G3x2

Special 44: "Yen"

```

  A B C D E F G H I J K L M
  +-+--+--+--+--+--+--+--+--+
N|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.|.|.|.|.|.|.|.|.|.P
Q|.|.|.|.|.r|g|.|.|.|.|.|.|.Q
R|.|.|.|.r|b|.g|b|.|.|.|.|.R
S|.|.|.|.r|r|g|g|b|.|.|.|.|.S
T|.|.|.|.r|b|.g|b|.|.|.|.|.T
U|.|.|.|.|.r|g|b|.|.|.|.|.|.U
V|.|.|.|.|.|.|.|.|.|.|.|.|.V
W|.|.|.|.|.|.|.|.|.|.|.|.|.W
X|.|.|.|.|.|.|.|.|.|.|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.Z
  +-+--+--+--+--+--+--+--+--+
    A B C D E F G H I J K L M

```

Everything fell into place by accident on my first turn here and if you notice the last two pieces you pretty clearly have to save the reds for last. But there's a nice 3-combo in here.

Pieces: BL= G2 G3 R3 BL= RL= R2

- 1. B fq-gq-gr
- 2. G hq-iq
- 3. G ir-is-it
- 4. R dr-ds-dt
- 5. B fs-gs-gt 2x4/R2x3/G2x4
- 6. R fv-gv-gu
- 7. R hu-hv

Special 45: "Spanner"

```

  A B C D E F G H I J K L M
+--+--+--+--+--+--+--+--+--+
N|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.P
Q|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Q
R|.|g|g|g|g|.|.|.|.|.|.|.|.|.|.|.R
S|g|g|g|g|.|.|.|.|.|.|.|.|.|.|.S
T|b|b|g|g|g|g|g|g|g|g|g|b|b|T
U|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.U
V|g|g|g|g|b|b|b|b|b|g|g|g|V
W|b|g|g|g|.|.|.|.|.|.|.|.|.|.|.W
X|.|b|b|b|.|.|.|.|.|.|.|.|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Z
+--+--+--+--+--+--+--+--+--+
  A B C D E F G H I J K L M
  
```

There are two tricks here: one that this is a mirror image level except for a few important details, and another that you have to hold off on closing out a big box.

Pieces: GL+ GL+ B3 Gbx Bbx G2 Bbx G1 Bbx

- 1. G ar-aq-bq-cq
- 2. G dq-eg-er-es
- 3. B by-cy-dy 3x2
- 4. G at/bu
- 5. B et/fu
- 6. G jx-kx
- 7. B ht/iu
- 8. G aw 4x6
- 9. B lr/ms
- 10. B lw-lv-mv
- 11. G ev-ew 5x7/B4x3
- 12. B ly-my-mx 2x4

*****SPECIAL 46 - 65 INCLUSIVE MISSING*****

Special 66: "Kangaroo"

```

A B C D E F G H I J K L M
+++++
N|.|.|.|.|.|.|.|.r|.|.|.|.N
O|.|.|.|.|.|.r|r|r|.|.|.|.O
P|.|.|.|.|.r|r|y|r|.|.|.|.P
Q|.|.|.|.|.r|r|r|r|.|.|.|.Q
R|.|.|.|.|.|.r|r|.|.|.|.R
S|.|.|.r|r|r|r|r|.|.|.|.S
T|.|.|.r|.|.r|b|r|.|.|.T
U|.|.|.|.|.b|b|r|r|.|.|.U
V|.|.|.|.b|b|b|r|r|r|.|.|.V
W|.|.|.|.|.r|r|r|r|r|.|.|.W
X|.|.|.|.|.r|r|r|r|r|.|.X
Y|.|.|.|.|.|.|.r|.r|.|.Y
Z|.|.|.|.r|r|r|r|r|.r|r|r|Z
+++++
A B C D E F G H I J K L M

```

Pieces: Bbx RL+ BL+ Rbx B4 R3 R4 R2 R1 YL= RL- BL= R3 R3 RL+ R3

1. B hu/iv
2. R eo-en-fn-gn
3. B it-jt-ju-jv
4. R lx/my
5. B dt-et-ft-gt
6. R kw-lw-mw
7. R dn-do-dp-dq
8. R jy-jz
9. R gp
10. Y nh-ih-io
11. R fx-fy-gy-hy
12. B dv-du-eu 7x3
13. R ew-ex-ey 9x4
14. R dr-er-fr
15. R hn-in-io-ip
16. R iq-ir-is 6x6

Special 67: "Bedtime"

```

A B C D E F G H I J K L M
+++++
N|.|.|.|.|.b|b|b|b|b|r|N
O|.|.|.|.|.b|r|.|.|.b|r|O
P|.|.|.|.|.y|y|y|y|b|r|P
Q|.|.|.|.|.y|y|y|y|g|b|r|Q
R|.|.|.|.y|y|y|y|g|b|b|r|R
S|.|.|.y|y|y|y|g|b|r|b|r|S
T|.b|b|b|b|b|b|r|b|r|.b|.T
U|.b|r|g|g|g|b|b|r|.|.|.U
V|.b|b|b|b|b|b|r|.|.|.|.V
W|.b|r|.|.|.b|r|.|.|.|.W
X|.b|r|.|.|.b|r|.|.|.|.X
Y|.b|r|.|.|.b|r|.|.|.|.Y
Z|.b|.|.|.|.b|.|.|.|.|.Z
+++++
A B C D E F G H I J K L M

```

Pieces: B4 YL= Ybx B4 YL= Bbx Rbx YL= RL= Y3 R2 R4 G3 Gbx G4 Gbx R2

1. B cu-du-eu-fu
2. Y eq-pq-fq
3. Y kr/ls
4. B ho-io-jo-ko
5. Y kq-lq-lp B6x2
6. B cy/dz
7. R aw/bx 3x2 B3x2
8. Y is-js-jr
9. R gy-gz-hz
10. Y dp-dq-dr 9x4
11. R gw-gx
12. R ln-lo-lp-lq
13. G ht-hu-hv R2x5 B6x3
14. G it/ju
15. G iv-jv-kv-lv
16. G kt/lu 5x3
17. R lr-ls 2x6

Special 68: "Diamond"

```
-----  
  
  A B C D E F G H I J K L M  
+--+--+--+--+--+--+--+--+--+--+  
N|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.N  
O|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.O  
P|.|. |b|b|b|b|r|b|b|b|b|.|. |P  
Q|.|. |b|b|b|r|r|r|b|b|b|.|. |Q  
R|.|. |b|b|r|r|b|r|r|b|b|.|. |R  
S|.|. |b|r|r|b|b|b|r|r|b|.|. |S  
T|.|. |r|r|b|b|r|b|b|r|r|.|. |T  
U|.|. |b|r|r|b|b|b|r|r|b|.|. |U  
V|.|. |b|b|r|r|b|r|r|b|b|.|. |V  
W|.|. |b|b|b|r|r|r|b|b|b|.|. |W  
X|.|. |b|b|b|b|r|b|b|b|b|.|. |X  
Y|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Y  
Z|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Z  
+--+--+--+--+--+--+--+--+--+--+  
  A B C D E F G H I J K L M
```

This is a pretty straightforward level if you just visualize carving the board into four rectangles. There's some confusion as to where borders should be but it shouldn't be too bad. 5x5 red square in DL, 4x4 red in UR.

Pieces: BL= BL= B1 RL= Rbx RL BL= BL= B1 RL= Rbx RL= R1 RL= R2

1. B iu-ju-jt
2. B hw-hv-iv
3. B kt
4. R ew-ex-fx
5. R cw/dx
6. R cu-cv-dv
7. B fr-fq-gg
8. B ds-es-er
9. B gp
10. R hp-ip-iq
11. R jp/kq
12. R jr-kr-ks
13. R hs 4x4
14. R et-ft-fu B5x4
15. R gu-gv 5x5/B4x5

+--+--+--+--+--+--+--+--+--+--+--+
A B C D E F G H I J K L M

Pieces: G3 R3 BL- Rbx B1 Rbx B4 RL- B3 GL= R2 GL= R2 RL+ GL- RL+ Rbx

1. G kr-ks-kt 2x3
2. R mo-mp-mq
3. B jw-kw-kv-ku
4. R jp/kq 4x3
5. B gw 5x3
6. R hv/iw 2x3
7. B bt-ct-dt-et
8. R bx-by-cy-dy
9. B at-au-av
10. G co-do-dp
11. R cw-dw B5x3
12. G dq-eq-ep 3x3
13. R ex-ey 4x3
14. R gv-gu-hu-iu
15. G as-ar-aq-bq 2x3
16. R hv-iv-jv-ju 5x3
17. R co/dp 3x2

Special 71: "Powerball"

A B C D E F G H I J K L M
+--+--+--+--+--+--+--+--+--+--+--+
N|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.|.|.b|.b|.b|.|.|.|.|.|.|.|.P
Q|.|.|.|.|.|.b|.|.|.|.b|.|.|.|.|.|.|.Q
R|.|.|.|.b|.|.|.|.|.|.|.|.|.|.|.|.|.R
S|.|.|.|.b|.|.|.|.|.|.|.|.|.|.|.|.|.S
T|.|.|.|.b|.|.|.|.|.|.|.|.|.|.|.|.|.T
U|.|.|.|.|.b|.|.|.|.b|.|.|.|.|.|.|.U
V|.|.|.|.|.|.b|.b|.b|.|.|.|.|.|.|.|.V
W|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.W
X|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Z
+--+--+--+--+--+--+--+--+--+--+--+
A B C D E F G H I J K L M

This level starts with an odd way to chop things up. You have to cut the ball with a red, but once you do, the rest is symmetrical.

Pieces: RL+ BL- RL+ BL- RL+ GL- RL+ GL- G2 G2

1. R hu-ht-it-jt
2. B jt-kt-ks-kr 2x3
3. R dr-er-fr-fq
4. B ct-cs-cr-dr 2x3
5. R gv-hv-iv-iu
6. G eu-fu-gu-gv R2x3
7. R eq-ep-fp-gp
8. G gp-gq-hq-iq R2x3
9. G ev-fv 3x2
10. G hp-ip 3x2

Special 72: "Drill Bit"

```

  A B C D E F G H I J K L M
  +--+--+--+--+--+--+--+--+--+--+
N|.|.|.|.|.r|b|b|b|.|.|.|.|.N
O|.|.|.|.|.r|b|b|b|.|.|.|.|.O
P|.|.|.|.|.g|r|r|b|.|.|.|.|.P
Q|.|.|.|.|.g|g|r|r|.|.|.|.|.Q
R|.|.|.|.|.r|b|b|g|r|.|.|.|.|.R
S|.|.|.|.|.r|b|b|b|g|.|.|.|.|.S
T|.|.|.|.|.g|r|r|b|.|.|.|.|.T
U|.|.|.|.|.g|g|r|r|.|.|.|.|.U
V|.|.|.|.|.r|b|b|g|r|.|.|.|.|.V
W|.|.|.|.|.r|b|b|b|g|.|.|.|.|.W
X|.|.|.|.|.g|r|r|b|.|.|.|.|.X
Y|.|.|.|.|.g|g|r|r|.|.|.|.|.Y
Z|.|.|.|.|.b|b|g|r|.|.|.|.|.Z
  +--+--+--+--+--+--+--+--+--+--+
  A B C D E F G H I J K L M

```

Work from top to bottom here mostly.

Pieces: GL= B2 RL- BL- G2 GL= G3 B2 RL- Gbx G2 RL+ B2 GL=

1. G hq-iq-ir
2. B fp-gp 3x3
3. R dn-do-dp-ep 2x3
4. B fu-gu-hu-hv
5. G gs-hs
6. G hy-iy-iz
7. G gt-ht-it 4x3
8. B ft-gt
9. R iw-jw-jv-ju 2x3
10. G er/fs
11. G fz-gz 4x2
12. R dv-dw-dx-ex 2x3
13. B fx-gx 3x5/R2x3
14. G eu-fu-ft 2x4

Special 73: "Trophy"

```

  A B C D E F G H I J K L M
  +--+--+--+--+--+--+--+--+--+--+
N|.|.|.|.y|y|y|y|y|y|y|.|.|.|.N
O|.y|y|y|y|y|y|y|y|y|y|y|.O
P|.y|.|.y|y|y|y|y|y|y|.y|.P
Q|.y|.|.y|y|y|y|y|.|.y|.Q
R|.|.y|y|y|y|y|y|y|y|.|.R
S|.|.|.|.|.y|y|y|.|.|.|.|.S
T|.|.|.|.|.|.y|.|.|.|.|.T
U|.|.|.|.|.|.y|.|.|.|.|.U
V|.|.|.|.|.y|y|y|.|.|.|.|.V
W|.|.|.|.|.y|y|y|y|y|.|.|.|.W
X|.|.|.|.b|b|b|b|b|b|.|.|.X
Y|.|.|.|.b|b|y|y|y|b|b|.|.|.Y
Z|.|.|.|.b|b|b|b|b|b|.|.|.Z
  +--+--+--+--+--+--+--+--+--+--+
  A B C D E F G H I J K L M

```

Very symmetrical, but the yellow bit at the bottom is tough to figure, as is what sort of big yellow rectangle to make at the top. Chop down the trophy before the main cup part. Don't try to build too much.

Pieces: YL= B2 YL= B2 Y2 Y3 Y2 Y3 Bbx Y1 BL+ Y1

1. Y cp-cq-dq
2. B dw-ew
3. Y jq-kq-kp
4. B iw-jw
5. Y bn-cn
6. Y fx-gx-hx
7. Y kn-ln
8. Y fz-gz-hz B2x5/B2x5
9. B gt/hu Y3x5
10. Y br
11. B hs-is-it-iu
12. Y lr
13. B fu-ft-fs-gs 4x3/Y11x5

Special 74: "Jolly Hard"

```
A B C D E F G H I J K L M
+--+--+--+--+--+--+--+--+--+--+
N|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.P
Q|.|.|.|.g|g|g|g|g|g|g|.|.|.Q
R|.|.|.|.|.|.r|r|.|.|.|.|.|.R
S|.|.|.|.|.|.r|r|.|.|.|.|.|.S
T|.|.|.|.|.|.r|r|.|.|.|.|.|.T
U|.|.|.|.|.|.r|r|.|.|.|.|.|.U
V|.|.|.|.b|b|.r|r|.|.|.|.|.|.V
W|.|.|.|.b|b|r|.|.|.|.|.|.|.W
X|.|.|.|.|.|.|.|.|.|.|.|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.|.Z
+--+--+--+--+--+--+--+--+--+--+
A B C D E F G H I J K L M
```

Pieces: BL+ Ybx Bbx Bbx

1. B ex-fx-gx-gw 2x5
2. Y dq/er
3. B cw/dx
4. B fu/gv
5. Y fq-fr-gr
6. B cv-cu-du-eu 5x3
7. G gr-hr-ir-jr

Special 75: "Rubber"

```
A B C D E F G H I J K L M
+--+--+--+--+--+--+--+--+--+--+
N|.|.|.|.y|y|y|.|.|.|.|.|.N
O|.|.|.|.y|.y|y|.|.|.|.|.|.O
P|.r|r|.y|.y|y|.|.|.|.|.|.P
```

```

Q|.r|r|r|r|r|y|y|.l|.l|.l|.l|Q
R|.l|.l|.l|.l|.r|y|y|.l|.l|.l|.l|R
S|.r|r|r|r|r|y|y|.l|.l|.l|.l|S
T|.l|.l|.l|.l|.y|y|.l|.l|.l|.l|T
U|.l|.l|.l|.l|.y|y|.l|.l|.l|.l|U
V|.l|.l|.y|y|.l|.g|g|g|.y|y|V
W|.l|.y|y|y|g|g|g|.y|y|W
X|.l|.y|y|y|g|g|g|y|y|y|.X
Y|.l|.y|y|y|g|g|y|y|y|.Y
Z|.l|.l|.y|y|y|y|y|y|.l|.Z
  +--+--+--+--+--+--+--+--+--+
    A B C D E F G H I J K L M

```

Once you realize there are 28 red unit squares total it's pretty clear what to do. There are 25 green squares and no overlaps. I think you can figure out the rectangle dimensions and locations from that. The yellows fall into place.

Pieces: GL= R4 G2 Rbx GL+ Rbx YL= R3 Gbx YL+ Y1 YL+

1. G jx-kx-kw
2. R br-cr-dr-er
3. G fv-gv
4. R gr/hs
5. G fz-gz-hz-hy
6. R gp/hq
7. Y ly-my-mx
8. R dp-ep-fp 7x4
9. G iy/jz 5x5
10. Y kv-ku-lu-mu 3x5
11. Y fo
12. Y bx-by-bz-cz
13. Y bw-bx-cx
14. G et-eu-fu-gu
15. Y hn-in-io 5x2
16. Y ft-gt-ht-hu

Special 76: "Gypsy Ball"

```

-----
  A B C D E F G H I J K L M
  +--+--+--+--+--+--+--+--+--+
N|.l|.l|.l|.l|.l|.l|.l|.l|.l|.N
O|.l|.l|.l|.l|.b|b|b|b|.l|.l|.O
P|.l|.l|.l|.b|b|.l|b|b|b|.l|.P
Q|.l|.l|.b|b|.l|b|b|g|g|.l|.Q
R|.l|.b|b|.l|b|b|b|b|g|g|.R
S|.l|.b|b|.l|b|b|b|b|g|b|.S
T|.l|.b|b|.l|b|b|b|b|g|b|.T
U|.l|.b|b|.l|b|b|b|b|g|b|.U
V|.l|.l|.b|b|b|b|b|g|g|.l|.V
W|.l|.l|.y|b|b|g|g|g|b|y|r|.W
X|.l|.l|.y|y|b|b|b|b|y|y|r|.X
Y|.l|.y|y|y|y|y|y|y|y|y|r|Y
Z|.l|.y|y|r|.l|.l|.l|.l|.y|y|r|Z
  +--+--+--+--+--+--+--+--+--+
    A B C D E F G H I J K L M

```

Pieces: Rbx Gbx GL- GL+ Y2 YL= BL= BL= Y2 Rbx Y2

1. R jw/kx 3x2

2. G gx/hy
3. G kv-lv-lu-lt
4. G kq-lq-lr-ls
5. Y cw-cx
6. Y ew-fw-fx
7. B iq-jq-jr
8. B iv-jv-ju G2x6
9. Y ez-fz 4x4
10. R ky/lz 3x2
11. Y iz-jz
12. Y iw/jx 2x4/G2x3
13. B er-es-et-eu
14. R fp-gq
15. B dv
16. B cq-cp-dp
17. B co-do-eo
18. B jo
19. B fp-gq 8x8

Special 77: "Plus Fours"

```

  A B C D E F G H I J K L M
+--+--+--+--+--+--+--+--+--+
N|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.P
Q|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Q
R|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.R
S|.|.|.y|.|.|.y|.|.|.|.|.|.|.S
T|.|.y|.y|.y|.b|.y|.y|.y|.b|.|.|.|.|.T
U|.|.|.y|.b|.b|.b|.y|.b|.b|.b|.|.|.|.U
V|.|.|.|.|.|.b|.|.|.|.b|.|.|.|.|.V
W|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.W
X|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Z
+--+--+--+--+--+--+--+--+--+
  A B C D E F G H I J K L M

```

It's still not obvious after a bizarre first move. They're getting really hard now.

Pieces: BL- B2 YL= YL+ BL= B2

1. B bu-bt-bs-cs
2. B ct-cu
3. Y du-eu-et B2x3
4. Y dv-ev-fv-fu
5. B gu-gt-ht
6. B gs-hs
7. Y it-iu-iv-jv B2x3
8. Y jt-ju2x3

Special 78: "Butterfly"

```

  A B C D E F G H I J K L M
+--+--+--+--+--+--+--+--+--+
N|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.N

```

```

O|. |y|y|. |. |. |. |. |. |. |. |. |. |. |O
P|. |y|y|y|. |r|. |r|. |. |y|y|. |P
Q|. |y|y|y|. |r|. |r|. |y|y|y|. |Q
R|. |y|y|y|y|. |r|. |. |y|y|y|. |R
S|. |. |Y|y|y|r|r|r|y|y|y|. |S
T|. |. |. |. |y|r|r|r|y|. |. |. |. |T
U|. |. |b|b|b|r|r|r|b|b|b|. |U
V|. |b|b|b|b|b|r|b|b|b|b|b|. |V
W|. |b|y|y|b|. |r|. |b|y|y|b|. |W
X|. |b|y|y|b|. |. |. |b|y|y|b|. |X
Y|. |. |b|b|b|. |. |. |b|b|b|. |. |Y
Z|. |. |. |. |. |. |. |. |. |. |. |Z
  +--+--+--+--+--+--+--+--+--+--+
    A B C D E F G H I J K L M

```

There's one weird green L to place here, and it seems you only get one dot to fill out the blue boxes. Hmm. Looks like you'll need to overlap a few things.

Pieces: R2 Bbx RL+ GL- R3 GL+ BL+ B2 G2 B2 YL- YL- YL+ B2 YL+ B

1. R gp-gq
2. B jw/kx
3. R fv-fw-fx-gx
4. G fr-fs-gs-hs
5. R hw-hx-hy 3x6
6. G by-bx-cx-dx
7. B by-bx-cx-dx
8. B cw-dw
9. G gr-hr 3x2 R3x2
10. B bt-bu
11. Y bs-bt-ct-dt B4x5
12. Y ir-iq-ip-jp
13. Y do-eo-ep-eq 4x6
14. B lt-lu
15. Y jt-kt-lt-ls 4x6
16. B ly 4x5

Special 79: "Lost"

```

  A B C D E F G H I J K L M
  +--+--+--+--+--+--+--+--+--+--+
N|. |. |. |. |. |. |. |. |. |. |. |N
O|. |. |. |. |. |. |. |. |. |. |. |O
P|. |. |. |. |. |y|y|y|y|y|. |. |. |P
Q|. |. |. |y|y|y|y|y|y|y|y|. |. |Q
R|. |b|. |y|y|b|y|y|y|y|y|y|y|R
S|. |. |b|b|b|y|y|y|y|y|y|. |y|S
T|. |. |g|b|g|y|y|y|y|y|y|. |T
U|. |. |b|b|b|y|y|y|y|y|y|. |U
V|. |. |b|b|b|. |y|y|y|y|. |. |. |V
W|. |. |. |. |. |. |b|. |. |b|. |. |. |W
X|. |. |. |. |. |. |b|. |. |b|. |. |. |X
Y|g|g|g|g|g|g|b|g|g|b|g|g|g|Y
Z|g|g|g|g|g|g|g|g|g|g|g|g|Z
  +--+--+--+--+--+--+--+--+--+--+
    A B C D E F G H I J K L M

```

Pieces: G4 Bbx GL+ Y1 BL+ Y2 Gbx BL- Y3 G4 Gbx GL+ YL- B2 Y3

1. G cs-ds-es-fs
2. B hx/iy
3. G bs-br-cr-dr
4. Y kv
5. B et-ft-fu-fv
6. Y lq-mq
7. G eq/fr
8. B bv-bu-bt-ct 5x3
9. Y kp-lp-mp
10. G gy-hy-iy-jy 13x2
11. G bp/cq
12. G dq-dp-ep-fp 5x4
13. Y lv-mv-mu-mt
14. B hw-iw 4x2
15. Y ls-lt-lu 7x7

Special 80: "Mad adder"

```

  A B C D E F G H I J K L M
+-+--+--+--+--+--+--+--+--+
N|b|g|y|y|y|g|b|r|r|r|b|g|r|N
O|g|g|g|y|r|b|b|b|r|y|g|g|g|O
P|r|g|b|r|r|r|b|g|y|y|y|g|b|P
Q|y|b|b|b|r|y|g|g|g|y|r|b|b|Q
R|y|y|b|g|y|y|y|g|b|r|r|r|b|R
S|y|r|g|g|g|y|r|b|b|b|r|g|y|S
T|r|r|r|g|b|r|r|r|b|y|g|g|g|T
U|b|r|g|b|b|b|r|g|y|y|y|g|b|U
V|y|g|g|g|b|y|g|g|g|y|r|b|b|V
W|y|y|g|r|y|y|y|g|b|r|r|r|b|W
X|y|b|r|r|r|y|r|b|b|b|r|g|y|X
Y|b|b|b|r|g|r|r|r|b|y|g|g|g|Y
Z|r|b|y|g|g|g|r|g|y|y|y|g|r|Z
+--+--+--+--+--+--+--+--+--+--+
  A B C D E F G H I J K L M

```

Yes, I used Helpo's solution for this one. First, you want to cover the left with blues. Then take the reds and put them on the bottom. Yellows go just above them. Greens above them. Reds off to the right side. Then some blues at the top before getting the upper left with yellows and slicing the left blues off.

Pieces:

```

BL= BL= Bbx BL+ B1 BL= B1
RL= RL= RL= Rbx RL=
YL= Y4 Y3 Y2 Y1 Ybx
G2 G4 G3 G4 G1
R2 R3 RL- R3
BL= BL= BL=
Y4 Y3 R4 R2 RL= YL= YL=
G1 G3 Gbx G1 G1

```

1. B ao-bo-bn
2. B aq-ap-bp
3. B ar/bs
4. B at-bt-bu-bv
5. B bw
6. B av-aw-ax
7. B az

8. R cy-cz-dz
9. R ey-ez-fz
10. R hz-iz-iy
11. R jy/kz
12. R lz-ly-my
13. Y lx-lw-mw
14. Y hw-iw-jw-kw
15. Y gx-hx-ix
16. Y jx-kx
17. Y ex
18. Y cw/dx R11x2
19. G ev-fv
20. G du-eu-fu-gu
21. G iu-ju-ku
22. G jv-kv-lv-mv Y11x2
23. G mu
24. R ls-lt
25. R mr-ms-mt
26. R lq-mq-mp-mo
27. R ln-lo-lp
28. B jn-jo-ko
29. B hn-in-io
30. B fo-fn-gn
31. Y co-cp-cq-cr B2x13
32. Y dp-dq-dr
33. R cs-ds-es-fs
34. R dt-et
35. R hs-is-it 7x2
36. Y js-ks-kt G11x2
37. Y jr-kr-kq R2x7
38. G ip
39. G ep-fp-gp B2x5
40. G eq/fr Y2x5
41. G gr
42. G ir 5x3

Special 81: "Happy Dog"

```

  A B C D E F G H I J K L M
+-+--+--+--+--+--+--+--+--+--+
N|r|r|r|r|r|.|.|.r|r|r|r|r|N
O|r|r|.|.r|r|.|.|.r|r|.|.r|r|O
P|.|.|.r|g|g|r|g|g|r|.|.|.P
Q|.|.|.r|.|.r|.|.r|.|.|.Q
R|.|.r|r|.b|r|b|.r|r|.|.R
S|.|.r|r|.b|r|b|.r|r|.|.S
T|.|.r|r|r|r|r|r|r|r|.|.T
U|.|.|.r|r|b|b|b|r|r|.|.U
V|y|y|y|r|r|r|b|r|r|y|y|y|V
W|y|y|y|r|r|r|r|r|r|y|y|y|W
X|.|.y|y|r|r|y|r|r|y|y|.|.X
Y|y|y|y|y|y|y|y|y|y|y|y|Y
Z|y|y|y|.|.r|r|r|.|.y|y|y|Z
  +--+--+--+--+--+--+--+--+--+
  A B C D E F G H I J K L M

```

These symmetrical levels are getting tougher.

Pieces: B3 GL- G2 GL+

1. B3 gr-gs-gt
2. GL- dp-dq-eq-fq 3x2
3. G2 gp-gq
4. GL+ hq-iq-jq-jp 4x2
5. Bbx dr/es
6. Bbx ir/js
7. R3 fu-gu-hu
8. RL+ dx-dy-dz-ez
9. Y2 ax-bx 3x5
10. Y2 lx-mx
11. B2 cr-cs
12. RL+ ey-fy-gy-gx
13. R1 gv
14. B2 kr-ks
15. R2 hy-iy
16. B4 ct-dt-et-ft
17. RL- iz-jz-jy-jx
18. R1 co 5x2
19. B4 ht-it-jt-kt 9x3/R7x6
20. R1 ko 5x2

Special 82: "Piranha"

A	B	C	D	E	F	G	H	I	J	K	L	M	
N													N
O													O
P													P
Q													Q
R													R
S													S
T													T
U													U
V													V
W													W
X													X
Y													Y
Z													Z
A	B	C	D	E	F	G	H	I	J	K	L	M	

A break. At least I thought so. The blues are all in one rectangle(4x3) and the yellows are easy to place until the end when you need a small break. The reds on the left are telegraphed a bit too.

Pieces: YL- YL- G2 YL+ RL= Bbx BL-

1. YL- lq-lp-lo-mo 2x3
2. YL- js-jr-jq-kq 2x3
3. G2 ho-io 4x2
4. YL+ lx-ly-lz-mz 2x3
5. RL= fz-gz-gy 3x2
6. Bbx gq-hr
7. BL- fr-fq-fp-gp
8. BL= hp-ip-iq 4x3
9. Gbx it-iu
10. R3 fp-fq-fr 2x3
11. GL= cw-cx-dx

- 12. RL= aq-bq-br
- 13. Gl cs
- 14. Rl at
- 15. YL= jw-jx-kx
- 16. Rl aw
- 17. YL= iy-jy-ky G7x6
- 18. RL= az-bz-by 2x10
- 19. YL- ix-iw-iv-jv 3x4

Special 83: "Chair"

```

A B C D E F G H I J K L M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
N|.|.|.|.|.|.b|r|.|.|.|.|.|.N
O|.|.|.|.|.|.b|g|r|.|.|.|.|.O
P|.|.|.|.|.|.b|g|g|r|.|.|.|.P
Q|.|.|.|.|.|.b|r|g|b|r|.|.|.Q
R|.|.|.|.|.|.b|r|.b|r|.|.|.R
S|.b|g|g|g|g|r|.b|r|.|.|.S
T|.b|b|g|g|g|g|.b|r|.|.|.T
U|.b|r|b|g|g|g|g|b|r|.|.|.U
V|.b|r|.b|b|b|b|b|r|.|.|.V
W|.b|.|.b|r|.|.b|r|.|.|.W
X|.|.|.|.b|r|.|.b|r|.|.|.X
Y|.|.|.|.b|r|.|.b|r|.|.|.Y
Z|.|.|.|.b|.|.|.b|.|.|.Z
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
A B C D E F G H I J K L M

```

Pieces: Bbx GL= Bbx GL=

- 1. Bbx fw/gx
- 2. GL= ct-cu-du
- 3. Bbx fy-gz
- 4. GL= gs-hs-ht 6x3
- 5. B4 hw-hx-hy-hz
- 6. G3 fn-fo-fp
- 7. Bbx gq/hr 3x2
- 8. G3 is-it-ut B4x2/B5x5
- 9. B3 cu-cv-cw
- 10. BL+ br-cr-cs-ct 2x6
- 11. RL= io-jo-jp
- 12. R4 iq-ir-is-it
- 13. GL= gn-hn-ho 3x3
- 14. R3 iu-iv-iw
- 15. R2 ix-iy 2x11

Special 84: "Void"

```

A B C D E F G H I J K L M
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
N|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.|.|.|.|.|.|.|.|.P
Q|.|.|.r|r|r|r|r|r|.|.|.Q
R|.|.|.r|.|.|.|.r|.|.|.R
S|.|.|.r|.|.|.|.r|.|.|.S
T|.|.|.r|.|.|.|.r|.|.|.T

```

```

U|.|.|.|.r|.|.|.|.r|.|.|.U
V|.|.|.|.r|.|.|.|.r|.|.|.V
W|.|.|.|.r|r|r|r|r|r|.|.|.W
X|.|.|.|.|.|.|.|.|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.Z
+---+---+---+---+---+---+---+
  A B C D E F G H I J K L M

```

Here you have to divide the perimeter up with the blue rectangles and mend everything with a bunch of reds. But you will note that if you try to make just two blue rectangles, you won't be able to cover enough ground. Therefore you need three, and with 21 total pieces you can start to picture what to do. Three 2x3's don't quite do the job and neither do two 2x3's and a 2x4. But if that extra space takes out a perimeter piece to be replaced later, it works OK. Because with the red pieces you can form a the following to match up with the eroded perimeter:

```

RRRR RRRRR
R      R

```

Drawing graph paper and making a quick map should let you figure out how to do this. Note you have to make a 2x3 quickly to place the red where you need to.

Pieces: B3 BL= B3 RL= BL= R3 B3 Bbx R2 B2 RL=

1. B hv-iv-jv
2. B gq-hq-hr
3. B hw-iw-jw 3x2
4. R iu-iv-jv
5. B fq-fr-gr 3x2
6. R ir-is-it 2x6
7. B du-dv-dw
8. B ev-fw
9. R er-es
10. B gv-gw
11. R du-eu-et 2x5/B3x2

Special 85: "Turtle"

```

-----
  A B C D E F G H I J K L M
+---+---+---+---+---+---+---+
N|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.|.|.|.|.|.|.|.P
Q|.|.|.|.|.|.b|b|y|.|.|.Q
R|.|.|.|.|.y|b|b|y|y|.|.R
S|.|.|.|.|.b|y|y|b|b|.|.S
T|g|g|g|g|b|b|y|y|b|b|y|.|.T
U|.|g|b|g|y|y|b|b|y|y|b|.|g|U
V|g|g|g|g|y|y|b|b|y|y|b|g|g|V
W|.|.|.b|b|g|y|y|b|g|y|y|.W
X|.|.|.|.|.g|.|.|.g|.|.X
Y|.|.|.g|g|g|.|.|.g|g|g|.Y
Z|.|.|.g|g|g|.|.|.g|g|g|.Z
+---+---+---+---+---+---+---+
  A B C D E F G H I J K L M

```

The first bits seem obvious, but when it comes time to place the squares,

things get tricky.

Pieces: GL= YL= B2 Gbx Bbx BL= Ybx

1. G kv-ku-lu 3x2
2. Y jq-kq-kr 3x2
3. B gp-hp 2x3
4. G kw/lx 3x4
5. B eu/fv
6. B es-er-fr
7. Y gu/hv
8. B ks-kt 2x3
9. Y au-bu-cu
10. G au-bu-cu 4x3
11. G dw/ex 3x4/B2x5
12. B iu/iv Y2x5
13. Y iu-iv-iw-jw 2x3

Special 86: "Mr P Ant"

```

  A B C D E F G H I J K L M
+---+---+---+---+---+---+---+---+
N|.|.|.|.|.|.|.g|.|.g|.|.|.|.|.N
O|.|.|.|.|.|.|.g|.|.g|.|.|.|.|.O
P|.|.|.|.r|.|.b|g|b|.|.r|.|.|.P
Q|.|.|.r|r|.|.g|g|g|.|.r|r|.|.Q
R|.|.|.g|.|.g|.|.g|.|.g|.|.R
S|.|.|.g|g|r|g|r|g|g|.|.S
T|.|.r|.|.|.r|r|r|.|.r|.T
U|r|r|g|g|g|r|r|r|g|g|g|r|r|U
V|.|.|.|.|.|.|.g|.|.|.|.|.V
W|.|.|.|.|.|.r|g|r|.|.|.W
X|.|.|.g|g|r|r|r|g|g|.|.X
Y|.|.|.g|.r|r|r|.g|.|.Y
Z|.|.r|r|.|.|.|.r|r|.Z
+---+---+---+---+---+---+---+---+
  A B C D E F G H I J K L M

```

Pieces: G2 GL= GL= G4 G4 BL= RL= RL= RL- RL+ GL= GL= B3 G4 G2

1. G gn-go
2. G er-fr-fs
3. G hs-hr-ir R3x2
4. G bt-ct-dt-et
5. G it-jt-kt-lt
6. B fq-gq-gp G3x2
7. R bq-bp-cp 3x2
8. R kp-lp-lq 3x2
9. R at-bt-ct-cu 3x2
10. R ku-kt-lt-mt 3x2
11. G ey-fy-fx 3x2
12. G hx-hy-iy 3x2
13. B hq-hr-hs G2x4
14. G fv-fw-fx-fy
15. G hv-hw
16. R cy-dy-ey-ez 3x2
17. R iz-iy-jy-ky 3x2
18. G gx/hy 3x4
19. B fr/gs 3x4/G2x4

Special 87: "Roundabout"

```

-----
  A B C D E F G H I J K L M
+---+---+---+---+---+---+---+---+---+
N|.|.|.|.|.b|g|.|.|.|.|.|.|.N
O|.|.|.|.|.b|g|g|.|.|.|.|.|.O
P|.b|g|g|g|g|g|g|.b|g|.|.P
Q|.|.|.|.|.b|g|g|.|.b|g|.|.Q
R|.|.|.|.|.b|g|.|.|.b|g|.|.R
S|.b|g|.|.|.|.b|g|g|g|g|S
T|b|g|g|g|.|.|.|.b|g|g|.T
U|g|g|g|g|.|.|.|.b|g|.|.U
V|.b|g|.|.|.b|g|.|.|.|.V
W|.b|g|.|.b|g|g|.|.|.|.W
X|.b|g|.b|g|g|g|g|.|.X
Y|.|.|.|.|.b|g|g|.|.|.|.Y
Z|.|.|.|.|.b|g|.|.|.|.Z
+---+---+---+---+---+---+---+---+---+
  A B C D E F G H I J K L M

```

I can get near the final position a move quicker than they can, so I'll show it off. The G3 late on is basically not necessary and can go several places. The big problem here is how to get rid of the individual blue units on the diagonal, but you have a lot of L='s. And on the first move you can cover two blues.

Pieces: GL= B3 G3 BL= B3 GL= BL= BL= B3 GL= GL= BL= GL+ BL- B2 B1 G3

1. G at-as-bs
2. B cv-cw-cx 2x3
3. G iy-jy-ky
4. B fx-gx-gy
5. B hx-hy-hz G3x2
6. G fw-fv-gv 3x2
7. B ey-ez-fz 4x3
8. B ht-hu-iu
9. B kp-kq-kr 2x3
10. G ds-es-et 5x3
11. G lu-mu-mt
12. B is-js-jt 3x3/G3x3
13. G io-ip-iq (the throwaway)
14. G bp-bo-co-dp
15. B ep-fp-fo-fn G3x2
16. B fq-fr 2x5
17. B hp
18. G ho-hp-hq 3x3

Special 88: "Chain"

```

-----
  A B C D E F G H I J K L M
+---+---+---+---+---+---+---+---+---+
N|.|.|.|.|.y|b|b|.|.|.|.|.N
O|.|.|.|.|.y|r|r|.|.|.|.|.O
P|.|.|.|.|.y|y|r|.|.|.|.|.P
Q|.|.|.|.|.b|b|r|.|.|.|.|.Q
R|.|.|.|.|.b|r|r|.|.|.|.|.R
S|.|.|.|.|.b|y|y|.|.|.|.|.S

```

```

T|.|.|.|.|.|.|.b|b|y|.|.|.|.|.|.T
U|.|.|.|.|.|.|.r|r|y|.|.|.|.|.|.U
V|.|.|.|.|.|.|.r|y|y|.|.|.|.|.|.V
W|.|.|.|.|.|.|.r|b|b|.|.|.|.|.|.W
X|.|.|.|.|.|.|.r|r|b|.|.|.|.|.|.X
Y|.|.|.|.|.|.|.y|y|b|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.y|b|b|.|.|.|.|.|.Z
+--+--+--+--+--+--+--+--+--+--+
  A B C D E F G H I J K L M

```

This is a funny level where you work from one side of the chain to the other. There's a brief digression which, oddly, consists of leaving a piece right where it appears, although it looks counterintuitive to do so.

Pieces: B2 B2 YL+ RL- Bbx YL-

1. B fn-fo
2. B go-ho 3x2
3. Y fq-gq-hq-hp 3x2
4. R ft-gt-ht-hu
5. B gr-hs 3x2
6. Y fv-fw-gw-hw 3x2 R3x2
7. B ix-iy-iz
8. R fy-gz 2x3 B2x3

Special 89: "Cut"

```

  A B C D E F G H I J K L M
+--+--+--+--+--+--+--+--+--+--+
N|.|.|.|.|.|.|.y|b|.|.|.|.|.|.N
O|.|.|.|.|.|.|.y|y|b|b|.|.|.|.|.O
P|.|.|.|.|.|.|.y|y|b|b|.|.|.|.|.P
Q|.|.|.|.|.|.|.y|y|b|b|.|.|.|.|.Q
R|.|.|.|.|.|.|.y|y|b|b|.|.|.|.|.R
S|.|.|.|.|.|.|.y|b|.|.|.|.|.|.S
T|.|.|.|.|.|.|.y|b|.|.|.|.|.|.T
U|.|.|.|.|.|.|.r|g|.|.|.|.|.|.U
V|.|.|.|.|.|.|.y|y|g|r|b|b|.|.|.|.V
W|.|.|.|.|.|.|.y|y|.|.|.|.b|b|.|.|.W
X|.|.|.|.|.|.|.y|.|.|.|.b|.|.|.|.X
Y|.|.|.|.|.|.|.y|y|.|.|.b|.b|b|.|.Y
Z|.|.|.|.|.|.|.y|y|y|b|b|b|.|.|.Z
+--+--+--+--+--+--+--+--+--+--+
  A B C D E F G H I J K L M

```

This is one of the very hardest levels in the game. You cut off the top part of the scissors first.

Pieces: Y1 Y2 Bbx Ybx Ybx Rbx GL- Rbx G3 Ybx Rbx G3 Rbx Bbx

1. Y fn
2. Y hn-in
3. B fq/gr
4. Y ho/ip 4x3
5. Y hs/it 3x2/B4x2
6. R dv/ew
7. G fw-fv-fu-gu
8. R dx/ey 2x4
9. G gw-hw-iw

10. Y ex/fy 3x3
11. R jv/kw
12. G hv-iv-iu
13. R jx/ky 2x4
14. B ix/jy 3x3

Special 90: "Peacock"

```

  A B C D E F G H I J K L M
+---+---+---+---+---+---+---+---+---+---+
N|.|. |b|. |b|. |g|g|g|y|y|.|. |N
O|.|. |. |b|. |. |b|b|g|g|y|y|. |O
P|. |b|b|b|. |. |. |b|b|g|g|y|y|P
Q|y|y|r|b|. |. |. |. |b|b|g|g|y|Q
R|. |b|b|b|. |. |. |. |. |b|b|g|g|R
S|. |. |b|b|. |. |. |. |. |b|b|b|g|S
T|. |. |b|b|b|. |g|g|g|b|b|b|g|T
U|. |. |. |b|b|g|g|g|b|b|b|g|U
V|. |. |. |. |b|g|g|b|b|b|g|g|. |V
W|. |. |y|y|. |b|b|b|b|. |. |. |. |W
X|. |. |. |y|b|b|. |. |b|. |. |. |X
Y|. |. |. |y|. |. |. |. |b|. |. |. |Y
Z|. |. |. |. |. |. |y|y|y|y|. |. |. |Z
+---+---+---+---+---+---+---+---+---+---+
  A B C D E F G H I J K L M

```

Pieces: YL= G1 Y4 Y2 GL- YL= G3 G3 Ybx G3 YL= BL+ YL- Gbx BL=

1. Y ln-mn-mo
2. G mv
3. Y gy-hy-iy-jy 4x2
4. Y cx-cy 2x3
5. G ev-eu-et-ft
6. Y in-io-jo
7. G jt-kt-lt
8. G iu-ju-ku
9. Y ip/jq
10. G hv-iv-jv
11. Y kp-kq-lq 5x4
12. B bs-bt-bu-cu
13. Y cq-dq-dp-do B3x4
14. G go/hp 2x3
15. B dn-do-eo
16. B bn-bo-co
17. Y ap-bp-cp 4x2/B4x2
18. B gx-hx
19. B lr-mr-ms 4x2/G9x3
20. B dx-dw-ew 6x2

Special 91: "Tractor"

```

  A B C D E F G H I J K L M
+---+---+---+---+---+---+---+---+---+---+
N|. |. |. |. |. |. |. |. |. |. |. |N
O|. |. |. |. |. |. |. |. |. |. |. |O
P|. |. |. |g|. |r|r|r|r|r|r|r|. |P
Q|. |. |. |g|. |. |r|. |. |. |. |r|. |Q
R|. |. |. |g|. |. |r|. |. |. |. |r|. |R

```


P|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.P
Q|.|.|.|.|.|.b|b|b|.|.|.|.|.|.Q
R|.|.|.|.|.b|b|b|b|b|b|b|.|.|.|.R
S|.|.b|b|b|b|b|b|b|b|b|b|b|.|.S
T|b|b|b|b|r|b|r|b|r|b|b|b|b|T
U|b|y|y|y|r|y|r|y|r|y|y|y|b|U
V|b|y|y|y|y|y|y|y|y|y|y|b|V
W|.|.b|b|y|y|y|y|y|y|y|b|b|.|W
X|.|.|.|.b|b|y|y|y|b|b|.|.|.X
Y|.|.|.|.|.|.b|b|b|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.Z
+-+--+--+--+--+--+--+--+--+--+
A B C D E F G H I J K L M

At first I tried working on the bottom first, which always left me a square or two short. You need an 8x2 down there, not a 9x2.

Pieces: BL+ YL- BL- Y1 Bbx Y2 B3 Y3 B1 B3 BL= BL= BL- Y4 B2 B1 B2 Y1

1. B cr-cq-dq-eq
2. Y av-aw-bw-cw
3. B iq-jq-kq-kr
4. Y au
5. B aq/br
6. Y mu-mv
7. B mq-mr-ms
8. Y kw-lw-mw
9. B as
10. B fx-gx-hx
11. B gt-gu-hu
12. B it-iu-ju
13. B cx-cy-dy-ey
14. Y gu-hu-iu-ju
15. B lq-lr
16. B et 13x4
17. B iy-jy 8x2
18. Y eu 13x3

Special 95: "Swirl"

A B C D E F G H I J K L M
+-+--+--+--+--+--+--+--+--+--+
N|.|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.|.|.|.|.|.|.|.|.|.|.P
Q|.|.y|y|y|y|y|y|y|y|y|y|y|Q
R|.|.y|r|r|r|r|r|r|r|.|.|.|.R
S|.|.y|r|y|y|y|y|y|r|.|.|.|.S
T|.|.y|r|y|r|r|r|r|y|r|.|.|.|.T
U|.|.y|r|y|y|y|r|y|r|.|.|.|.U
V|.|.y|r|r|r|r|r|y|r|.|.|.|.V
W|.|.y|y|y|y|y|y|y|r|.|.|.|.W
X|r|r|r|r|r|r|r|r|r|.|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.|.Z
+-+--+--+--+--+--+--+--+--+--+
A B C D E F G H I J K L M

Pieces: YL+ R2 YL= Y3 Rbx RL- R4 Y3 R3 RL- Ybx

1. Y dt-du-dv-ev
2. R fu-gu 3x3
3. Y ds-dr-er
4. Y kr-lr-mr
5. R av/bw
6. R fv-fw-gw-hw
7. R fs-gs-hs-is
8. Y cx-dx-ex R2x3
9. R fq-gq-hq Y3x8
10. R gv-hv-iv-iw
11. Y jt/ku 3x2/R5x3
12. R iq-jq 5x3/Y3x2

Special 96: "Orangutang"

```

A B C D E F G H I J K L M
+---+---+---+---+---+---+---+---+---+
N|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.y|y|b|b|b|y|y|.|.|.|.P
Q|.|.|.|.y|r|r|r|r|r|y|.|.|.|.Q
R|.|b|b|b|y|g|r|g|y|b|b|b|.|.R
S|.|b|.|.b|y|y|r|y|y|b|.|.|.S
T|b|b|.|.b|b|y|y|y|b|b|.|.b|b|T
U|b|.|.|.|.b|r|r|r|b|.|.|.|.b|U
V|b|.|.|.|.b|y|y|y|b|.|.|.|.b|V
W|b|.|.r|.|.b|b|b|b|b|.|.r|.|.b|W
X|r|r|r|.|.|.b|b|b|.|.|.r|r|r|X
Y|.|.|.|.|.|.b|.|.b|.|.|.|.|.Y
Z|.|.|.|.|.r|r|.|.r|r|.|.|.|.Z
+---+---+---+---+---+---+---+---+---+
A B C D E F G H I J K L M

```

With no greens you obviously have to overlap the eyes some way. The feet are also tricky to take care of. And the arms fall asymmetrically.

Pieces: Y3 RL- Rbx B3 R3 YL+ Rbx YL- Rbx B2 BL+ Y3 B3 YL= B2 R2 B2 B2 Y1 Y2

1. Y fr-gr-hr
2. R au-bu-cu-cv
3. R av/bw 3x4
4. B fu-gu-hu
5. R gx-gy-gz
6. Y dr-ds-dt-et
7. R ex/fy
8. Y it-jt-js-jr
9. R hx/iy 5x3
10. B cs-ct
11. B ks-kt-ku-lu
12. Y eq-fq-fp
13. B fv-gv-hv 5x3
14. Y hp-hq-iq
15. B ar-as 3x3
16. R lw-mw 3x2
17. B mr-ms
18. B ku-lu 3x5
19. Y gs
20. Y gp-gq 7x5

Special 97: "Rhythm"

```

-----
A B C D E F G H I J K L M
+---+---+---+---+---+---+---+---+---+
N|.|.|.|.y|y|y|y|y|y|y|.|.|.N
O|.|.|.y|y|y|y|y|y|y|.|.O
P|.y|y|y|y|y|y|y|y|y|.P
Q|.r|y|y|y|y|y|y|y|y|r|.Q
R|.r|r|y|y|y|y|y|y|r|r|.R
S|.r|g|r|r|r|r|r|g|r|r|.S
T|.r|g|r|r|r|r|r|g|r|r|.T
U|.g|r|g|r|r|r|g|r|g|r|.U
V|.g|r|g|r|r|r|g|r|g|r|.V
W|.r|r|r|g|r|g|r|r|g|r|.W
X|.|.r|r|g|r|g|r|r|g|.X
Y|.|.|.r|r|g|r|r|r|.Y
Z|.|.|.|.|.|.|.|.|.|.Z
+---+---+---+---+---+---+---+---+---+
A B C D E F G H I J K L M

```

Pieces: YL= R2 YL= GL+ YL= GL+ R2 G3 GL- R2 GL- G4 GL- R2 GL+

1. Y bo-bn-cn
2. R ew-ex
3. Y kn-ln-lo
4. G cu-cv-cw-dw
5. Y bq-br-cr
6. G cx-dx-dy
7. Y kr-lr-lq 11x5
8. G bw-bx-by-cy
9. R cs-ct G3x5
10. G eu-fu-gu R7x2
11. G gy-hy-hx-hw
12. R ju-jv
13. G fx-fw-fv-gv
14. G ev-ew-ex-ey 4x5
15. G iu-ju-jt-js 2x3
16. R lu-lv
17. G kv-lv-lw-lx 2x3/R2x4/R2x4

Special 98: "Checkers"

```

-----
A B C D E F G H I J K L M
+---+---+---+---+---+---+---+---+---+
N|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.|.|.|.|.|.|.|.P
Q|.|.|.b|r|b|g|b|r|b|.|.Q
R|.|.|.r|b|g|b|g|b|r|.|.R
S|.|.|.b|g|b|y|b|g|b|.|.S
T|.|.|.g|b|y|b|y|b|g|.|.T
U|.|.|.b|g|b|y|b|g|b|.|.U
V|.|.|.r|b|g|b|g|b|r|.|.V
W|.|.|.b|r|b|g|b|r|b|.|.W
X|.|.|.|.|.|.|.|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.Z

```


+-+-+
A B C D E F G H I J K L M

Pieces: RL= GL= GL= RL= R2 G1 R2 G3 Rbx GL= GL= Rbx G1 RL= RL=

1. R cr-cq-dq
2. G er-eq-fq
3. G hq-iq-ir
4. R jq-kq-kr
5. R cs-ds 2x3
6. G gr
7. R js-ks 2x3
8. G fs-gs-hs 5x3
9. R dt/eu
10. G ev-ew-fw
11. G hw-iw-iv
12. R it/ju
13. G gv 5x2
14. R cv-cw-dw 2x4
15. R jw-kw-kv 2x4
16. Y et-eu-fu
17. Y hu-iu-it
18. Y gt 5x2

Special 99: "Computer"

A B C D E F G H I J K L M
+-+-+
N|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|b|b|b|b|b|b|b|b|b|.|.|O
P|.|.|b|y|y|y|y|y|y|y|b|.|.|P
Q|.|.|b|y|r|r|y|r|r|y|b|.|.|Q
R|.|.|b|y|y|y|y|y|y|y|b|.|.|R
S|.|.|b|y|r|r|r|r|r|y|b|.|.|S
T|.|.|b|y|y|y|y|y|y|y|b|.|.|T
U|.|.|b|b|b|b|b|b|b|b|b|.|.|U
V|.|.|.|.|.|.|.|.|.|.|.|.|.V
W|.|.|.|.|.|.|.|.|.|.|.|.|.W
X|.|.|b|.|.|.|.|.|.|.|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.Z
+-+-+
A B C D E F G H I J K L M

Red rectangle in the center, augment the blues on the side, yellows above and below the red, then a red rectangle on the bottom. The rest is filler.

Pieces: RL- B4 R1 B4 R3 B3 RL- B3 Y4 Rbx Y3 R3 R2 B3 B3 BL= BL= B1 B1 B1 B1 Rbx
Rbx

1. R dq-dr-er-fr
2. B bo-bp-bq-br
3. R ds
4. B lo-lp-lq-lr
5. R jq-jr-js
6. B bs-bt-bu
7. R gq-gr-hr-ir 7x3
8. B js-jt-ju
9. Y do-eo-fo-go

10. R ew/fx
11. Y ho-io-jo 7x2
12. R gw-gx-gy-gz
13. Y du-eu-fu-gu B2x7
14. R hw/ix
15. Y hu-iu-ju 7x2/B2x7
16. R ev-fv-gv
17. R hv-iv
18. B bv-cv-dv
19. B jv-kv-lv
20. B bx-bw-cw
21. B kw-lw-lx
22. B by
23. B cx
24. B jx
25. B ky
26. R ey/fz B3x5
27. R hy/iz 5x5/B3x5

Special 100: "Salute"

```

-----

      A B C D E F G H I J K L M
+--+--+--+--+--+--+--+--+--+
N|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.N
O|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.O
P|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.P
Q|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Q
R|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.R
S|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.S
T|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.T
U|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.U
V|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.V
W|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.W
X|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.X
Y|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Y
Z|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.|.Z
+--+--+--+--+--+--+--+--+--+
      A B C D E F G H I J K L M

```

Pieces: B3 RL- R2 GL- R3 B3 G4 R2 R1 GL= GL+ B1 RL+ R1 G2 G3 RL+ R2 Y3

1. B dx-dy-dz
2. R cv-cw-dw-ew B2x3
3. R fw-gw
4. G hw-iw-jw-ix R5x2
5. R kw-lw-mw 3x2/G3x3
6. B bs-bt-bu
7. G dt-et-ft-gt
8. R ht-it
9. R js
10. G kt-lt-lu
11. G ls-ms-mt-mu
12. B co
13. R cr-cq-dq-eq B2x3
14. R gr G4x3
15. G ir-jr R3x3
16. G hq-iq-jq 3x2/R5x2
17. R kq-kp-lp-mp
18. R lr-mr 3x3/G3x3

En solving you get a platinum trophy and "You are the puzzle prince."

After this you get some rolling credits run by Max the Mouse, who becomes the next challenge. Max is just to the left of "Lots of exciting stuff for you to mess with" on the main menu. That rightmost option has a new sub-option-
-clicking Helpo will reopen the credits.

~~9. MARATHON MODE GUIDE~~

Marathon Mode of Mr. Pants is lots of fun. At first you may just want to build whatever size rectangle you can, and then after a while you can start going in for the big ones which get extra points.

The rules for Marathon Mode are as follows: the eraser snake goes in a counterclockwise spiral towards the center, destroying all rectangles it drops in its path. After each minute, it goes a bit faster. If it reaches the centre before the five minutes are up, you lose and don't get to advance to the next level. You can still get on the high score list, but you can't advance.

You can cause the eraser snake to slide back, though, by creating a rectangle (what else) of 2 or more per side, excluding 2x3's. The number of squares in the rectangle equals the number of squares it moves back. And the bigger the rectangle, the more points you score. In fact, the bigger the rectangle, the more points per unit you score, so it's in your interest to create very big rectangles. The eraser can also create rectangles by elimination. Let's say it's coming at one you want to create.

```
bbb.. <<<  
bbbb  
bbbb  
bbbb
```

If you have a b2, you can drop it in the dotted squares if you are quick enough. And after the snake removes one square, you'll have a 4x4, which you get credit for. But even if you aren't quick enough, the snake should leave a 4x3.

And as you will soon see, it's even more in your interest to create squares. Because if you make a square, the game takes away its perimeter and sees if you get any points for the square below it. It goes on until the square inside is below 2x2.

The other way to get big points is to make a chain reaction of rectangles. The first, you get regular points for. You get double for the next, triple for the next, then quadruple and (in a not very practical case) quintuple, etc. But the number of rectangles isn't as important as the size of the largest one. Because the game counts the smallest rectangle first and the larger last, which maximizes your point total.

There are four levels in points mode.
Easy: two colors, red and green
Medium: three colors, red, green and blue
Hard: four colors, red, green, blue and yellow
Special: one color, green

Special isn't as easy as it seems, but you can get some whopping point totals there with some thought. You have different strategies for different levels, but the basic idea is the same: one big square can send you to the top of the default point list. In easy it's 12x12. In medium you may have to settle for a combo and a 9x9 and maybe even pray or stall for a lucky piece to get a triple. In hard, the only way to go is with a 9x9 and a triple.

One other important rule: waiting to place a piece eventually causes it to fall. But if it falls somewhere illegal, it just goes off the screen. And the eraser snake takes a few extra steps. You don't lose outright. This is useful when you need to wait for the eraser snake to wipe out a piece of the board and leave you with a big square.

After first noting you get 30 for every piece you place and 2500 if you get the secret shape (which changes once you get it, although trying to guess it is a hassle--but it's a nice happy accident when you do,) Let's look at the point totals for each rectangle.

	2	3	4	5	6	7	8	9	10	11	12	13
2	0	100	200	500	700	900	1300	1500	1800	2400	2700	3300
3	100	300	700	1100	1500	2100	2700	3600	4300	5100	5900	6300
4	200	700	1300	1800	2700	3900	4700	5900	6800	7800	8800	10500
5	500	1100	1800	3000	00	5500	6800	8300	9900	11700	13000	15100
6	700	1500	2700	4300	5900	7300	8800	11100	13000	15800	17400	19000
7	900	2100	3900	5500	7300	9300	12300	13700	16600	18200	21700	24600
8	1300	2700	4700	6800	8800	12300	14400	16600	19900	22600	25600	28800
9	1500	3600	5900	8300	11100	13700	17400	20800	23600	26600	29900	32300
10	1800	4300	6800	9900	13000	16600	19900	23600	27700	31100	33600	36300
11	2400	5100	7800	11700	15800	18200	22600	26600	31100	34900	37700	39200
12	2700	5900	8800	13000	17400	21700	25600	29900	33600	37700	40700	42300
13	3300	6300	10500	15100	19000	24600	28800	32300	36300	39200	42300	n/a

Note that squares get extra points, as the square reduces by its perimeter, and you get points for that. You also get the perimeter reduced by the number of units in the lesser squares. The results are below:

3x3: 300
 4x4: 1300
 5x5: 3000+300=3300
 6x6: 5900+1300=7200
 7x7: 9300+3000+300=12600
 8x8: 14400+5900+1300=21600
 9x9: 20800+9300+3000+300=33400
 10x10: 27700+14400+5900+1300=49300
 11x11: 34900+20900+9300+3000+300=68300
 12x12: 40700+27700+14400+5900+1300=90000

What do these numbers mean? First of all, note that a 6x6 gives only 100 fewer points than a 6x7, but for less effort. And because you have a square underneath, it clears off 10 more units of board space too. Very worthwhile. By the time you get to 12x12 the advantages should be clear. A 12x12 is worth double the far less achievable 12x13. So, when you can, make squares. Big ones--6x6 or more. It's tough to judge this with the not-so-visible grid, but if you remember to pause the game and count the icons you can see on each grid square, you will be OK. For bigger squares it may consume less time to count the number of grid squares you don't cover and subtract from 13. Since that is the size of the playing field.

You are probably wondering how I got some of the bigger ones, and the answer is: on Easy Mode. With Special Mode it's also possible, but with Easy Mode you can have one main color to fill up the whole arena and another color to fill up minor parts. Special Mode can stick you with a few bad pieces and that's that. Things get very tetchy with the 13x12 in Easy, as eventually you do need a bit of luck. I used save states for this last bit (and to create rectangles of similar sizes.) There is no way to get 13x13, because the first square (upper left) is always full.

With the following high score strategies you should note that there is some luck involved. You can get stuck with a few pieces in a row of the wrong color, or you just won't get one of several pieces you need to finish the structure. When I started with this I was convinced that in some situations I needed an exact piece, but I found ways to lessen the effects of chance. The best one involves using the eraser snake to trim ragged edges.

Easy Mode

Note below I refer to the color red a lot. You can use whatever color you please to build a big rectangle, especially if a lot of pieces of that color seem to be dropping.

Easy mode isn't too bad. I was able to achieve the high score for it on the first try. Basically, you just need to build your confidence with the first few games, building a 5x5 or 7x7 or whatever and not even worrying if you built a square. Also, don't worry about double ups. The big scores on easy come from huge rectangles. The basic plan for building a large rectangle follows:

0. USE THE TIME WHEN A RECTANGLE FLASHES TO PLOT YOUR NEXT MOVES. Where do the immediate pieces go? Which would be most favorable? Heck, even pause if you need to, if you can remember what'll drop next. When a rectangle is flashing, you don't get closer to the five-minute goal. When it stops, the eraser snake may be retreating, but time is still running (and you should be thinking and placing pieces then.)

1. Build one side first, then build another side. Don't worry about the center.
2. Don't leave any jagged edges, although it is OK to spill over a bit and fill that back in. I'm talking about avoiding stuff like this:

```
rr.....  
rrr.....  
rrrr.....  
rr.....  
rr.rrrr.  
rr...rr.  
rrrrrrrr
```

You'll probaby trap yourself in subtler versions of the above, but even something like the following requires special pieces:

```
rrrrrr  
rr....  
rrr.rr  
rrrrrr
```

A RL+ here would fit in but leave an air bubble, which is discussed below.

3. Don't feel you have to build a lot of big rectangles with different colors. Just focus on one. I usually take the starting color that falls the most and I build a square.

4. Always be dropping pieces, or looking for a cheap combo. Even if you have a discard color, get rid of it right away. Cover it with another discard color until you get one you like, or look for a cheap 3x2. Those keep the eraser snake at bay very effectively at the start.

5. Know which pieces you want in your major color. Look for a way to disrupt your big structure to slip in a piece of the color you want.

```
rrrrrrrr  
rrr.rrr  
rrrrrrrr  
rrrrrrrr  
rrrrrrrr
```

Let's say you have a BL= coming and then a RL+ and then a G3. You can make this rectangle.

```
..... > ...bb.. > ..rrb.. > ..ggg..  
rrrrrrrr > rrrbrrr > rrrrrrr > rrrrrrr  
rrr.rrr > rrr.rrr > rrrrrrr > rrrrrrr  
rrrrrrrr > rrrrrrr > rrrrrrr > rrrrrrr  
rrrrrrrr > rrrrrrr > rrrrrrr > rrrrrrr  
rrrrrrrr > rrrrrrr > rrrrrrr > rrrrrrr
```

You'd have had to wait a while for a red dot. In fact, assuming every piece is distributed equally and it's on medium mode, there's a 1 in 21 chance you'd get one on the next move, or <5%. You'll need some luck to get the right pieces if you know when to bust your rectangle slightly, but a lot less than if you just sit and don't touch something that needs a hole knocked in it.

I'll take a look at the optimal strategy for Easy Mode now, which features 12x12. But first I'll look into something a bit easier, 9x9.

The first thing to notice when making a square is, how does the eraser snake wind around? For 9x9, you won't want to start in the upper right, for instance. The snake starts at the UL and goes counterclockwise. It reduces the width and height, alternately, of the playable board with each bend it makes.

When it reduces the board to 9x9, then, you have the following:

```
//////////  
//v//////////  
//.....//  
//.....//  
//.....//  
//.....//  
//.....//  
//.....//  
//.....//  
//.....//  
//.....//  
//a.....//  
//////////  
//////////
```

The snake is facing down. After this brief analysis I claim that part A is good to start at. Because the last two rows the snake will wipe out will be the top and, before it, the right. If you build on the left and the bottom first, making sure not to leave any silly holes, you can then afford to over-build a bit on the right and the top, respectively. You won't need the perfect piece. When you start off it's pretty easy to build the foundation for your square, at least for two edges, and you can fill in the rest later. So if you see a piece

that doesn't quite fit, but would cover 2 or 3 blocks of your intended square, you can drop it in.

So, if you orient the square correctly, you can buy yourself a good deal of time and error. The diagram below shows where a player can just sit and wait.

```
//////////  
//...r...r..  
//rrrrrrrrr./  
//rrrrrrrrr./  
//rrrrrrrrr./  
//rrrrrrrrrr/  
//rrrrrrrrr./  
//rrrrrrrrr./  
//rrrrrrrrrr/  
//rrrrrrrrr./  
//rrrrrrrrr./  
//rrrrrrrrrr/  
//rrrrrrrrr./  
//rrrrrrrrr./  
//////////^/  
//////////
```

In this case you can just chuck pieces off in the left two columns or the bottom two rows. They'll all fit if you rotate them correctly.

The other main thing to keep track of when building a square? Don't leave any air bubbles! For instance, having something such as below:

```
|r|r|r|r|r|r|r|r|r| |
|r|r|r|r|r|r|r|r|r|  
|r|r|r|r|r|r|r|r|r|  
|r|r|r|r|r|r|r|r|r|  
|r|r|r|r|r|r|r|r|r|  
|r|r| |r|r|r|r|r|r|r|  
|r|r|r|r|r|r|r|r|r|  
|r|r|r|r|r|r|r|r|r|  
|r|r|r|r|r|r|r|r|r|
```

is much tougher to make a rectangle of than having:

```
|r|r|r| |r|r|r|r|r|  
|r|r|r|r|r|r|r|r|r|  
|r|r|r|r|r|r|r|r|r|  
|r|r|r|r|r|r|r|r|r|  
|r|r|r|r|r|r|r|r|r|  
|r|r|r|r|r|r|r|r|r|  
|r|r|r|r|r|r|r|r|r|  
|r|r|r|r|r|r|r|r|r|  
|r|r|r|r|r|r|r|r|r|
```

For the first case, you may have to hope a good green piece comes along and you can dump it in there. For instance, if you have a G2 and a RL= then you can place them as follows:

```
|r|r|r| |r|r|r|  
|r| |g| > |r|r|r|  
|r|r|g| |r|r|r|
```

Here you expanded the hole a bit so that the right piece could fit in. This is a useful piece of defense, and sometimes it's handy in a pinch near the end when you think you have just the right piece, but it's one you shouldn't have to resort to too often.

In general, you don't want any sharp edges jutting out of the structure you want to build, either, as that often leads to air pockets. Once you develop a rhythm you shouldn't have much problem building up structures pretty quickly. The only question is: what to do about the snake?

And the answer to that is, have one major color where you build an 8x8 or 9x9 or whatever square. Use the minor ones to build 2x3's and 2x4's to keep the snake at bay. As space gets less, that's all you'll be able to build. But given the huge rewards for building a big square, they're great to buy a little time.

Now you can actually use the eraser snake to wipe out parts of the board. And you will need to, for 12x12. Let's take a look at what needs to be done.

```
/a.....b
/.....
/.....
/.....
/.....
/.....
/.....
/.....
/.....
/.....
/.....
/.....
/.....
/.....
/.....
/.....
//////////^
```

Starting at b is a good idea and in line with the logic of my 9x9 strategy, but I've also done well starting at a. The main idea is to have the bottom row to dump one extra block in, in case a piece doesn't quite fit. The bottom row can also be used as additional space for green 3x2's (assuming red is your primary color) until you get the right red. And you can also dump unwanted greens to get your reds.

After getting a 12x12 I've had time to get an 11x11 green but haven't quite pulled it off. I'm convinced I could have played better and also that with a bit of luck it would have worked. This combination would give ~160000 points on its own, not counting spare points or the ~40000 that could be piled up in the final two minutes after (an estimate) with an 8x8 and some nice side stuff.

And here a word about what to do in scrambles works well. With 30 seconds left you have time for a 6x6, definitely. And in the late-time scrambles, a quick 2x3, 2x4 or even 2x5 isn't worth it, if the eraser snake is backed up. Try to build a 4x4 or 5x5 and, if necessary, over-build and trim. There's no penalty for sloppiness, and you definitely have the time.

Current top score on easy mode: 165450. But I bet you can do better with these strategies.

Medium Mode

Here you don't really have the time to go through with the big squares, just because you have one more color. But with that one more color you have the ability to double your score more easily. I don't advise using double-ups as an everyday rule because they are too hard to envision, and you are probably better off just building a big rectangle. Nevertheless with three colors, things are possible. Let's look at the diagram below.


```
.....
.....
...rrrrrrr
...grrrrrr
..ggrrrrr
..ggrrrrr
..ggrrrrr
```

You could get very lucky and get a GL= on easy mode, making a 2x5 green rectangle and a 5x5 red rectangle. But on medium mode, you have many possibilities. ANY blue piece will work. So instead of 1 of 21 pieces working, 7 of 21 do. That's a 33% chance with any piece dropped, which doesn't seem great until you note that, within the next five pieces, there's an 87% chance one will be blue and not a unit square. $(1-(2/3)^5)$. You should be able to chuck pieces by now. Getting 400 less for dropping a blue piece than a GL= should not matter to you. The red rectangle gets $2*(3000+300)$.

The same logic applies on a much bigger scale to the big rectangle you want to create. The end picture you want is as follows.

```
/v//////////
/...../ < junk pieces in here. Put reds in the very UL if you have to or
/...../ < cover them quickly so they aren't linked to the main rectangle
/..rrrrrrrrr/
/..rrrrrrrrr/
/..rrrrrrrrr/ < blues in empty space here
/..rrrrrrrrr/ < allow for a pipe-dream triple bonus
/.rrrrrrrrrr/ < if you get a BL=. Don't count on it, though.
/.grrrrrrrrr/
/ggrrrrrrrrr/
/ggrrrrrrrrr/
/ggrrrrrrrrr/
/ggrrrrrrrrr/
//////////
```

Note you don't want to make a perfect red square right off the bat! You'll need to have that small valve lying around. As for garbage space, note the two rows above the reds work well. You'll want to assemble the almost-rectangle on the left pretty early and overlap it if you need. This isn't the easiest thing to do, and you may get unlucky with the major color you choose, but once this is set up, you will get $2*(33400)$ for your efforts when you drop a blue piece over the stray green and red units. You'll want to start with the red rectangle from the DR corner. Because you can snip the top and left edges down to size if needed.

You will probably need to drop a lot of blues and greens in the main rectangle's area before anything is put there, since you'll want these colors to disappear quickly. But never shun an easy rectangle. The time saved builds up.

For those of you who don't want to go in for the 9x9, let's look at how the 8x8 goes.

```
//////////
//rrrrrrrrgg/
//rrrrrrrrgg/
//rrrrrrrrgg/
//rrrrrrrrg./
//rrrrrrrrr./
//rrrrrrrrr../
//rrrrrrrrr../
```

```
//rrrrrrrrr../
//...../
//...../
//////////^/
//////////
```

This gives you the maximum time to create the 8x8 square (start D2R of the upper left) given how the snake loops. And you should get a good chunk of points out of it. $21600 \times 2 = 43200$. A 5x5 or 6x6 square combo should assure you that you get over the default top score of 60000. Here you may need to use smaller combos after the fact (i.e. 6x6 with a doubling) to get a good score, and you still might not do as well as in hard mode. Which is tougher to get a grasp on but can give a bigger bonus.

Hard Mode

The way to break the bank here is with a triple score that will immediately vault you over 100000 (9x9 gives 33400, tripled gives 100200--oh, plus 100 and 2×100 for the minor rectangles.) Without it, it can be very tough even if you get an 8x8 as you are afterwards reduced to 5x5's and a vague possibility of doubling those on a 2x3 because of all the colors out there and because the eraser snake gets very fast. Here's the blueprint:

```
/v//////////
/...../ < junk pieces in here. Put reds in the very UL if you have to or
/...../ < cover them quickly so they aren't linked to the main rectangle
/brrrrrrrrrr/
/brrrrrrrrrr/
/brrrrrrrrrr/
/.brrrrrrrrrr/ < drop a yellow that covers the blue, red and green
/.rrrrrrrrrrr/ < so that you can get the triple bonus.
/.grrrrrrrrrr/ < obviously the first two rectangles' value doesn't matter.
/ggrrrrrrrrrr/
/ggrrrrrrrrrr/
/ggrrrrrrrrrr/
//////////
```

You shouldn't worry too much about smaller combos, but take what you can get. Here you may need to look into the "next" so that you know how to junk a piece so that you get a 3x2. You'll need to work rapidly here and luck may screw you over even worse than in the last round. Use the top row when it's available to create small squares, and you may even want to leave a 3x2 for the eraser snake to go over, i.e.

```
y <///
YYY
YYY
```

This is a bit of an insurance policy to give you more time. And you can also tack more yellows on to buy more time if you get lucky. Or you can throw another color in front of the bus quickly i.e.

```
rrrr <///
rrr
```

There's not much else to say on hard mode. Just be vigilant about things.

Special Mode

Here it's tempting to try for a 12x12 but the fact is that you don't have a throwaway color and it can be tough. On the other hand, the 11x11 or 10x10 should be possible, and there's a possibility of getting a few in a row. You just need to plot where the rectangle starts (see easy mode diagram) and avoid air bubbles terribly.

However even if you play freestyle it should not be bad to break the high score. Consistently constructing 6x6's is pretty easy as long as you have a pit to dump squares, because you know what a color is going to be, and you can rest a big square you're building against a wall. Again, you can just let a bit hang over and let the snake clean that up. It may be even more critical to do so here since you don't have an alternate color to wipe out overflow.

You can get a lot of easy points here, but if you slip up with a rectangle it can also mean a quick end. I played safe the first time and got over 100000. You probably can too. There just seems little excuse for setting the biggest rectangle you're going for as 3x4, and once you set your sights high, you can get several big-scoring squares.

Default High Scores

----- Marathon easy

1. Paul 40000
2. Gregg 20000
3. Tim 10000
4. Helen 5000
5. Rich 2000

Must win bronze to get silver (marathon trophy, pencil on crooked stand)

Marathon medium

1. Huw 60000
2. Mike 30000
3. Ross 15000
4. Maggs 7000
5. Ania 4000

(3 colors)

"extra points awarded for large squares and swanky combos"

High: 106010

(silver dimmer then Platinum)

Marathon hard

1. Paul 80000
2. Ryan 40000
3. Ania 20000
4. Dean 10000
5. Matt 6000

Plan: get a 9x9 on chain reaction.

My high 129640

Marathon special

1. Luke 100000

2. Gary	50000
3. Chloe	25000
4. Mike	12000
5. Sam	8000

~~10. WIPEOUT MODE GUIDE~~

(We need a general probability section. Note there are 7 pieces and assume they come by with equal frequency. Then the odds of getting the exact piece you want is $1/14$, $1/21$ or $1/28$ based on how many colors are on the board. So you need to keep a flexible structure.)

Wipeout Mode in Mr Pants is much different from the other two in terms of strategy. There are no points. It's a race to see how quickly you can clear the board. As usual, producing a rectangle that can contain a 2x3 will cause it to vanish. You cannot place a piece over any square of the same color.

There are four modes of play:

EASY features a half-full board with only red and green pieces.

MEDIUM features a near-full board with only red and green pieces.

HARD features a near-full board with red, green and blue pieces.

SPECIAL features a full board with red, green, yellow and blue pieces.

You are given two minutes to solve each puzzle. Solving medium opens hard, and solving hard opens special. You get bronze, silver, gold, and platinum awards for solving each.

So what do we need to do?

We'll start by considering a full board. There you'll want to pick off a corner and expand from there. Early on you'll want to keep your eyes on corners for any way to get rid of blocks there, or maybe building up a small rectangle there. However, if you can break off a long thin row, that is also very useful. In either case you'll want to proceed inwards. The sloppy-stupid reasoning for this is that, for squares in the center, you can just tack other blocks on them in more ways. Also, having pieces in the corner forces you to view the full board, and that takes precious mental energy. On marathon level you don't have time to pause.

In fact, you will need to learn to spend the time the game takes making your rectangles flash and disappear as a break. Study the next pieces. See what goes where. Try to make a chain reaction. Remember that there are no points for being fancy, and the only thing a combo can do for you is give you time to plan where to attack next. Sometimes it'll happen by accident.

Whenever possible, try not to place a tile on an open square. That's usually counterproductive, unless you're able to wipe that tile out quickly. Also, keep your planned rectangles at a small size for the most part. It's OK to have one big rectangle in one corner if it's near to completion, but a monstrous blob that isn't close to a rectangle will hamper your efforts. If you get one of those, hack it to pieces. You don't get points for big rectangles, so don't bother.

Also, beware of the trap of waiting for the right piece to fall. It may be better to create a bit more rectangle than you need and then cut it down to size. Also, as before, beware of creating isolated squares without purpose,

especially on the edge, i.e.

```
rrrrrrr.....
rbrrgrrr..... <- tough to create a red row here.
```

And if you do create them, excavate them

```
rrrrrr
rrgrr
rrrrrr
```

(the above is okay because you can break things into 2 2x3's, but you won't always be that fortunate.)

However, one alternative to building a rectangle is to eliminate all squares of a certain color. If you do so, and no such color appears in the "next" box, your ensuing task is much easier. This isn't something you can aim for at the outset, but if you have about half the board cleared and you notice only one or two of a certain color and have no obvious rectangle to try to build, cover the odd square.

Early on, there will be some obvious rectangles. The game may even give you a rectangle just with the random layout at the start! Don't turn it down. Because once you make a few good moves, the next way to progress is less obvious. Also, when you start, take a second to observe your next two pieces. Your first might be a dog, but the second could fit in a corner somewhere. And whenever a piece seems useless, try to chuck it near a moderate group of squares of the same color. But don't leave a square isolated.

The endgame can be the trickiest part, and here your strategy of cutting out the corners should help even more. It means you'll have to move your tiles less, and that is the biggest cost of time. You'll know what to do with them, and you may get some bad luck with them, but if you're just trying to build around a center piece, you won't have to waste as much time and energy moving around, since pieces always appear in the center.

Some examples below should demonstrate the general strategy and, hopefully, some exceptions that prove the rule. To a certain point, though, you just have to get a feel for what's going on.

```
.....
.....
.....
.....
..... yyy <- 3rd next
.....
..... b
..... bbb <- 2nd next
.....
.....rgr b
.....yyy bbb <- next
.....bb
.....ryg
```

In this case, you could get a 3x2 by placing the next piece. But that would leave space in the corner, and some disjointed coloring, which is tricky to work out of. So you should junk the first piece and tuck the second in the corner. Voila! The third fits in very nicely on top of the yellow row, and you've cleared out a good chunk of the corner.

Another important rule is that leaving a solitary square is worse than leaving a pair of the same color. Let's look at the example below.

```
.....
.....
.....
.....
....rr.....
.....b.....
.....b.....
.....r.....
.....
..... b
..... bbb <- next
.....
.....
```

Here, you can place the BL- to take out the two reds on top or the one on the bottom. The rule of thumb is, generally, the more the better. But here, leaving one r doesn't allow you to wait for the right block to come along to form a rectangle. Leaving two r's does: you can get RL+, RL- or Rbx. The possibility of one of these is at worst 3/28 at any turn, so you can count those two squares as good as gone in the near future.

And in general, two rows are easier to make vanish than one. Because you don't need to add any pieces. You just need to overlap. And one color will probably be dominant in the row, or become dominant.

In a similar vein, remember that corner space is at a premium. While you want to dispose of blocks as quickly as possible, be sure they actually let you progress. Check the example below:

```
.....
.....
.....
.....
.....
.....
.....
.....
.....
.....
rb..... b
ybb..... bb <- next
gry.....
```

Here it's better to put the blues in the corner than to make a 3x2 rectangle. If you make the rectangle, you still have a lot more to drop into the corner. You'll probably need something to overlap the yellow and green, say, followed by another red. Now here you'll be able to expand the blue rectangle from the corner. Basically, making the rectangle would violate the rule of 1) working on the edges first and 2) not leaving a single row of blocks when possible.

Another thing to remember is that you may want to finesse a piece to get rid of some squares. In the example below:

```
.....
.....
.....
```

```

.....
.....
.....
.....
.....
.....
..... bb <- 2nd next
.....
..... bb
....rgybb.... bb <- next
....yrgbb....

```

You could of course get a 4x2 right away, but it's better to place the block over the rg/yr and then make a 5x2 with the next piece.

And in general if you get, say, 2 3's in a row of the same color, they may be best used taking out one square in the corner.

Also, if you have an isolated square, you could do worse than slap a 4-block over it and wait for a 2-block later.

Unfortunately there's no really good way to deal with two-color endgames other than to try to aim for the following:

```

.....
.....
.....
.....
.....
.....
.....
.....
....bbbyy....
....bbyyy....
.....
.....
.....
.....
.....

```

Now you can place whatever you want in the middle of these two! Look at what's next and pretty much anything wins. The game tends to be nice and not chuck out L+ or L- here, so a 1 wins, and even a L= provides for planning. I basically think it's important to build an almost-2x3(5 squares) and then wait for the right pieces to fall. It seems if you go for broke and try to make everything disappear, there'll always be one square of the wrong color popping up.

Looking through all this, and playing briefly, you'll probably come to the conclusion that getting a great time requires considerable luck. It does, but hopefully these pointers will help you know when you've got lucky pieces and how to prepare for your luck.

But maybe luck's not enough when you're frustrated. Is there any way to cheat? Yes, there is. Here "cheating" consists of giving yourself extra time to think.

1. The most prosaic way is just to keep resetting the start of the game until you get a few pieces where you can chip out the corners early and easily.
2. You can of course pause the screen, remember the next blocks, and figure what to place where for maximum effect. But the lag time when the game un-pauses may make this not worth it.
3. You can use save states before you drop a piece; the random seed doesn't determine the next "next" piece in advance, so it should be different each time you load the game. So if you've got a big combination ahead, you can

keep reloading until you get something you like. This is also useful for the endgame, which can keep chucking out pieces you just don't need.

~~11. UNLOCKABLE ITEMS AND MODES~~

Completing levels and difficulty modes within sections allows you to unlock more of the game ahead. You will do this naturally within the course of playing the game. Additionally, a painting will be unlocked for every five levels of the Puzzle Game on each difficulty that you complete.

PAINTINGS LIST

All sub-lists appear in order of availability within the game. So for each mode of play, the first painting in the list is the first one received and so on. Unlocked paintings will be available to view by accessing the Art Gallery from the Options menu.

EASY PUZZLE MODE

- 1-5 Meouw Pants
- 6-10 Chez Pants
- 11-15 Fish n Pants
- 16-20 Fort Pants
- 21-25 My Rocket

MEDIUM PUZZLE MODE

- 1-5 Chilly Pants
- 6-10 Baabaa Pants
- 11-15 Pantsamid
- 16-20 Robopants
- 21-25 Magic Pants
- 26-30 Red Pants
- 31-35 Young Pants
- 36-40 Merpants
- 41-45 Pluto Pants
- 46-50 Totem Pants

At this point, Hard Puzzle Mode is unlocked.

HARD PUZZLE MODE

- 1-5 Aztec Pants
- 6-10 Spooky Pants
- 11-15 Stoned Pants
- 16-20 Lunar Pants
- 21-25 Steam Pants
- 26-30 Ants N Pants
- 31-35 Vampire Pants
- 35-40 Merry Pants
- 41-45 Farm Pants
- 46-50 Submarine Pants
- 51-55 Elepants
- 56-60 Odyssey

61-65 Hag in Pants
66-70 Red Caper
71-75 Pantaloon

At this point, Special Puzzle Mode is unlocked

SPECIAL PUZZLE MODE

1-5 Riding Pants
6-10 Fly Pants
11-15 Skelly Pants
16-20 Pants Ball
21-25 Chopapants
26-30 Ginger Pants
31-35 Hoop Pants
36-40 Power Pants
41-45 Pantskin
46-50 Pants Away
51-55 Other Rocket
56-60 Putt N Pants
61-65 Mmmm Pie
66-70 Pants or Foe
71-75 Easter Pants
76-80 Pants Puck
81-85 Hero Pants
86-90 Mr P Ant
91-95 Kick Pants
96-100 Get Mr Pants

At this point, Max the Mystical Mouse's Muddle is unlocked

MAX THE MYSTICAL MOUSE'S MUDDLE

This is probably the least engaging of the games, because the random element is simply too much, a game can take too long, and with best play you may not come close to winning.

Muddle high scores

1. Paul 7:00
2. Ryan 9:00
3. Ania 11:00
4. Chris 13:00
5. Tony 15:00

Max gives you a bunch of yellow blocks and asks you to create rectangles of a certain size. When you do, they vanish. The alignment doesn't matter (i.e. 3-wide 5-high or 5-wide 3-high both work) but you cannot create rectangles of any other size, or you lose. Also, if you take too long to drop a rectangle, the game does it for you, and if it's over a square that's filled in, you lose.

The big risk, aside from the wrong rectangle, is filling up the grid. It helps to know what the rectangles are in advance so you can leave a shape equal to the next rectangle minus an L-shape or a 2x2. Max doesn't worry about rectangle orientation (i.e. a 3x2 is the same as a 2x3, and so forth.)

Here are the shapes you must create, in order:

3x2, 4x2, 2x3, 3x3, 2x5
2x4, 4x3, 3x5, 3x2, 4x4
2x5, 6x3, 4x2, 5x4, 3x7
6x4, 5x5, 3x5, 9x3, 4x7
6x5, 3x3, 8x4, 5x7, 6x6
13x13

Note that the game is generous early on with smaller shapes, which allow you to clear the board in a pinch, but then it gets harder. You need a bit of luck at every stage; for instance, if the game throws several 4-blocks (the most common piece) at you at the start, you'll fill up the screen through no fault of your own. Similarly receiving a bunch of even blocks in a row can sink your bid to clear a 3x3. Don't feel too guilty about quitting and restarting early on. And always avoid globbing two separate potential rectangles together. This is a huge mistake as they'll obstruct the entire playing field unless you can make something bigger out of them.

Other strategies and pitfalls:

--Basic blocks. Remember any 4 can fit with a 2 for a 3x2. 1's can be used to shore up structures that have gotten out of whack. Structures should be compact or, at the very least, need a specific piece to make them rectangles you'll need in the future.

--3x3's can be maddeningly tough to make. Note that if you get an L+ or L- and a 2, you will need to do the following to allow another 3-block in:

```
+--+ +  
  |  
  +  
  |  
+--+
```

--Note from the above that, although most structures belong in corners, you shouldn't put a 1x2 in the corner early on. If you do, only one L can match it to make a 2x3 or to start on a 3x3. But you can put it 1 away from a corner, long side on the edge. Same applies to 1x3 and 1x4. 1's, if you must put them in an empty area, can go diagonally from the corner as they'll get in the way of bigger pieces with a bend. But you'll probably have places you want to touch up.

--An exception to putting things in the corner is, at the start, you can quickly create a 2x3 or 2x4 with your current piece and the "next." This can save several seconds. Generally the time wasted sending something to the corner is mediated by having more space, and you should be spending most of your time thinking how the "next" blocks can interact.

--Stretching a 2x3 or 2x4 to 2x5 isn't too bad. Just remember you don't need blocks and 2's to do that. You can leave a gap between a 1x2 and a 2x2 and fill it in later. Early on you can ride your luck a bit waiting for a 1x2.

--If the right big-size pieces come up to make a small rectangle that's next on your list (3x4 or so, or get close to a 4x4) then forget about any areas you have that are close and get to work on that.

--Admit when you're lost and don't play the game out. If there's no place to build a 9x3, face it.

--Beware of creating a smaller rectangle than you need before creating one of the size you need. That's a loss. For instance, instead of

```
+++ +
|   |
+ +-+
```

You could create

```
+-+ +-+
|     |
+     + <-2x1 fits in here
```

Also if you want to create a 5x2 but have a 1x4, 1x3 and 1x1 you can work as follows:

```
+---+--+ +
```

```
+---+ <- the 1x2 can still go in here
        or you can reserve this for a bigger square
```

--The pieces are usually there for the small rectangles you want to build. Keep an eye on the "next," or use a second or two to see if you can do things better there--that second could save you several seconds of thinking in a hopeless position a minute or two later. Also, for larger rectangles(20 squares or more) don't try to create more than one group of blocks to cover it. The one you don't use will be wasted.

--As a corollary to this, try to weld together two blocks at a time, but not many more. This maximizes the space you have left long-term(this mass is small enough it could be added to a rectangle) and short-term(things aren't spread out too much.)

--There's worse you could do then anticipate the next rectangle size down the road, if you have that handy.

--Work from the corners if possible and only use the center of the space in an emergency. Working from the corners may actually restrict you from progress in some cases.

--To make sure you have the right dimensions for a bigger rectangle, use blocks to plot out its height and width immediately. Not only will this establish boundaries, but it'll prevent a smaller rectangle from being created en route.

--It's useful, midway through the game, to get near to a 4x3 rectangle just so you can drop something in. It's also good to have places to put one of each block.

--The probability lists below tip you off that it may be a good idea, when creating a bigger rectangle, to leave 4 or 5 squares and hope for a favorable combination with the "next" chart, which shows you three pieces to use. Think of all the ways to fill in a square with one or two blank squares, then of three, of four, etc. Obviously there are more ways the less complete the square is, but with five linked squares open you can probably guess several combinations that might work. Calculating probabilities here is tougher, but you can see there's a lot to do. Note for any one square clump there'll be a piece that doesn't work. Don't worry about the particular shape. The following are all good.

```
** | ** | *** | ****
*** | *** | * * | *
```

--Similarly "air bubbles" of a single square against the edge of a board can be very bad. You'll have to wait for a 1-block which might be better used filling a gap somewhere else. Plan against them and don't create them unless there's a 1-block in "next."

--Don't be afraid to waste a block to use another behind it to complete a rectangle. Although wasting should consist of making a contiguous clump of 10 or so squares.

--For the 13x13 rectangle, concentrate on plugging the outer holes and work your way in. Things will work out--well, until the very end.

This game is actually loaded against you more at the end, though. You can work as hard as possible to clear the first twenty-five, but you are at the game's mercy for the last bit. It shouldn't be too bad to keep the remaining unfilled area organized, but you might just wind up with a 4-block to drop in one free square of space.

What are the odds of not having the right number of pieces, then? Let's break this down to a simpler problem, where we don't consider shapes but just the number of blocks. Let

$A(X)$ = probability you can win with X holes left

Then since there is 1 1-block, 1 2-block, 2 3-blocks and 3 4-blocks,

$$A(X) = A(X-1)/7 + A(X-2)/7 + 2*A(X-3)/7 + 3*A(X-4)/7$$

We can assume $A(0) = 1$ and $A(-1, -2, \text{etc.}) = 0$. Running a computer program to calculate this gives the following probability list:

1 squares left:	.142857.
2 squares left:	.163265.
3 squares left:	.329446.
4 squares left:	.539775.
5 squares left:	.232046.
6 squares left:	.274358.
7 squares left:	.367756.
8 squares left:	.389362.
9 squares left:	.285996.
10 squares left:	.319135.
11 squares left:	.355303.
12 squares left:	.344931.
13 squares left:	.313785.
14 squares left:	.332390.
15 squares left:	.343135.
16 squares left:	.333984.
17 squares left:	.326179.
18 squares left:	.334800.
19 squares left:	.336907.
20 squares left:	.332288.

The amount seems to converge to $1/3$, but the middle/end bit is what concerns us. Your best chance of winning is apparently with 4 squares left, and even then that doesn't take shapes into account. You need some luck at the end, and what sucks about this is that filling things in is the mindless part of it all, and there's no way to know if you're doing well. You're just biding time until a chance pops out at you.

Note that the probability is even worse than this, because if you have a t-shaped hole of 4 squares left, then the probability you'll win is a lot lower. You'll need an L= and 1, 2 1 and 1, or 4 1's. Chances of that are ~1/42. So you see the above formula doesn't take shapes into account. In fact any contiguous combination of 5 squares has a piece that won't fit. To prove this, note that they either have a group of 4 that forms a square or they don't. If they don't, it's the square that doesn't fit. If they do, you have

** **
*** or *** or some rotation thereof.

L+ won't fit in the first, L- in the second.

You should try to keep the shape of squares not filled in roughly squarish, smoothing out the spikes with 1x4's and 1x1's, as the odds are overwhelming one will show up (but smoothing things out is just intuitive) However, things do happen.

However, this suggests a big strategy, which is to leave about 4 squares or so from the next rectangle you wish to make, for rectangles in general.

~~12. THINGS WE LEARNED WHILE WRITING THIS GUIDE~~

- o This game appears to be very difficult to obtain (probably a limited release) but there are lots of friendly folks on the relevant message board on GameFAQs who are well-informed and willing to help.
- o Thanks to Gionfriddo Shmexas for being, well, Gionfriddo Shmexas.
- o Lianne would like to point out that although she is blamed for ASchultz's addiction to Mighty Beanz and It's Mr Pants, she has no regrets and finds the whole thing hilarious. HA HA.
- o Why a joint guide? The pair of us like similar kinds of games, but have very different styles of writing. Since we're good friends, we decided to take the strongest aspects of both our styles to (hopefully) create the best kind of guide for this game. If you're interested in trying to do a guide the same way, it may be of interest to ensure that both of you are in regular contact and keep in touch frequently, sending incomplete files back and forth, and working out a format early. This leads to the easiest way to complete one. Decide early who should submit the finished product, so that only one full version is only worked on, to save on the workload. We exchanged text files regularly and merged them together. Oh, and never underestimate how long it can take to merge your contributions into a single file...
- o Both Lisa and Andrew would like to thank our friends, families and each other for putting up with us being collective pains in the ass.