

TURN & CONNECT

STAGES

HOW TO PLAY

STAGE 01

	POWER 		
	LIGHT 		

STAGE 02

 POWER			
			 LIGHT 

STAGE 03



STAGE 04

	 POWER			
		 LIGHT		

STAGE 05

	POWER 			
LIGHT 				

STAGE 06

		LIGHT 		
			POWER 	
			LIGHT 	

STAGE 07

			LIGHT	LIGHT
			POWER	
	LIGHT			

STAGE 08

			POWER 	
				LIGHT 
 LIGHT				

STAGE 09

				 POWER	
				LIGHT 	
 LIGHT					 LIGHT

STAGE 10

			LIGHT 		
	POWER 				
	LIGHT 	 LIGHT			

STAGE 11



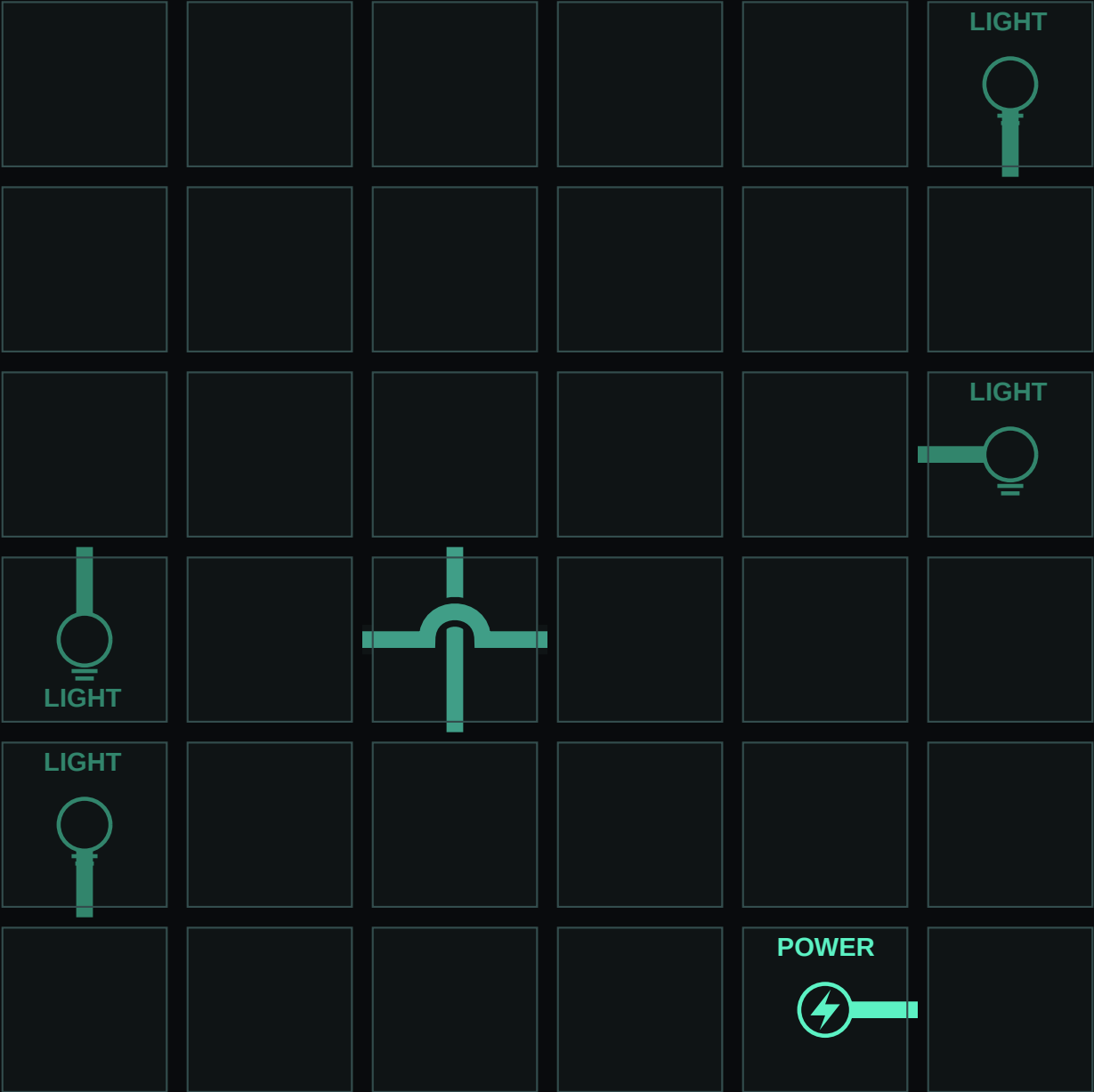
STAGE 12



STAGE 13



STAGE 14



STAGE 15



STAGE 16

				LIGHT	LIGHT
		POWER			
		POWER			

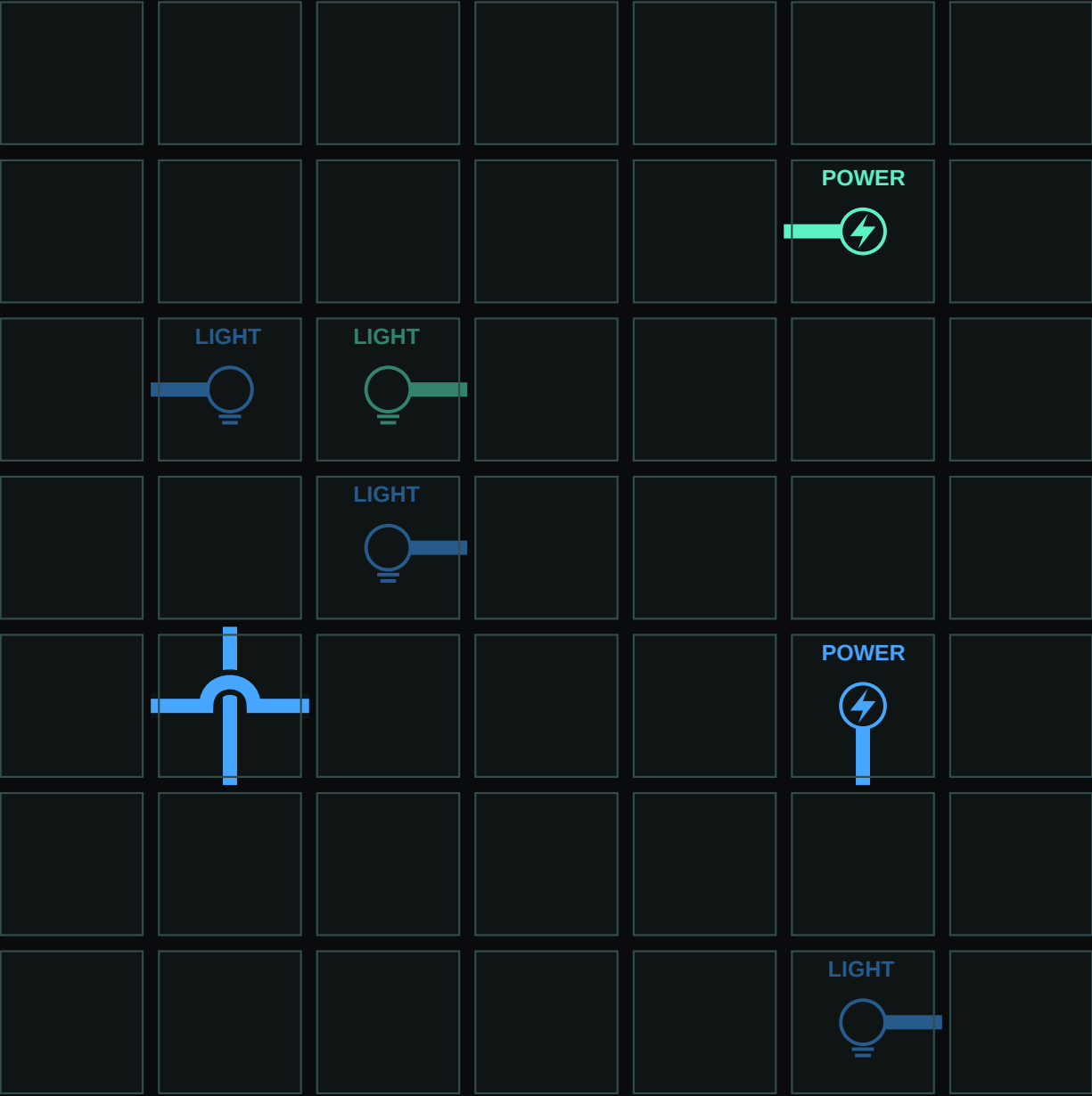
STAGE 17

 LIGHT			 POWER	 POWER	
LIGHT 			LIGHT 	LIGHT 	

STAGE 18

	LIGHT 			POWER 	
					 LIGHT
	POWER 				LIGHT 
	LIGHT 	LIGHT 			

STAGE 19



STAGE 20

LIGHT 					LIGHT 	LIGHT 
						
					POWER 	
			LIGHT 			
	POWER 					

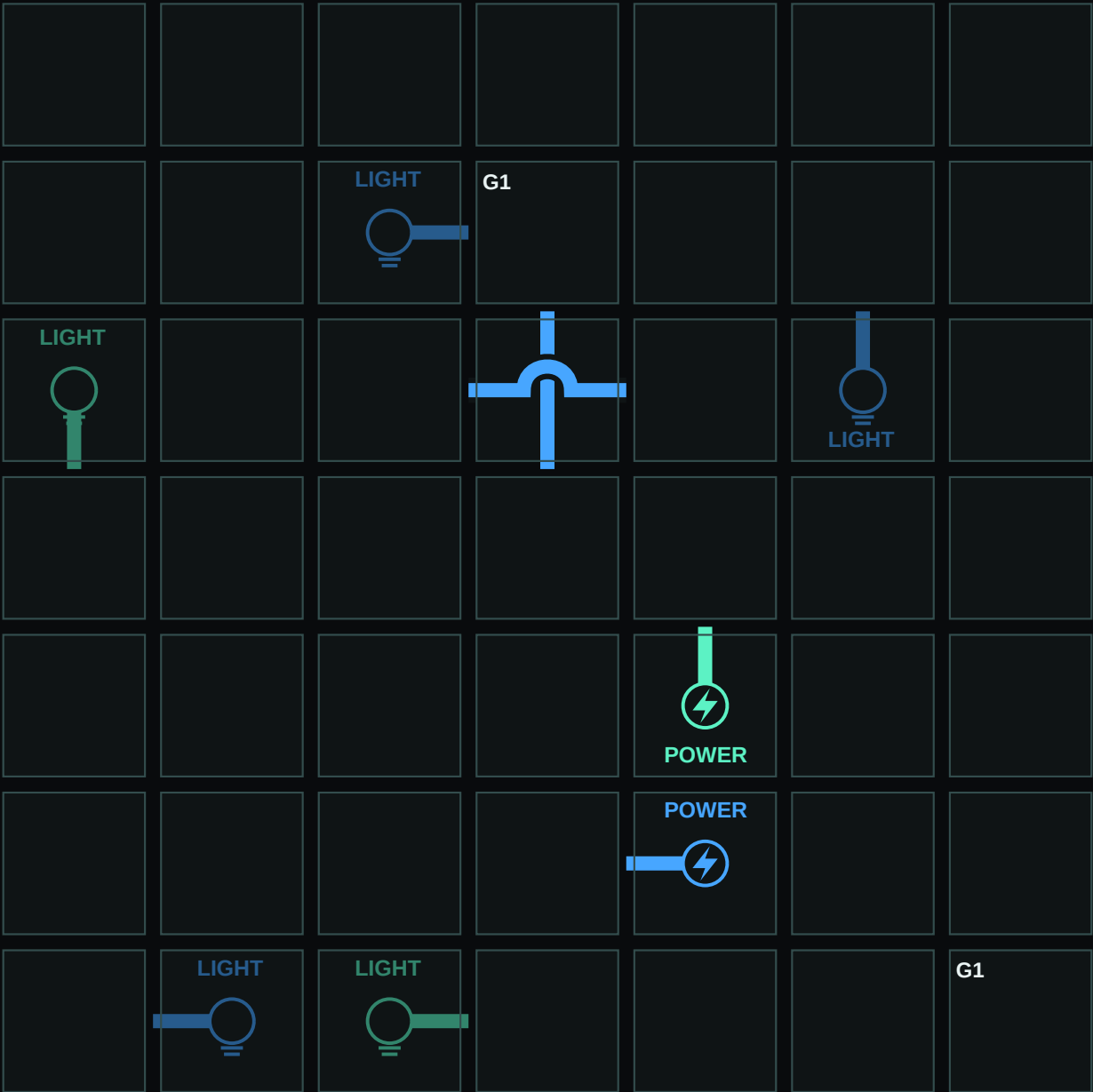
STAGE 21

		LIGHT				
					POWER	
				G1		
G1						

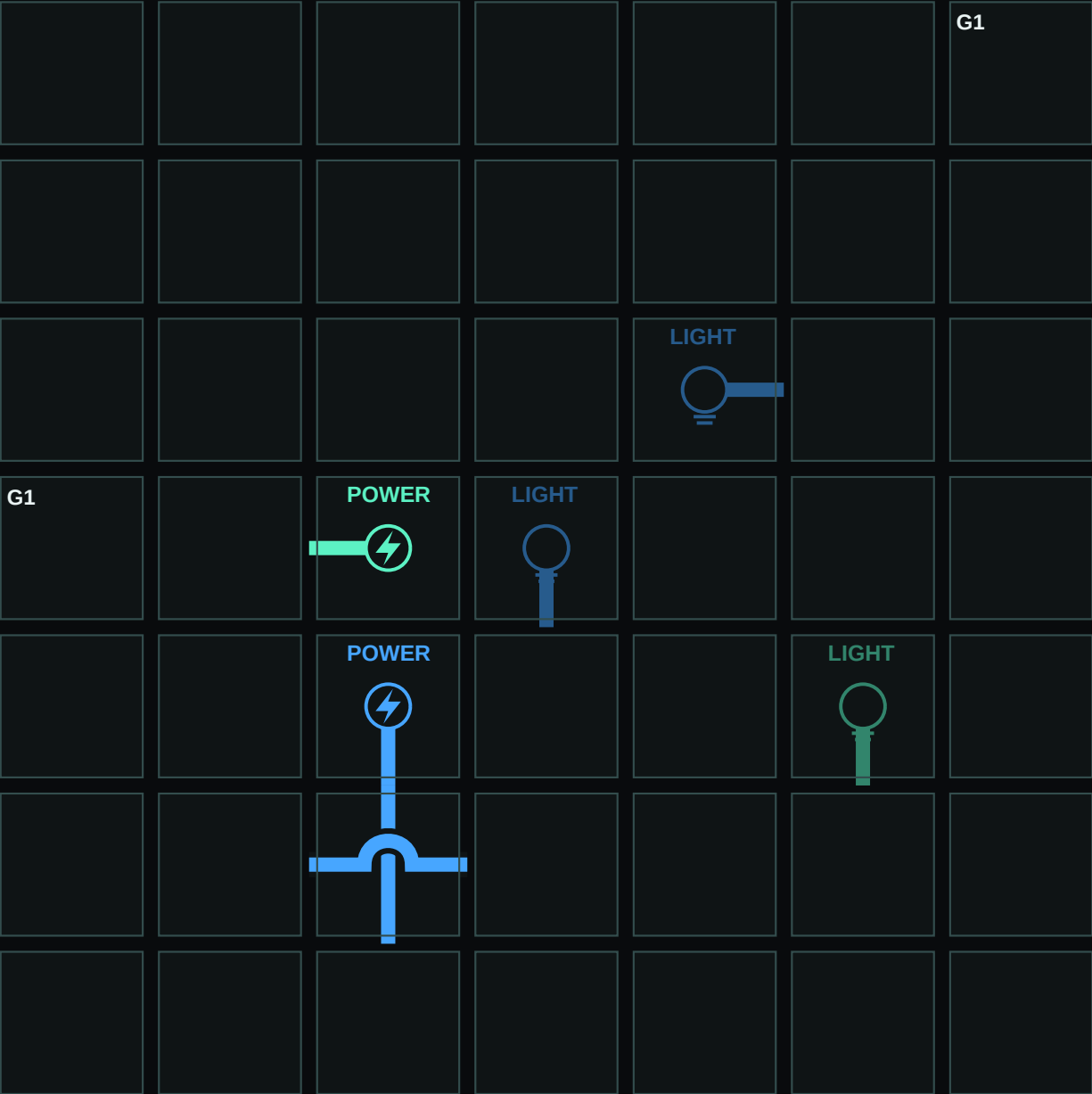
STAGE 22

	LIGHT 	G1				
						 LIGHT
G1		POWER 	POWER 			

STAGE 23



STAGE 24



STAGE 25

LIGHT 						
		POWER 			LIGHT 	LIGHT 
		POWER 				G1
						
						G1
		LIGHT 				

STAGE 26

				POWER 		
 LIGHT						

STAGE 27

		LIGHT 				
				 POWER	POWER 	
LIGHT 						

STAGE 28

				G1	LIGHT	
		LIGHT				
		POWER				LIGHT
LIGHT					POWER	
LIGHT			G1			

STAGE 29

						LIGHT 	
	G1				G2		 LIGHT
						LIGHT 	
						LIGHT 	
		 POWER	G2	POWER 			
					G1		

STAGE 30



HOW TO PLAY

01 TURN & CONNECT

Tap to turn clockwise. Use every pipe.
Join all ends from POWER to LIGHT.

06 BRANCHES

T-pipes split the power.
Light every bulb, with no loose ends.

11 CROSSINGS

The bridge crosses over the other pipe.
Its two channels do not join. It stays fixed.

16 TWO COLORS

Green and blue are separate circuits.
Match each pipe to its own POWER.

21 LINKED GEARS

Tiles with the same G number turn together.
Tap either tile to turn both.

26 ONE-WAY PIPES

Power travels only in the arrow direction.
Rotate the pipe to aim the arrow.

KEEP YOUR PROGRESS

Save the PDF, then reopen that copy to continue.
RESET restarts one board. Cleared marks stay.
Use page arrows if links do not respond.

START