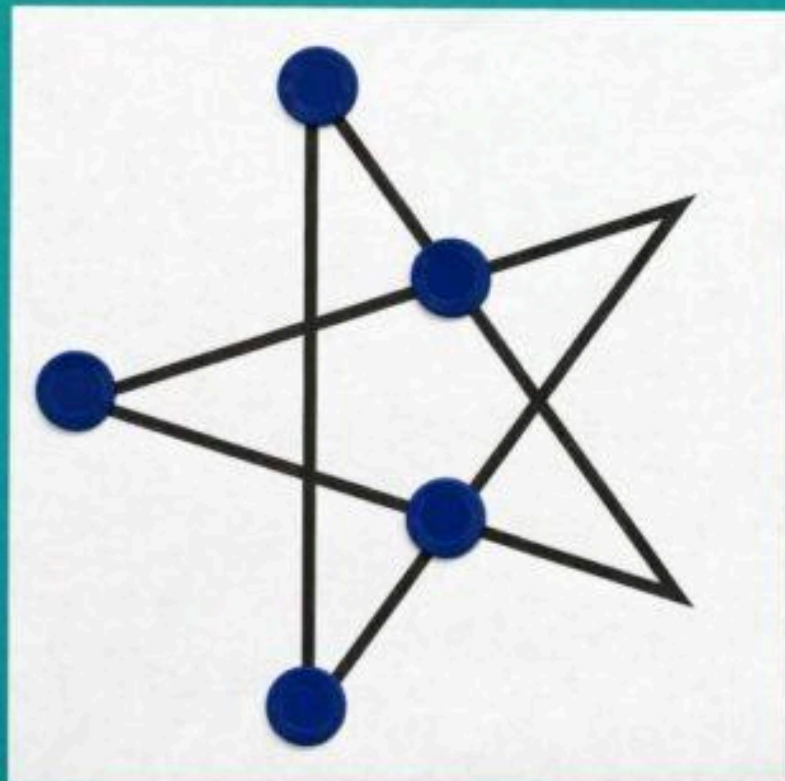


Pentalpha Puzzle: A Brain Teaser from Crete

PENTALPHA

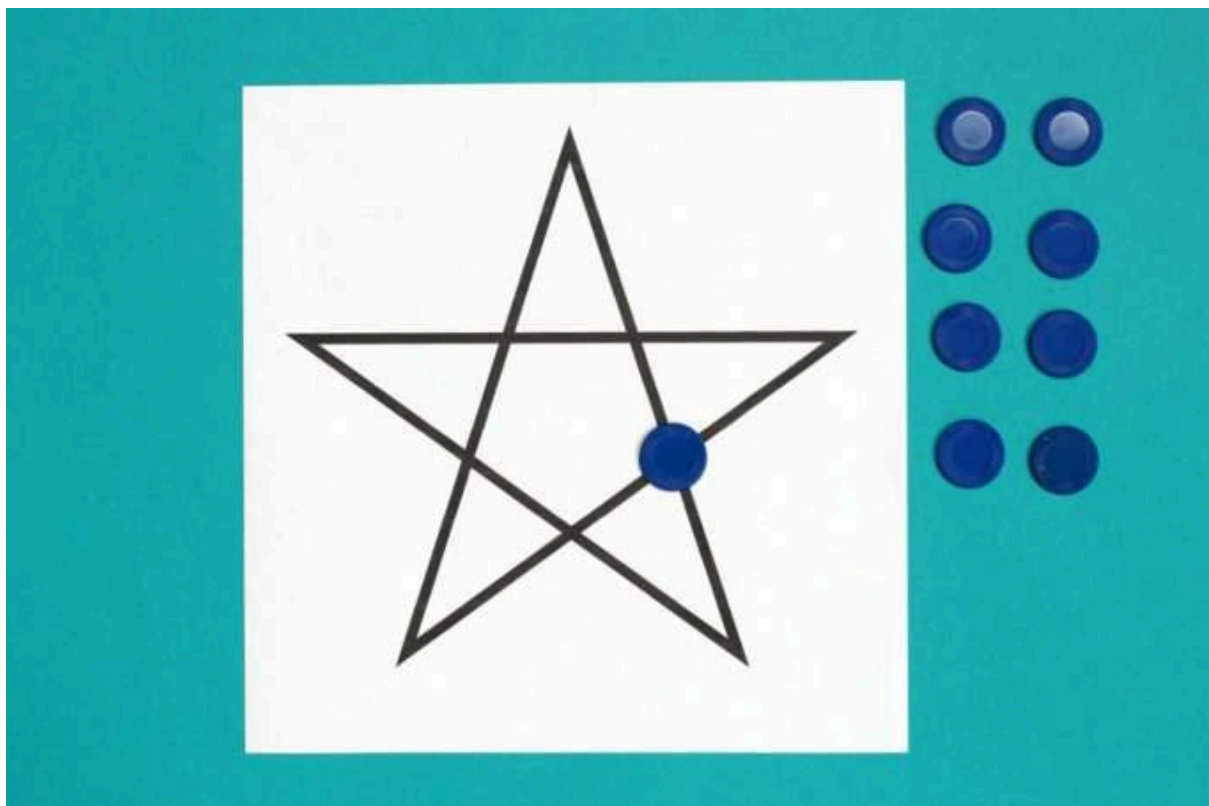
brain teasers



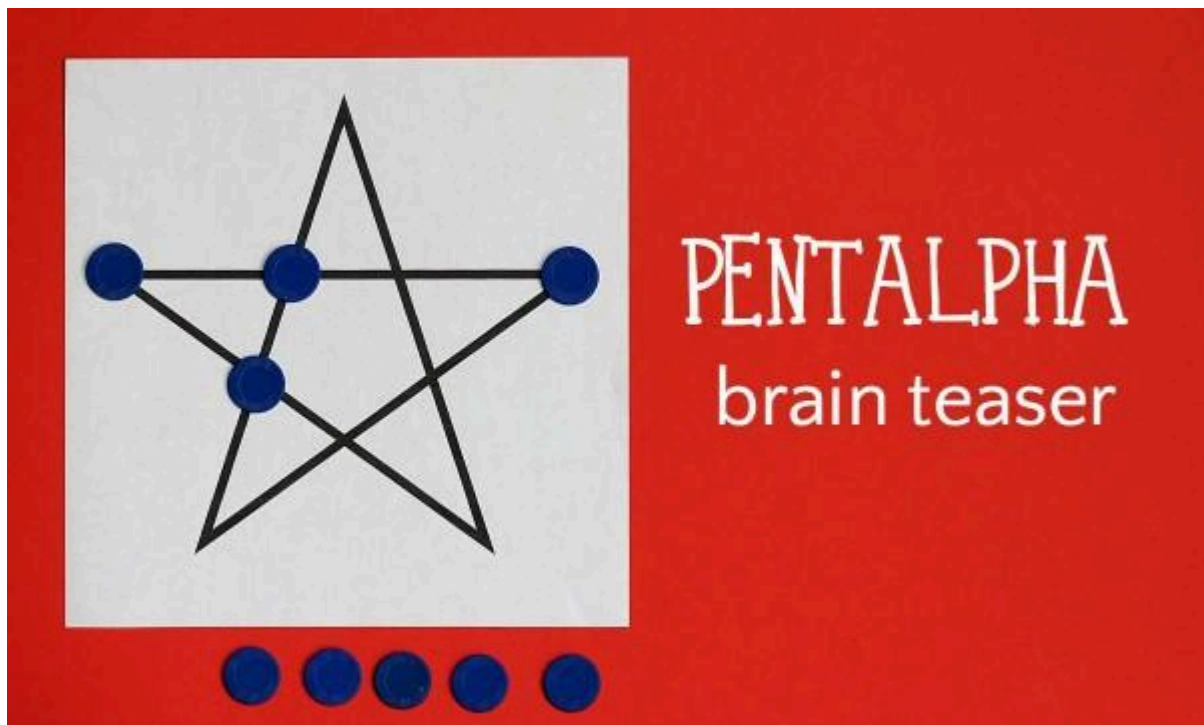
The instructions for playing pentalpha may be a little confusing at first, but as soon as you and your kids understand them, it will seem easy. The brain teasing puzzle itself, however, seems deceptively simple. It's not easy!

To place all nine counters on the points of intersection in accordance with the following set of rules:

- Place counters one at a time.
- The counter must touch two points before coming to rest on the final, third point.
- The points must be in a straight line.
- The first and third points must be empty. The second point can be empty or occupied.



Tip: We found it very helpful to count and use an active verb during the placement of each counter. We said, "START-ONE, JUMP-TWO, PLACE-THREE."



This is the order of one solution for the puzzle. Any solution will follow the same pattern.

