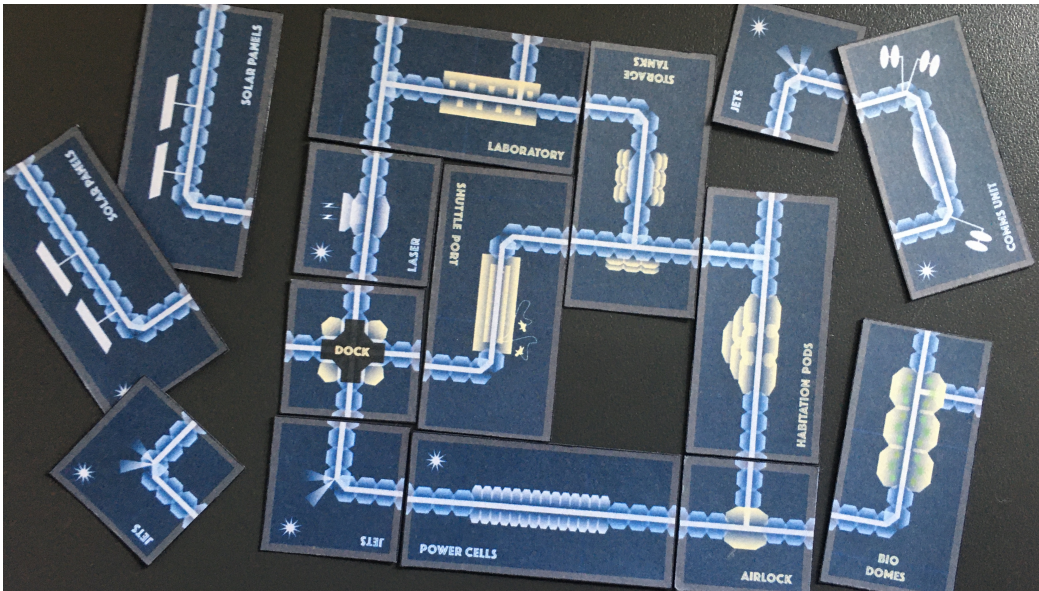


Space-station MMXXII

A single-player print-and-play puzzle game

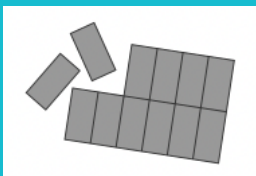


NASA needs your help! Can you build a space-station to an exacting specification? A challenging single-player game for budding young engineers. Upgrade your puzzle-cracking skills as you move through the 30 challenges, from Trainee to Captain of Engineering.

Page 2 contains the 15 tiles that are all you need for game-play, each tile illustrates one space-station component (some components are identical). Simply print and cut along the thin white lines to create 6 small tiles and 9 double tiles. Next select a challenge from the right hand-column, this is the specification for NASA's new space-station. Find the listed components from the pool of tiles and you are ready to start construction. All tiles must be used and no tiles can overlap. The final space-station can be any shape but must form an air-tight network.

1

PREPARE



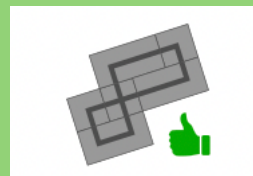
2

SELECT



3

SOLVE



Trainee

Solar panel (x2)
Shuttle port
Comms unit

Junior

Jets (x3)
Solar panel (1)
Habitation pod
Storage tank
Power cell

Senior

Jets (x2)
Solar panel (x2)
Storage tank
Laboratory
Airlock & Laser

Consultant

Jets (x3)
Solar panel (x2)
Shuttle port
Storage tank
Habitation pod
Dock

Captain of Engineering

Solar panel (x2)
Shuttle port
Comms unit
Storage tank
Habitation pod
Laboratory
Bio dome
Laser & Airlock

Sample challenges only. For the full set of 30 challenges (and solutions) contact: andrea@clickmazes.com

