



# Instructions & Solutions

# PATHWORDS<sup>®</sup> Jr

Kid's Ultimate Word Search!

AGES  
6 and up  
single player

# PATHWORDS<sup>®</sup> Jr

## Kid's Ultimate Word Search!

This clever word search puzzle brings the fun of our popular PathWords game to younger players! Players exercise verbal and spatial reasoning skills as they place Tetrimino-style puzzle pieces onto the challenge grid so the letters under each piece spell a word. You get 40 single-player challenges — from Easy to Super Hard — designed to progress in difficulty and challenge players as they grow.



### Includes:

- Game Grid
- Spiral-bound Booklet with 40 Challenges
- 6 Puzzle Pieces
- Instruction Manual with Solutions

### Object:

Use the Puzzle Pieces to cover all the letters printed on your challenge card. Each puzzle piece must cover a single word that can be read forward or backward (not scrambled) and no blank spaces can appear under a Puzzle Piece.

### Setup:

1. Slide back the clear top of the Game Grid to access the Challenge Booklet, Puzzle Pieces, and Instruction Manual. Remove the Puzzle Pieces from the Game Grid, and place them nearby.
2. Select a challenge from the Challenge Booklet. Place the Challenge Booklet in the Game Grid with the selected challenge face-up and all other pages flipped underneath.
3. Slide the clear top of the Game Grid closed.
4. Select the required Puzzle Pieces shown on the challenge card:



– Select only the Puzzle Pieces shown.  
(In some challenges all of the pieces will be used.)



– If you see question marks, the number of question marks equals the number of pieces you need to use. The tricky part is that you will have to figure out which pieces they are!

## Steps To Play:

1. Place the Puzzle Pieces on the challenge so the letters under each Puzzle Piece spell a single, complete word when read forward or backward.
2. “**Find**” indicates that you will be looking for the exact words listed. If pictures are showing, you will be looking for the word that represents the picture.

**Example:** In this challenge you will be looking for:

- **TIGER**
- GOAT
- FOX
- HORSE



3. “**Hint**” indicates that the phrase or image in the magnifying glass is a helpful clue.

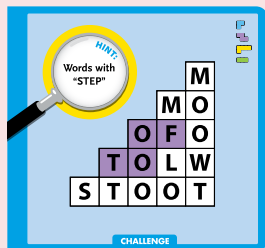
**Example:** In this challenge your **hint** is to look for words related to “CACTUS”:

- **PLANT**
- SPINE
- DRY
- OUCH
- HOT
- SAND



**Example:** In this challenge your **hint** is to look for words that go with “STEP”:

- **FOOT**
- MOM
- STOOL
- TWO



4. Sometimes all of the words will be given, sometimes only some of the words will be given and sometimes only a hint will be given.

## For a Correct Solution:

- a. Words covered correctly by a Puzzle Piece will not be scrambled.
- b. Puzzle Pieces must fit entirely within the challenge boundary.
- c. All letters on the challenge must be covered by Puzzle Pieces.
- d. No portion of a Puzzle Piece can cover an empty space.
- e. When every letter is covered and all colored pieces spell a word, YOU WIN!

## Note:

The higher the challenge number, the more difficult the challenge becomes.

As you progress through the levels, less information is given about what words you need to find. For instance, in the easy level all the words are given so that the challenge is more like a word search. In a super hard challenge, only a hint phrase or picture is given.

## Acceptable Words:

PathWords® Jr. challenges use only words that can be found in a standard English dictionary. Abbreviations, prefixes or suffixes are not used, nor are words requiring a hyphen or an apostrophe, nor are proper nouns that require a capital letter.

## About the Inventor:

Derrick Niederman has been creating word and number puzzles for more than thirty years. His first crossword puzzle was published by the New York Times in 1981, the same year he earned his Ph.D. in mathematics from MIT. Dozens of Niederman's crossword puzzles have been published in the Times and other leading publications. He has published several volumes of math puzzles and is the author of the recreational mathematics book *Number Freak* as well as the co-author of the quantitative reasoning classic, *What the Numbers Say*. Niederman is also the creator of ThinkFun's original PathWords® (2011) game as well as the geometric puzzle, 36 Cube® (2008).

## Ready for More?

If you liked PathWords Jr. and are ready for more challenging puzzles, check out original PathWords!



1  
BUNNY  
HARE  
HOP  
TAIL

B	U	I	L
N	N	A	
Y	H	T	
A	R	E	
H	O	E	
	P		

2  
MUSIC  
RAP  
ROCK  
POP

	O	R
	C	K
	M	U
R	I	S
A	C	P
P	P	O

3  
GOAT  
FOX  
HORSE  
TIGER

T	A			
O	T	I	G	E
G	R	S	E	R
H	O	X	O	F

4  
HATS  
HARD  
SUN  
TOP

	H	A	T	
	U	N	S	
	S	D	R	
T	O	P	A	H

5  
BUS  
BOAT  
TRUCK  
VAN

C	U	R	T		
K	V	O	A	T	
N	A	B	B	U	S

6  
QUACK  
MEOW  
BARK  
MOO

			C	A	U	Q
		W	K	R	K	
	O	O	B	A		
M	O	E	M			

7  
ANT  
CATCH  
PEST  
ARMY

C	A	P	E
A	N	T	S
T	Y	M	T
C	H	R	A

8  
CATS  
AND  
DOGS  
FIGHT

D	N	A	C			
	A	T	D	O		
		S	T	G	S	
			H	G	I	F

9  
BALL  
FUN  
SLIDE  
SWING  
TAG

T	A	G	L	L
G	N	I	W	A
F	S	L	S	B
U	N	I	D	E

10  
THE  
OLD  
FROG  
SANG  
HAPPY  
SONGS

S	G	N	O	G	O	R	T
D	H	A	S	G	N	F	H
L	O	P	P	Y	A	S	E

11  
SHEEP  
EWE  
RAM  
LAMB

MWEAL  
AEBMS  
RPEEH

12  
SPOTS  
TREES  
ZOO  
TALL

RT  
EE  
EE  
OOZSS  
LLPOTS  
AT

13  
DESK  
BOOKS  
RULER  
PENS

RPE  
LUDNS  
EBESK  
ROOKS

14  
BEACH  
TOWEL  
SEA  
SUIT  
PAIL  
TAN

APAN  
ILT  
HCA  
S  
IUB  
T  
AESLEWOT

15  
SPORT  
RUN  
SWIM  
JUMP  
CYCLE

UR  
SN  
S  
WIMSPOR  
E  
PL  
UMCY  
J

16  
HARP  
BANJO  
SAX  
FLUTE  
TUBA

FTU  
XLPBA  
AURAH  
STEJO  
BAN

17  
EAGLE  
BALD  
SKY  
WINGS  
BIRD  
FLY

LY  
F  
RIBWEAGL  
DNIDE  
GAL  
SB  
YKS

18  
SIX  
FORTY  
FOUR  
ZERO  
ONE

E  
ONY  
EZRTX  
ROURI  
OFFOS

19  
PIES  
MEAT  
MUD  
APPLE

PTAE  
IEMM  
ESUD  
LPPA

20  
PEAR  
PEACH  
FIG  
PLUM

CAEP  
HGIRAE  
FUMP  
PL

21  
CANE  
LAND  
BAR  
FLOSS

ANDB  
ELNAR  
NALS  
CSSO

22  
BOX  
JINX  
WAX  
EXTRA

XOBNX  
AWJIE  
XARTX

23  
BULL  
DOZER  
DIRT  
DIG  
BLADE

D  
DIR  
ZODT  
EELG  
RDALBUB  
LL

24  
RACE  
CAR  
PIT  
STOPS

RACAR  
IPECS  
TSPOT

25  
MOM  
FOOT  
STOOL  
TWO

M  
MO  
OFO  
TOLW  
STOOT

26  
BODY  
PARTS  
LEG  
HEAD  
TORSO  
ARM

ELRAPH  
GSTOAE  
TORSDY  
MRABOD

27  
TREE  
ELM  
MAPLE  
PALM  
FIR  
BIRCH

```

      H
    R C T
  F I E R M
  I B E E L
R A P L E
  M L M
    A P
  
```

28  
PLANT  
HOT  
SAND  
OUCH  
DRY  
SPINE

```

      D
    N A
  P L H S H C
  A N E Y O U
    T N R
      I D
      P S
  
```

29  
HOME  
TAB  
END  
ENTER  
LOCK  
SHIFT

```

H O A T E
T M B E N
F E   N D
I L O T E
H S C K R
  
```

30  
TEE  
TOAST  
TEXT  
TWEET  
TEA

```

E T A O T T
E T S T X E
  A T
  E W
  T E
  T E
  
```

31  
TROUT  
TUNA  
CAT  
PERCH  
PIKE  
COD

```

      R T A
    T U O P N U
  D O C P E   T
  E K I R A C
    H C T
  
```

32  
OWE  
KNOW  
KNOT  
WRITE

```

W O W R
E N K I
T O W T
K N O E
  
```

33  
BIG  
THIN  
WIDE  
GIANT  
SMALL

```

M S I D E
A T W H T
L N N I G
L A I B I
  G
  
```

34  
SURF  
SKATE  
CUP  
BLACK  
WALK

```

S U E T P U C
K R F A K S K
L A W B L A C
  
```

35  
HEEL  
TOE  
BOWS  
SOCKS  
ANKLE  
TIE

```

      E L
      S K
      K N
    O C A
  B S E I T
T O W H E E L
O E S   L
  
```

36  
MAP  
COINS  
HUNT  
QUEST  
GEM  
LOOT

```

A P I O C T
M S N T U N
Q U E S H L
M E G T O O
  
```

37  
BAY  
RAY  
PRAY  
TRAY  
SPRAY  
STRAY

```

      S T R A
    R P   Y S
  A R A Y Y T
Y A Y B A R
P R   Y A
  
```

38  
EEL  
STALL  
LAW  
SPILL  
BELL

```

E E
L S
A T
L W
L A
L L B E L
L I P S L
  
```

39  
SAT  
STAR  
START  
ART  
STARS

```

S A T R A
T R A T T
A S T S S
R T A R S
  
```

40  
BONGO  
LOP  
OOPS  
POLO  
SPOOL  
MOP

```

B O O P P S
  N L O O
  G O L O
  O O L P
S P O P O M
  
```

# ThinkFun's Mission is to Ignite Your Mind!®

ThinkFun® is the world's leader in addictively fun games that stretch and sharpen your mind. From lighting up young minds to creating fun for the whole family, ThinkFun's innovative games and mobile apps make you think while they make you smile.



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