

SolveMe Mobiles

Five-Player Collaborative Game Instructions

This is a collaborative game, played in groups of 5. (If a team has fewer than 5 players, then some people on the team will have to look at more than one sheet of paper.) Information from all 5 sheets is necessary to find the values for all nine of the variables of the puzzle, and players need to work together to solve the puzzle.

There are three rounds, which increase in difficulty. In the document for each round, the first five pages are the main puzzle, with one page going to each team member. The sixth page is the Final Challenge – in order to finish the round, the team must use their acquired information to answer the question/fill in the blanks on the Final Challenge sheet.

In Round 1 most players (not all) are able to independently deduce information about one of the variables on their own sheet before needing to turn to teammates. The Round 1 final challenge introduces the behavior of a “middle weight.”

In Round 2, puzzles involve a “middle weight.” Only a couple of the players will be able to independently deduce information about the variables on their own sheet. The Final Challenge involves weights with weights less than 1.

In Round 3, players *must* use substitution. The Final Challenge involves building part of a mobile.

Play the online version of SolveMe Mobiles at solve.me.edc.org

