

REINER KNIZIA

BRAINS



MAKE ME SMILE

50 brainy puzzles for 1 player ages 8 and up
by Reiner Knizia

INSTRUCTIONS



MAKE ME SMILE

Die deutsche Anleitung findest du auf der
anderen Seite des Heftes.



What's it about?

Is it true that laughter is infectious? Find out! In the beginning, each brain-teasing puzzle only shows one happy face, a Smiley. Place the figures cleverly so you turn all the frowns upside down!

What's inside?



25 Puzzle sheets – double-sided



20 yellow
Smiley tiles



8 blue tiles



6 figures



1 booklet with First
Hints and Solutions

this booklet
with instructions



How does it work?

Choose a puzzle to solve and place **its Puzzle sheet** as well as **all tiles** in front of you.

In the upper right corner of each sheet, a **yellow figure icon** shows you how many figures you may use for this particular puzzle. Take the appropriate **number of figures** and place them in front of you. (Remaining figures can be placed aside, as they are not needed for this puzzle.)



First, place 1 figure on an **empty** space of the sheet. Now check, **based on this figure's position**, if you can trace a straight line in any direction to a yellow Smiley or another yellow figure. If that is the case, and there are solely **blue** and/or **red** faces showing in this line, and no empty spaces, then do the following:

- ▶ Place a **yellow** Smiley tile onto every **blue** face in between. (Neutral becomes happy.)
- ▶ Place a **blue** tile onto every **red** face in between. (Sad becomes neutral.)



Now do the same line tracing and check for all **8 possible** horizontal, vertical and diagonal **directions** from the figure.

In this fashion, one by one, place **all figures** of this puzzle onto the sheet to change the faces into Smiley tiles. The puzzle is solved, once all figures have been placed onto the puzzle sheet and all blue and red faces are gone so that there are **only yellow happy Smilies**.

Each puzzle has **exactly one** correct solution, where the figures have to be placed to solve it. The puzzles are designed in such a way that smart deduction will lead to the solution much quicker than trial and error.



Example



Tracing from figure 1 to the left you come upon a yellow Smiley. In between you change 3 faces.

Tracing from figure 2 in 2 diagonals you come upon a yellow Smiley and respectively a yellow figure. In between you change 1 face each.

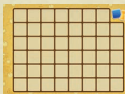
Tracing from figure 3, you come upon yellow Smilies and yellow figures in the 2 diagonals and going vertically upwards. Now all faces have been changed to be smiling. The puzzle is solved.

Easy or hard?

Each puzzle has a **blue symbol** in the upper right corner showing the number of the puzzle.

50

We recommend solving the puzzles **in their numerical order** as they are divided into varying **levels of difficulty**:



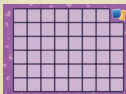
1-10: Warm up



11-20: Don't worry, be happy



21-30: Just keep smiling



31-40: For experts only



41-50: Ultimate challenges



Hints and Solutions

Should you happen to be stuck and sad, we are happy to turn your frown upside down! Just have the First Hints and Solutions booklet to hand:

- ▶ Reading it with the “**First Hints**” side up, you can find a hint for each puzzle. Each hint shows the correct placement of exactly 1 figure.
- ▶ Reading it with the “**Solutions**” side up, you have the complete solution to each and every Puzzle sheet. There, you can find all correct figure positions, as well a possible order for placing the figures. Sometimes a different order of placement can lead to success as well.

We hope you will have lots of fun sharpening your mind with these Smileys. Should you ever be in doubt, just take heed of this proverb:

Laughter is the best medicine!

Credits

Design: Reiner Knizia

Illustration and Graphics: Andreas Resch

Box Design: Hans-Georg Schneider

English Translation: Benjamin Schönheiter

Realisation: Thygra Spiele



Pegasus Spiele

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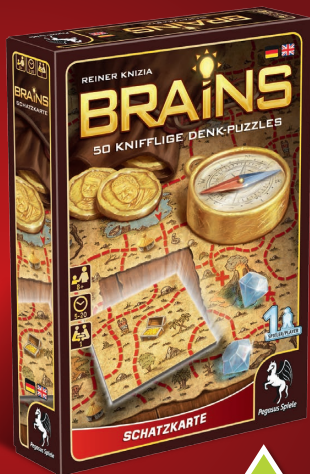
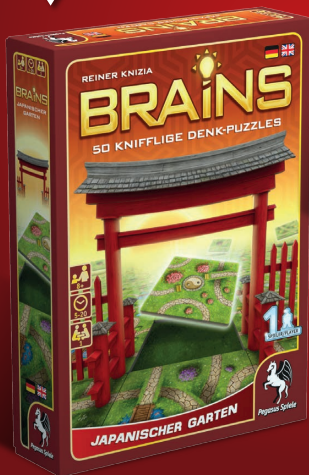
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