



## Puzzle TEMPLE CONNECTION



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## Summary

Podras resolver todos los puzzles para armar los caminos y unir todos los templos

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## Game rules

1. **Select a challenge.** Place the temples on the game board as indicated in the challenge:
  1. There are 3 temples, each with different rooftops. A number (1, 2 or 3) indicates how many rooftops a specific temple has.
  2. Temples must be oriented correctly, with the doors facing the directions indicated in the challenge.
  3. The position of a door on the ground floor is indicated by a black triangle. if there is a door on the second floor, this is indicated by a white triangle.
  4. Easier challenge include two towers only.
2. The object of the game is to place puzzle pieces with roads and bridges on the board to create paths tah connect the temples.
  1. Roads can have 2 levels, high end and low end. You can connect a high end with another high end create a bridge, or you can connect a high end to a door on the second floor of a temple.

2. a low end can connect to another low end, or to a door on the ground floor of a temple.
3. when you create a bridge, a road can pass underneath if needed.
4. Because every temple has a 2 doors, some doors will not be used.
5. You don't need to use all puzzle pieces, Easy challenges often need fewer road pieces tha harder challenges.
3. There is only 1 correct solution.

Pueden ver todos todos los puzzles en el PDF que se incluye.

En esta version no viene incluido el dragon.

Deberas pegar los templos, asi como vienen en sus archivos: el torre1 con torre1\_interno, y asi sucesivamente.

## **SOLO ES NECESARIO IMPRIMIR 1 PIEZA DE CADA ARCHIVO**

### **Model files**



**piso-3.stl**



**piso-2.stl**



**piso-7.stl**



**piso-1.stl**



**torre2\_interno.stl**

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**torre3\_interno.stl**

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**piso-5.stl**

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**torre1\_interno.stl**

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**piso-4.stl**

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**piso-6.stl**

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**base\_temple\_connection.stl**

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**torre1.stl**

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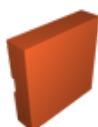
**torre2.stl**

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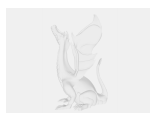
**torre3.stl**

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**cajon.stl**

## Other files



temple\_connection.pdf

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