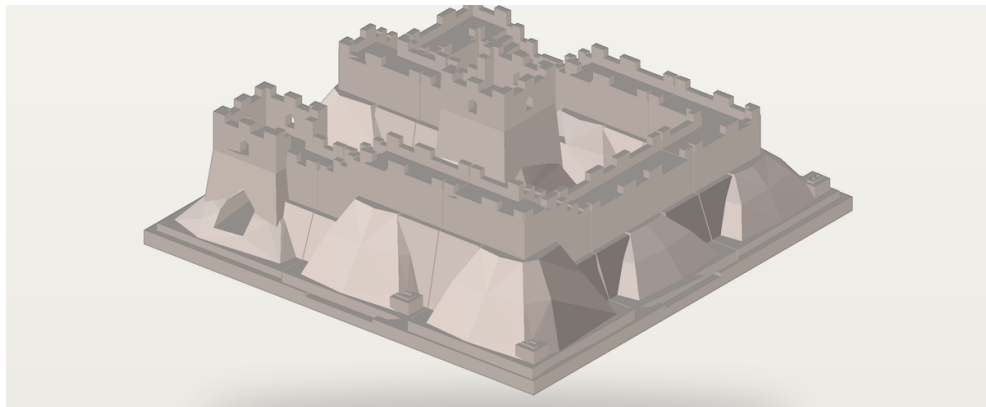


A WALL ACROSS THREE HEIGHTS

RIDGELINE

14 route puzzles. Nine mountain-wall modules. One unbroken walk from G1 to G2.



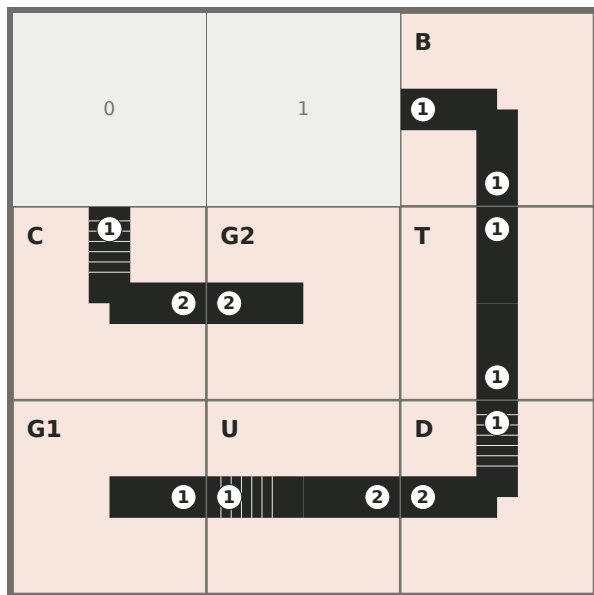
Begin here

Set the cradle on a flat surface. Take out the nine modules. Find A and S, then turn the page for a two-piece first route. Keep every module upright.

Beige wall units / dark gray cradle. This guide describes a digital design; physical handling and printing have not been tested.

Bridge the low terrace

N / TOP



PLACE

Copy these seven fixed pieces. Empty cells 0 and 1 await A and S. Cells count 0-8, left to right, top to bottom.

TRY

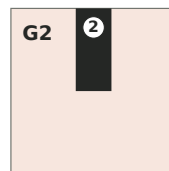
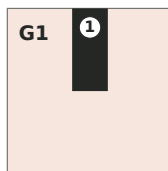
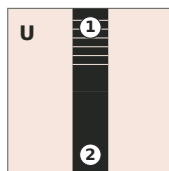
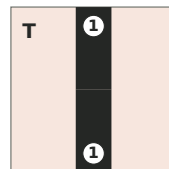
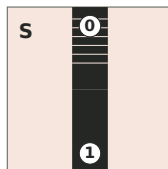
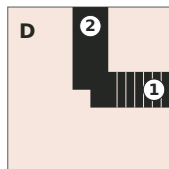
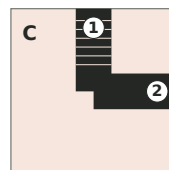
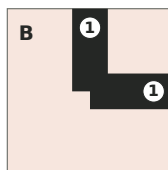
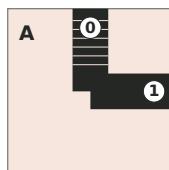
A must turn from cell 3 toward cell 1. Which end of S meets its low terrace?

CHECK

Match both direction and level at every join. Trace G1 to G2 through all nine pieces.

Turn A and S by hand above the cradle, then lower them upright. Never flip a piece. This guided starter fixes seven pieces; the R01 challenge later uses fewer clues. The answer is in the separate solutions section.

Know your wall



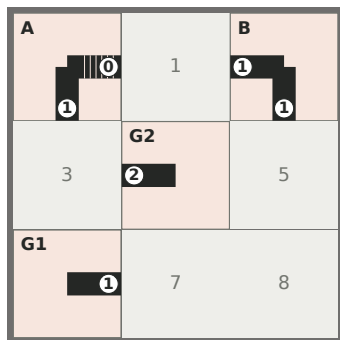
One each: A B C D S T U G1 G2. Match the piece IDs. The diagram digits show height: 0 low, 1 middle, 2 high. A line reaches the side where the real wall opens. N marks the top of each diagram.

Rotate in quarter turns; do not flip. T has identical ends, so its half-turn is equivalent. S and U have different-height ends, so reversing either changes the puzzle.

Routes 01-04

R01

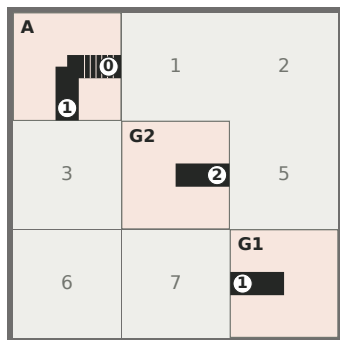
N / TOP



Fix G2, G1, A, B. Fill every blank.

R03

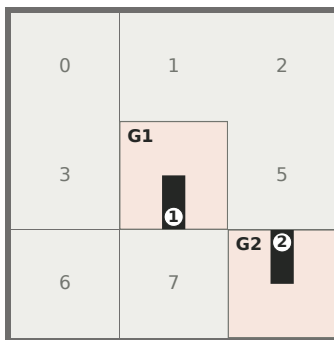
N / TOP



Fix G2, G1, A. Fill every blank.

R02

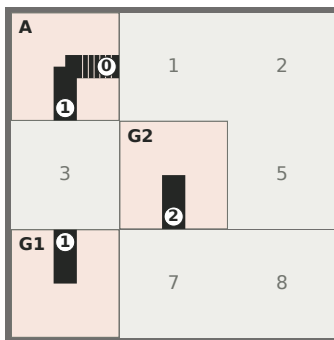
N / TOP



Fix G1, G2. Fill every blank.

R04

N / TOP

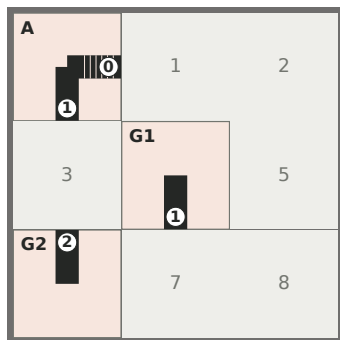


Fix G2, G1, A. Fill every blank.

Routes 05-08

R05

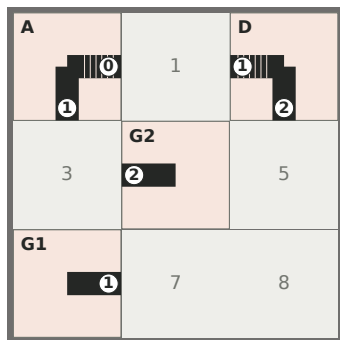
N / TOP



Fix G1, G2, A. Fill every blank.

R07

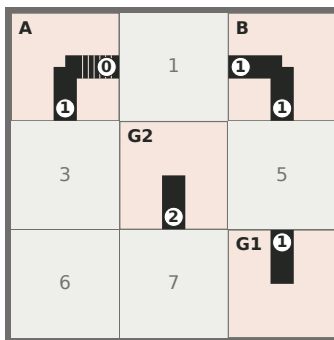
N / TOP



Fix G2, G1, A, D. Fill every blank.

R06

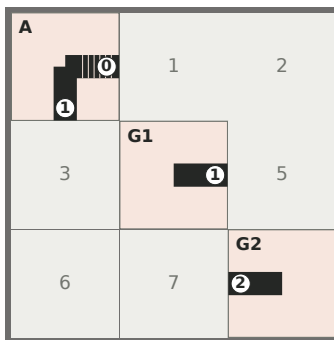
N / TOP



Fix G2, G1, A, B. Fill every blank.

R08

N / TOP

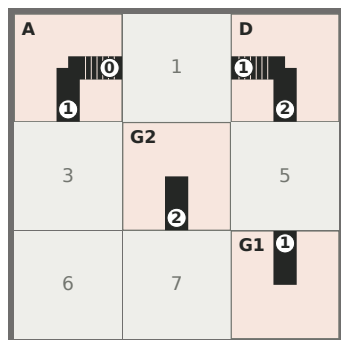


Fix G1, G2, A. Fill every blank.

Routes 09-12

R09

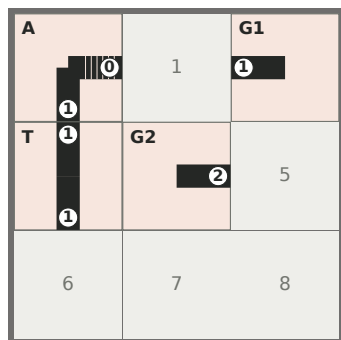
N / TOP



Fix G2, G1, A, D. Fill every blank.

R11

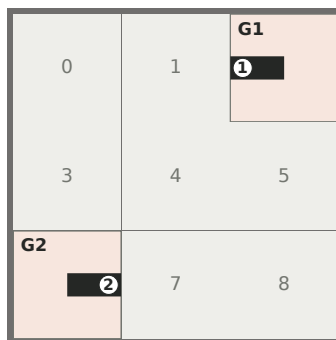
N / TOP



Fix G1, G2, A, T. Fill every blank.

R10

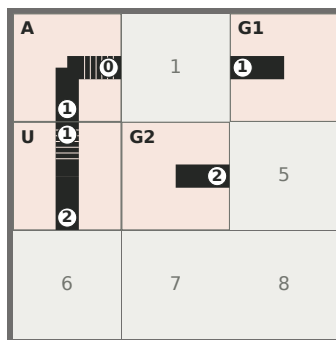
N / TOP



Fix G1, G2. Fill every blank.

R12

N / TOP

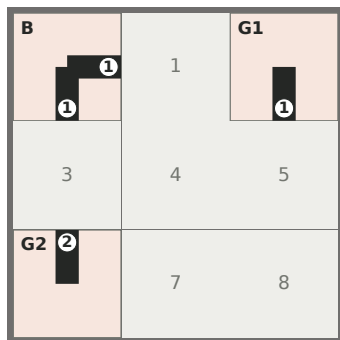


Fix G1, G2, A, U. Fill every blank.

Routes 13-14

R13

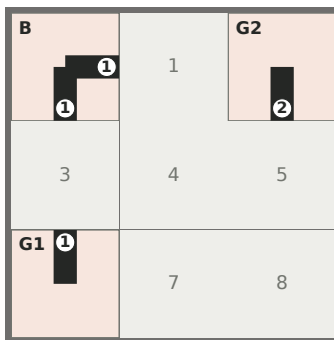
N / TOP



Fix G1, G2, B. Fill every blank.

R14

N / TOP



Fix G2, G1, B. Fill every blank.

HOW TO PLAY

Choose any route. Copy its fixed clues exactly, including orientation. Use each remaining piece once. Every open wall end must meet another open end at the same height. No wall end may point outside the cradle.

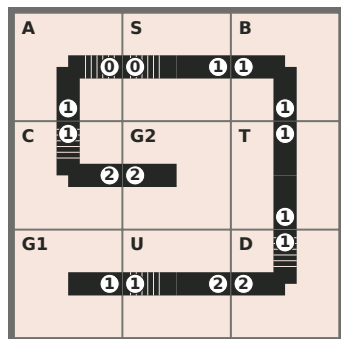
WIN

Trace one continuous route from G1 to G2 visiting all nine modules. Separate loops do not count.

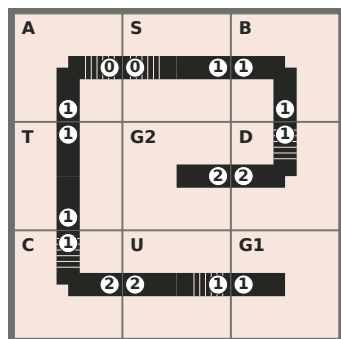
RESET

Lift out the pieces, check all nine IDs, then set the next challenge. There is no time limit or score.

Answers 01-04

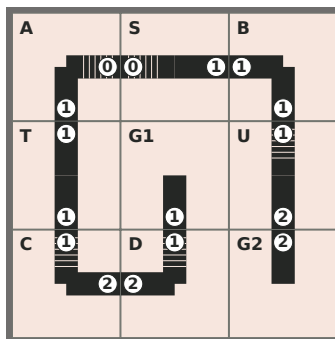
R01
N / TOP


G1 6 > 7 > 8 > 5 > 2 > 1 > 0 > 3 > 4 G2

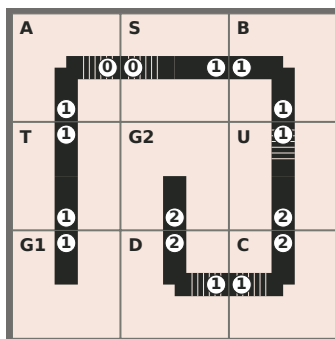
R03
N / TOP


G1 8 > 7 > 6 > 3 > 0 > 1 > 2 > 5 > 4 G2

RIDGELINE / LEVELS 0 low 1 middle 2 high

R02
N / TOP


G1 4 > 7 > 6 > 3 > 0 > 1 > 2 > 5 > 8 G2

R04
N / TOP


G1 6 > 3 > 0 > 1 > 2 > 5 > 8 > 7 > 4 G2

R05[illegible]

R07

RIDGELINE / LEVELS 0 low 1 middle 2 high

R06

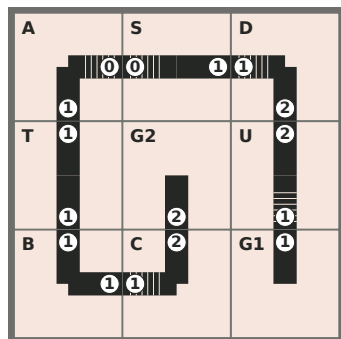
R08

9

Answers 09-12

R09

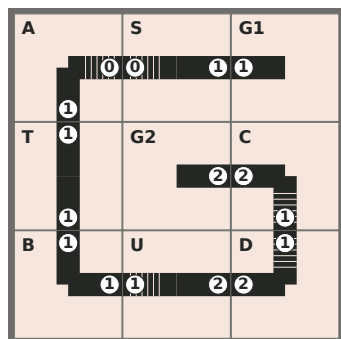
N / TOP



G1 8 > 5 > 2 > 1 > 0 > 3 > 6 > 7 > 4 G2

R11

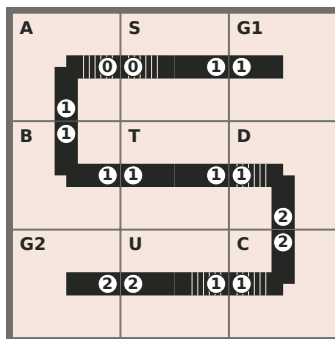
N / TOP



G1 2 > 1 > 0 > 3 > 6 > 7 > 8 > 5 > 4 G2

R10

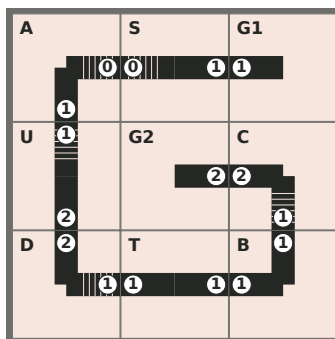
N / TOP



G1 2 > 1 > 0 > 3 > 4 > 5 > 8 > 7 > 6 G2

R12

N / TOP

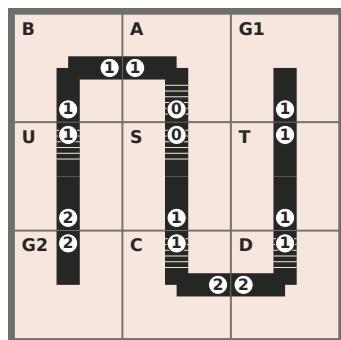


G1 2 > 1 > 0 > 3 > 6 > 7 > 8 > 5 > 4 G2

Answers 13-14

R13

N / TOP



G1 2 > 5 > 8 > 7 > 4 > 1 > 0 > 3 > 6 G2

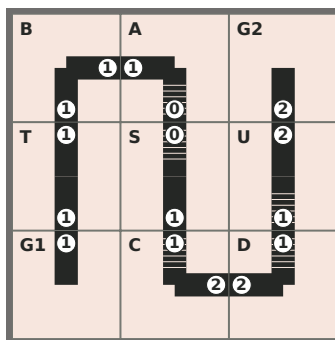
ONE SET, FOUR ROUTE SHAPES

These 14 challenges cover all 14 solution classes under whole-board quarter turns. There are 56 oriented complete solutions, or 14 when those board rotations are treated as equivalent.

The routes have four undirected planar shapes; tracing specifically from G1 toward G2 distinguishes six directed shapes. Each challenge has exactly one solution with its fixed clues.

R14

N / TOP

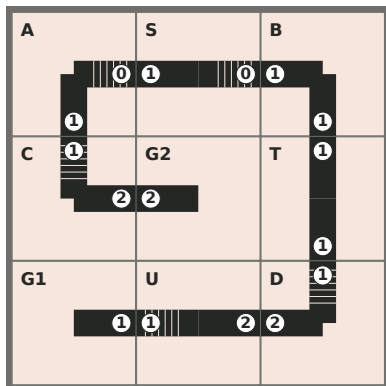


G1 6 > 3 > 0 > 1 > 4 > 7 > 8 > 5 > 2 G2

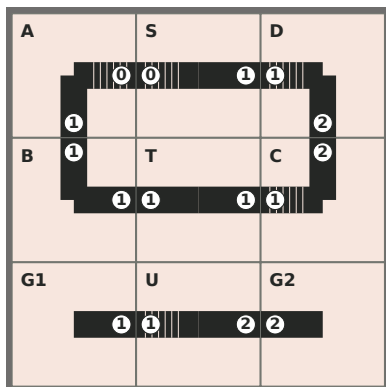
TWO USEFUL MISTAKES

A join is only half the test

N / TOP



N / TOP



HEIGHT MISMATCH

Start with the R01 answer, then reverse S by half a turn. Its direction still aligns, but the low and middle ends swap. Both seams, 0-1 and 1-2, differ by 12 mm. Turn S back to repair.

DISCONNECTED LOOP

Every local join in this board matches. Yet the pieces form separate routes. Trace from G1: it cannot visit every module before G2. Rearrange; a matching loop is not a win.