

STAR WARS™



100
PUZZLES TO
TEST YOUR
WISDOM

DO OR
DO NOT —
THERE IS
NO TRY



JEDI MIND TRAINING

**STAR
WARS**™

**JEDI
MIND TRAINING**



First published in the UK in 2024 by Studio Press,
an imprint of Bonnier Books UK,
4th Floor, Victoria House, Bloomsbury Square, London WC1B 4DA
Owned by Bonnier Books,
Sveavägen 56, Stockholm, Sweden

www.bonnierbooks.co.uk

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1 3 5 7 9 1 0 8 6 4 2

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ISBN 978-1-80078-869-5

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A CIP catalogue record for this book is available from the British Library.
Printed and bound in Great Britain by Clays Ltd, Elcograf S.p.A.

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FOREWORD

In *Star Wars*, the Jedi Order was a group of noble guardians of peace and justice in the Galactic Republic for a thousand generations. Stories of Jedi heroes showed them striving against impossible odds to save the innocent and fight evildoers – from Avar Kriss and Vernestra Rwoh to Obi-Wan Kenobi and Luke Skywalker.

But these stories always tell us that the heart and mind of a Jedi are more important than their skill with a laser sword. The Jedi are guided by the Force: a mystical energy field which surrounds and binds all living creatures. And in order to be guided, they must be able to listen.

For a Jedi, stillness and calm allows them to hear the Force; and hard-won wisdom allows them to choose the right path. In our everyday lives, calm, concentration and wisdom have their own value. We may not be able to tap into a mystical energy field – but with training, we can tap in to our own potential.

There are 100 *Star Wars*-themed puzzles in this book, ranging from easy to difficult, although such terms are relative and depend on the solving skills, age and experience of the individual who is trying to solve them. Some will find the easy puzzles challenging and others may find the difficult ones simple, but the level of challenge will increase as you delve further into the book.

If at any time you feel disheartened, take a break, clear your mind, centre yourself in the present, and come back with fresh focus. This is a useful method for any type of problem-solving, not just puzzles in a book. It is hoped that some of the pattern recognition, memory tests and logical thought processes you encounter and learn to deal with in this book may be applied elsewhere, in educational, work or social settings. As the Jedi knew, all things are interconnected, and increased skills in thought process – obtained through practice – will be of benefit to all.

Enjoy the learning, and may the Force be with you.

HOW TO SOLVE

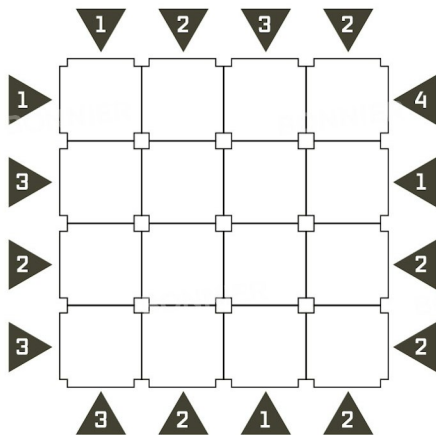
This section introduces you to the many puzzle types, informs you of the rules for solving them, and offers tips to help such solving. Feel free to come back to these pages for reference as you work through the book, for a more challenging version of a puzzle may require a fresh start.



CORUSCANT SKYLINE: HOW TO SOLVE

Coruscant is one of the most iconic settings in *Star Wars* – a teeming ‘ecumenopolis’, a planet-sized city, bristling with impossibly-tall skyscrapers. The Coruscant Skyline puzzle takes its inspiration from the jostling spires of the Jewel of the Core Worlds – asking you to think about what can be seen, and what cannot.

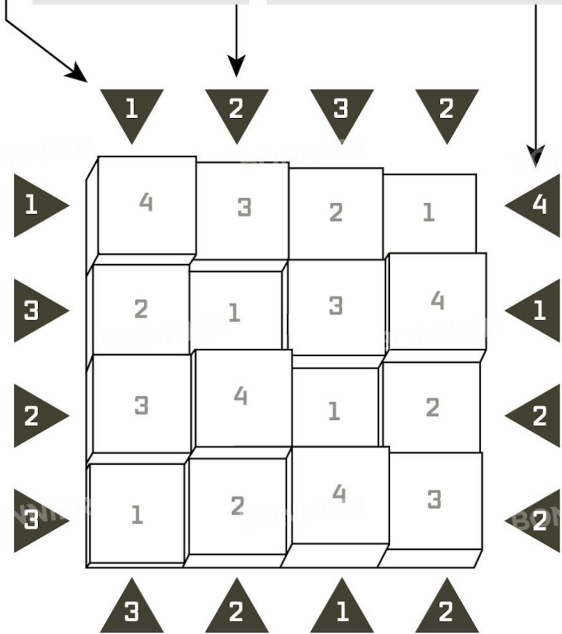
In this puzzle, each row and column must contain 1 only of each tower size from 1 (the smallest) to 4 (the tallest). Around the grid are viewpoints: imagine standing at that position, looking in the direction of the arrow. The number on the viewpoint tells you how many towers you can see, looking along that row or column. Shorter towers can't be seen if there is a taller tower in the way.



Let's make the grid three-dimensional so it is easier to see how this works. From this viewpoint, we can only see one tower; therefore the top left square must contain a 4-high tower, blocking the view of the other three towers behind.

From here we can see two towers only – the 3-high and 4-high towers. The 1 and 2 towers are hidden.

A viewpoint with a 4 means that all four towers are visible – therefore they must be in the sequence 1, 2, 3, 4 so that none of them is blocked behind a taller tower.

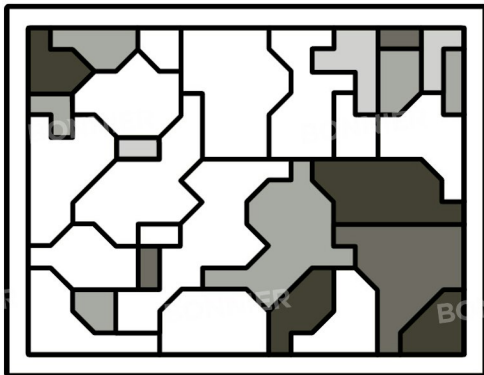


CHARTING A GALAXY: HOW TO SOLVE

Charts and maps are a recurring theme in *Star Wars*. Obi-Wan discovers that a world is mysteriously missing from the map; Rey follows a star chart to find Luke Skywalker; a Sith wayfinder leads heroes and villains alike to the dark and hidden world Exegol.

In this puzzle type, you are challenged to solve map-colouring problems – a type of mathematical conundrum that has fascinated scholars since the 19th century. Finding the balance and harmony within these fractured star charts is a suitable challenge for a focused mind.

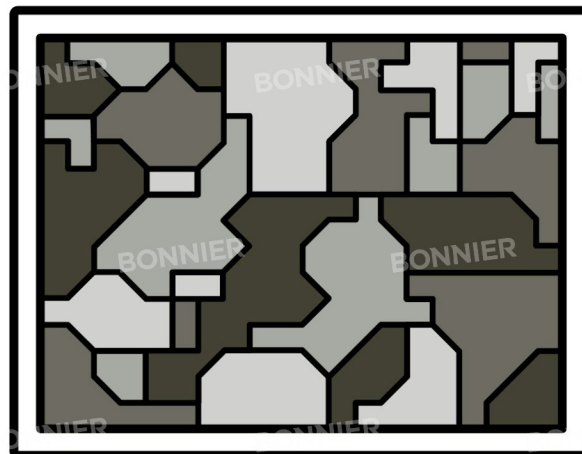
This puzzle will help you to train your awareness of spaces, distribution and borders in a logical manner.



10

In the finished map, the same shade or pattern may never border itself. The solution can be logically concluded from territories that are already filled in, so look carefully and take time to look for the logical answer.

- The map must be filled in using different shades/patterns.
- No pattern may border the same pattern.
- The starting map has some locations filled in; study these and work your way around the map.



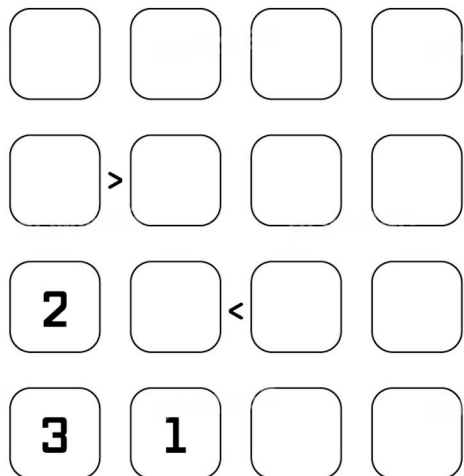
11



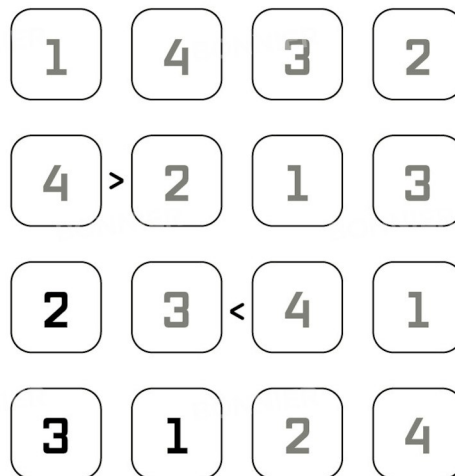
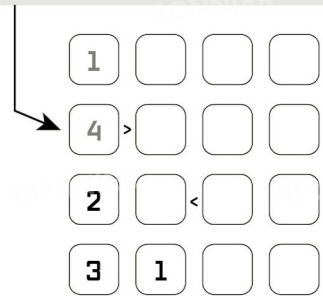
UNEQUAL: HOW TO SOLVE

The *Star Wars* movies suggest that bigger isn't always better and smaller isn't always weaker; "Judge me not by my size," as Master Yoda puts it. This puzzle type encourages you to think about the relationships between elements and how they interact logically.

The number square must be fully completed so that each number (1, 2, 3, 4 or more in harder puzzles) appears once only in each row and column. In addition, each greater than (>) or smaller than (<) symbol must be correct.



Here, this box must contain a 4, because it must be bigger than the number in the box to its right. The last box in the column must be 1, as each column must contain all four digits.



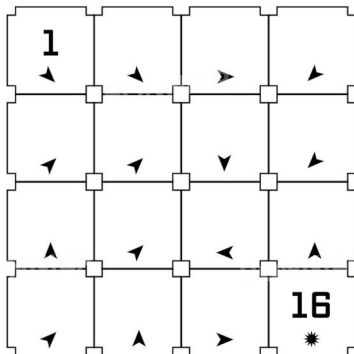
MIND MAP: HOW TO SOLVE

A Jedi's connection to the Force allows her, in some circumstances, to see glimpses of the future – to seize opportunity, or avoid disaster. The Jedi are formidable in battle partly because they can sense where to be, or where not to be, to parry a blaster bolt or dodge a lightsaber swing.

This puzzle type encourages you to think ahead in the same way. At each step of the way, you will have choices to make; it is up to you to look into the future of each and determine which is the one true path forward.

Starting from square 1, you must move around the grid to the last square, which in this 4x4 grid is number 16. Each move must follow the direction of the arrow on the square you are starting from.

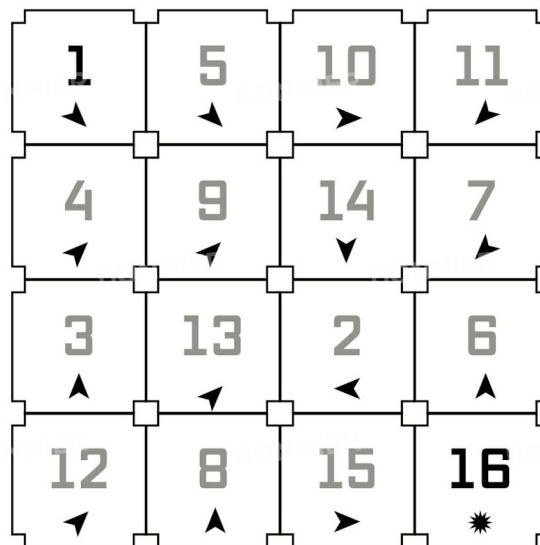
You may jump any number of squares in that direction, but you may only land on a square once, and you must visit every square. When you land on a square, write the number of the move in it; so when you jump from square 1 to the next square, write 2 in it, and so on.



Here is the solution so that you can see how it works. Follow the arrows from 1, to 2, to 3, all the way to 16.

In many cases, you may have two or three possible squares to travel to; some trial and error may be needed to test out different routes through the maze and find which end in dead ends.

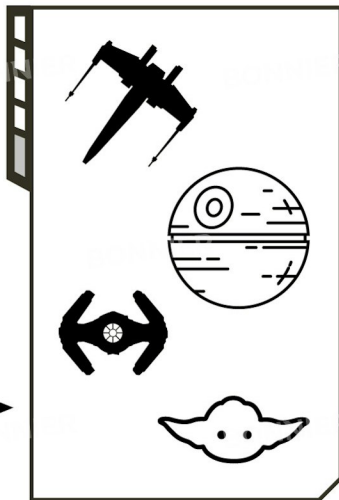
Working backwards may be useful; identify squares which can only be reached from one other square, in order to narrow down the possibilities. For instance, squares 16 and 15 can only be reached from one other square each, so can be filled in right away.



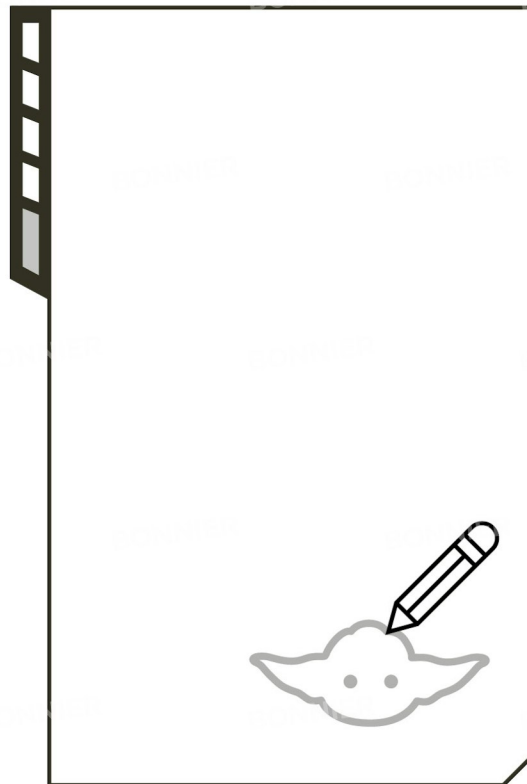
REFLECTING REALITY: HOW TO SOLVE

Memory makes us what we are. We are the sum total of our experiences; what we remember becomes a part of us. This activity is less of a puzzle, and more about finding methods of training your memory and testing what works for you. Consider using these *Star Wars*-themed images to tell a story, or placing them mentally in a setting that you know well. The more detail you are able to encode in that story or setting – size, shape, orientation, position – the better. By using these kind of techniques, you may well surprise yourself with what your mind can recall.

For this puzzle, take 1 minute to observe the images on the page, then turn over and fill in as many as you can recall in the box provided overleaf. Remember to not just look with your eyes; focus your mind on what the images represent.



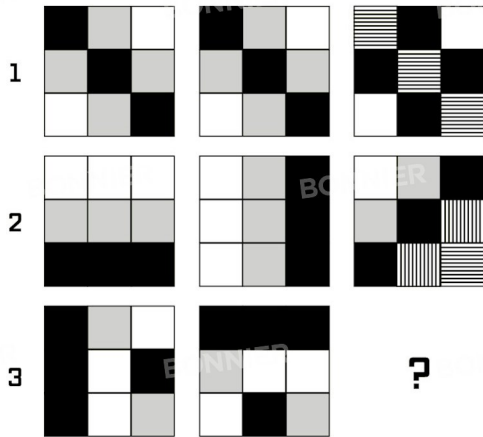
In the space provided, draw the images as they have been preserved in your consciousness. Fine detail is not the most important aspect; but do try to remember size, shape, and orientation.



PATTERN RECOGNITION: HOW TO SOLVE

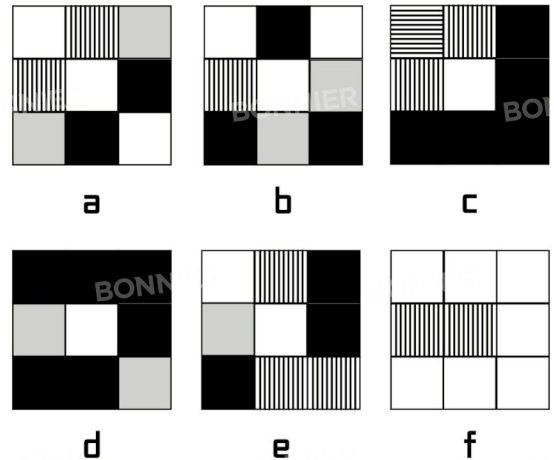
At first glance these problems may seem dauntingly complex. A Jedi, however, might look deeper, to discern the simple patterns which overlap to create them. Clear your mind and take a deep breath. Let your inner calm enhance your focus and clarity of thought.

Ask yourself what the elements of these patterns are – shades, positions, numbers. Think of the flow, and look at how the puzzle progresses. Does one shade or colour become another? Does the size increase by the same amount each time? What are the relationships? And what comes next?



Which of the blocks a, b, c, d, e, f completes the sequence in line 3?

The underlying pattern here is that the first two blocks are added together to create the third one. We can see that two white squares in the same position in the first two blocks produce white squares in the third. Two grey squares produce a solid black square. Two black squares produce a horizontal stripe pattern. And we can see from the second row that a grey and a black square produce a vertical stripe pattern. We can assign numbers to these if we like: 0, 1, 2, 3 and 4.



By assigning the values White = 0, Grey = 1, Black = 2, vertical stripe = 3 and horizontal stripe = 4, and adding the two blocks, we can find the answer: c

ORDER FROM CHAOS: HOW TO SOLVE

Imposing order on chaos is the goal of every Jedi. It's also, for many people, calming and satisfying – the steady application of rules and logic to put everything exactly where it needs to be, correct and complete. This familiar, simple but deep puzzle type challenges you to do exactly that.

Each row, column and 2x2 box may only feature each number once: 1, 2, 3, 4 (or more, for harder puzzles).

- Looking at the top row, we know the first two boxes must contain a 1 and a 4, as all numbers must feature in the row. Because there is already a 4 in the first column, we know that the 4 must be in the top row of the second column, with 1 in the first column.
- The top left box now needs a 3 and a 2. We know the 3 cannot go in the second column, as there is already a 3 in the bottom row of that column. Therefore a 2 must go in the second column, with a 3 in the first column.
- Placing the 2 and 1 in the bottom left box is now easy given the 2 and 1 in the top box.

		2	3
4	3		

↓

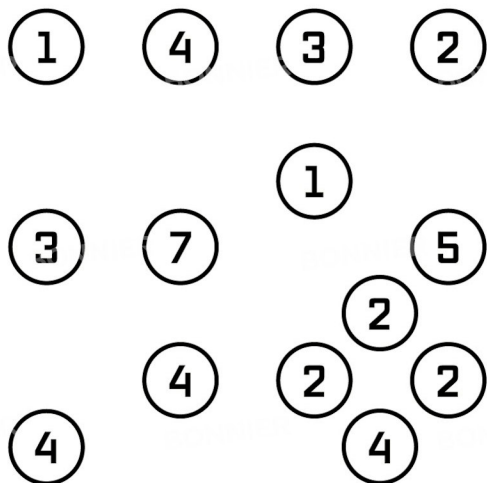
1	4	2	3
3	2	4	1
2	1	3	4
4	3	1	2



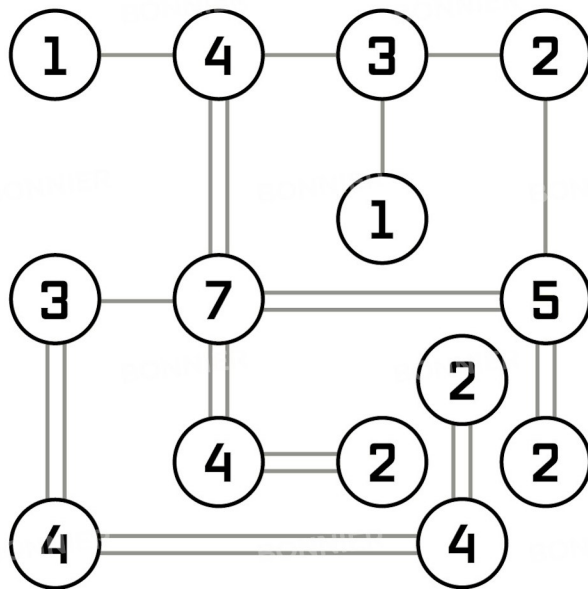
CONNECTIONS: HOW TO SOLVE

The Jedi are keenly aware of the interconnectedness of all things. This puzzle type is inspired by this – challenging you to map a network of complex relationships, using your powers of logic and concentration.

In this puzzle, each 'island' must be joined to a main group by at least one bridge that runs either vertically or horizontally. Each island shows the number of bridges that join it. No more than two bridges may run alongside each other, and bridges may never cross each other.



- The island in the middle that must be connected by 7 bridges must therefore be connected at least once to each of the islands directly north, east, south and west.
- The 7-5 bridge means that the 1 island north of it must be connected to the 3 island above, because bridges cannot cross. Always be on the lookout for logical deductions like this to get started solving.





LOGICAL DEDUCTION: HOW TO SOLVE

Sometimes, the Jedi, in their role as guardians of peace and justice, must play detective. These logical deduction puzzles challenge you to synthesise various different types of information into solutions to mysteries – so focus, concentrate, and consider every clue carefully.

The most important parts of this puzzle are the clues. Each one will give a certain piece of information that will be essential to the solving of the puzzle. When a piece of information is learned from the clue, use the grid to fill in what you know for sure.

A valuable blaster pistol has been stolen in the Mos Eisley Cantina, and you have to work out who did it. There are three suspects:



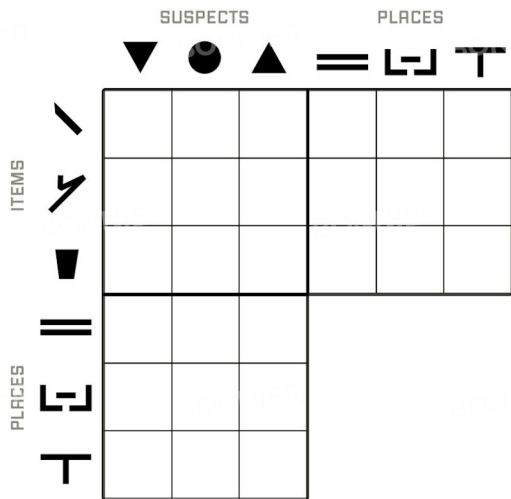
Rojel Korek: The Arcona captain says he's a trader, everyone else says he's a pirate.



Mol Hetto: A smuggler and con-artist always on the lookout for the main chance.



Jek: Jawas are keen on scavenging whatever they can get their hands on.



Each suspect was found holding another item:



A comlink



A kloo horn



A glass of blue milk

And there are three places the theft could have happened:



Bandstand



Booth



Bar

There are five clues:

- Rojel trusted the suspect who had the comlink.
- Mol Hetto was holding a kloo horn when you saw him.
- A glass of blue milk was not found in the booth.
- Jek was spotted hiding under the bar.
- The blaster was eventually found in the bandstand.

Use the clues to fill in the grid below and log what you know, then use logical deduction to work out what you don't!

		SUSPECTS			PLACES		
		▼	●	▲	=	⌋	T
ITEMS	↘	X					
	⚡		✓				
	☑					X	
PLACES	=						
	⌋						
				✓			

- If Rojel trusted the suspect with a comlink, he cannot be that suspect himself, so place a cross on the intersection of Rojel and comlink.
- You know that Mol Hetto had a kloo horn, so place a tick in that box, and cross out the blue milk and comlink for him.
- You can also cross out the kloo horn for the other two suspects, telling you that Rojel had the blue milk and Jek had a comlink.
- The blue milk was not in the booth, so place a cross at the intersection of the two.
- Because we know Rojel had the blue milk, and Jek was seen at the bar, we know he was at the bandstand.

		SUSPECTS			PLACES		
		▼	●	▲	=	⌋	T
ITEMS	↘	X	X	✓	X	X	✓
	⚡	X	✓	X	X	✓	X
	☑	✓	X	X	✓	X	X
PLACES	=	✓	X	X			
	⌋	X	✓	X			
		X	X	✓			
	T	X	X	✓			

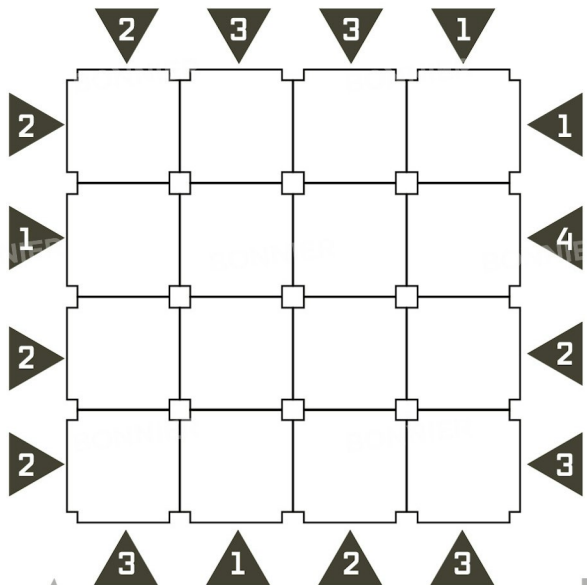
Rojel Korek stole the blaster. It was found with the blue milk in the bandstand.

PADAWAN PUZZLES

This section will help you to learn the different puzzle types and enable you to practise solving them. Use your time wisely, reflect on the process you use when solving; apply logical techniques you have employed in one puzzle type on another.

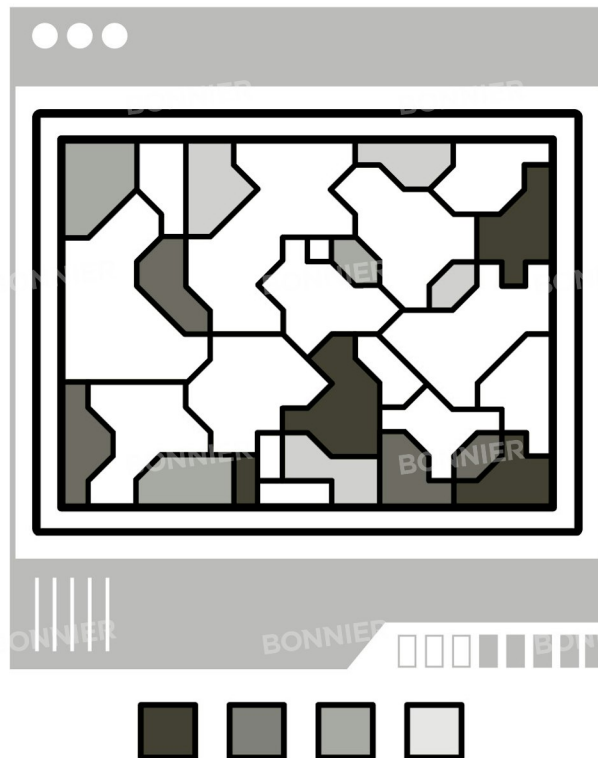
CORUSCANT SKYLINE

Each row and column must contain 1 only of each tower size. The numbers around the grid represent the number of towers that are visible from that viewpoint. Tall towers render the smaller ones behind them invisible, and a low tower will enable higher ones to be visible behind.



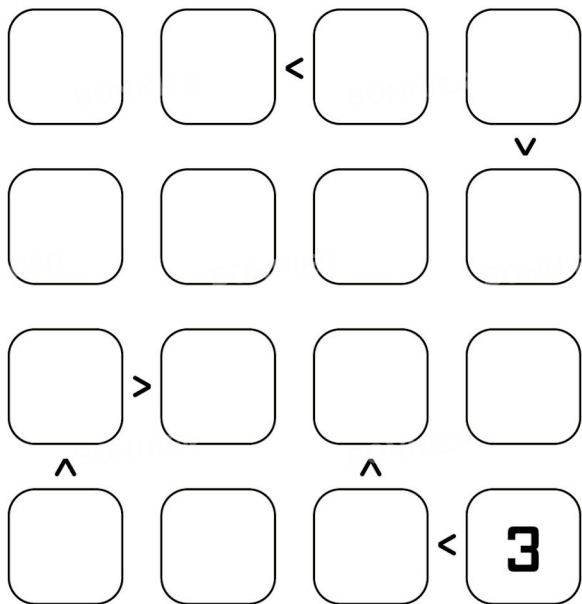
CHARTING A GALAXY

In the finished map, a shade or pattern may not border another area with the same shade or pattern. The solution can be logically concluded from territories that are already filled in.



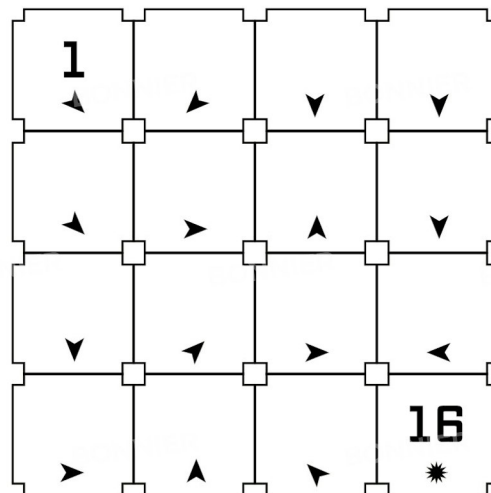
UNEQUAL

The number square must be fully completed so that each number (1, 2, 3, 4) appears once only in each row and column. In addition, each greater than (>) or smaller than (<) symbol must be correct.



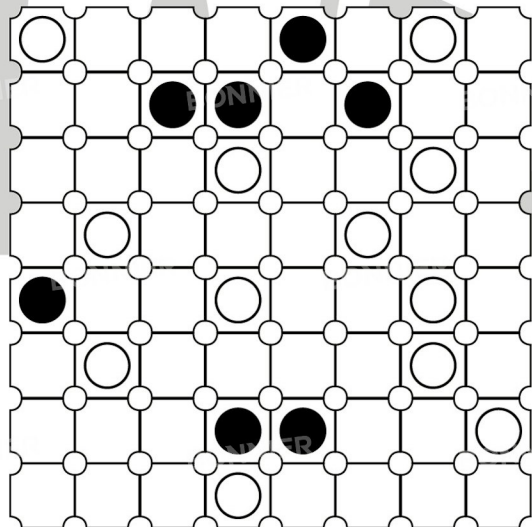
MIND MAP

Starting from square 1, each square in the grid must be visited once only, and the direction of the arrow in that square must be followed. You may pass over other arrows as you move.



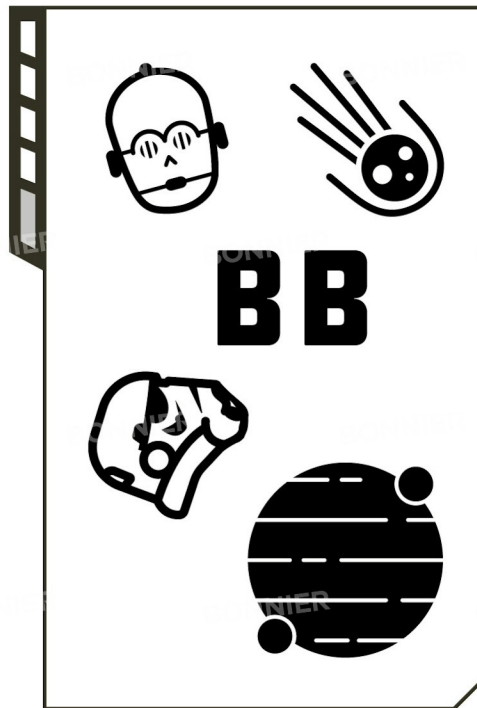
BALANCE

Each row and column must contain the same number of dark side tiles and light side tiles. Neither black or white may have more than two consecutive tiles in a row or column. No two rows or columns may be identical.

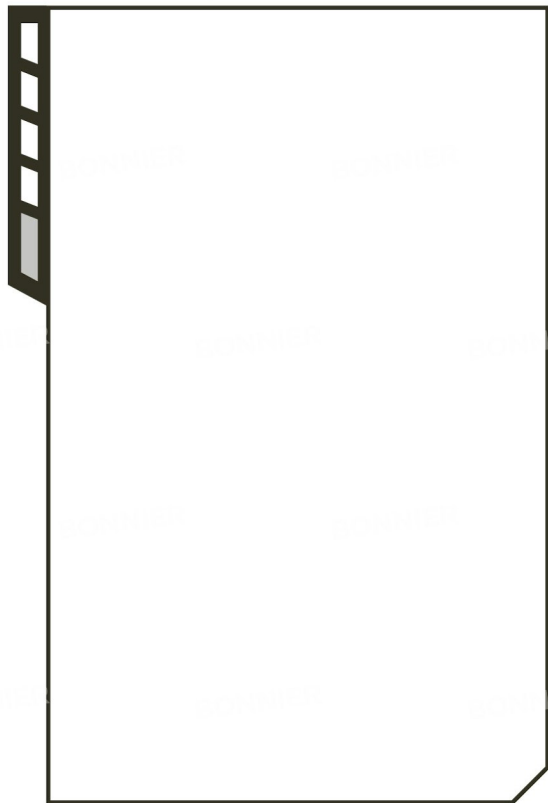


REFLECTING REALITY

Take 1 minute to observe the images on the page. Then turn over the page and fill in as many of the shapes as you can in the box provided.

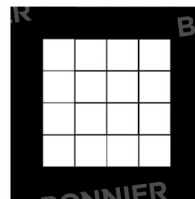
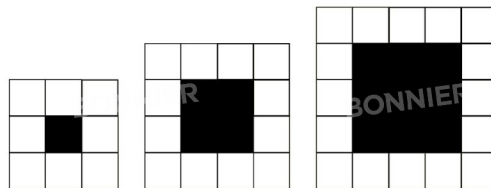


REFLECTING REALITY

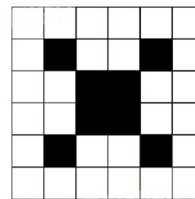


PATTERN RECOGNITION

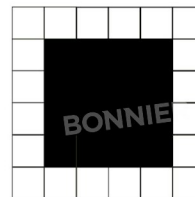
Which will be the next square in this logical series: a, b or c?



a



b



c

ORDER FROM CHAOS

Each row, column and 2x2 box may only feature each number once: 1, 2, 3, 4.

		1	
	1		
		2	
	3		



UNEQUAL

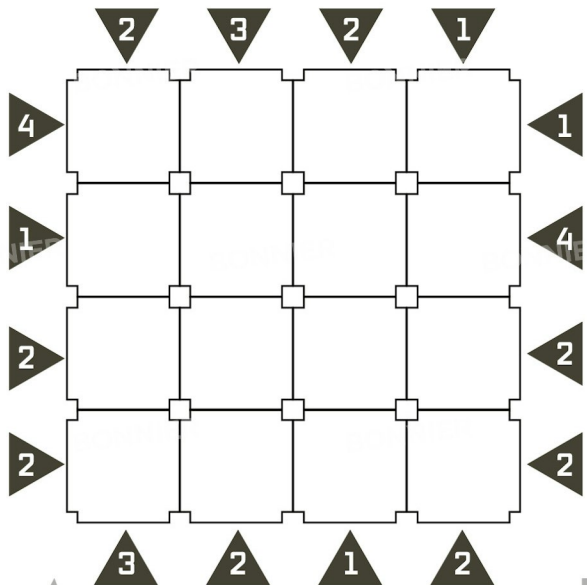
The number square must be fully completed so that each number (1, 2, 3, 4) appears once only in each row and column. In addition, each greater than (>) or smaller than (<) symbol must be correct.

		1	3
			∨
	>	4	1



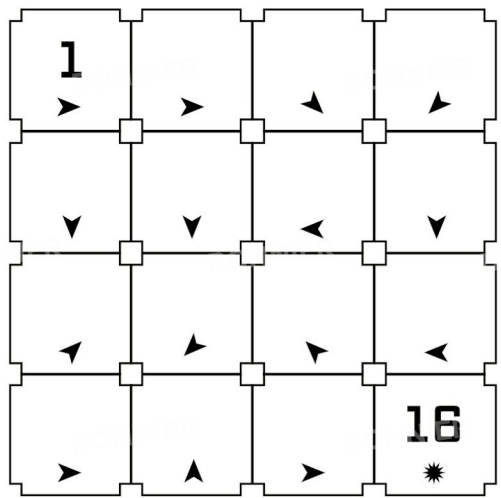
CORUSCANT SKYLINE

Each row and column must contain 1 only of each tower size. The numbers around the grid represent the number of towers that are visible from that viewpoint. Tall towers render the smaller ones behind them invisible, and a low tower will enable higher ones to be visible behind.



MIND MAP

Starting from square 1, each square in the grid must be visited once only, and the direction of the arrow in that square must be followed. You may pass over other arrows as you move.



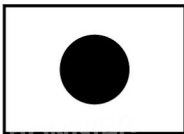
LOGICAL DEDUCTION

A shipment of coaxium has disappeared from the hold of an Imperial transport, and the Imperial Security Bureau suspects an inside job. Investigations have narrowed the field of suspects to three officers, all of whom had the opportunity to tamper with the manifests and offload the precious cargo to Rebel agents. Each has evidence tying them to a different world – the destination of the stolen cargo, or simply holiday plans?

PEOPLE



Ensign Griff



Lt. Makdunn



Captain Chao

ESCAPE



Coreellia



Kessel



Mimban

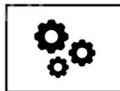
LOCATION



Command deck



Cargo bay



Main engine drive

Can you work out the location of each suspect at the time of the crime, and who arranged the theft of the coaxium?

There are five clues:

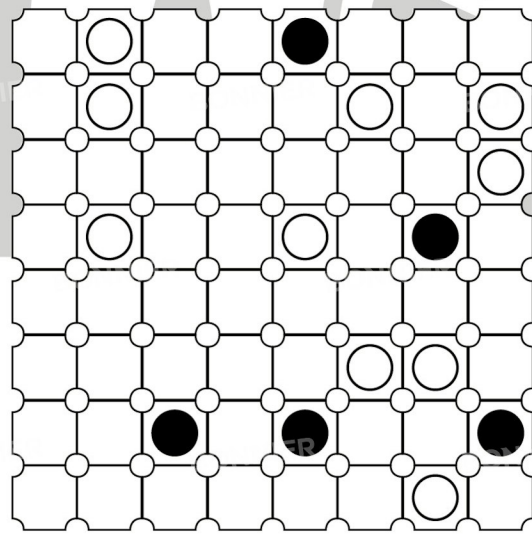
- A map of Mimban was found near the main engine drive.
- Lieutenant Makdunn and the person with links to Kessel are different people.
- Ensign Griff was not seen on the Command Deck.
- Captain Chao was spotted in the cargo bay.
- The thief was heading to Coreellia.

Use the clues to fill in the grid opposite and log what you know, then use logical deduction to work out what you don't!

		PEOPLE			LOCATION		
ESCAPE							
LOCATION							

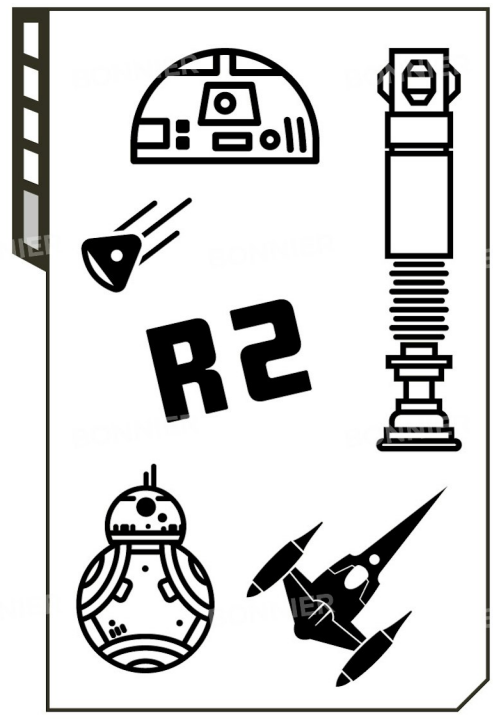
BALANCE

Each row and column must contain the same number of dark side tiles and light side tiles. Neither black or white may have more than two consecutive tiles in a row or column. No two rows or columns may be identical.

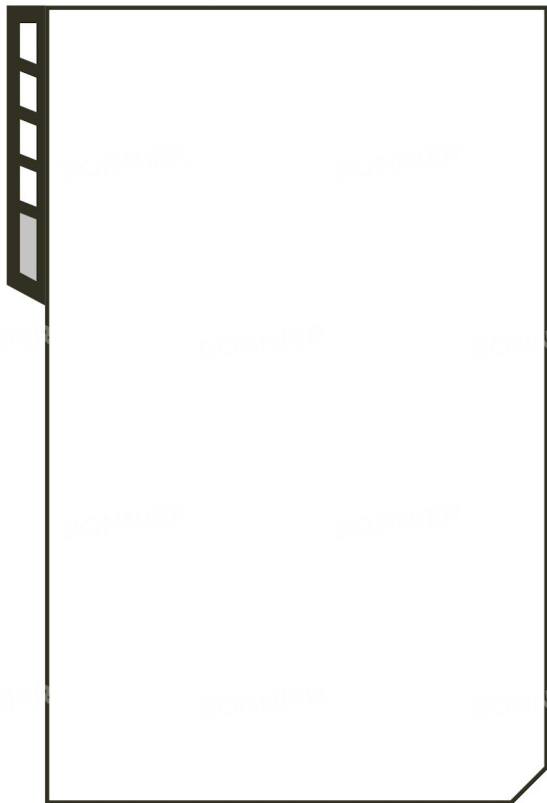


REFLECTING REALITY

Take 1 minute to observe the images on the page. Then turn the page and fill in as many of the shapes as you can in the box provided.

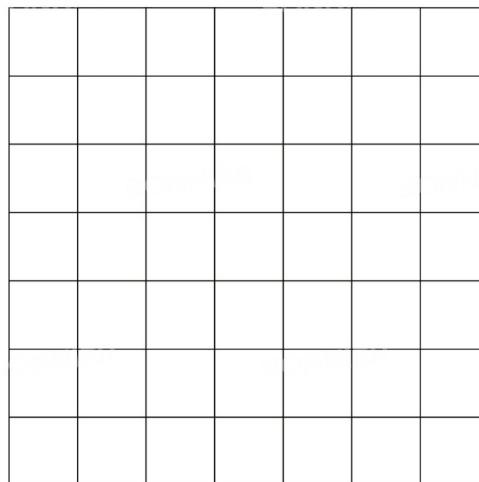
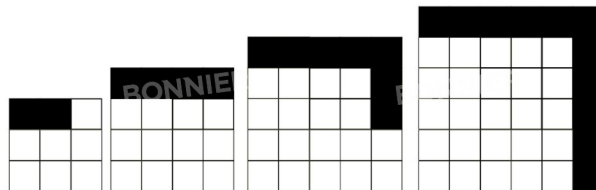


REFLECTING REALITY



PATTERN RECOGNITION

Fill in the black squares in the next grid in this logical sequence.



BONNIER

BONNIER

BONNIER

**"THE GREATEST
TEACHER,
FAILURE IS."**

– YODA



Don't give up on a puzzle.
Take a break and come back later.



PUZZLE 16

PADAWAN

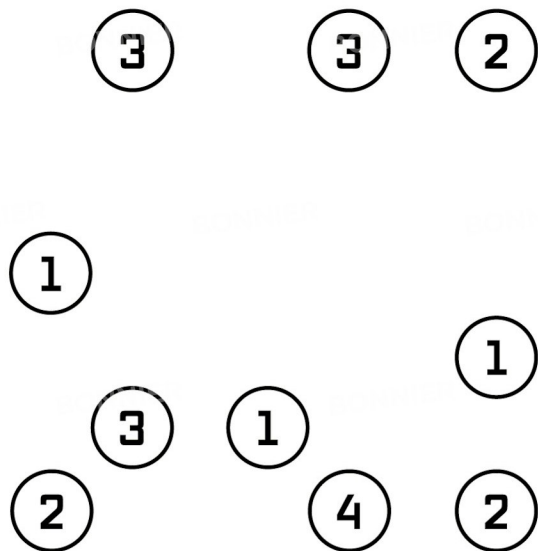
ORDER FROM CHAOS

Each row, column and 2x2 box may only feature each number once: 1, 2, 3, 4.

			2
	2		
		4	
3			

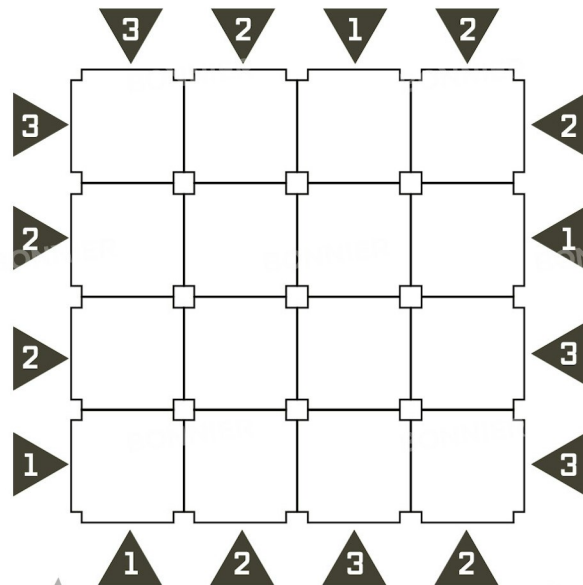
CONNECTIONS

Each island must be joined to a main group by at least one bridge that runs either vertically or horizontally. The number indicates how many bridges join an island. No more than two bridges may run alongside each other, and bridges may never cross.



CORUSCANT SKYLINE


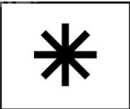


Each row and column must contain 1 only of each tower size. The numbers around the grid represent the number of towers that are visible from that viewpoint. Tall towers render the smaller ones behind them invisible, and a low tower will enable higher ones to be visible behind.







LOGICAL DEDUCTION

A starship malfunction has left you stranded in space, with no hope of rescue – unless you can repair the damage yourself. Unfortunately, the repair manual has been corrupted as well, and must be pieced back together. Can you determine the four steps you should take, in which order, for each critical part of the ship?





SHIP PART

			
Injectors	Coolant Pump	Navicomp	Capacitors

ACTION













			
Flush	Reinitialise	Depolarise	Bypass

STEP

			
1	2	3	4

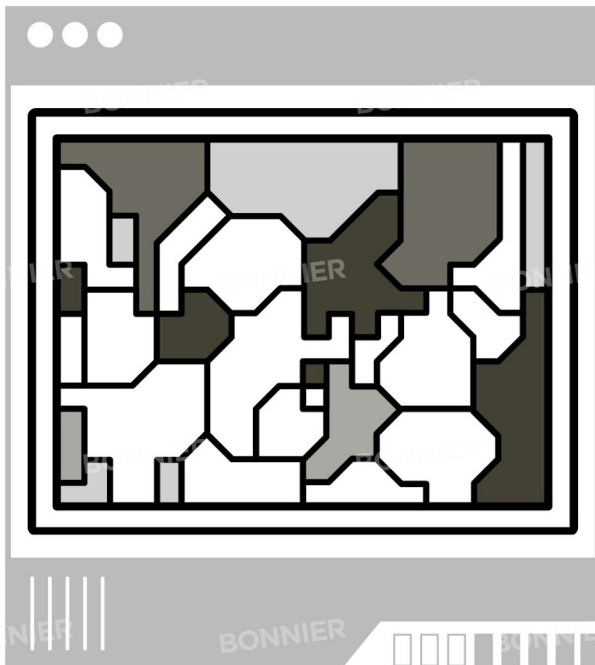
There are four clues:

- The coolant pump is either flushed or used last.
- The first step does not involve the injectors, nor should anything be reinitialised or flushed.
- The third step is a bypass.
- The navicomp is used second, but not reinitialised.

		SHIP PART				ACTION			
									
STEP	1								
	2								
	3								
	4								
ACTION									
									
									
									

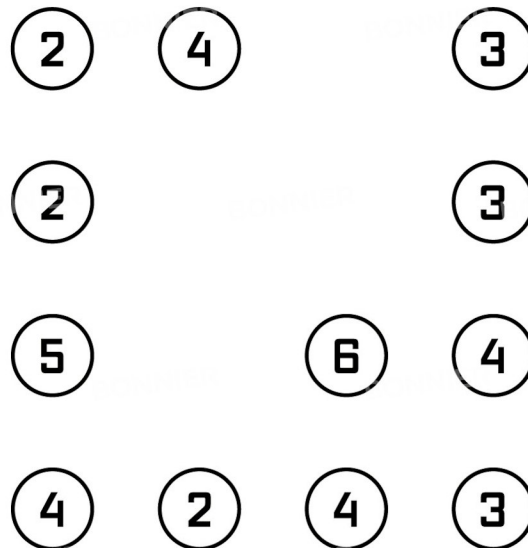
CHARTING A GALAXY

In the finished map, a shade or pattern may not border another area with the same shade or pattern. The solution can be logically concluded from territories that are already filled in.



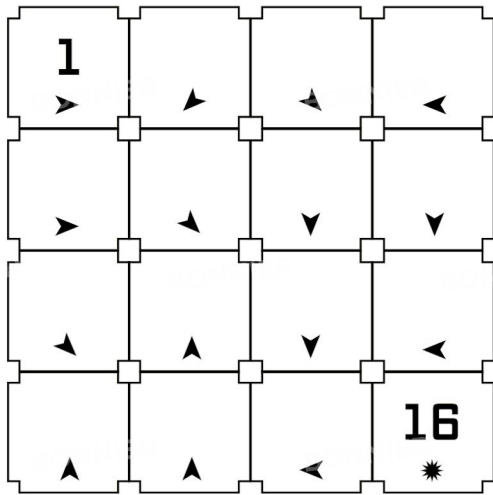
CONNECTIONS

Each island must be joined to a main group by at least one bridge that runs either vertically or horizontally. The number indicates how many bridges join an island. No more than two bridges may run alongside each other, and bridges may never cross.



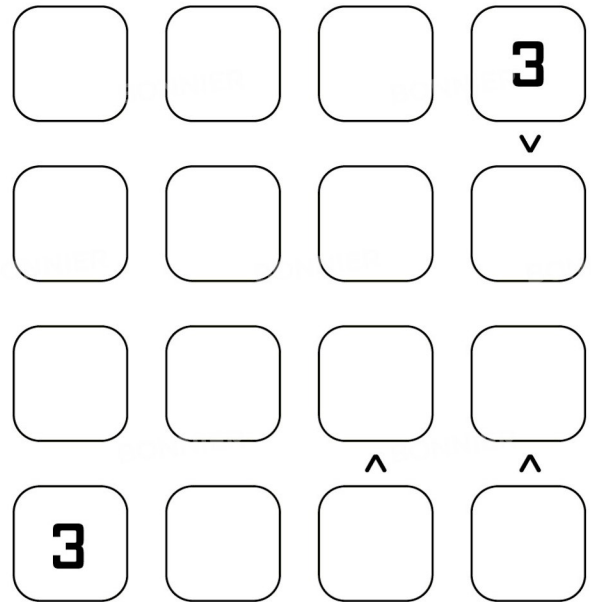
MIND MAP

Starting from square 1, each square in the grid must be visited once only, and the direction of the arrow in that square must be followed. You may pass over other arrows as you move.



UNEQUAL

The number square must be fully completed so that each number (1, 2, 3, 4) appears once only in each row and column. In addition, each greater than (>) or smaller than (<) symbol must be correct.



BONNIER

BONNIER

BONNIER

BONNIER

BONNIER

BONNIER

BONNIER

BONNIER

BONNIER

BONNIER

BONNIER

BONNIER

BONNIER

BONNIER

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BONNIER

BONNIER

BONNIER

**"BREATHE,
JUST BREATHE."**

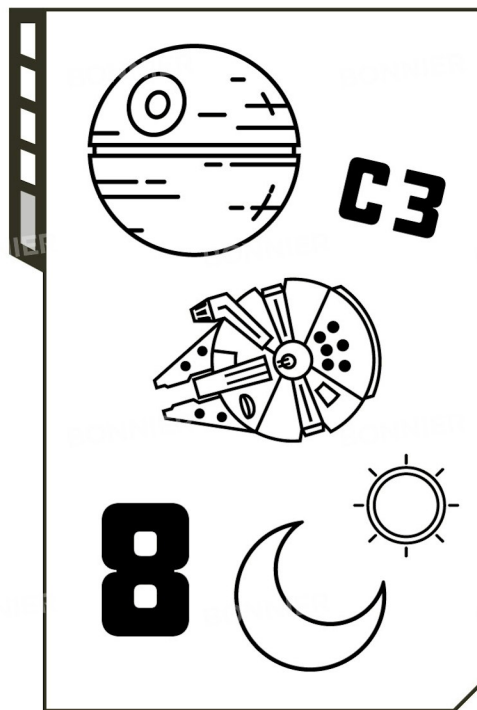
- LUKE SKYWALKER

Advice that is valid for many moments,
including the solving of puzzles.

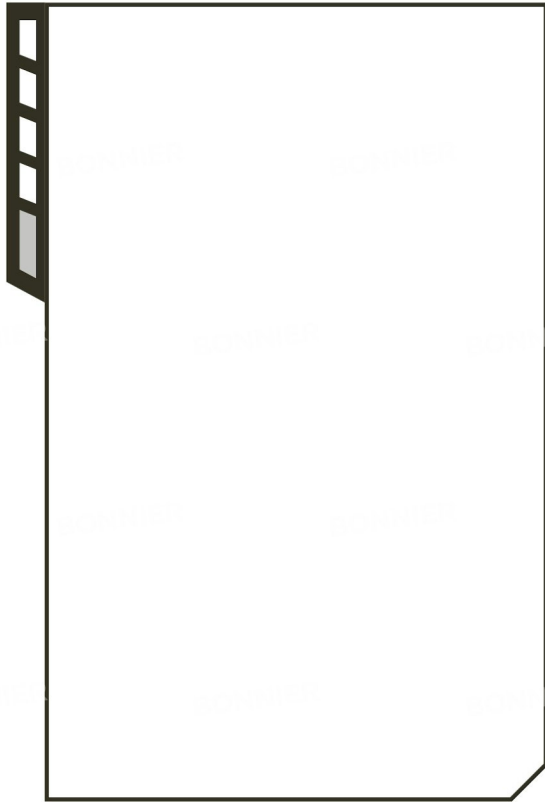


REFLECTING REALITY

Take 1 minute to observe the images on the page. Then turn the page and fill in as many of the shapes as you can in the box provided.

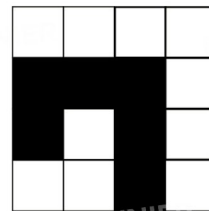
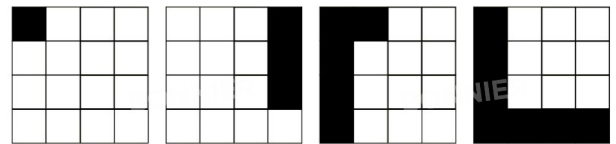


REFLECTING REALITY

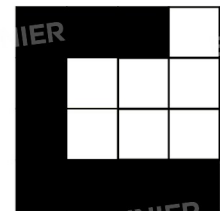


PATTERN RECOGNITION

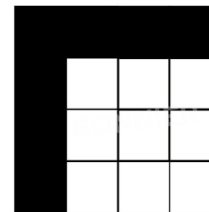
Which is the next square in this logical series: a, b or c?



a



b



c

ORDER FROM CHAOS

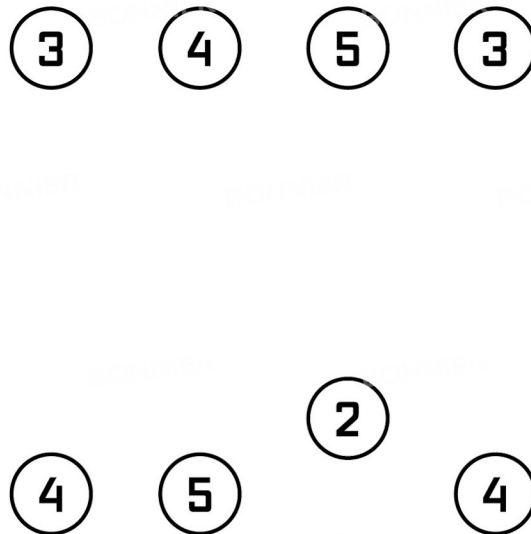
Each row, column and 2x2 box may only feature each number once: 1, 2, 3, 4.

3			
			3
4			
			1



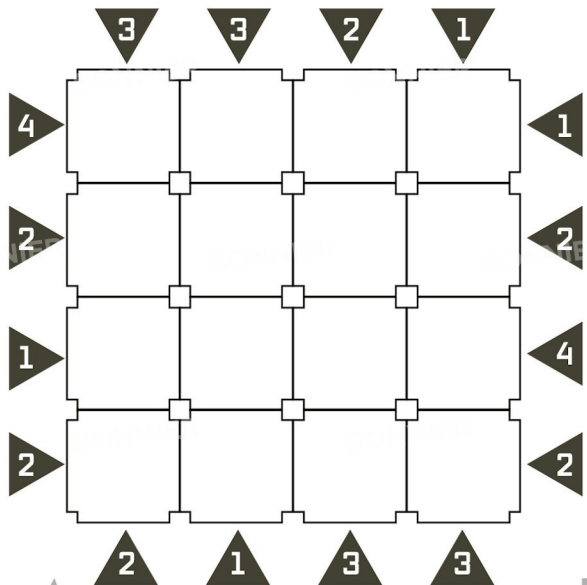
CONNECTIONS

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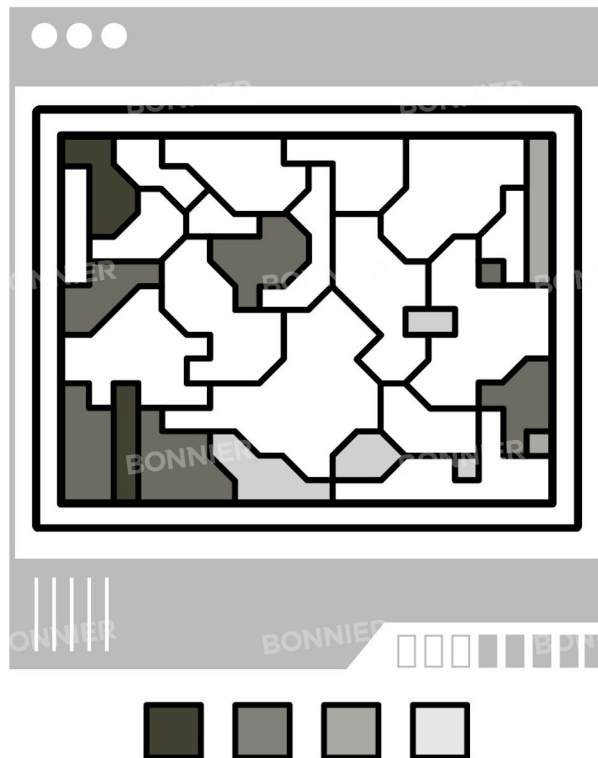
CORUSCANT SKYLINE

Each row and column must contain 1 only of each tower size. The numbers around the grid represent the number of towers that are visible from that viewpoint. Tall towers render the smaller ones behind them invisible, and a low tower will enable higher ones to be visible behind.



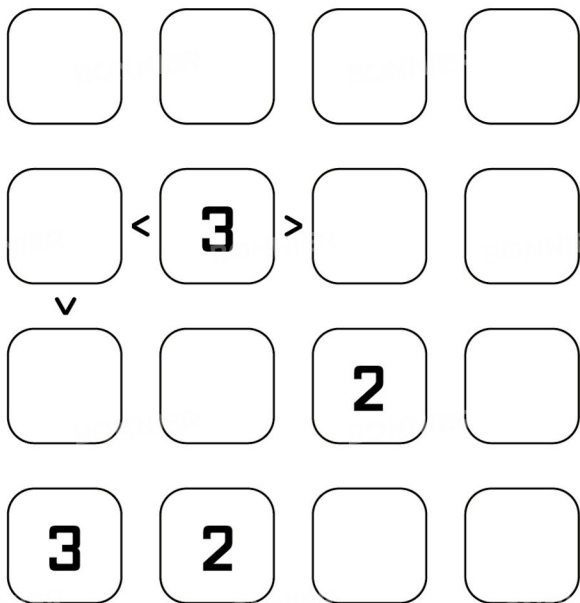
CHARTING A GALAXY

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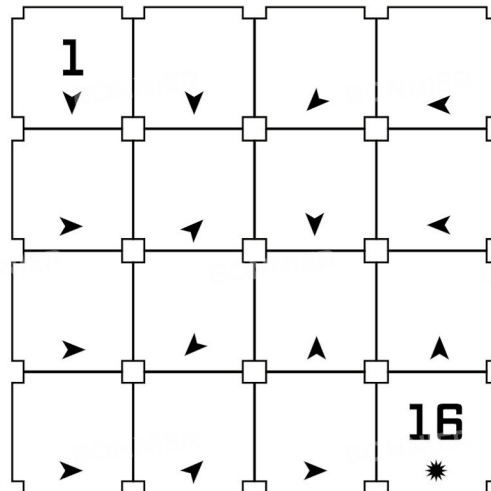
UNEQUAL

The number square must be fully completed so that each number (1, 2, 3, 4) appears once only in each row and column. In addition, each greater than (>) or smaller than (<) symbol must be correct.



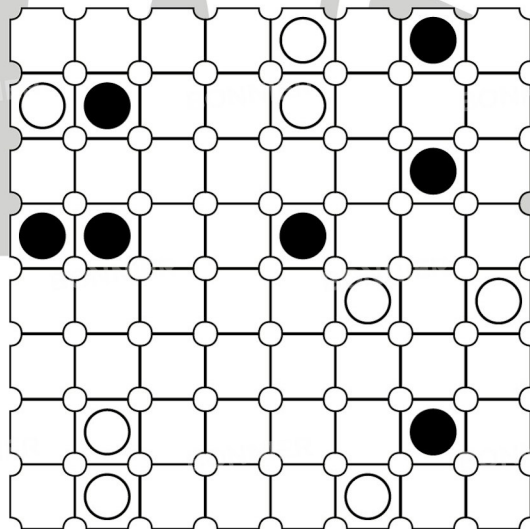
MIND MAP

Starting from square 1, each square in the grid must be visited once only, and the direction of the arrow in that square must be followed. You may pass over other arrows as you move.



BALANCE

Each row and column must contain the same number of dark side tiles and light side tiles. Neither black or white may have more than two consecutive tiles in a row or column. No two rows or columns may be identical.



**“BUT MASTER
YODA SAID I
SHOULD BE
MINDFUL OF THE
FUTURE.”**

**“BUT NOT AT
THE EXPENSE OF
THE MOMENT.”**

– OBI-WAN KENOBI
AND QUI-GON JINN

Solve a puzzle when you have
a puzzle in front of you.

LOGICAL DEDUCTION













A Rebel exfiltration team must retrieve a high-value prisoner from a top-security Imperial prison. There are four possible cells, each guarded by a different number of guards, and each with a different droid assigned to it.
















There are five clues:

- The cell with 3 guards either has P-10V assigned to it, or is AA-23.
- Regarding P-10V and R1-KR, one is at the cell guarded by 2 guards, the other is at cell 3827.
- M5-D4 was outside cell 2187.
- R1-KR was with 1 guard.
- The prisoner was in the most heavily guarded cell.

Can you work out where the prisoner is being held?

Use the clues to fill in the grid opposite and log what you know, then use logical deduction to work out what you don't!

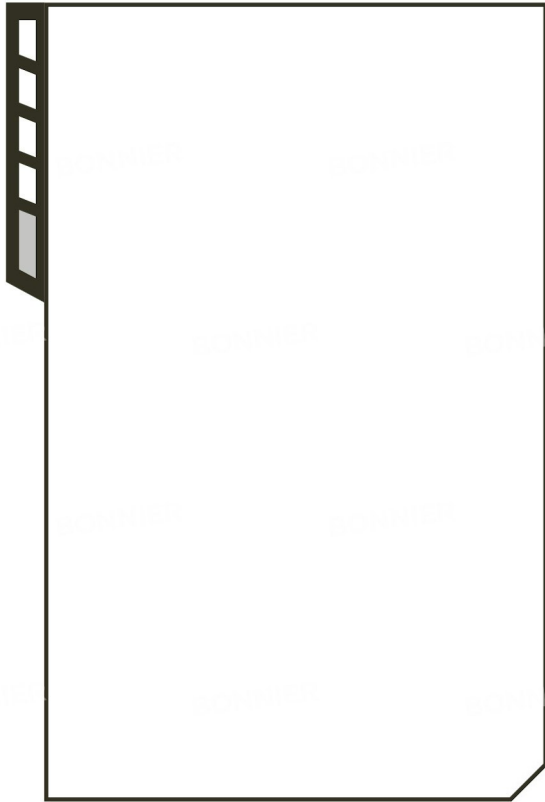
DROIDS					
	P-10V	R1-KR	M5-D4	C-187	
	NUMBER OF GUARDS				
		1	2	3	4
CELL NUMBER					
		3827	2187	1138	AA-23

	DROIDS				CELL			
								
GUARDS								
								
								
								
CELL								
								
								

JEDI KNIGHT PUZZLES

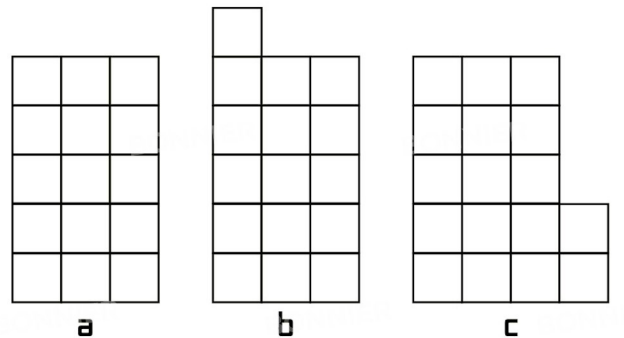
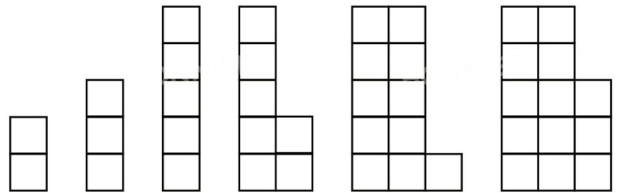
This section contains puzzles that will offer more of a challenge. Fortunately, you have used your time wisely and have worked out different methods for solving the various puzzle types. Now is your chance to apply those methods...

REFLECTING REALITY



PATTERN RECOGNITION

Which comes next in this logical series: a, b or c?



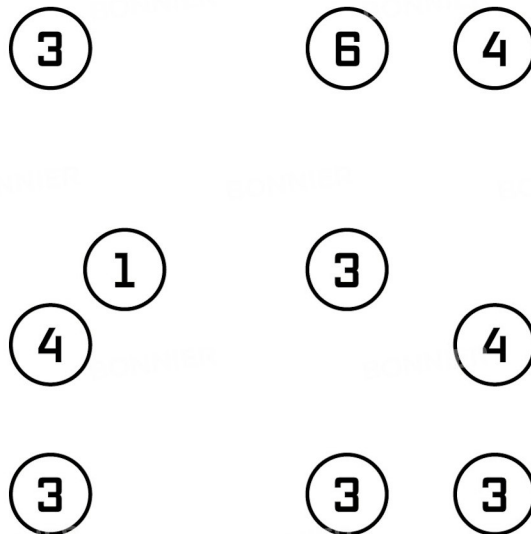
ORDER FROM CHAOS

Each row, column and 3x3 box may only feature each number once: 1, 2, 3, 4, 5, 6, 7, 8, 9.

		7	4					
			7				2	6
1	2			3				5
2			3	6		9		
		4				5		
		6		5	4			7
5				7			1	2
3	4				8			
					2	8		

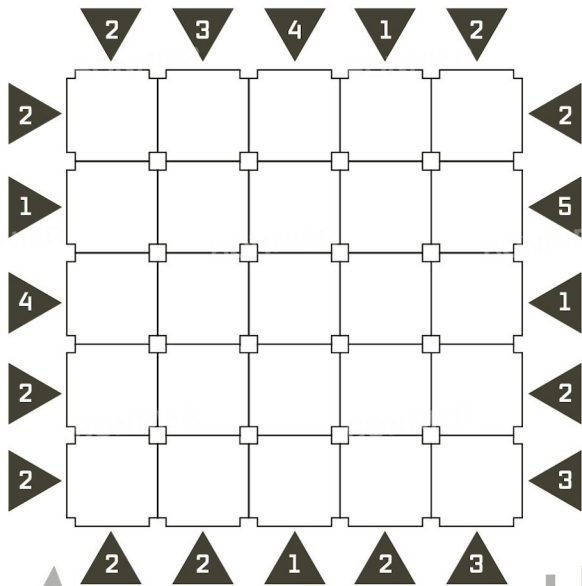
CONNECTIONS

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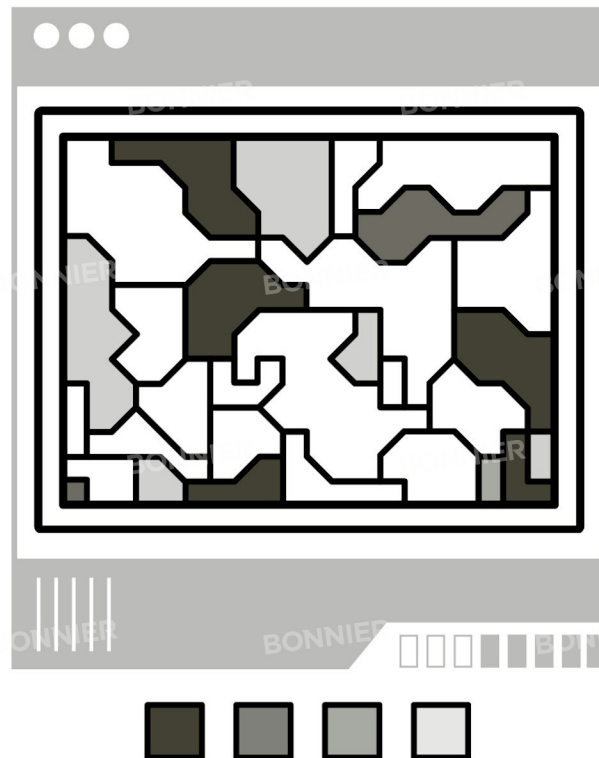
CORUSCANT SKYLINE

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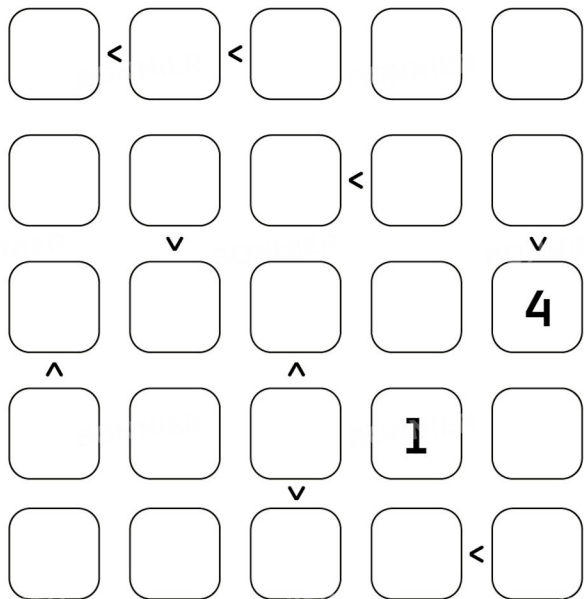
CHARTING A GALAXY

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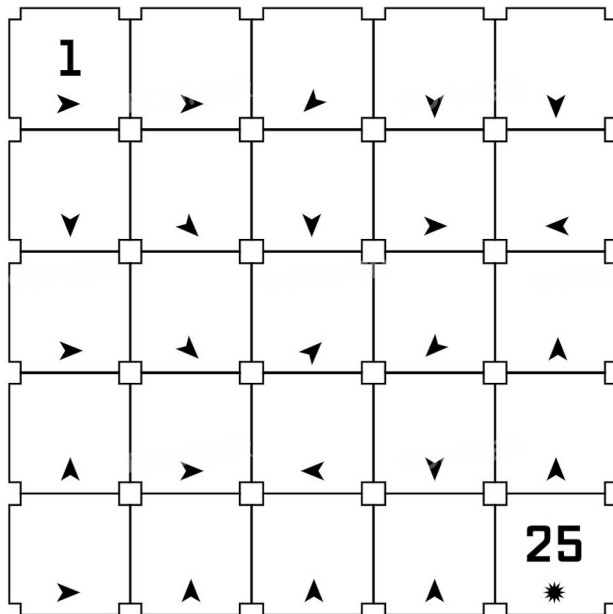
UNEQUAL

The number square must be fully completed so that each number (1, 2, 3, 4, 5) appears once only in each row and column. In addition, each greater than (>) or smaller than (<) symbol must be correct.



MIND MAP

Starting from square 1, each square in the grid must be visited once only, and the direction of the arrow in that square must be followed. You may pass over other arrows as you move.



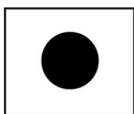
LOGICAL DEDUCTION

Daredevil racers come from all over the galaxy to participate in the dangerous sporting spectacle that is podracing, wherever big races are held. The Boonta Eve Classic, held in Mos Espa on the remote planet Tatooine, is famous for its rugged, rocky course, which demands tremendous skill and bravery. The top four finishers in this year's race come from four different worlds; can you work out where each pilot placed, and where they hail from?

RACERS



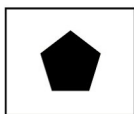
Mawhonic



Gasgano



Elan Mak



Dud Bolt

PLACES



Vulpter



Ploo IV



Hok



Troiken

FINISH



1



2



3



4

There are five clues:

- The racer from Troiken finished before the one from Vulpter.
- Gasgano finished right after Mawhonic.
- The racer from Ploo IV either finished in third place or is Dud Bolt.
- Gasgano finished two places before the racer from Vulpter.
- The person who finished first was from Hok.

		RACERS				PLACES			
FINISH	1								
	2								
	3								
	4								
PLACES									

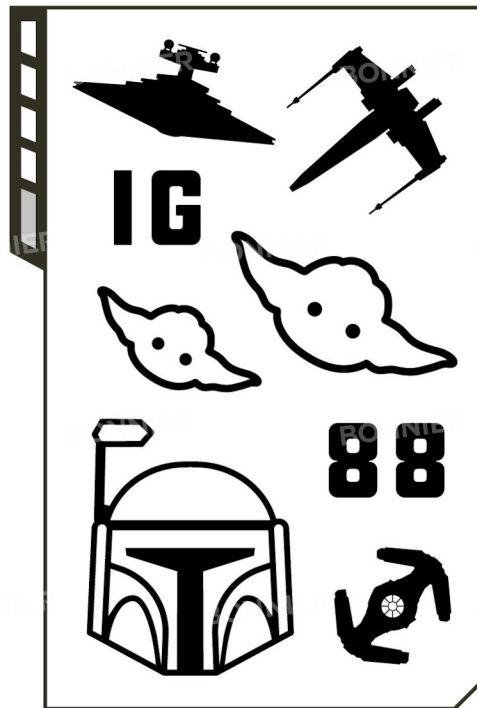
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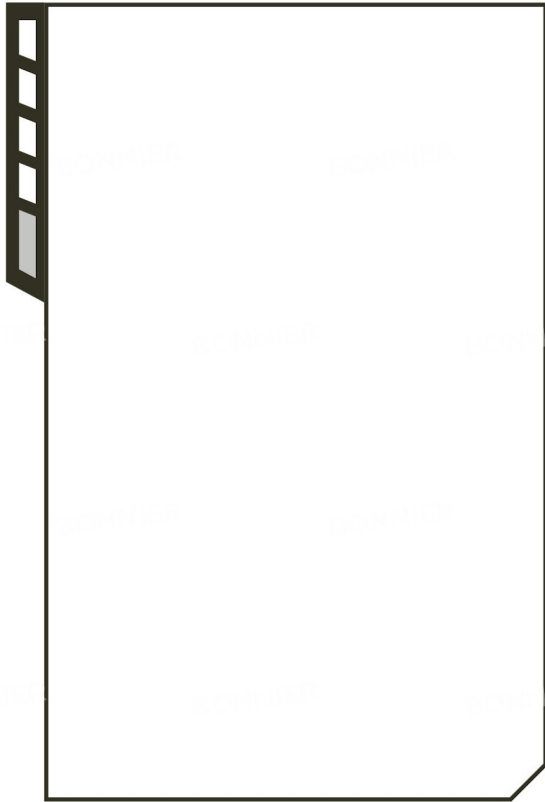
8		4					7	9
6			8					
	2				1			
		1		6		8	9	
7		9				6		1
	6	8		5		4		
			5				2	
					4			8
9	4					5		3

REFLECTING REALITY

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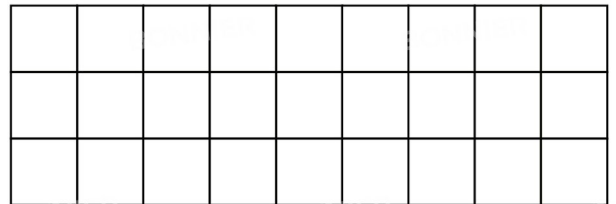
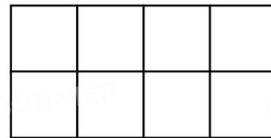


REFLECTING REALITY



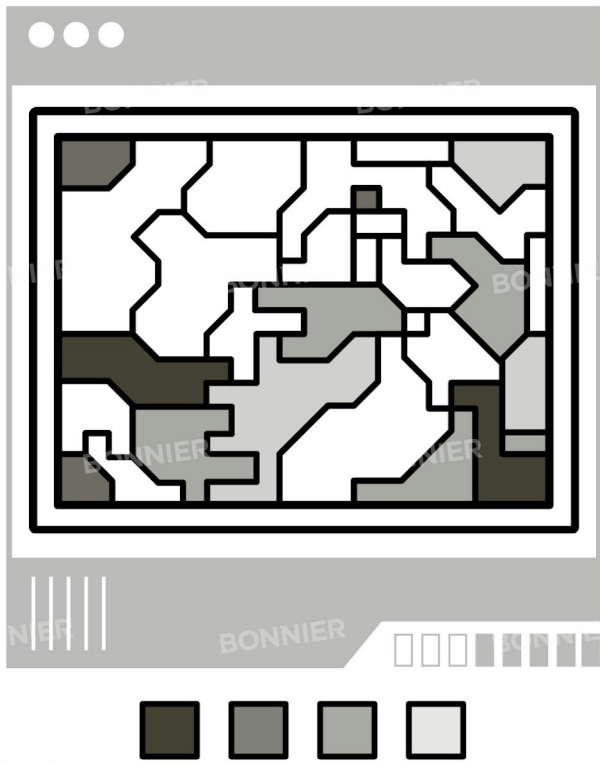
PATTERN RECOGNITION

How many squares will be in the next shape in this sequence?



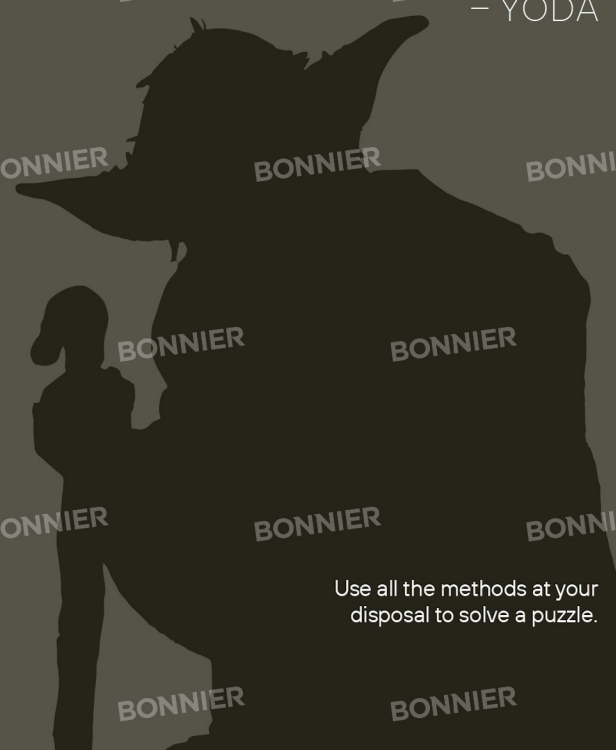
CHARTING A GALAXY

In the finished map, a shade or pattern may not border another area with the same shade or pattern. The solution can be logically concluded from territories that are already filled in.



"THAT IS THE WAY OF THINGS ... THE WAY OF THE FORCE."

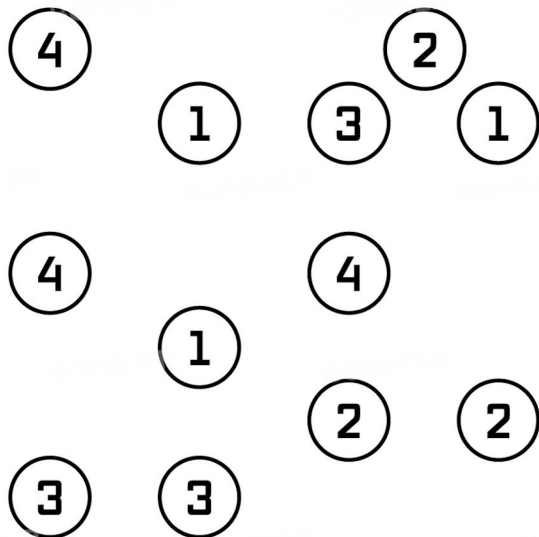
- YODA



Use all the methods at your disposal to solve a puzzle.

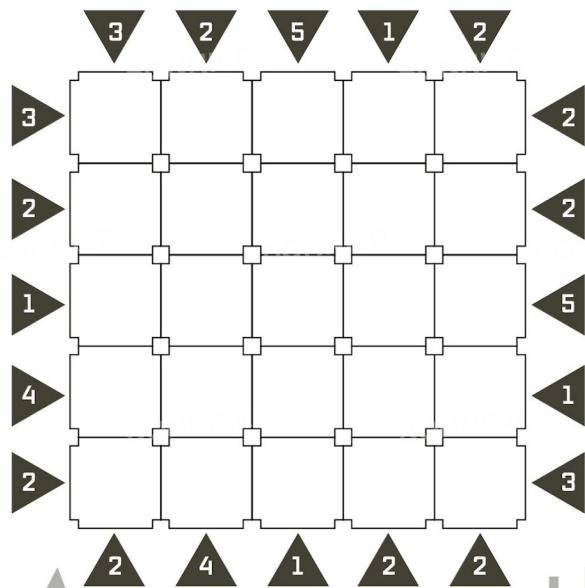
CONNECTIONS

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CORUSCANT SKYLINE

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ORDER FROM CHAOS

Each row, column and 3x3 box may only feature each number once: 1, 2, 3, 4, 5, 6, 7, 8, 9.

			2				7
		7				3	
5	1		6	3		8	2
	3			7			2
1	9		2		3		8
4				9			3
	4	6		1	2		9
		9				2	
3				8			



UNEQUAL

The number square must be fully completed so that each number (1, 2, 3, 4, 5) appears once only in each row and column. In addition, each greater than (>) or smaller than (<) symbol must be correct.

		1		
		v		
				<
	<			
		v		
			2	
				v
	<		<	<



LOGICAL DEDUCTION

During the Clone Wars, many troops were stationed on different planets, and sometimes they would have to wait a long time before they saw action. One night on Rishi Moon, four clone troopers were taking shifts on the night watch, and each one reported a different sighting.

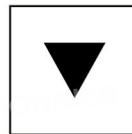
Can you work out what each trooper's shift was, and what each one saw?

There are five clues:

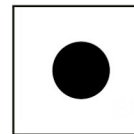
- The trooper on the 3–6 shift saw the Captain.
- Bullseye was on the second shift.
- Thunder took the shift after the person who saw the clone trooper.
- The 12–3 shift was either taken by Thunder or the person who saw the starfighter.
- Brunt took the shift before the person who saw the Captain.

Use the clues to fill in the grid overleaf and log what you know, then use logical deduction to work out what you don't!

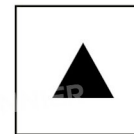
TROOPERS



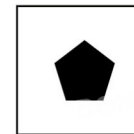
Thunder



Vann

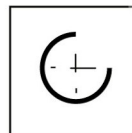


Bullseye

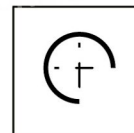


Brunt

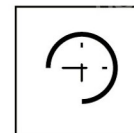
SHIFTS



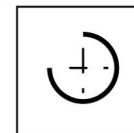
12–3



3–6



6–9



9–12

AND IN THE END-OF-SHIFT REPORT, EACH ONE REPORTED THAT THEY'D SEEN SOMETHING DIFFERENT:



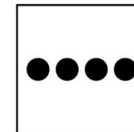
Starfighter



Clone trooper



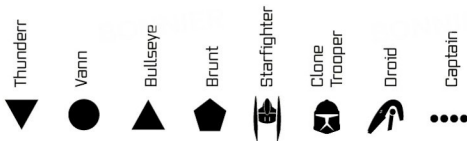
Droid



Captain

TROOPERS

SAW



SHIFTS

SAW

12-3

3-6

6-9

9-12

Starfighter

Clone Trooper

Droid

Captain

“ADVENTURE.
EXCITEMENT.
A JEDI CRAVES NOT
THESE THINGS.”

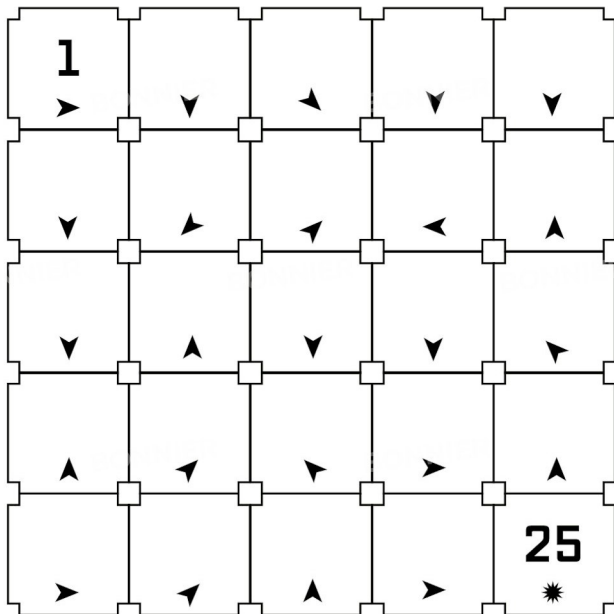
– YODA



Fortunately, solving puzzles can provide a safe alternative for both. In moderation.

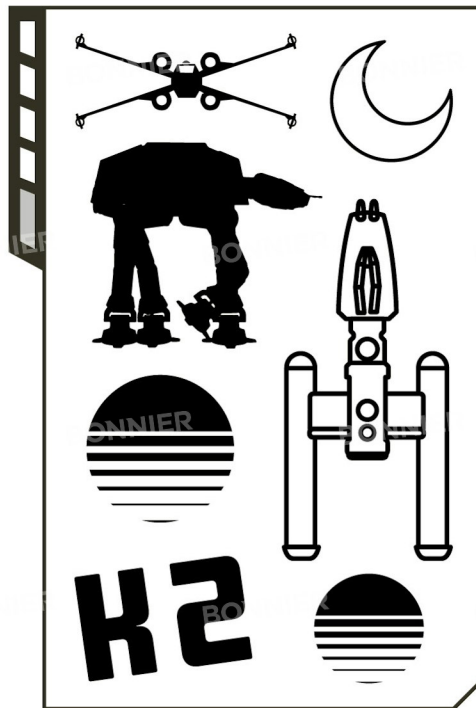
MIND MAP

Starting from square 1, each square in the grid must be visited once only, and the direction of the arrow in that square must be followed. You may pass over other arrows as you move.

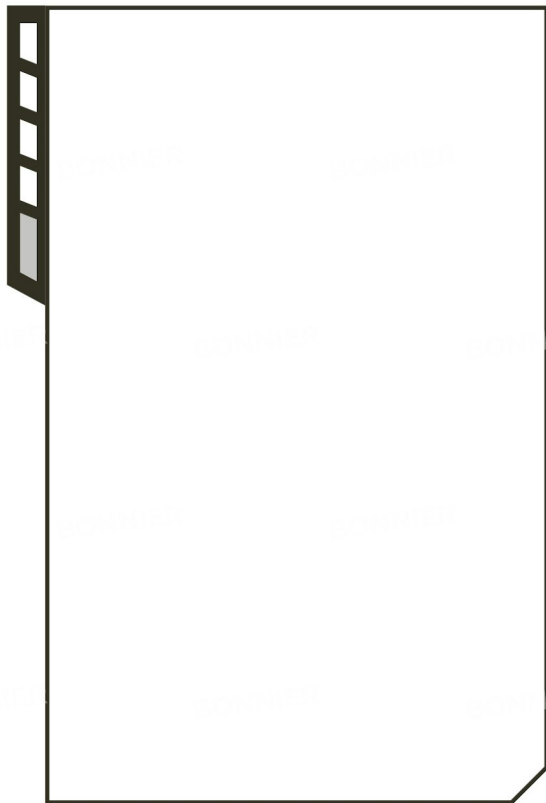


REFLECTING REALITY

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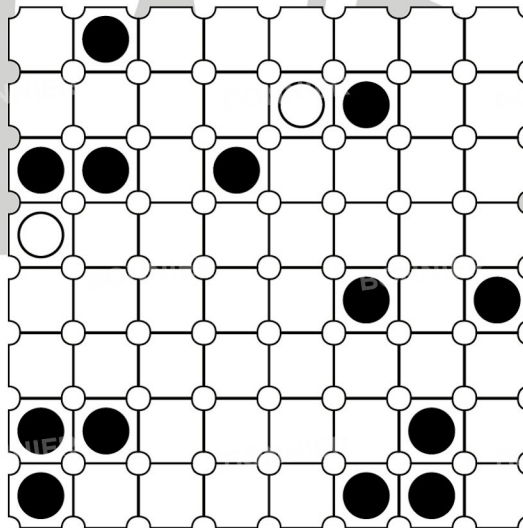


REFLECTING REALITY



BALANCE

Each row and column must contain the same number of dark side tiles and light side tiles. Neither black or white may have more than two consecutive tiles in a row or column. No two rows or columns may be identical.



PATTERN RECOGNITION

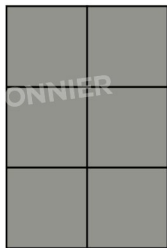
How many blocks will be in the next shape in this logical sequence?



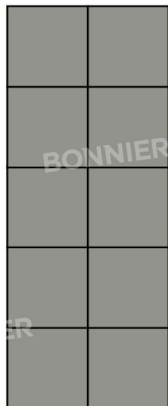
1



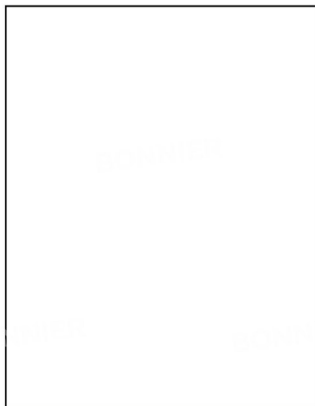
3



6



10



?

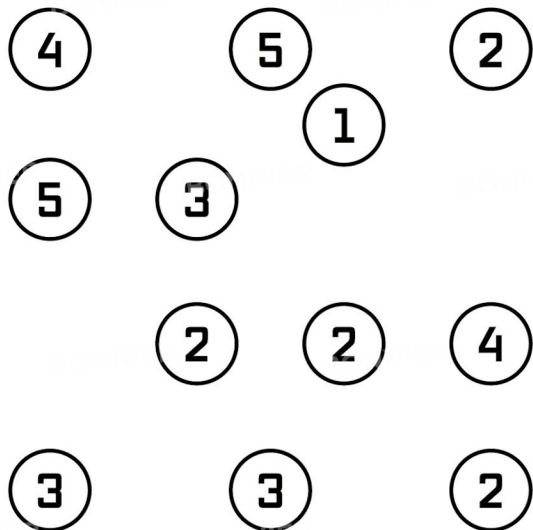
ORDER FROM CHAOS

Each row, column and 3x3 box may only feature each number once: 1, 2, 3, 4, 5, 6, 7, 8, 9.

7		1	6			4		
			7					9
8	6							
	9			1	6	8		
5		2				1		6
		8	5	9			2	
							7	8
3					7			
		5			4	2		1

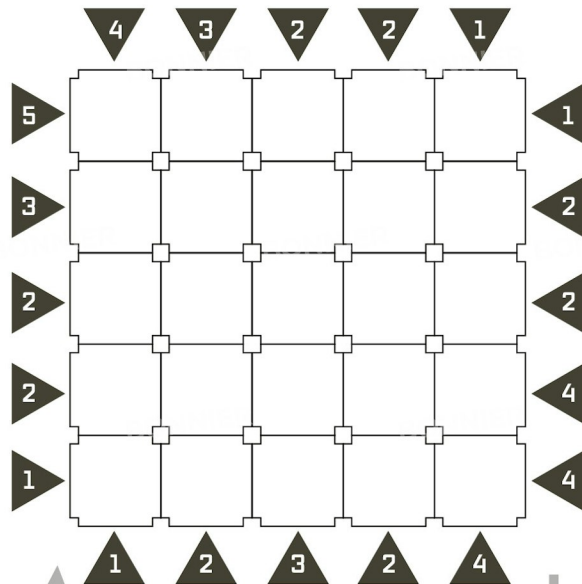
CONNECTIONS

Each island must be joined to a main group by at least one bridge that runs either vertically or horizontally. The number indicates how many bridges join an island. No more than two bridges may run alongside each other, and bridges may never cross.



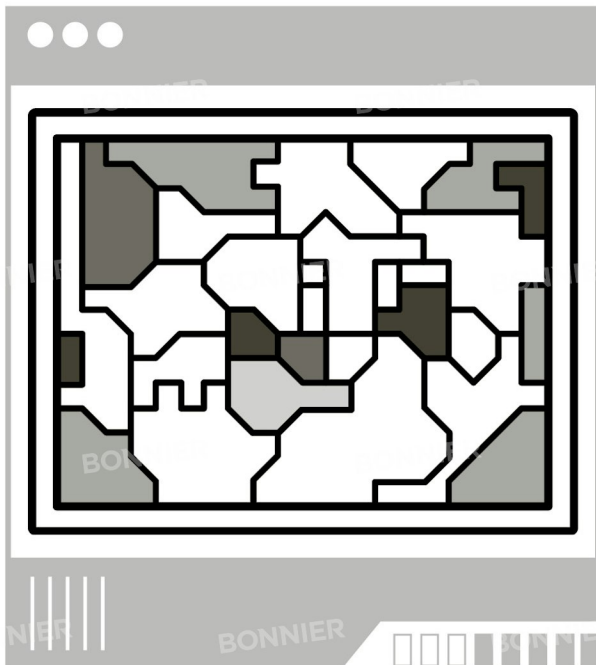
CORUSCANT SKYLINE

Each row and column must contain 1 only of each tower size. The numbers around the grid represent the number of towers that are visible from that viewpoint. Tall towers render the smaller ones behind them invisible, and a low tower will enable higher ones to be visible behind.



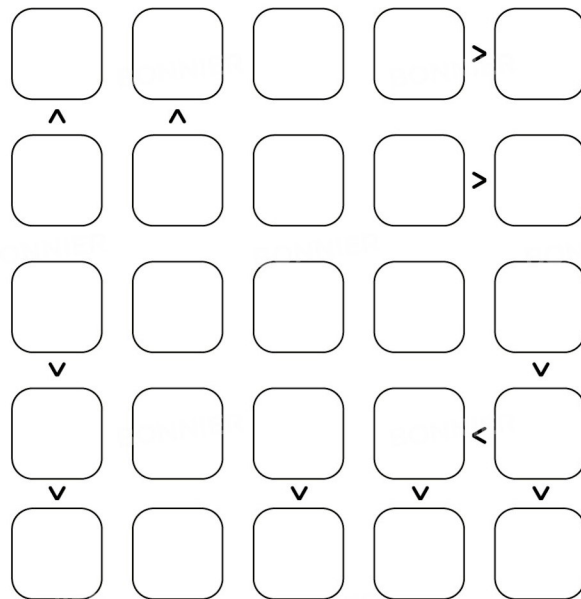
CHARTING A GALAXY

In the finished map, a shade or pattern may not border another area with the same shade or pattern. The solution can be logically concluded from territories that are already filled in.



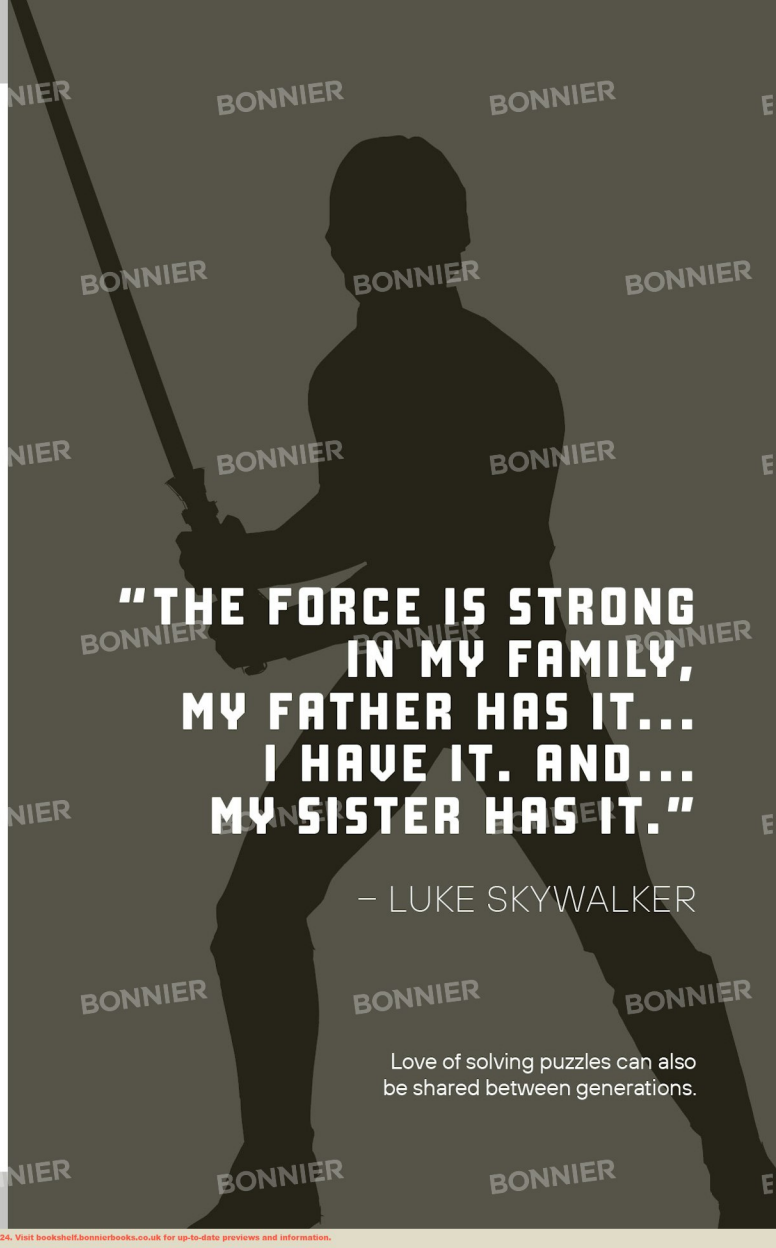
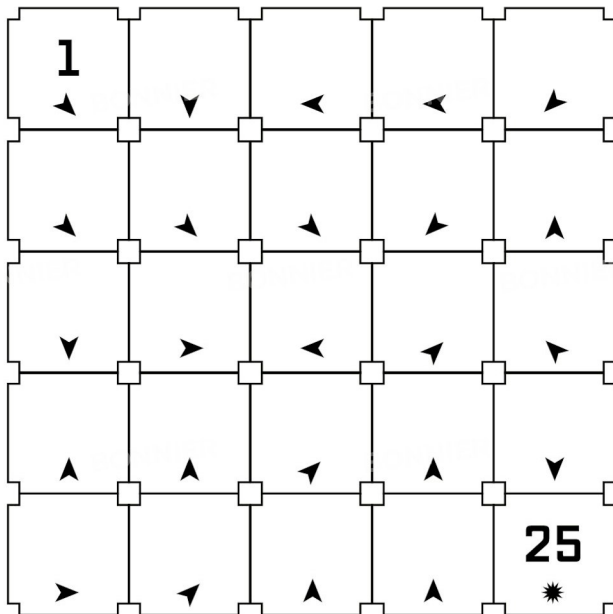
UNEQUAL

The number square must be fully completed so that each number (1, 2, 3, 4, 5) appears once only in each row and column. In addition, each greater than (>) or smaller than (<) symbol must be correct.



MIND MAP

Starting from square 1, each square in the grid must be visited once only, and the direction of the arrow in that square must be followed. You may pass over other arrows as you move.



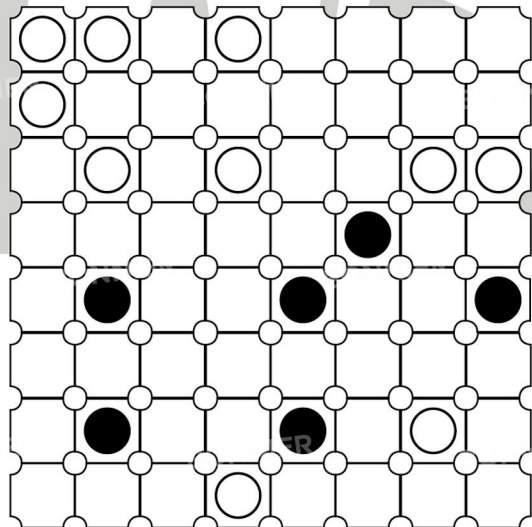
**"THE FORCE IS STRONG
IN MY FAMILY,
MY FATHER HAS IT...
I HAVE IT. AND...
MY SISTER HAS IT."**

– LUKE SKYWALKER

Love of solving puzzles can also be shared between generations.

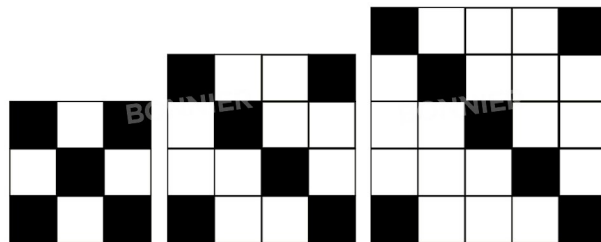
BALANCE

Each row and column must contain the same number of dark side tiles and light side tiles. Neither black or white may have more than two consecutive tiles in a row or column. No two rows or columns may be identical.



PATTERN RECOGNITION

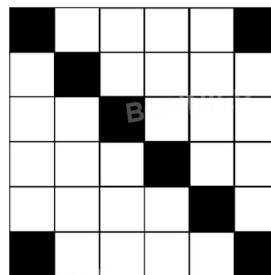
What should be the next number in this logical sequence?



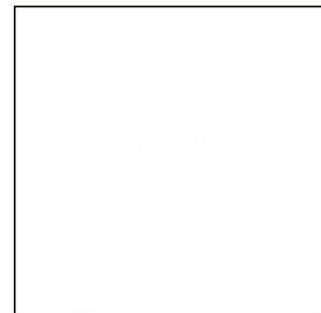
4

10

18



28



?

LOGICAL DEDUCTION

The great Smugglers' Bazaar on Nar Shaddaa offers an infinite variety of cargo. Can you determine the market price and origin of each of four trade goods, and which trader is importing them?

There are eight clues:

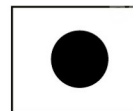
- Proton torpedoes, the product from Myxel, and the product from Anaxes are all different.
- Fungal wine, the product that costs 421 credits, and the product from Myxel are all different.
- Proton torpedoes do not come from Chandrila.
- The product at 140 credits was smuggled by S1-NBD.
- Organs are sold by Bahg Het.
- Proton torpedoes are either supplied by Helch or S1-NBD.
- The product from Chandrila is not the cheapest, but costs less than the product sold by Bahg Het.
- Between baradium and the product from Myxel, one has a price of 305, and the other is sold by S1-NBD.

Use the clues to fill in the grid overleaf and log what you know, then use logical deduction to work out what you don't!

TRADERS



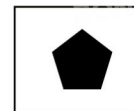
Helch



S1-NBD



Jolomin



Bahg Het

PLANETS



Chandrila



Myxel



Anaxes



Corellia

MARKET PRICE



140



213



305



421

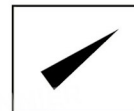
CARGO



Organs



Baradium



Proton
Torpedoes







Fungal
Wine



TRADERS

GOODS

PLANETS

Helch  SI-NBD  Jolamin  Bagh Het 

Organs  Baradium  Torpedoes  Wine  Chandrila  Myxel  Anaxes  Corellia 

PRICE

140 
 213 
 305 
 421 

PLANETS

Chandrila 
 Myxel 
 Anaxes 
 Corellia 

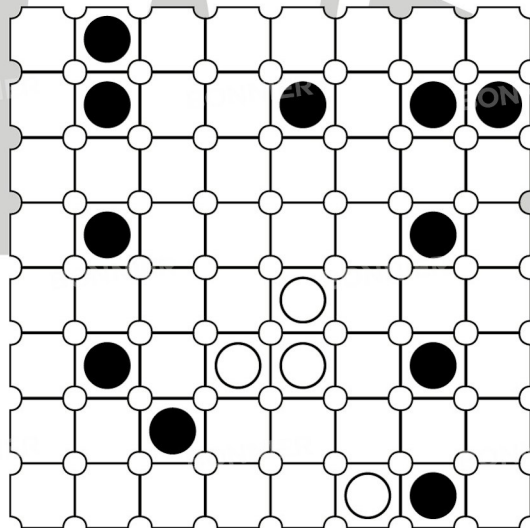
GOODS

Organs 
 Baradium 
 Torpedoes 
 Wine 

	Helch	SI-NBD	Jolamin	Bagh Het		Organs	Baradium	Torpedoes	Wine	Chandrila	Myxel	Anaxes	Corellia
140													
213					BONNIER								
305													
421													
Chandrila					NIER	BONNIER							
Myxel													
Anaxes													
Corellia					BONNIER								
Organs													
Baradium													
Torpedoes													
Wine													

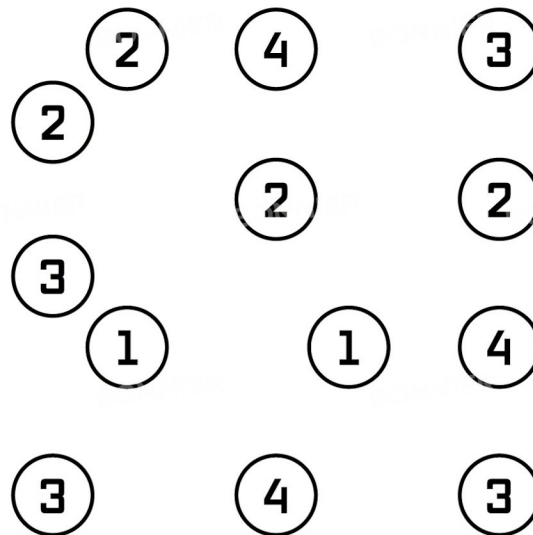
BALANCE

Each row and column must contain the same number of dark side tiles and light side tiles. Neither black or white may have more than two consecutive tiles in a row or column.



CONNECTIONS

Each island must be joined to a main group by at least one bridge that runs either vertically or horizontally. The number indicates how many bridges join an island. No more than two bridges may run alongside each other, and bridges may never cross.

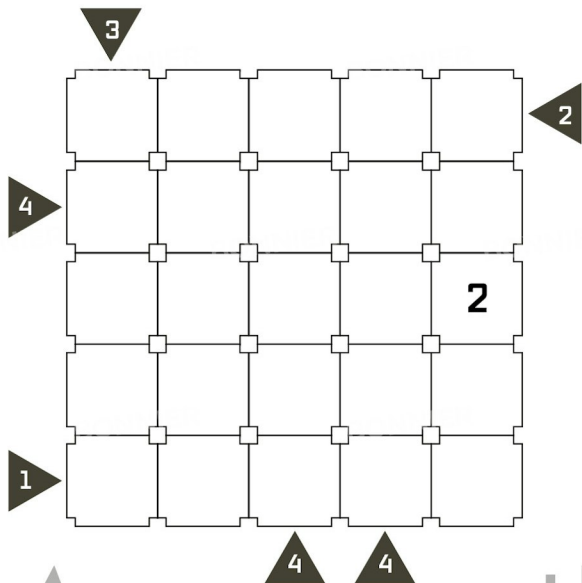


JEDI MASTER PUZZLES

It is time to face the biggest challenge. These puzzles should tax your brain and provide a stiff challenge for your thought processes and logical thinking prowess. Fortunately, you have proved yourself worthy, and the lessons you have learned and the strategies developed in previous sections will serve you well...

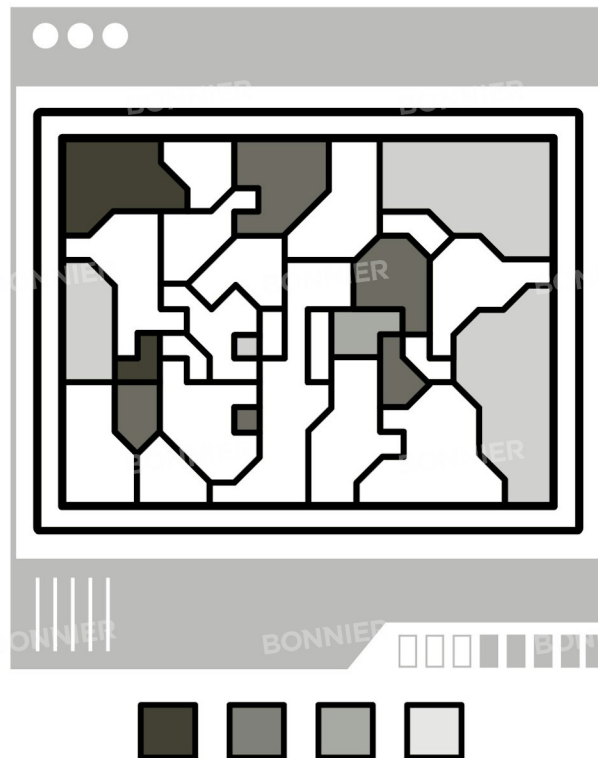
CORUSCANT SKYLINE

Each row and column must contain 1 only of each tower size. The numbers around the grid represent the number of towers that are visible from that viewpoint. Tall towers render the smaller ones behind them invisible, and a low tower will enable higher ones to be visible behind.



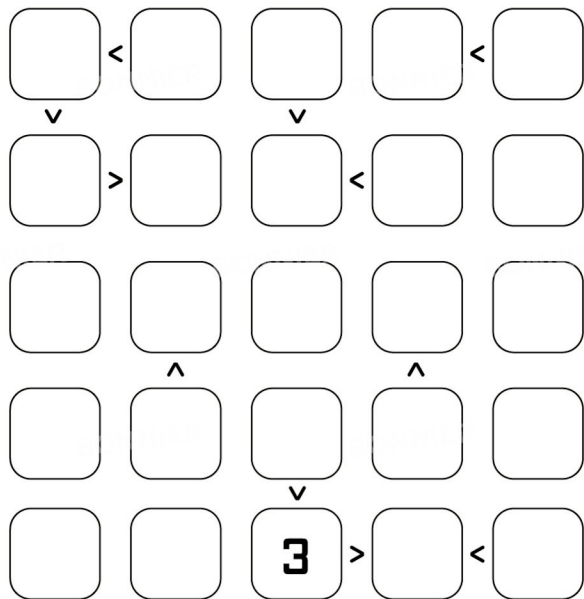
CHARTING A GALAXY

In the finished map, a shade or pattern may not border another area with the same shade or pattern. The solution can be logically concluded from territories that are already filled in.



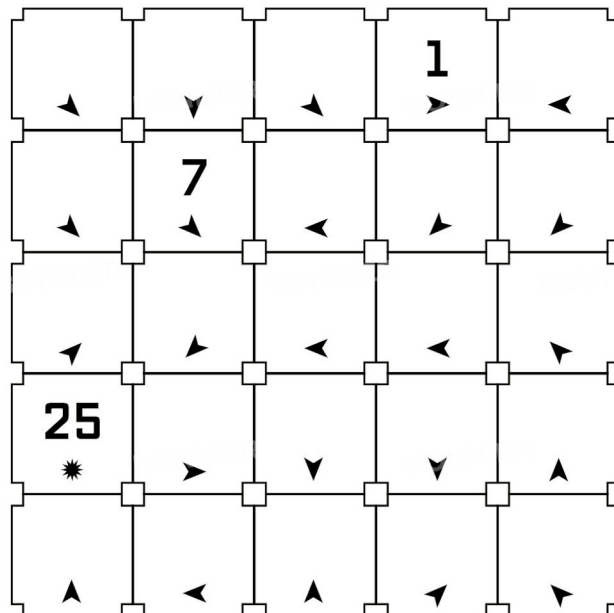
UNEQUAL

The number square must be fully completed so that each number (1, 2, 3, 4) appears once only in each row and column. In addition, each greater than (>) or smaller than (<) symbol must be correct.



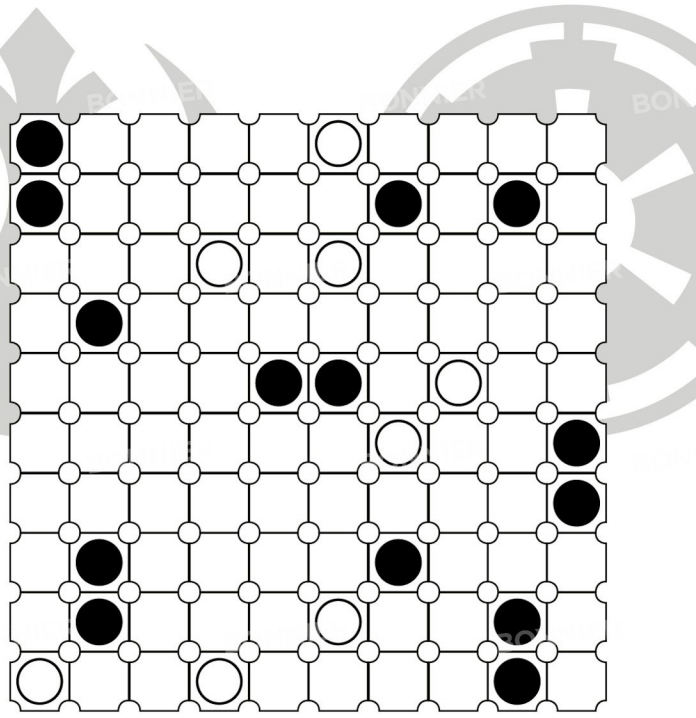
MIND MAP

Starting from square 1, each square in the grid must be visited once only, and the direction of the arrow in that square must be followed. You may pass over other arrows as you move.



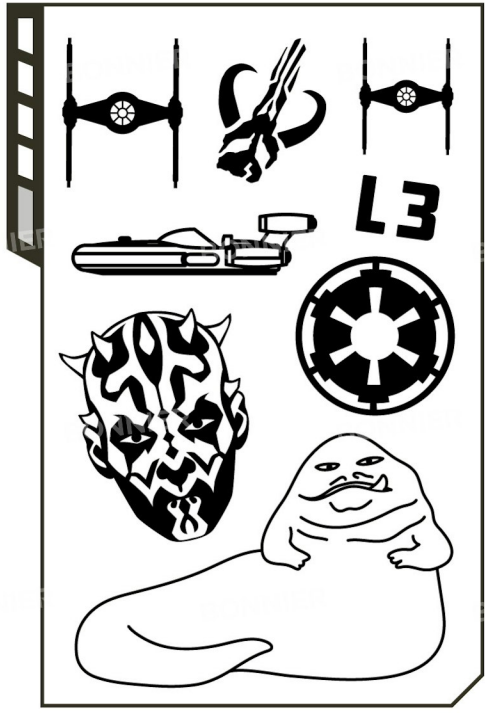
BALANCE

Each row and column must contain the same number of dark side tiles and light side tiles. Neither black or white may have more than two consecutive tiles in a row or column. No two rows or columns may be identical.

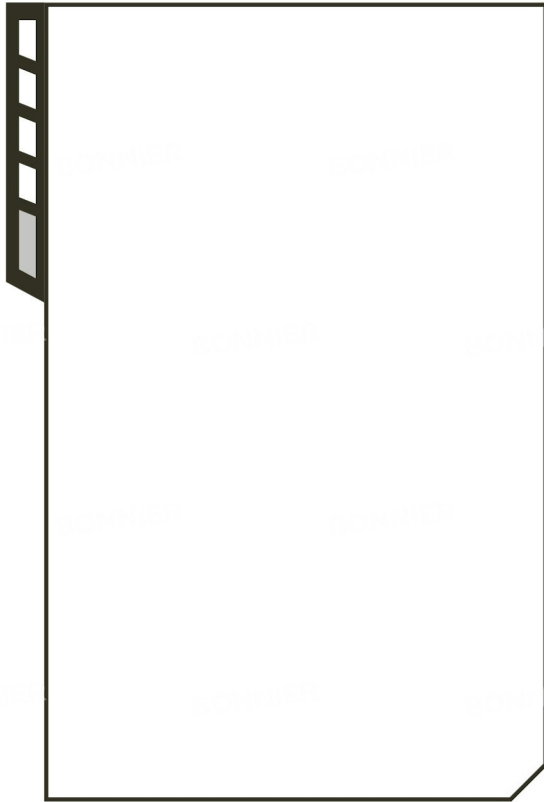


REFLECTING REALITY

Take 1 minute to observe the images on the page. Then turn over the page and fill in as many of the shapes as you can in the box provided.

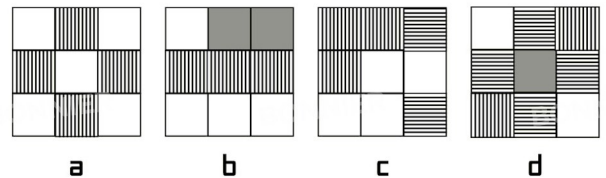
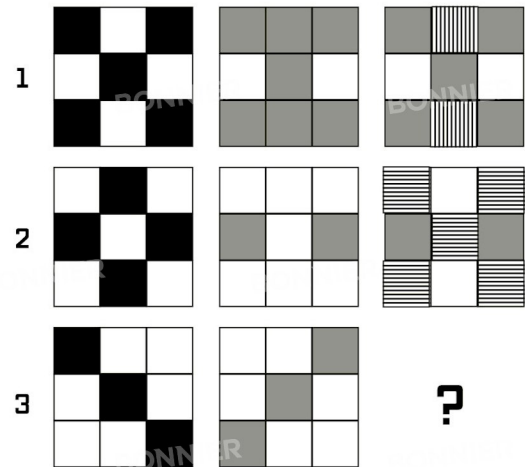


REFLECTING REALITY



PATTERN RECOGNITION

Which comes next in this logical series: a, b, c or d?



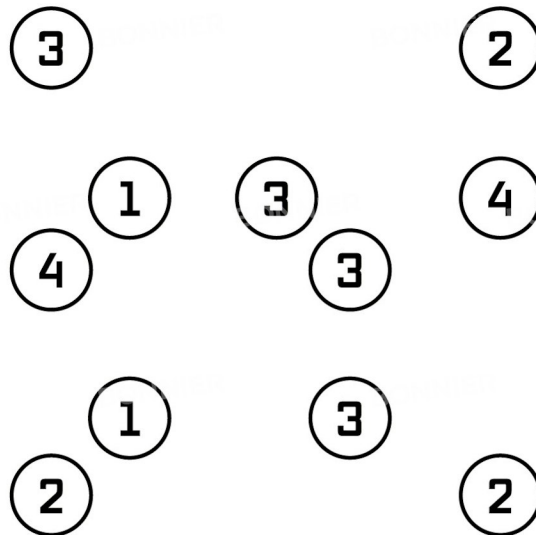
ORDER FROM CHAOS

Each row, column and 3x3 box may only feature each number once: 1, 2, 3, 4, 5, 6, 7, 8, 9.

7			8			4	2	6
		6	9		4			
	9			8		1		
	8			1			4	
		4		9			3	
			2		5	9		
3	2	7			9			1

CONNECTIONS

Each island must be joined to a main group by at least one bridge that runs either vertically or horizontally. The number indicates how many bridges join an island. No more than two bridges may run alongside each other, and bridges may never cross.



LOGICAL DEDUCTION

Four notorious galactic pirates have been captured, bringing their evil careers to an end, and each was given a long prison sentence. Using your powers of deduction, can you determine which pirate was given which sentence, the name of their flagship, and the location of their home base?

There are six clues:

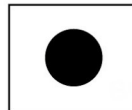
- Klyx Corben was not from Monador.
- Between the pirate sentenced to 125 years and the one based at Orfea, one captained the *Winter's Edge*, and the other is Artesz Bayn.
- The pirate of Reloon was sentenced to 50 years fewer than the person who flew the *Winter's Edge*.
- Of Artesz Bayn and the person sentenced to 75 years, one was based at Kappu, and the other owned the *Krayt*.
- Neither the pirate whose home system was Reloon nor the one from Monador is Artesz Bayn.
- The Pale Queen captained the *Fancy*.

Use the clues to fill in the grid overleaf and log what you know, then use logical deduction to work out what you don't!

PIRATE CAPTAINS:



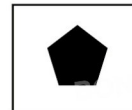
Veslek



The Pale Queen



Klyx Corben



Artesz Bayn

HOME SYSTEMS:



Monador



Reloon



Orfea



Kappu

FLAGSHIPS:



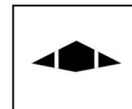
Relict



Winter's Edge



Krayt



Fancy

JAIL SENTENCE:



50 years



75 years



100 years



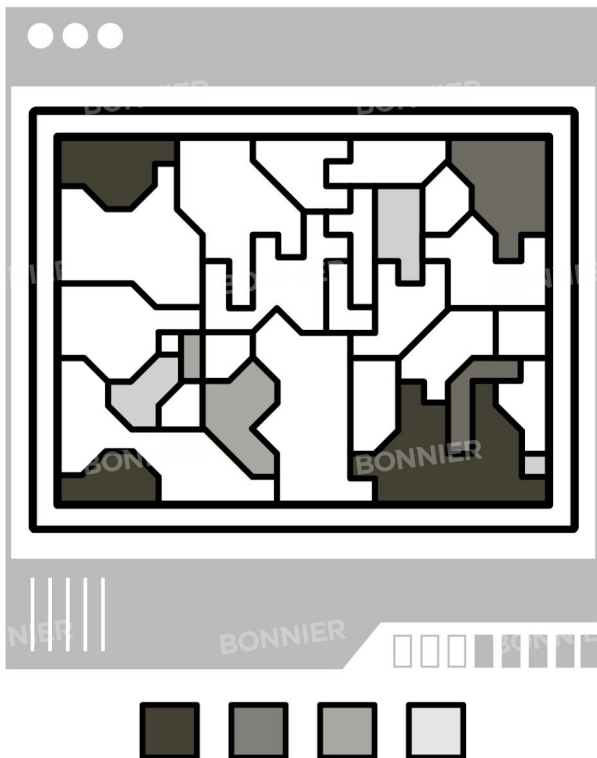
125 years



		PIRATES				FLAGSHIPS				HOME SYSTEMS			
		Veslek ▼	Pale Queen ●	Klyx ▲	Artesz ◆	Relict ◀	Winter's Edge ◀	Krayt ▶	Fancy ▶	Monador ◉	Reloon ◉	Orfea ◉	Kappu ◉
JAIL SENTENCES	50 years	50											
	75 years	75											
	100 years	100											
	125 years	125											
HOME SYSTEMS	Monador	◉											
	Reloon	◉											
	Orfea	◉											
	Kappu	◉											
FLAGSHIPS	Relict	◀											
	Winter's Edge	◀											
	Krayt	▶											
	Fancy	▶											

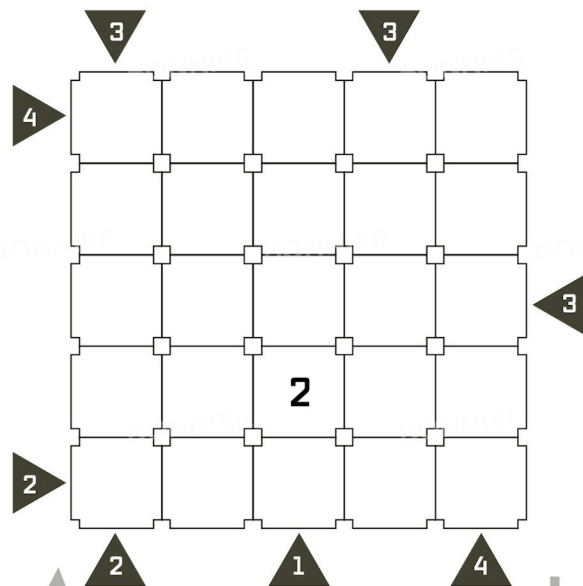
CHARTING A GALAXY

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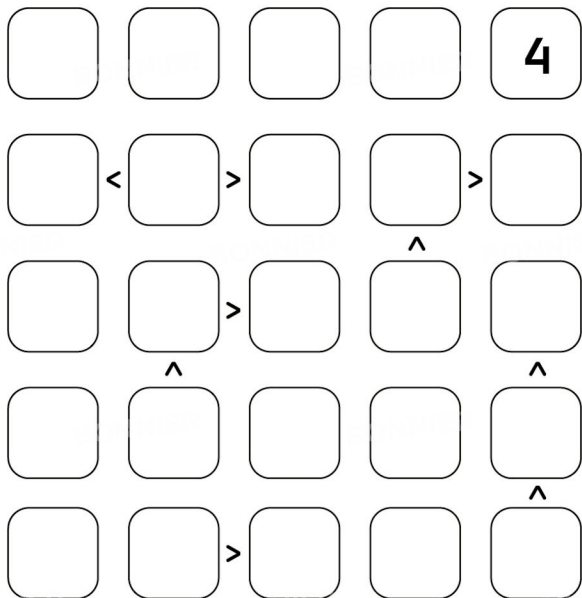
CORUSCANT SKYLINE

Each row and column must contain 1 only of each tower size. The numbers around the grid represent the number of towers that are visible from that viewpoint. Tall towers render the smaller ones behind them invisible, and a low tower will enable higher ones to be visible behind.



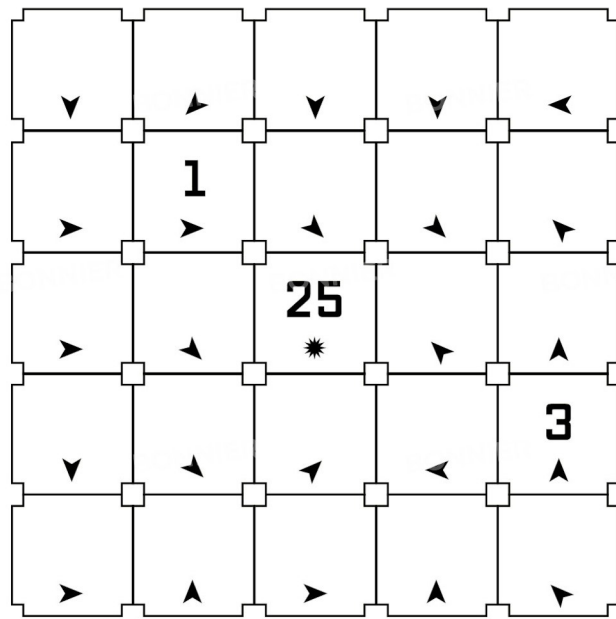
UNEQUAL

The number square must be fully completed so that each number (1, 2, 3, 4, 5) appears once only in each row and column. In addition, each greater than (>) or smaller than (<) symbol must be correct.

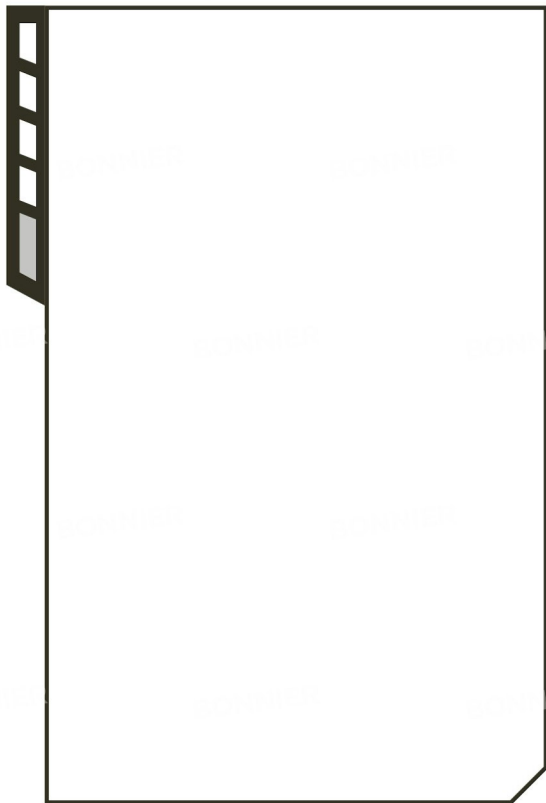


MIND MAP

Starting from square 1, each square in the grid must be visited once only, and the direction of the arrow in that square must be followed. You may pass over other arrows as you move.

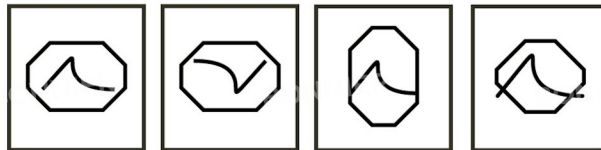
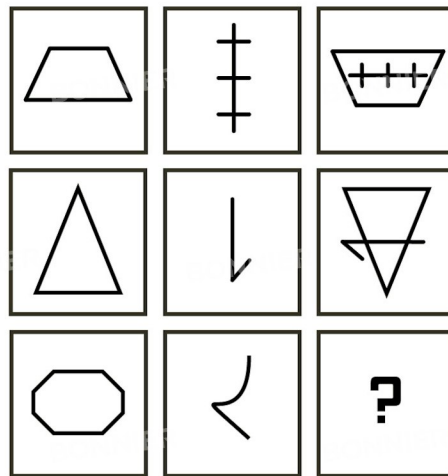


REFLECTING REALITY



PATTERN RECOGNITION

Which of the shapes below completes the sequence:
a, b, c or d?



a

b

c

d

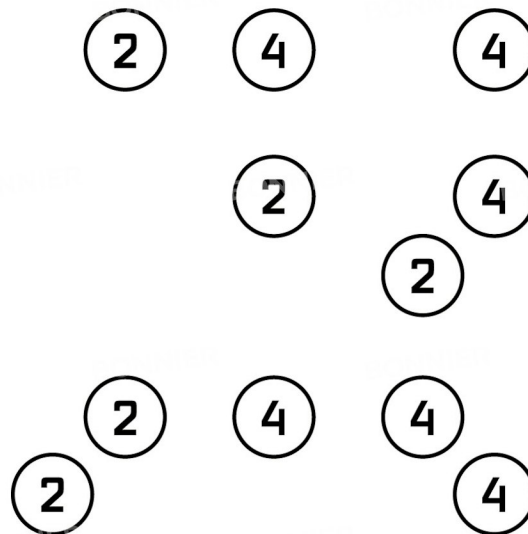
ORDER FROM CHAOS

Each row, column and 3x3 box may only feature each number once: 1, 2, 3, 4, 5, 6, 7, 8, 9.

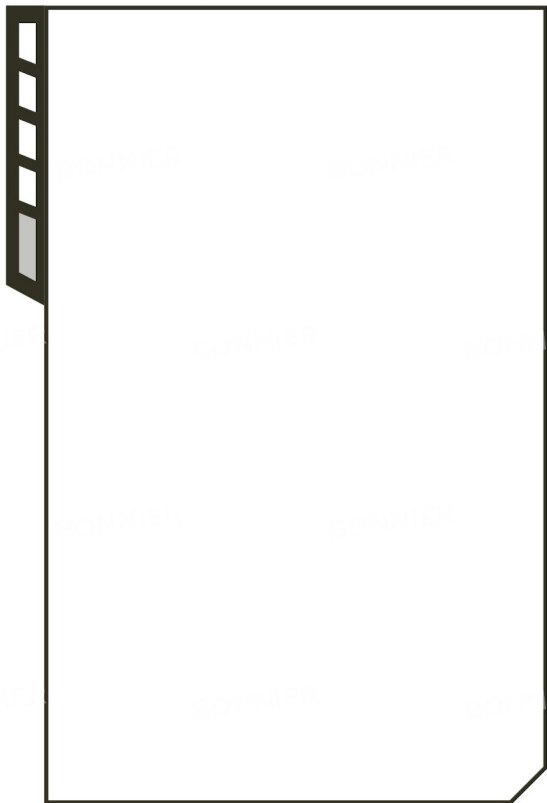
3			4					
	7	9			2		8	
1			6				4	
				6			2	
	4	6		8		1	7	
	1			9				
	9				6			8
	8		9			7	6	
					5			2

CONNECTIONS

Each island must be joined to a main group by at least one bridge that runs either vertically or horizontally. The number indicates how many bridges join an island. No more than two bridges may run alongside each other, and bridges may never cross.

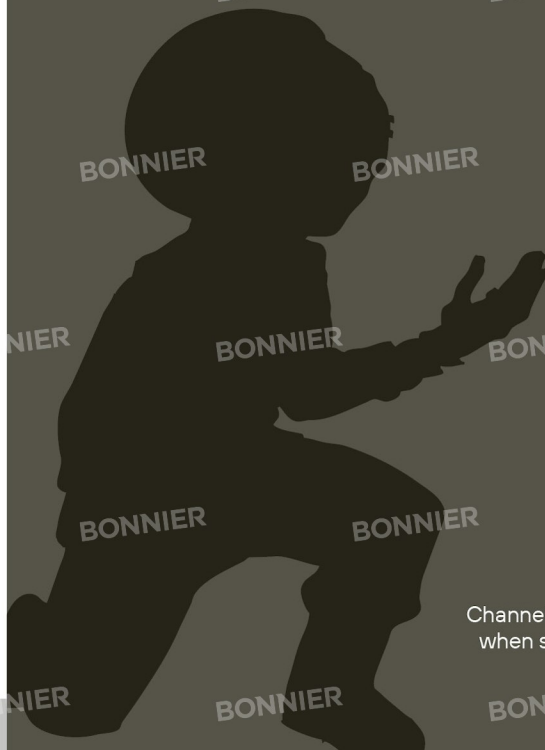


REFLECTING REALITY



**"CLOSE YOUR EYES.
FEEL IT. THE LIGHT
... IT'S ALWAYS BEEN
THERE.
IT WILL GUIDE YOU."**

— MAZKANATA



Channel all your senses
when solving a puzzle.

LOGICAL DEDUCTION

Four traders meet in a dusty cantina to discuss their most profitable recent exploits. From clues gleaned from their scraps of conversation, can you work out who owns which ship, where they landed, and how many crates of cargo they sold?

There are eight clues:

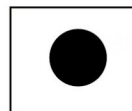
- The ship that went to Anbau sold 10 fewer crates than the *Gregarious*.
- The *Fond Memory* went to either Anbau or Sarx.
- The ship that sold 20 crates was not at Tigritte.
- The *Lothcat*'s captain was not Captain Jemison.
- The ship that sold 15 crates was captured by Captain Orchile.
- Between the *Lothcat* and the ship that traded 10 crates, one was captured by Captain Melahuun, and the other went to Lomon V.
- The *Lothcat* sold fewer crates than the ship that was at Tigritte.
- The *Flicker* was captured by either Orchile or Melahuun.

Use the clues to fill in the grid overleaf and log what you know, then use logical deduction to work out what you don't!

CAPTAINS



Jemison



Orchile



Melahuun



Golwert

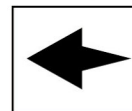
SHIPS



Flicker



Lothcat



Fond Memory



Gregarious

LOCATIONS



Anbau



Tigritte



Lomon V



Sarx

CRATES



5



10



15

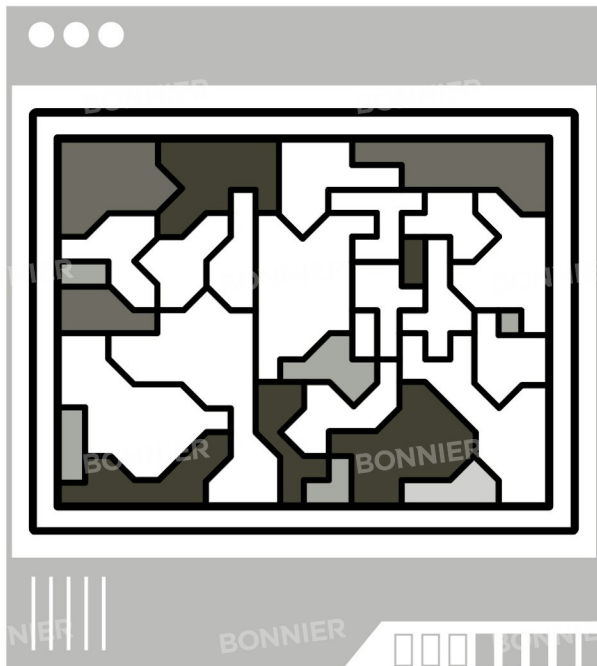


20

		CAPTAINS				SHIPS				LOCATIONS			
		Jemison ▼	Orchile ●	Melahuun ▲	Golwert ◆	Flicker ▲	Lothcat ↖	Fond Memory ←	Gregarious ↗	Anbau ⊘	Tigritte ⊘	Lomon V ⊘	Sarx ⊘
CRATES	5	5											
	10	10											
	15	15											
	20	20											
LOCATIONS	Anbau												
	Tigritte												
	Lomon V												
	Sarx												
SHIPS	Flicker												
	Lothcat												
	Fond Memory												
	Gregarious												

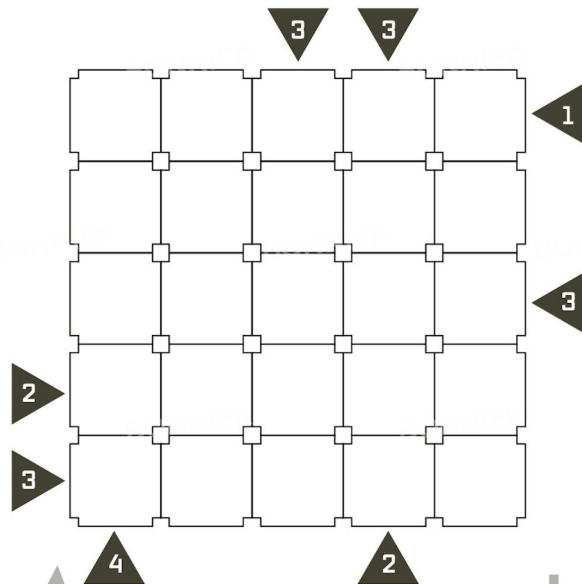
CHARTING A GALAXY

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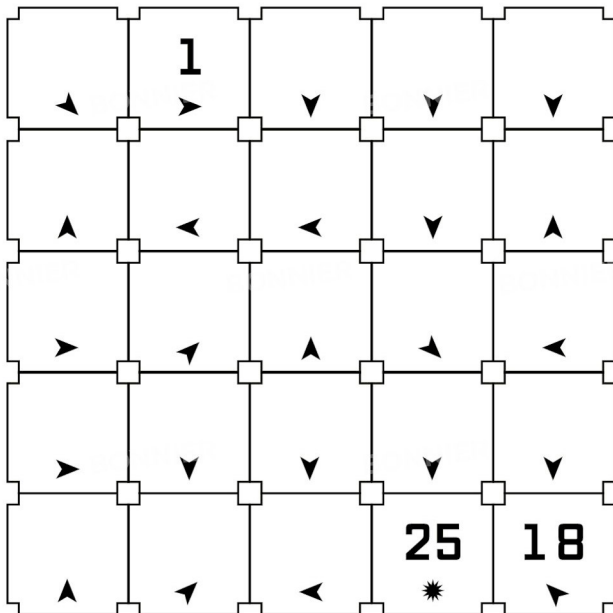
CORUSCANT SKYLINE

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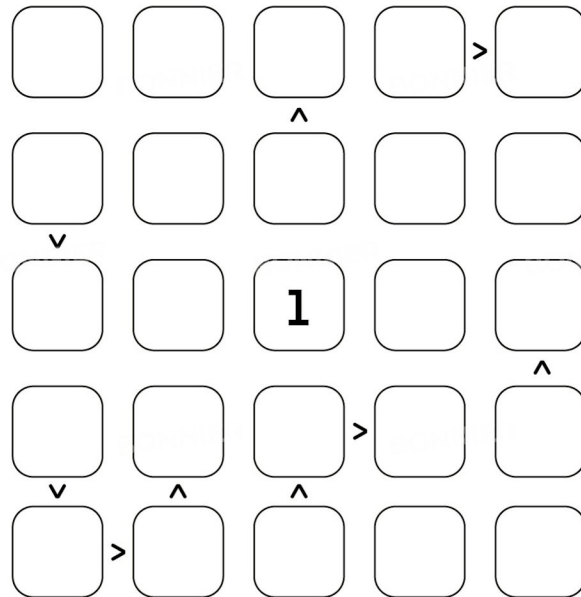
MIND MAP

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UNEQUAL

The number square must be fully completed so that each number (1, 2, 3, 4) appears once only in each row and column. In addition, each greater than (>) or smaller than (<) symbol must be correct.



ORDER FROM CHAOS

Each row, column and 3x3 box may only feature each number once: 1, 2, 3, 4, 5, 6, 7, 8, 9.

6							5	
		5	7	8				
1			9	3				8
2		7						
	6						9	
						5		4
	8			1	4			7
				2	3	6		
	3							5

PATTERN RECOGNITION

Which of the shapes below completes the sequence: a, b, c or d?

--	--	--	--

a b c d

BONNIER

BONNIER

BONNIER

“TRULY
WONDERFUL,
THE MIND OF A
CHILD IS.”

– YODA



It's never too late – or early – to start puzzle solving.

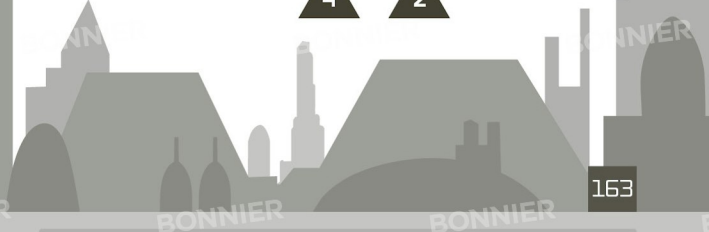
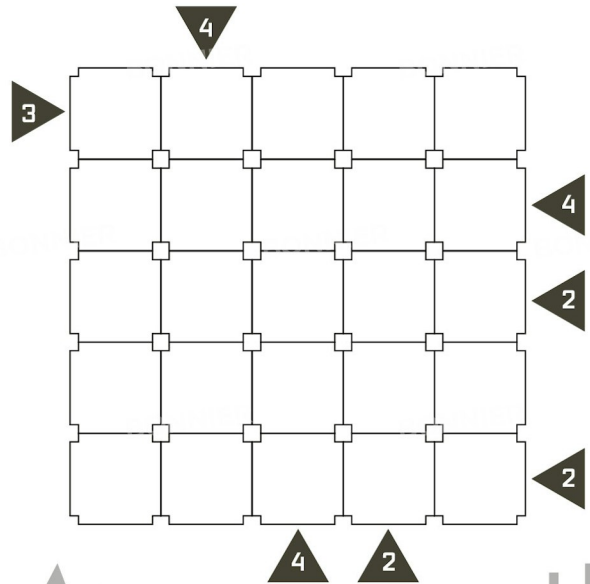
BONNIER

BONNIER

BONNIER

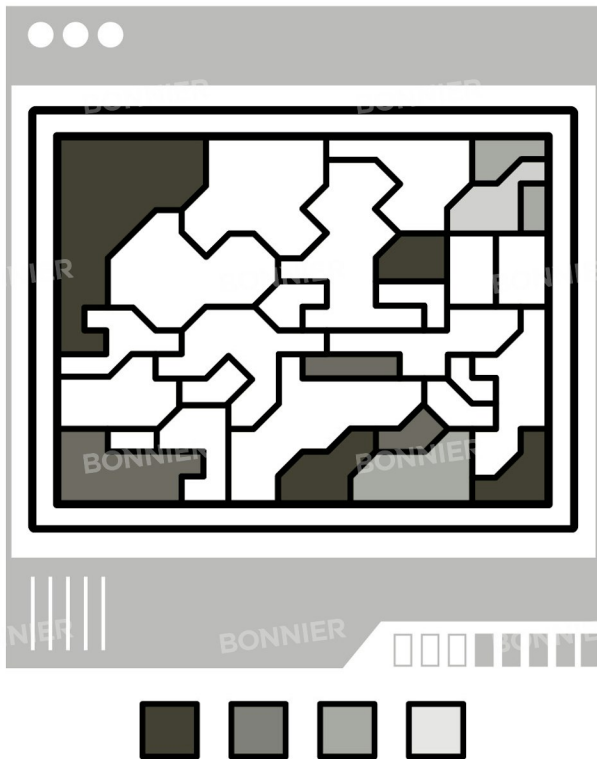
CORUSCANT SKYLINE

Each row and column must contain 1 only of each tower size. The numbers around the grid represent the number of towers that are visible from that viewpoint. Tall towers render the smaller ones behind them invisible, and a low tower will enable higher ones to be visible behind.



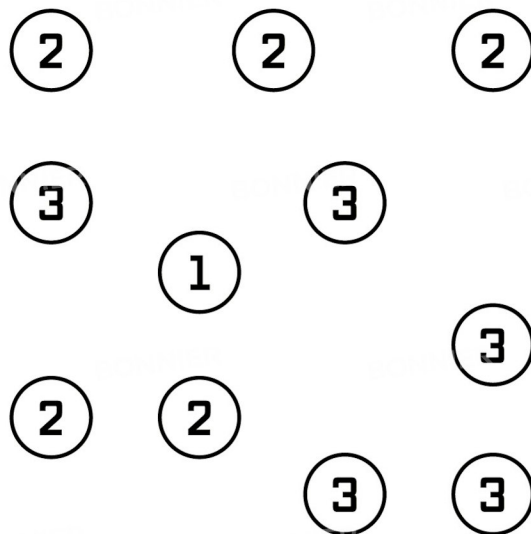
CHARTING A GALAXY

In the finished map, a shade or pattern may not border another area with the same shade or pattern. The solution can be logically concluded from territories that are already filled in.



CONNECTIONS

Each island must be joined to a main group by at least one bridge that runs either vertically or horizontally. The number indicates how many bridges join an island. No more than two bridges may run alongside each other, and bridges may never cross.



LOGICAL DEDUCTION

Four bounty hunters meet on the shadowy world of Benuug to test their mettle against the Gauntlet, an automated assault course. Determine their favoured weapons, their custom modifications, and how long each took to finish.

There are seven clues:

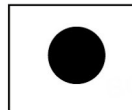
- Horghel Lu did not install an enhanced energy cell.
- The Wole took longer than the contestant using the sonic blaster.
- Between the Wole and Nella X, one used a blaster rifle, and the other a weapon with a combat grip.
- The bounty hunter using twin pistols took 5 minutes longer than the one using the vibro-ax, and five minutes fewer than Nella X.
- The enhanced energy cell was used by the contestant who took 10 or 20 minutes.
- The twin pistols, Nella X's weapon, and the weapon with the in-built scanner are different items.
- The blaster rifle had an inbuilt scanner.

Use the clues to fill in the grid overleaf and log what you know, then use logical deduction to work out what you don't!

BOUNTY HUNTERS



The Wole



Nella X



Horghel Lu



Mechiffe

WEAPONS



Blaster rifle



Vibro-ax



Sonic blaster



Twin pistols

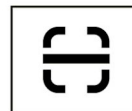
MODIFICATIONS:



Combat grip



Gyro



Scanner



Energy Cell

TOTAL TIME



10



15



20



25

BOUNTY HUNTERS

The Wole  Nella X  Horghel Lu  Mechiffe 

WEAPONS

Blaster rifle  Vibro-Ax  Sonic blaster  Twin pistols  Combat grip  Gyro  Scanner  Energy cell 

MODIFICATIONS

TIME













- 10 
- 15 
- 20 
- 25 

MODIFICATIONS

- Combat grip 
- Gyro 
- Scanner 
- Energy cell 

WEAPONS

- Blaster rifle 
- Vibro-ax 
- Sonic blaster 
- Twin pistols 

		The Wole	Nella X	Horghel Lu	Mechiffe		Blaster rifle	Vibro-Ax	Sonic blaster	Twin pistols	Combat grip	Gyro	Scanner	Energy cell
10														
15						BONNIER								
20														
25														
Combat grip						BONNIER								
Gyro														
Scanner														
Energy cell						BONNIER								
Blaster rifle														
Vibro-ax														
Sonic blaster														
Twin pistols														

LOGICAL DEDUCTION

Four Jedi Masters, four Jedi Padawans. For four consecutive years, a Master meets their apprentice on a different planet to perform Jedi trials – to determine whether they are ready to become Knights in their own right. Your task is no less daunting: can you work out which Masters tested which Padawans, on which planet, and when?

There are six clues:

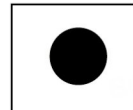
- Master Kraal tested his apprentice before Egnor was tested.
- Neruk was tested 1 year after the person who faced trials on Almas.
- Neruk was either apprenticed to Master D'Lenne or was the person tested in Year 4.
- The Padawan tested in Year 1 faced their trial on Shuraden.
- The person tested in Year 3 was either Barcel or was trained by Kraal.
- Of the person tested on Coruscant and the one tested by Master Moben, one was tested in Year 3 and the other is Egnor.

Use the clues to fill in the grid overleaf and log what you know, then use logical deduction to work out what you don't!

JEDI MASTERS



Kraal



Moben



Carnetta



D'Lenne

PLANETS



Volos



Shuraden



Almas

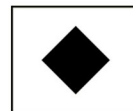


Coruscant

PADAWANS



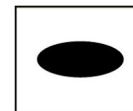
Ornix



Barcel



Neruk



Egnor

YEAR



Year 1



Year 2



Year 3

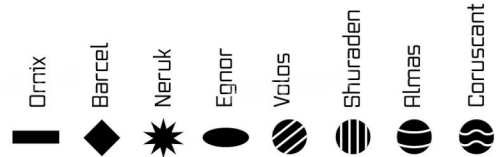
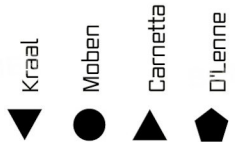


Year 4

JEDI MASTERS

PADAWANS

PLANETS



YEAR

Year 1

1

Year 2

2

Year 3

3

Year 4

4

PLANETS

Volos



Shuraden



Almas



Coruscant



PADAWANS

Ornix



Barcel



Neruk



Egnor

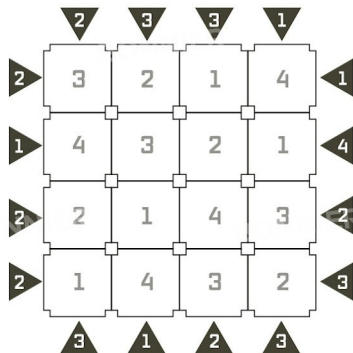


	Kraal	Maben	Carnetta	D'Lenne		Ornix	Barcel	Neruk	Egnor	Volos	Shuraden	Almas	Coruscant
Year 1													
Year 2					BONNIER								
Year 3													
Year 4													
Volos					BONNIER								
Shuraden													
Almas													
Coruscant					BONNIER								
Ornix													
Barcel													
Neruk													
Egnor													

SOLUTIONS

SOLUTION 01

PADAWAN



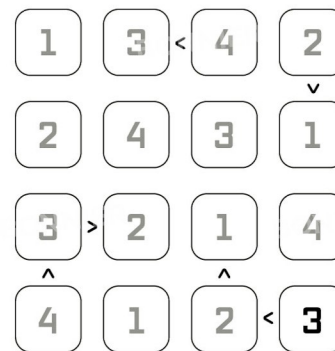
SOLUTION 02

PADAWAN



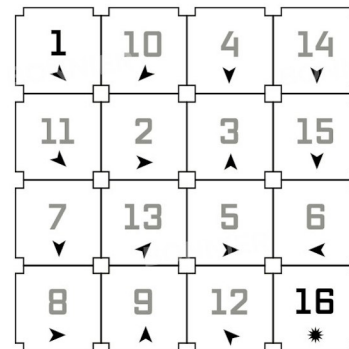
SOLUTION 03

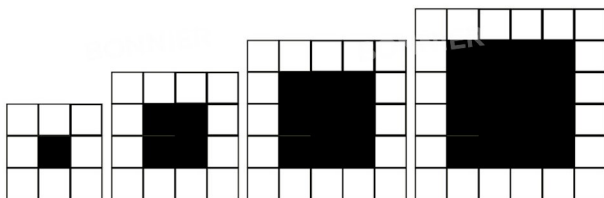
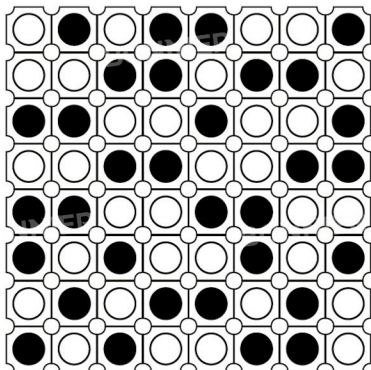
PADAWAN



SOLUTION 04

PADAWAN





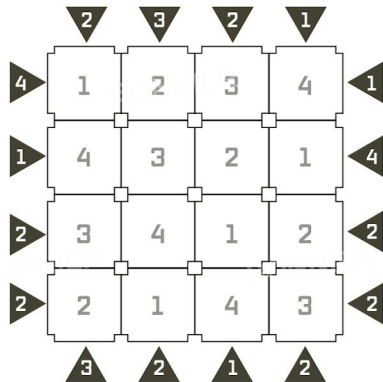
c: the sides of both squares increase by 1 each time.

3	2	1	4
4	1	3	2
1	4	2	3
2	3	4	1

2	4	1	3
4	1	3	2
1	3	2	4
3	> 2	4	1

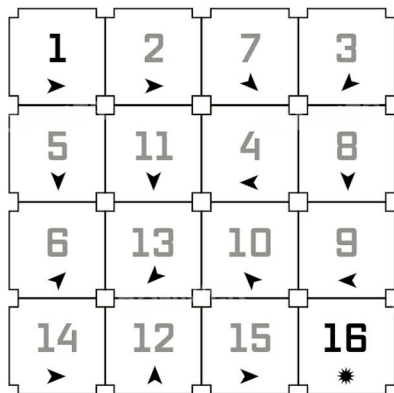
SOLUTION 10

PADAWAN



SOLUTION 11

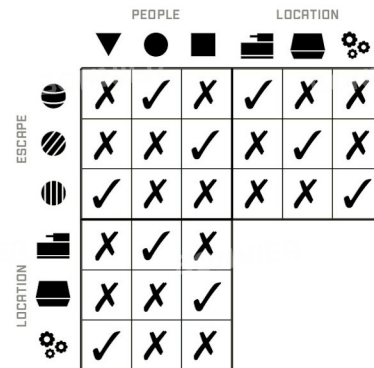
PADAWAN



SOLUTION 12

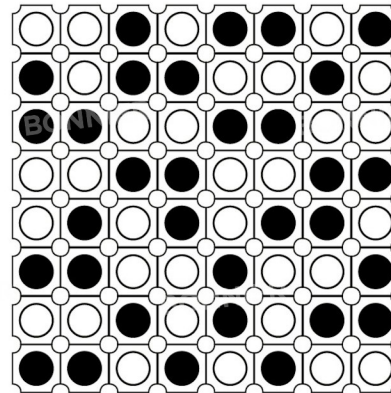
PADAWAN

Lt. Makdunn was planning to head to Corellia with the stolen coaxium.



SOLUTION 13

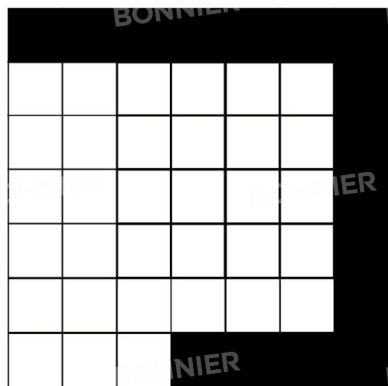
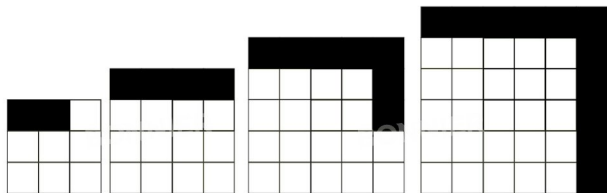
PADAWAN



SOLUTION 15

PADAWAN

Answer: the number of black squares increases by 2 the first time, then by 1 more with each subsequent square.



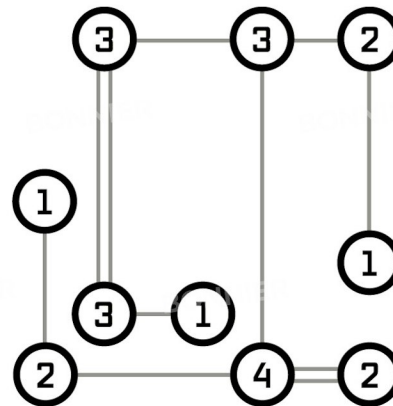
SOLUTION 16

PADAWAN

4	3	1	2
1	2	3	4
2	1	4	3
3	4	2	1

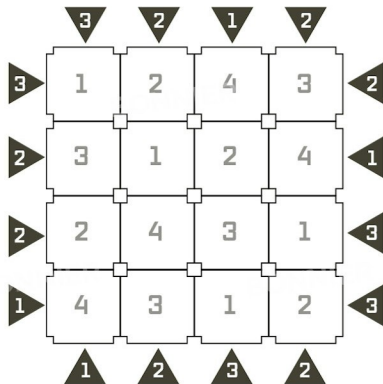
SOLUTION 17

PADAWAN



SOLUTION 18

PADAWAN



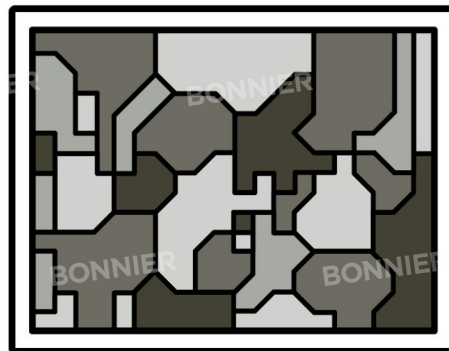
SOLUTION 19

PADAWAN

		SHIP PART				ACTION			
		⚡	*	⬆	⚡	⋈	⋈	⋈	⋈
1. Depolarise capacitors	1	X	X	X	✓	X	X	✓	X
2. Flush navicomps	2	X	X	✓	X	✓	X	X	X
3. Bypass injectors	3	✓	X	X	X	X	X	X	✓
4. Reinitialise coolant pump	4	X	✓	X	X	X	✓	X	X
	⋈	X	X	✓	X				
	⋈	X	✓	X	X				
	⋈	X	X	X	✓				
	⋈	✓	X	X	X				

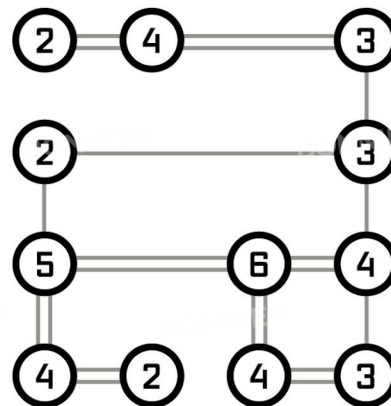
SOLUTION 20

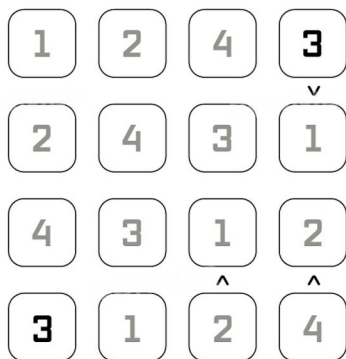
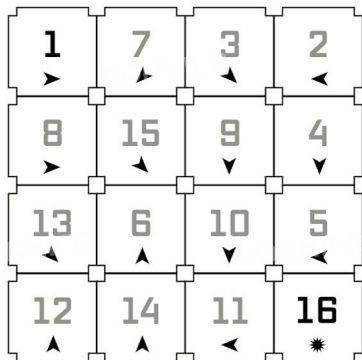
PADAWAN



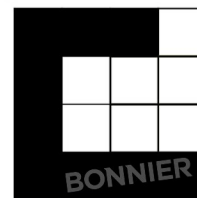
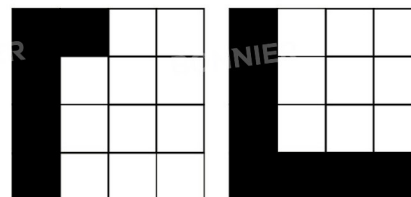
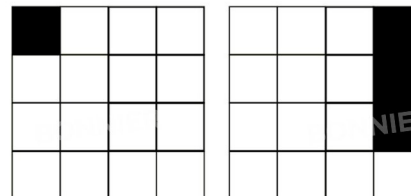
SOLUTION 21

PADAWAN



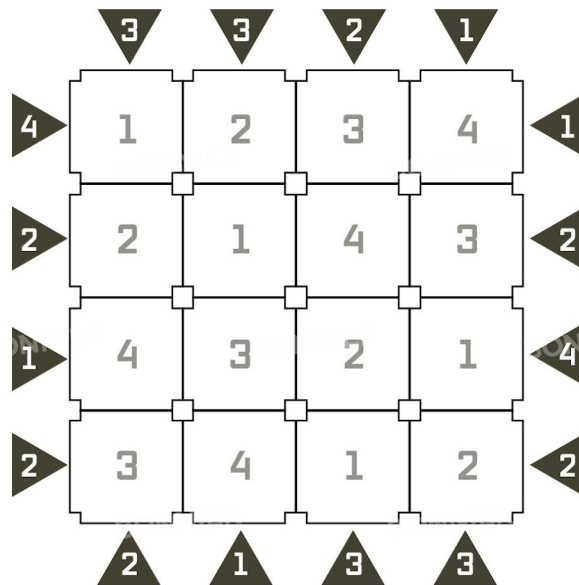
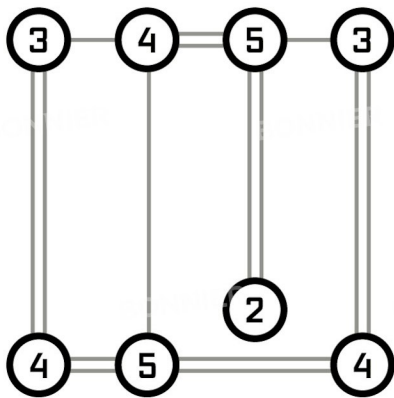


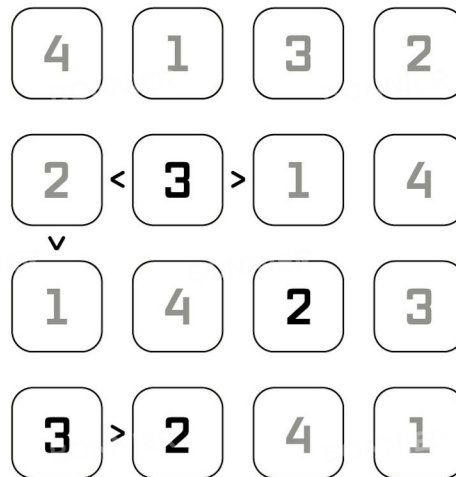
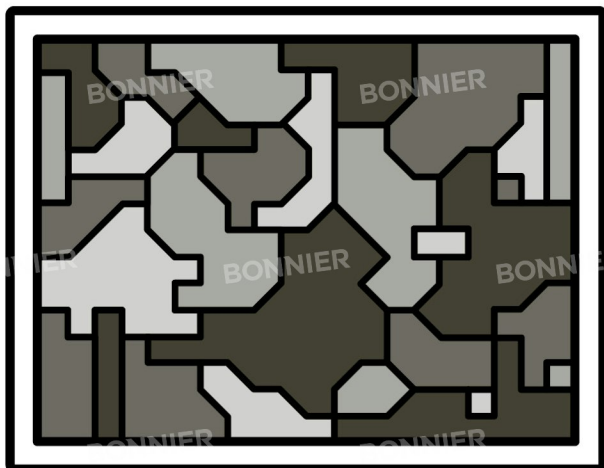
b: the pattern moves clockwise and skips 2 white squares the first time. Then the gap increases by 1 each time. The number of black squares increases by 2 each time.

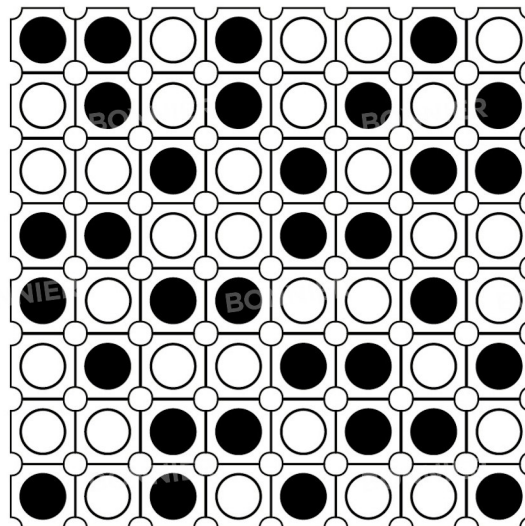
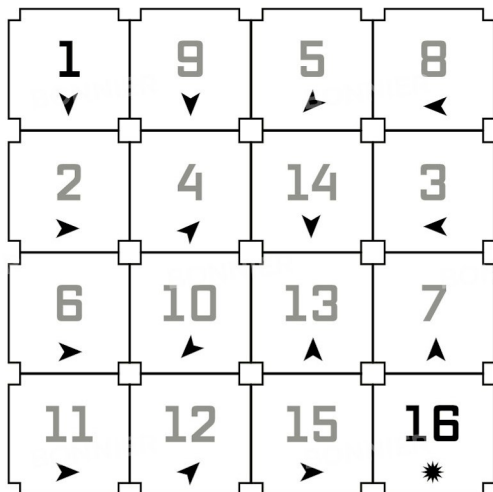


b

3	2	1	4
1	4	2	3
4	1	3	2
2	3	4	1

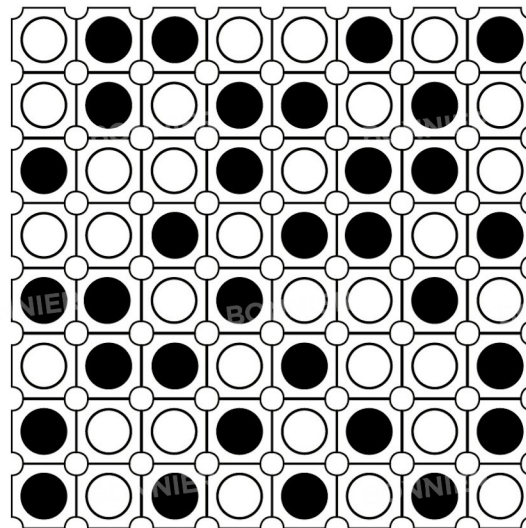




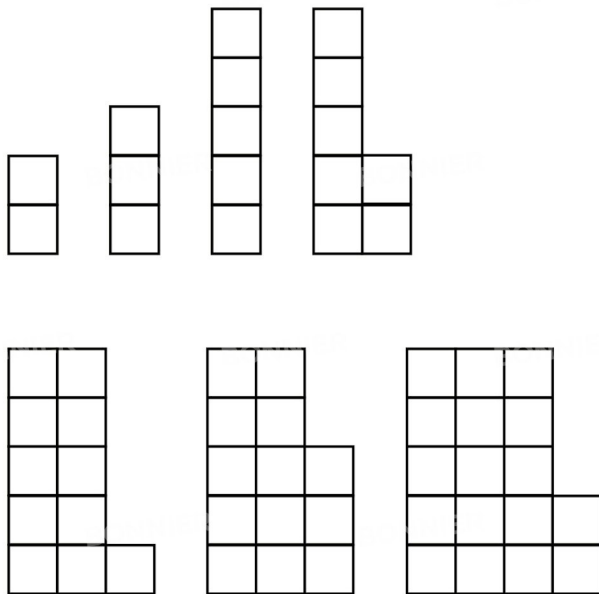


The prisoner is being held in cell 2187.

		DROIDS				CELL			
GUARDS	1	X	✓	X	X	✓	X	X	X
	2	✓	X	X	X	X	X	✓	X
	3	X	X	X	✓	X	X	X	✓
	4	X	X	✓	X	X	✓	X	X
CELL	I	X	✓	X	X				
	II	X	X	✓	X				
	III	✓	X	X	X				
	IV	X	X	X	✓				

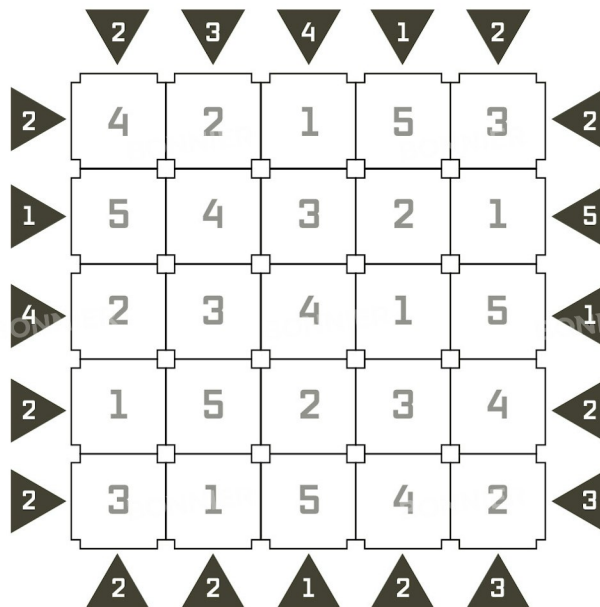
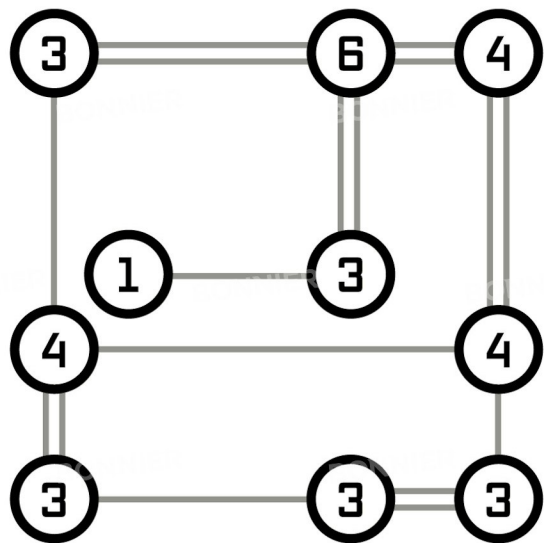


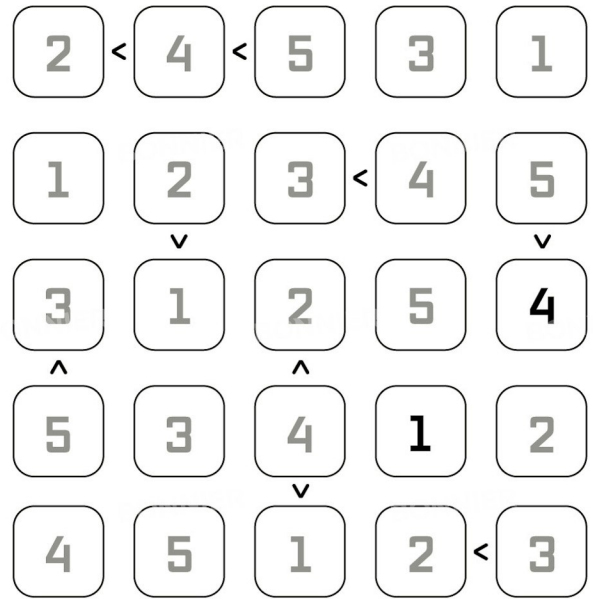
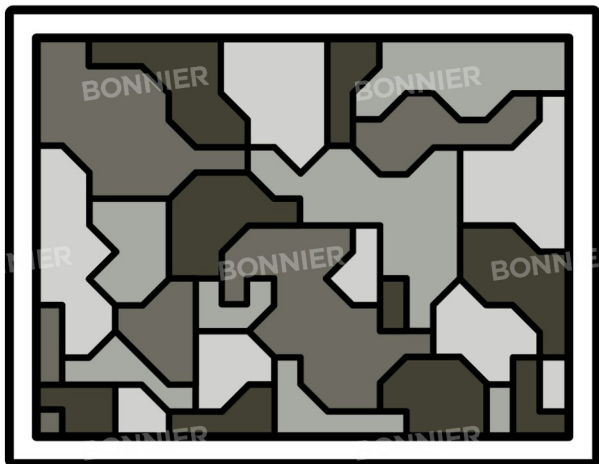
c: 17 is the next prime number in the series.

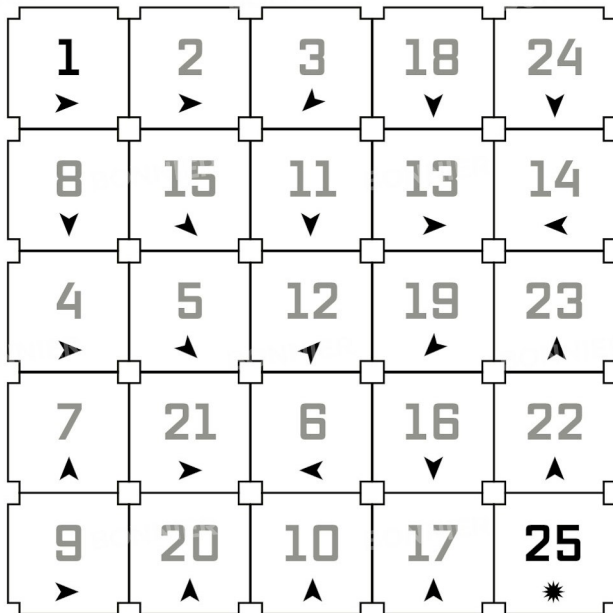


C

6	5	7	4	2	1	3	9	8
4	8	3	7	9	5	1	2	6
1	2	9	8	3	6	7	4	5
2	1	5	3	6	7	9	8	4
7	3	4	2	8	9	5	6	1
8	9	6	1	5	4	2	3	7
5	6	8	9	7	3	4	1	2
3	4	2	5	1	8	6	7	9
9	7	1	6	4	2	8	5	3







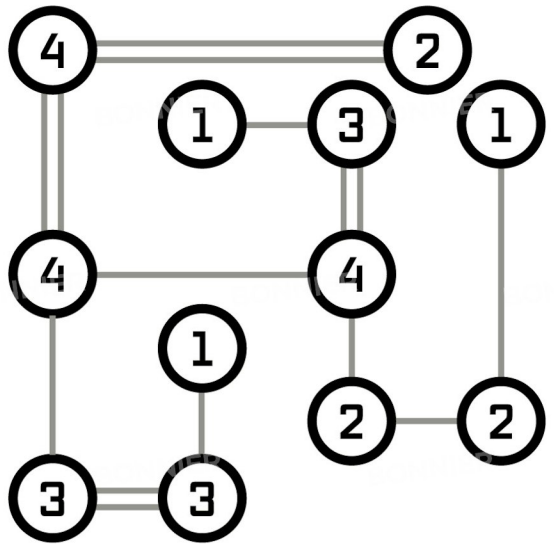
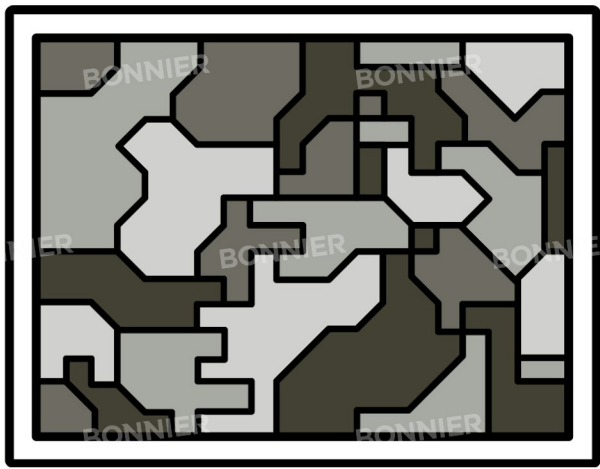
Mawhonic of Hok came first; Gasgano of Troiken came second; Elan Mak of Ploo IV came third; and Dud Bolt of Vulptor came last.

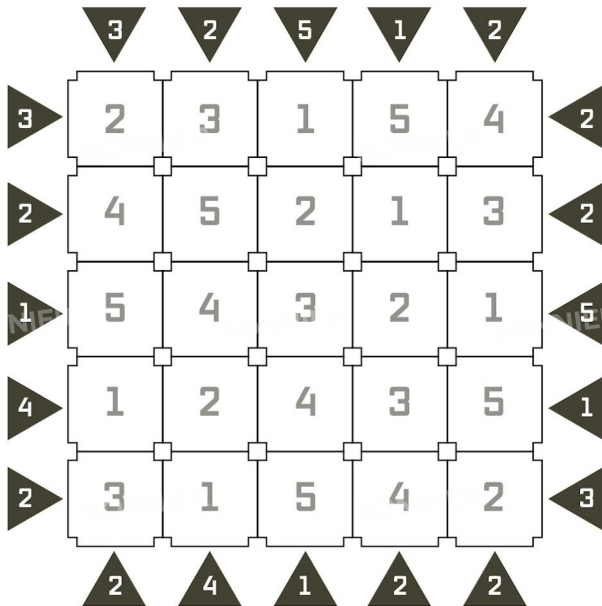
		RACERS				PLACES			
		▼	●	▲	⬠	⊘	⊙	⊚	⊛
FINISH	1	✓	X	X	X	X	X	✓	X
	2	X	✓	X	X	X	X	X	✓
	3	X	X	✓	X	X	✓	X	X
	4	X	X	X	✓	✓	X	X	X
PLACES	⊘	X	X	X	✓				
	⊙	X	X	✓	X				
	⊚	✓	X	X	X				
	⊛	X	✓	X	X				

8	1	4	6	3	5	2	7	9
6	9	3	8	7	2	1	4	5
5	2	7	9	4	1	3	8	6
4	5	1	3	6	7	8	9	2
7	3	9	4	2	8	6	5	1
2	6	8	1	5	9	4	3	7
1	8	6	5	9	3	7	2	4
3	7	5	2	1	4	9	6	8
9	4	2	7	8	6	5	1	3

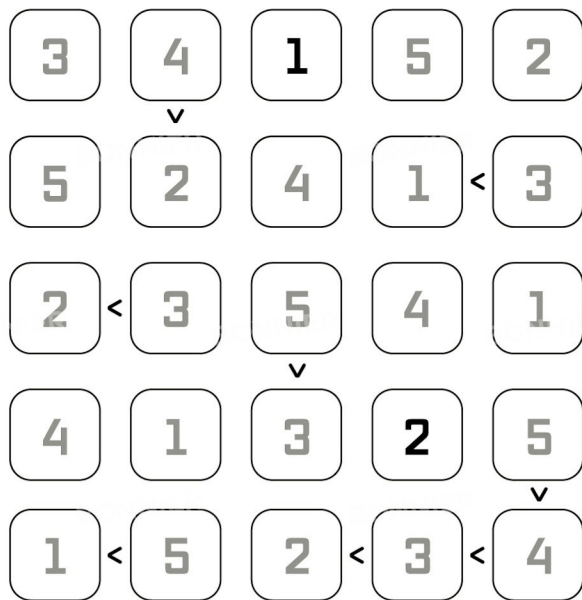
64: the next cube number in the series.

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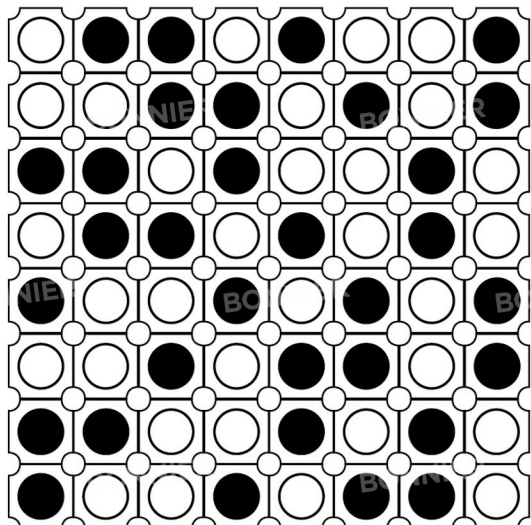
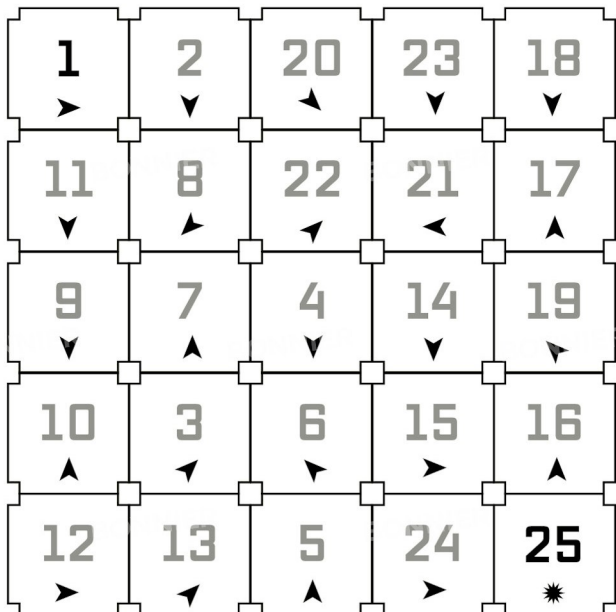


9	6	3	1	2	8	4	5	7
2	8	7	4	5	9	3	6	1
5	1	4	6	3	7	8	2	9
6	3	8	5	7	1	9	4	2
1	9	5	2	4	3	7	8	6
4	7	2	8	9	6	1	3	5
7	4	6	3	1	2	5	9	8
8	5	9	7	6	4	2	1	3
3	2	1	9	8	5	6	7	4

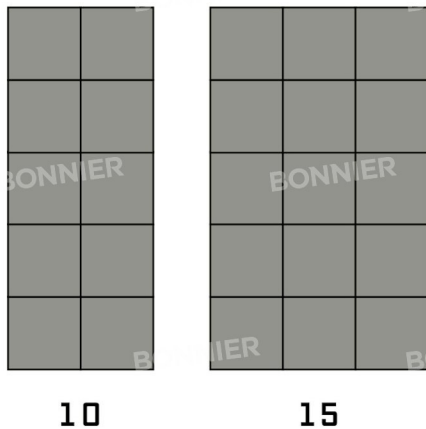
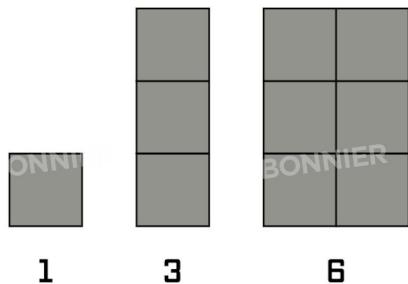


Brunt took the first shift and reported a starfighter; Bullseye took the second and saw the Captain; Vann took the third and spotted another clone trooper; Thunder took the last and reported seeing a droid.

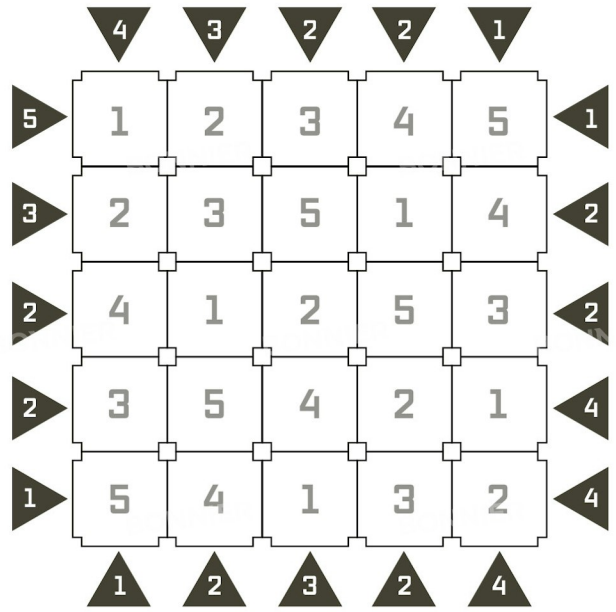
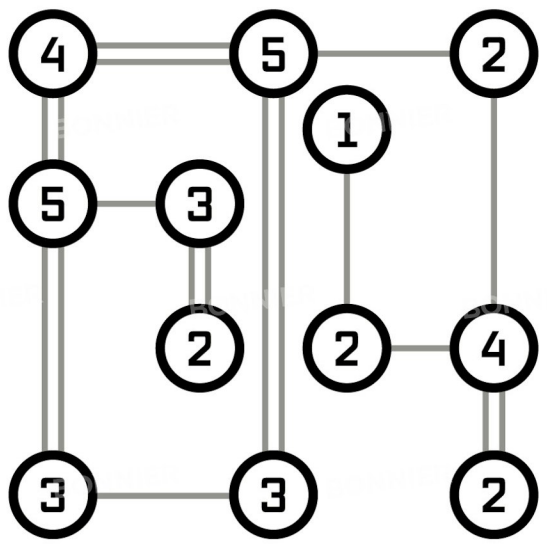
		TROOPERS				SAW			
		▼	●	▲	⬠	⌚	⬠	✋	...
SHIFTS	⌚	X	X	X	✓	✓	X	X	X
	⌚	X	X	✓	X	X	X	X	✓
	⌚	X	✓	X	X	X	✓	X	X
	⌚	✓	X	X	X	X	X	✓	X
SAW	⌚	X	X	X	✓				
	⬠	X	✓	X	X				
	✋	✓	X	X	X				
	...	X	X	✓	X				

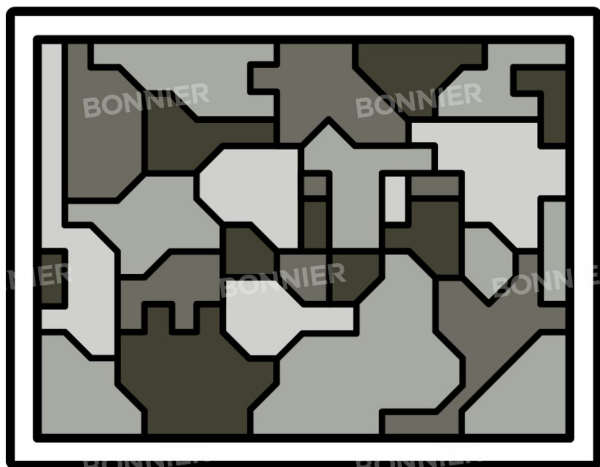


15. The pattern is triangular numbers.

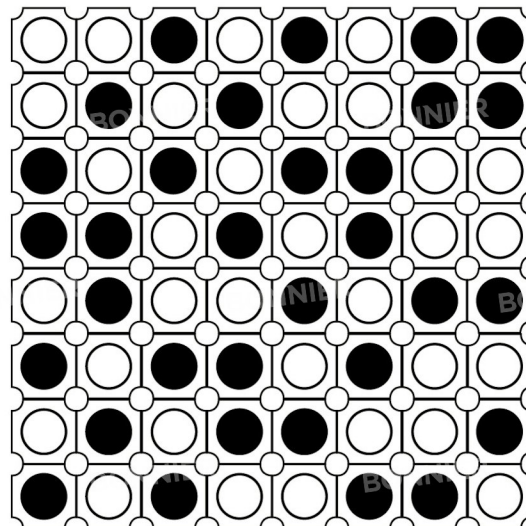
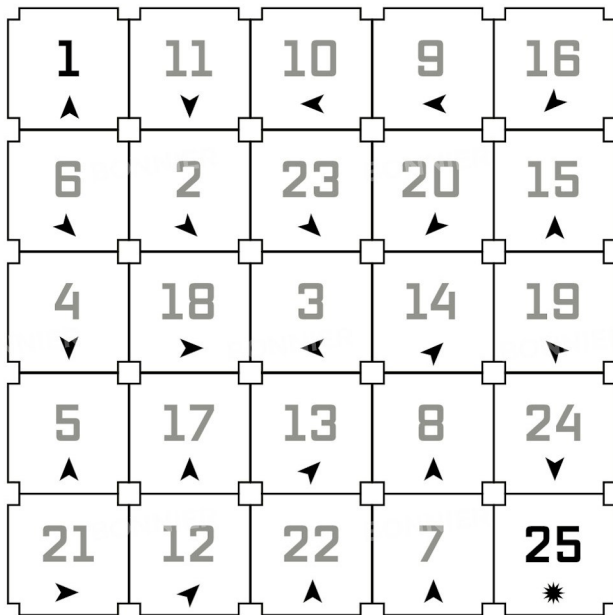


7	5	1	6	8	9	4	3	2
2	4	3	7	5	1	6	8	9
8	6	9	3	4	2	5	1	7
4	9	7	2	1	6	8	5	3
5	3	2	4	7	8	1	9	6
6	1	8	5	9	3	7	2	4
1	2	4	9	6	5	3	7	8
3	8	6	1	2	7	9	4	5
9	7	5	8	3	4	2	6	1

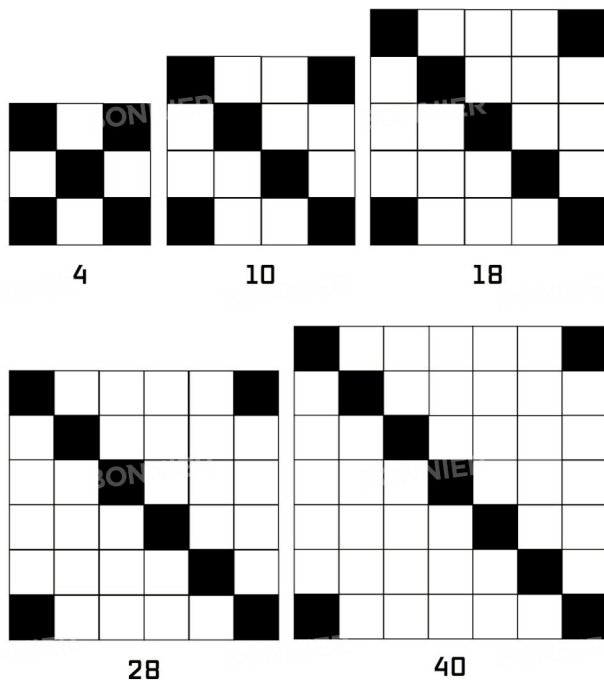




4	2	3	5	>	1			
^	5	3	1	4	>	2		
3	4	2	1	5				
v	2	1	5	3	<	4		
v	1	5	4	2	3	v	4	3

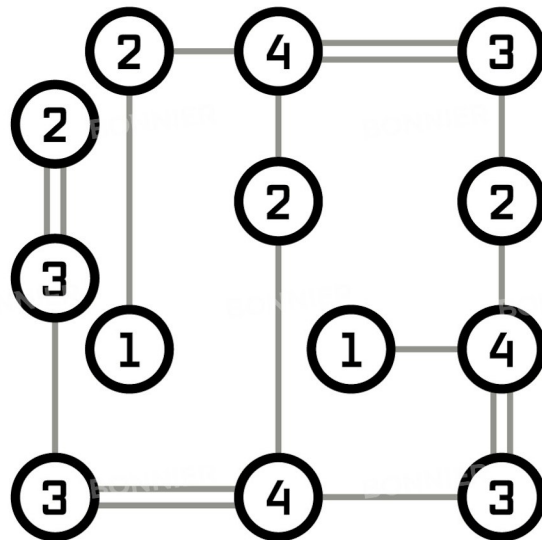
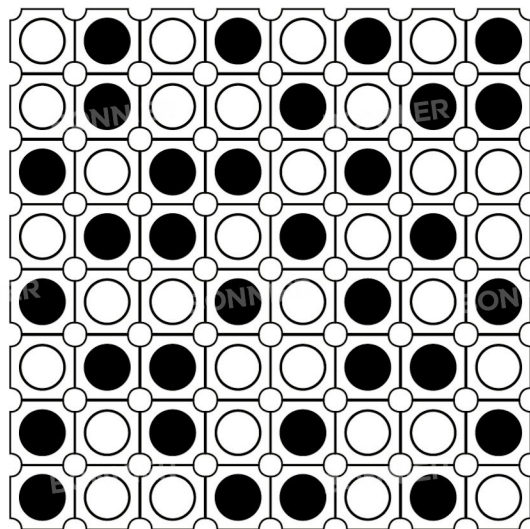


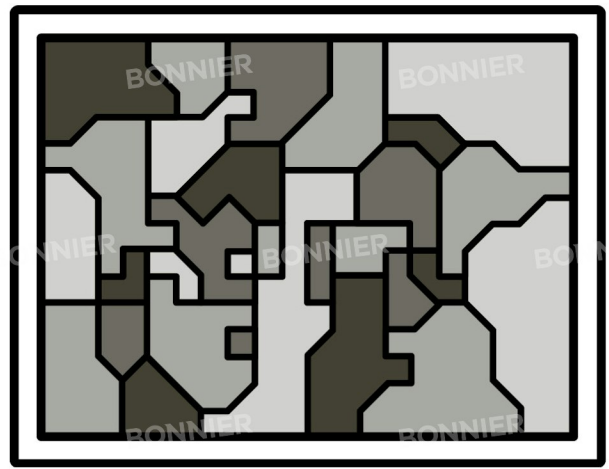
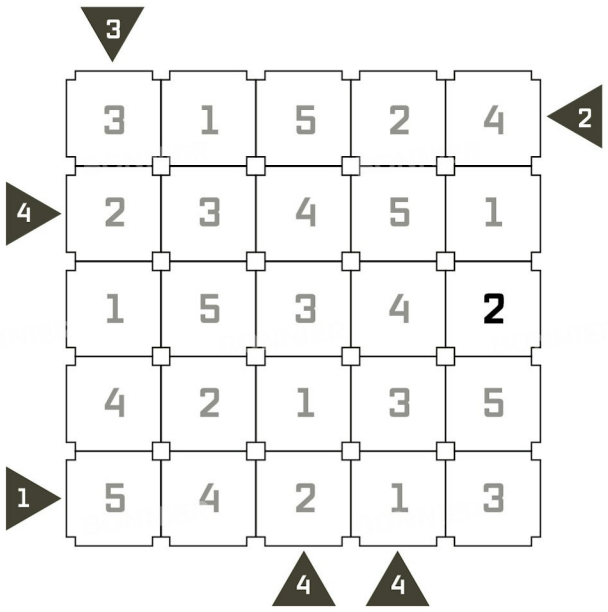
40. The sides of the square increase by 1 each time, so the next will be 7x7, making 49 squares. The number of black squares increases by 1 each time so the next grid will have 9: $49 - 9 = 40$.

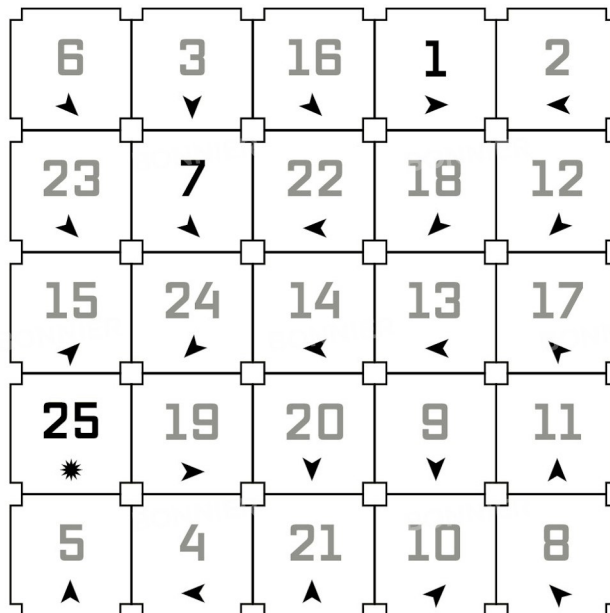
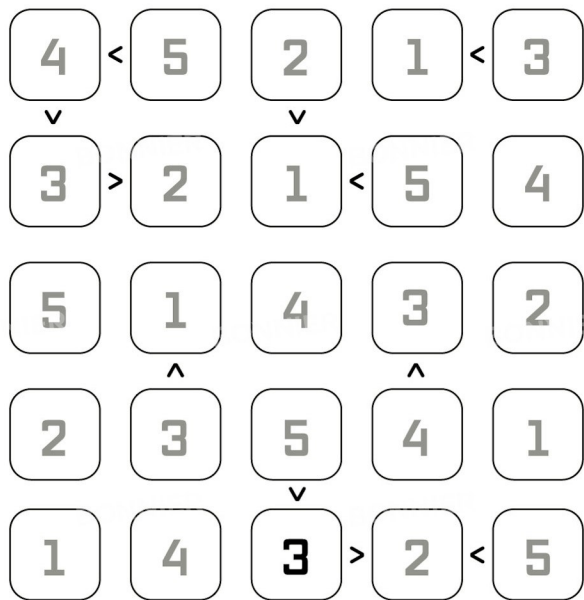


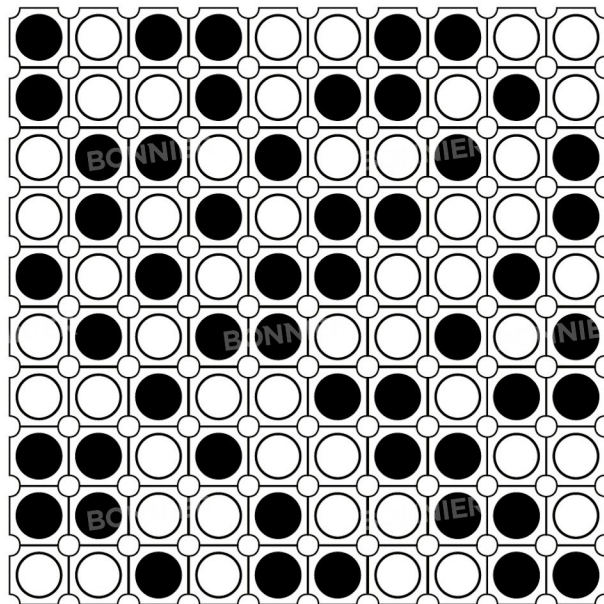
S1-NBD sells baradium from Anaxes at 140 credits. Jolomin sells wine from Chandrila for 213 credits. Bagh Het sells organs from Myxel at 305 credits. Helch sells torpedoes from Corellia for 421 credits.

		TRADERS				GOODS				PLANETS			
		▼	●	▲	⬠	☼	☂	🍷	🌀	🌐	🌐	🌐	🌐
PRICE	140	X	✓	X	X	X	✓	X	X	X	X	✓	X
	213	X	X	✓	X	X	X	X	✓	✓	X	X	X
	305	X	X	X	✓	✓	X	X	X	X	✓	X	X
	421	✓	X	X	X	X	X	✓	X	X	X	X	✓
PLANETS	🌀	X	X	✓	X	X	X	X	✓				
	🌐	X	X	X	✓	✓	X	X	X				
	🌐	X	✓	X	X	X	✓	X	X				
	🌐	✓	X	X	X	X	X	✓	X				
GOODS	☼	X	X	X	✓								
	☂	X	✓	X	X								
	🍷	✓	X	X	X								
	🍷	X	X	✓	X								

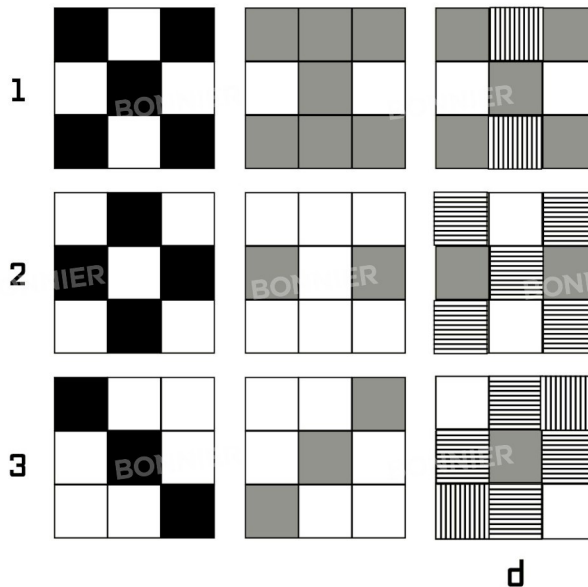




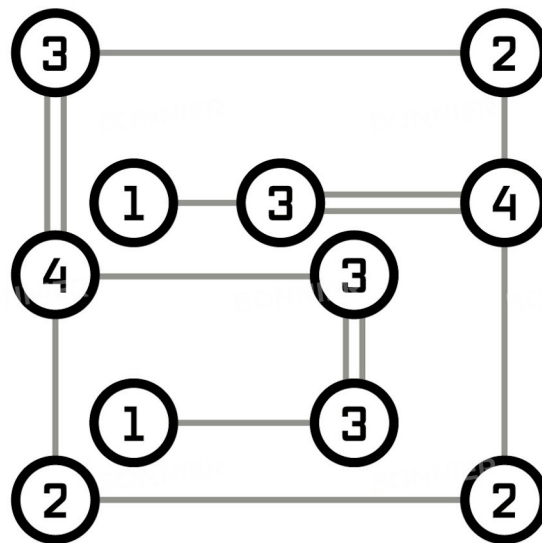




d. Square values are combined in the third square.
 Black = 0, Grey = 1, White = 2, Vertical stripe = 3,
 horizontal stripe = 4.

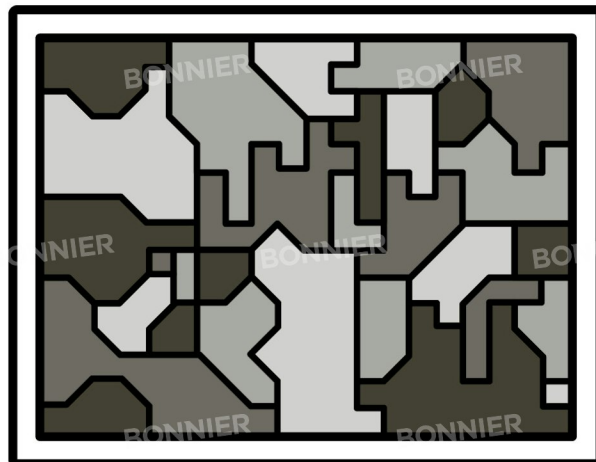


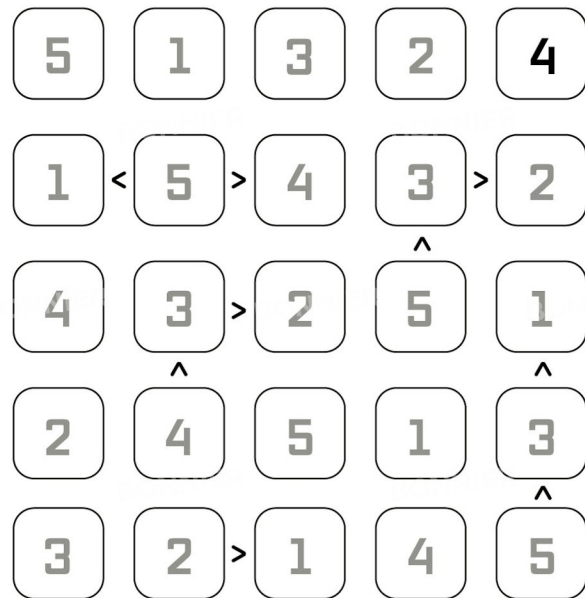
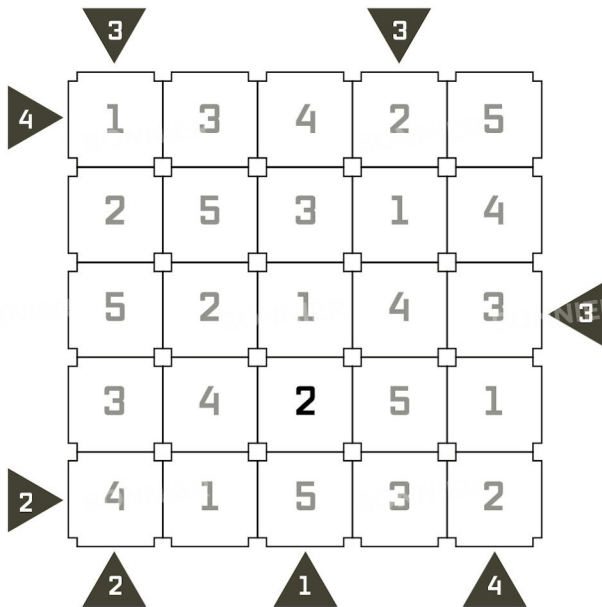
2	4	1	7	6	3	8	9	5
7	3	9	8	5	1	4	2	6
8	5	6	9	2	4	3	1	7
6	9	3	4	8	7	1	5	2
5	8	2	3	1	6	7	4	9
1	7	4	5	9	2	6	3	8
4	1	8	2	7	5	9	6	3
3	2	7	6	4	9	5	8	1
9	6	5	1	3	8	2	7	4

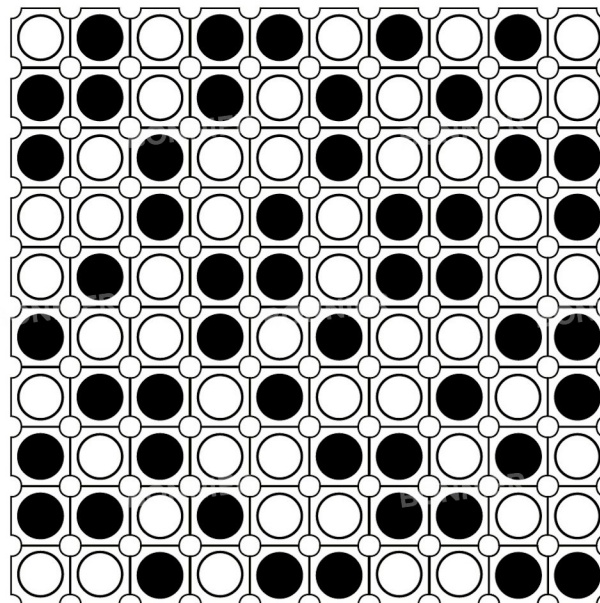
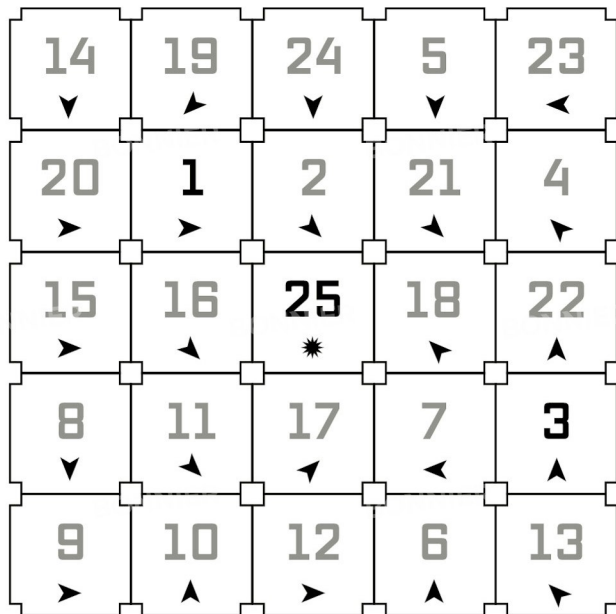


The Pale Queen, from Reloon, flying the *Fancy*: 50 years.
 Veslek, from Monador, flying the *Krayt*: 75 years.
 Klyx Corben, from Orfea, flying the *Winter's Edge*: 100 years.
 Artesz Bayn, from Kappu, flying the *Relict*: 125 years.

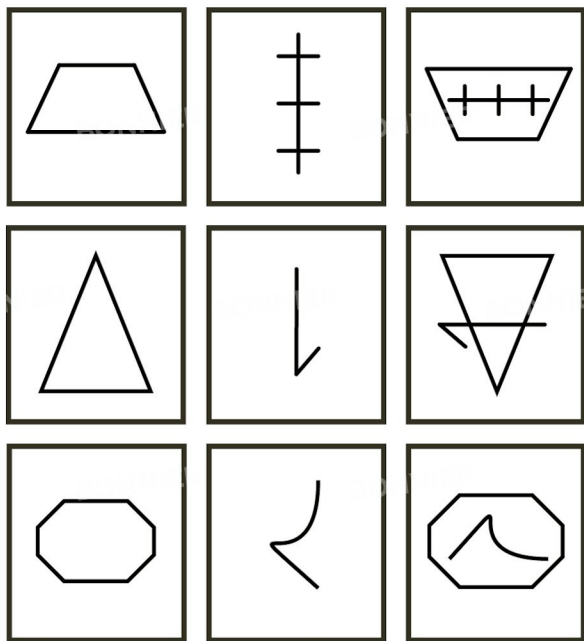
		PIRATES				FLAGSHIPS				HOME SYSTEMS			
		▼	●	▲	◆	⚓	⚓	⚓	⚓	⊖	⊖	⊖	⊖
JAIL SENTENCES	50	X	✓	X	X	X	X	X	✓	X	✓	X	X
	75	✓	X	X	X	X	X	✓	X	✓	X	X	X
	100	X	X	✓	X	X	✓	X	X	X	X	✓	X
	125	X	X	X	✓	✓	X	X	X	X	X	X	✓
HOME SYSTEMS	⊖	✓	X	X	X	X	X	✓	X				
	⊖	X	✓	X	X	X	X	X	✓				
	⊖	X	X	✓	X	X	✓	X	X				
	⊖	X	X	X	✓	✓	X	X	X				
FLAGSHIPS	⚓	X	X	X	✓								
	⚓	X	X	✓	X								
	⚓	✓	X	X	X								
	⚓	X	✓	X	X								





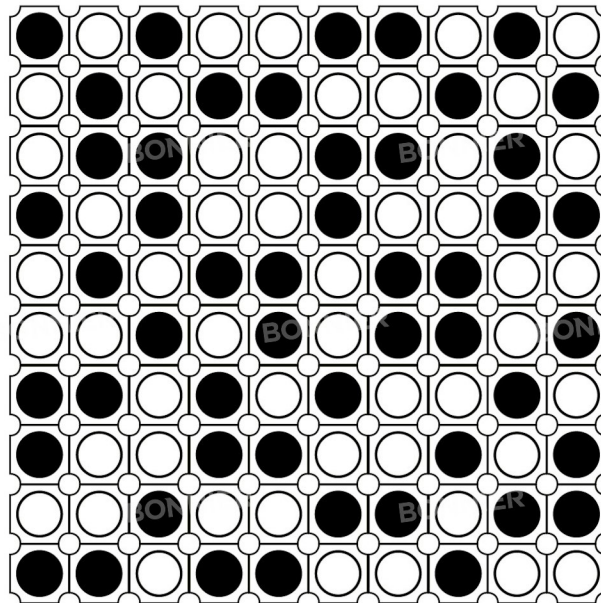
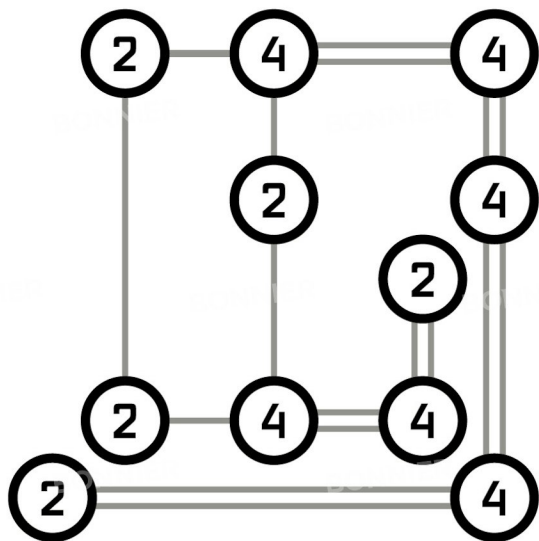


a: The right-hand image shows the two shapes combined. The first shape is inverted, the second rotates 45 degrees.



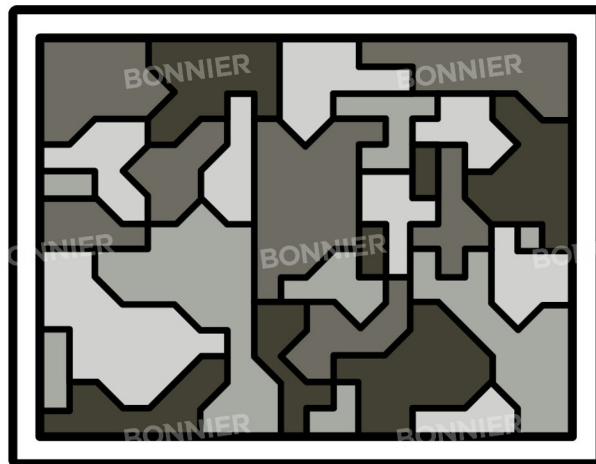
a

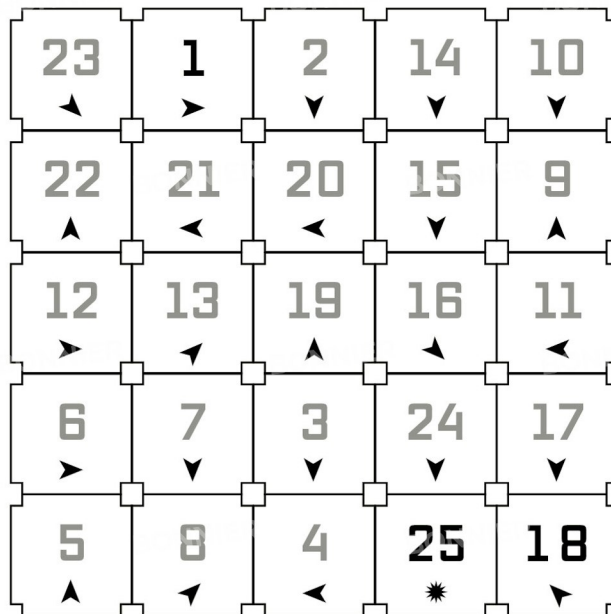
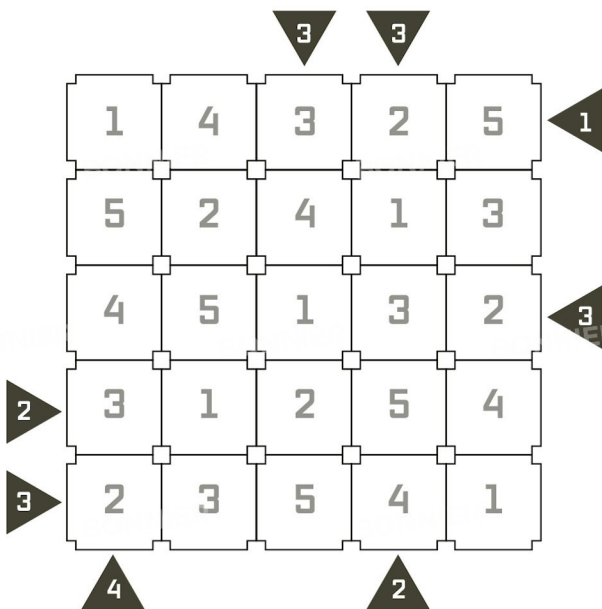
3	6	5	4	7	8	2	9	1
4	7	9	3	1	2	5	8	6
1	2	8	6	5	9	3	4	7
7	5	3	1	6	4	8	2	9
9	4	6	2	8	3	1	7	5
8	1	2	5	9	7	6	3	4
2	9	1	7	3	6	4	5	8
5	8	4	9	2	1	7	6	3
6	3	7	8	4	5	9	1	2

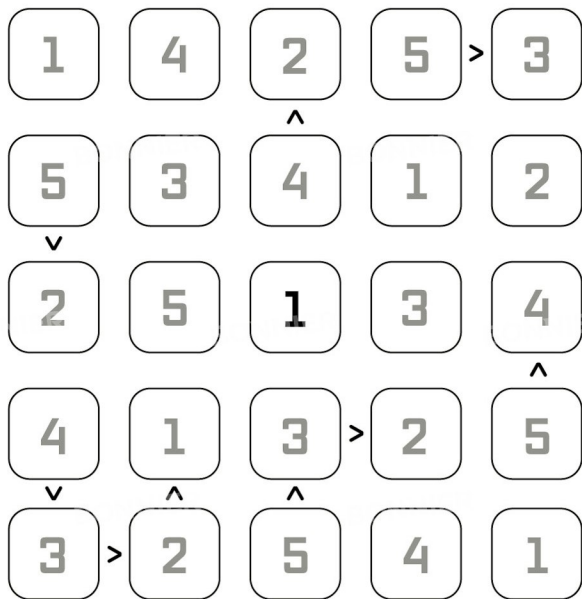


Captain Golwert, the *Lothcat*, traded 5 crates at Lomon V.
 Captain Melahuun, the *Fond Memory*, traded 10 crates at Anbau.
 Captain Orchile, the *Flicker*, traded 15 crates at Tigritte.
 Captain Jemison, the *Gregarious*, traded 20 crates at Sarx.

		CAPTAINS				SHIPS				LOCATIONS			
		▼	●	▲	◆	◀	▶	↖	↗	⊘	⊙	⊚	⊛
CRATES	5	X	X	X	✓	X	✓	X	X	X	X	✓	X
	10	X	X	✓	X	X	X	✓	X	✓	X	X	X
	15	X	✓	X	X	✓	X	X	X	X	✓	X	X
	20	✓	X	X	X	X	X	X	✓	X	X	X	✓
LOCATIONS	⊘	X	X	✓	X	X	X	✓	X				
	⊙	X	✓	X	X	✓	X	X	X				
	⊚	X	X	X	✓	X	✓	X	X				
	⊛	✓	X	X	X	X	X	X	✓				
SHIPS	▲	X	✓	X	X								
	▶	X	X	X	✓								
	↖	X	X	✓	X								
	↗	✓	X	X	X								





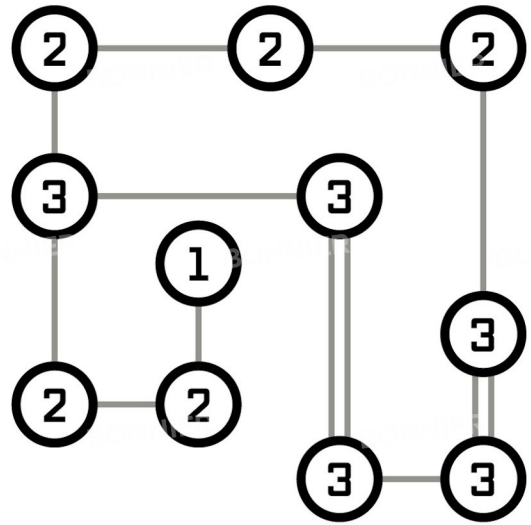
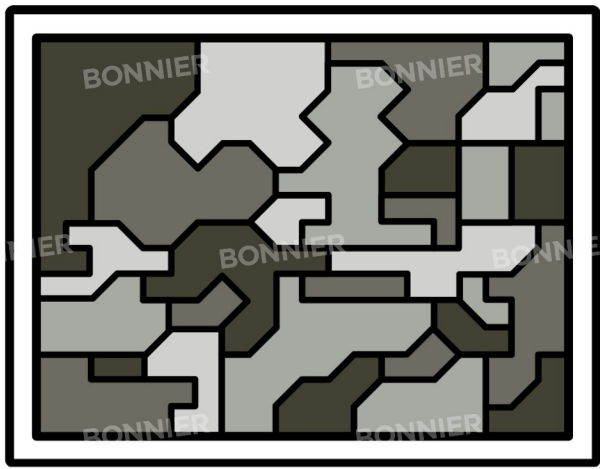


6	7	8	2	4	1	9	5	3
3	9	5	7	8	6	4	2	1
1	2	4	9	3	5	7	8	6
2	4	7	1	5	9	3	6	8
5	6	3	4	7	8	1	9	2
8	1	9	3	6	2	5	7	4
9	8	6	5	1	4	2	3	7
7	5	1	8	2	3	6	4	9
4	3	2	6	9	7	8	1	5

a. Each row must have single, double and triple lines, and one of each shape.

a

		4				
3	1	2	5	4	3	
	5	1	4	3	2	4
	4	3	2	5	1	2
	2	4	3	1	5	
	3	5	1	2	4	2
		4		2		



Mechiffe was quickest, using a vibro-ax with an extra energy cell.
 Horghel Lu came second, using gyro-stabilised twin pistols.
 Nella X came third, using a sonic blaster with combat grip.
 The Wole was slowest, using a blaster rifle and scanner.

		BOUNTY HUNTERS				WEAPONS				MODIFICATIONS			
		▼	●	▲	⬠	⚡	🔫	🔫	🔫	⚡	🌀	🌀	⚡
TIME	10	X	X	X	✓	X	✓	X	X	X	X	X	✓
	15	X	X	✓	X	X	X	X	✓	X	✓	X	X
	20	X	✓	X	X	X	X	✓	X	✓	X	X	X
	25	✓	X	X	X	✓	X	X	X	X	X	✓	X
MODIFICATIONS	🌀	X	✓	X	X	X	X	✓	X				
	🌀	X	X	✓	X	X	X	X	✓				
	🌀	✓	X	X	X	✓	X	X	X				
	⚡	X	X	X	✓	X	✓	X	X				
WEAPONS	🔫	✓	X	X	X								
	🔫	X	X	X	✓								
	🔫	X	✓	X	X								
	🔫	X	X	✓	X								

In year 1, Master Kraal tested Ornix on Shuraden.
 In year 2, Master D'Lenne tested Egnor on Coruscant.
 In year 3, Master Moben tested Barcel on Almas.
 In year 4, Master Carnetta tested Neruk on Volos.

		JEDI MASTERS				PADAWANS				PLANETS			
		▼	●	▲	⬠	▬	◆	☀	🌀	🌀	🌀	🌀	🌀
YEAR	1	✓	X	X	X	✓	X	X	X	X	✓	X	X
	2	X	X	X	✓	X	X	X	✓	X	X	X	✓
	3	X	✓	X	X	X	✓	X	X	X	X	✓	X
	4	X	X	✓	X	X	X	✓	X	✓	X	X	X
PLANETS	🌀	X	X	✓	X	X	X	✓	X				
	🌀	✓	X	X	X	✓	X	X	X				
	🌀	X	✓	X	X	X	✓	X	X				
	🌀	X	X	X	✓	X	X	X	✓				
PADAWANS	▬	✓	X	X	X								
	◆	X	✓	X	X								
	☀	X	X	✓	X								
	🌀	X	X	X	✓								



NOTES

USE THIS PAGE TO WORK OUT YOUR ANSWERS

