



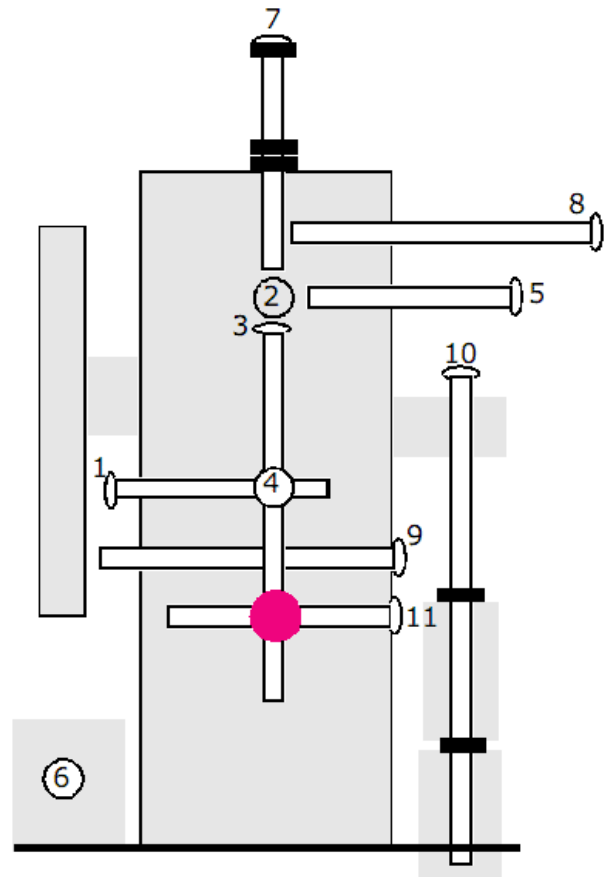
I.Q. Collection™

Citadel™

FREE THE BALL FROM THE TOWER

NOTE: At no time can a screw come free from the puzzle. Two to three turns must always remain in the hole.

- 1) Unscrew Screw 1 so that the head passes through the large opening in the wheel.
- 2) Screw in Screw 2
- 3) Unscrew Screw 3 and pivot the block a quarter turn.
- 4) Unscrew Screw 2
- 5) Screw in Screw 4 and lower the lever to the left.
- 6) Unscrew Screw 4
- 7) Screw in Screw 1
- 8) Adjust the big wheel so that the row of small holes is lined up vertically. Screw in Screw 5.
- 9) Separate the large bolt (#6). Remove the metal ring from the bolt. Let it hang free.
- 10) Unscrew Screw 7
- 11) Screw in Screw 8
- 12) Screw in Screw 9
- 13) Unscrew Screw 10 and pivot the block.
- 14) Unscrew Screw 11 to release the ball. REVERSE TO REASSEMBLE.



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.

Manufactured and distributed by:

Family Games America FGA Inc. Montreal, Quebec, Canada www.familygamesamerica.com

Under license from Family Games America FGA Inc. © 2005