

100  
PUZZLES  
INSIDE

Disney

# BRAIN GAMES MATHS

FUN PUZZLES FOR BRIGHT MINDS

Disney

**BRAIN  
GAMES  
MATHS**

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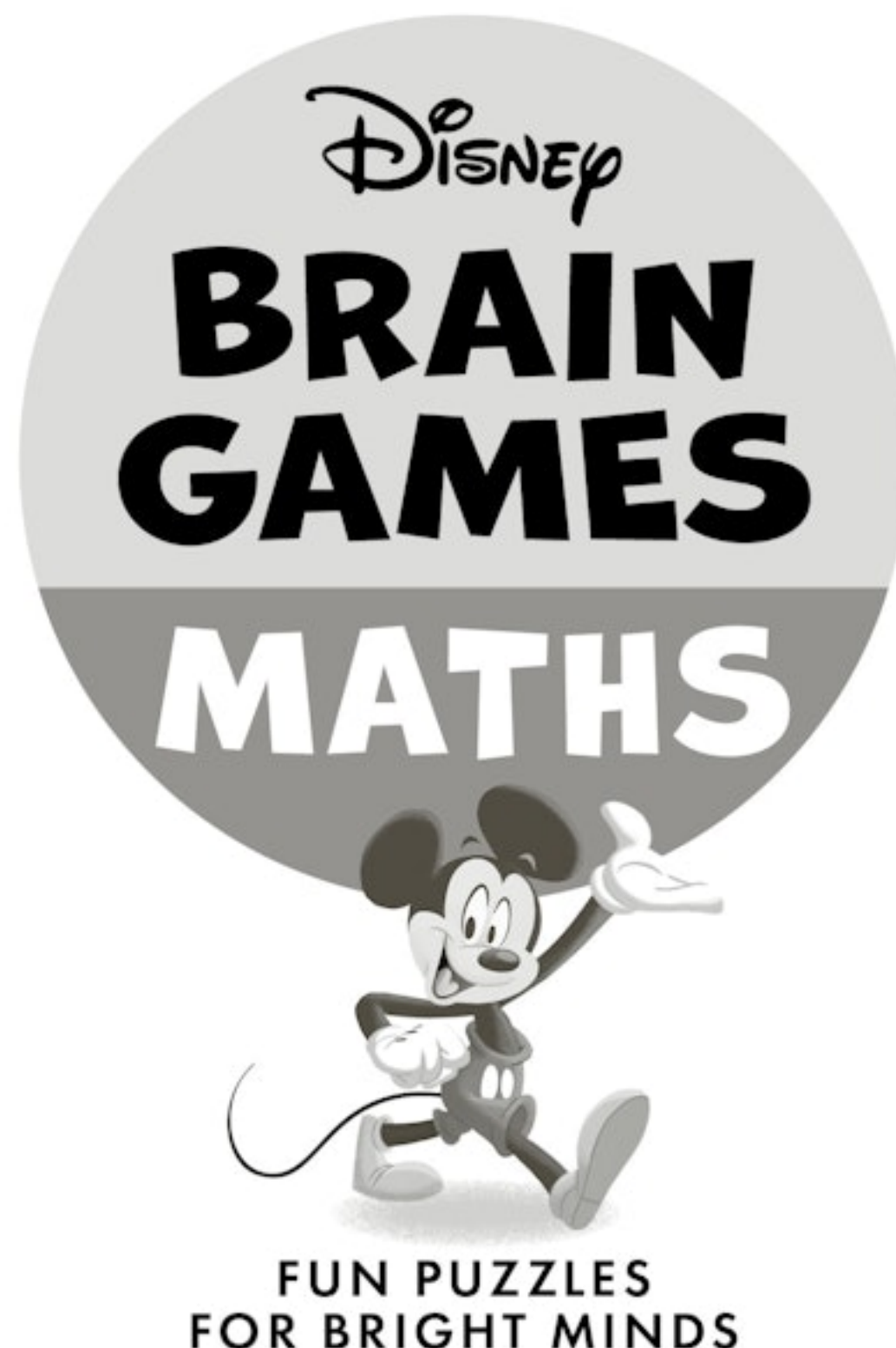
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# INTRODUCTION

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Puzzles are a great source of stimulation and exercise for your brain, and they're fun, too! Using your brain to work out a logic sequence, to calculate an equation, or to deduce the answer from a series of clues can keep you happy and occupied for hours, and it is good for you. A positive mental activity like puzzle-solving keeps your brain on its toes, so to speak!

Now, if those puzzles are themed around your favourite characters from your favourite movies, that can take it to another level of fun! Heroes and villains, Princesses, animated characters and many more Disney favourites take centre stage in the wide variety of maths-based puzzles you will find in this book. There are all sorts of brainteasers, from simple pattern-matching and algebra to fiendish logic puzzles and tests of lateral thinking.

When you start a puzzle, remember to read the instructions carefully, because sometimes there will be important rules to follow that will make the puzzle the most enjoyable it can be.

And if you find yourself stuck, you can always "give a little whistle" and ask parents and carers or friends and family for help. You can even challenge your pals to a timed brain games battle!

So sharpen your pencil, calm your mind and get stuck into this fun, stimulating series of games for your brain! Turn to the back of the book for the answers.







# The Puzzles

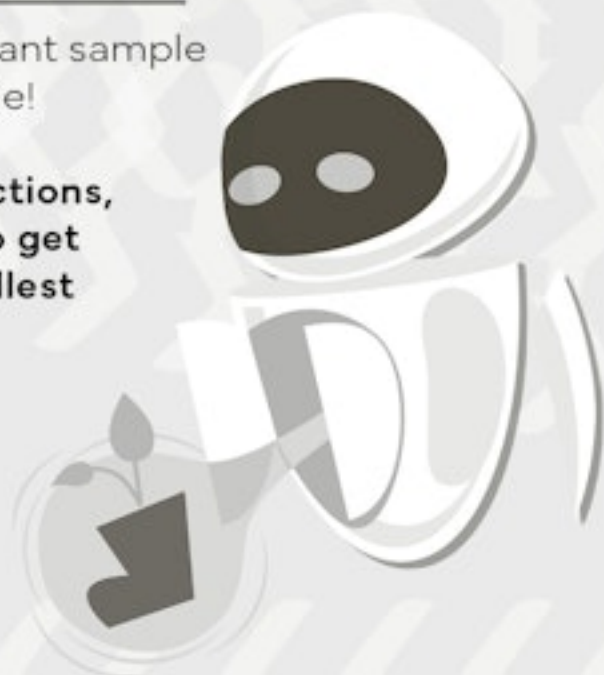


## Puzzle 1

# RUNAWAY WALL•E!

WALL•E needs to get his plant sample to EVE as quickly as possible!

Using the following instructions, can you write a program to get WALL•E to EVE in the smallest number of steps?



- Move Forward Any Number of Squares
- Turn Left 90 Degrees
- Turn Right 90 Degrees



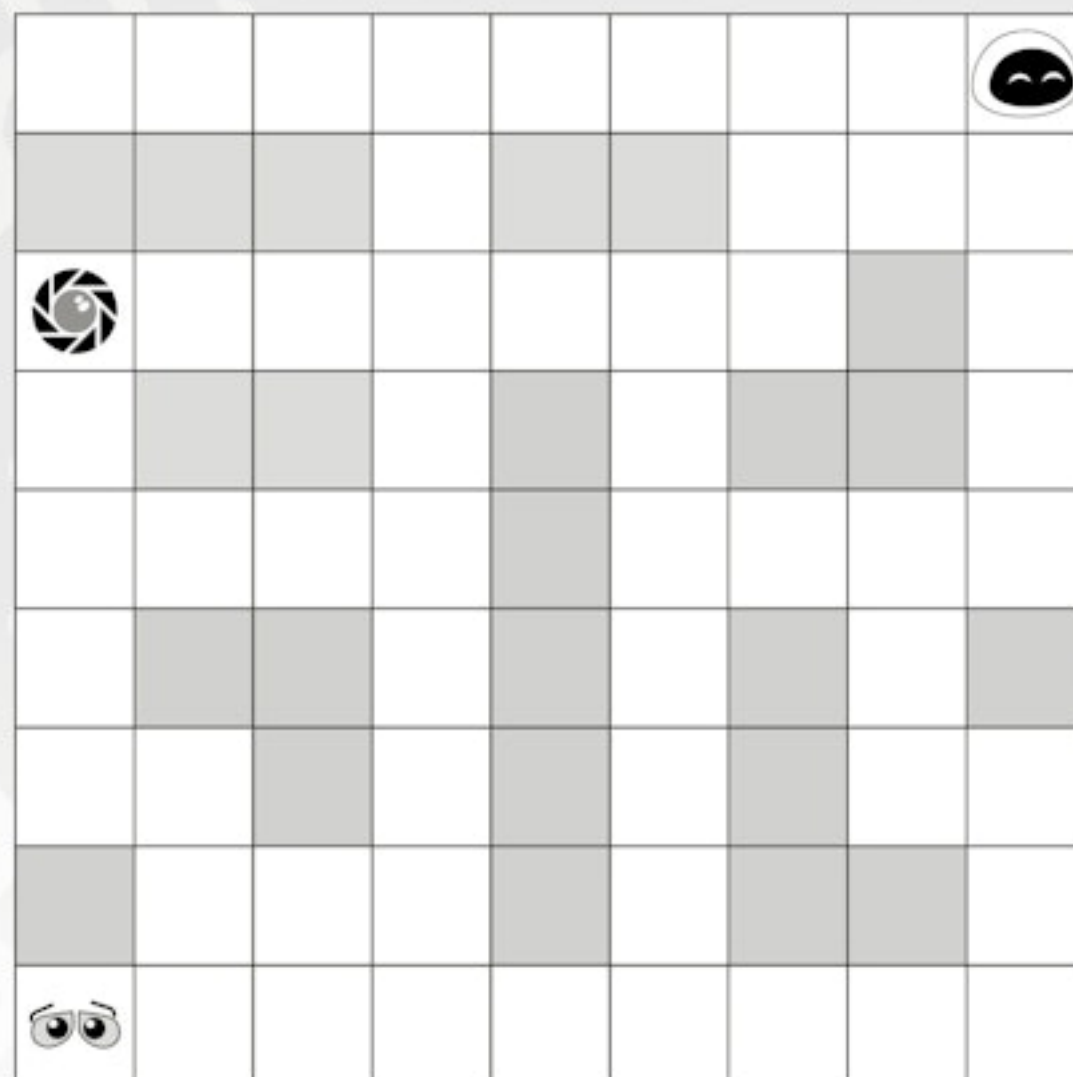
EVE



WALL•E



AUTO



Oh no! Auto has switched on his security scanners!

Plot a new route that will get WALL•E to EVE with the fewest instructions, but without crossing any path that has a clear line of sight to AUTO!



## Puzzle 2

# THE CAT'S WHERE IT'S AT

Help Thomas O'Malley the alley cat figure out which numbers go where in his alleyways. **Each square needs to be filled with a number between 1 and 9, and you can only use each number once.**

3	+		-		=	1
+		+		-		
	+		+		=	10
+		-		+		
	-		+	9	=	8
=		=		=		
14		2		15		



## Puzzle 3

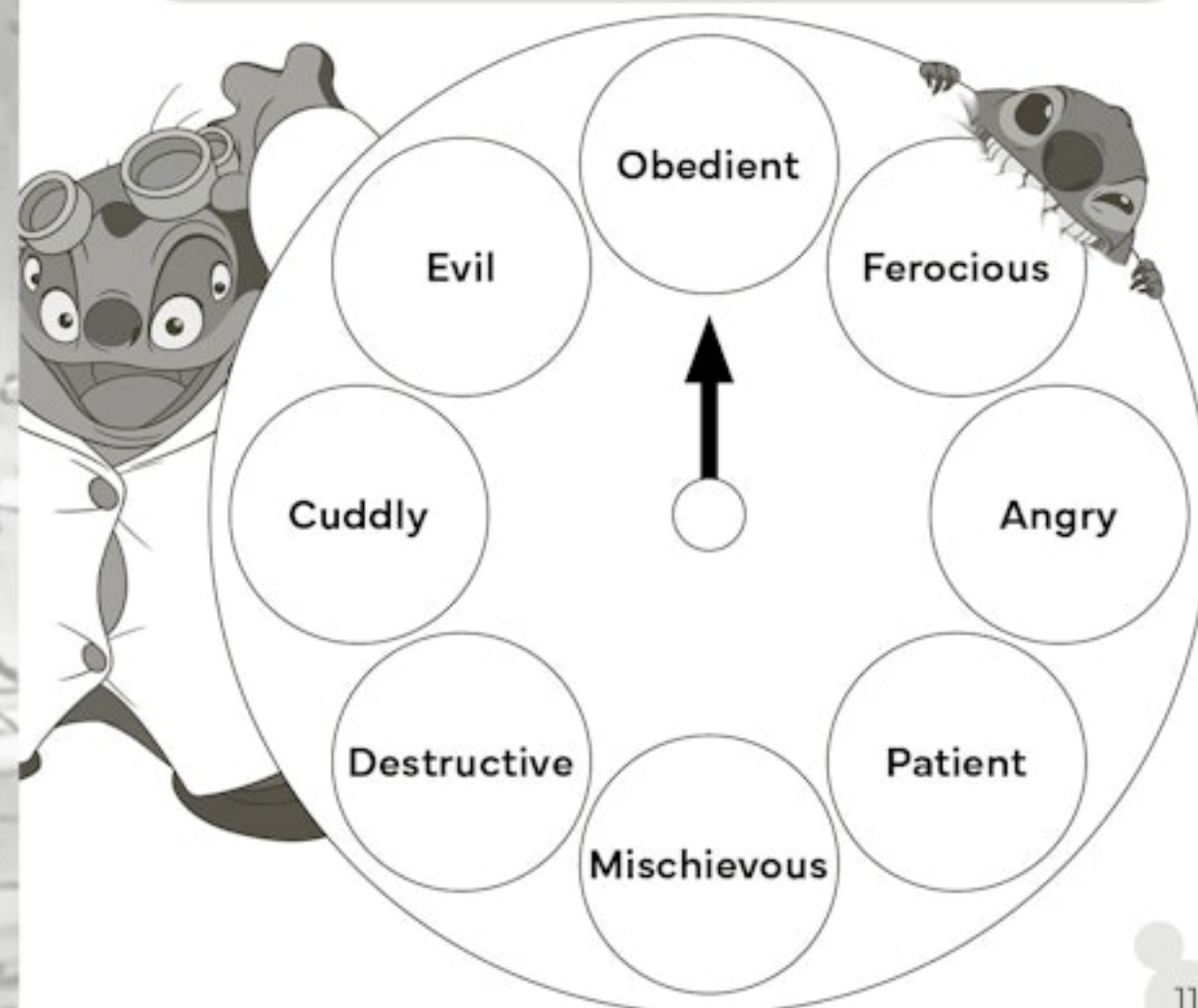
# A STITCH IN TIME

When Dr Jumba Jookiba made Experiment 626, he couldn't quite remember what he set the Geneticamizer to. **By repeating his actions, can you work out what setting created Stitch?**

Find which word the Geneticamizer dial is pointing to:

1. Rotate 180 degrees clockwise
2. 90 degrees clockwise

3. 45 degrees anticlockwise
4. 90 degrees clockwise
5. 180 degrees clockwise
6. 45 degrees anticlockwise
7. 90 degrees clockwise



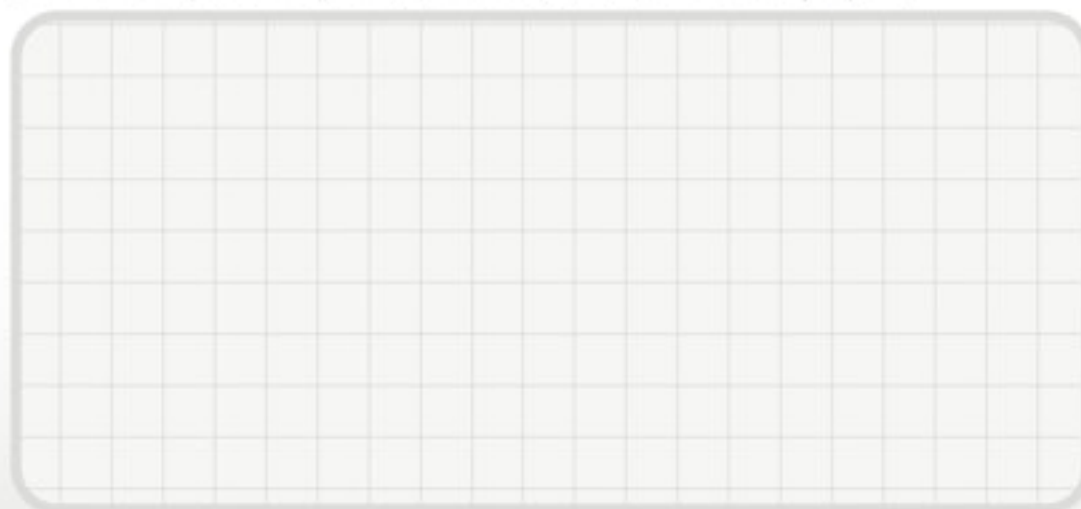
## Puzzle 4

# LIGHT WORK

Lumiere uses three candles every night. When each candle burns down, he saves the candle stub, and when he has seven he melts them down to make a new candle.

He has 42 candles and 42 candle stubs. When will he need to buy more candles?

Use this space if you need to work it out on paper.

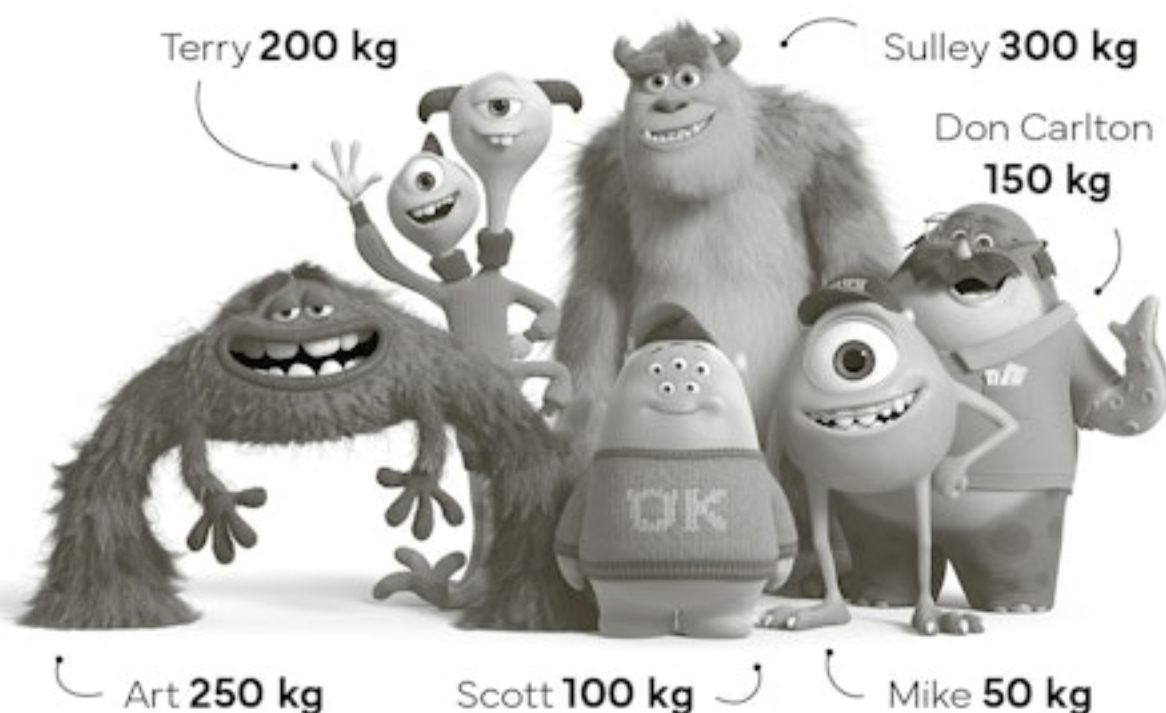




## Puzzle 5

# MONSTER LOADER

All of these monsters need to get to work on the Scare Floor, but these 3 monster loaders can only carry 350kg each. Can you fit all 6 monsters onto the loaders without breaking any of them? **Write which monsters need to go on which loaders without any loader carrying more than 350kg in weight.**



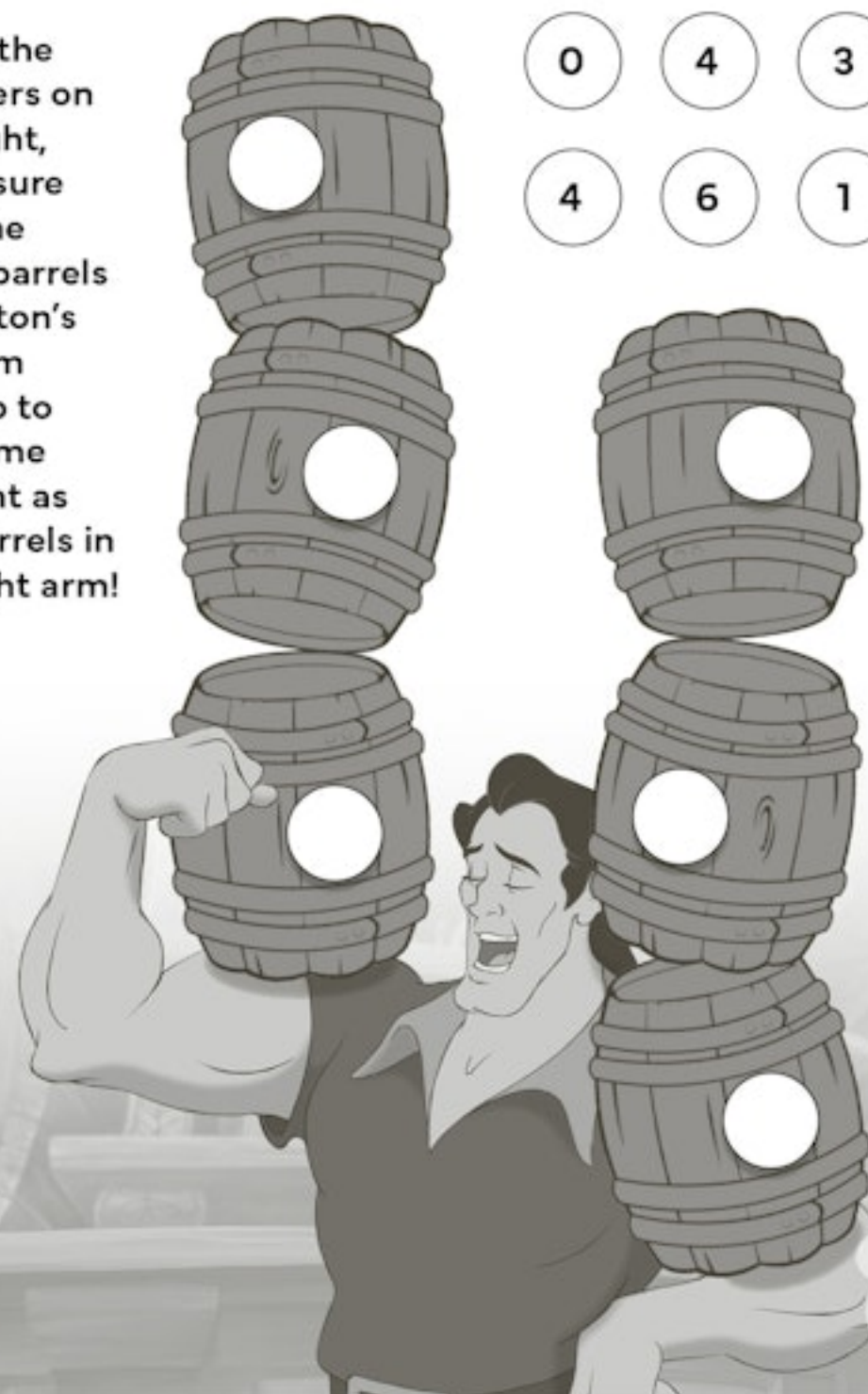
Loader 1	Loader 2	Loader 3

## Puzzle 6

# GASTON'S FEATS OF STRENGTH!

Gaston is showing off again by carrying as many barrels as he can in each hand, but to avoid toppling over he'll need to balance them correctly!

Using the numbers on the right, make sure that the three barrels in Gaston's left arm add up to the same amount as the barrels in his right arm!

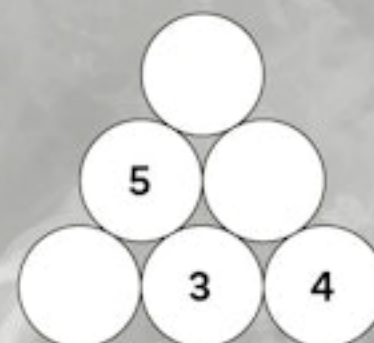
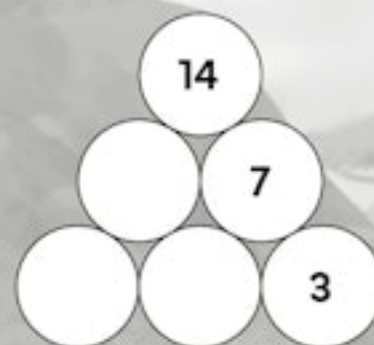


## Puzzle 7

# PRIDE ROCK ASCENT

Simba and Nala want to climb to the top of Pride Rock, without bothering any hyenas. Can you help them get there?

Fill in the empty circles, bearing in mind that the number in each circle is the sum of the two numbers underneath it.



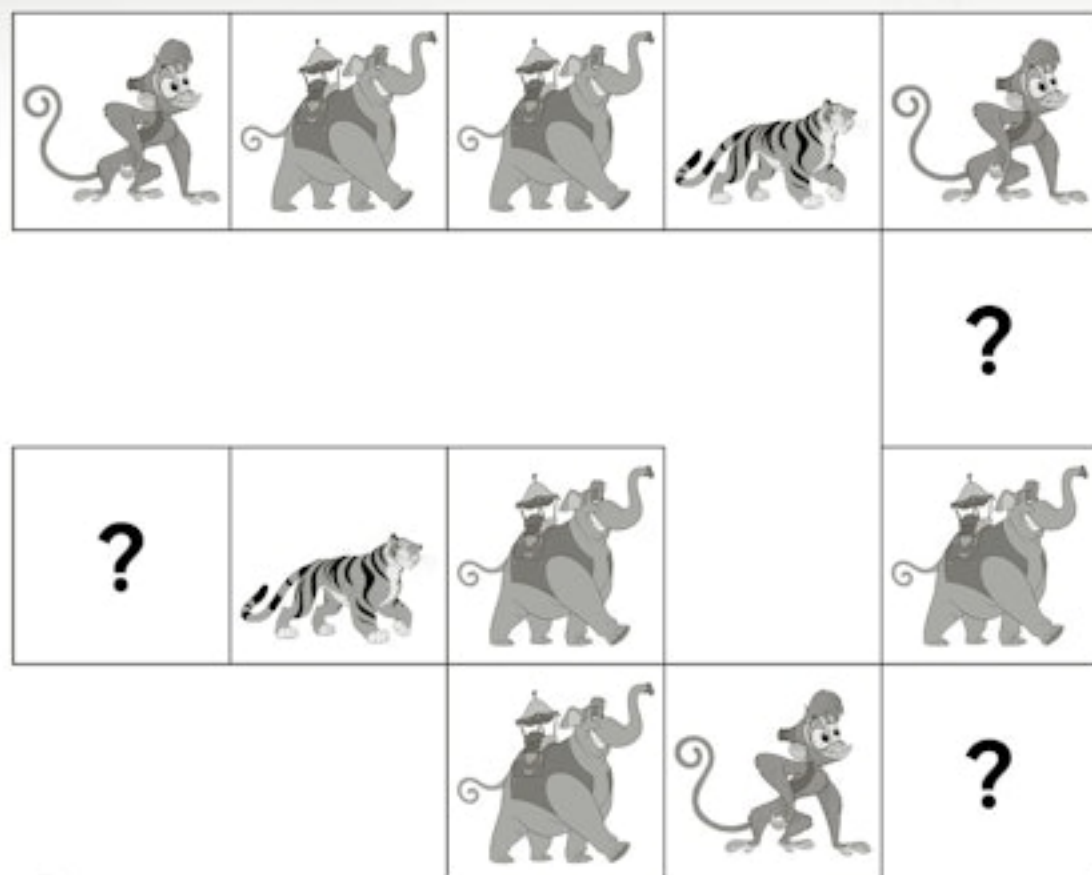


## Puzzle 8

# PRINCE ALI'S PARADE

Prince Ali is riding into town and he's brought a world-class menagerie! But some of his animals seem to have gone missing.

Look at the pattern below. Can you fill in the gaps?



## Puzzle 9

# PHIL'S HEROIC MOSAIC

Phil is trying to put together a heroic mosaic of numbers, but they need to follow certain rules.

Every tile needs to be filled with a number for 1 to 9, but numbers should never repeat on any line, horizontally or vertically. To make it even more heroic, the mosaic is divided into 9 3-by-3 grids, and these squares can't contain any repeated numbers either.

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

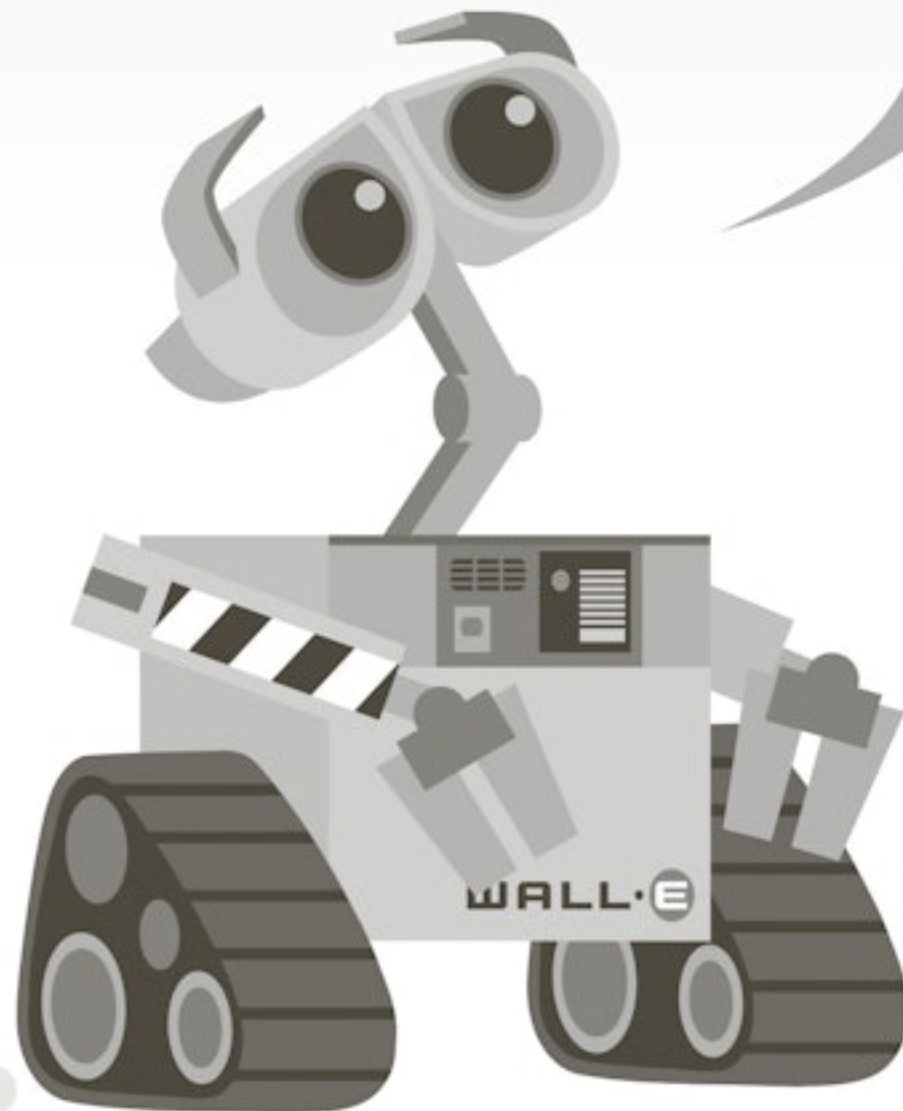




## Puzzle 10

# SNEAK-E!

WALL-E needs to find his way to EVE again, but this time AUTO has activated his SECURI-T robots! Using the instructions below, **can you plot a path to EVE without passing AUTO or the SECURI-T robots' lines of sight?**



EVE



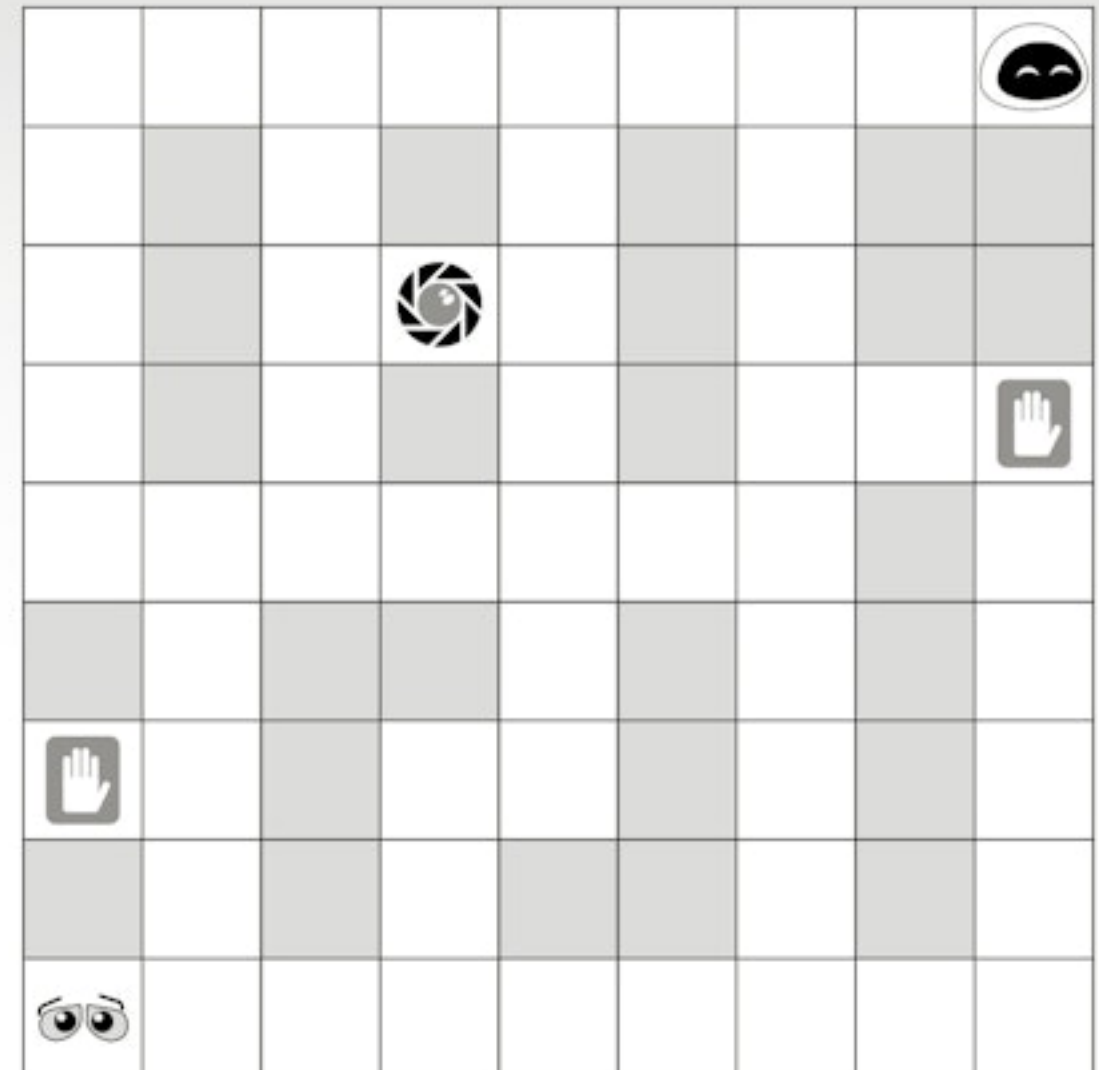
WALL-E



AUTO



SECURI-T



### Instructions:

- Move Forward Any Number of Squares
- Turn Left
- Turn Right

## Puzzle 11

# CATERPILLAKURO!

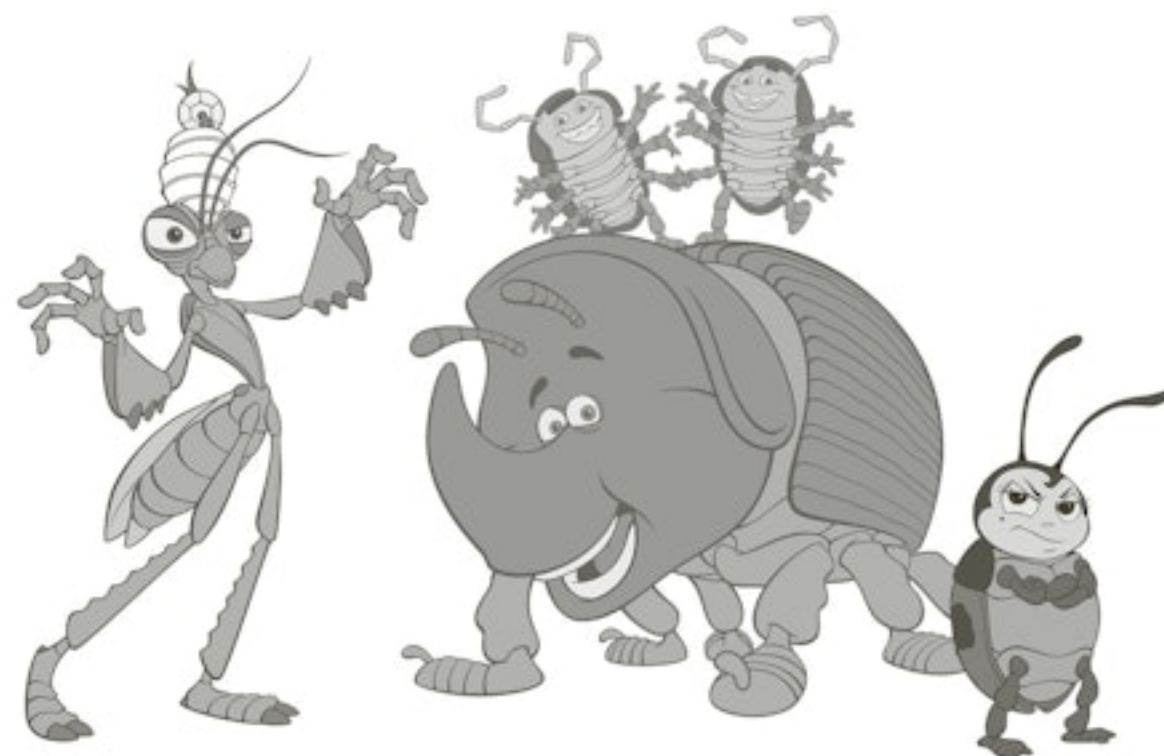
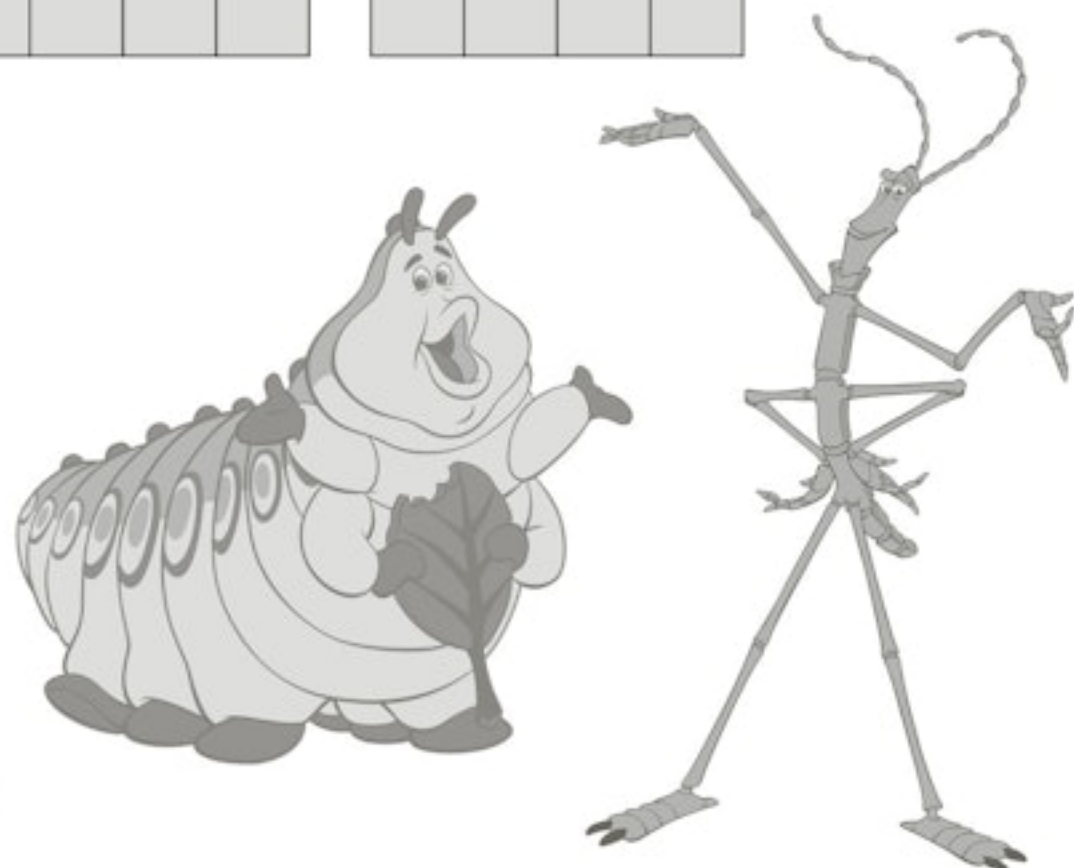
Heimlich the caterpillar has set his friends this fun Kakuro puzzle. Can you help Slim, Manny, Dim and Francis to solve it?

Fill in all the empty squares with numbers from 1 to 9 so that each horizontal block adds up to the clue on its left, and each vertical block adds up to the clue on the top.

An example of how to complete these puzzles is below. Notice how the numbers add up.

	4	2	
3			
3			

	4	2	
3	1	2	
3	3		



			7	8				
		4						
	17	11						
3	3		4		4			
6			7			19	16	
		12		14				
			24		14			
				13				
			24					
			14					

## Puzzle 12

# BAYMAX'S CODE CATASTROPHE!

Oh no! Baymax has had a malfunction, and part of his binary coding has been wiped! Can you complete his code to get him working again?

Fill in the binary code following these instructions:

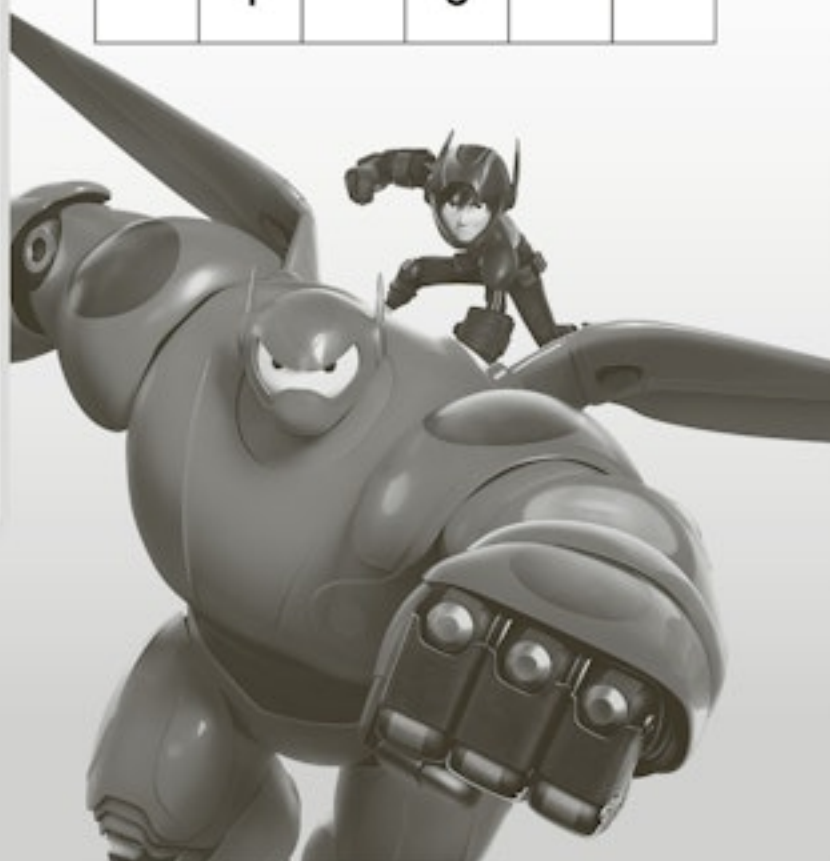
Each box should contain either a zero or a one.

You cannot have more than two consecutive ones or zeroes in a row or column.

Each row and column should contain an equal number of ones and zeroes.

Each row and column must be unique.

			1		
0	0	1	1	0	1
1	1	0	0	1	0
0			1	0	1
			0	1	0
	1		0		

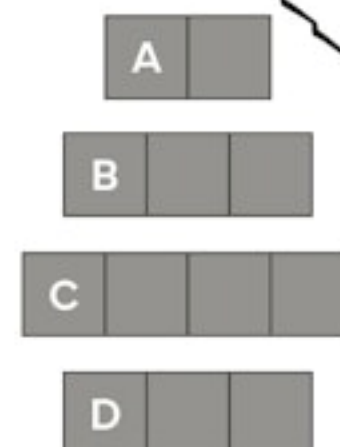
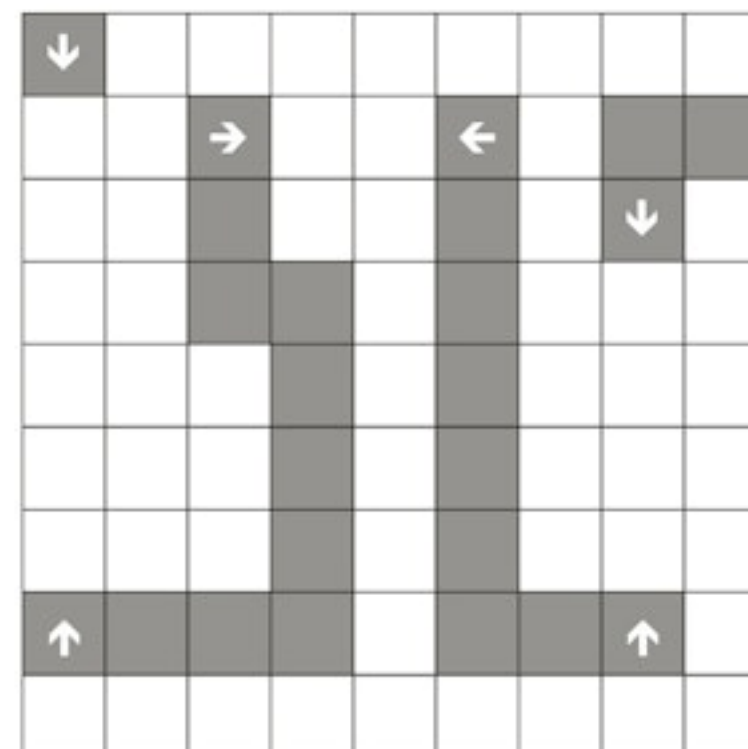


## Puzzle 13

# AQUEDUCT TAPE

The aqueduct is broken, and Hercules is the only one who can fix it! Can you work out which of these pipe segments go where to put the aqueduct back together?

Match the missing pipe segments to the gaps.





## Puzzle 14

# HEIGHTS IN DEPTH

Mr Ray's class are all lined up for their latest field trip, but Dory's forgotten what order they go in. They are supposed to be lined up from **shortest** to **tallest**. Work out the height of each fish and what order they should line up.

cm

6

5

4

3

2

1



Sheldon height: \_\_\_\_ cm

Ted height: \_\_\_\_ cm

Pearl height: \_\_\_\_ cm

Nemo height: \_\_\_\_ cm

On the way to the field trip, Mr Ray has a pop quiz for the class. Can you answer his questions?

What is the difference between the tallest fish in the class, and the shortest?

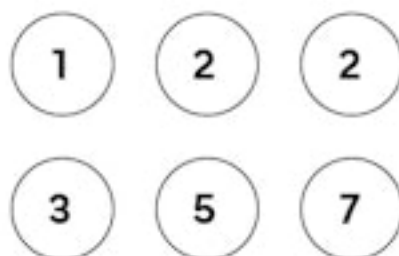
How tall would the class be if they all swam on top of each other in a line?

How many of the shortest fish would you need to make the tallest?

## Puzzle 15

# HELP LUISA BALANCE THE DONKEYS

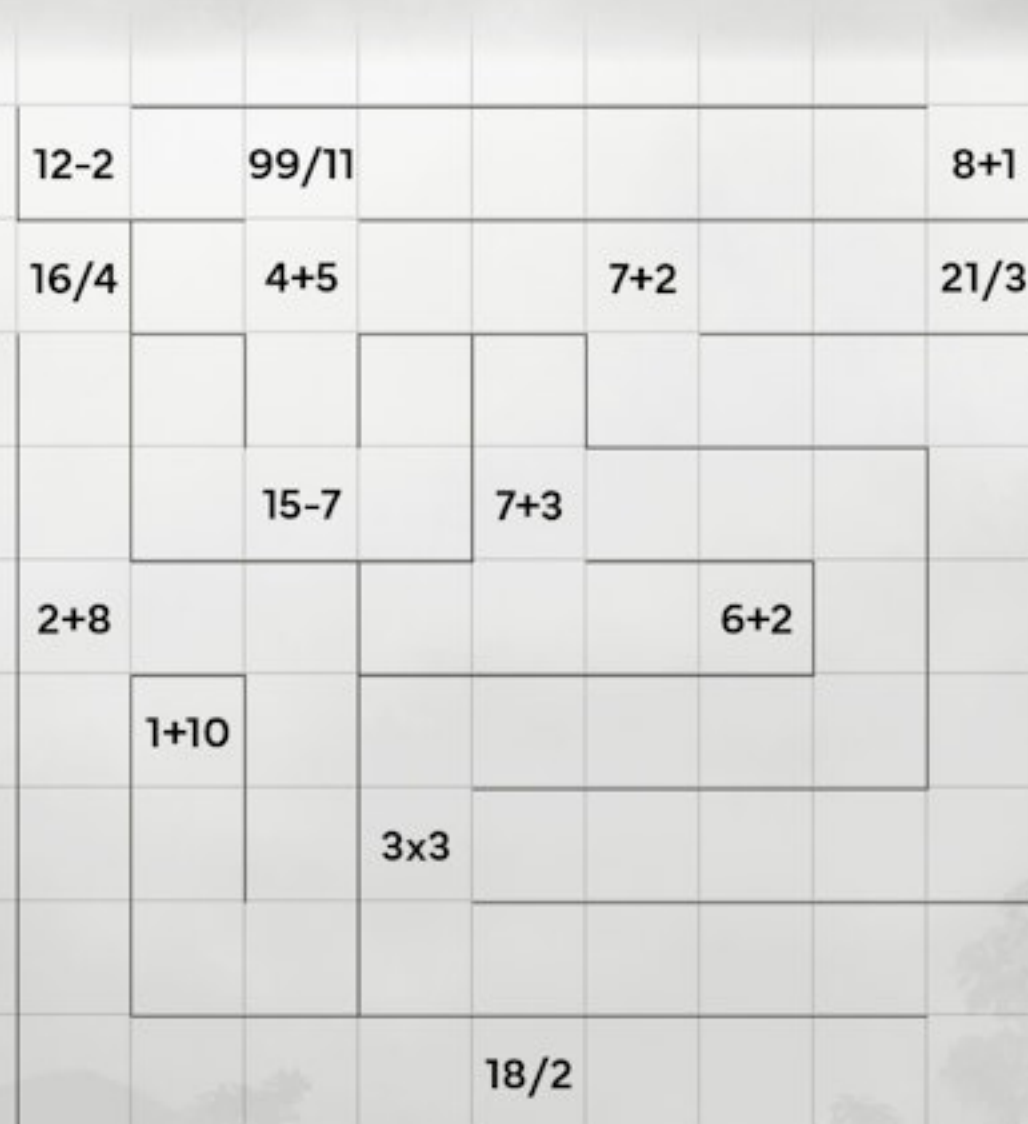
The donkeys have escaped again! Help Luisa get them back in their pen by making sure they are perfectly balanced on her shoulders. **Using the numbers on the right, make sure that the three donkeys on Luisa's left shoulder add up to the same amount as the donkeys on her right arm!**



## Puzzle 16

# RAYA'S MAZE!

Raya is trekking across Kumandra, looking for a way to banish the Druun. The only safe route is between maths questions that have the same answer. **Can you guide her through?**





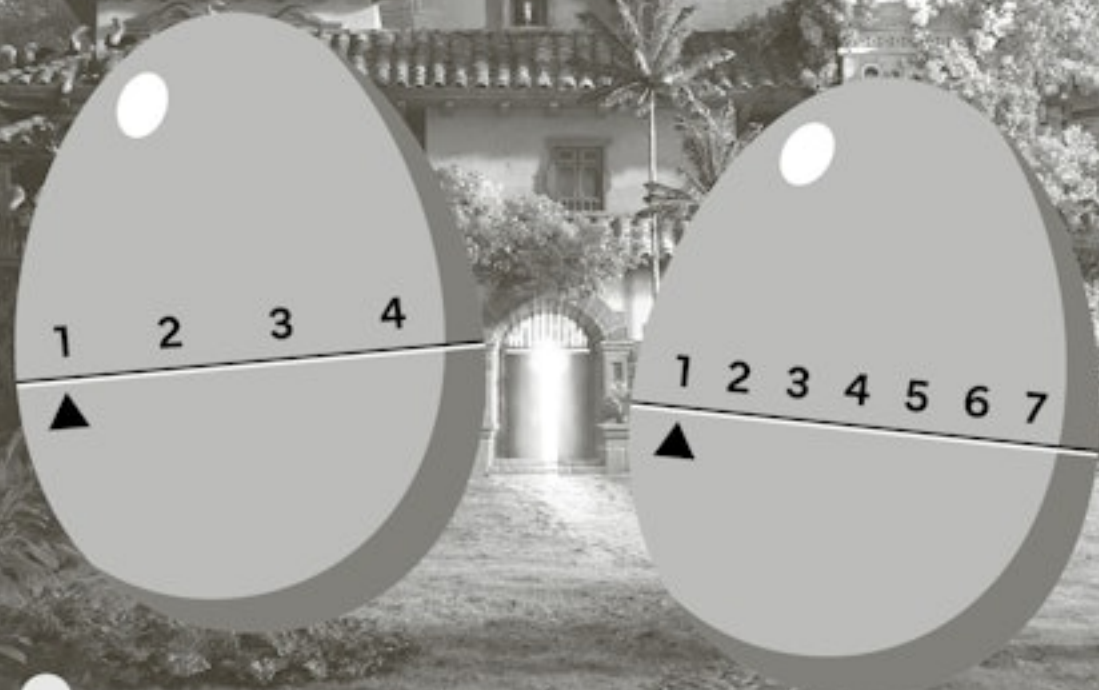
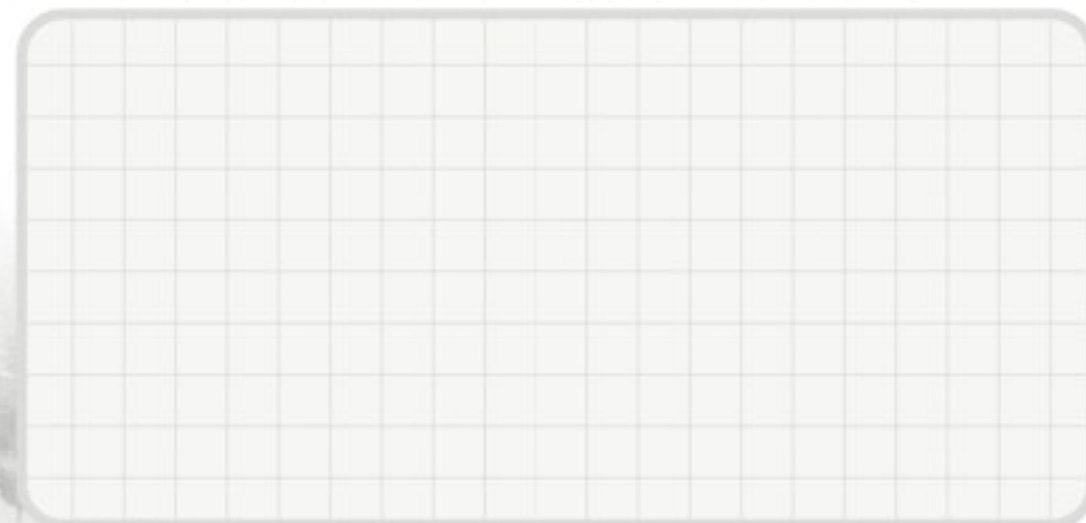
## Puzzle 17

# AREPA TIME

Julieta is making delicious arepas for her family. It takes exactly fifteen minutes to cook the arepas, but she only has two old egg-timers: one which times four minutes, and one which times seven minutes. She can turn them over whenever she wants, as many times as she wants.

How can she use them to time exactly fifteen minutes?

Use this space if you need to work it out on paper.

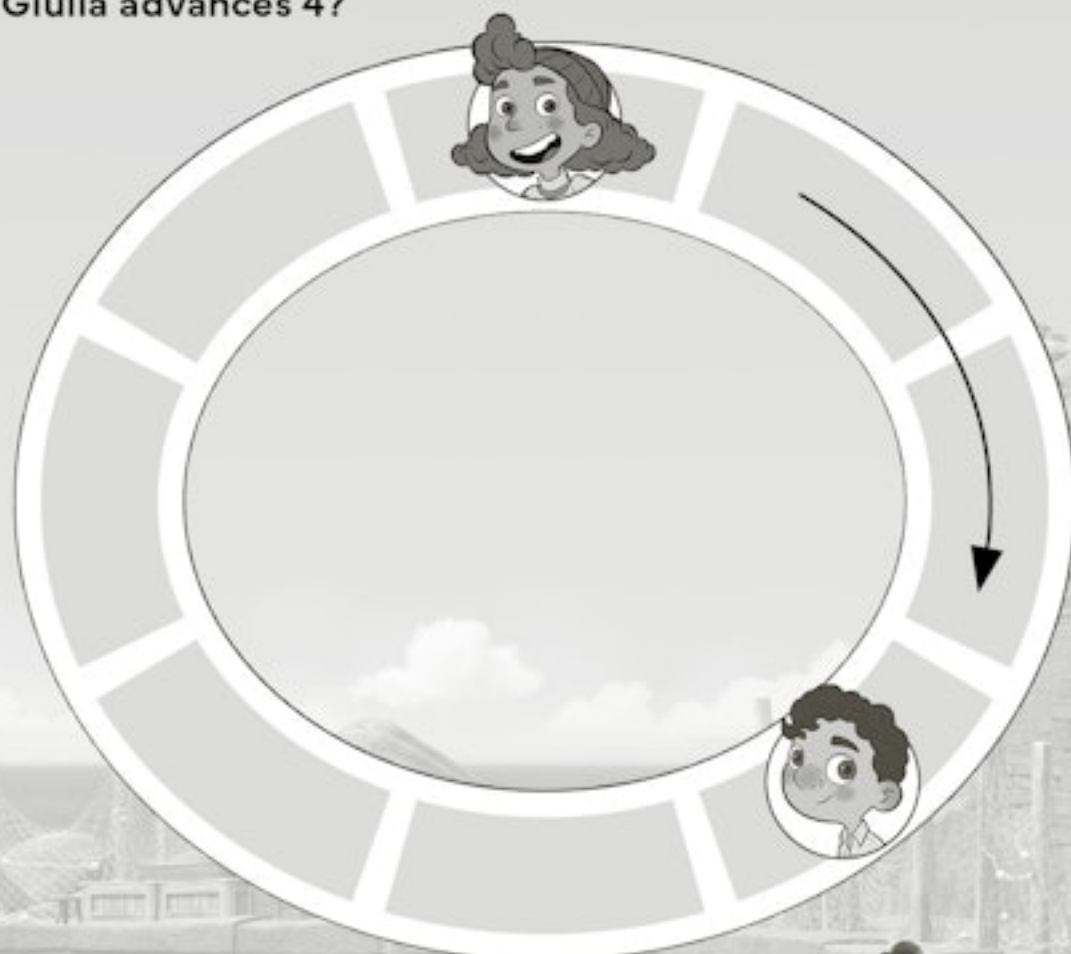




## Puzzle 18

# SEAMONSTER CYCLE RACE!

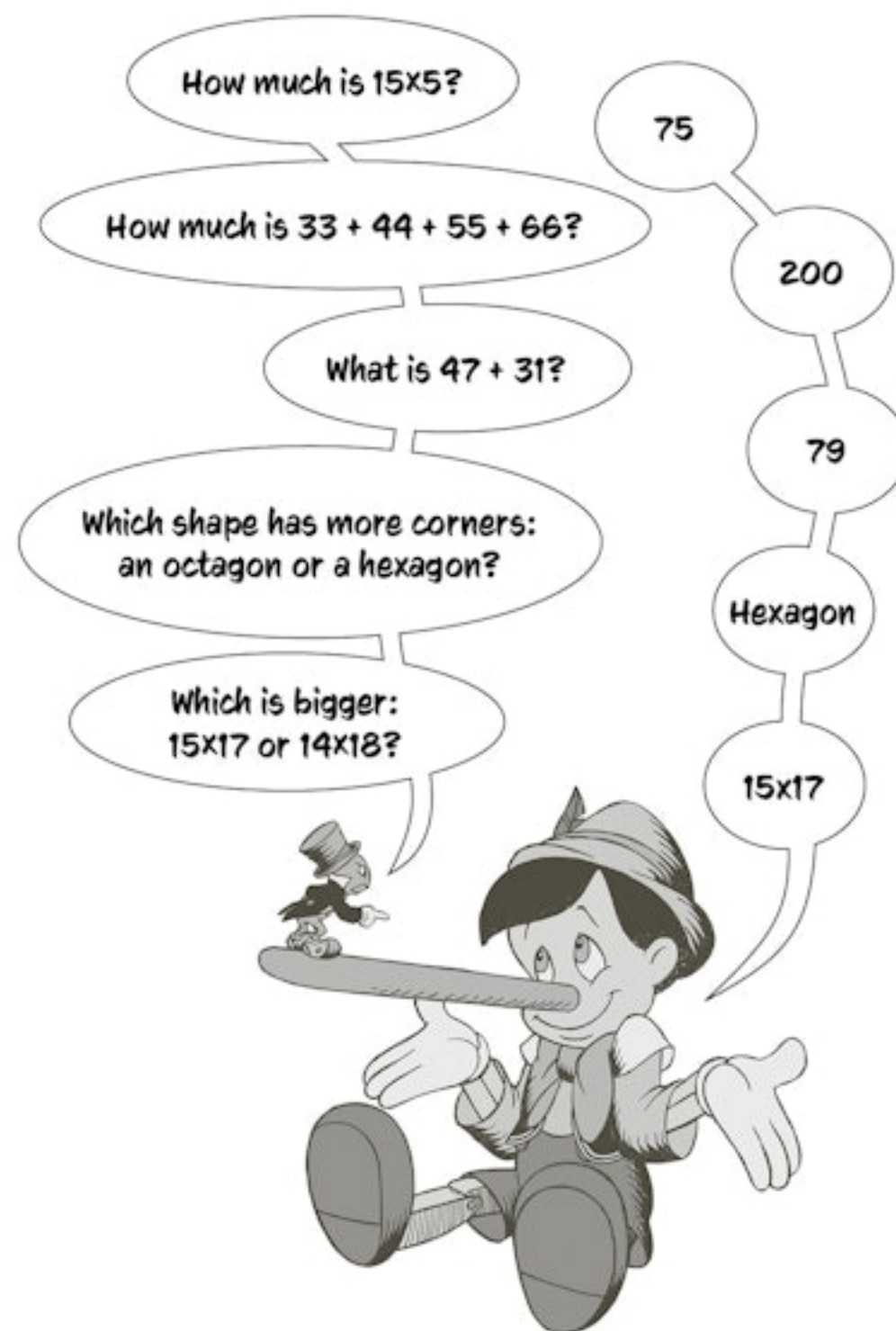
Luca and Giulia are having a bicycle race to practice for the triathlon. Giulia has got into the lead, but Luca is catching up fast. How many turns will it take for Luca to catch up with Giulia if Luca advances 5 segments each turn and Giulia advances 4?



## Puzzle 19

# PINOCCHIO'S TRUTH TEST

Pinocchio's nose grows when he tells a lie. Look at the answers he gives to Jiminy Cricket. If Pinocchio's nose grows 5 cm each time he lies, how long will his nose grow?



## Puzzle 20

# CY-BUG SCANDAL!

The Cy-Bugs have escaped into the game's program and started eating all the binary code!

Help Vanellope and Ralph fit in the missing sections by following the rules on the next page:



		1					1
0	1	0	1			1	0
1	0	1	0			0	1
0	1	0	1	0	1	1	0
			0	1	0	0	1
	0	1	1	0	0	1	
	1		0	1	1	0	
1	0	0	1	0	1		

Each box should contain either a zero or a one.

You cannot have more than two consecutive ones or zeroes in a row or column.

Each row and column should contain an equal number of ones and zeroes.

Each row and column must be unique.





## Puzzle 21

# KEEPING SCARE!

Once again Sulley has achieved the most Scares on the Scare Floor with 9 big Scares. But how many Scares did Randall and George get?

Examine these maths questions to work out Randall and George's Scare Scores.


 $+$ 

 $= 7$


 $-$ 

 $= 5$


 $\times$ 

 $= 12$

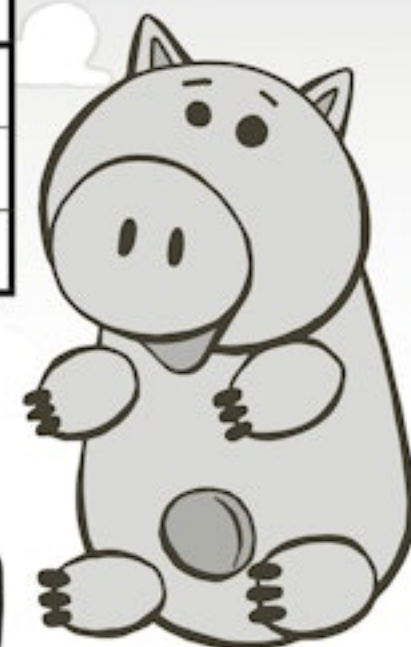
## Puzzle 22

# TOY-DOKU

Hamm has knocked over Andy's building blocks and needs to put them back exactly as he found them.

Each block has a number from 1 to 9, but Andy had arranged them so that the numbers never repeat on any line, horizontally or vertically. He also divided the blocks into 9 3-by-3 blocks, and those squares didn't contain any repeated numbers either.

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





## Puzzle 23

# SHY COCONUTS

Some Kakamora have hidden themselves among Moana's coconut harvest. You can tell which coconuts are Kakamora in disguise, because the numbers they have stuck to them have made the questions they're hiding in incorrect.

Make the sums correct by removing 1 digit from each question.

 $32 + 70 = 73$

 $63 \div 7 = 19$

 $42 + 35 = 37$

 $41 - 60 = 35$

 $15 - 13 = 12$

## Puzzle 24

# BINAR-E

Poor WALL-E's had a rough day. He's been dragged through space on a rocket ship, dropped down a trash chute, and almost squished trying to keep the Holo-Detector open so that the *Axiom* could return to Earth. He's mostly fixed now, but there are some gaps in his binary programming. **Can you fix them?**

Each box should contain either a zero or a one.

You cannot have more than two consecutive ones or zeroes in a row or column.

Each row and column should contain an equal number of ones and zeroes.

Each row and column must be unique.

	1		0		
1	1		0		
1			0		
					1
1					

		1			0
	0				0
0		0	1		
					1
1		0			
0	1			0	





## Puzzle 25

# MAMA ODIE'S MEDICINAL GUMBO

Mama Odie's mixed together a new gumbo recipe from several of her old potions, but she's forgotten how much tabasco is mixed into each recipe.

By looking at these recipes, can you tell how much tabasco has gone into her latest recipes?



$$\text{Potion A} + \text{Potion B} + \text{Potion C} = 20 \text{ shots of tabasco}$$

$$\text{Potion B} + \text{Potion C} + \text{Potion D} = 18 \text{ shots of tabasco}$$

$$\text{Potion C} + \text{Potion D} + \text{Potion E} = \text{? shots of tabasco}$$

$$\text{Potion B} + \text{Potion A} - \text{Potion C} = \text{? shots of tabasco}$$

$$\text{Potion A} + \text{Potion A} + \text{Potion A} = 18 \text{ shots of tabasco}$$

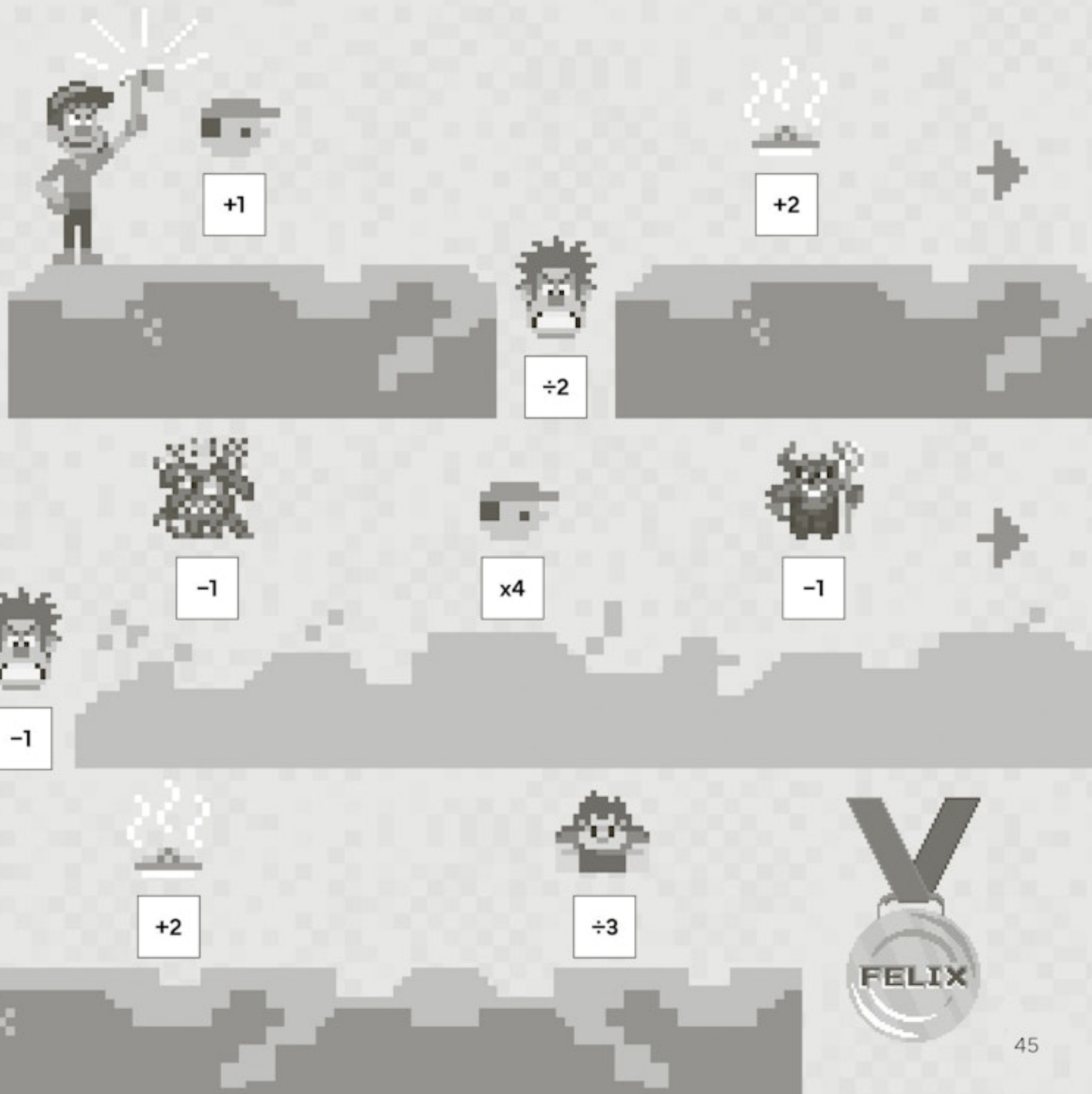
$$\text{Potion B} + \text{Potion A} + \text{Potion B} = 26 \text{ shots of tabasco}$$

## Puzzle 26

# FELIX'S FRENZY!

This level of Felix's new game is filled with traps and treasures. He starts the game with 3 lives.

Counting up the effects of everything he runs into across the level, how many lives will he have at the end?





## Puzzle 92

# SHIP AHOY!

Peter Pan has spotted a ship coming!

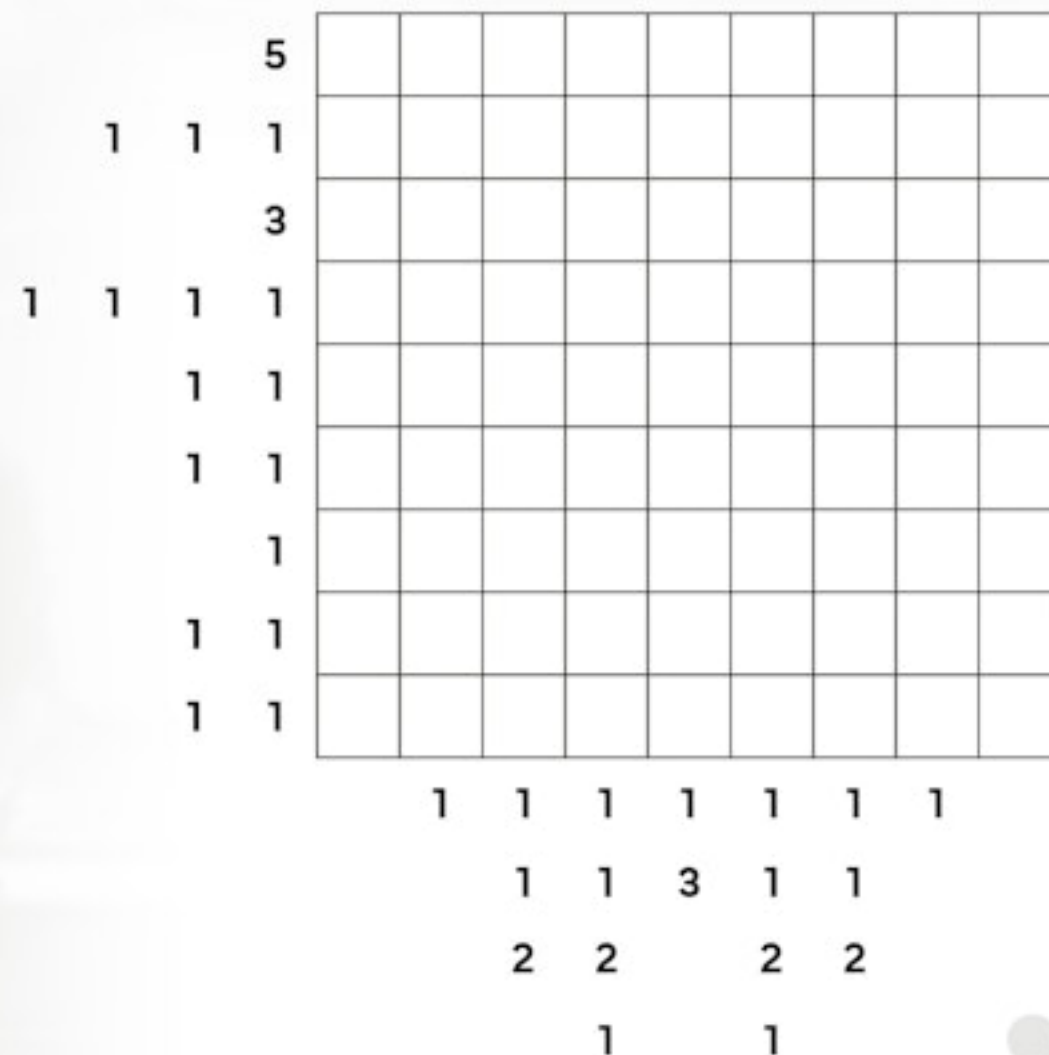
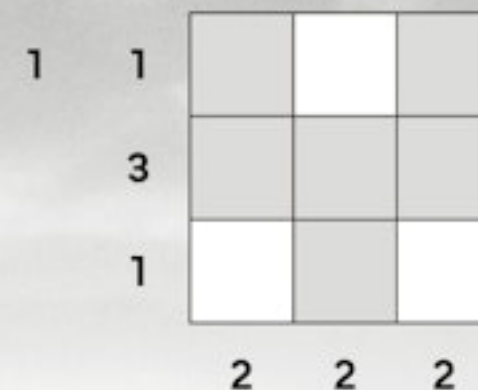
Solve this nomogram to identify the ship's flag and see if it is friend or foe!



Along the left-hand side of this grid are numbers showing how many blocks are coloured on each row.

Along the bottom the numbers show how many blocks are coloured on each column.

Here's a simple example of a completed puzzle:

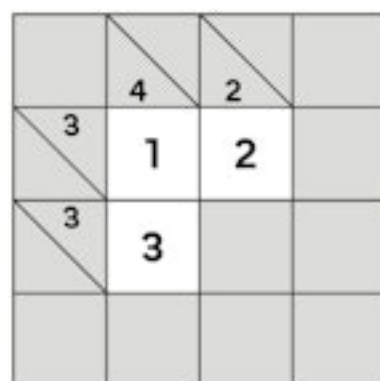
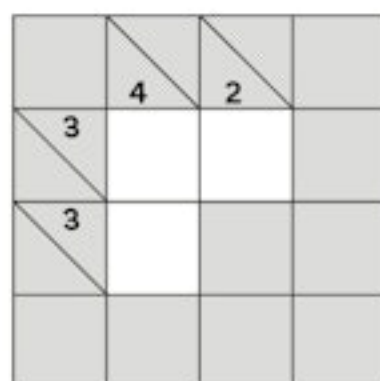
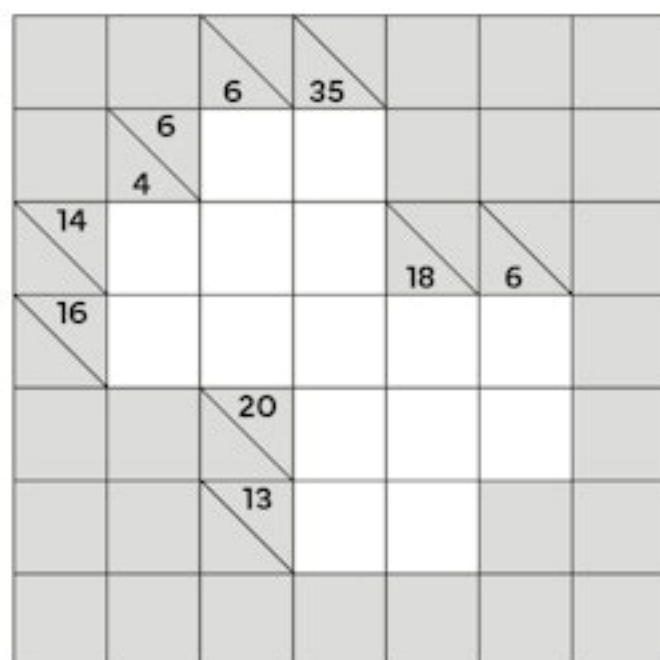


## Puzzle 93

# KAKUROMORA!

The Kakamora have arrived! And they are demanding you complete their fiendish Kakuro puzzles before they will let you go!

Fill in all the empty squares with numbers from 1 to 9 so that each horizontal block adds up to the clue on its left, and each vertical block adds up to the clue on the top.



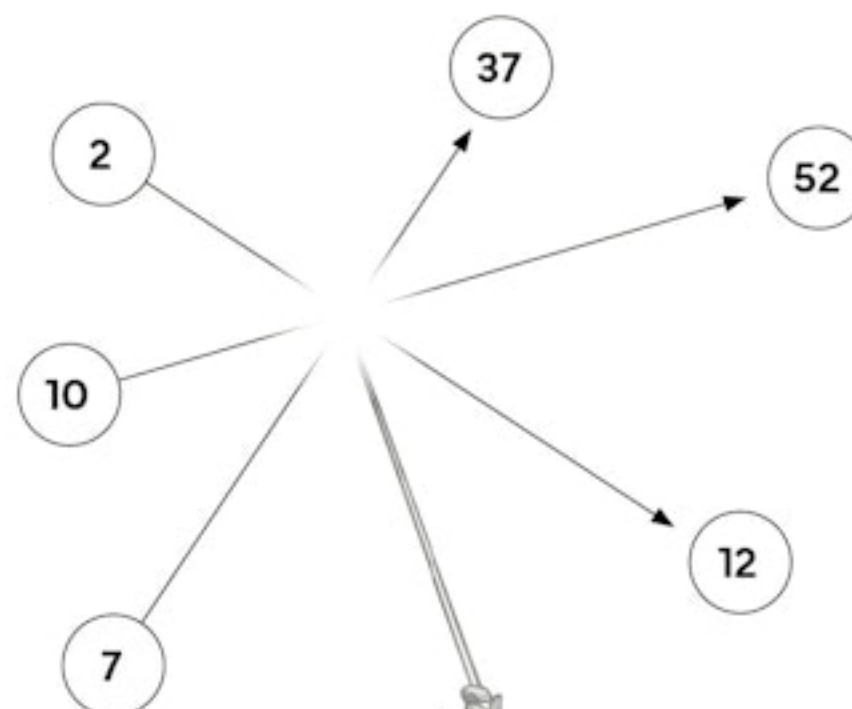
An example of how to complete these puzzles is to the right. Notice how the numbers add up.



## Puzzle 94

# BIBBIDI-BOBBIDI-WHAT?

What spell is the Fairy Godmother casting on these numbers? **Can you work it out?**





## Puzzle 95

# MADAM MIM'S MISCHIEF

Can you solve Madam Mim's mischievous number square?

Fill all empty squares so that the numbers 1 to 6 appear exactly once in each row and column. The numbers in each block should produce the result shown in the top-left corner of the block according to the symbol appearing on the top of the grid.

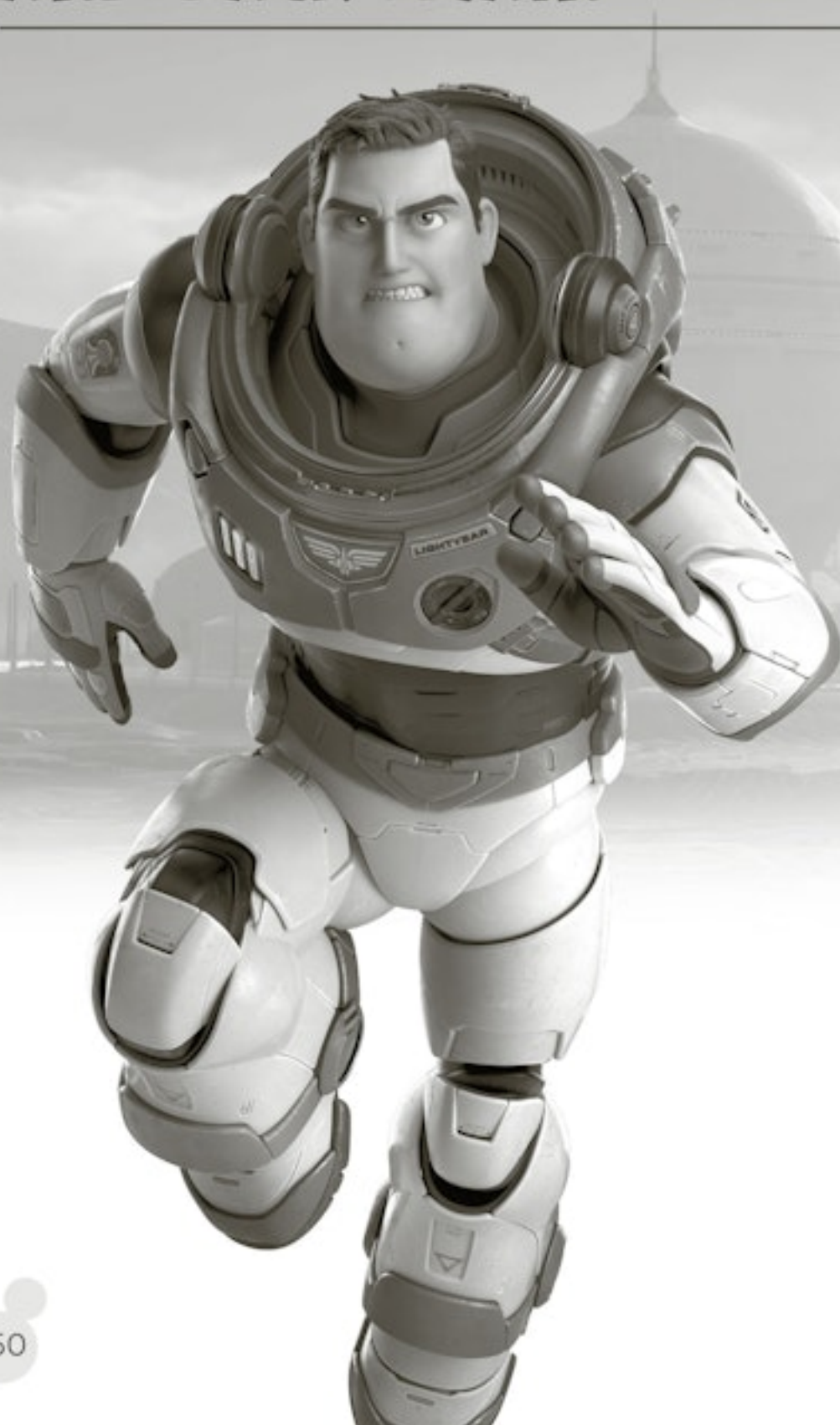
For instance, in this example the number in the corner is 4, and the symbol is +, so you need to fill in the numbers 2, 1 and 1 that add up to 4.

4+	2	1
1		

11+	11+		1		6
4	3				
6		1	12+		13+
			5		4
	120×	7+			
	6	3	2	4	
	4		36+	1	3
1-	5÷	17+		6	1
	5	4			
3	1	6	4	3+	

## Puzzle 96

# TO INFINITY AND BEYOND AND BACK AGAIN



Buzz Lightyear is carrying out a test flight for his powerful new spaceship engine.

Can you work out how long it took him to complete these flights to the planet's nearest moon and back?

Left	Arrived	Journey Time
14:47	16:56	
01:50	13:54	
19:24	07:53	

Now Buzz is testing out the new, experimental hyperspace engine. This engine can travel much faster than before, but because he's travelling so fast, time seems to pass half as quickly aboard his spaceship as it does for the colony at home.

Can you work out how long these journeys took from Buzz's point of view?

Left	Return	Buzz's Journey Time
18:44	05:52	
09:34	15:16	
10:01	14:29	



## Puzzle 97

# CAN YOU WAIT TO BE KING?

It is the Dry Season in the Pride Lands, and Simba just can't wait to be king! The Pride Lands have four seasons a year – the Dry Season, the Short Rainy Season, the Dry and Hot Season and then the Long Rainy Season.

Zazu says Simba will not become King until 17 seasons have passed.

How many years will it be until Simba is king of the Pride Lands? And what season will it be?



## Puzzle 98

# THE NOT-SO-GREAT ESCAPE

These nefarious villains have all been locked up in the same jail. But now several of them are teaming up to form an escape plan!



### Escape Plan

**STEP ONE:** Steal the jail key through the window of the guard's office. The window is 15 inches high.

**STEP TWO:** Reach the lock at the top of the 12-foot-tall gate. We might have to stand on each other's shoulders.

**STEP THREE:** Hide in the luggage compartment at the back of the delivery truck. The compartment is 12 feet and five inches long.

**REMEMBER:** If more than three prisoners try to escape at once, someone will notice, so pick your team carefully!

Which three villains should team up to escape?

## Puzzle 99

# CURRENT EVENTS

Ariel is swimming through the ocean currents, which are not always visible from the surface.

Can you trace Ariel's journey by filling in her path below?

Follow the path beginning at number 1 and tracing it through 2, 3, and 4 continuing all the way to number 25. However, not all the numbers are visible, so you will have to deduce where they go.

Use only horizontal and vertical paths – never go diagonal.

		3		21
6				
			18	
		10		
13				25

Here's an example solution going from 1 to 16 to show how it works.

8	7	4	3
9	6	5	2
10	13	14	1
11	12	15	16



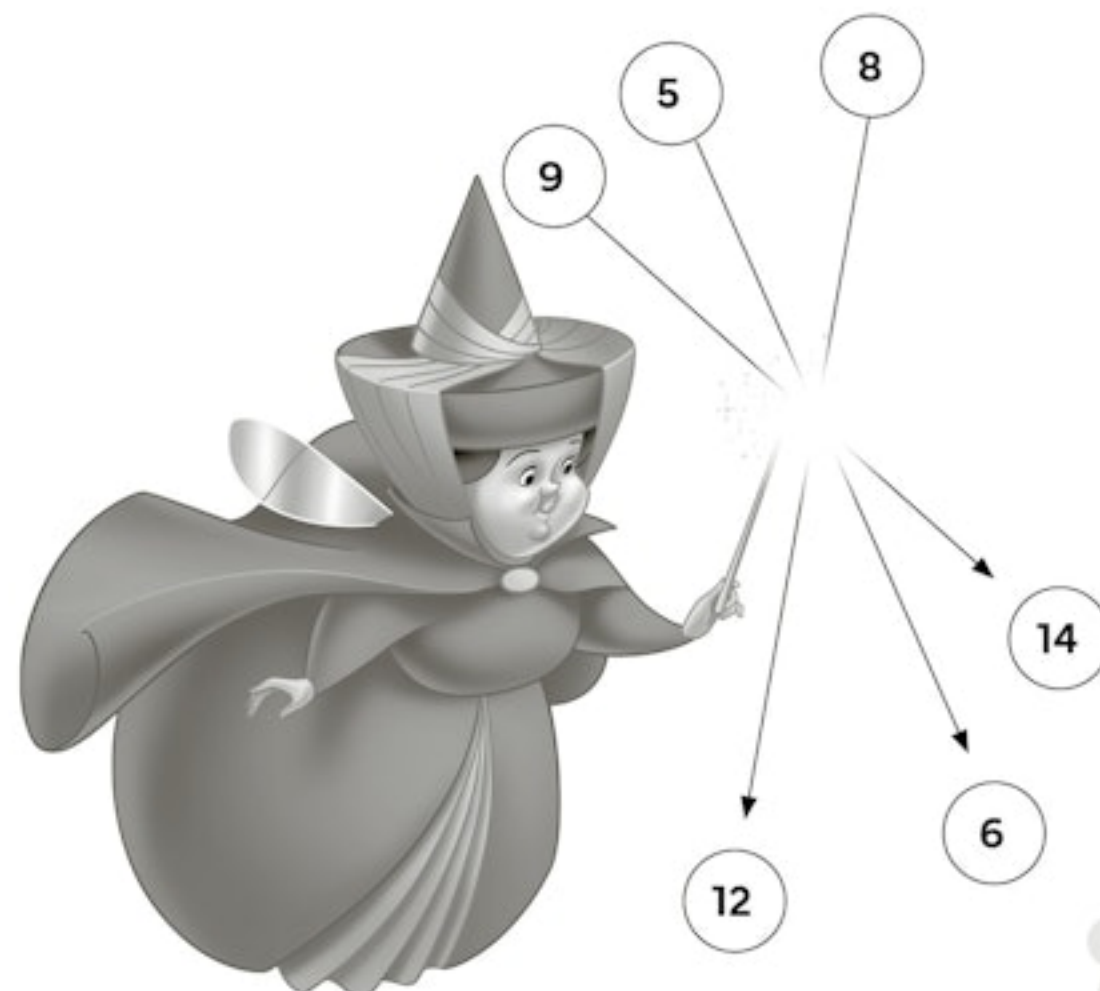
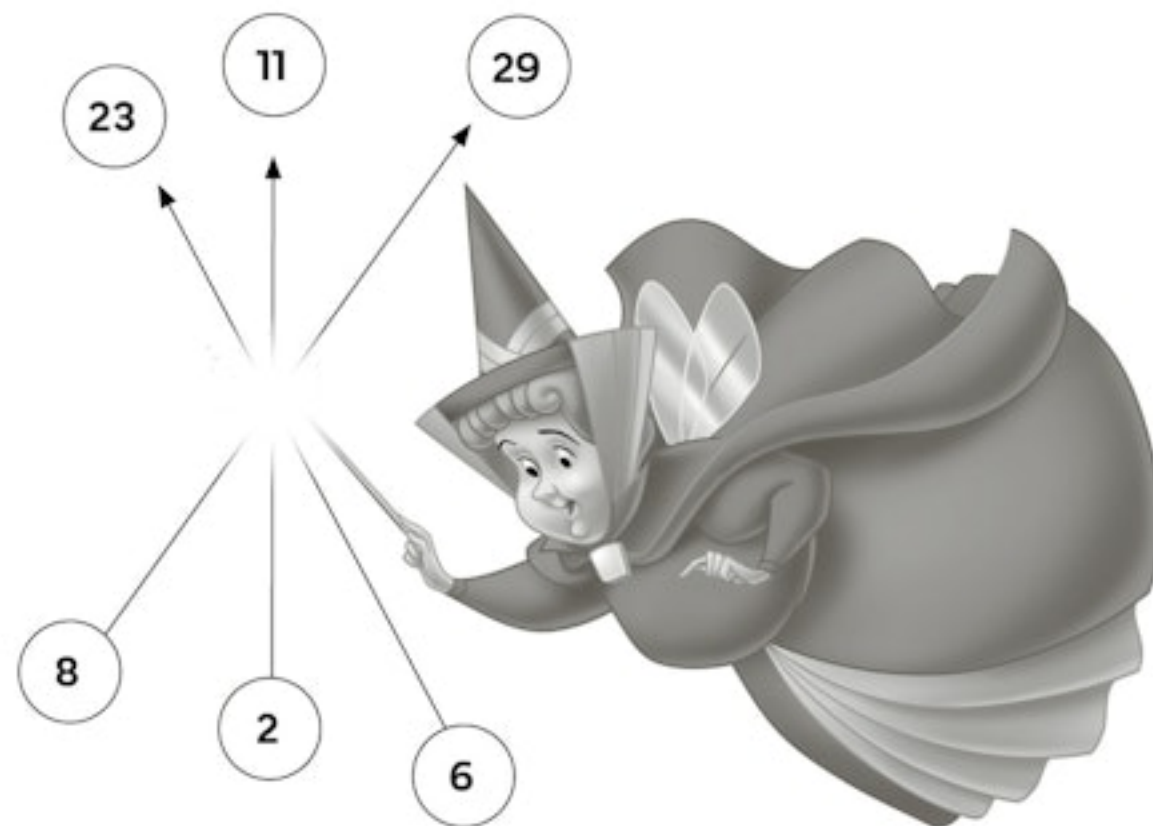
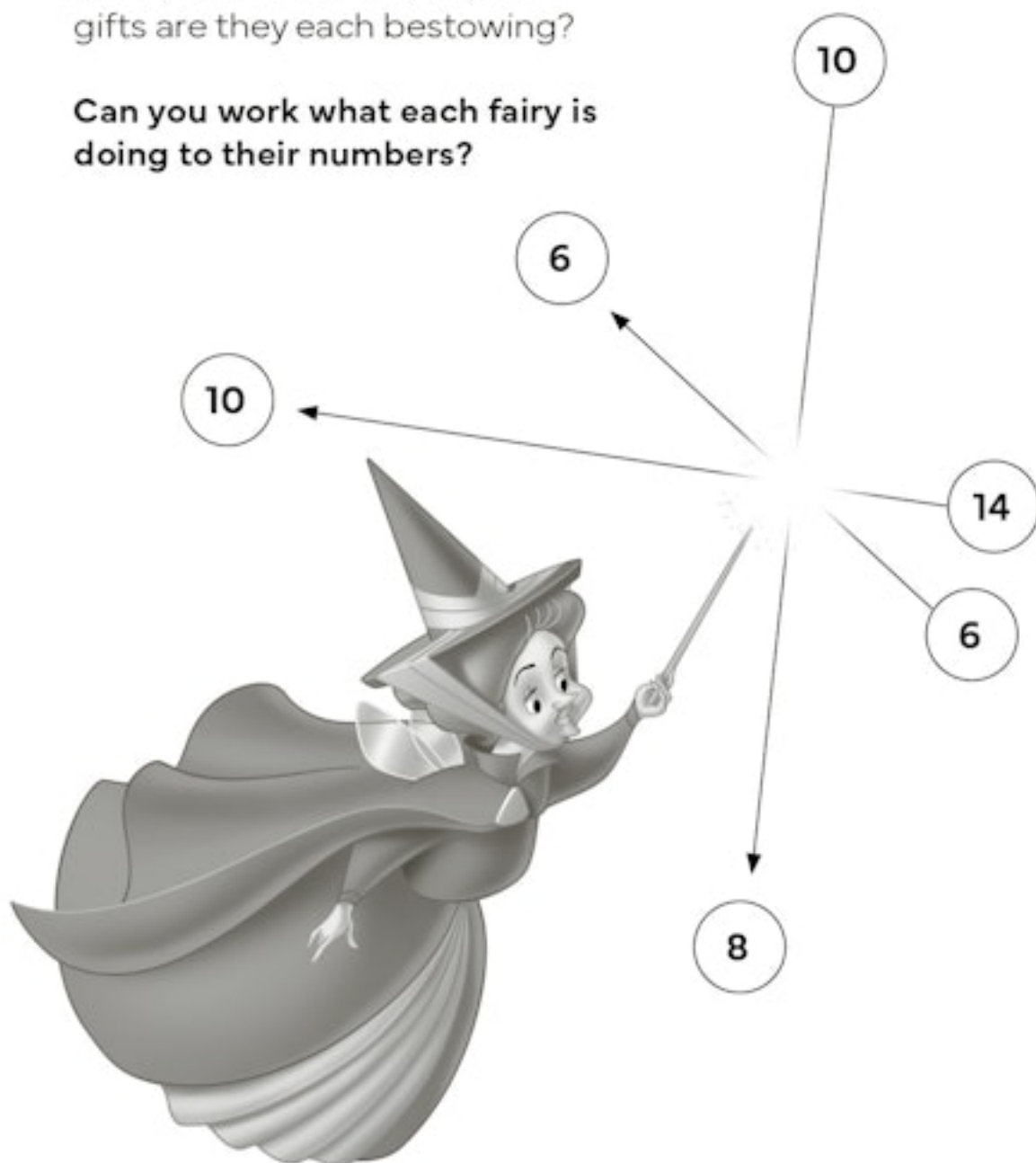


## Puzzle 100

# PARTING GIFTS

Fauna, Flora and Merryweather are all bestowing magical gifts on these numbers. But what gifts are they each bestowing?

Can you work what each fairy is doing to their numbers?



# The Answers

Puzzle 1

## RUNAWAY WALL•E!

Answer 1: Forward 3, Turn left, Forward 8, Turn right, Forward 5

Answer 2: Forward 5, Turn Left, Forward 4, Turn Right, Forward 3, Turn Left, Forward 3

Puzzle 2

## THE CAT'S WHERE IT'S AT

3	+	6	-	8	=	1
+		+		-		
7	+	1	+	2	=	10
+		-		+		
4	-	5	+	9	=	8
=		=		=		
14		2		15		

Puzzle 3

## A STITCH IN TIME

Mischievous

Puzzle 4

## LIGHT WORK

After 19 nights

Puzzle 5

## MONSTER LOADER

Loader 1: Terry and Don  
Carlton

Loader 2: Art and Scott

Loader 3: Sulley and Mike

Puzzle 6

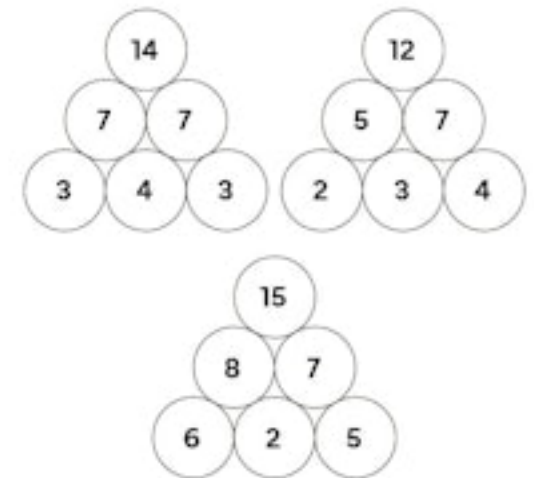
## GASTON'S FEATS OF STRENGTH!

1,4,4

3,6,0

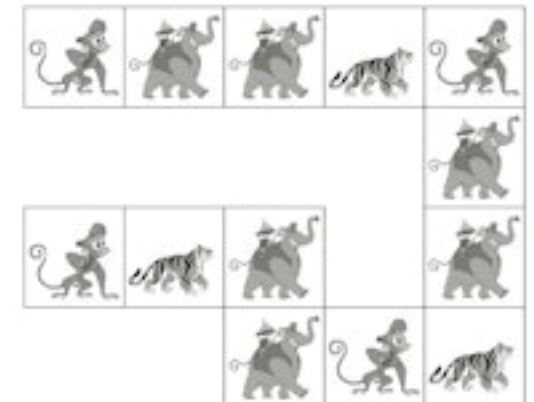
Puzzle 7

## PRIDE ROCK ASCENT



Puzzle 8

## PRINCE ALI'S PARADE





Puzzle 9  
**PHIL'S HEROIC MOSAIC**

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

Puzzle 10  
**SNEAK-E!**

Forward 6, Turn Left,  
Forward 4, Turn Left,  
Forward 6, Turn Right,  
Forward 4, Turn Right,  
Forward 8

Puzzle 11  
**CATERPILLAKURO!**


Puzzle 12  
**BAYMAX'S CODE CATASTROPHE!**

1	0	1	1	0	0
0	0	1	1	0	1
1	1	0	0	1	0
0	1	0	1	0	1
1	0	1	0	1	0
0	1	0	0	1	1

Puzzle 13  
**AQUEDUCT TAPE**

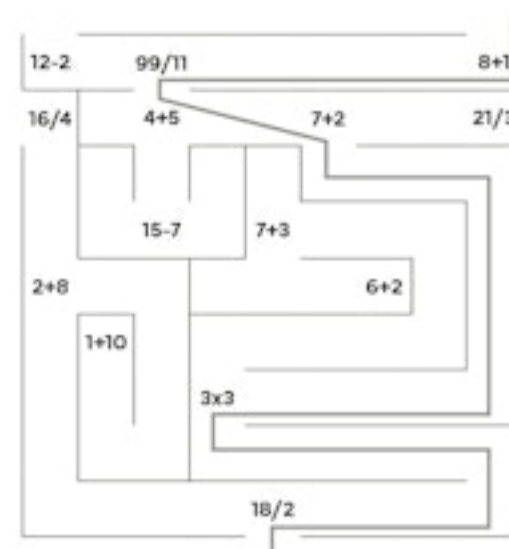
↓								

Puzzle 14  
**HEIGHTS IN DEPTH**  
First: Sheldon Height: 6cm  
Second: Pearl Height: 4cm  
Third: Tad Height: 3cm  
Fourth: Nemo Height: 2cm

Puzzle 15  
**HELP LUISA BALANCE THE DONKEYS**

7,2,1  
5,2,3

Puzzle 16  
**RAYA'S MAZE!**



Puzzle 17  
**AREPA TIME**

Turn both timers over.  
When the 7 minute timer finishes, turn it over. When the 11 minute timer finishes, turn the 7 minute timer over again. When the 7 minute timer finishes, exactly 15 minutes will have passed.

Puzzle 18  
**SEAMONSTER CYCLE RACE!**  
4 Turns

Puzzle 19  
**PINOCCHIO'S TRUTH TEST**  
15cm

Puzzle 20  
**CY-BUG SCANDAL!**  
Puzzle 21

0	0	1	0	1	0	1	1
0	1	0	1	1	0	1	0
1	0	1	0	0	1	0	1
0	1	0	1	0	1	1	0
1	1	0	0	1	0	0	1
1	0	1	1	0	0	1	0
0	1	1	0	1	1	0	0
1	0	0	1	0	1	0	1

**KEEPING SCARE!**  
Randall's Scare Score: 4  
George Sanderson: 3

Puzzle 22  
**TOY-DOKU**

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

Puzzle 23  
**SHY COCONUTS**

$3+70=73$   
 $41-6=35$   
 $63\div7=9$   
 $2+35=37$   
 $15-3=12$

Puzzle 24  
**BINAR-E**

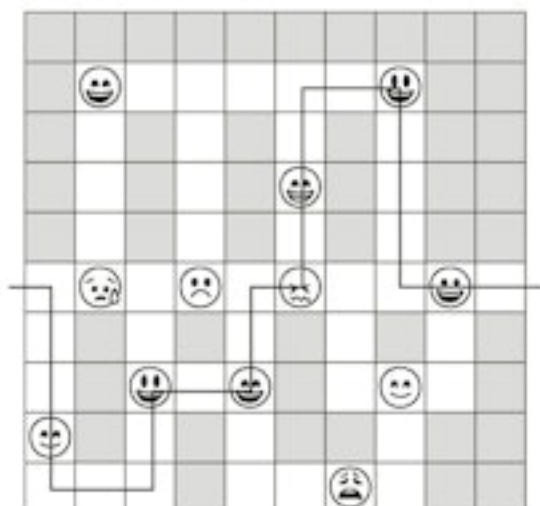
0	1	0	0	1	1
1	1	0	0	1	0
0	0	1	1	0	1
1	0	1	0	1	0
0	1	0	1	0	1
1	0	1	1	0	0

Puzzle 25  
**MAMA ODIE'S MEDICINAL GUMBO**

A=6 shots of tabasco  
 B=10 shots of tabasco  
 C=4 shots of tabasco  
 $C+C+C=12$  shots of tabasco  
 $B+A-C=12$  shots of tabasco

Puzzle 26  
**FELIX'S FRENZY!**  
 2 Lives

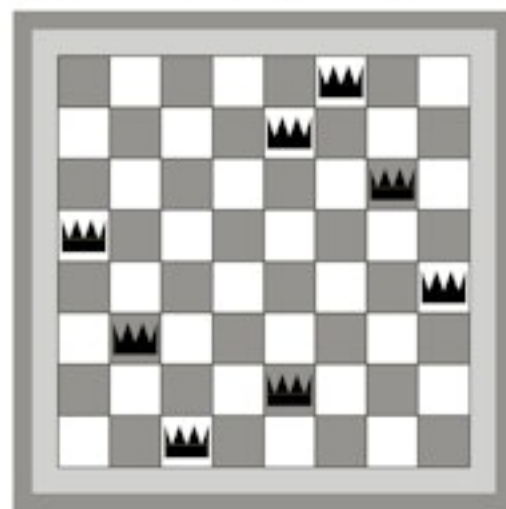
Puzzle 27  
**THINK HAPPY THOUGHTS!**



120 feet high.

Puzzle 28  
**EIGHT QUEENS**

Here is one way to do it:



Puzzle 29  
**ARCHERY PRACTICE**  
 27:  $19+2+6$   
 14:  $7+3+4$   
 42:  $19+17+6$

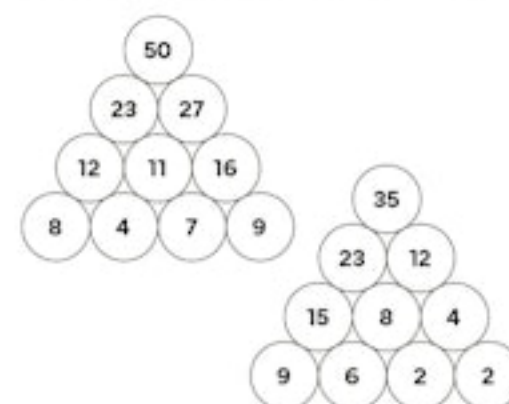
Puzzle 30  
**ALARMED LLAMA!**

They can make it to the top-  
 their combined length is 7  
 squares or 560cm.  
 (70cm+70cm for Kuzco's  
 front and back legs+190cm  
 for his body+150cm  
 for Pacha from feet to  
 shoulder+70cm for his  
 arms)

Puzzle 31  
**THE MANE EVENT**  
 4 Turns

Puzzle 32  
**SQUARE PARTS**  
 11 squares  
 19 equilateral triangle  
 22 four-sided shapes  
 11 isosceles triangle

Puzzle 33  
**SNOWBALL STOCKPILE**



Puzzle 34  
**JUNGLE JUMBLE**  
 6, 7

Puzzle 35  
**LOST BOY BIRTHDAYS**

Slightly=9  
 Nibs=7  
 Tootles=5  
 $\text{Nibs}+\text{Slightly}+\text{Tootles}=21$   
 $\text{Slightly} \times \text{Nibs}=63$

Puzzle 36  
**DIRECTIONS DILEMMA**

The correct order is:  
 16, 32, 2, 9, 18, 8, 4, 16

Puzzle 37  
**CAR PARK PATTERNS**



Puzzle 38  
**THE GREATEST ARCHER IN NOTTINGHAM**

$3=9\div3$   
 $2=10-8$   
 $10=2\times5$   
 $21=7\times3$



Puzzle 39

### MICKY'S MAGICAL MIX UP!

	6		5		4		
	=		=		=		
-3	=	9	-	2	+	4	= 11
	-		-		-		
-6	=	8	-	1	-	3	= 4
	+		+		+		
6	=	7	+	6	-	5	= 8
	=		=		=		
	8		7		6		

Puzzle 40

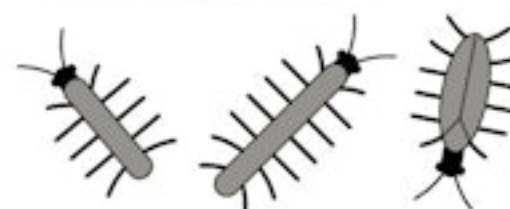
### ...AND THE KITCHEN SINK

512 dishes

Puzzle 41

### BUG BUFFET!

Pumba gets the most bugs.  
These bugs are left:



Puzzle 42

### X MARKS THE SPOT!

B7, E8, E6, H6

Puzzle 43

### HI HO, HI HO

Seven!

Puzzle 44

### WHEN IN ROME

IV+V= XI

III+II= V

VIII+II= X

Puzzle 45

### BAYMAX'S SHOPPING LIST

100 Bottles of Disinfectant: 4

0111 Packets of sticky

plasters: 7

1010 Lollipops: 10

Baymax's First Aid Kit

16 Rolls of bandages: 10000

13 Cold presses: 1101

14 Lollipops: 1110

12 Packets of sticky

plasters: 1100

11 Bottles of disinfectant:

1011

Puzzle 46

### THIS PUZZLE WILL DRAGON AND ON...

Pentagon

Puzzle 47

### TRAIL OF DESTRUCTION!

25	24	1	8	9
22	23	2	7	10
21	20	3	6	11
18	19	4	5	12
17	16	15	14	13

Puzzle 48

### PRINCE JOHN'S MONEY BAGS

8+	1	5	10+	6	3-	4	30x	2	3
12+	3	2	4	1	6x	6	5		
6	3	3-	5	2	1	18+	4		
3-	2	4+	4	1	5	3	6		
5	11+	1	3	14+	6	8x	4	2	
4	6	2	3	5	1				

Puzzle 49

### SOLVE THE RIDDLE OF THE CAVE!

	+	2	-	7	=	4
☆		☆		☆		
5	+	6	+	1	=	12
x		-		+		
2	☆	2	x	7	=	28
=		=		=		
28		10		14		

Puzzle 50

### MERLIN'S LIBRARY

Shelf 1: Empty

Shelf 2: Abracadabrarist's Cookbook ; Cauldrons and their Upkeep

Shelf 3: Do's and Don'ts of Dichotomy ; Everything They Teach You In Wizarding School ; Everything They Don't Teach You in Wizarding School

Shelf 4: Fifteen Things To Do With a Never-Ending Handkerchief ; Good Castlekeeping ; How to Make Kings and Educate People ; Macguffins

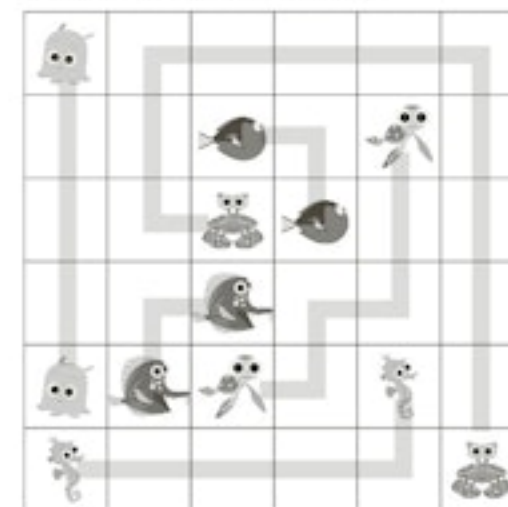
Puzzle 51

### A SPOT OF BOTHER

A=2, B=6, C=10, A+B+C=18

Puzzle 52

### FINDING FRIENDS

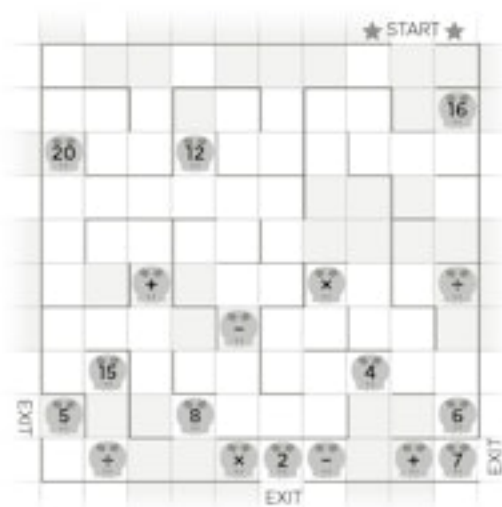






Puzzle 66  
A NOT-SO-CLEAN  
GETAWAY...

11	12	15	16	25
10	13	14	17	24
9	8	19	18	23
6	7	20	21	22
5	4	3	2	1

Puzzle 67  
MAZE OF THE DEAD

Puzzle 68  
**HUNNY HUNT**  
G9, D7, A3, I1

### Puzzle 69

#### BIG HERO SIXDOKU!

2	1	3	4	6	5
4	6	5	2	1	3
6	2	4	5	3	1
3	5	1	6	2	4
1	4	2	3	5	6
5	3	6	1	4	2

Puzzle 70  
**KENAI'S SALMON RUN**  
Saturday: 8

### Puzzle 71

#### ONWARDS AND UPWARDS!

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

Puzzle 72  
**SCREAM SQUARES**

13+ 6	5+ 1	5	1- 4	3	13+ 2
2	3- 3	6+ 4	1	6	5
5	6	1	24x 2	4	3
12x 3	4	11+ 2	12+ 5	1	120x 6
1	11+ 2	3	6	5	4
4	5	6	6+ 3	2	1

Puzzle 73  
**FEED OUR GUESTS!**

Toast: 7, Bacon: 16, Eggs: 9  
Sausages: 3, Croissants: 10

Puzzle 74  
**INFLATING NUMBERS**  
Four days.

Puzzle 75  
THE EMPEROR'S NEW  
ZIGGURAT!

The top block should have 7 black llamas and no grey llamas. Each block has as many black llamas as the two blocks below added together, and as many grey llamas as the block on the right below subtracted from the block on the left below.

Puzzle 76  
**DIG A LITTLE DEEPER!**

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

Puzzle 77  
**BUZZ LIGHTYEAR AMONG  
US!**

He is in Game B.

Puzzle 78  
**CANDY CATCH UP**  
3 turns

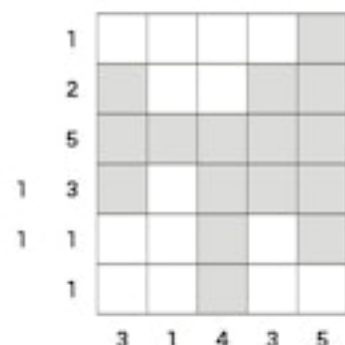
Puzzle 79  
**WISHFUL THINKING?**

Sultan: 6,000 gold coins  
Aladdin: 6,000 gold coins  
Abu: 1 million bananas  
Jafar: 12,000 gold coins  
Jasmine: Nothing, but Jafar  
is no longer in the palace  
Iago: 12,000 gold coins  
and 1 million bananas (he  
doesn't get Jafar's gold  
coins because Jafar doesn't  
live in the palace)

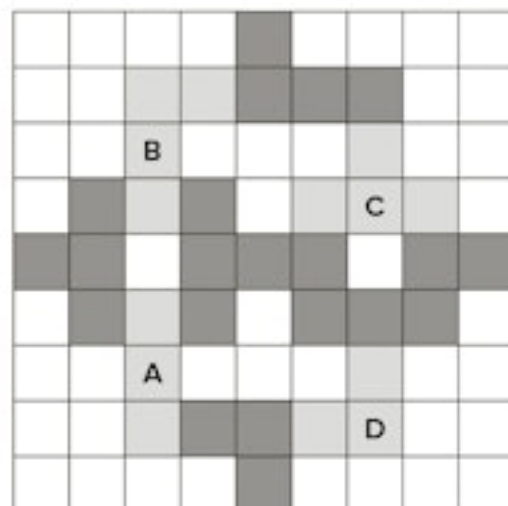
Puzzle 80  
**RESTAURANT INSPECTION!**

What fraction of the rats are white?  $\frac{3}{5}$   
What fraction of the rats are wearing chef hats?  $\frac{1}{3}$   
What fraction of white rats are wearing chef hats?  $\frac{2}{7}$   
What fraction of black rats are not wearing a chef hat?  $\frac{1}{2}$

Puzzle 81  
**FIX IT FOR FELIX!**



Puzzle 82  
**DEVIOUS DEVICE**



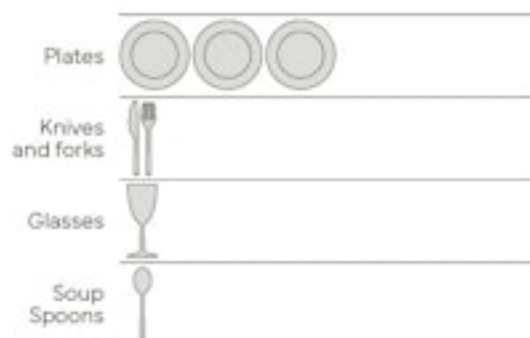
Puzzle 83  
**SNOW WHITE'S CUPCAKES**

Doc (28 divides equally 4 among 7)

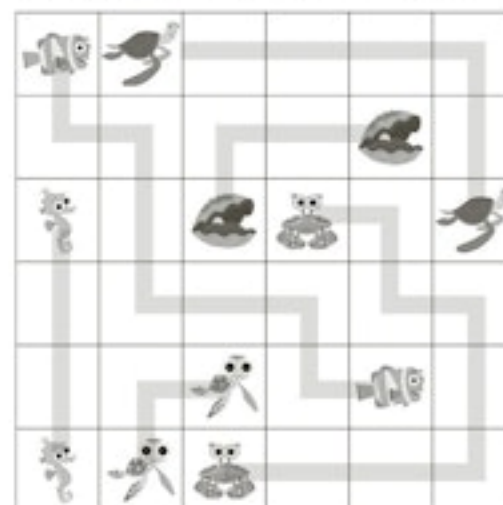
Puzzle 84  
**FLIK NICKS PICNICS**

First work out how much the picnic weighs-  
Sandwiches: 1000 grams  
Cake: 800 grams  
Strawberries: 120 grams  
Altogether: 1920 grams.  
Then work out how much the ants can carry in one go:  
 $30,000 \text{ divided by } 200 = 150 \text{ grams of ants.}$   
 $150 \times 6 = 900 \text{ grams.}$   
The ants will have to leave the strawberries behind.

Puzzle 85  
**SETTING TABLES (AND GRAPHS!)**



Puzzle 86  
**MORE FRIENDS TO FIND**



Puzzle 87  
**MONSTERS THINK**  
Each row describes the row above it, so the answer is 3 1 1 3 1 2 1 1 1 3 1 2 2 1  
(Three ones, one three, one two, one one, one three, one two, two ones.)

Puzzle 88  
**A WALK ON THE BEACH**  
A: Ariel (two feet)  
B: Sebastian (six feet)  
C: Max (four feet)

Puzzle 89  
**DOING TIME**  
It will be six days, at 4pm in the afternoon.

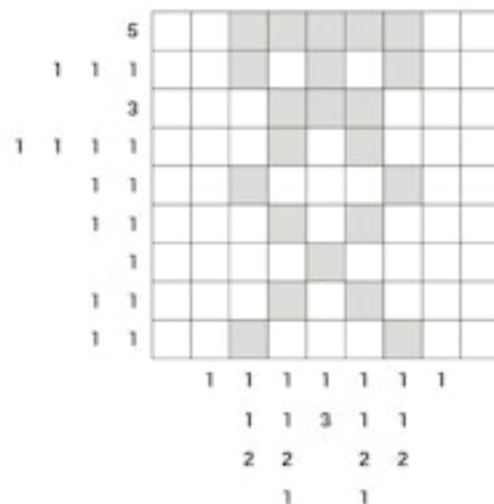
Puzzle 90  
**SPAGHETTI JUNCTION**

What fraction have hair?  $\frac{3}{8}$   
What fraction are wearing a hat?  $\frac{5}{8}$   
What fraction are wearing a hat?  $\frac{1}{2}$   
What fraction of ones wearing a hat are not wearing glasses?  $\frac{1}{5}$   
What fraction of ones with hair are not wearing glasses?  $\frac{1}{1}$

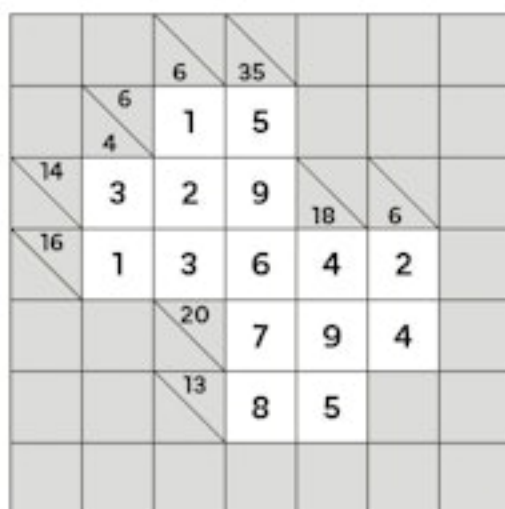
Puzzle 91  
**SOUL SURVIVOR**  
What fraction have hair?  $\frac{3}{8}$   
What fraction are wearing a hat?  $\frac{5}{8}$   
What fraction are wearing a hat?  $\frac{1}{2}$   
What fraction of ones wearing a hat are not wearing glasses?  $\frac{1}{5}$   
What fraction of ones with hair are not wearing glasses?  $\frac{1}{1}$



Puzzle 92  
**SHIP AHOY!**



Puzzle 93  
**KAKUROMORA!**



Puzzle 94  
**BIBBIDI-BOBBIDI-WHAT?**  
 $X 5 + 2$

Puzzle 95  
**MADAM MIM'S MISCHIEF**

11+	11+				
4	3	5	1	2	6
6	2	1	12+	5	13+
1	120+	7+	3	2	4
5	4	2	36+	6	1
1-	5+	17+			
2	5	4		6	1
3	1	6	4	3+	5
					2

Puzzle 95  
**TO INFINITY AND  
BEYOND AND BACK  
AGAIN**

Left	Arrived	Journey Time
14:47	16:56	2 hours 9 minutes
01:50	13:54	12 hours 4 minutes
19:24	07:53	11 hours 31 minutes

Left	Return	Buzz's Journey Time
18:44	05:52	6 hours 34 minutes
09:34	15:16	3 hours 9 minutes
10:01	14:29	2 hours 24 minutes

Puzzle 97  
**CAN YOU WAIT TO BE  
KING?**

4 years, in the Short Rainy Season.

Puzzle 98  
**THE NOT-SO-GREAT  
ESCAPE**

Gaston, Cruella de Vil and Iago should work together to escape.

Puzzle 99  
**CURRENT EVENTS**

1	2	3	20	21
6	5	4	19	22
7	8	9	18	23
12	11	10	17	24
13	14	15	16	25

Puzzle 100  
**PARTING GIFTS**

Fauna:  $/2 + 3$

Flora:  $x 3 + 5$

Merryweather:  $x 2 - 4$

*Use this page to work out your answers*



*Use this page to work out your answers*

*Use this page to work out your answers*



*Use this page to work out your answers*

*Use this page to work out your answers*



*Use this page to work out your answers*

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