

INGENIOUS

Single-Player Travel Edition

For 1 player
Ages 8 and up

**SOLUTION
HELP!***



Game Overview

This compact, single-player** version of Ingenious was made for puzzle fans to play anywhere. These challenges start off easy (green) and steadily increase in complexity and difficulty through yellow, orange, and finally red.

A great way to pass the time for puzzle fans, alone or with loved ones! Can you solve all of the challenges?

* Download the free Kosmos Helper App and select Ingenious: Single-Player Travel Edition.

** With a second copy of Ingenious: Single-Player Travel Edition, you can complete the challenges in competition with another player!

Game Components

- 1 Plastic case
- 25 Cards with 200 challenges
- 15 Plastic tiles
- 1 Rulebook with solutions



Before the first game and after playing

Place the rulebook all the way at the bottom of the upper compartment of the case.



Place the 25 cards on top of it.

Store all of the tiles in the drawer.



Game Setup

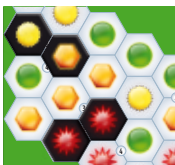
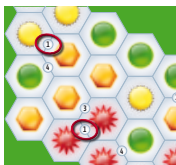
- ◆ Place the Ingenious: Single-Player Travel Edition case on a **flat surface**. The case contains everything you need to play.
- ◆ Ingenious: Single-Player Travel Edition is not played with a timer. Your goal is to **solve each challenge, one by one** — from 1 to 200. You can take as much time as you want for each challenge. Solve one challenge a day, one card a weekend ... whatever you want!

Gameplay

- ◆ Open the lid and organize the **card stack** so that **card 1a** is on top for the first game.
- ◆ Pull out the **drawer** and place it next to the box. Turn over all of the tiles so that the **symbols** are visible.
- ◆ For cards **1a to 3a** you will need the ten tiles **without blue** symbols. For cards **3b to 25b** you will need **all 15 tiles**, including these five tiles with blue symbols:



- On each **card** there are four challenges (1–4). For each challenge, the card tells you which tiles should be **placed at the start**. The numbers **1 to 4** indicate which two bordering spaces are to be covered by a matching tile for that challenge (e.g., challenge 1 = all spaces bordering a 1, etc.). **NOTE:** Depending on the challenge, different numbers of tiles will be placed to start.



Example: In challenge 1, place tiles yellow/orange and red/red to start.

- Now you must **exactly cover** the light-shaded area (called the **placement area**) with the remaining **tiles**. Each space on the placement area must be covered by a **matching tile**. The placement area must be **completely** covered, and none of the tiles may be placed outside of the placement area!



NOTE: Some cards have several **question marks** on the placement area. For these challenges, you need to figure out which colors go there.

- ◆ When the placement area is completely covered with matching tiles, you've solved the challenge. **Great job!**

Did you successfully solve a challenge?

- ◆ Place the tiles back in the drawer with the symbols facing up.
- ◆ Then move on to the **next challenge**.
- ◆ If you've completed **all challenges on the a-side** of a card, turn the card over and play through the **b-side**.
- ◆ If you've completed the **b-side** move on to the **next card, with the a-side facing up**.
- ◆ If you're stuck on a challenge, you can **skip that challenge** and try again later.
- ◆ If you take a break and return to the game, you will put the card with the next unsolved challenge on top!

Game End

If you manage to solve all **200 challenges**, you have successfully completed the game.

Congratulations!

In the following solutions, only the tiles with **double symbols** are **completely colored in**. For all other tiles, only the outline is given. You can find the colors of these tiles by referring to the relevant challenge.

SOLUTIONS

1a



1b



2a



2b



3a



3b



4a



4b



5a



5b



6a

6b

7a

7b



8a

8b

9a

9b



10a**10b****11a****11b****12a****12b****13a****13b**

14a



14b



15a



15b



16a



16b



17a



17b



18a**18b****19a****19b****20a****20b****21a****21b**

22a**22b****23a****23b****24a****24b****25a****25b**

Game Designer: Reiner Knizia is one of the world's most successful and prolific game designers. More than 800 of his games and books have been published worldwide, some of them in more than 50 languages, with total sales reaching into the millions of copies.

Reiner Knizia would like to thank Sebastian Bleasdale for creating the test software and for his significant contributions to the development of this game. A big thank you to all test players, especially Anne and Sebastian Dippl, Sebastian Gieger, Andreas Stamer, Benedikt Trumpp, Annekatrin Wernstedt and Peter Wimmer. Kosmos would like to thank everyone who helped test and review the game.

Graphics and illustration: Sensit Communication, sensit.de

3D: Andreas Resch

Editing: Michael Sieber-Baskal

English-language editing: Ava Tessitore and Hannah Mintz

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Franckh-Kosmos Verlags-GmbH
& Co. KG

Pfizerstraße 5 – 7, 70184

Stuttgart, DE

kosmos.de/

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Providence, RI 02903
Phone: 800-587-2872; Web:
thamesandkosmos.com

Distributed in United Kingdom
by Thames & Kosmos UK LP.
Cranbrook, Kent TN17 3HE
Phone: 01580 713000; Web:
www.thamesandkosmos.co.uk

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