STAR WARS™

100 PUZZLES TO TEST YOUR WISDOM

DO OR DO NOT – THERE IS NO TRY

JEDI MIND TRAINING

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CONTENTS

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.

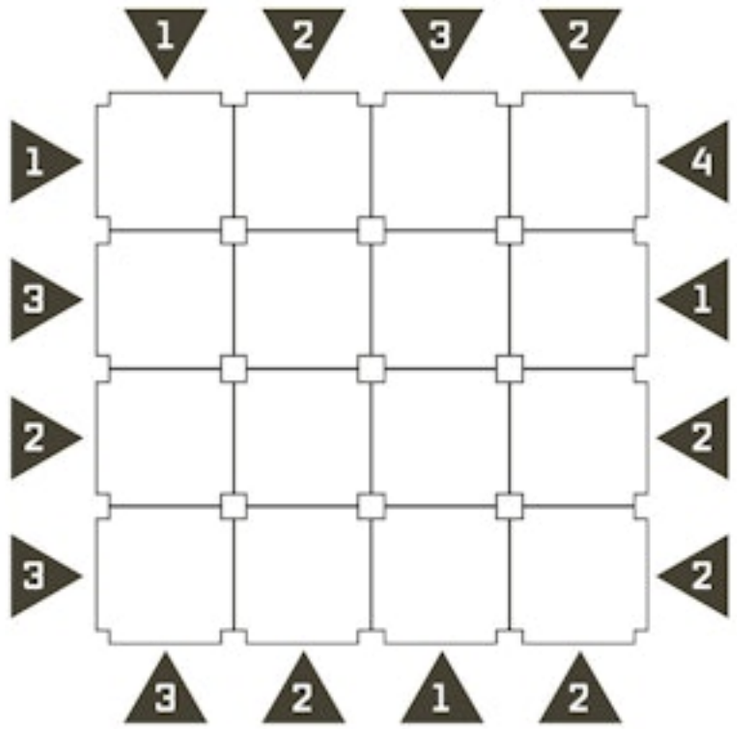
HOW TO SOLVE

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.

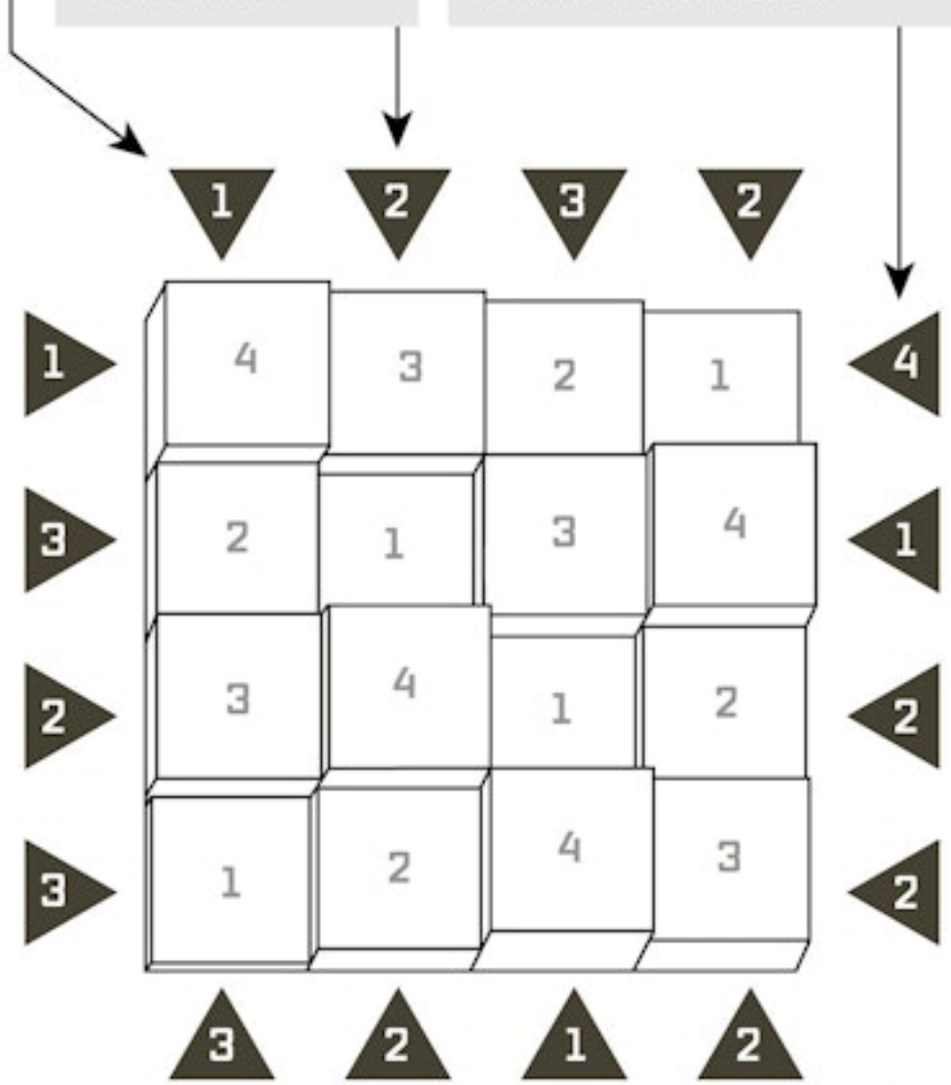
In this puzzle, each row and column must contain 1 only of each tower size from 1 (the smallest) to 4 (the tallest). Around the grid are viewpoints: imagine standing at that position, looking in the direction of the arrow. The number on the viewpoint tells you how many towers you can see, looking along 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.

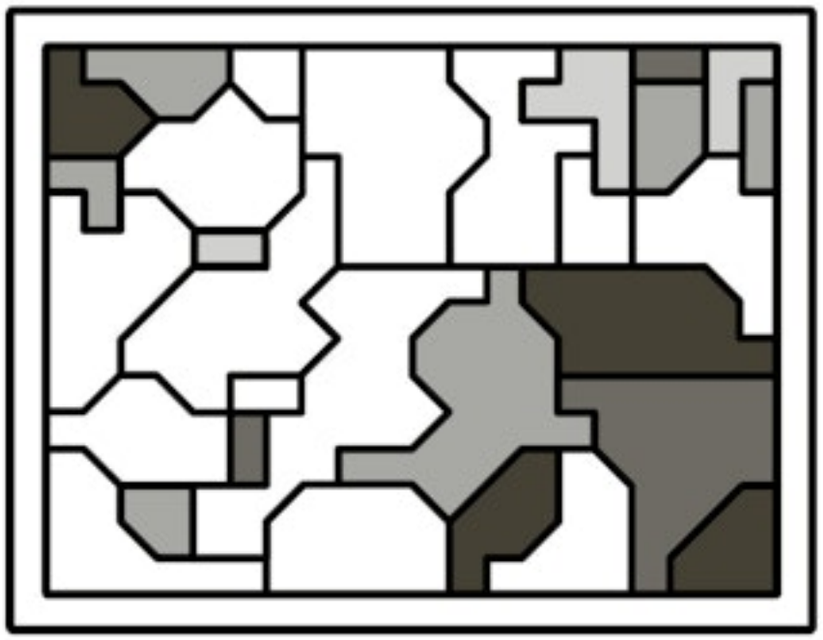


CHARTING A GALAXY: HOW TO SOLVE

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.

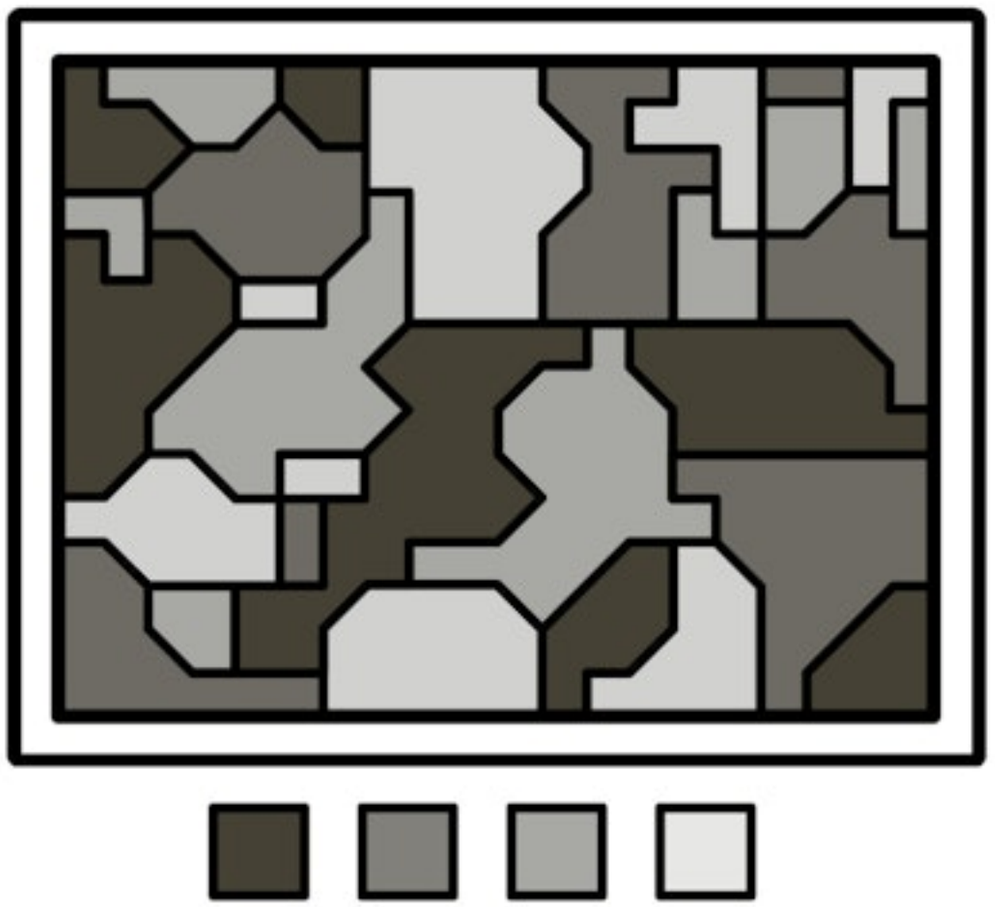
In this puzzle type, you are challenged to solve map-colouring problems – a type of mathematical conundrum that has fascinated scholars since the 19th century. Finding the balance and harmony within these fractured star charts is a suitable challenge for a focused mind.

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



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.

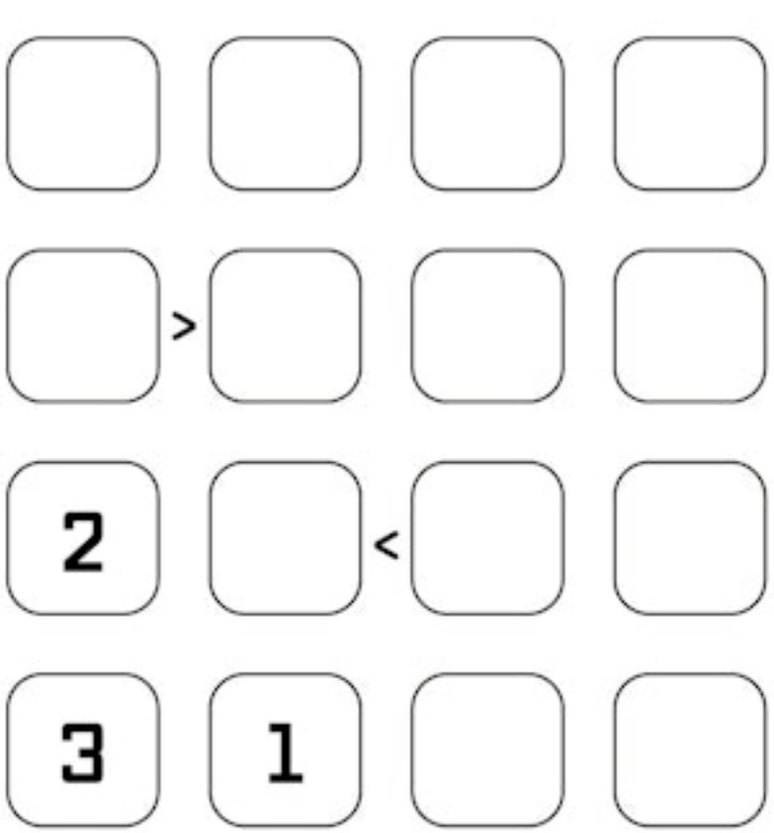
- The map must be filled in using different shades/patterns.
- No pattern may border the same pattern.
- The starting map has some locations filled in; study these and work your way around the map.



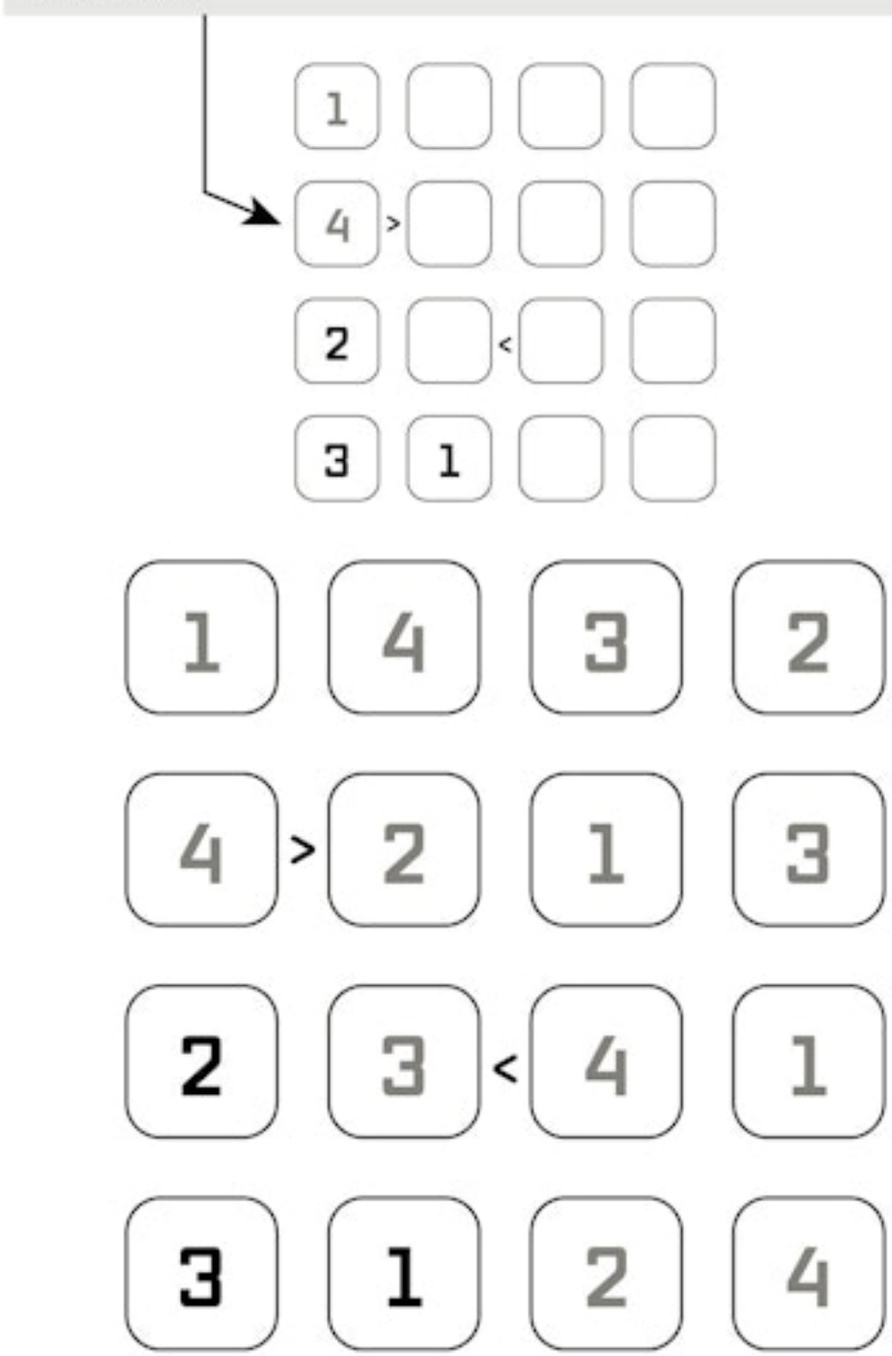
UNEQUAL: HOW TO SOLVE

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.



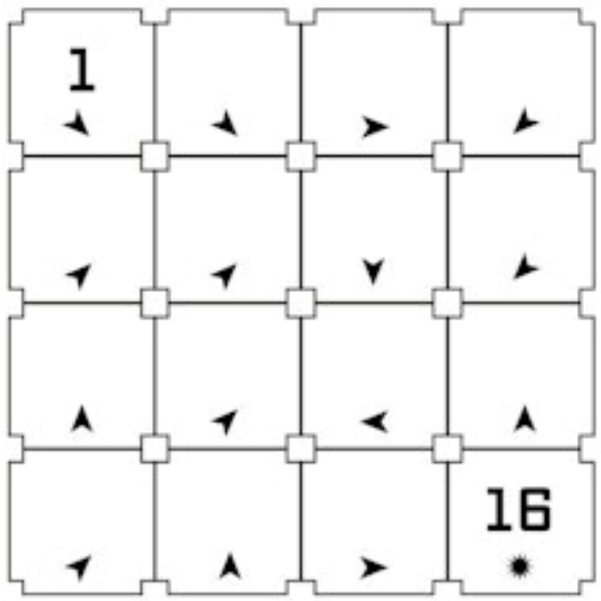
MIND MAP: HOW TO SOLVE

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.

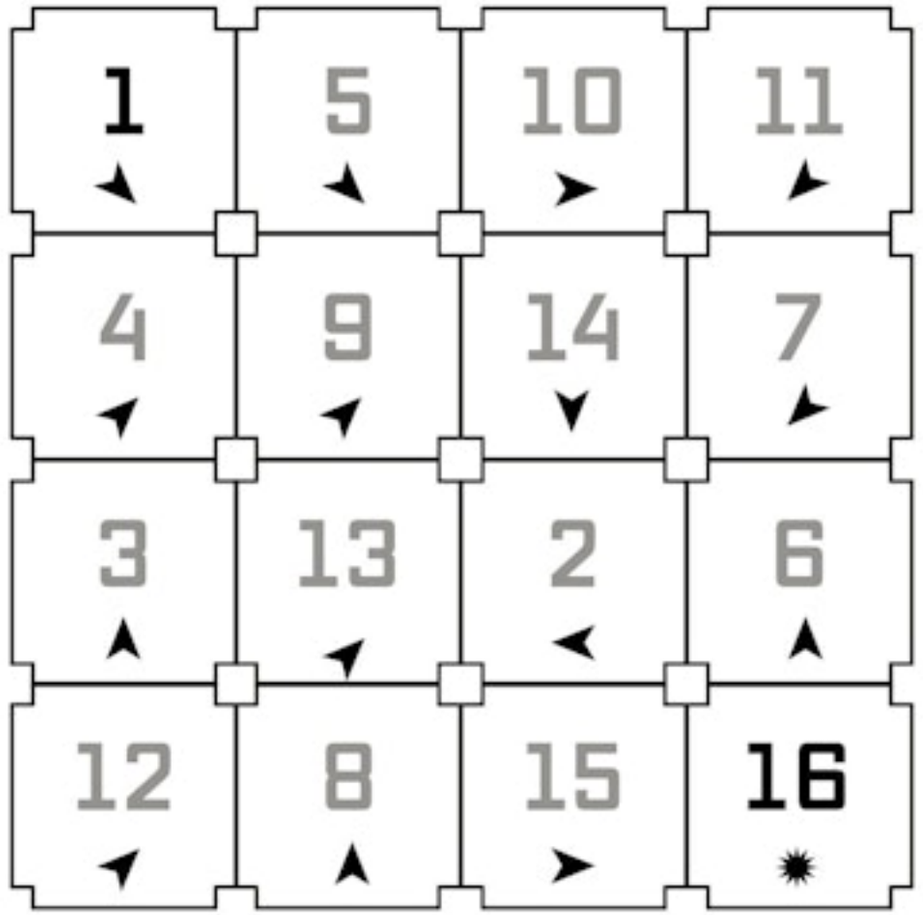
You may jump any number of squares in that direction, but you may only land on a square once, and you must visit every square. When you land on a square, write the number of the move in it; so when you jump from square 1 to the next square, write 2 in it, and so on.



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.

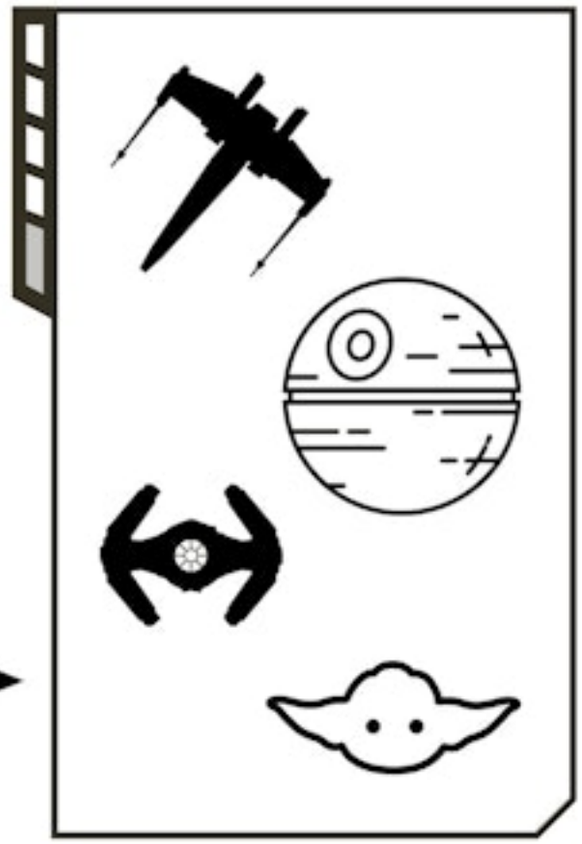
Working backwards may be useful; identify squares which can only be reached from one other square, in order to narrow down the possibilities. For instance, squares 16 and 15 can only be reached from one other square each, so can be filled in right away.



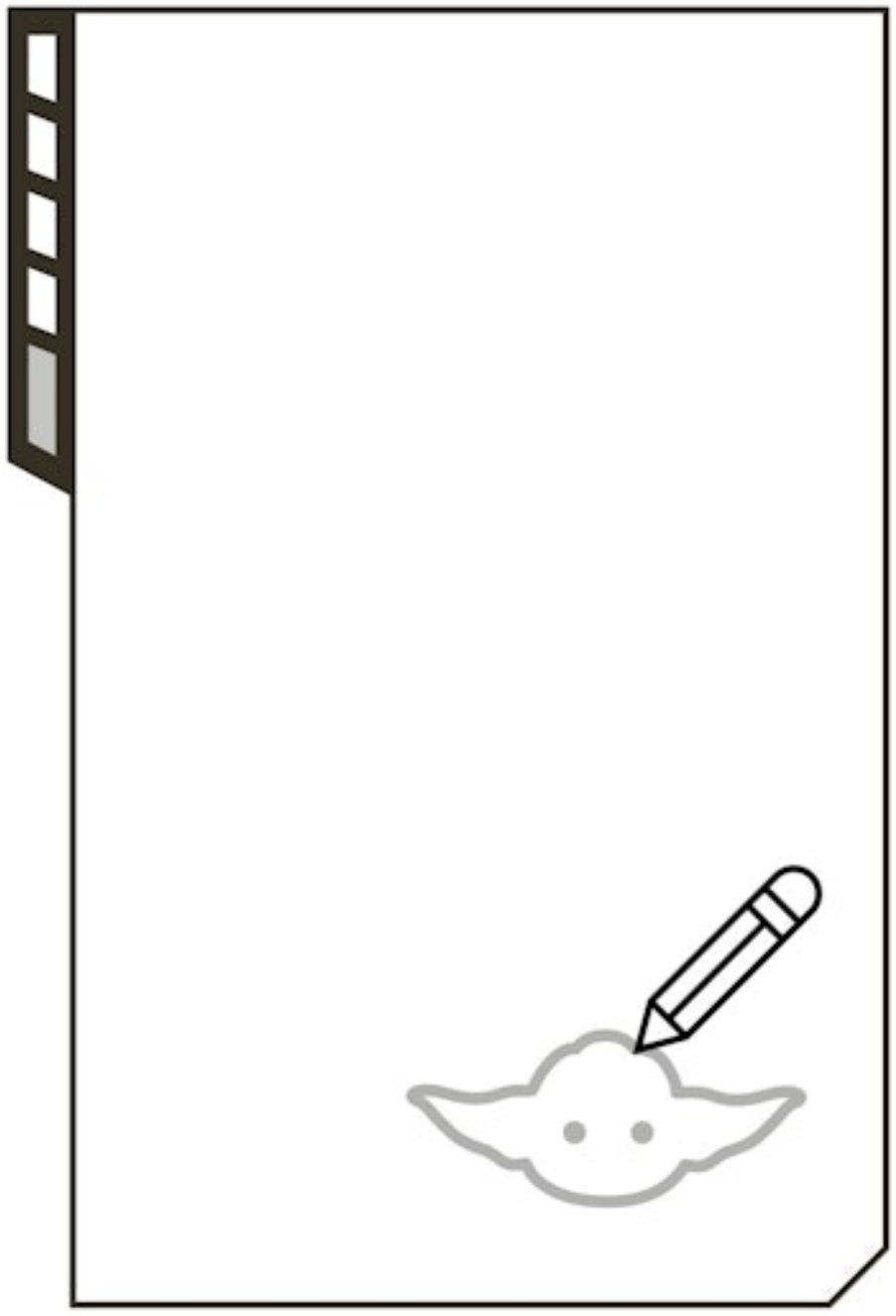
REFLECTING REALITY: HOW TO SOLVE

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.

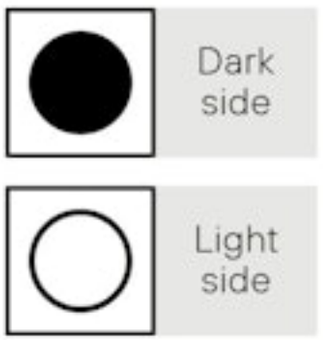


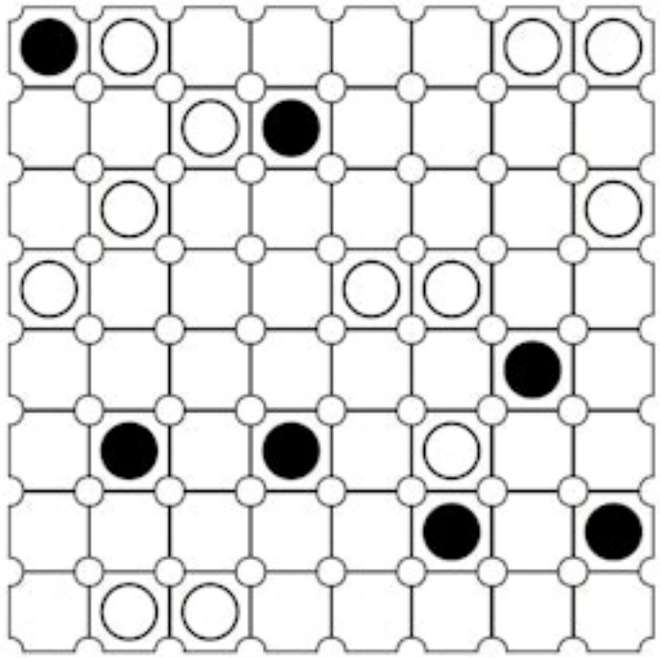
BALANCE: HOW TO SOLVE

Stories of the Jedi emphasise the natural balance of the universe. Life and death, warm and cold, peace and violence – and between it all, balance. A Force. When the world is out of balance, bad things happen.

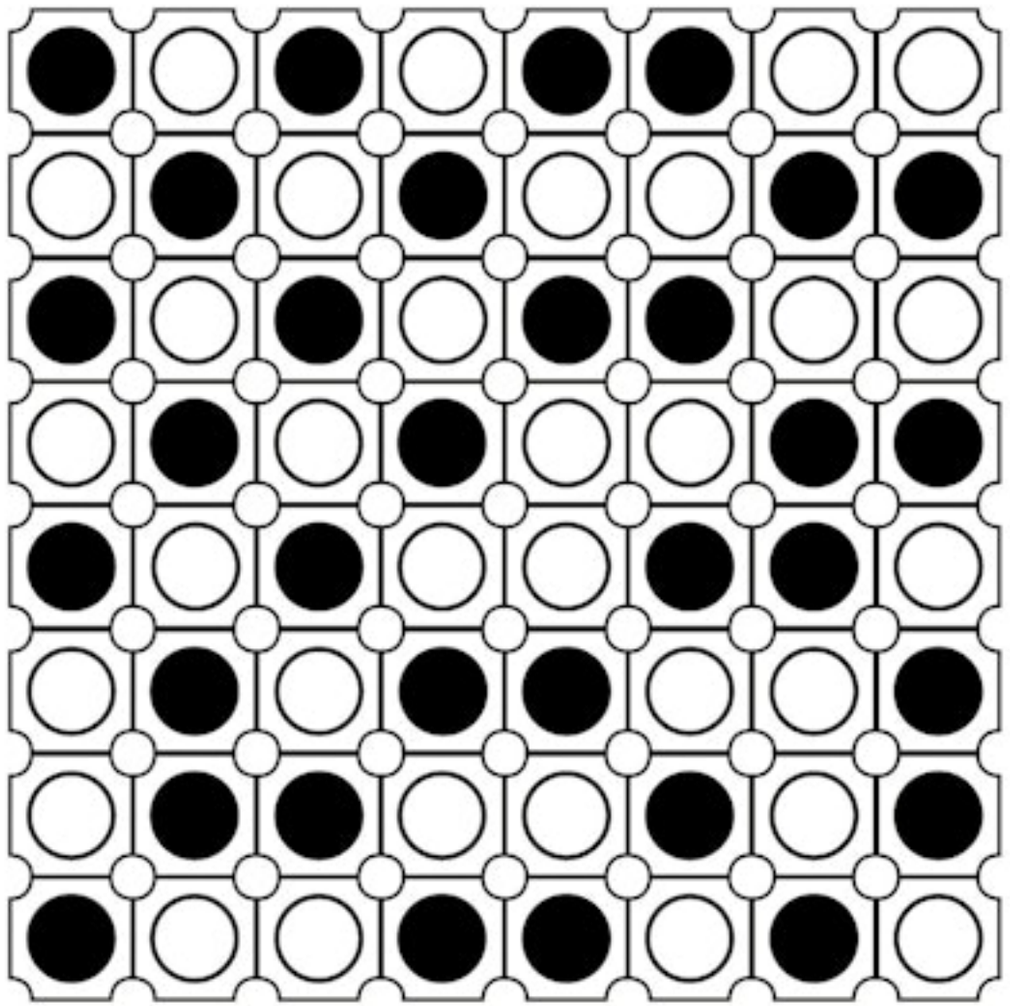
This puzzle type challenges you to construct balance and symmetry out of logic. Equal numbers of dark and light tiles must fill the grid – can you find a way to make them do so in harmony?

In this puzzle, 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. Use logic to make your decisions; guesswork will lead to failure.





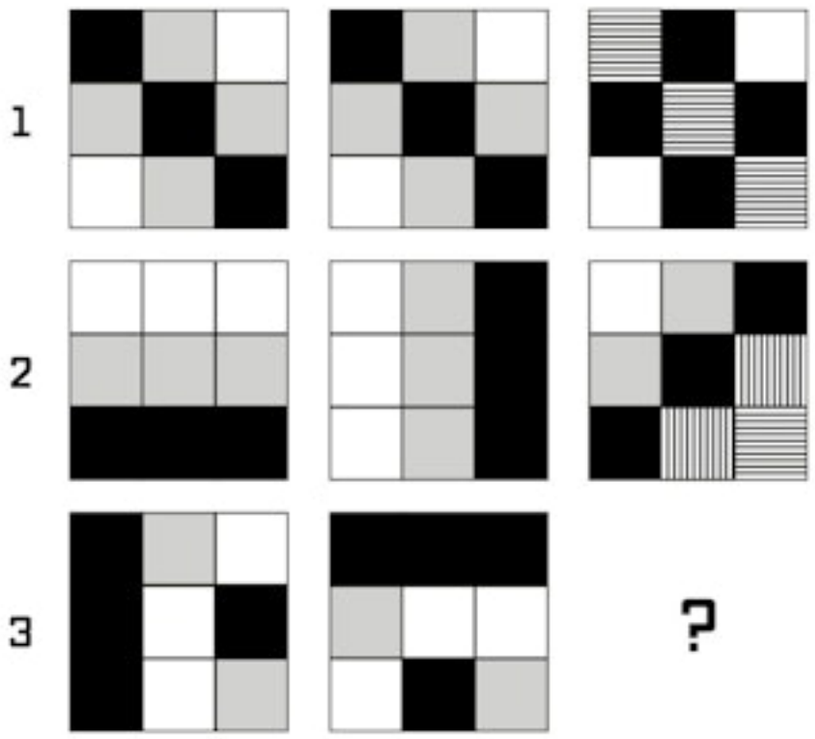
- Look for uneven rows or columns. The top row has three white tokens and one black; therefore the missing four must be three black and one white. You can use this information to fill in two more boxes.
- Be on the lookout for two tokens of the same colour next to each other, or separated by one empty space. In the former case you can place tokens of the opposite colour on either side, and, in the latter case, in between.



PATTERN RECOGNITION: HOW TO SOLVE

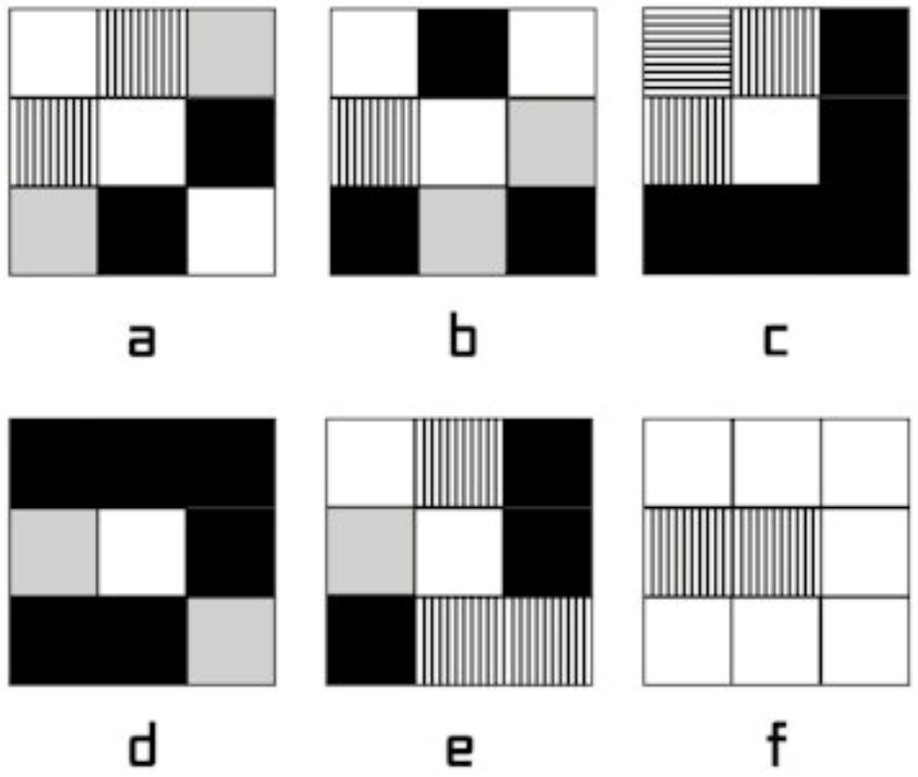
At first glance these problems may seem dauntingly complex. A Jedi, however, might look deeper, to discern the simple patterns which overlap to create them. Clear your mind and take a deep breath. Let your inner calm enhance your focus and clarity of thought.

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).

		2	3
4	3		

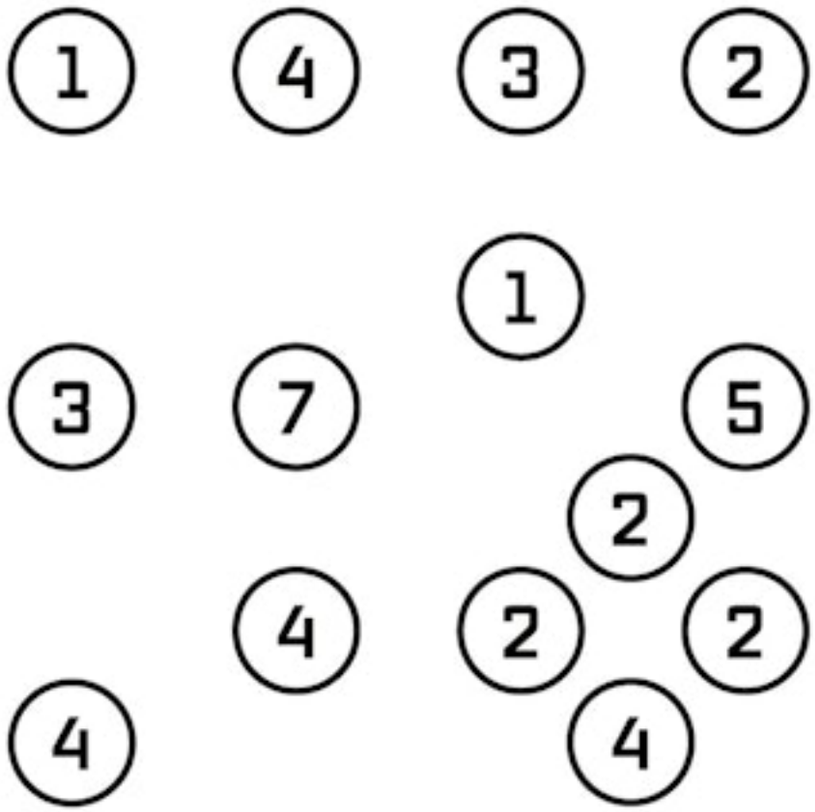
- Looking at the top row, we know the first two boxes must contain a 1 and a 4, as all numbers must feature in the row. Because there is already a 4 in the first column, we know that the 4 must be in the top row of the second column, with 1 in the first column.
- The top left box now needs a 3 and a 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.

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

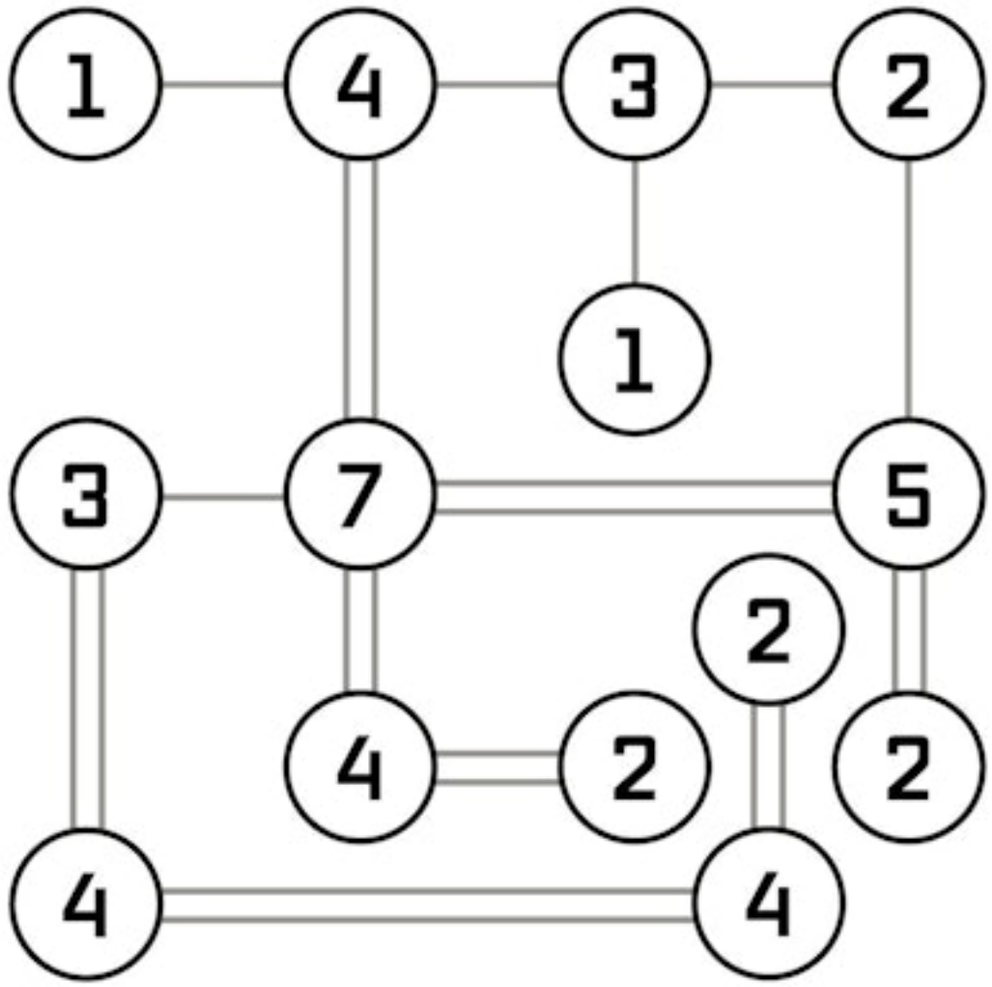
CONNECTIONS: HOW TO SOLVE

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.



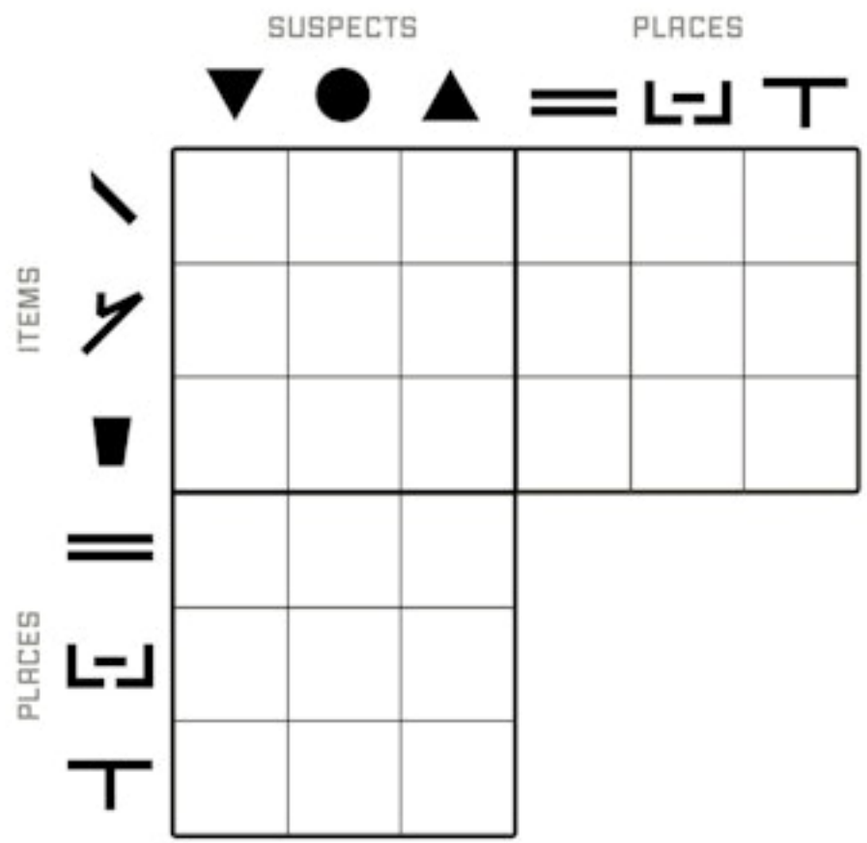
- The island in the middle that must be connected by 7 bridges must therefore be connected at least once to each of the islands directly north, east, south and west.
- The 7–5 bridge means that the 1 island north of it must be connected to the 3 island above, because bridges cannot cross. Always be on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

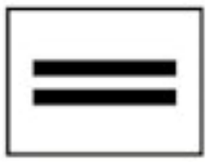
Each suspect was found holding another item:

A comlink

A kloo horn

A glass of blue milk

And there are three places the theft could have happened:



Bandstand

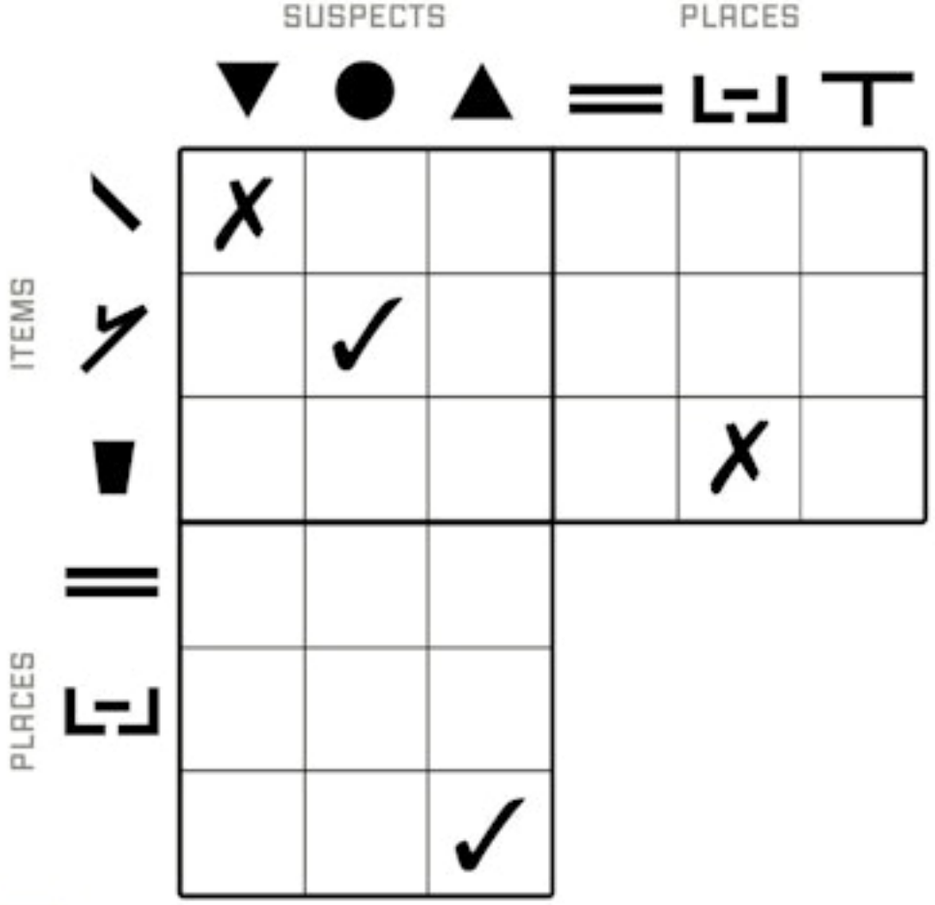
Booth

Bar

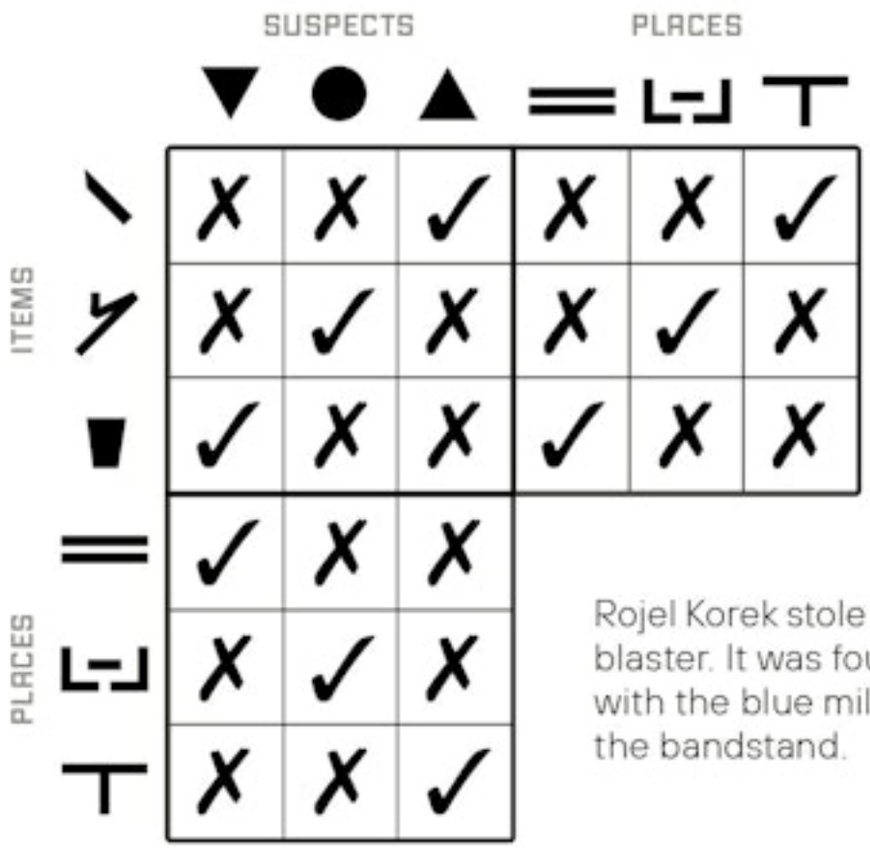
There are five clues:

- 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!



- 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.



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

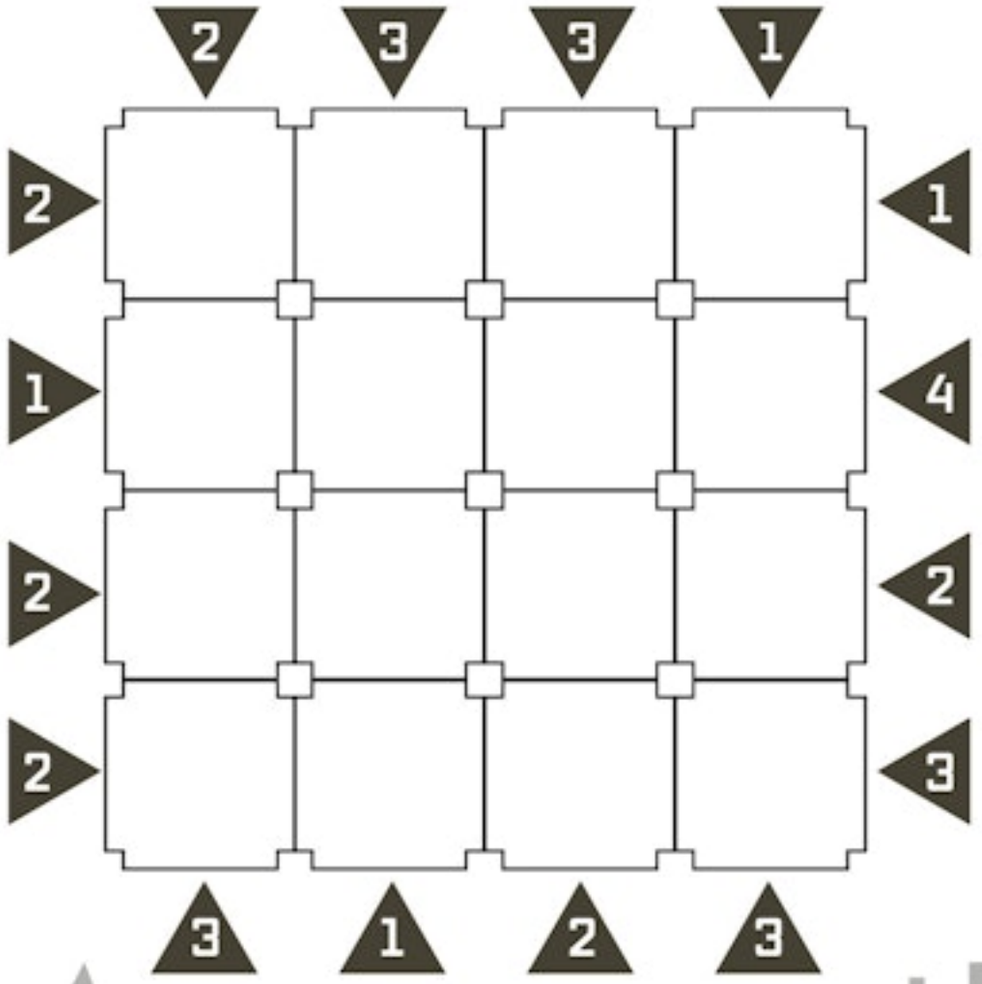
PADAWAN PUZZLES

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.

PUZZLE 01 PADAWAN

CORUSCANT SKYLINE

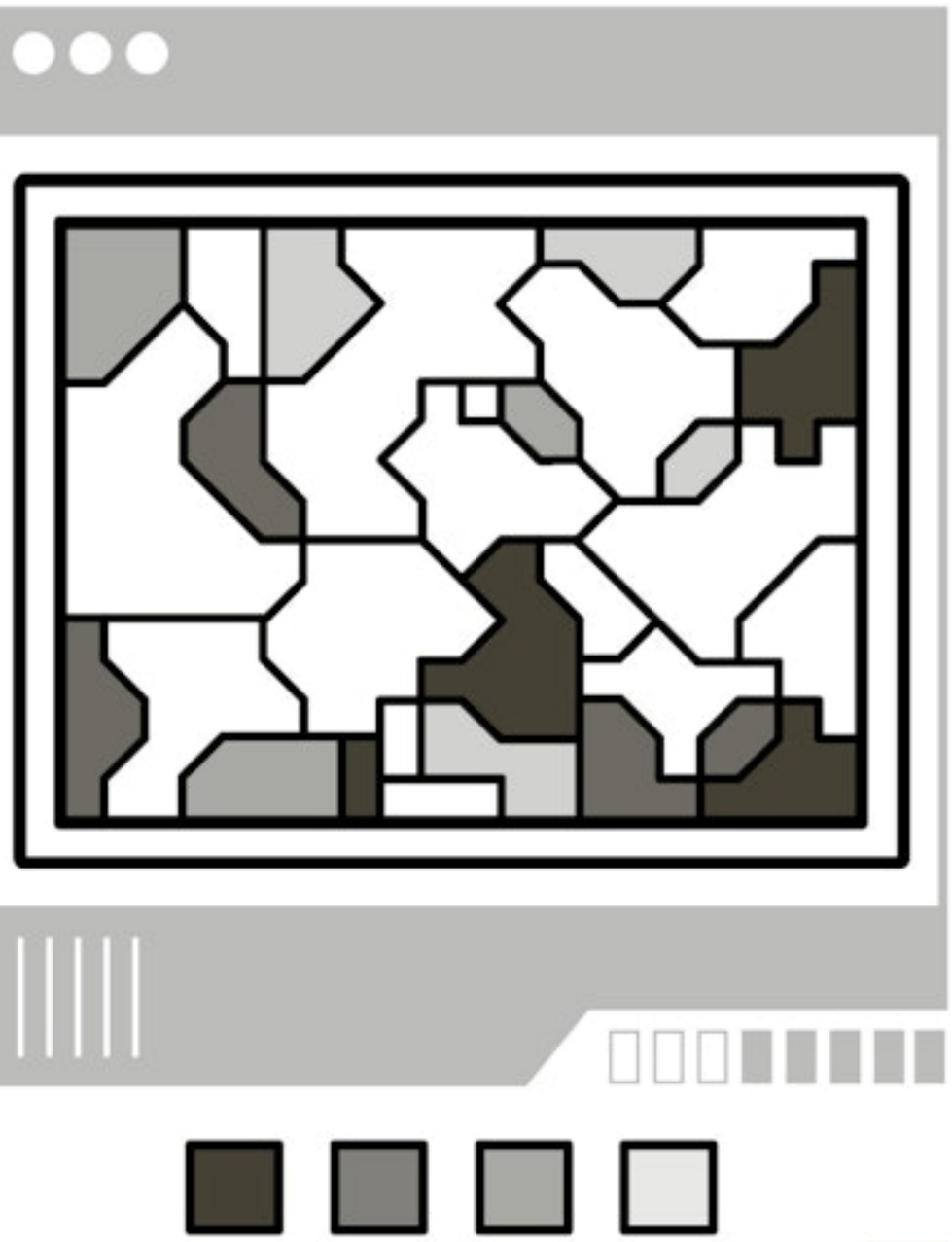
Each row and column must contain 1 only of each tower size. The numbers around the grid represent the number of towers that are visible from that viewpoint. Tall towers render the smaller ones behind them invisible, and a low tower will enable higher ones to be visible behind.



PUZZLE 02 PADAWAN

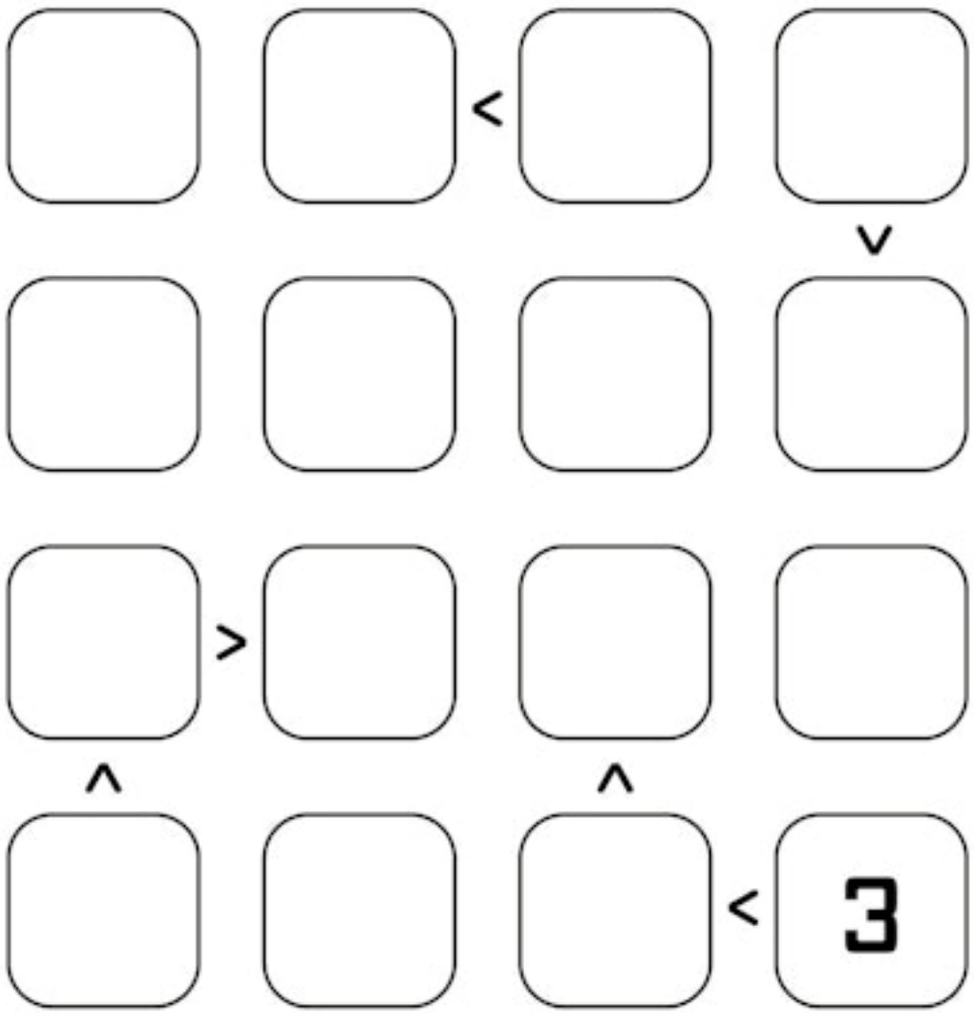
CHARTING A GALAXY

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.



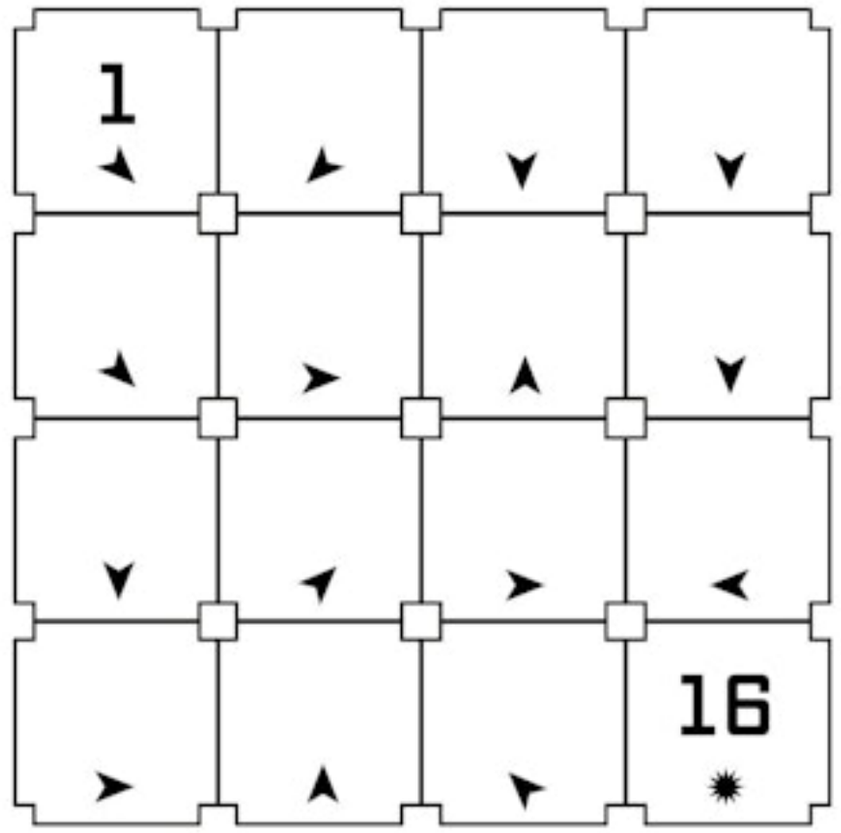
UNEQUAL

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.



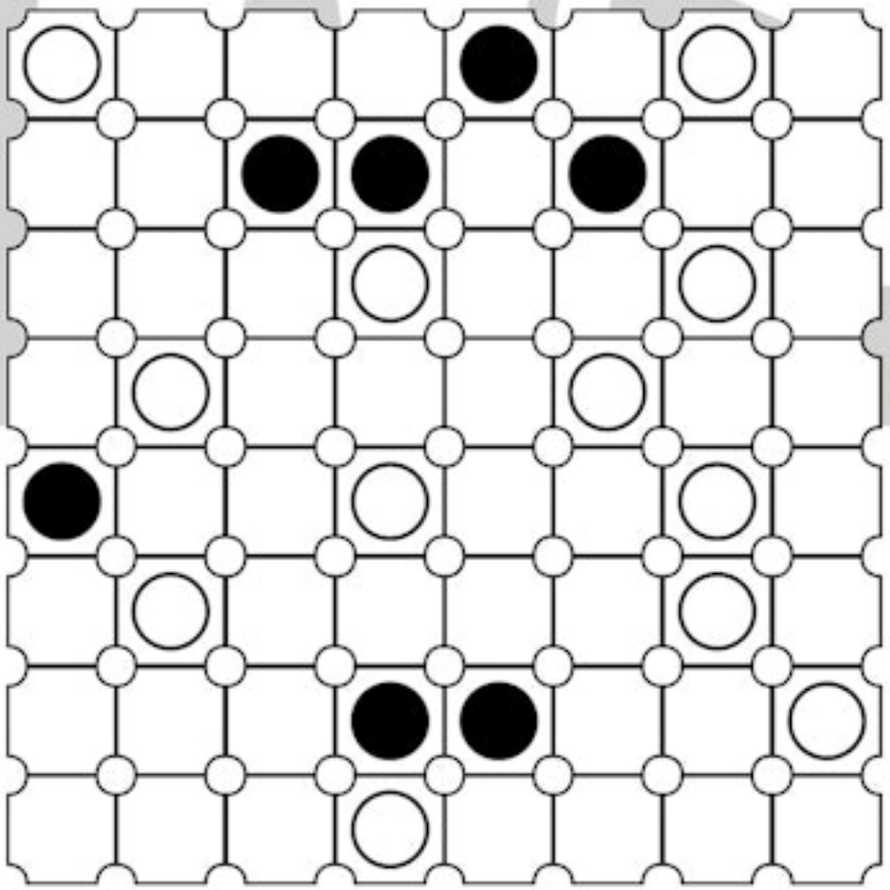
MIND MAP

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.



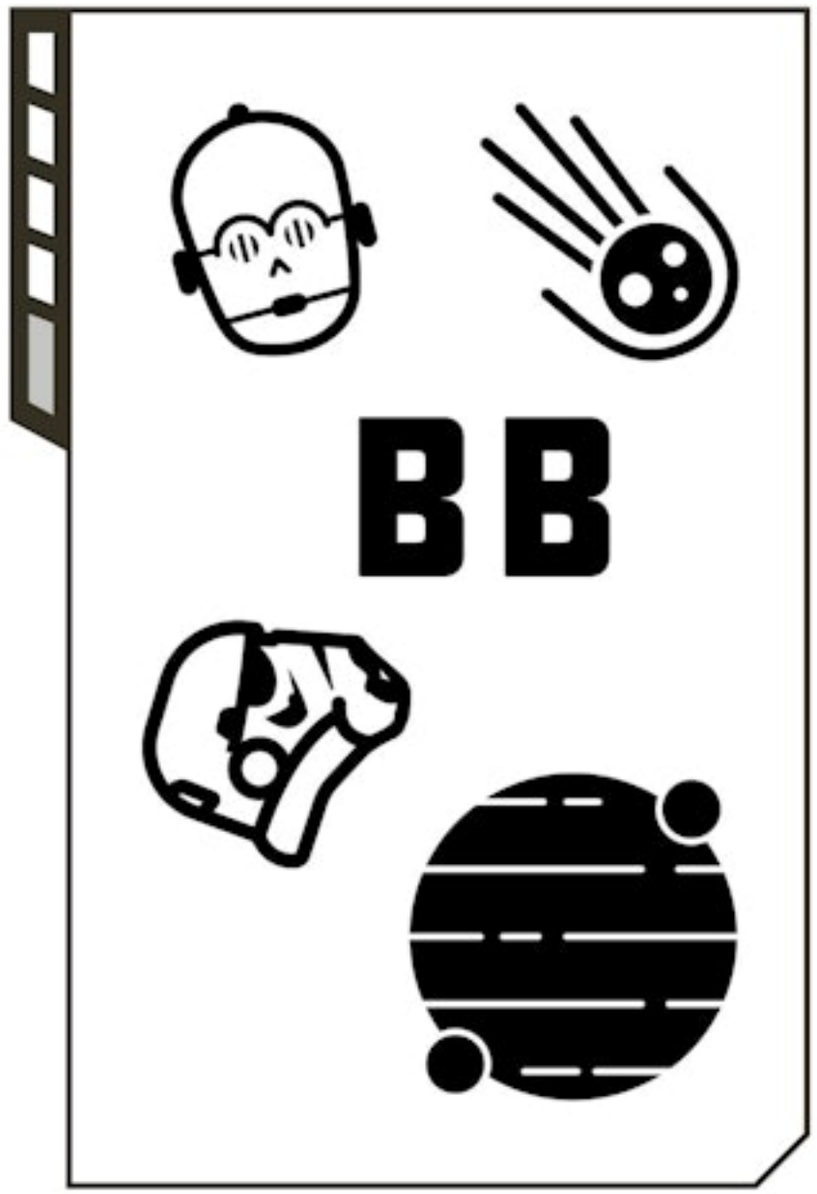
BALANCE

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.

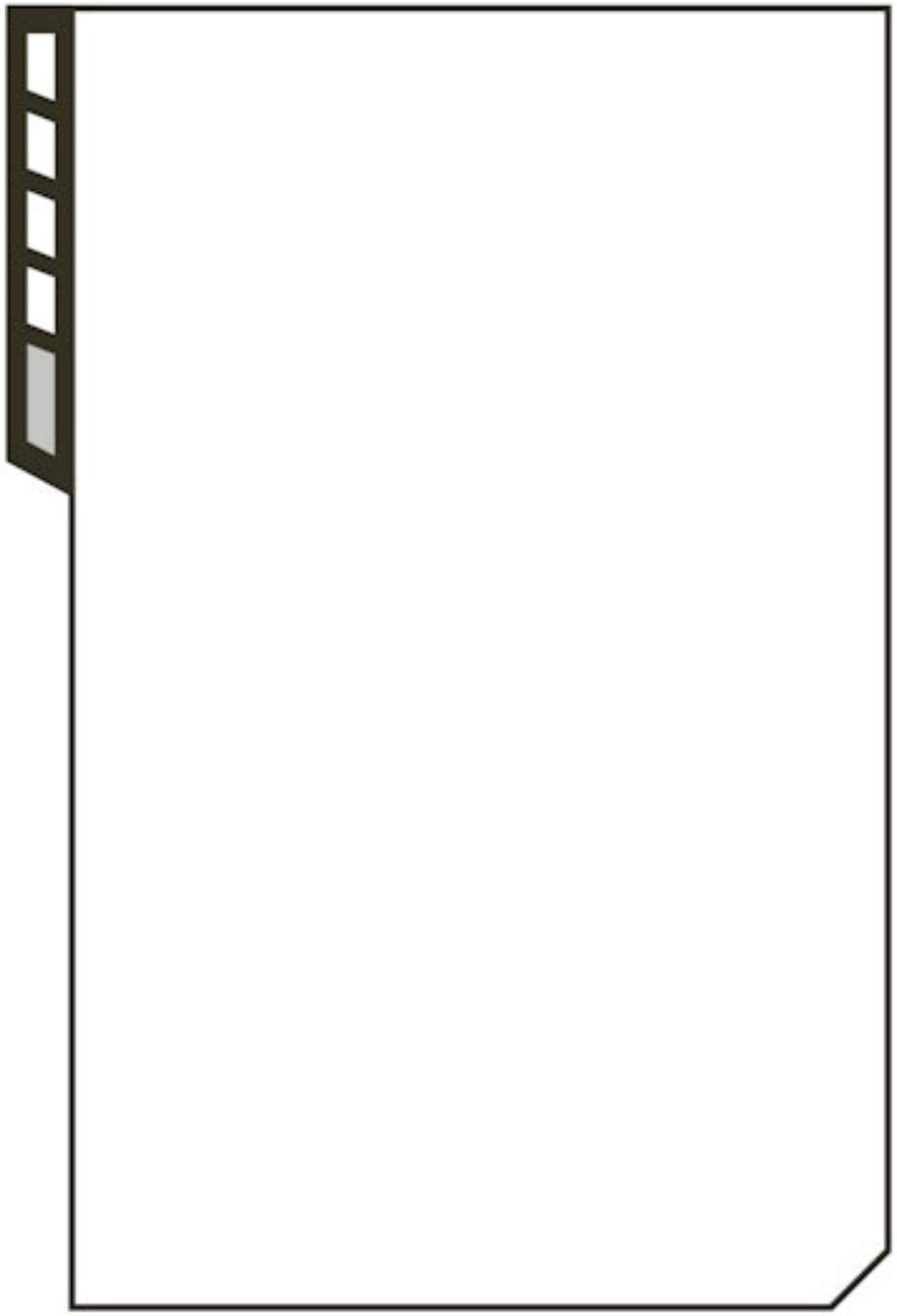


REFLECTING REALITY

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.

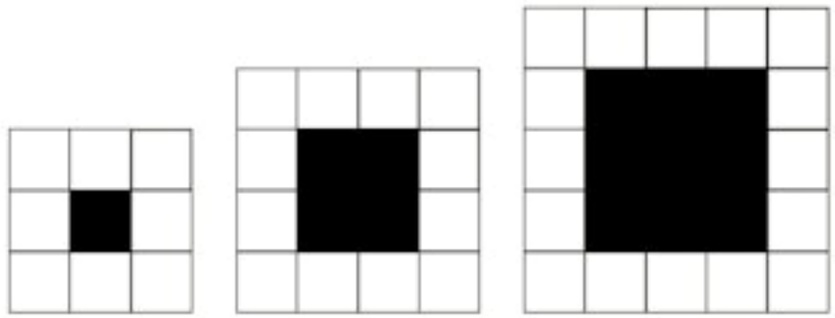


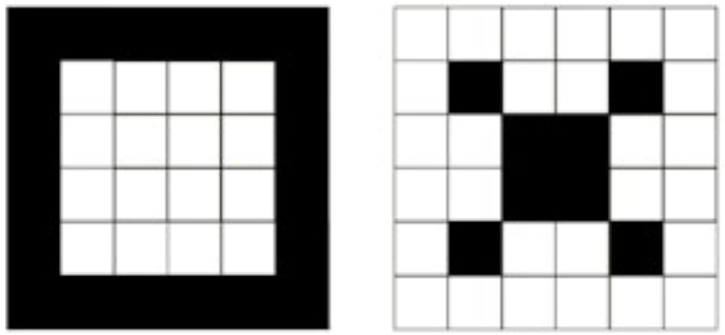
REFLECTING REALITY



PATTERN RECOGNITION

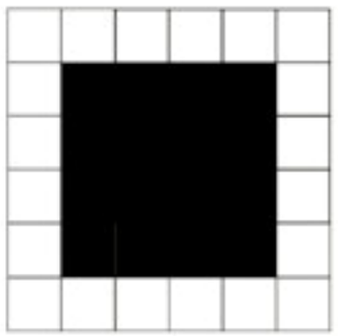
Which will be the next square in this logical series: a, b or c?





a

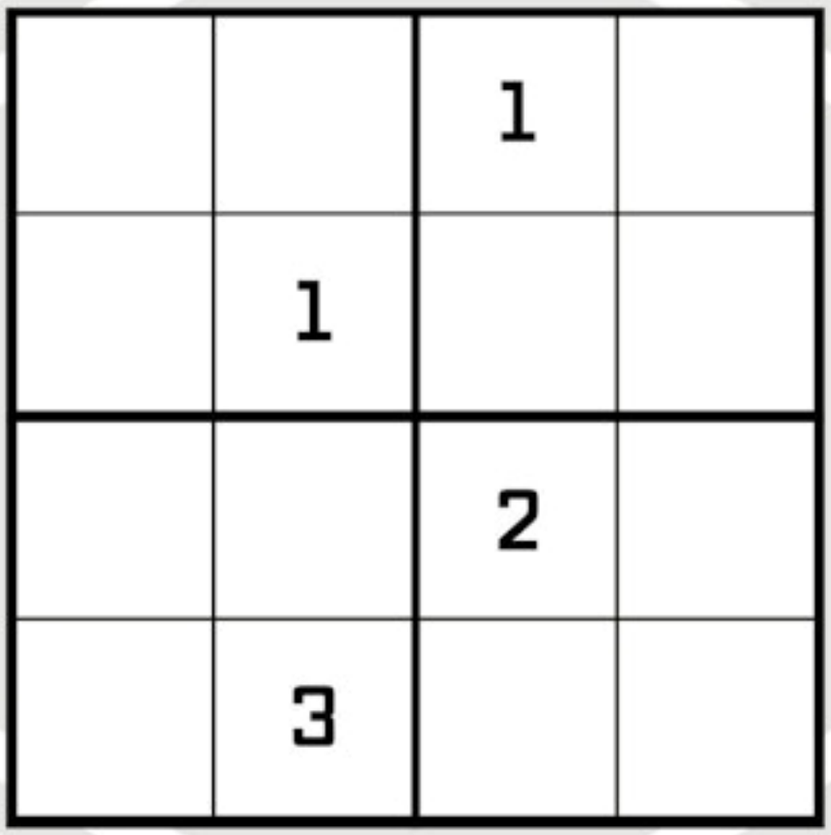
b



c

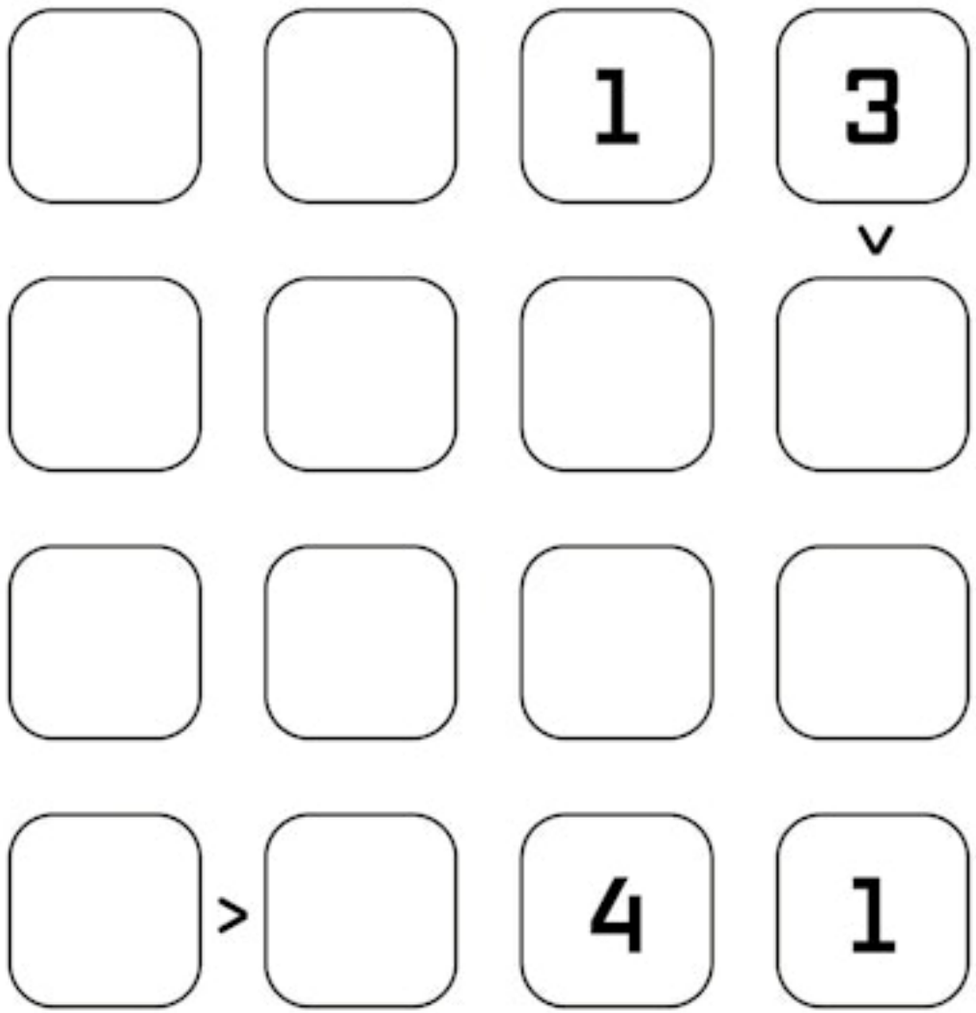
ORDER FROM CHAOS

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



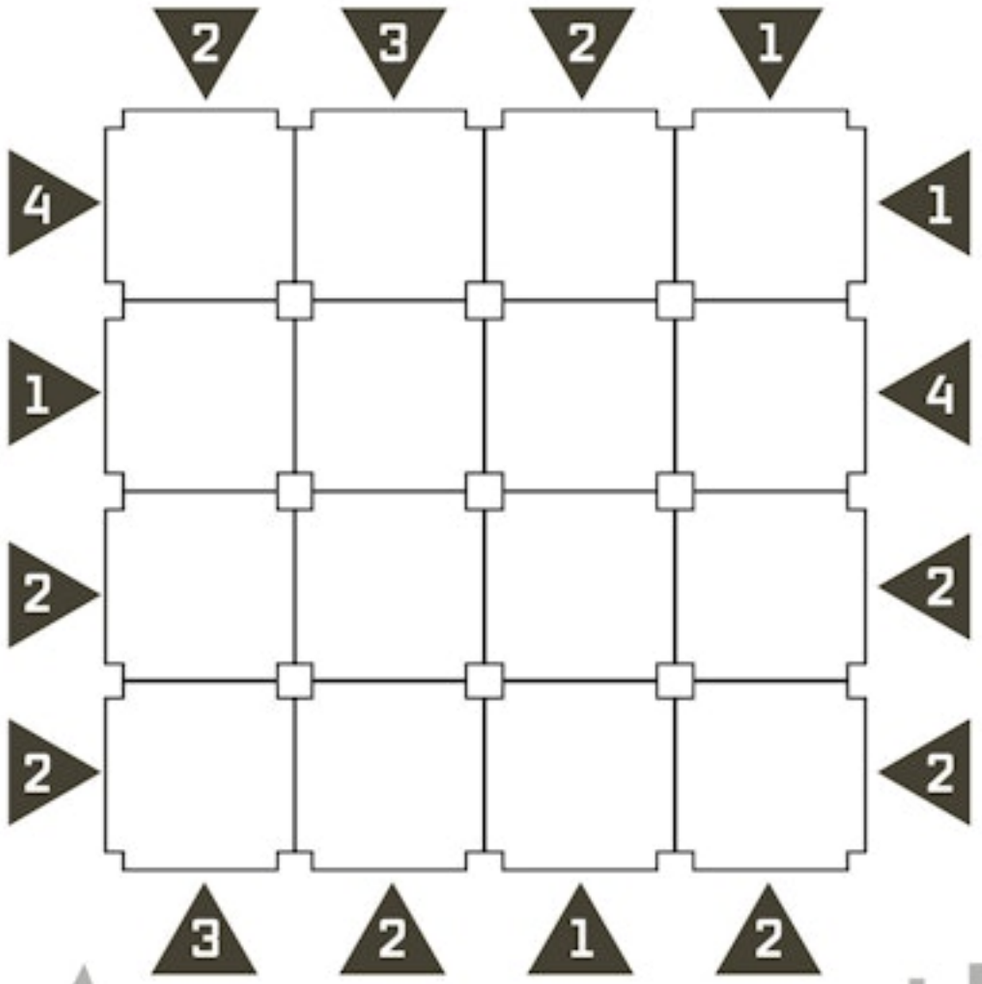
UNEQUAL

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.



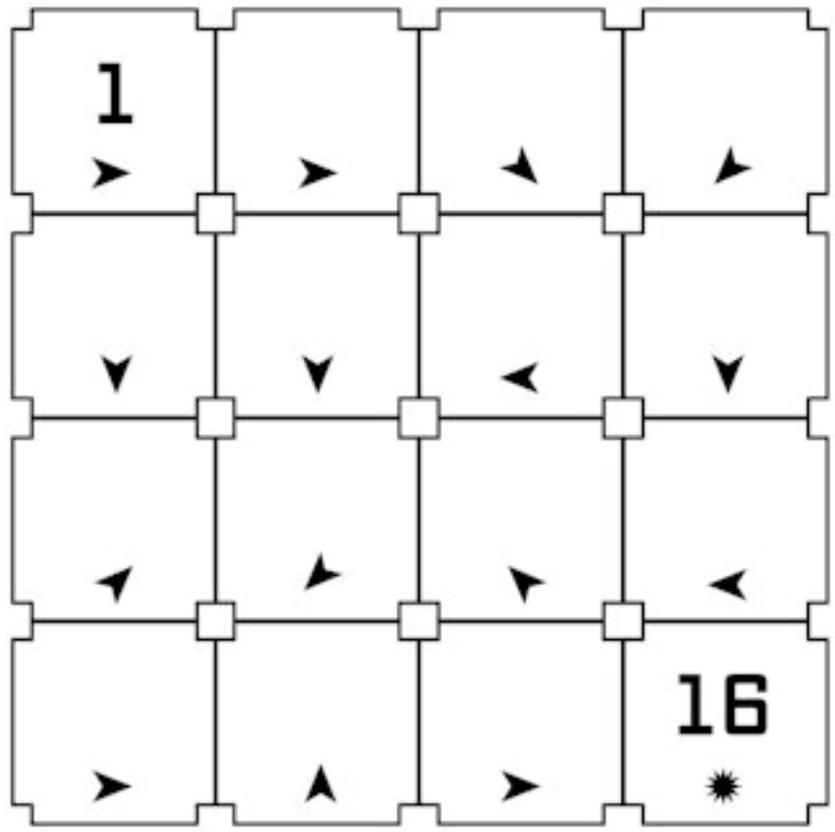
CORUSCANT SKYLINE

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

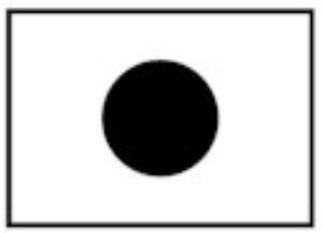
Starting from square 1, each square in the grid must be visited once only, and the direction of the arrow in that square must be followed. You may pass over other arrows as you move.



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?

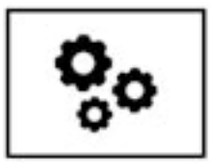
PEOPLE

		
Ensign Griff	Lt. Makdunn	Captain Chao

ESCAPE

	Corellia
	Kessel
	Mimban

LOCATION

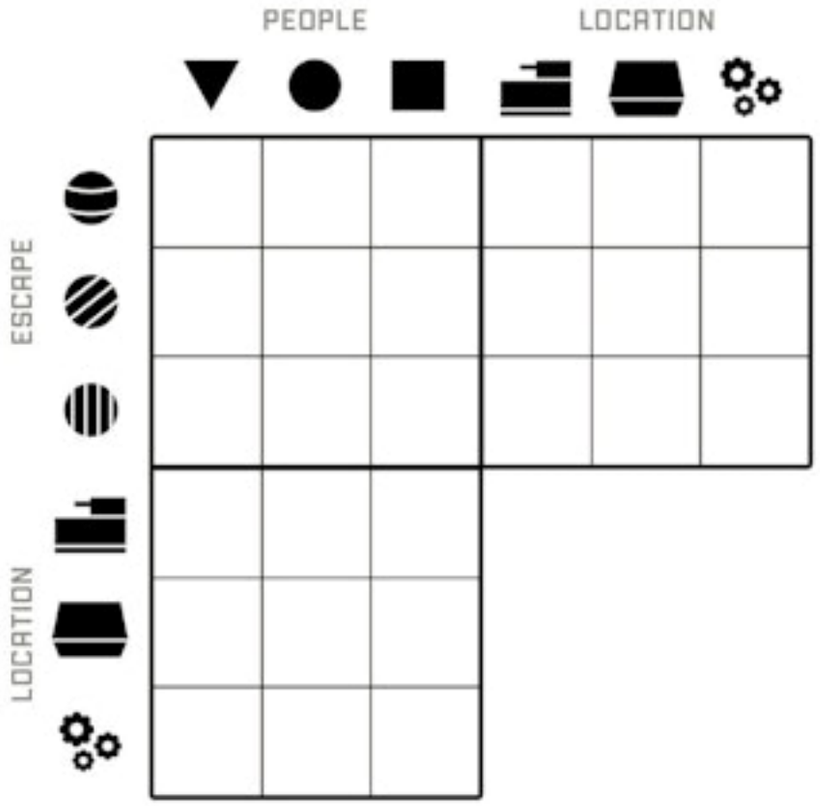
	Command deck
	Cargo bay
	Main engine drive

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

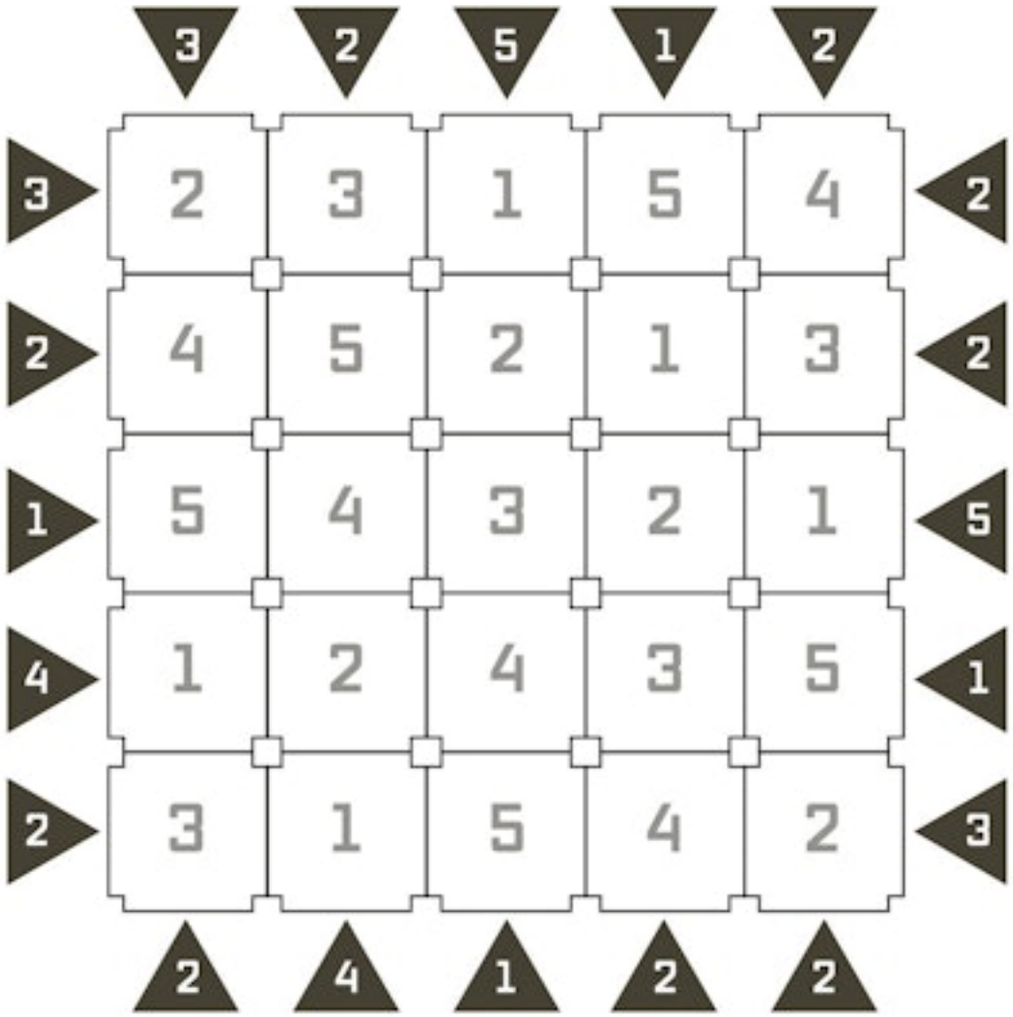
There are five clues:

- 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 Corellia.

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!

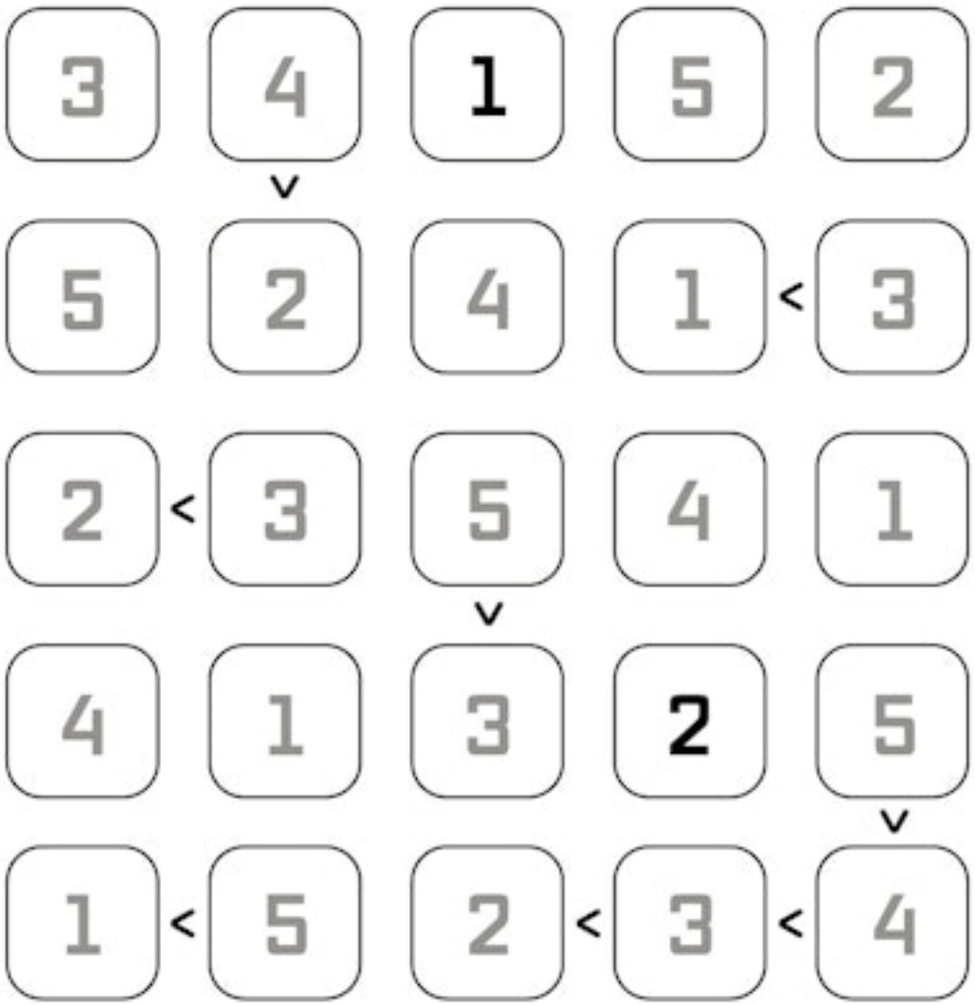


SOLUTION 49 JEDI KNIGHT

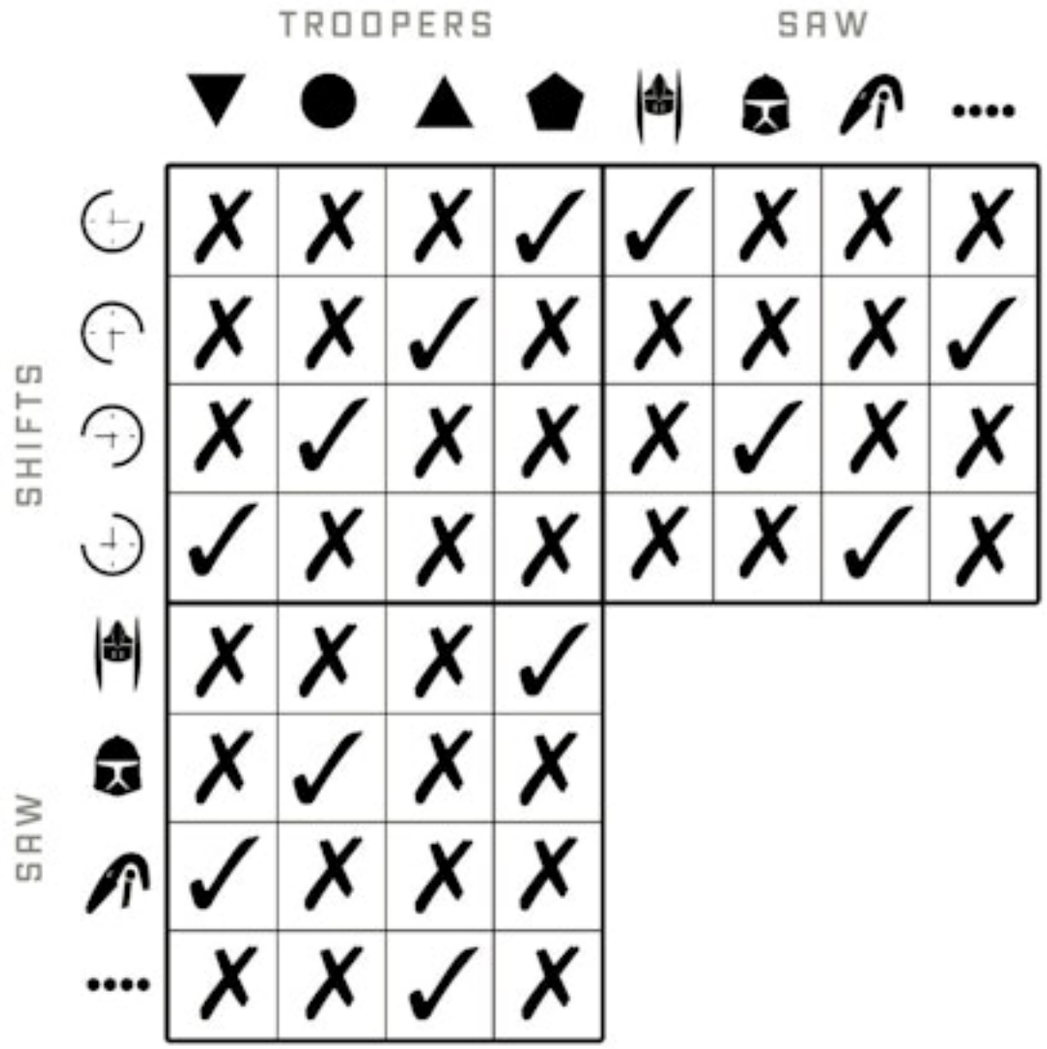


SOLUTION 50 JEDI KNIGHT

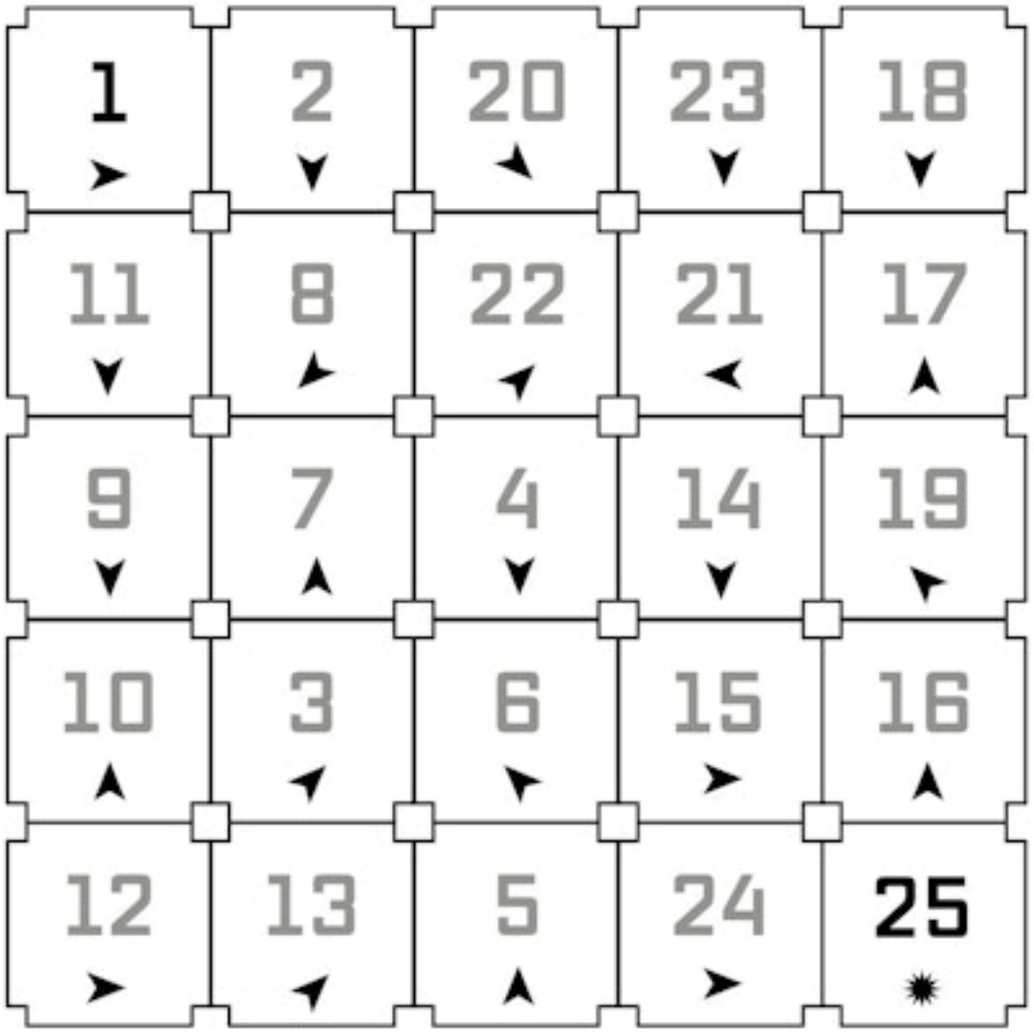
9	6	3	1	**2**	8	4	5	**7**
2	8	**7**	4	5	9	**3**	6	1
5	**1**	4	**6**	**3**	7	**8**	**2**	9
6	**3**	8	5	**7**	1	9	4	**2**
1	**9**	5	**2**	4	**3**	7	**8**	**6**
4	7	2	8	**9**	6	1	**3**	5
7	**4**	**6**	3	**1**	**2**	5	**9**	**8**
8	5	**9**	7	6	4	**2**	1	3
3	2	1	9	**8**	5	6	7	4



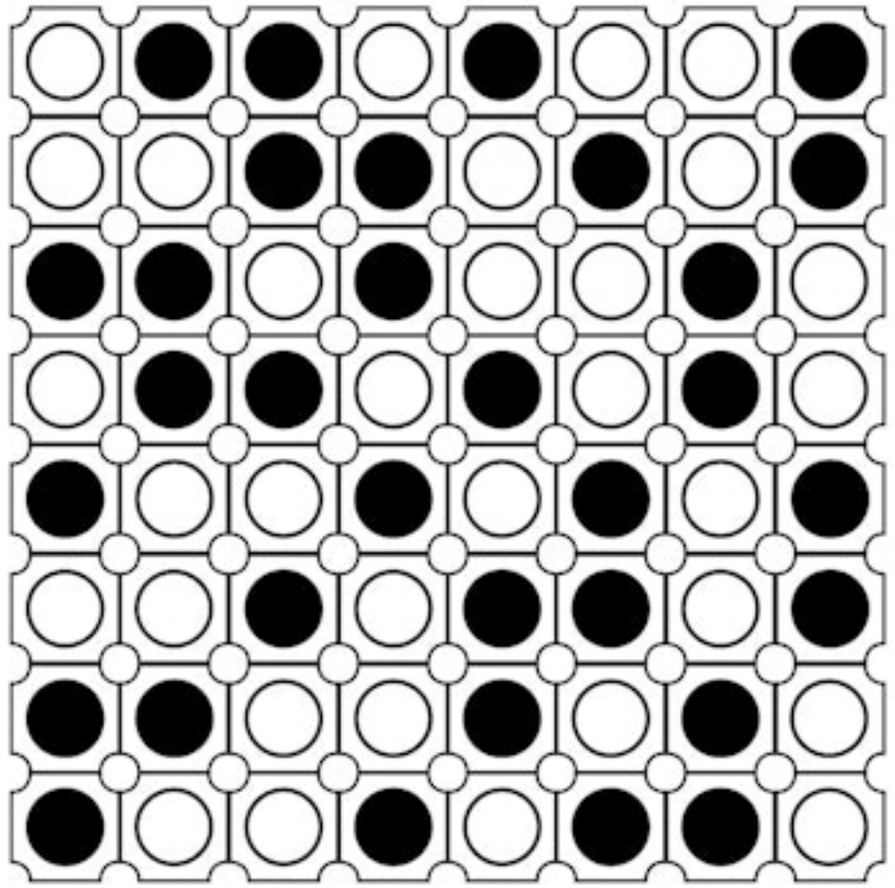
Brunt took the first shift and reported a starfighter; Bullseye took the second and saw the Captain; Vann took the third and spotted another clone trooper; Thunder took the last and reported seeing a droid.



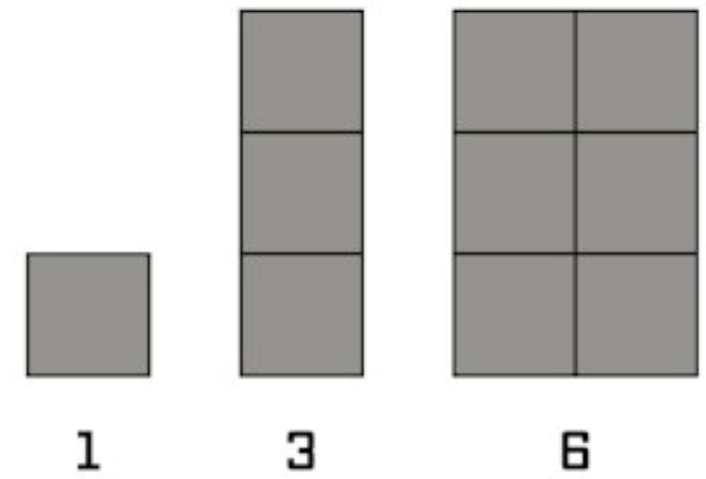
SOLUTION 53 JEDI KNIGHT



SOLUTION 55 JEDI KNIGHT

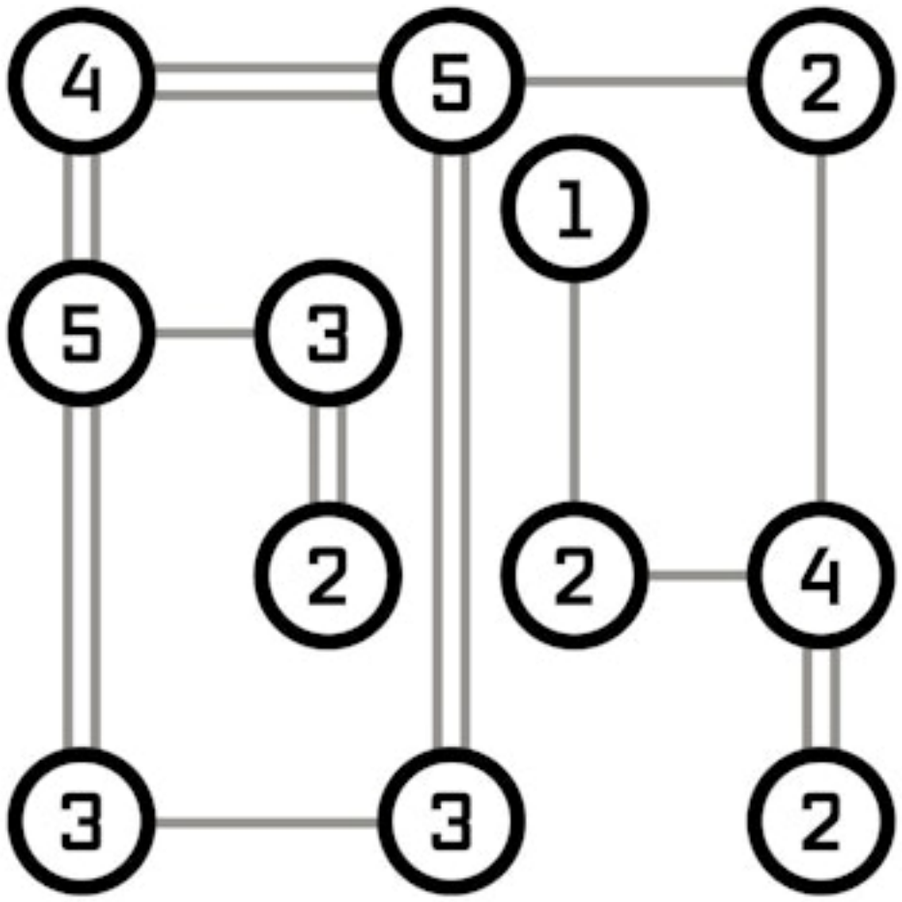


15. The pattern is triangular numbers.

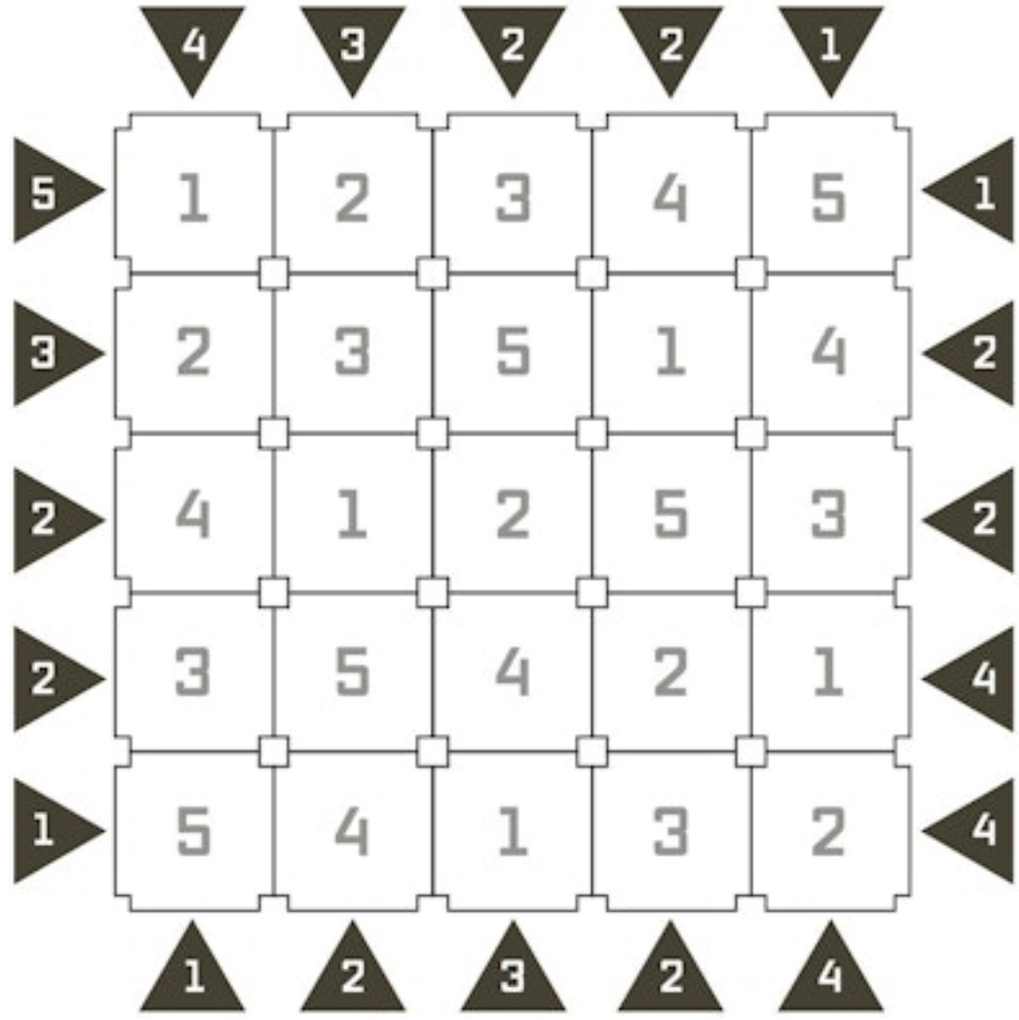


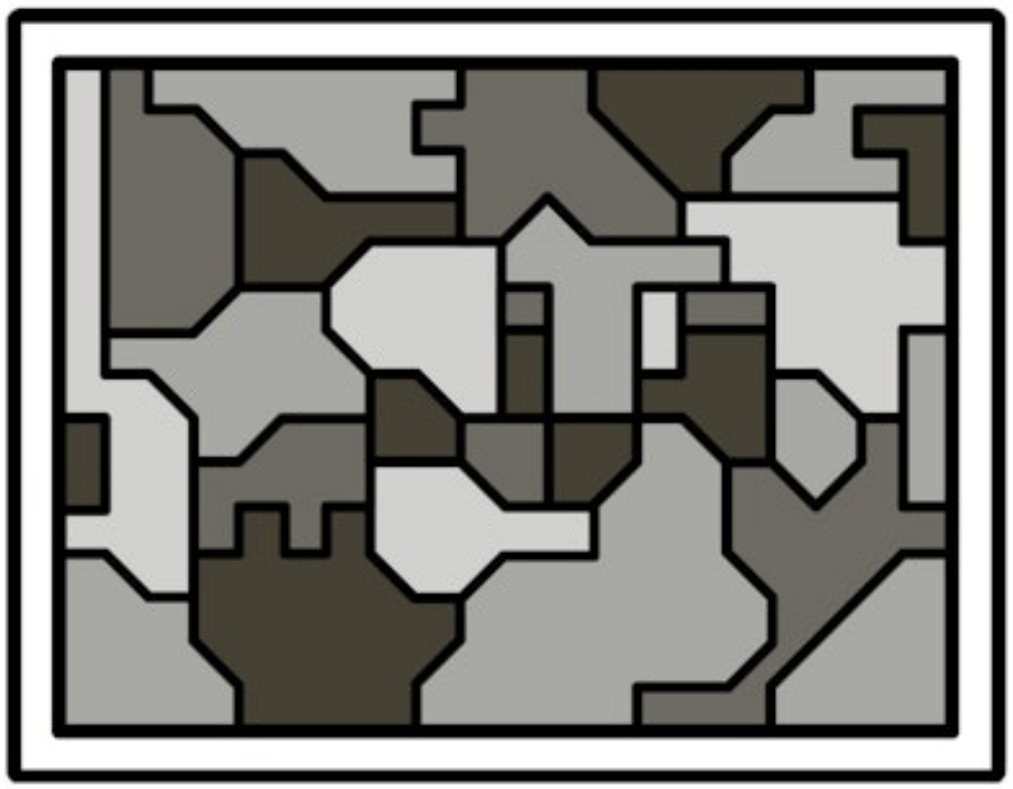
7	5	1	6	8	9	4	3	2
2	4	3	7	5	1	6	8	9
8	6	9	3	4	2	5	1	7
4	9	7	2	1	6	8	5	3
5	3	2	4	7	8	1	9	6
6	1	8	5	9	3	7	2	4
1	2	4	9	6	5	3	7	8
3	8	6	1	2	7	9	4	5
9	7	5	8	3	4	2	6	1

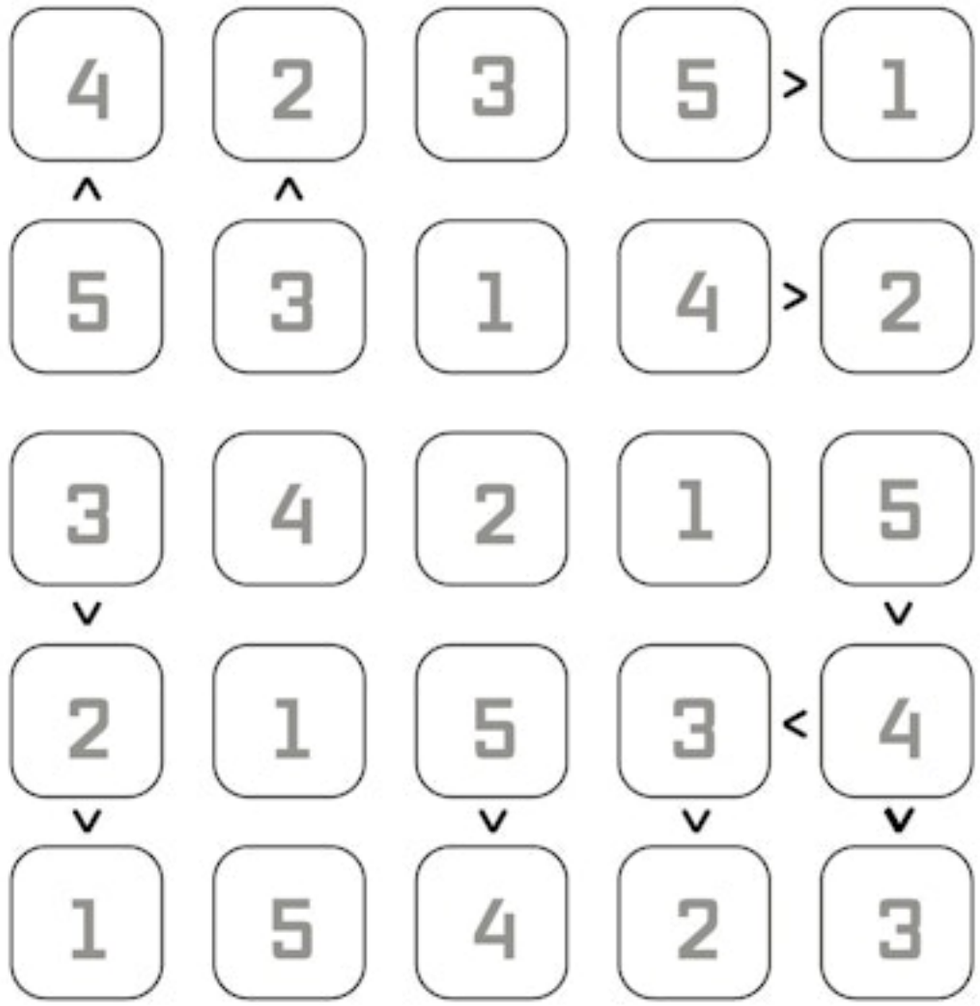
SOLUTION 58 JEDI KNIGHT

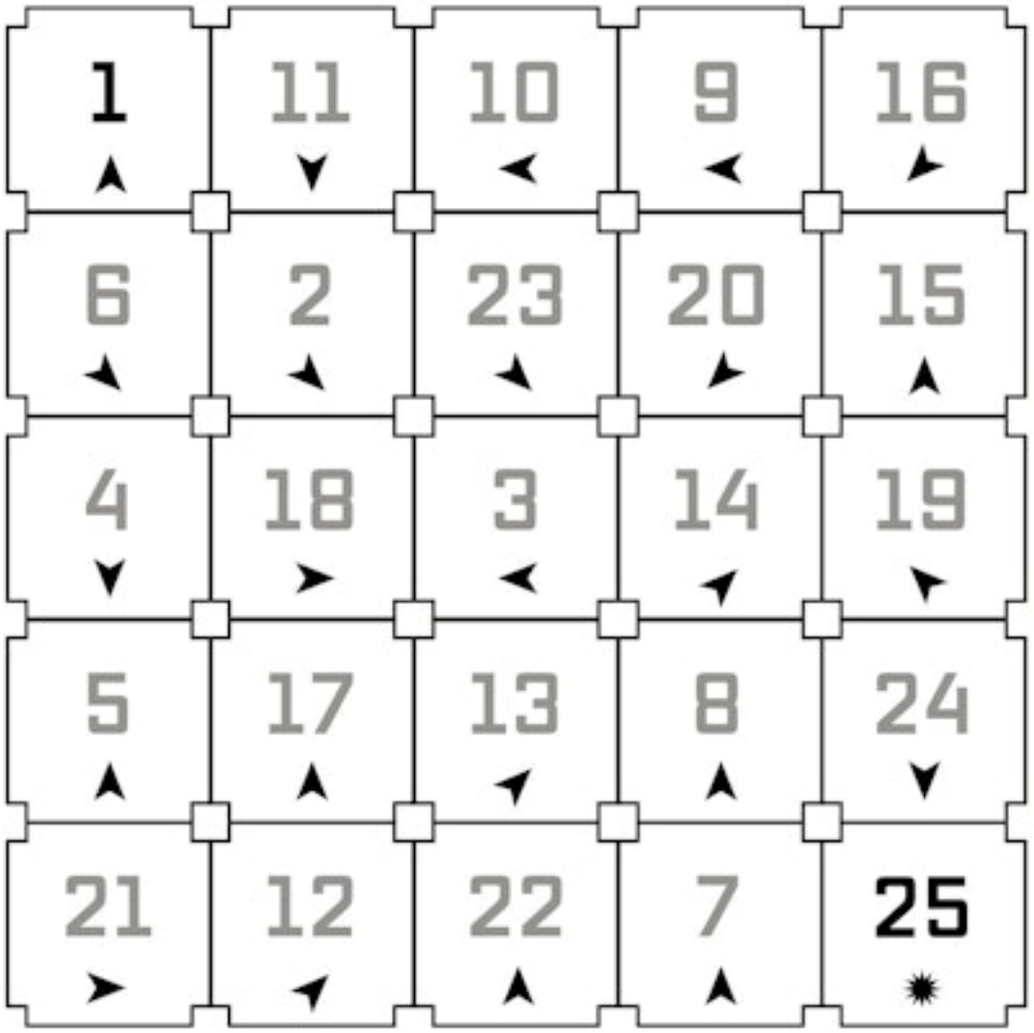


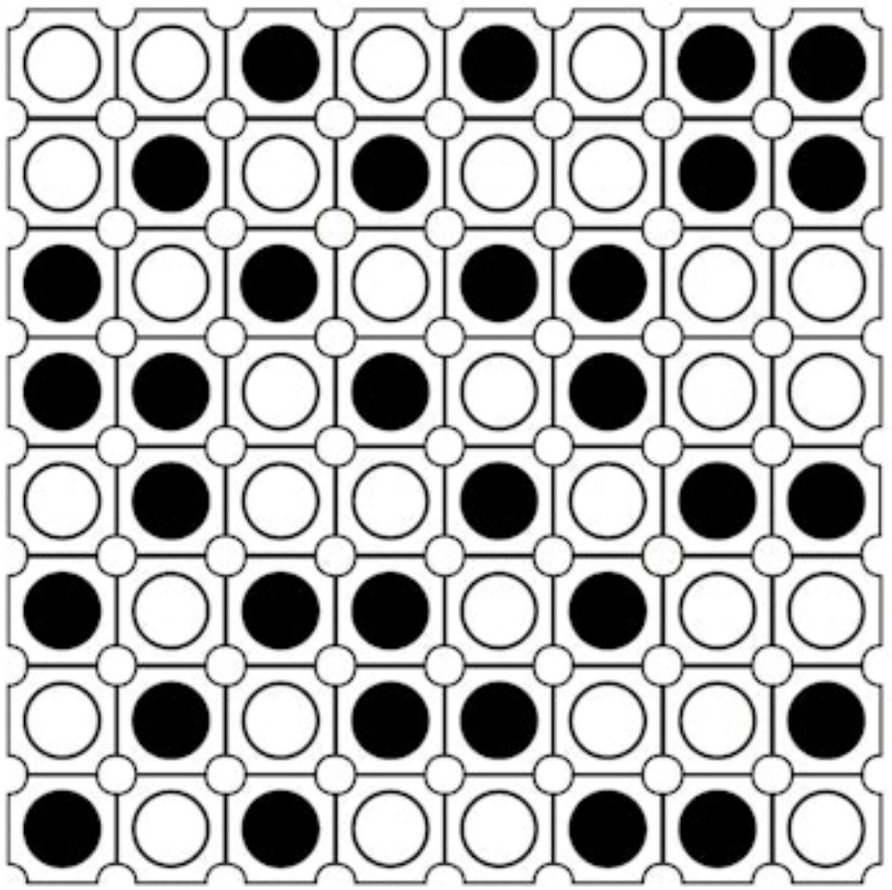
SOLUTION 59 JEDI KNIGHT





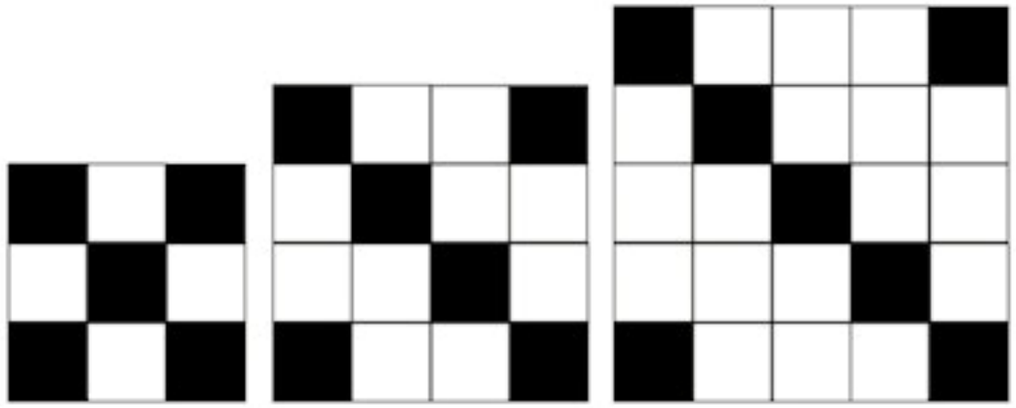

4 2 3 5 > 1
^ ^
5 3 1 4 > 2
3 4 2 1 5
v v
2 1 5 3 < 4
v v v v
1 5 4 2 3

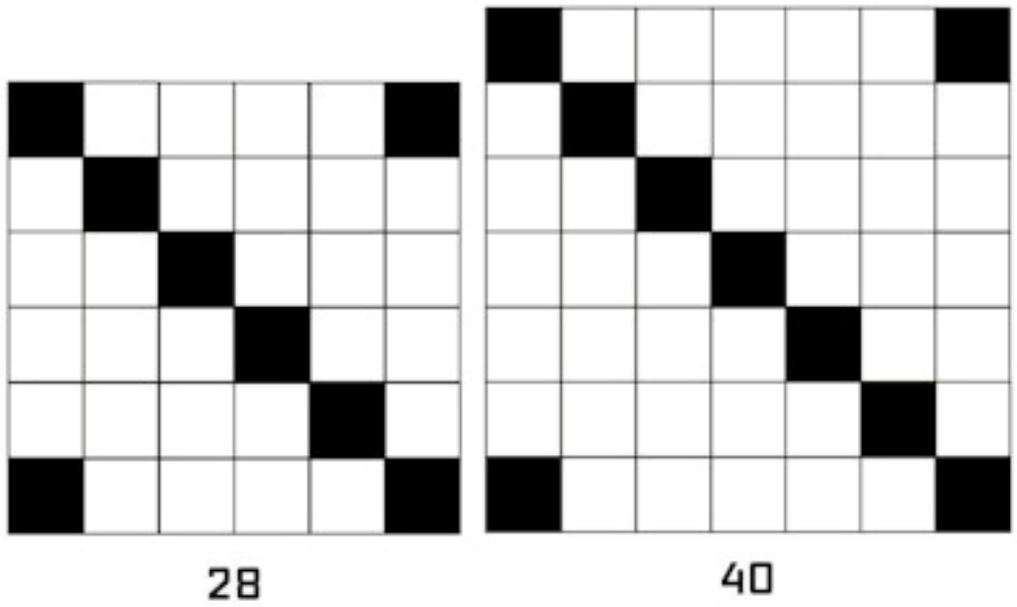

1
11
10
9
16
6
2
23
20
15
4
18
3
14
19
5
17
13
8
24
21
12
22
7
25



SOLUTION 64 JEDI KNIGHT

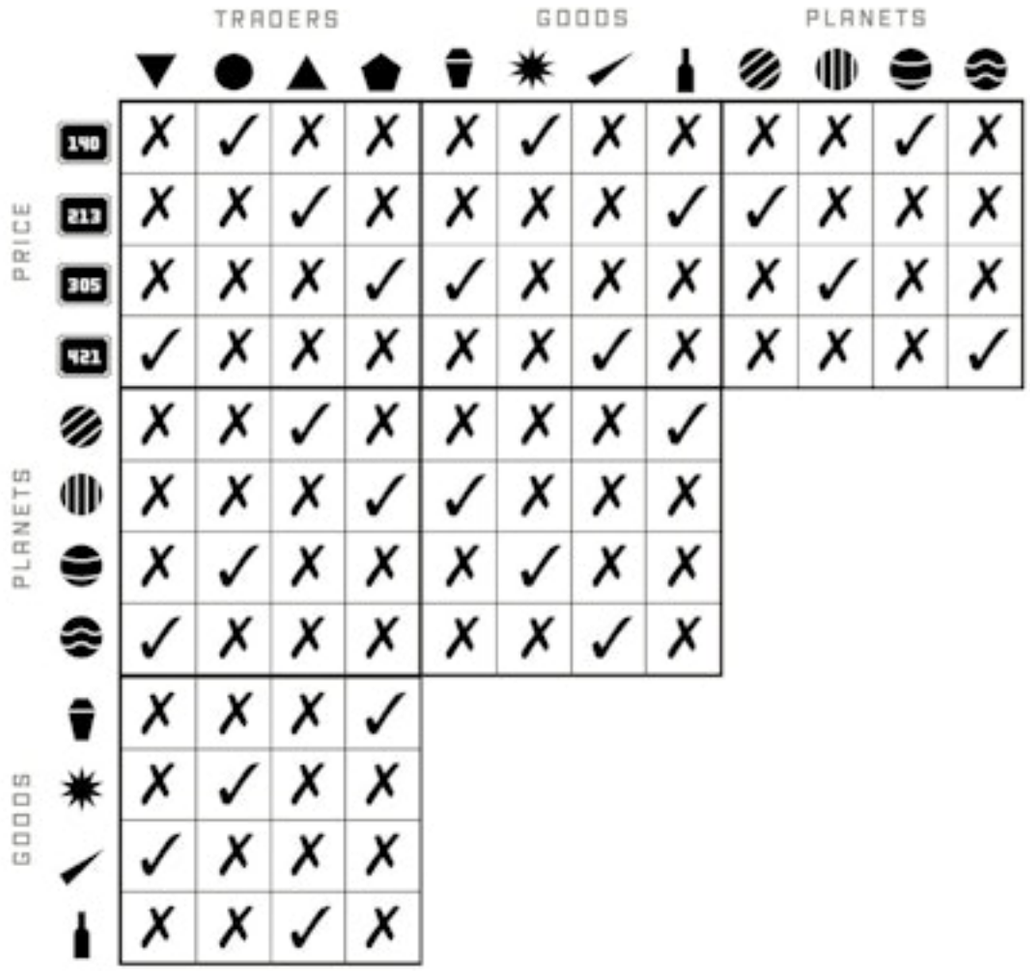
40. The sides of the square increase by 1 each time, so the next will be 7x7, making 49 squares. The number of black squares increases by 1 each time so the next grid will have 9: 49-9 = 40.

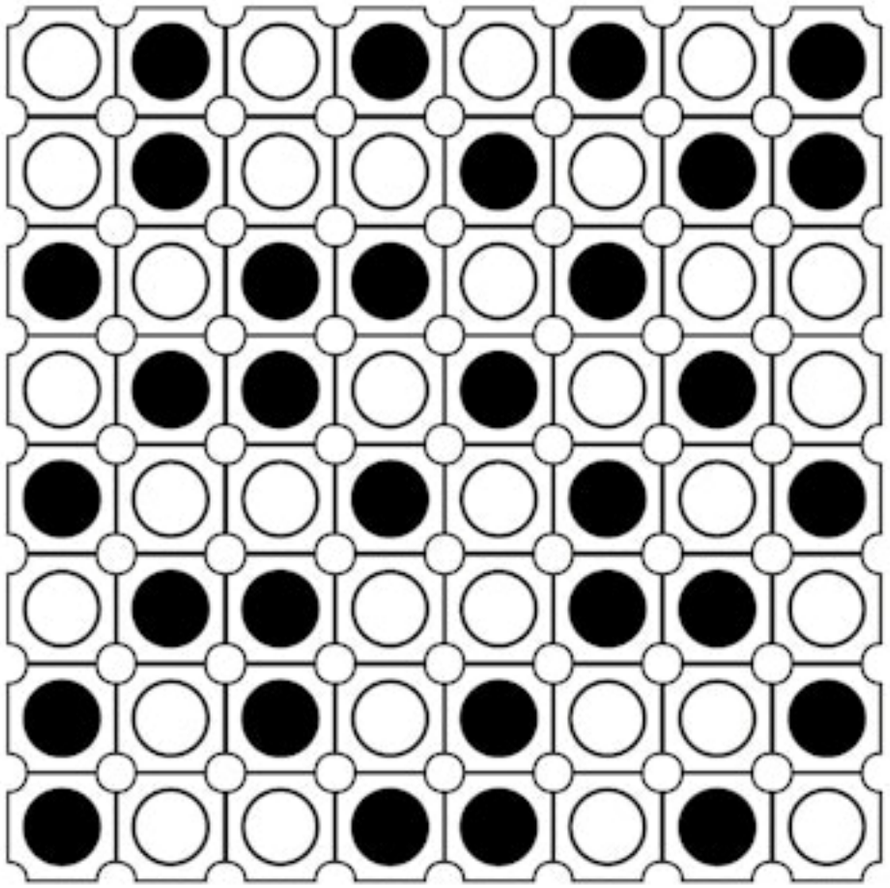


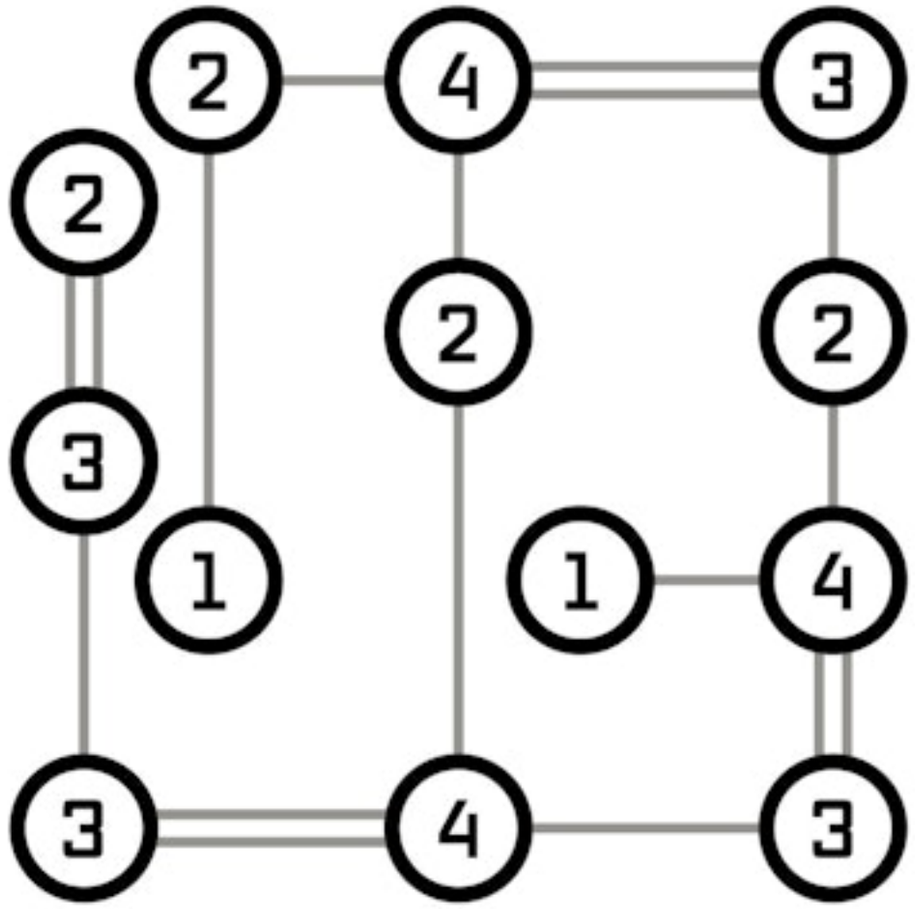


SOLUTION 65 JEDI KNIGHT

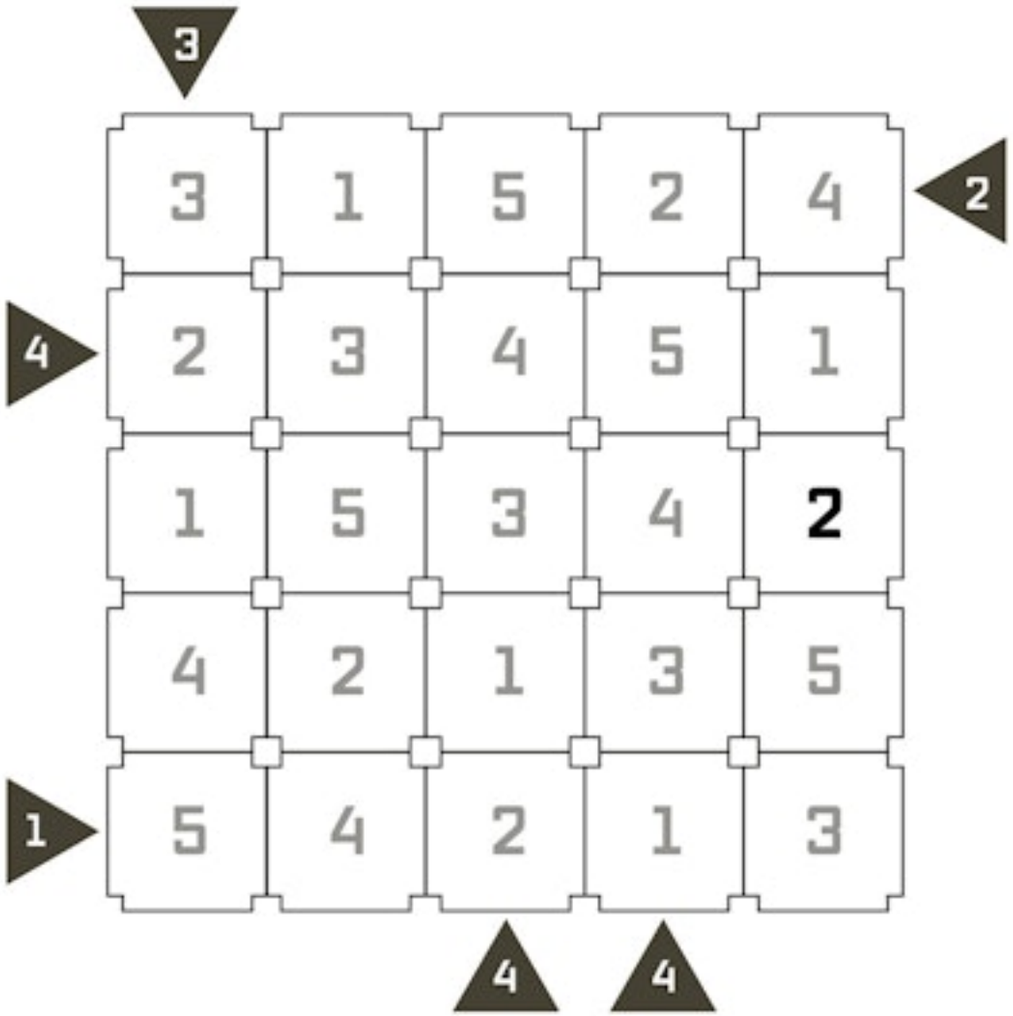
S1-NBD sells baradium from Anaxes at 140 credits. Jolomin sells wine from Chandrila for 213 credits. Bagh Het sells organs from Myxel at 305 credits. Helch sells torpedoes from Corellia for 421 credits.



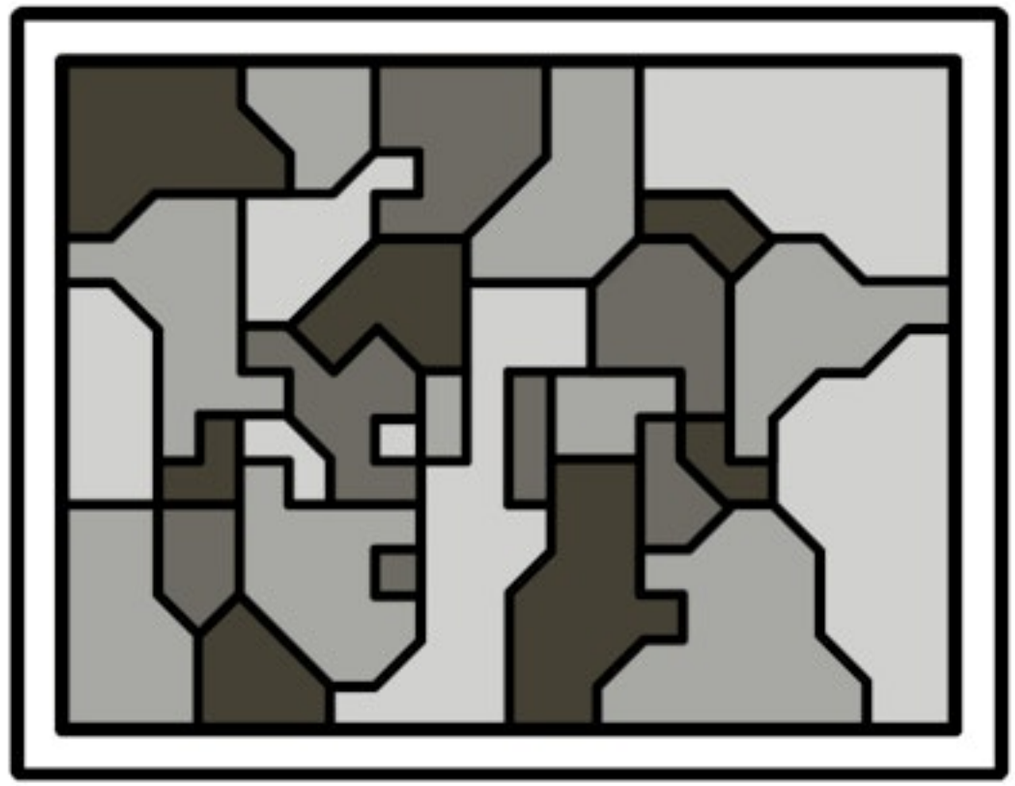



2
4
3
2
2
2
3
1
1
4
3
4
3

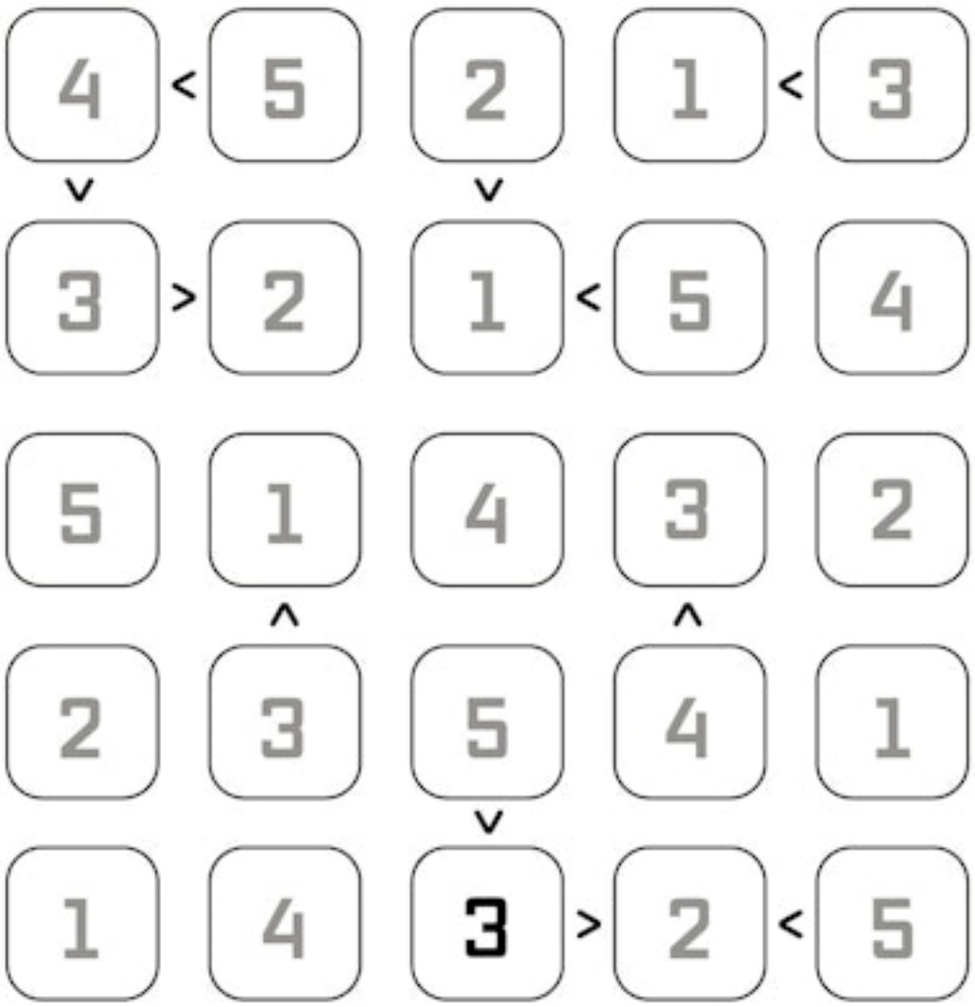
SOLUTION 68 JEDI MASTER



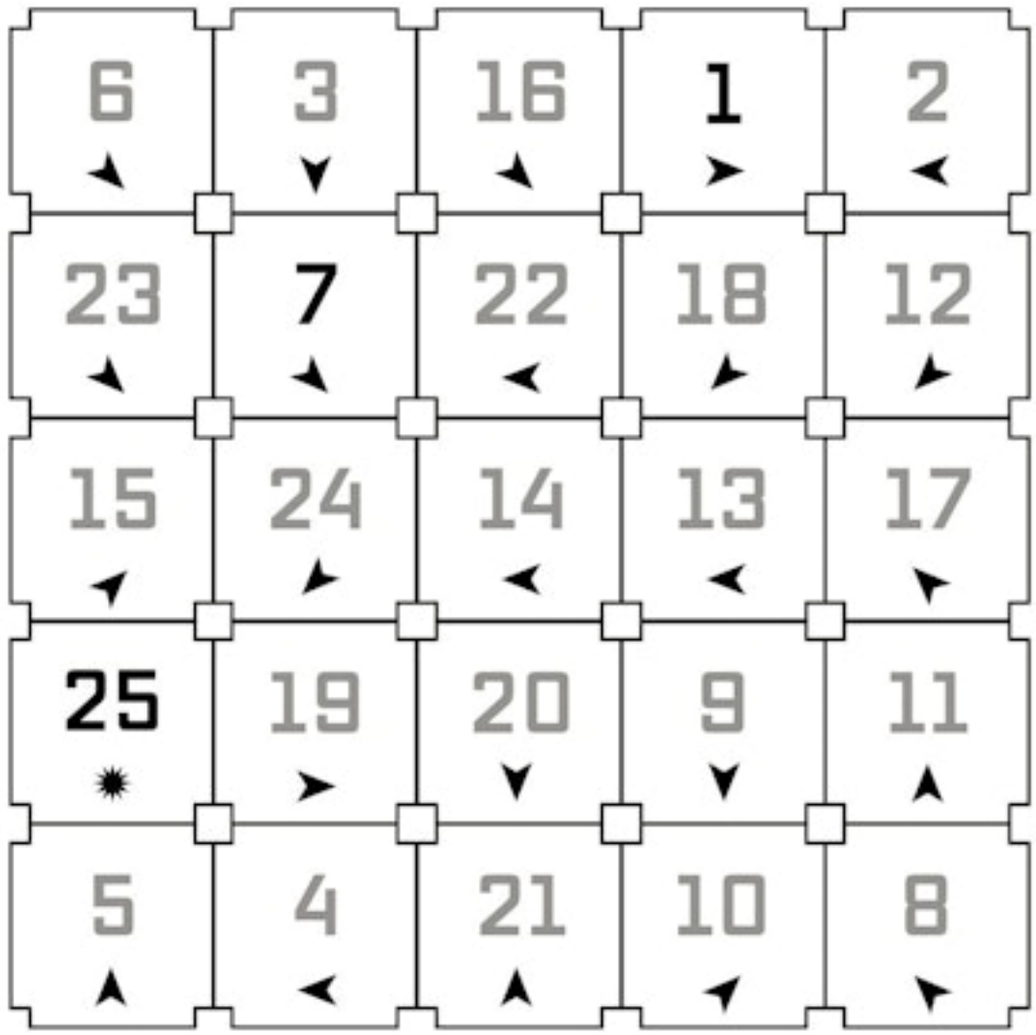
SOLUTION 69 JEDI MASTER



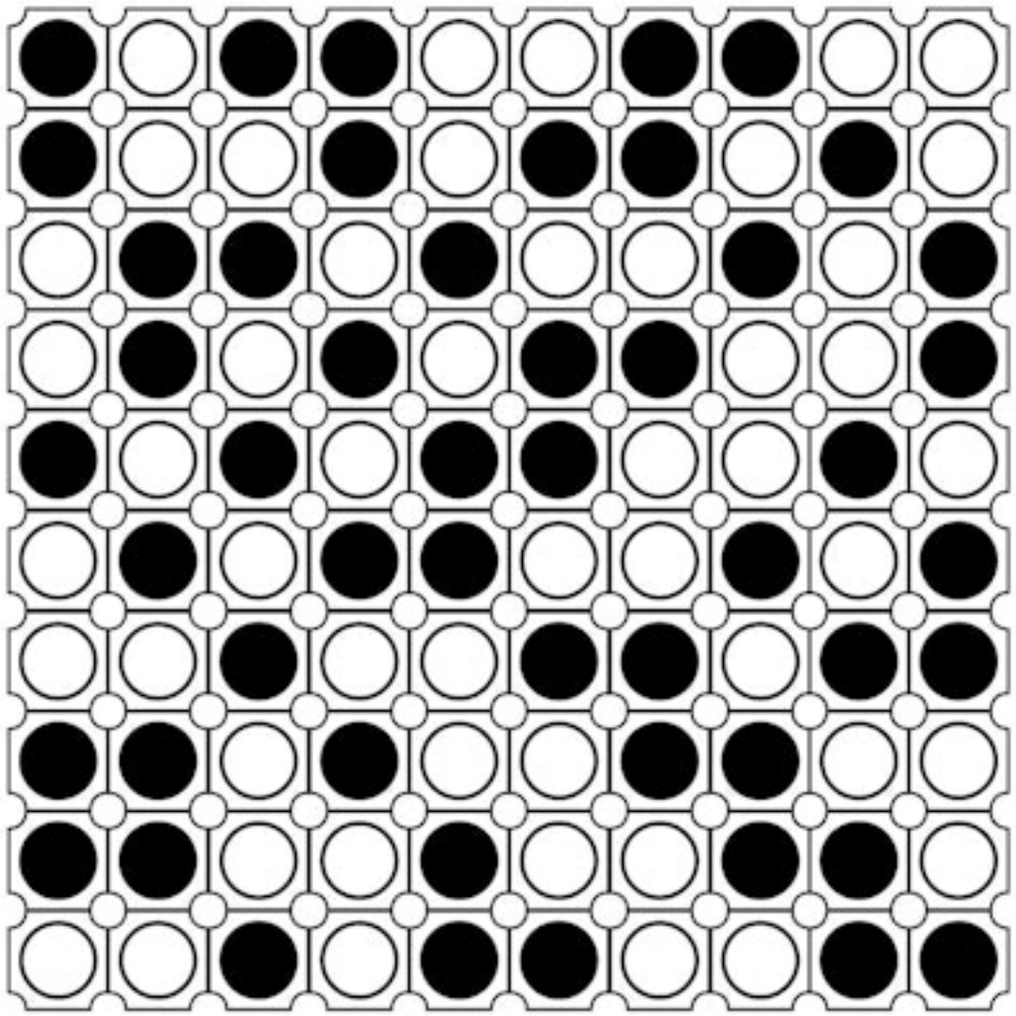
SOLUTION 70 JEDI MASTER



SOLUTION 71 JEDI MASTER

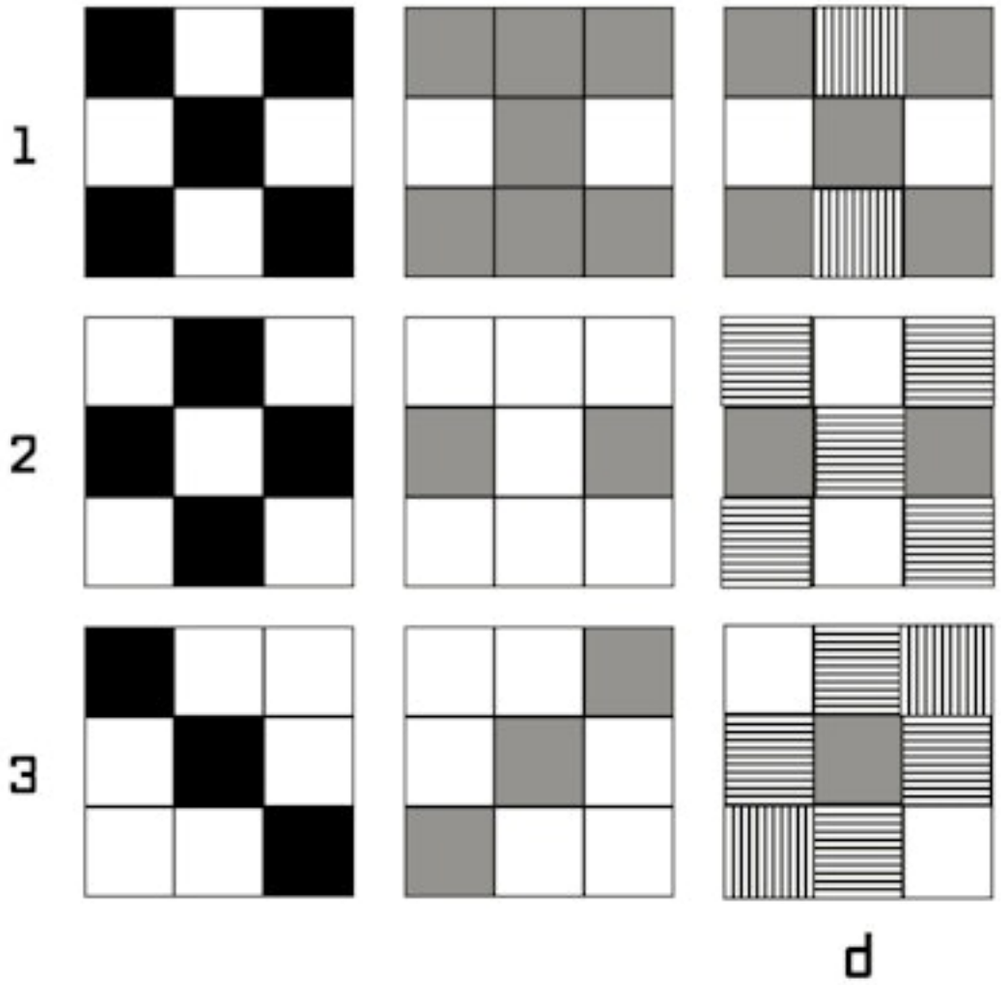


SOLUTION 72 JEDI MASTER



SOLUTION 74 JEDI MASTER

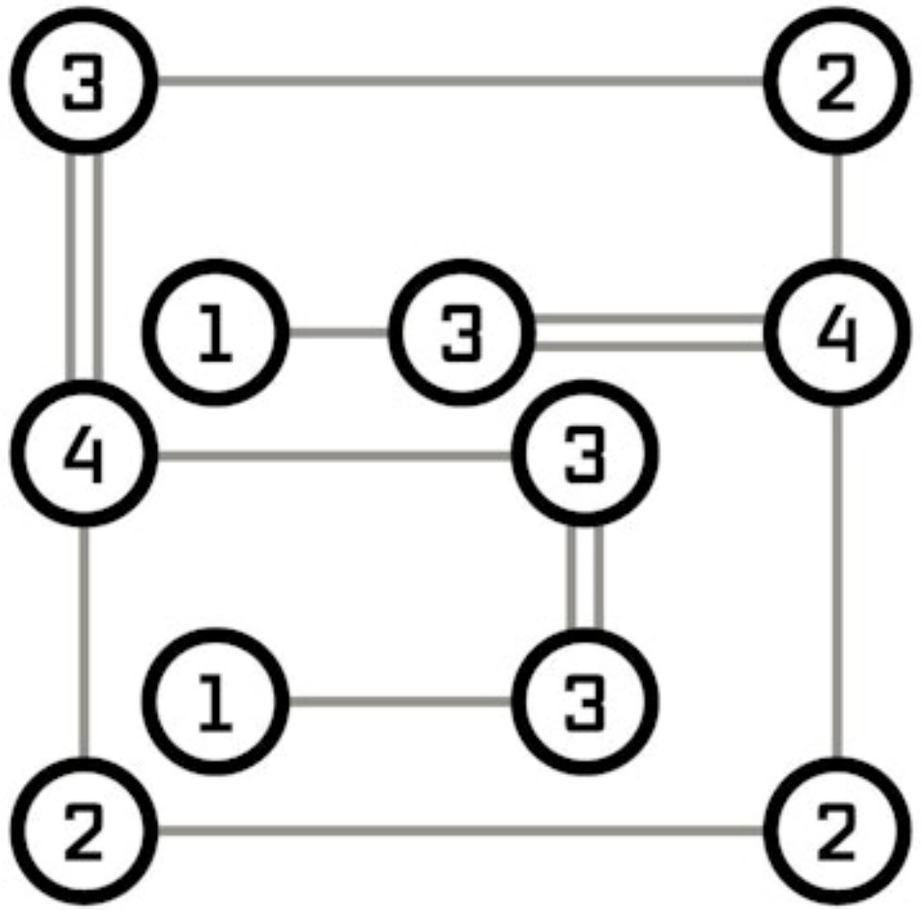
d. Square values are combined in the third square.
Black = 0, Grey = 1, White = 2, Vertical stripe = 3, horizontal stripe = 4.



SOLUTION 75 JEDI MASTER

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

SOLUTION 76 JEDI MASTER



SOLUTION 77 JEDI MASTER

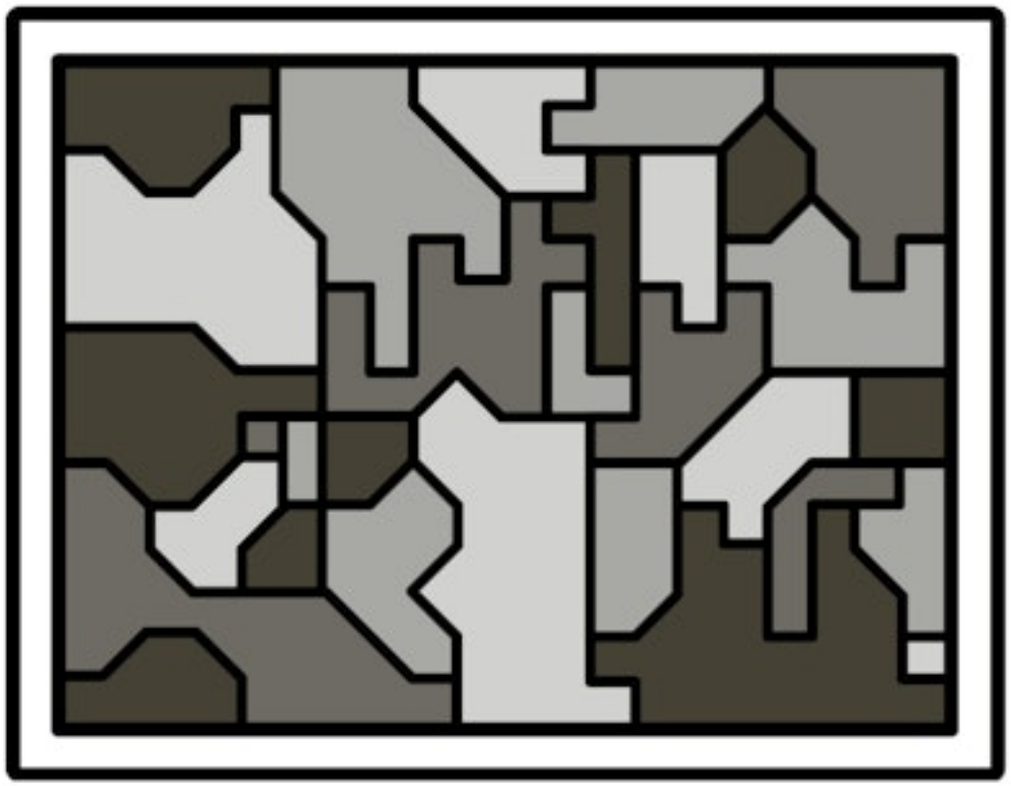
The Pale Queen, from Reloon, flying the *Fancy*: 50 years.
Veslek, from Monador, flying the *Krayt*: 75 years.
Klyx Corben, from Orfea, flying the *Winter's Edge*: 100 years.
Artesz Bayn, from Kappu, flying the *Relict*: 125 years.

JAIL SENTENCES	PIRATES ▼	PIRATES ●	PIRATES ▲	PIRATES ⬟	FLAGSHIPS	FLAGSHIPS	FLAGSHIPS	FLAGSHIPS	HOME SYSTEMS	HOME SYSTEMS	HOME SYSTEMS	HOME SYSTEMS
50	✗	✓	✗	✗	✗	✗	✗	✓	✗	✓	✗	✗
75	✓	✗	✗	✗	✗	✗	✓	✗	✓	✗	✗	✗
100	✗	✗	✓	✗	✗	✓	✗	✗	✗	✗	✓	✗
125	✗	✗	✗	✓	✓	✗	✗	✗	✗	✗	✗	✓

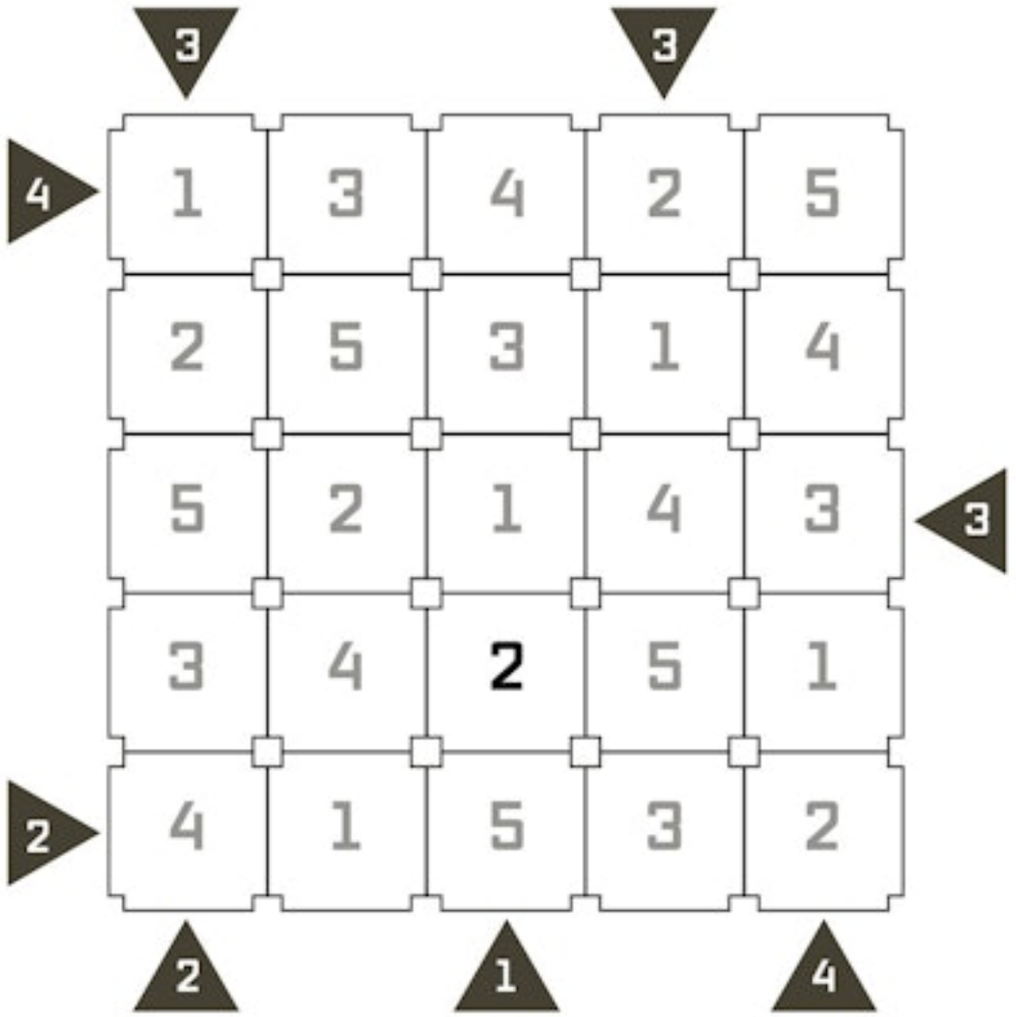
HOME SYSTEMS	PIRATES ▼	PIRATES ●	PIRATES ▲	PIRATES ⬟	FLAGSHIPS	FLAGSHIPS	FLAGSHIPS	FLAGSHIPS
HOME SYSTEMS	✓	✗	✗	✗	✗	✗	✓	✗
HOME SYSTEMS	✗	✓	✗	✗	✗	✗	✗	✓
HOME SYSTEMS	✗	✗	✓	✗	✗	✓	✗	✗
HOME SYSTEMS	✗	✗	✗	✓	✓	✗	✗	✗

FLAGSHIPS	PIRATES ▼	PIRATES ●	PIRATES ▲	PIRATES ⬟
FLAGSHIPS	✗	✗	✗	✓
FLAGSHIPS	✗	✗	✓	✗
FLAGSHIPS	✓	✗	✗	✗
FLAGSHIPS	✗	✓	✗	✗

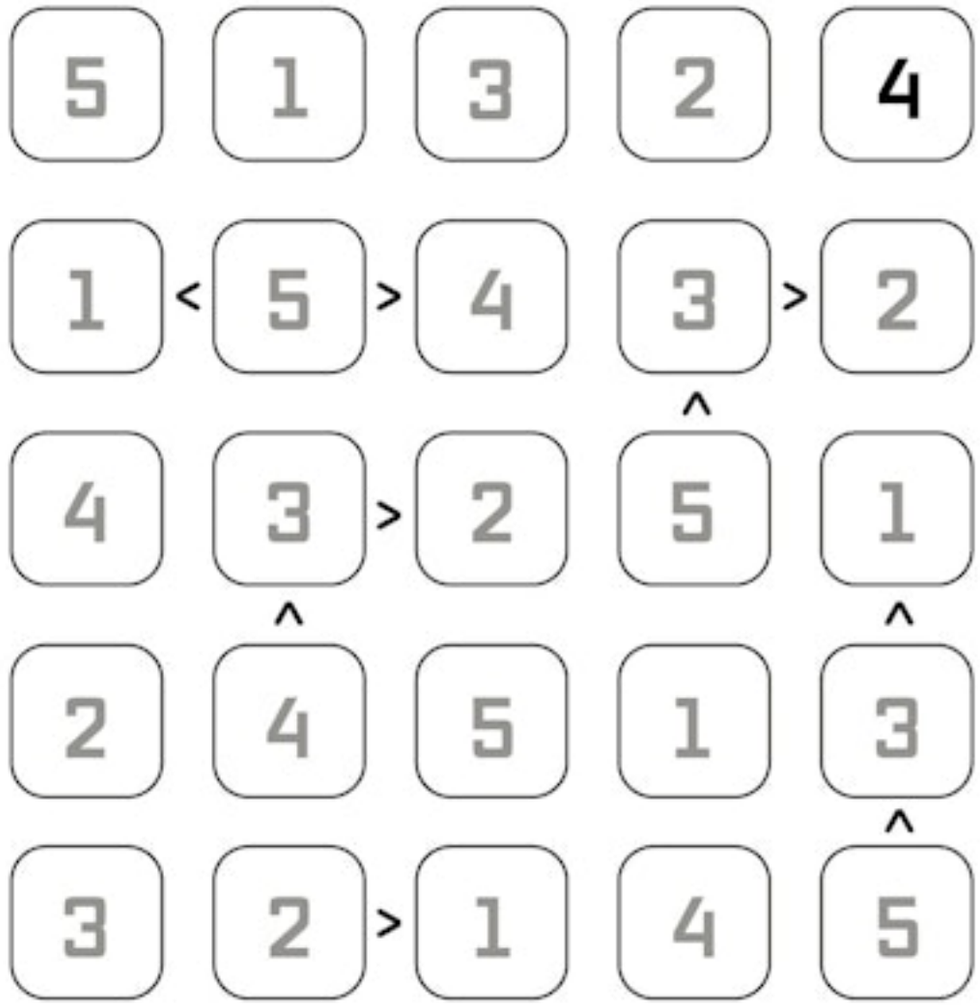
SOLUTION 78 JEDI MASTER



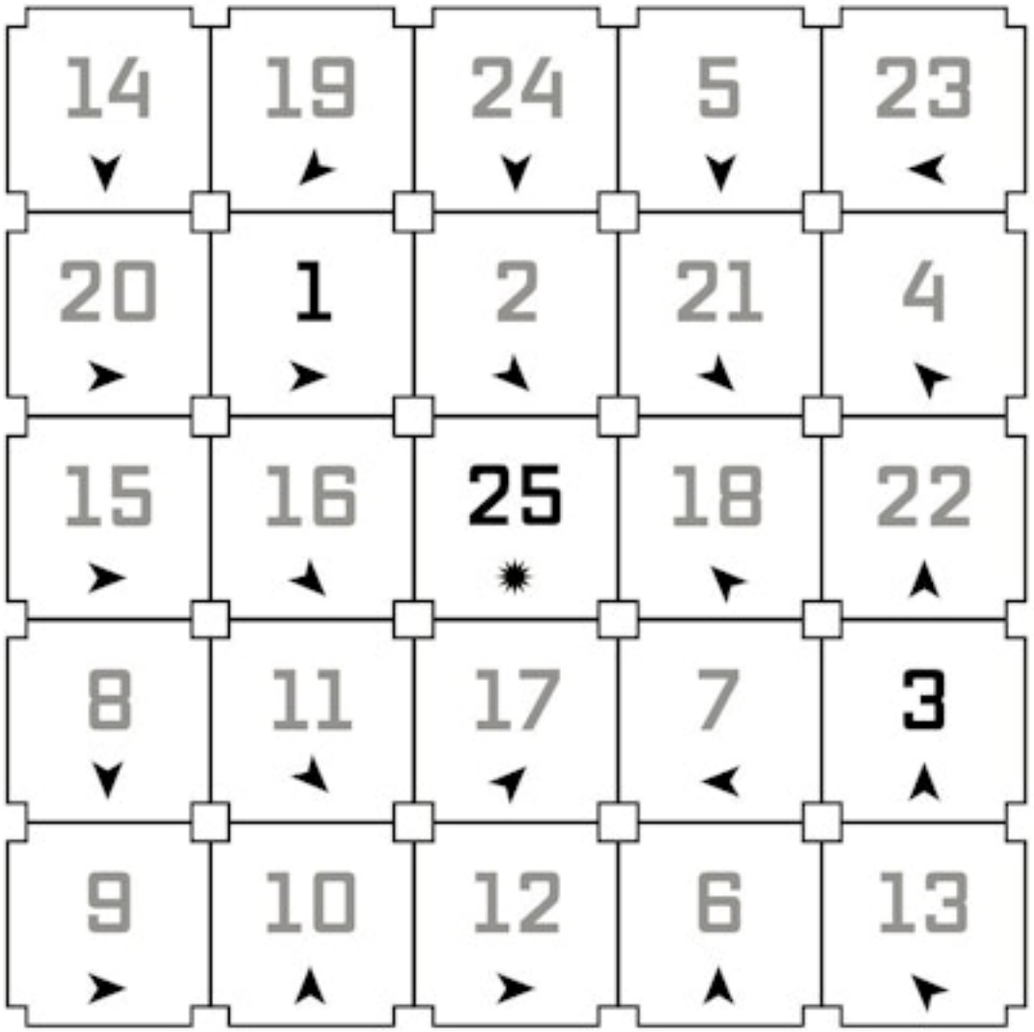
SOLUTION 79 JEDI MASTER



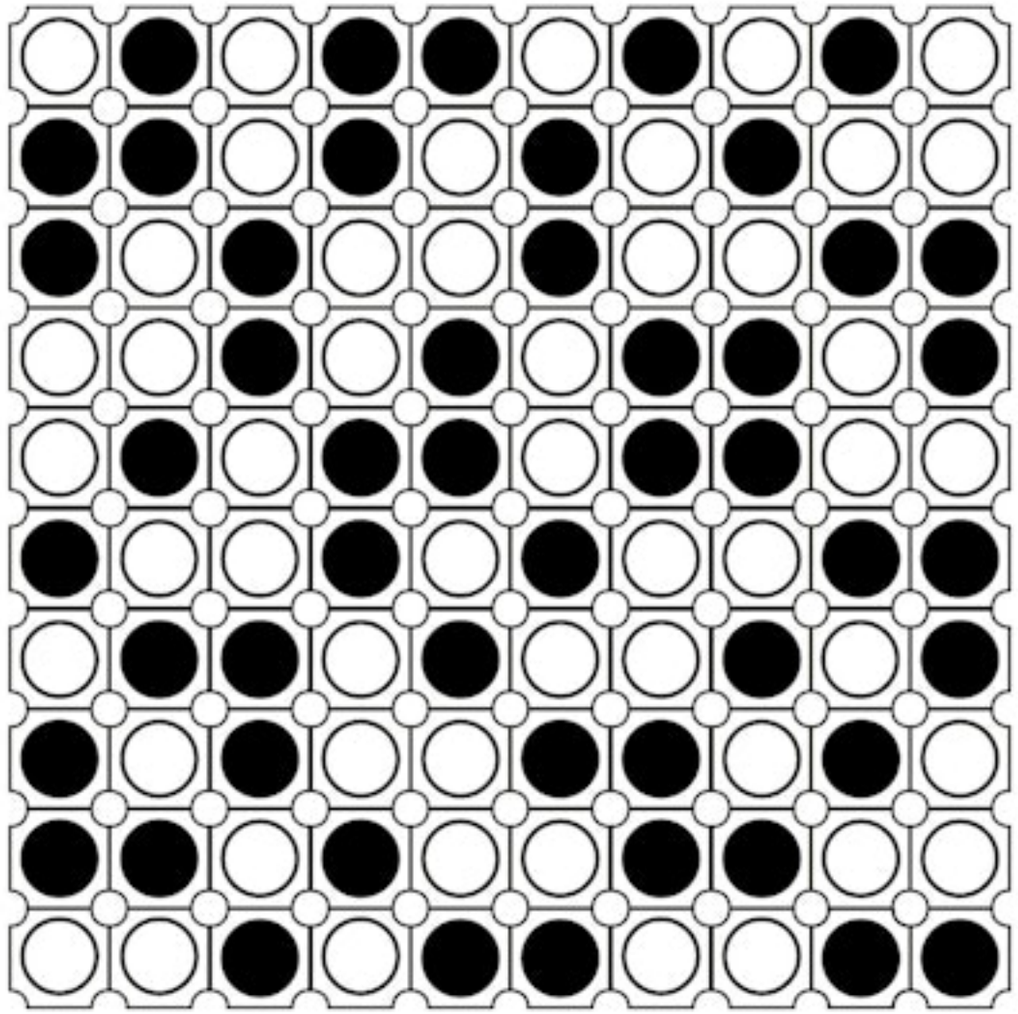
SOLUTION 80 JEDI MASTER



SOLUTION 81 JEDI MASTER

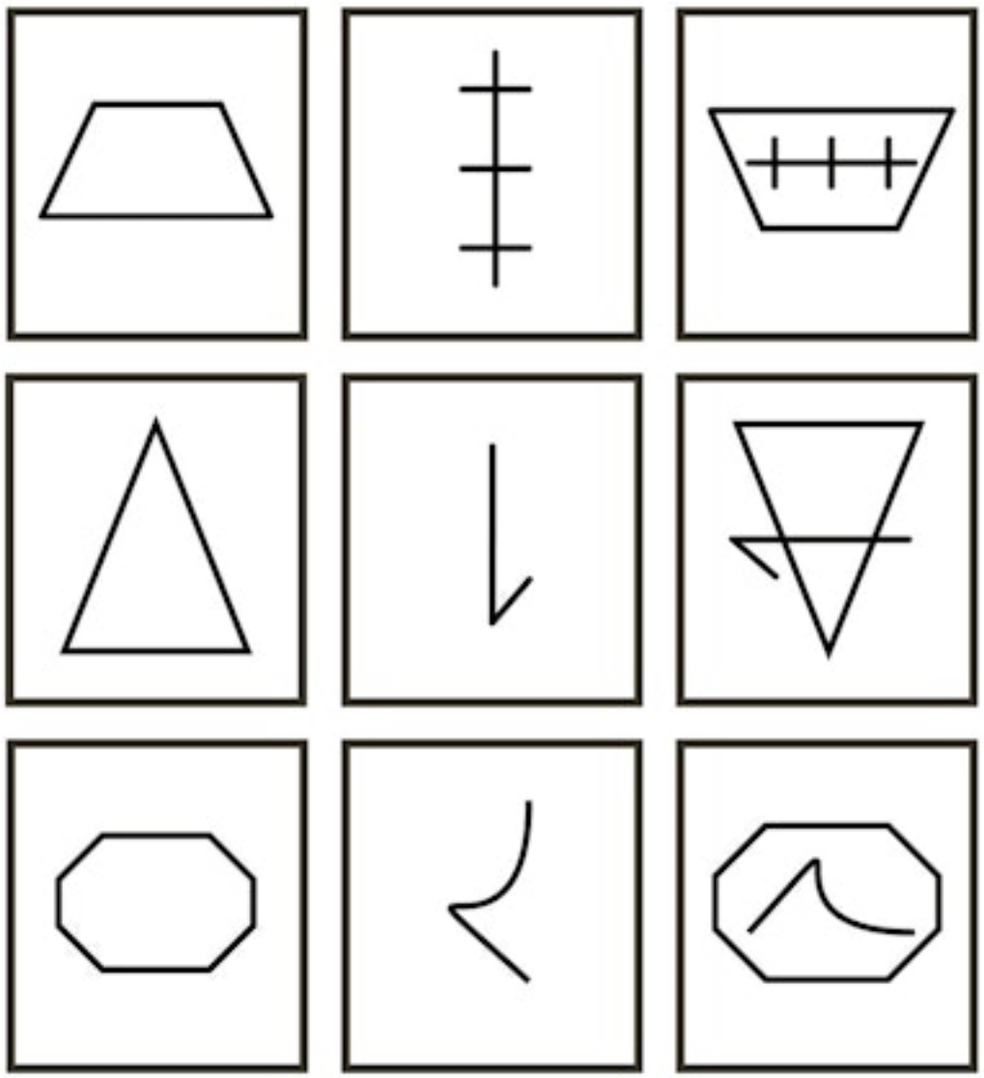


SOLUTION 82 JEDI MASTER



SOLUTION 84 JEDI MASTER

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

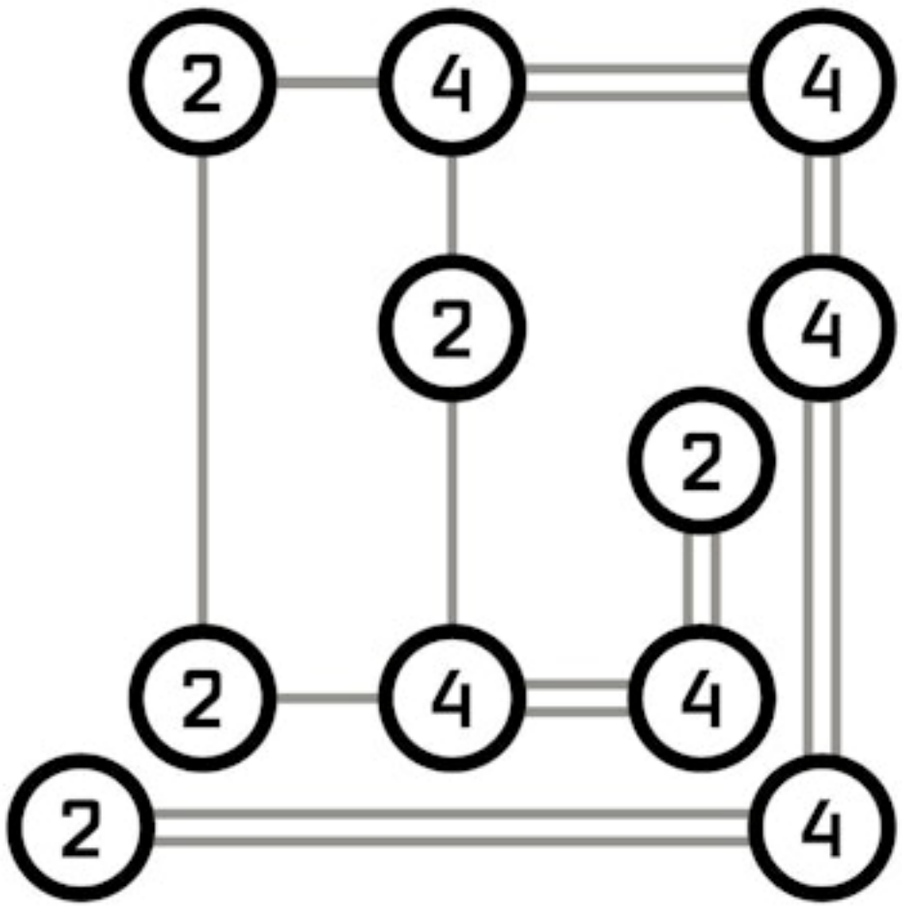


a

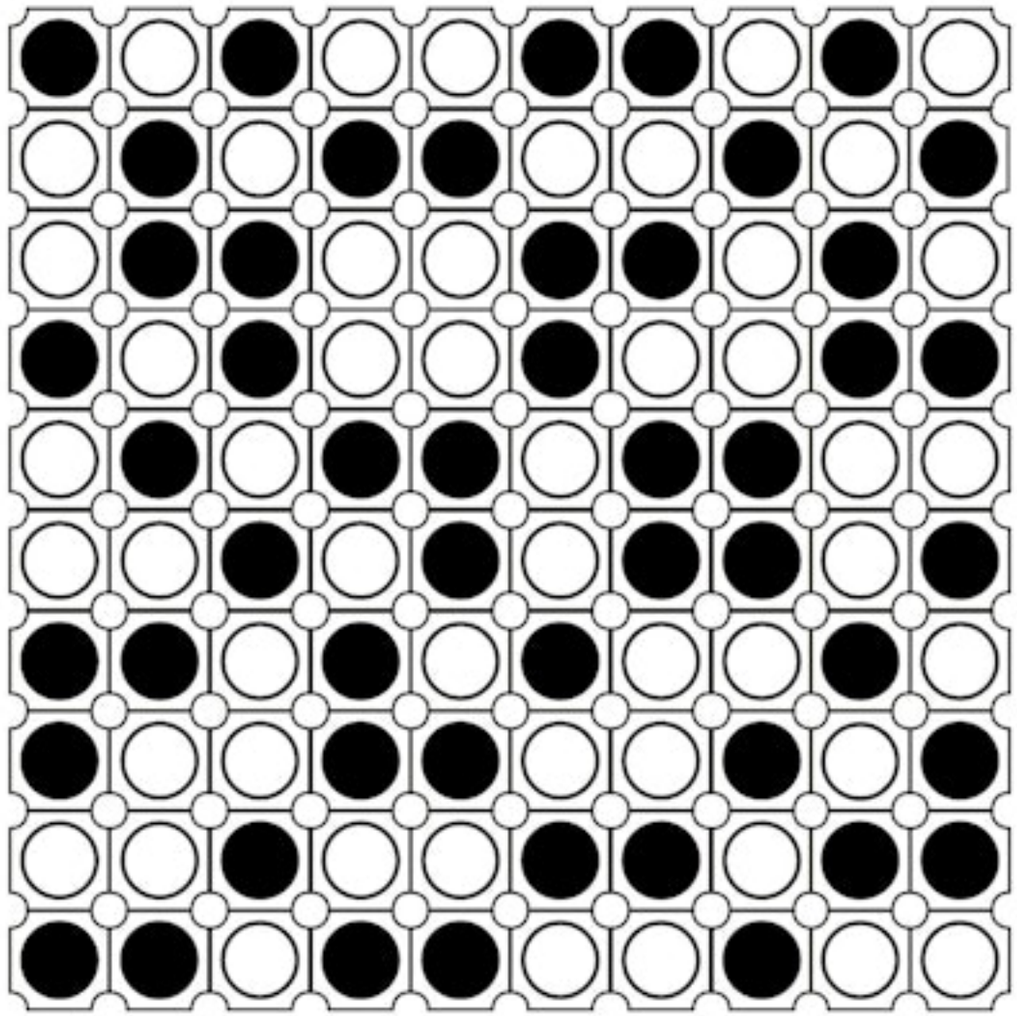
SOLUTION 85 JEDI MASTER

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

SOLUTION 86 JEDI MASTER



SOLUTION 87 JEDI MASTER

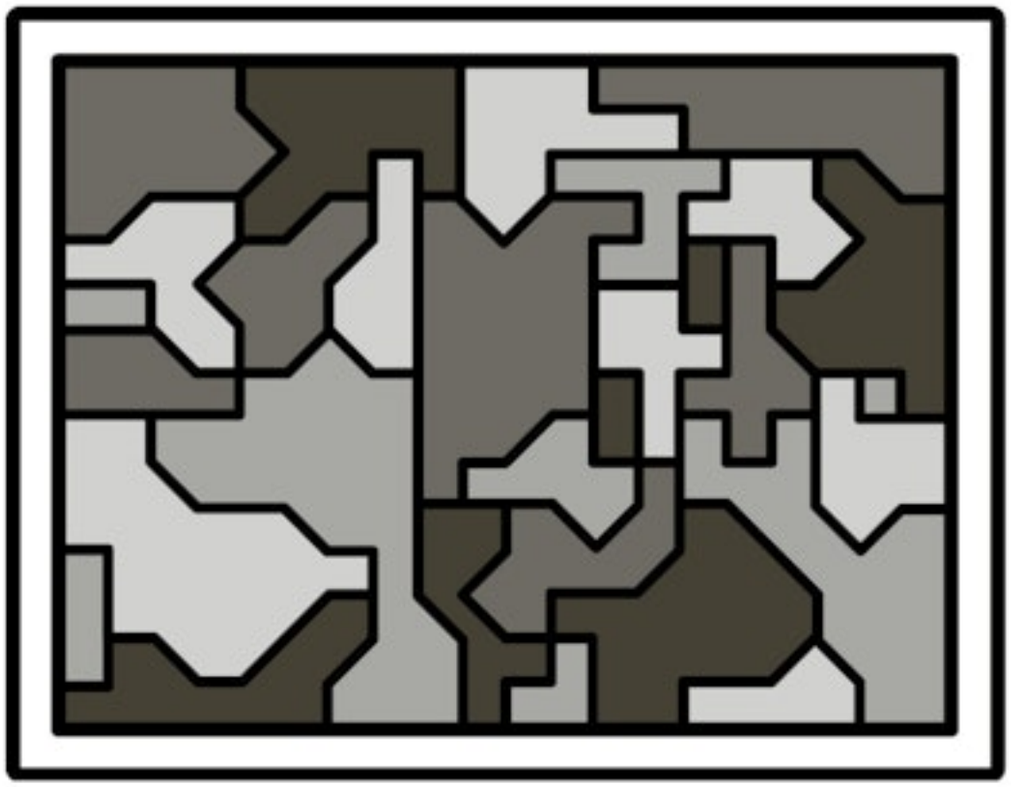


SOLUTION 89 — JEDI MASTER

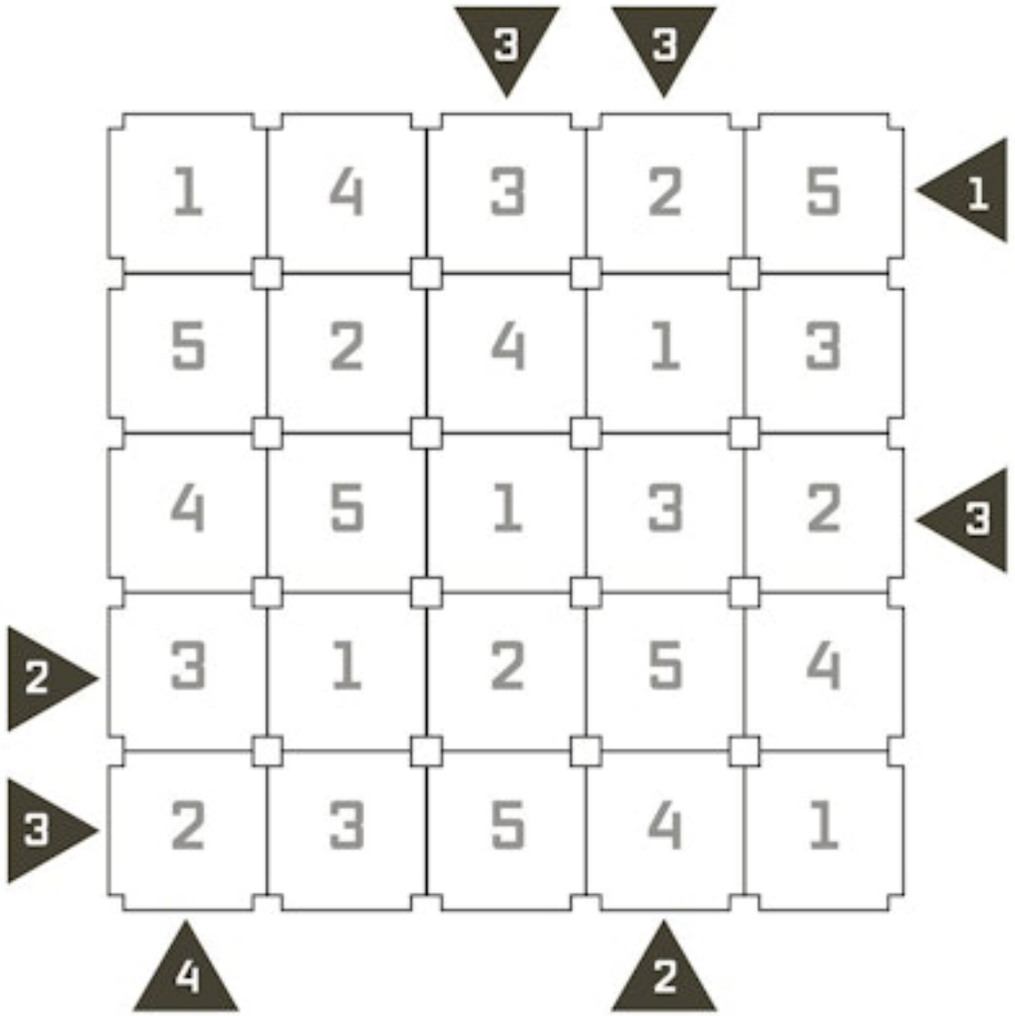
Captain Golwert, the *Lothcat*, traded 5 crates at Lomon V.
Captain Melahuun, the *Fond Memory*, traded 10 crates at Anbau.
Captain Orchile, the *Flicker*, traded 15 crates at Tigritte.
Captain Jemison, the *Gregarious*, traded 20 crates at Sarx.

CRATES	CAPTAINS				SHIPS				LOCATIONS			
	▼	●	▲	⬟	◢	▲▲	←	↑	◍	◍	◍	◍
5	✗	✗	✗	✓	✗	✓	✗	✗	✗	✗	✓	✗
10	✗	✗	✓	✗	✗	✗	✓	✗	✓	✗	✗	✗
15	✗	✓	✗	✗	✓	✗	✗	✗	✗	✓	✗	✗
20	✓	✗	✗	✗	✗	✗	✗	✓	✗	✗	✗	✓
◍	✗	✗	✓	✗	✗	✗	✓	✗				
◍	✗	✓	✗	✗	✓	✗	✗	✗				
◍	✗	✗	✗	✓	✗	✓	✗	✗				
◍	✓	✗	✗	✗	✗	✗	✗	✓				
◢	✗	✓	✗	✗								
▲▲	✗	✗	✗	✓								
←	✗	✗	✓	✗								
↑	✓	✗	✗	✗								

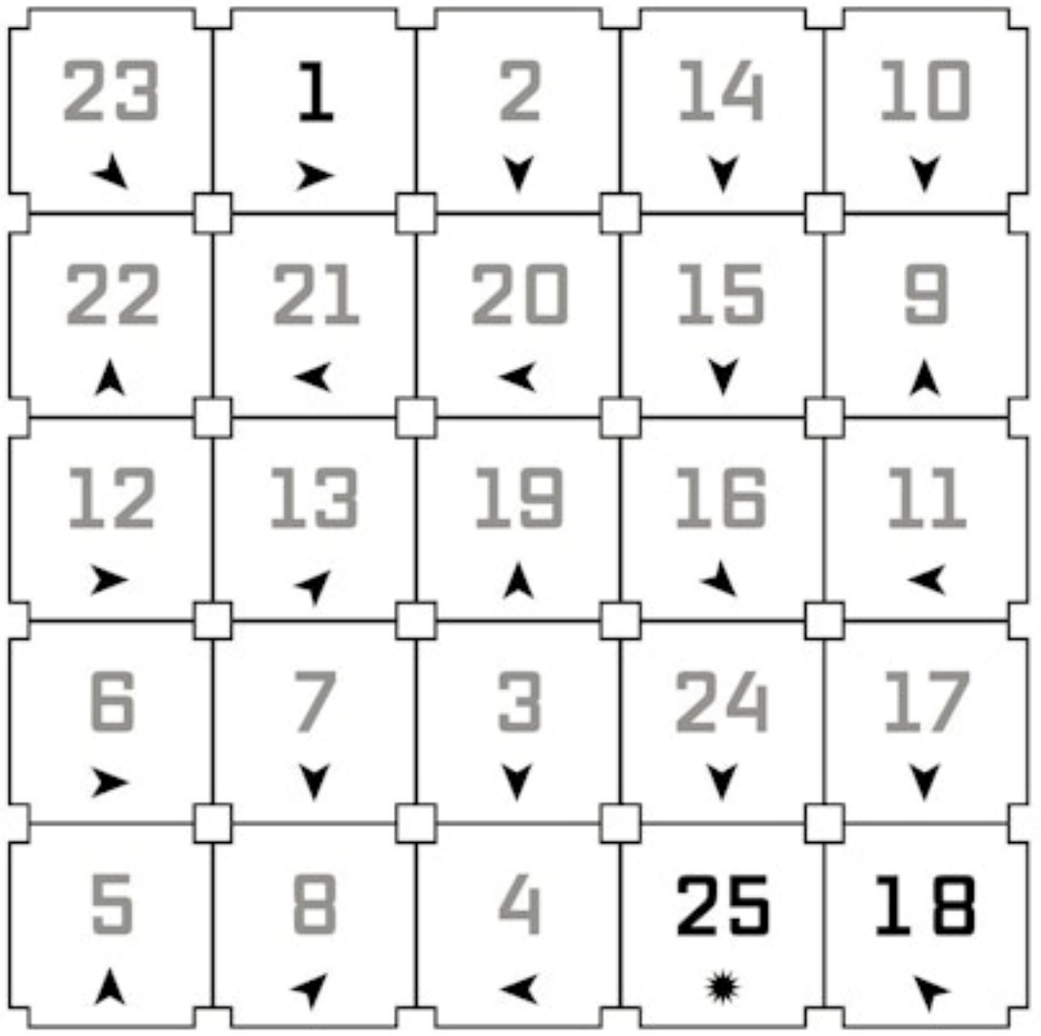
SOLUTION 90 — JEDI MASTER



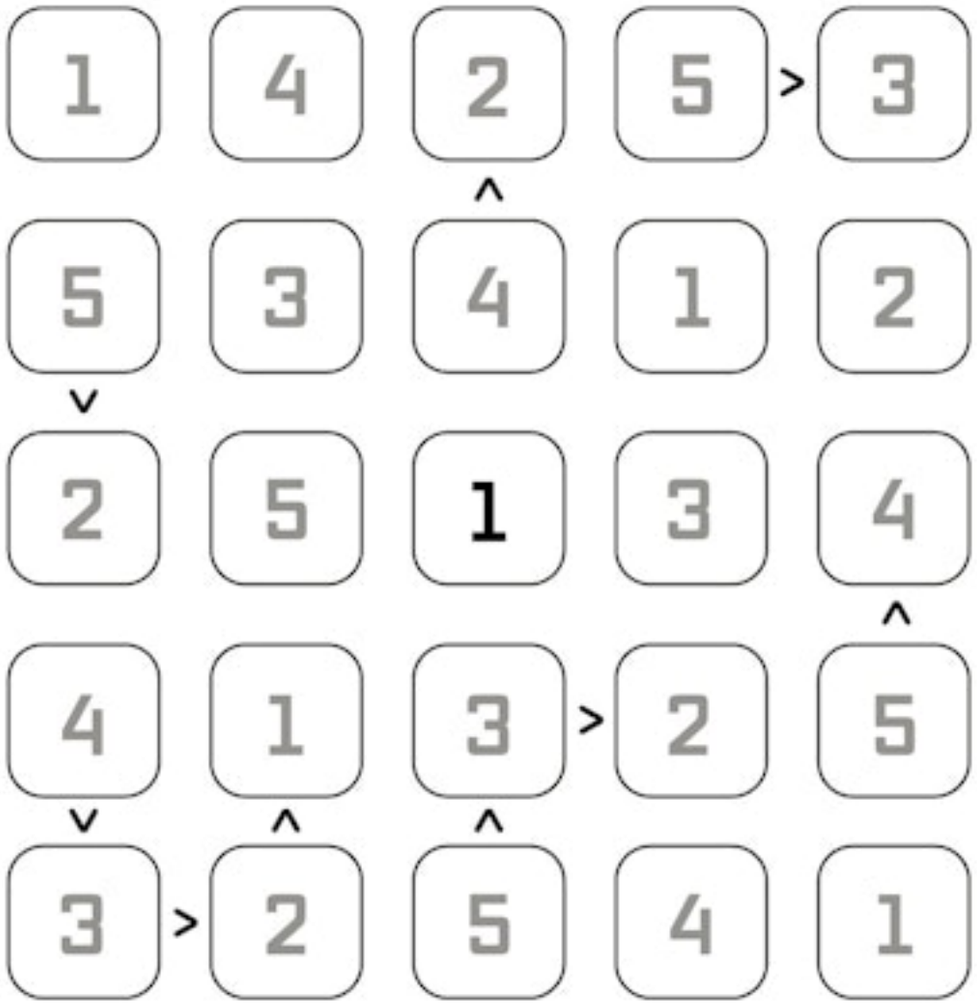
SOLUTION 91 JEDI MASTER



SOLUTION 92 JEDI MASTER



SOLUTION 93 JEDI MASTER

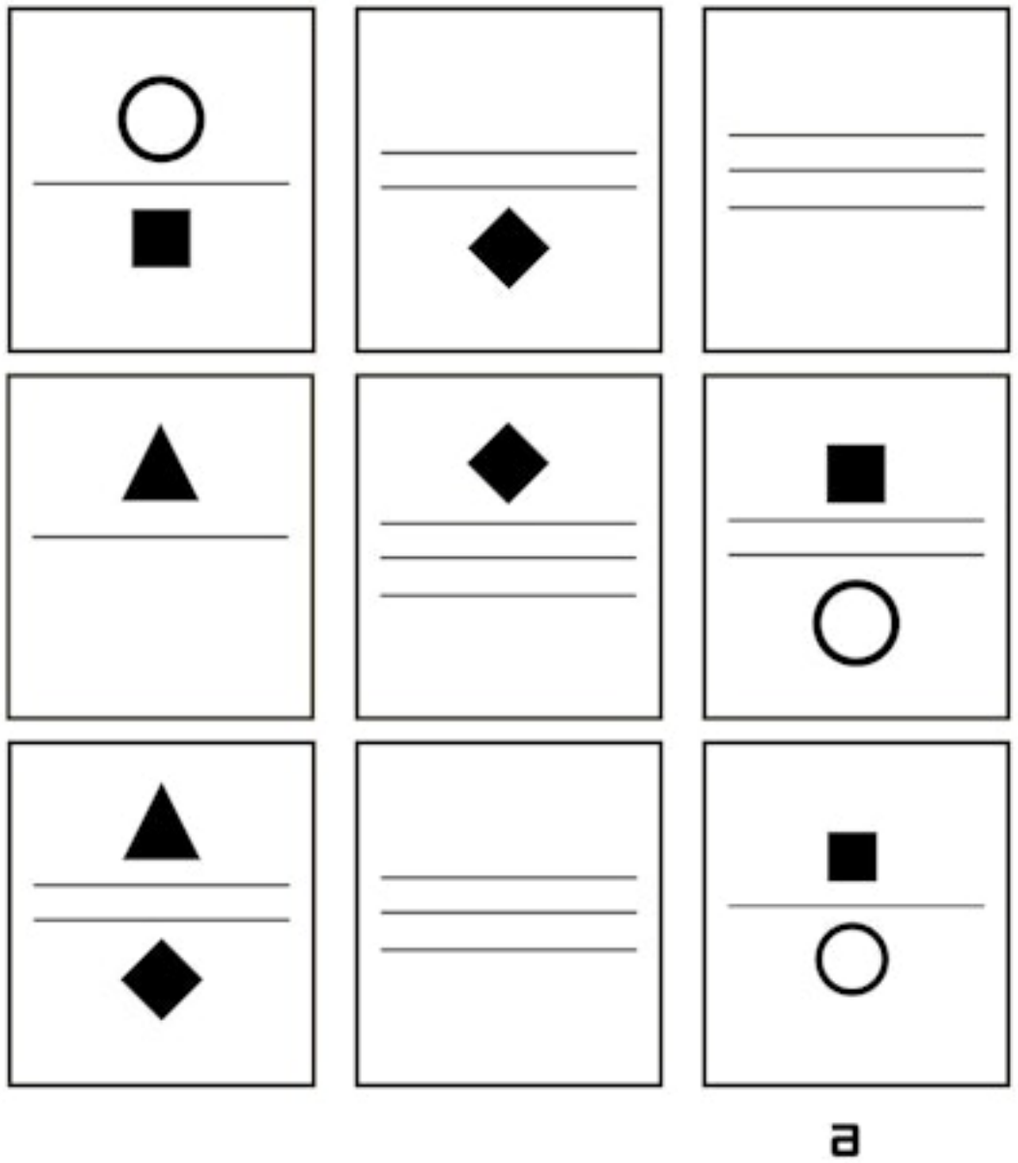


SOLUTION 94 JEDI MASTER

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

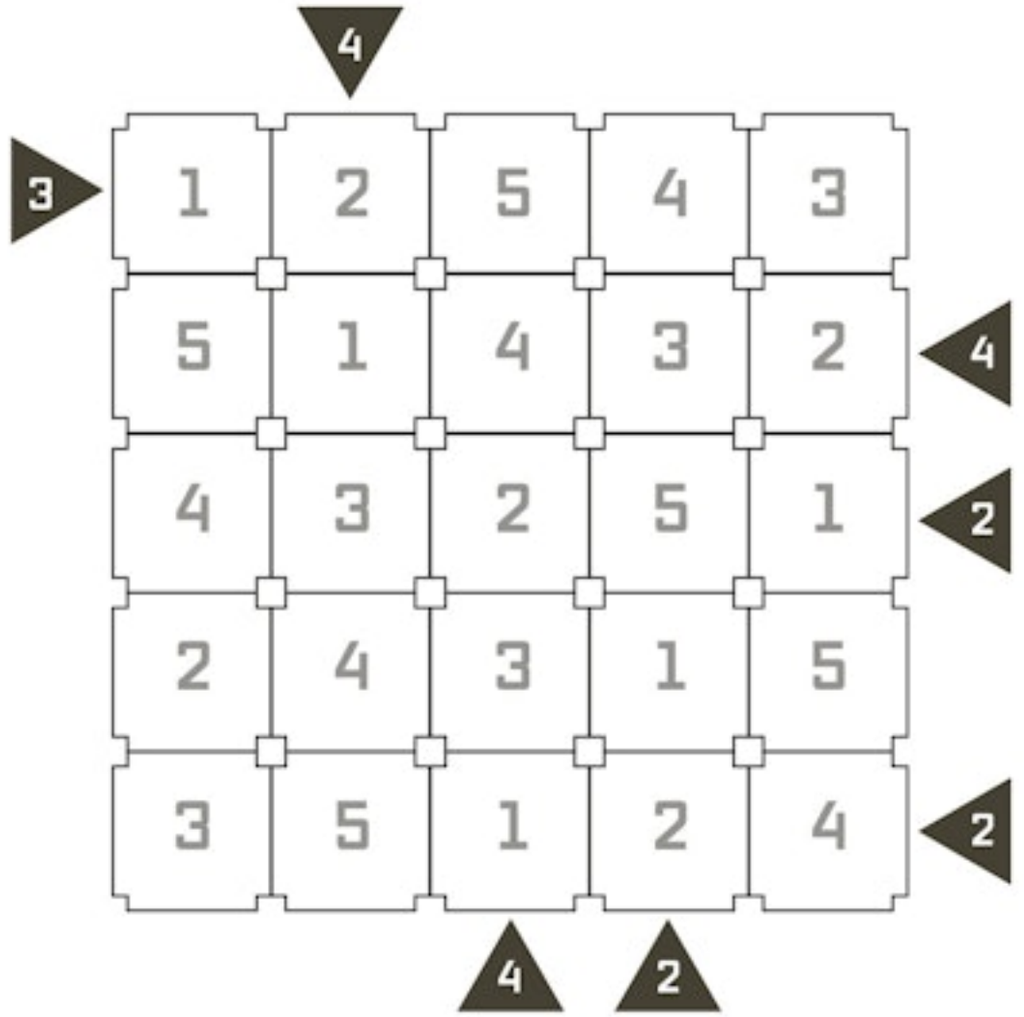
SOLUTION 95 JEDI MASTER

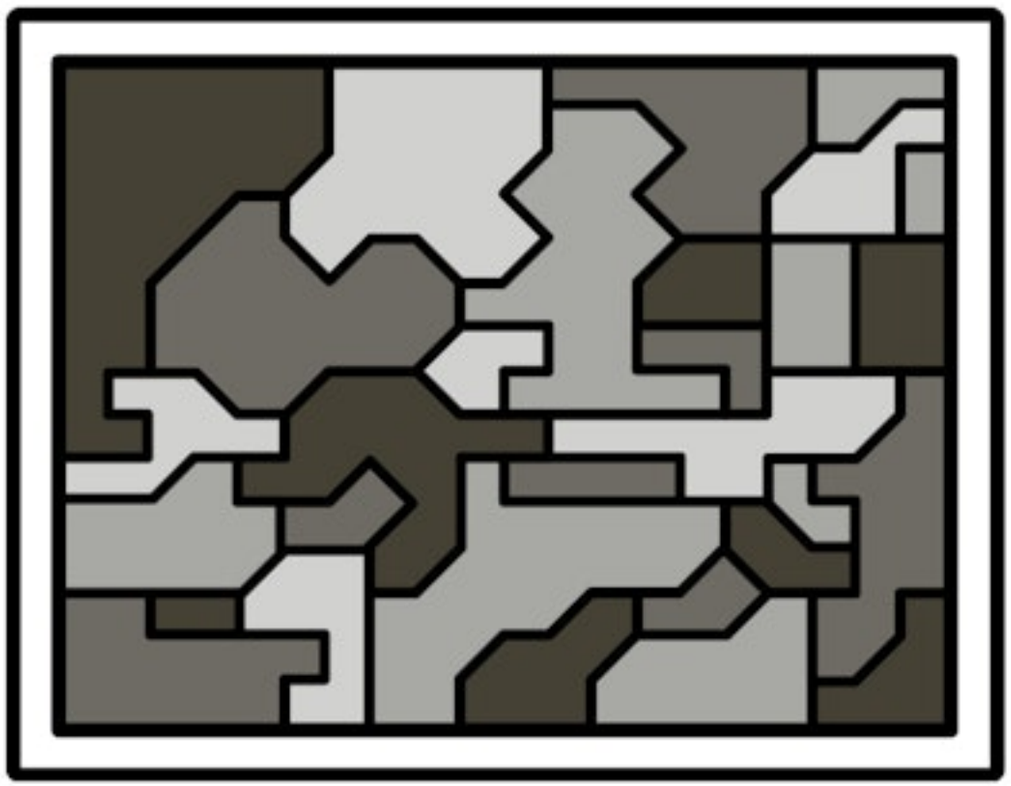
a. Each row must have single, double and triple lines, and one of each shape.

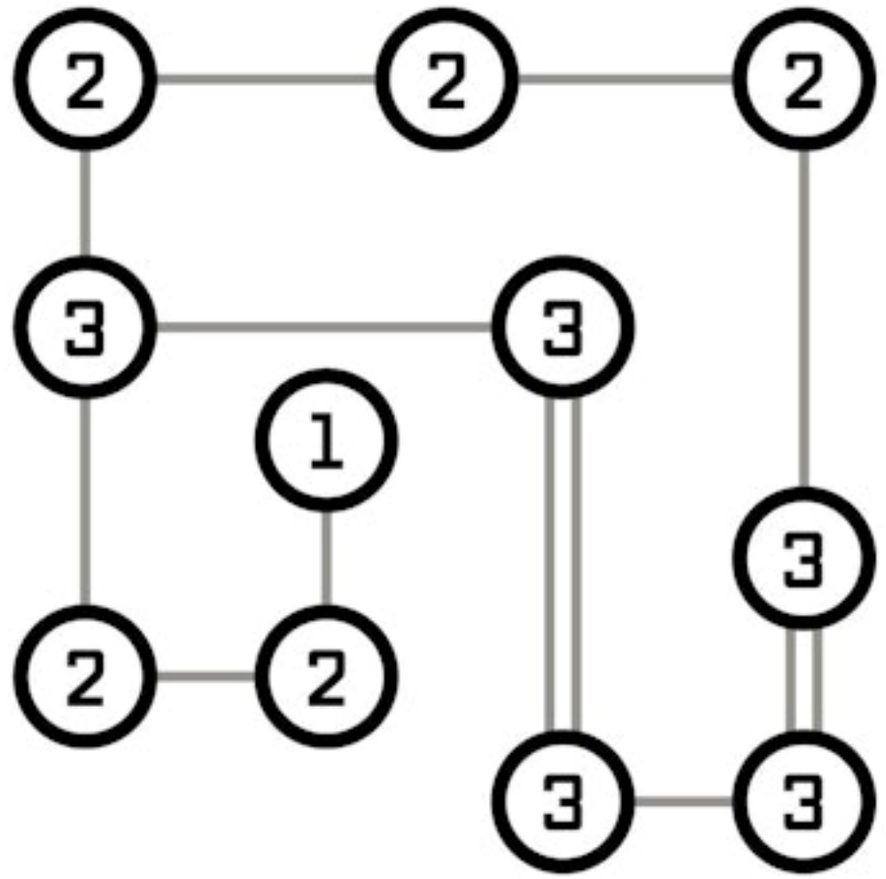


a

SOLUTION 96 JEDI MASTER






2
2
2
3
3
1
3
2
2
3
3

SOLUTION 99 — JEDI MASTER

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.

TIME	BOUNTY HUNTERS ▼	BOUNTY HUNTERS ●	BOUNTY HUNTERS ▲	BOUNTY HUNTERS ⬟	WEAPONS	WEAPONS	WEAPONS	WEAPONS	MODIFICATIONS	MODIFICATIONS	MODIFICATIONS	MODIFICATIONS
10	✗	✗	✗	✓	✗	✓	✗	✗	✗	✗	✗	✓
15	✗	✗	✓	✗	✗	✗	✗	✓	✗	✓	✗	✗
20	✗	✓	✗	✗	✗	✗	✓	✗	✓	✗	✗	✗
25	✓	✗	✗	✗	✓	✗	✗	✗	✗	✗	✓	✗

MODIFICATIONS	BOUNTY HUNTERS ▼	BOUNTY HUNTERS ●	BOUNTY HUNTERS ▲	BOUNTY HUNTERS ⬟	WEAPONS	WEAPONS	WEAPONS	WEAPONS
≡	✗	✓	✗	✗	✗	✗	✓	✗
⊗	✗	✗	✓	✗	✗	✗	✗	✓
⊏⊐	✓	✗	✗	✗	✓	✗	✗	✗
ϟ	✗	✗	✗	✓	✗	✓	✗	✗

WEAPONS	BOUNTY HUNTERS ▼	BOUNTY HUNTERS ●	BOUNTY HUNTERS ▲	BOUNTY HUNTERS ⬟
▬	✓	✗	✗	✗
◆	✗	✗	✗	✓
▮	✗	✓	✗	✗
⊏	✗	✗	✓	✗

SOLUTION 100 — JEDI MASTER

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.

YEAR	JEDI MASTERS ▼	JEDI MASTERS ●	JEDI MASTERS ▲	JEDI MASTERS ⬟	PADAWANS ▬	PADAWANS ◆	PADAWANS ✹	PADAWANS ⬬	PLANETS	PLANETS	PLANETS	PLANETS
1	✓	✗	✗	✗	✓	✗	✗	✗	✗	✓	✗	✗
2	✗	✗	✗	✓	✗	✗	✗	✓	✗	✗	✗	✓
3	✗	✓	✗	✗	✗	✓	✗	✗	✗	✗	✓	✗
4	✗	✗	✓	✗	✗	✗	✓	✗	✓	✗	✗	✗

PLANETS	JEDI MASTERS ▼	JEDI MASTERS ●	JEDI MASTERS ▲	JEDI MASTERS ⬟
≡	✗	✗	✓	✗
◍	✓	✗	✗	✗
●	✗	✓	✗	✗
≈	✗	✗	✗	✓

PADAWANS	JEDI MASTERS ▼	JEDI MASTERS ●	JEDI MASTERS ▲	JEDI MASTERS ⬟
▬	✓	✗	✗	✗
◆	✗	✓	✗	✗
✹	✗	✗	✓	✗
⬬	✗	✗	✗	✓

NOTES

USE THIS PAGE TO WORK OUT YOUR ANSWERS