BRAIN TEASERS 2
A TRAVELING EXHIBITION
(400-600 sq. ft.)

EXHIBIT DESCRIPTION

Due to the tremendous popularity of OMSI's original Brain Teasers exhibit, OMSI has created Brain Teasers 2, a brand new collection of 21 hands-on puzzles designed to challenge visitors' problem-solving skills and provide plenty of fun. Brain Teasers 2 features a variety of intriguing brain teasers—from mathematical conundrums to mind-boggling block puzzles—for visitors of all ages. To solve these puzzles, visitors use creative-thinking and problem-solving strategies, such as looking for patterns, logical reasoning, thinking ahead, setting aside preconceived ideas, and looking at problems from different perspectives. Twenty of the puzzles can be set up on the five tables provided. One puzzle may be used as an alternate. Hints and solutions for the puzzles are provided for staff to share with visitors as needed. Following is a brief description of each of the puzzles in Brain Teasers 2.

Shifting Squares
Start with 16 sticks arranged to form 5 squares. Move 2 sticks to new positions to make 4 squares or 6 squares.

Tricky Triangles
Start with 16 sticks arranged to form 8 triangles. Remove 4 sticks to leave 4 triangles or remove 2 sticks to leave 6 triangles.

Make a T
Arrange four puzzle pieces to form a capital T.

Square or Triangle
Arrange four puzzle pieces to form a square. Then rearrange the same pieces to form a triangle.

Triangle or Hexagon
Arrange six puzzle pieces to form a triangle. Then rearrange the same pieces to form a hexagon.

Jumping Pegs
Start with four white pegs and four black pegs at opposite ends of a game board. Jump or move the pegs one space at a time to switch the positions of the white and black pegs.

Ten Pegs in Each Row
Arrange a specified number of pegs in a series of boxes so that there are ten pegs in each of four rows.
Four Blocks in a Box
Fit four blocks together so they fit perfectly in each of two different boxes.

Make a Cube
Put seven puzzle pieces together to make a cube.

Ten-Disk Triangle
Invert a triangle made up of ten disks by moving only three disks.

Four Equations
Arrange the numbers 1 through 9 on the board so that four different equations are mathematically correct.

Disorder
Arrange the numbers 1 through 8 on the board so that no two consecutive numbers touch. Then arrange the numbers so that the sum of the numbers in each column is the same.

Color Match
Arrange 6 hexagons around a central hexagon so that all adjacent colors match.

Galloping Horse
Put three puzzle pieces together to make a galloping horse.

Take-Apart Cross
Separate a seemingly solid cross into two pieces.

Horseshoes
Remove a ring from a pair of linked horseshoes, then put the ring back on.

Linked Hearts
Separate two linked metal hearts, then put them back together.

Crossing the River
Help a farmer transport a fox, a chicken, and a bag of corn across a river in a small boat--without any casualties.

A Perfect Fit
Fit four T-shaped puzzle pieces into a frame, then fit them into an even smaller frame.

String Houses
Use a rope to trace the outline of two houses without crossing or retracing your path. One of the outlines is impossible. Which one is it?

Take-Away
In this game of strategy for two players, players take turns removing pegs from the game board. The player who takes the last peg loses. With a little practice and some mathematical thinking, players can discover a winning strategy.