



I.Q. Collection™

Arch Rival™

The aim of the game is to remove the four trapezoids from the arch and unite them to create a square. However, all the holes in the Arch Rival™ must remain threaded at all times.

NOTE: HUMIDITY LEVELS IN THE ATMOSPHERE CAN CAUSE WOOD TO SWELL OR SHRINK, THEREBY CAUSING PIECES TO LOOSEN, TIGHTEN, OR PUZZLE MECHANISMS TO BLOCK TEMPORARILY. PLEASE USE A DROP OF CARPENTER'S GLUE TO REATTACH ANY LOOSE PIECES, AND USE PATIENCE FOR TIGHT OR BLOCKED PIECES.

TO FREE THE TRAPEZOIDS:

- 1) Form a loose loop around the top dowel as in Diagram 1.
- 2) Starting at hole A, and working counter-clockwise, weave the rope through the holes and trapezoids, retracing the route of the original rope, as shown in Diagram 1. Stop when you pass back through the first trapezoid.
- 3) Working clockwise, and omitting Holes B & C, weave the rope through the holes but DO NOT pass the rope through the trapezoids. (Diagram 2)

NOTE: WHEN WEAVING, BE CERTAIN THAT YOU PLACE THE ROPE TO THE OUTSIDE OF THE OTHER ROPES AND NOT IN BETWEEN THEM.

Stop weaving when you pass through Hole A.

- 4) Holding tight to the wooden end of the rope, unloop the rope from the top dowel and pull all the excess rope out through the holes. The trapezoids are now free.

FOLLOW THE BOX COVER DIAGRAM TO RETHREAD THE TRAPEZOIDS.

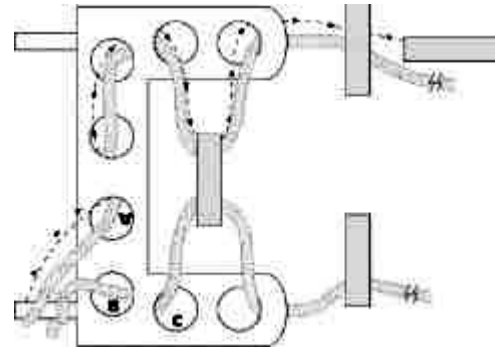


Diagram 1

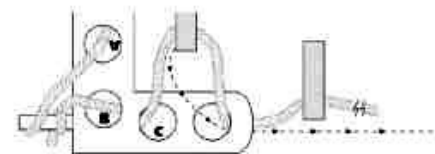


Diagram 2

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