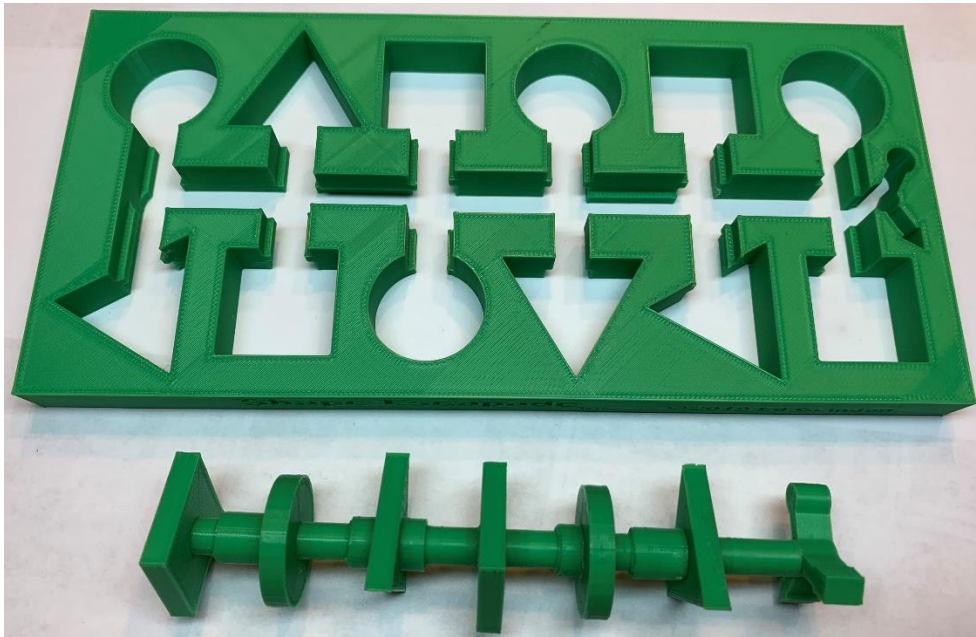**Shape Escapade**

Goal: To work the long piece through the board by matching the shapes on the moving piece with the appropriate shape in the board.

How it works: There are two parts to this puzzle, one, a board with twelve cutouts in the shapes of squares, triangles, and circles, all connected by a series of passages. The second part is a movable piece that consists of six shapes stacked one atop the other and a top multi-shape piece. The top piece is meant to insure the board and moving piece are properly oriented for the puzzle to work. When working through this puzzle, a player should start with the multi-shape piece and then proceed to the triangle with the goal of continuing through the successive shapes until the entire piece has passed through the board.

After getting the multi-shape piece through its opening, one would pass the triangle up through one of the triangular openings in the board and then try to move the piece into the passages connecting the shapes to a circular opening. If the piece does not move easily out of the triangular space, the player will need to back up and try another triangular opening until one is found that will allow the piece to move out of the opening. When moving to the circular opening, if the piece doesn't easily move into the opening or if it won't come out once the circle comes through the opening, then that is not the correct circle. The player would continue working the various shapes on the moveable piece through the appropriate openings in the board until the last shape (a square) has cleared the board.

Strategy: This puzzle is more than a trial-and-error puzzle, possibly requiring a player to back up a couple of steps to get back on the right track. Note the center passage is configured to separate the twelve shapes into three groups of four and restricts the times when the moving piece can move between the three groups. There is one step that requires the player to consider all possibilities to continue through the puzzle.

The solution follows:

Solution