Edition 1 - Dark Blue - Part 1

1 Colour Full Size Templates

NODUS

CELTIC KNOT CONUNDRUM

Welcome to the mystical world of Celtic knots! You face the challenge of solving these conundrums by combining the different tiles into ever larger and more beautiful, interwoven knots - or just copy and design your own!

KNOTIVERSE.

INFINITE KNOTS - ENDLESS FUN

knotiverse.com

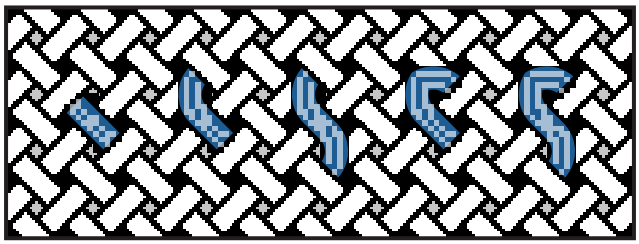
IMPORTANT - PRINT WARNING:

When you print these templates make sure that you do so at 100% or "Do Not Scale", and do not use any "Fit To Page" or "Custom Scaling" options to ensure that the print matches the scale of the tiles exactly.

Knotiverse Ltd., Centre of the Knotiverse, Ballydehob, West Cork, Ireland.

INSTRUCTIONS

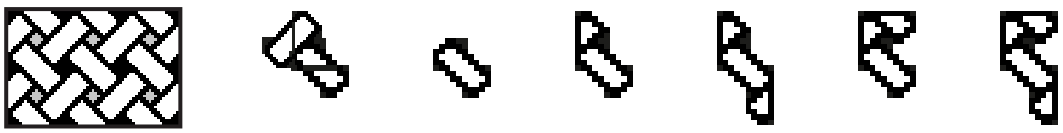
TILES AND LATTICE:



7xA 6xB 3xC 5xD 4xE

Your game contains the 25 fragments (or tiles) shown above.
These are labelled A-E on the back.

There are two elements to each tile; 1) The bridge (the highest arching section), and 2) the bends. Each tile must have one bridge plus any number (0, 1, 2, 3 etc.) of bends either end of the bridge. Each tile corresponds to and fits the lattice grid. The bridge corresponds to a full lattice rectangle and the bends to half rectangles.



Lattice grid

Two split rectangles equals four bends.

A
bridge

B
1 bend bridge

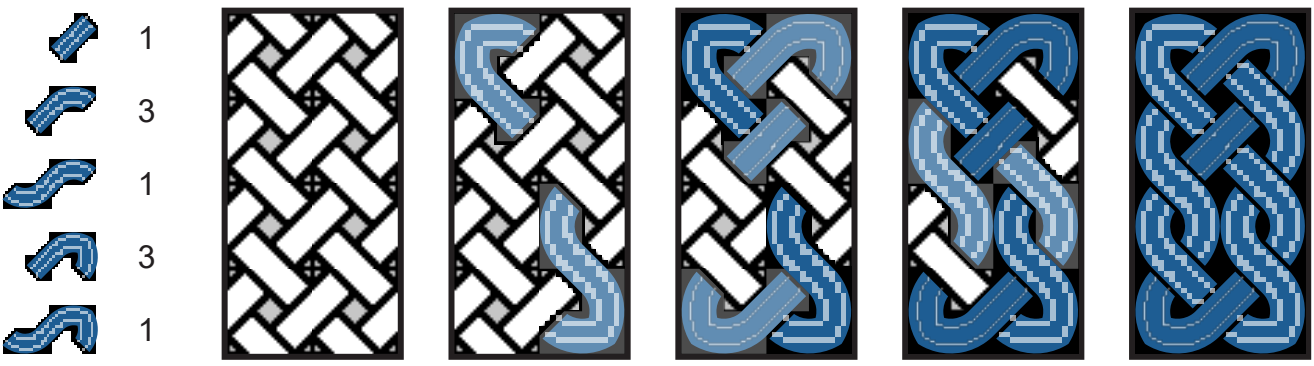
C
1 bend bridge 1 bend

D
2 bends bridge

E
2 bends bridge 1 bend

THIS IS HOW IT WORKS:

(1) (2) (3) (4) (5) (6)



To start, find the tiles as shown (1). Look at the template of the conundrum to be solved (2). Place the first tiles (3). Now continue step by step until you have finished your knot pattern (4-6).
Let yourself be enchanted by your work of art. Do you see that your pattern is an endless knot?

EXPLANATION OF SYMBOLS:

No. 1 Each conundrum has a unique number so that you can find the solution in the back of these instructions.

No. 1* If this number is marked with an additional asterisk, then it concerns conundrums that you can solve with the additional set **“Edition 1 - Light Blue”**. Two-coloured knot patterns are then created.

For each conundrum there is one solution for the given tiles. However, with some conundrums there are several solutions. These are marked with this additional symbol, however, only one of the possible solutions is shown in the back of these instructions.

TERMS:

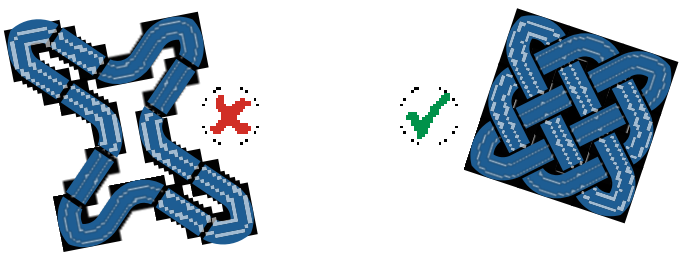
An “endless knot” is a single interwoven knot or closed loop with no start or end. If there are several interwoven loops, we talk about “knot patterns”.

MORE WAYS TO PLAY:

After a while you will notice that you can also create your own knot patterns. There are still many templates that are not shown in these instructions. All conundrums except No. 1 and No. 30 can also be solved from your set by using any tiles - this makes them slightly easier! For this you can use all available tiles, so there are hundreds more possibilities.

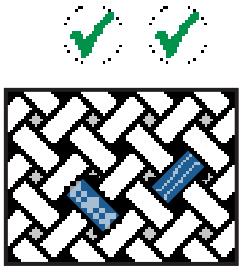
In part 2 of these instructions you will find conundrums that are even larger, two-coloured and more interesting - this is a separate downloaded pdf. For this you need the second set **“Edition 1 - Light Blue”**. The conundrums in the two sets are each different, so you can then solve 60 single-coloured and 24 two-coloured conundrums and design and assemble your own huge knot patterns.

Some players place the tiles end to end in “train tracks”. We don’t want to forbid you to play this amusing game, but the aim of these conundrums is to assemble the tiles to form endless knots or knot patterns.

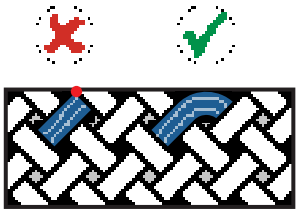


TIPS FOR SOLVING THE CONUNDRUMS:

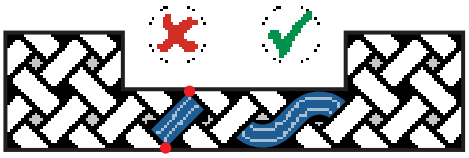
Tile A can be placed on any lattice rectangle, except if one or two of its corners touches an outside edge of the template, in which case additional bend(s) are needed.



Two tile A's placed correctly.

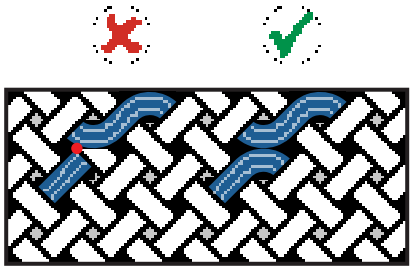


One corner of tile A touches the template edge.

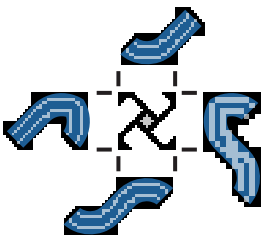


Two corners of tile A touch the template edge.

Similarly, if one or more tiles with bends (B-E) are already placed on the lattice, these too create internal edges which will need additional bends to be placed against. Very quickly, you will be able to "read" the lattice grid which gives many more clues.

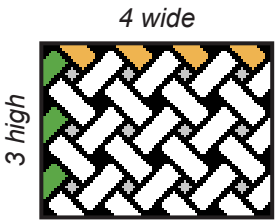


The long straight edges of tiles B-E correspond to the edge of a lattice square. The corners of the lattice square have fine crosshairs, and tiles B-E must have their long edges aligned to these crosshairs. Note, as long as they do, their bridge elements will also align automatically to the lattice rectangles.



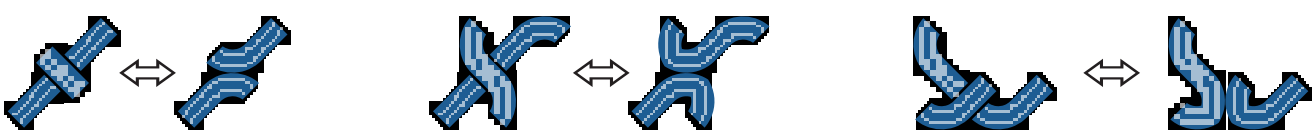
Start with the corner tiles D and/or E.

By counting the lattice squares (or their edge bends - orange and green here) you get the dimensions of your template. You can cover a maximum area of 21 lattice squares with one set.



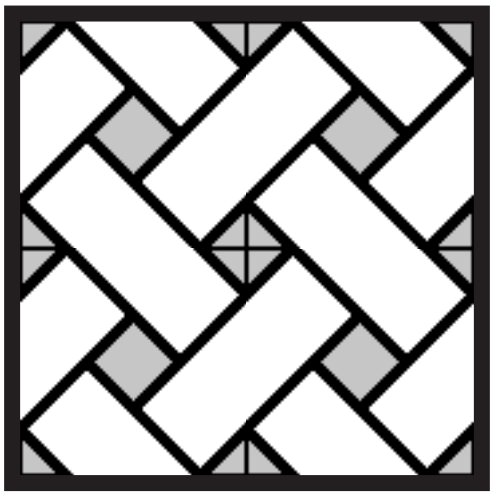
Area: 4x3

If you need to change some tiles around to find a solution without destroying a lot of previous work, this is one very useful tip. Most groups of three tiles of the same colour can be changed into two tiles by "splitting" the middle tile's bridge element into bends, and vice versa.



No. 1

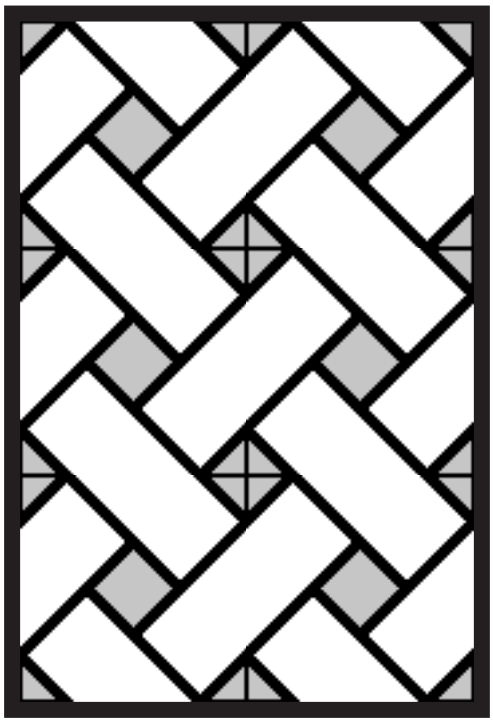
A		-
B		-
C		-
D		4
E		-



Solved

No. 2

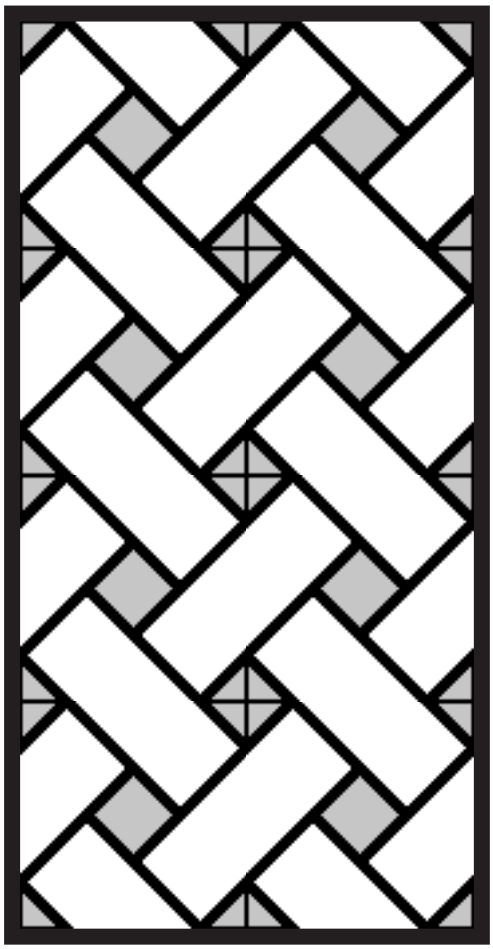
A		-
B		2
C		-
D		2
E		2



Solved

No. 3

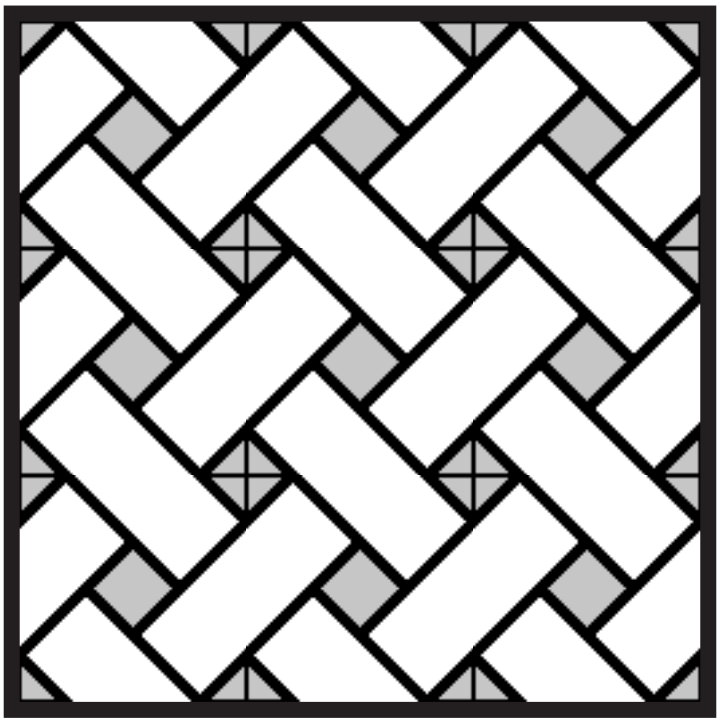
A		2
B		4
C		-
D		4
E		-



Solved ☐

No. 4

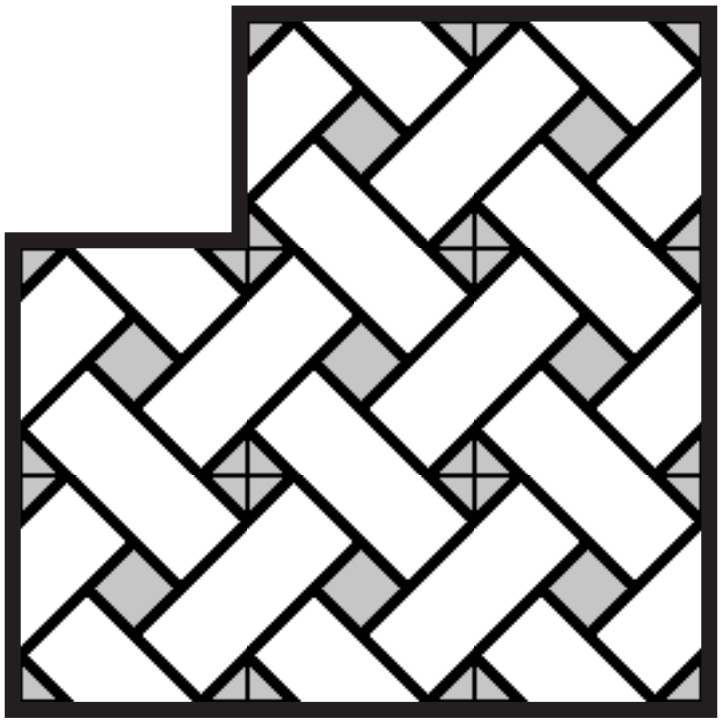
A		-
B		6
C		-
D		2
E		2



Solved ☐

No. 5

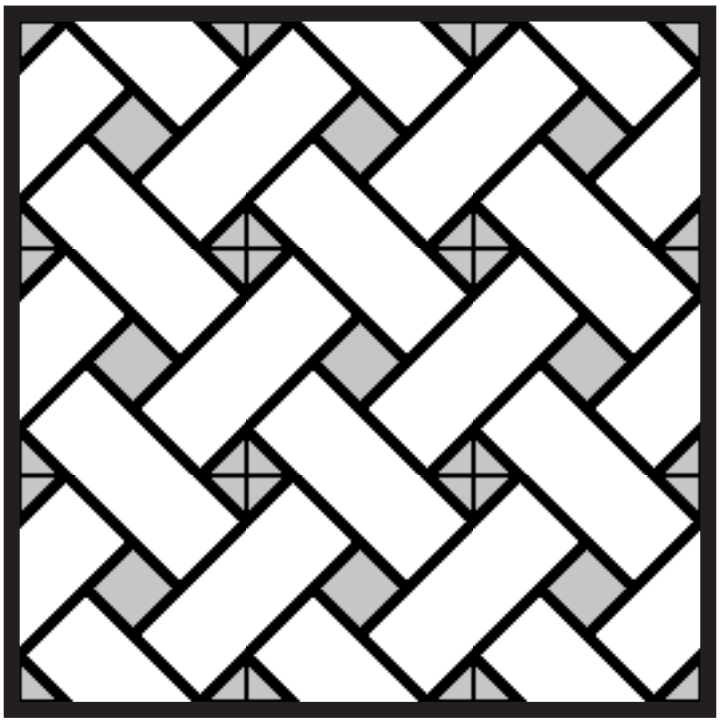
A		2
B		2
C		-
D		3
E		2



Solved ☐

No. 6

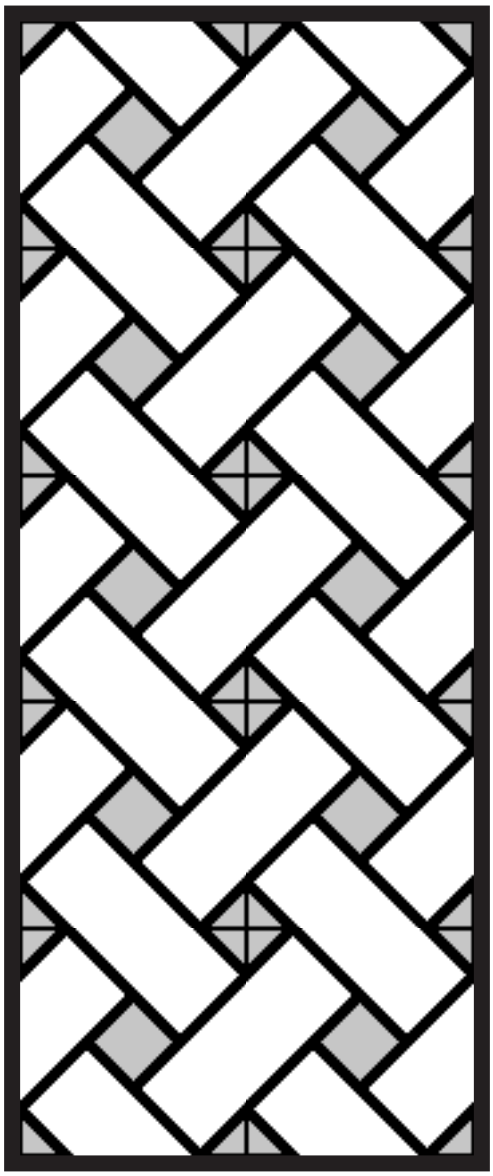
A		1
B		4
C		-
D		3
E		2



Solved ☐

No. 7

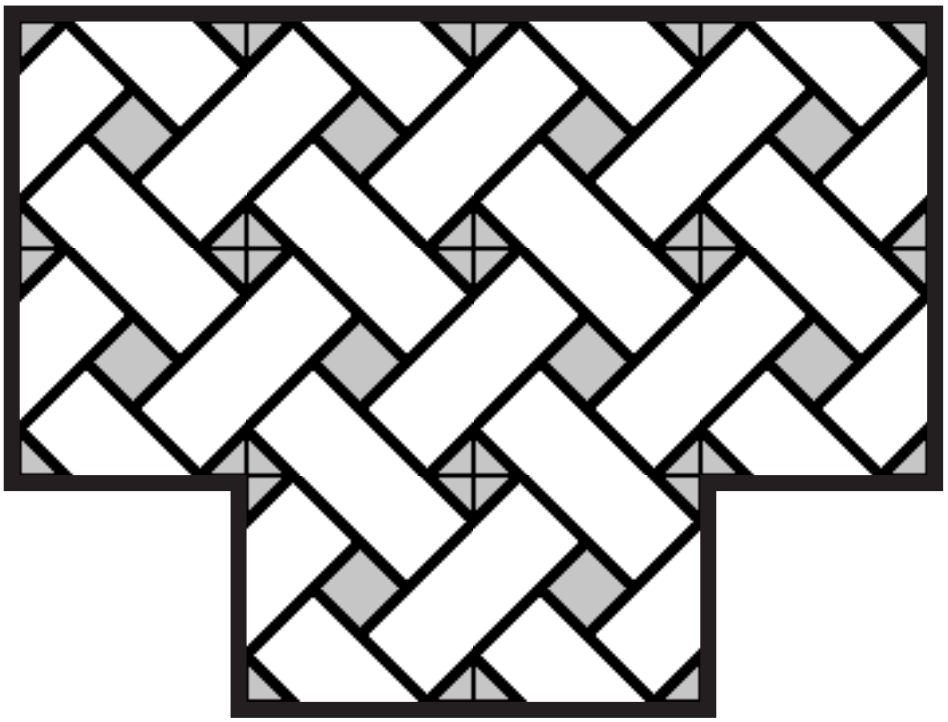
A		1
B		3
C		3
D		3
E		1



Solved ☐

No. 8

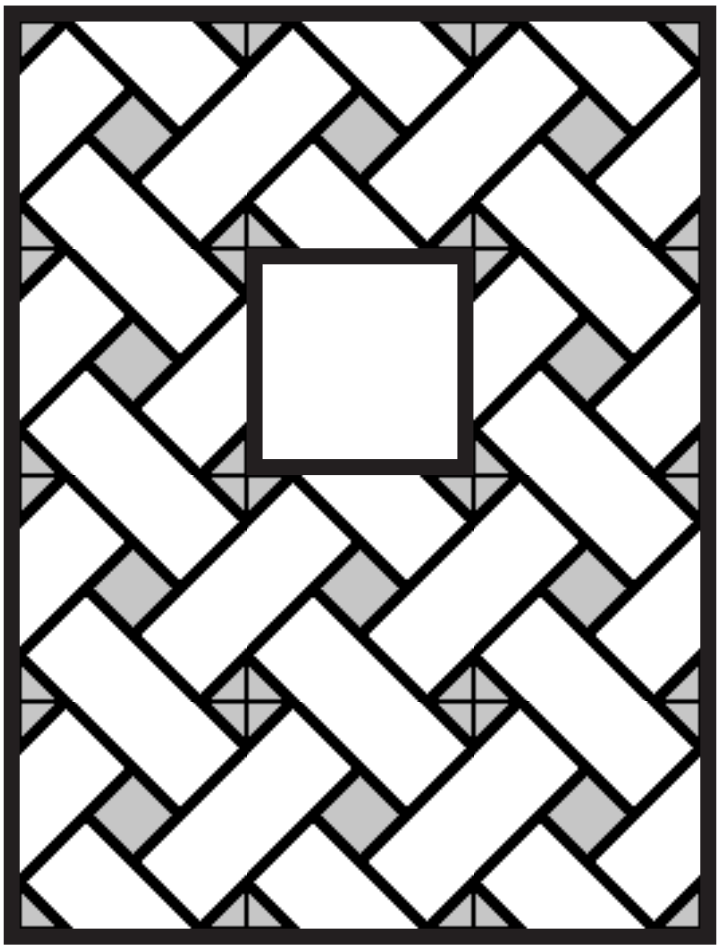
A		2
B		2
C		1
D		4
E		2



Solved ☐

No. 9

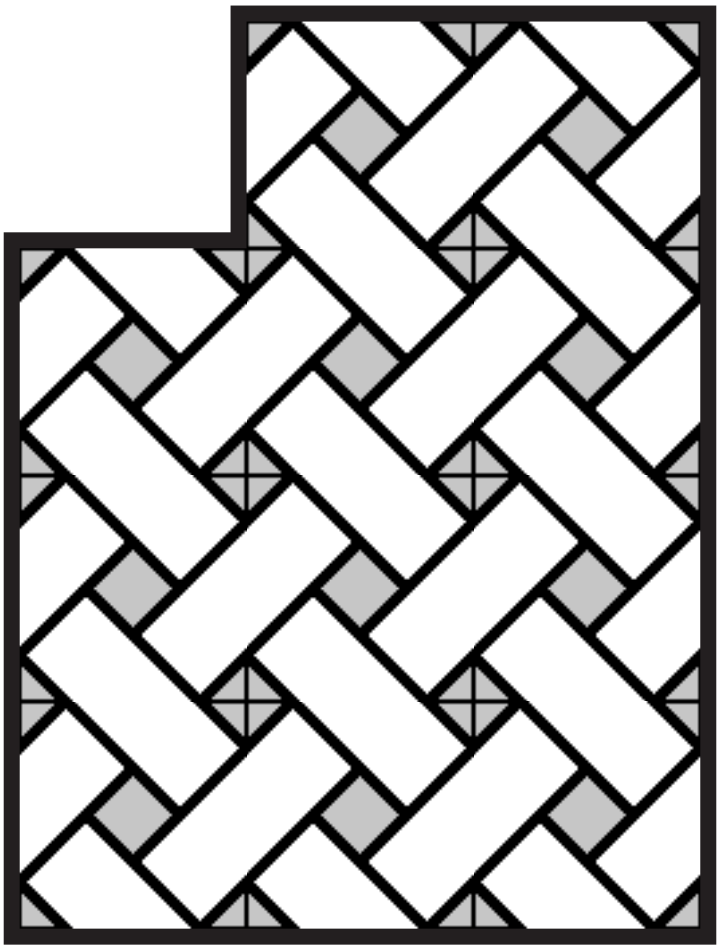
A		1
B		5
C		1
D		2
E		3



Solved ☐

No. 10

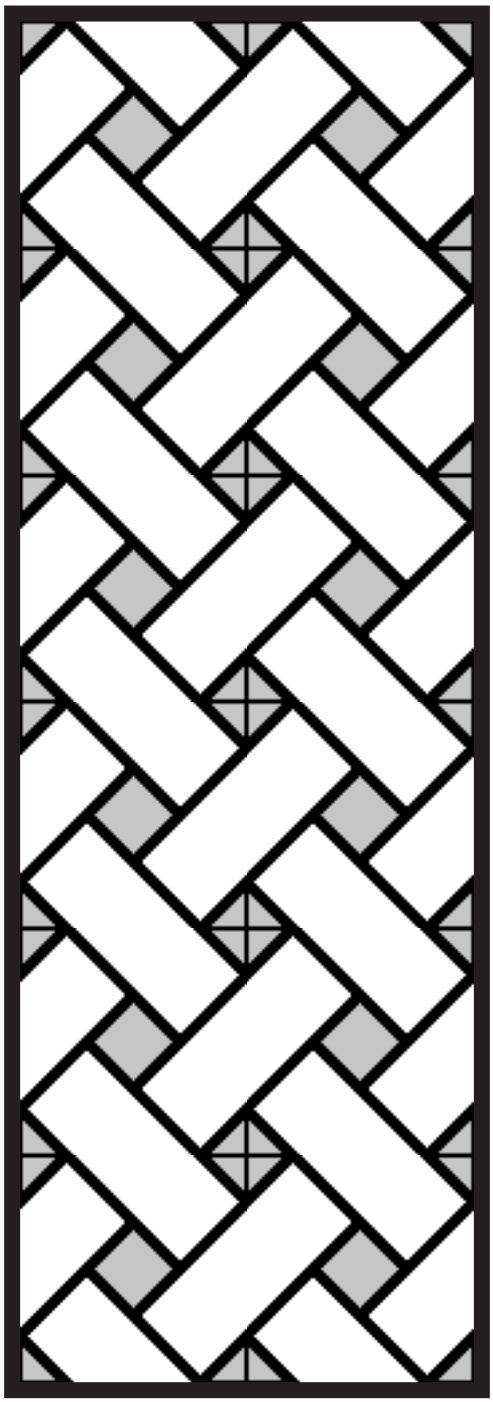
A		3
B		6
C		-
D		5
E		-



Solved ☐

No. 11

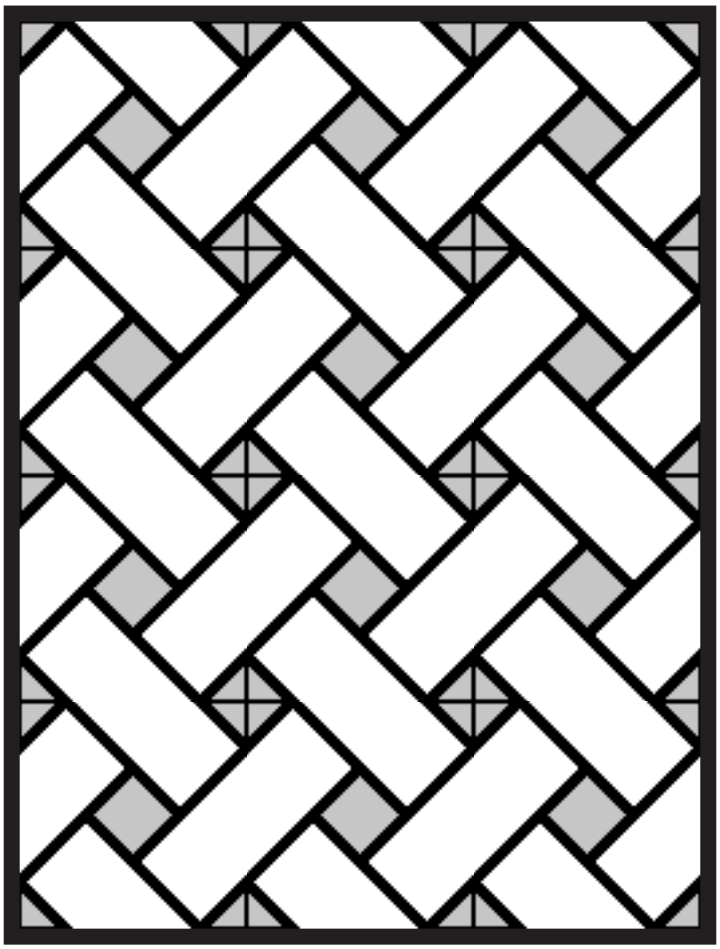
A		1
B		5
C		1
D		3
E		3



Solved ☐

No. 12

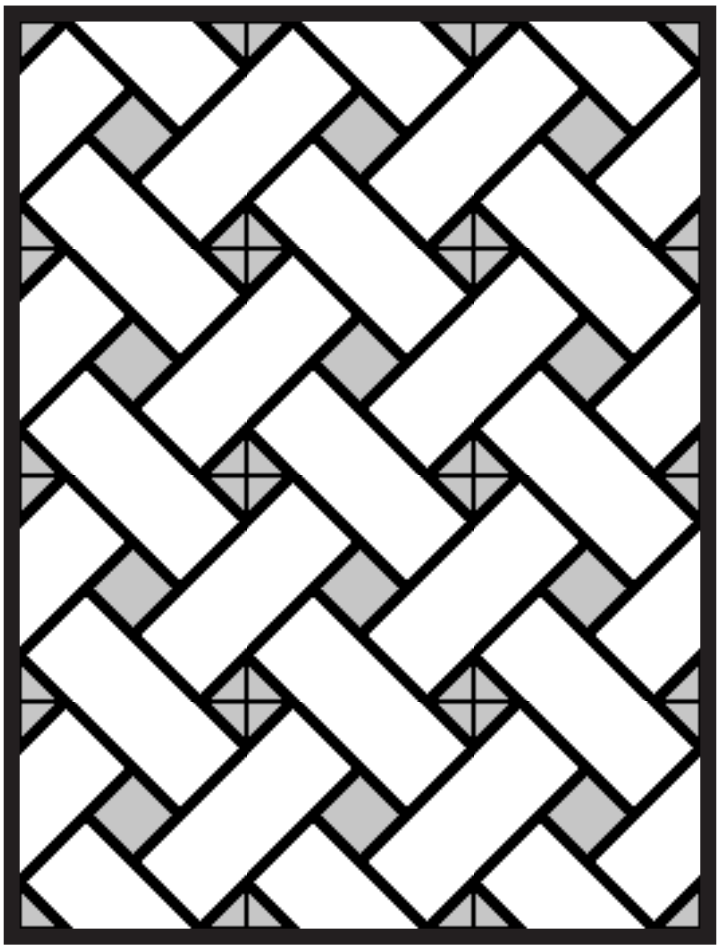
A		4
B		6
C		1
D		2
E		2



Solved ☐

No. 13

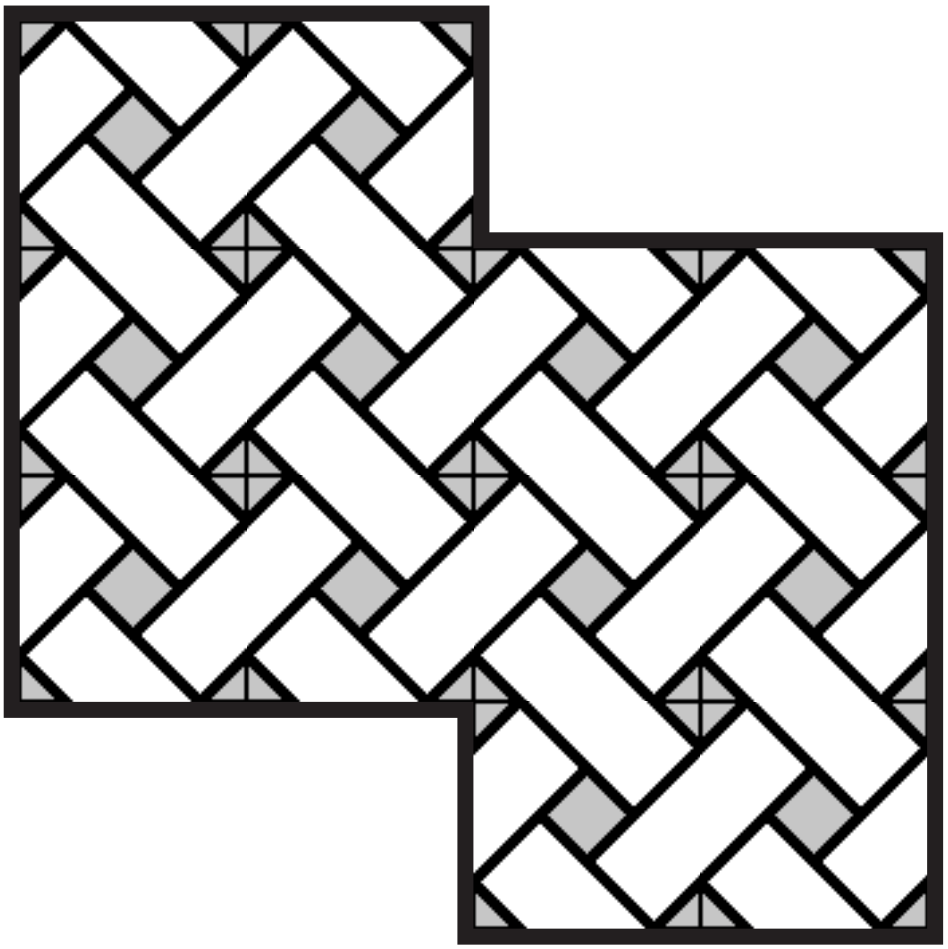
A		1
B		4
C		2
D		4
E		2



Solved ☐

No. 14

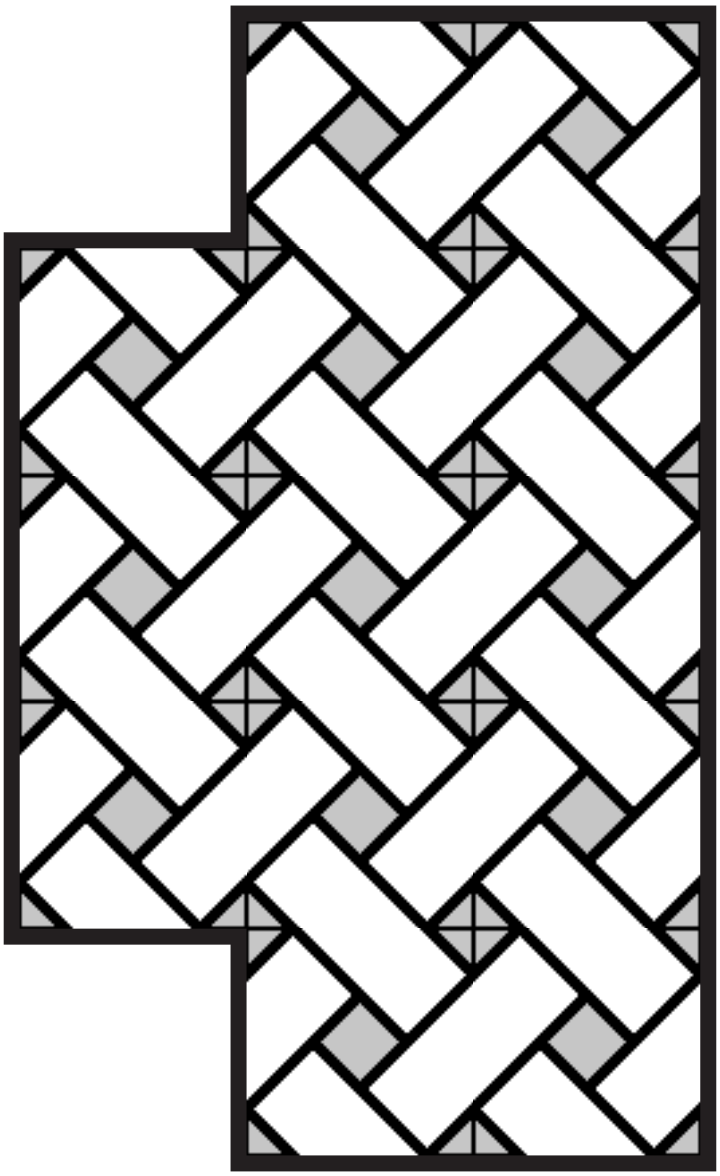
A		2
B		6
C		-
D		4
E		2



Solved ☐

No. 15

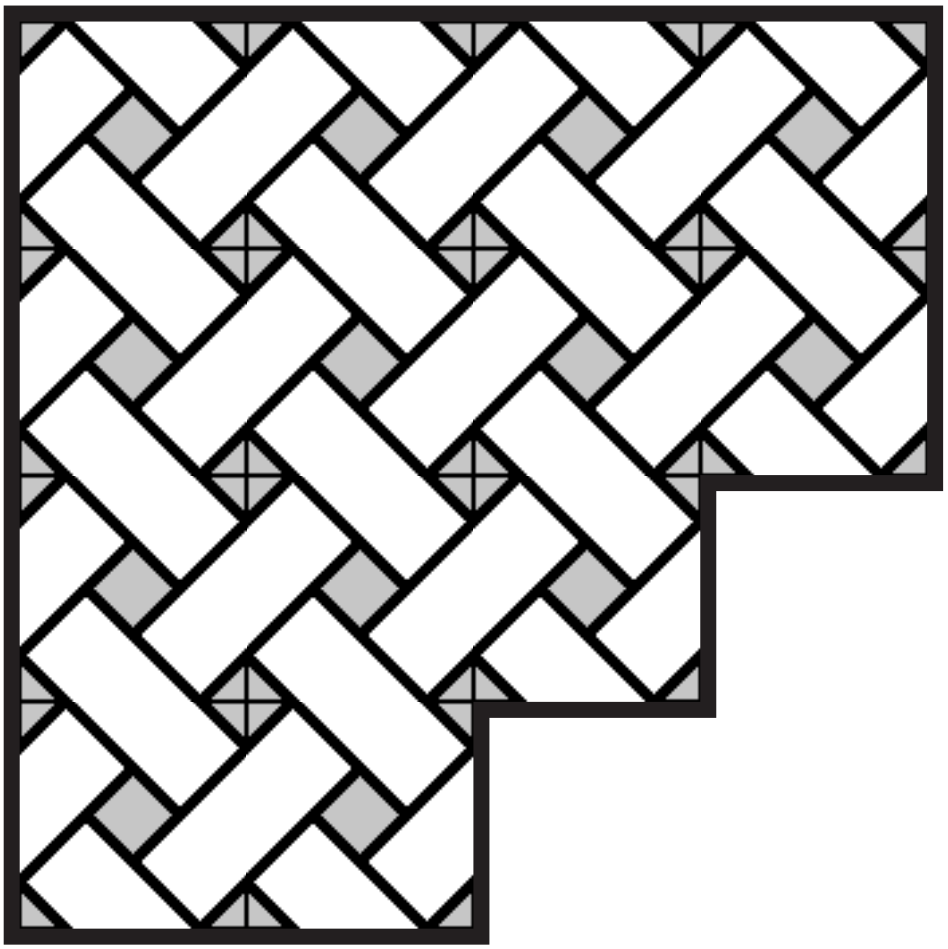
A		4
B		3
C		2
D		3
E		3



Solved

No. 16

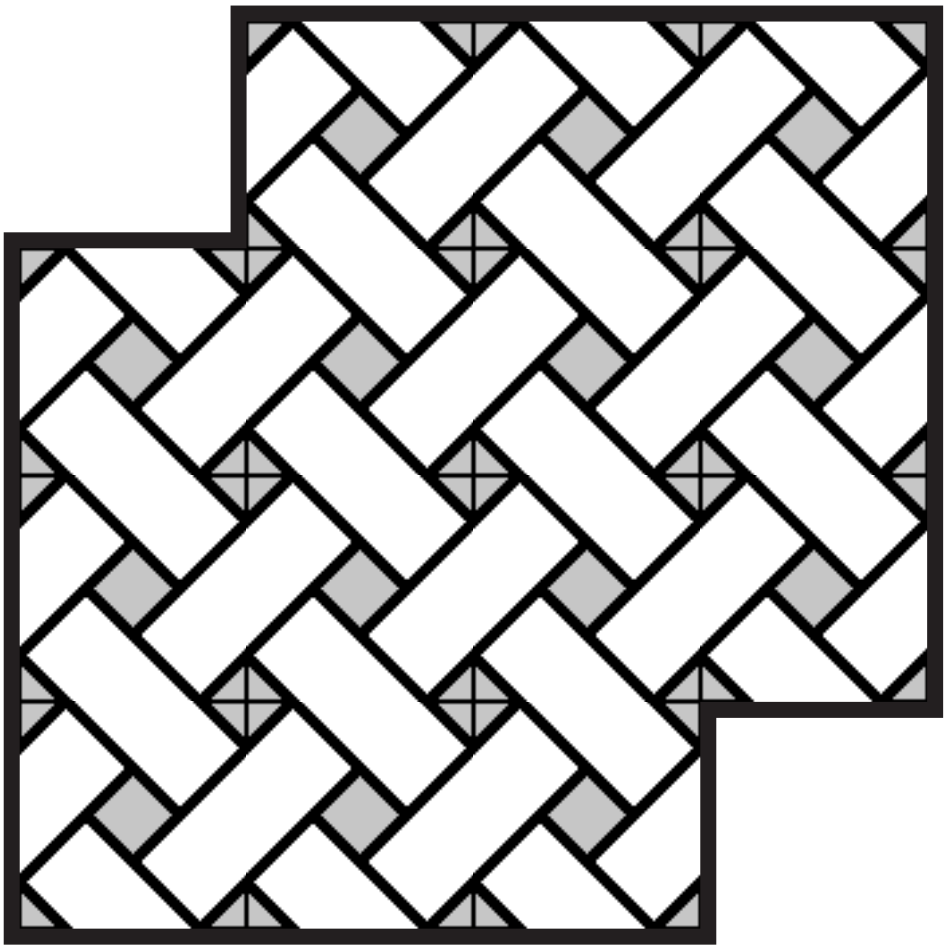
A		5
B		3
C		2
D		5
E		1



Solved

No. 17

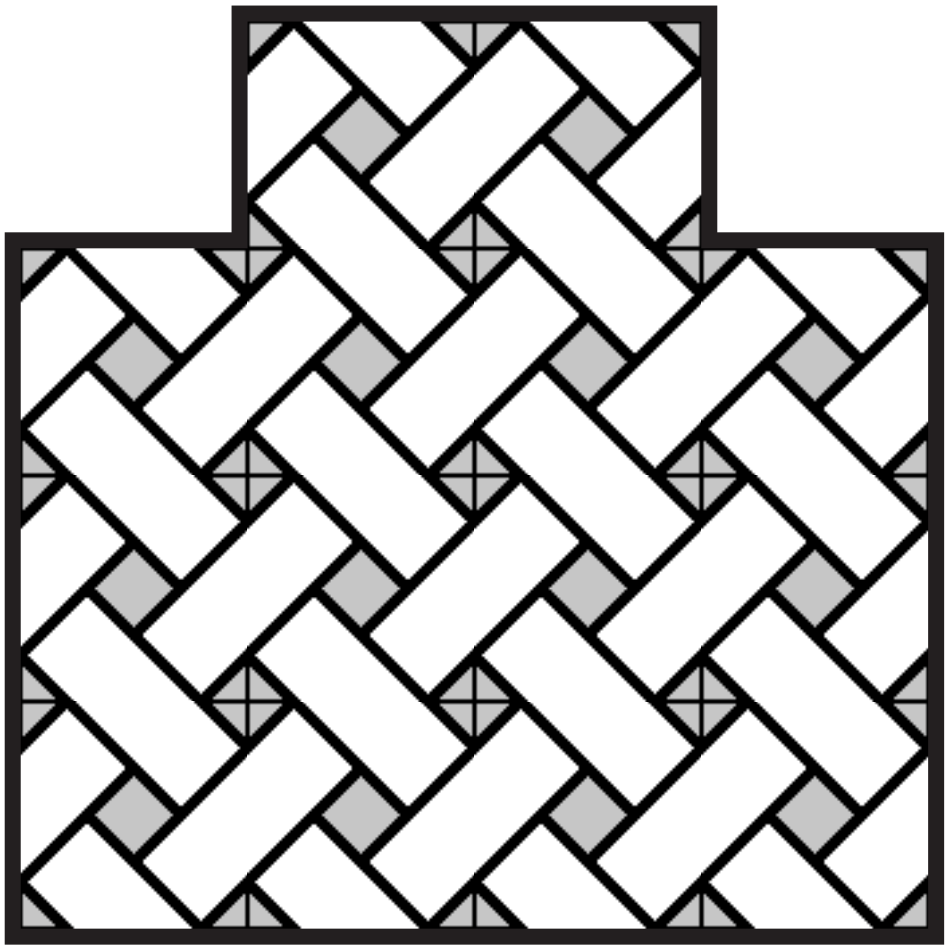
A		6
B		5
C		1
D		5
E		1



Solved

No. 18

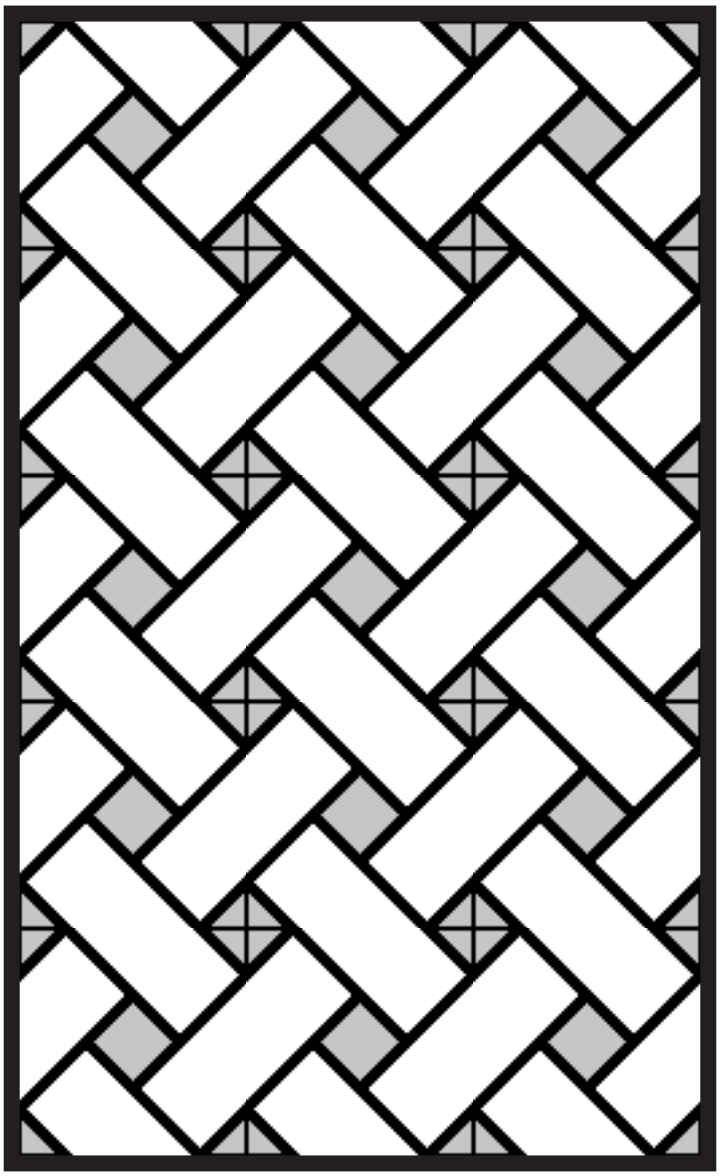
A		2
B		4
C		1
D		4
E		4



Solved ☐

No. 19

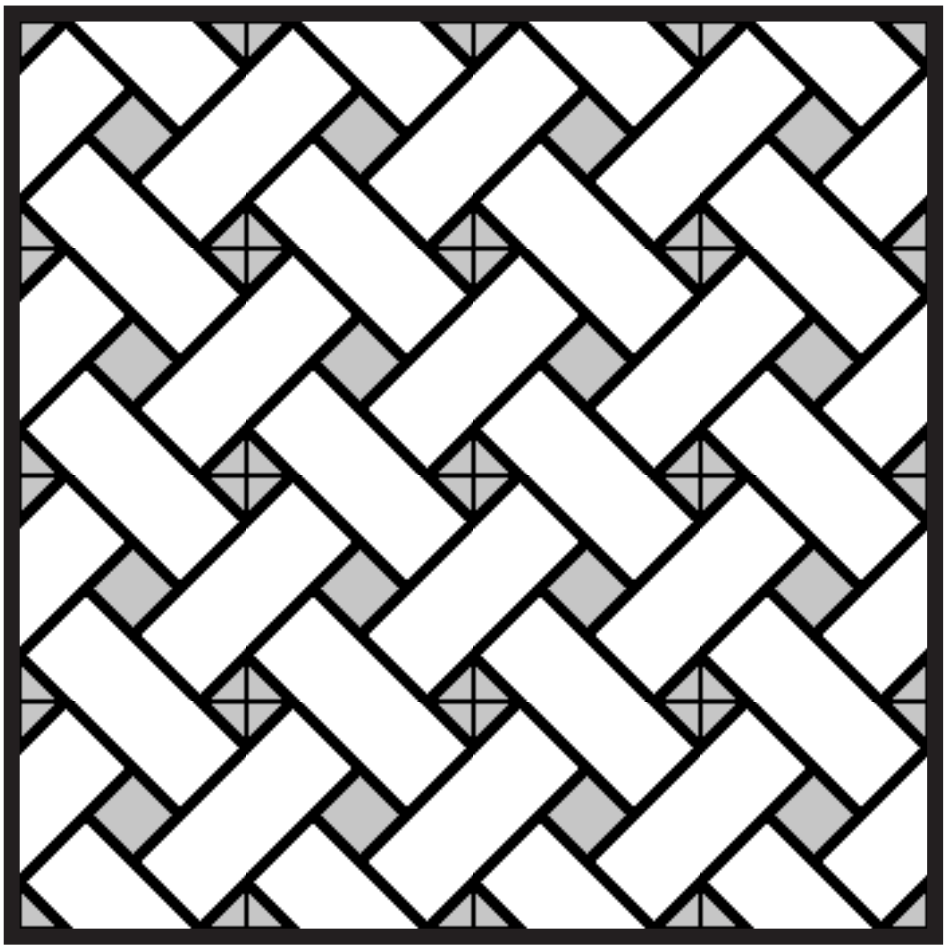
A		4
B		6
C		3
D		3
E		2



Solved ☐

No. 20

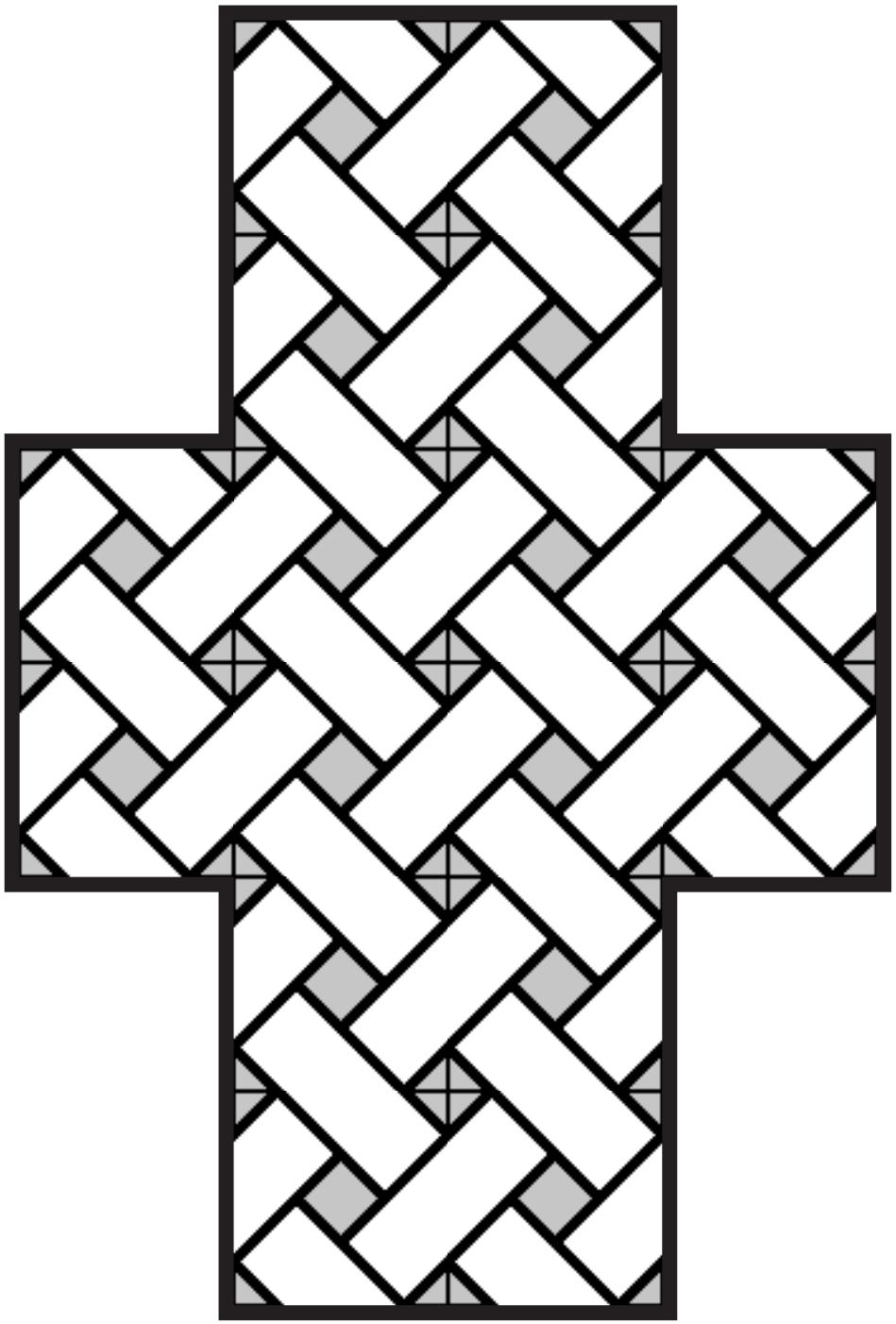
A		5
B		5
C		1
D		5
E		3



Solved ☐

No. 21

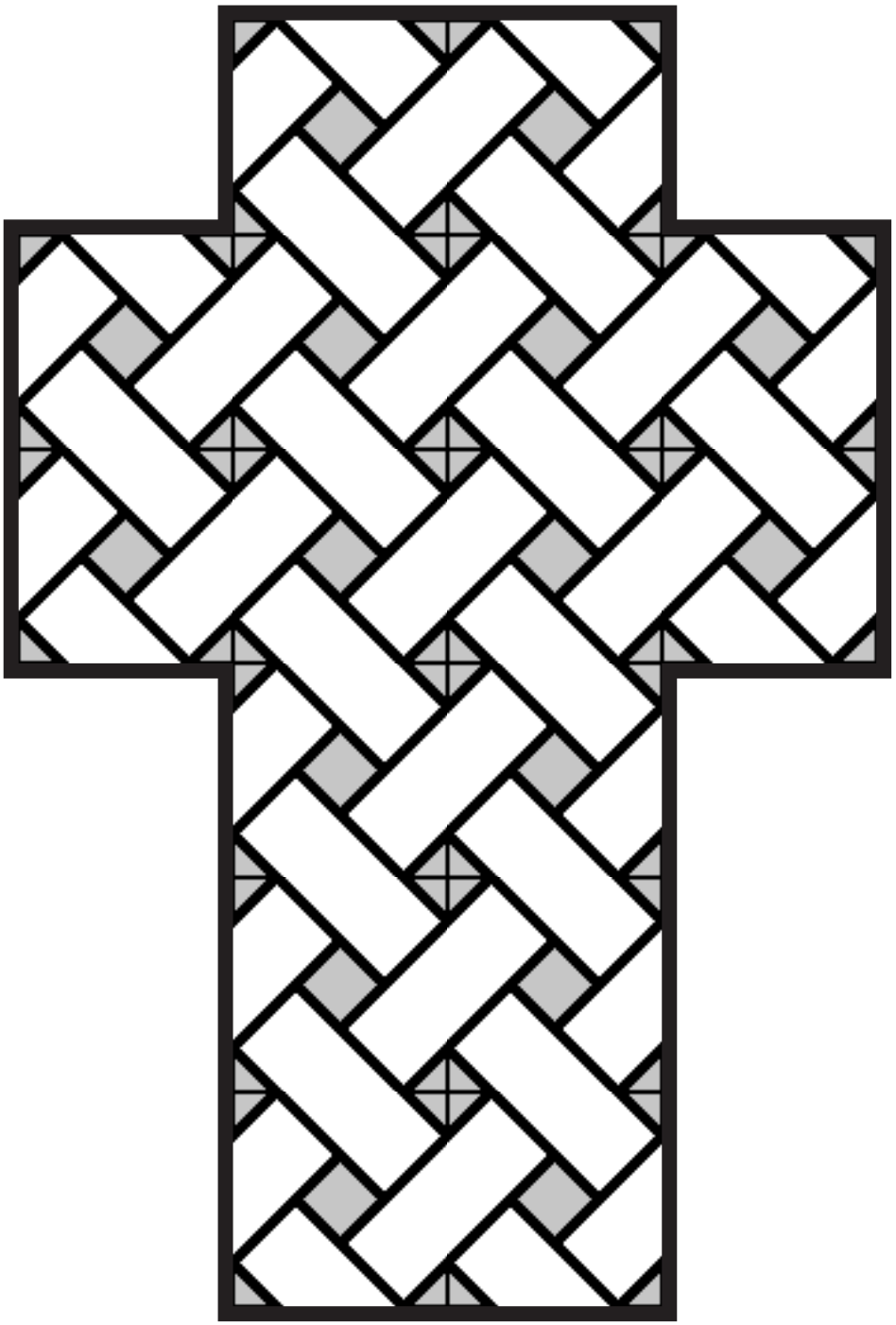
A		3
B		6
C		-
D		5
E		4



Solved ☐

No. 22

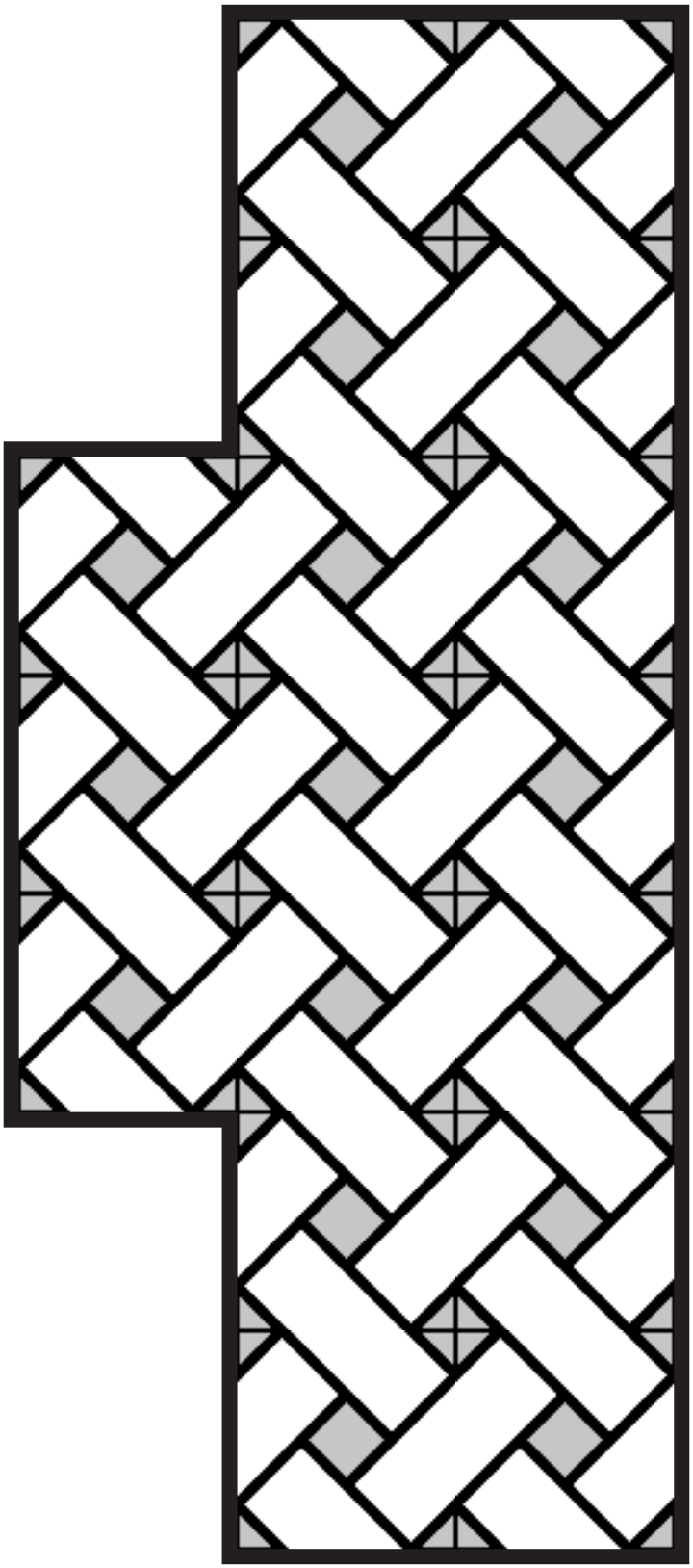
A		5
B		5
C		1
D		5
E		3



Solved

No. 23

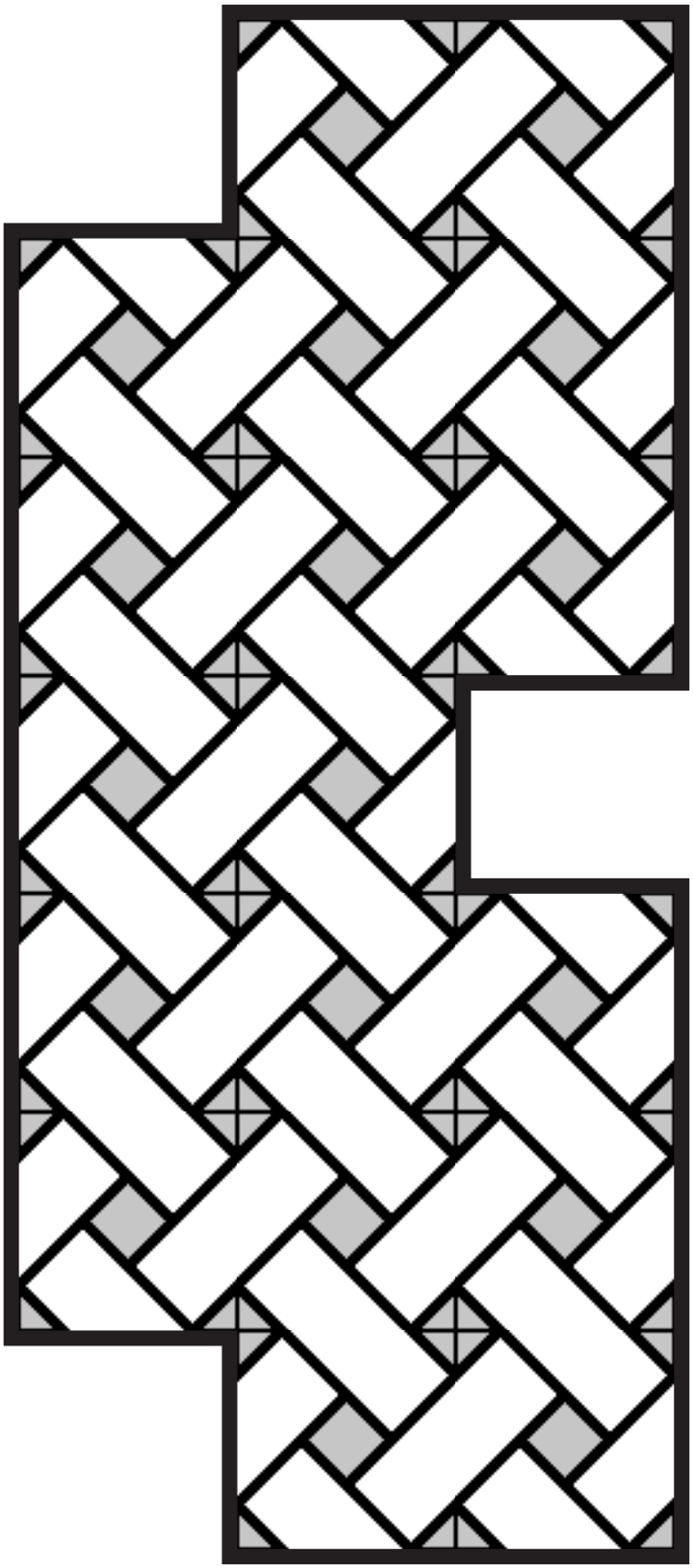
A		4
B		4
C		3
D		4
E		4



Solved ☐

No. 24

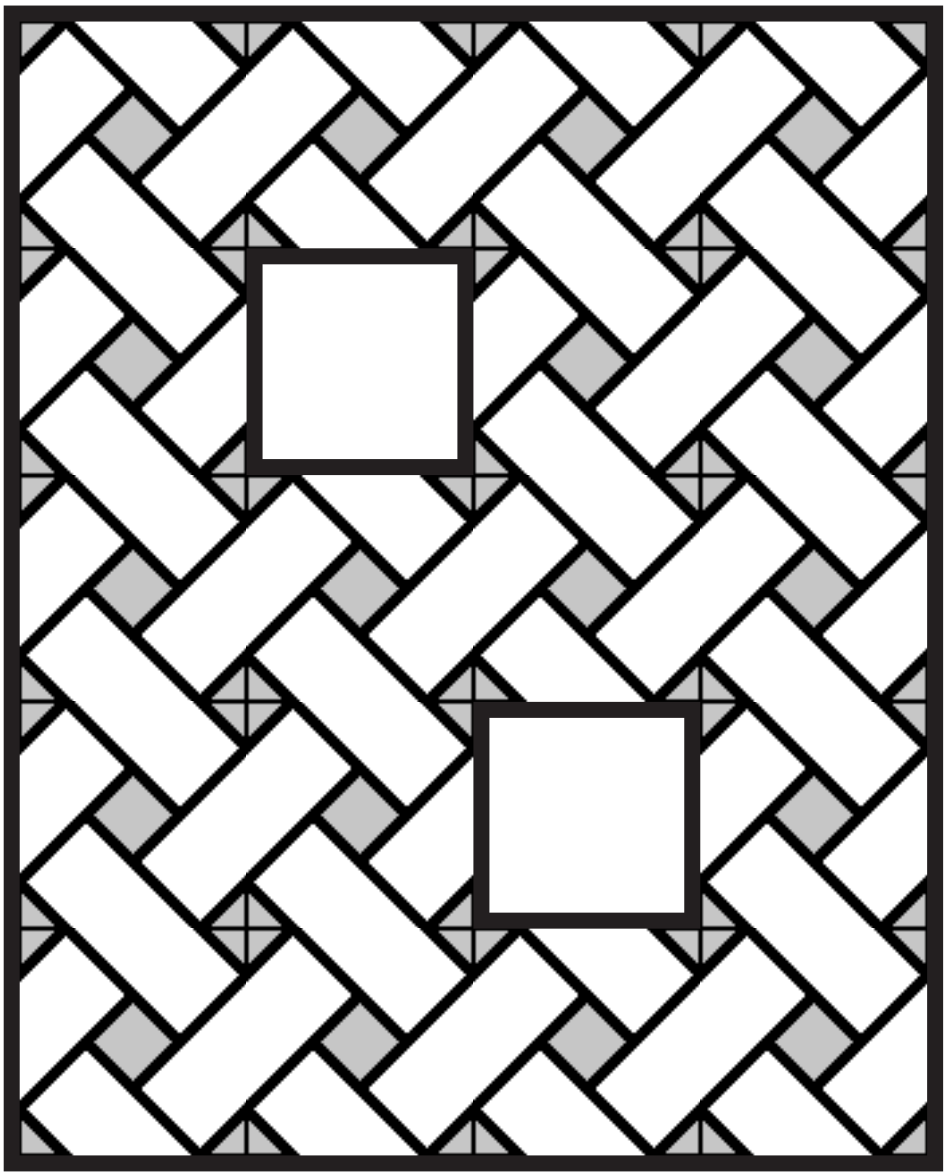
A		5
B		6
C		1
D		5
E		4



Solved

No. 25

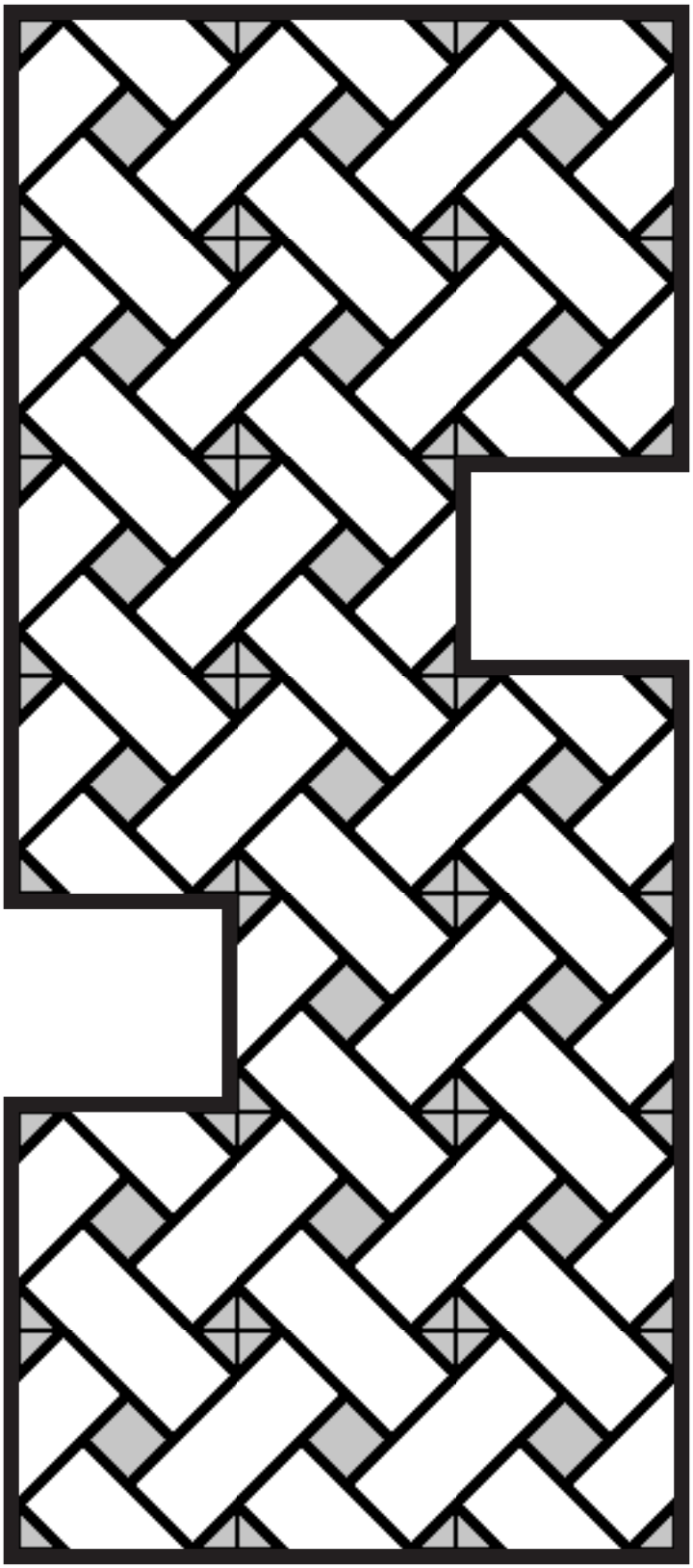
A		5
B		6
C		2
D		4
E		4



Solved

No. 26

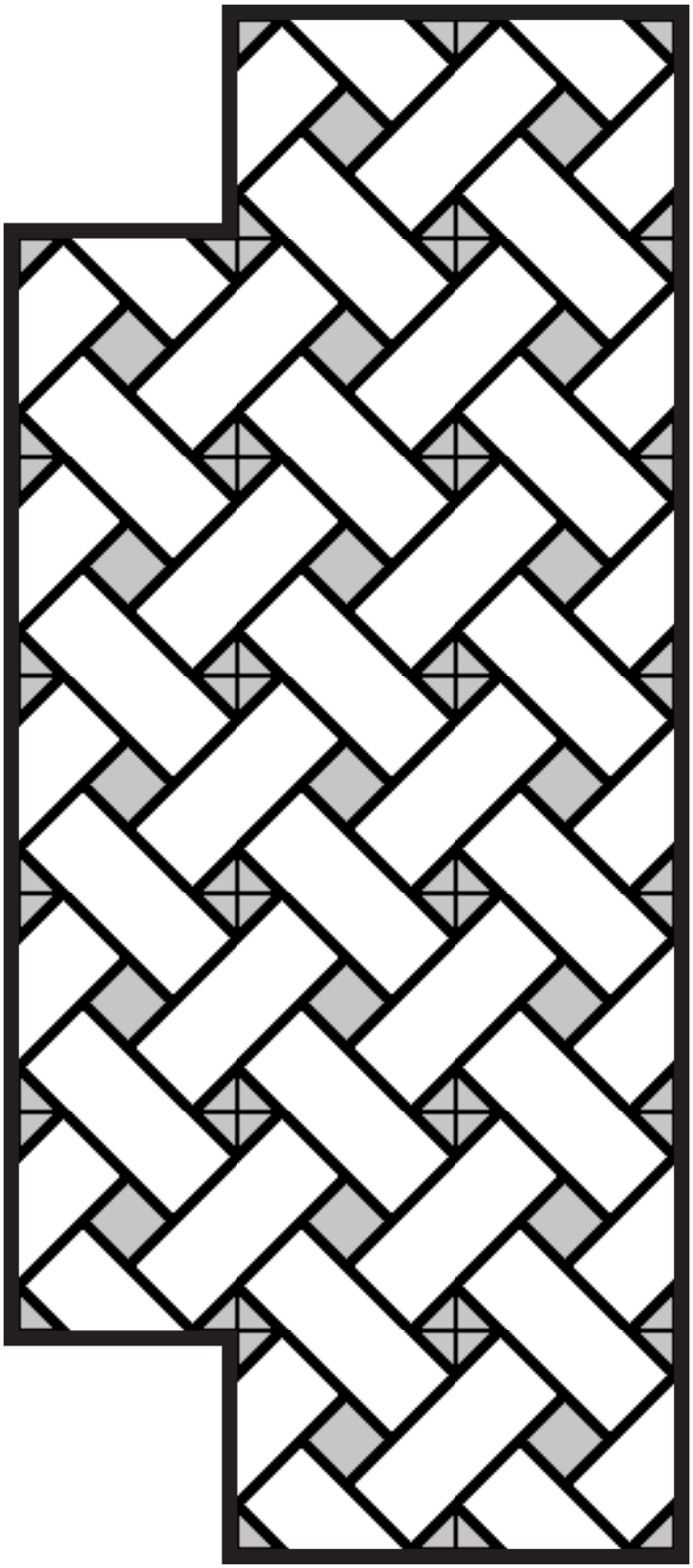
A		3
B		6
C		3
D		5
E		4



Solved

No. 27

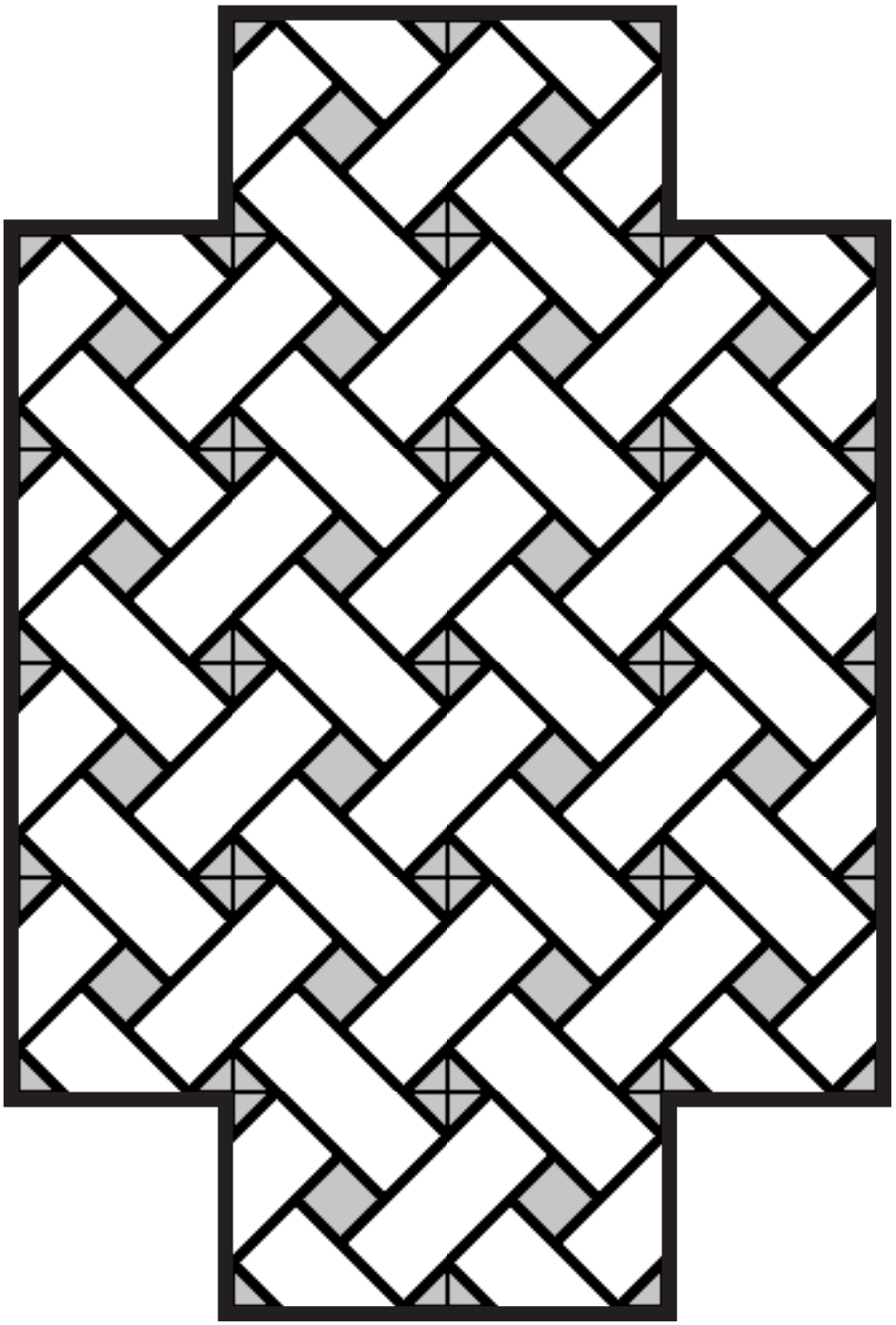
A		6
B		4
C		3
D		5
E		4



Solved

No. 28

A		5
B		6
C		3
D		5
E		4



Solved ☐

No. 29

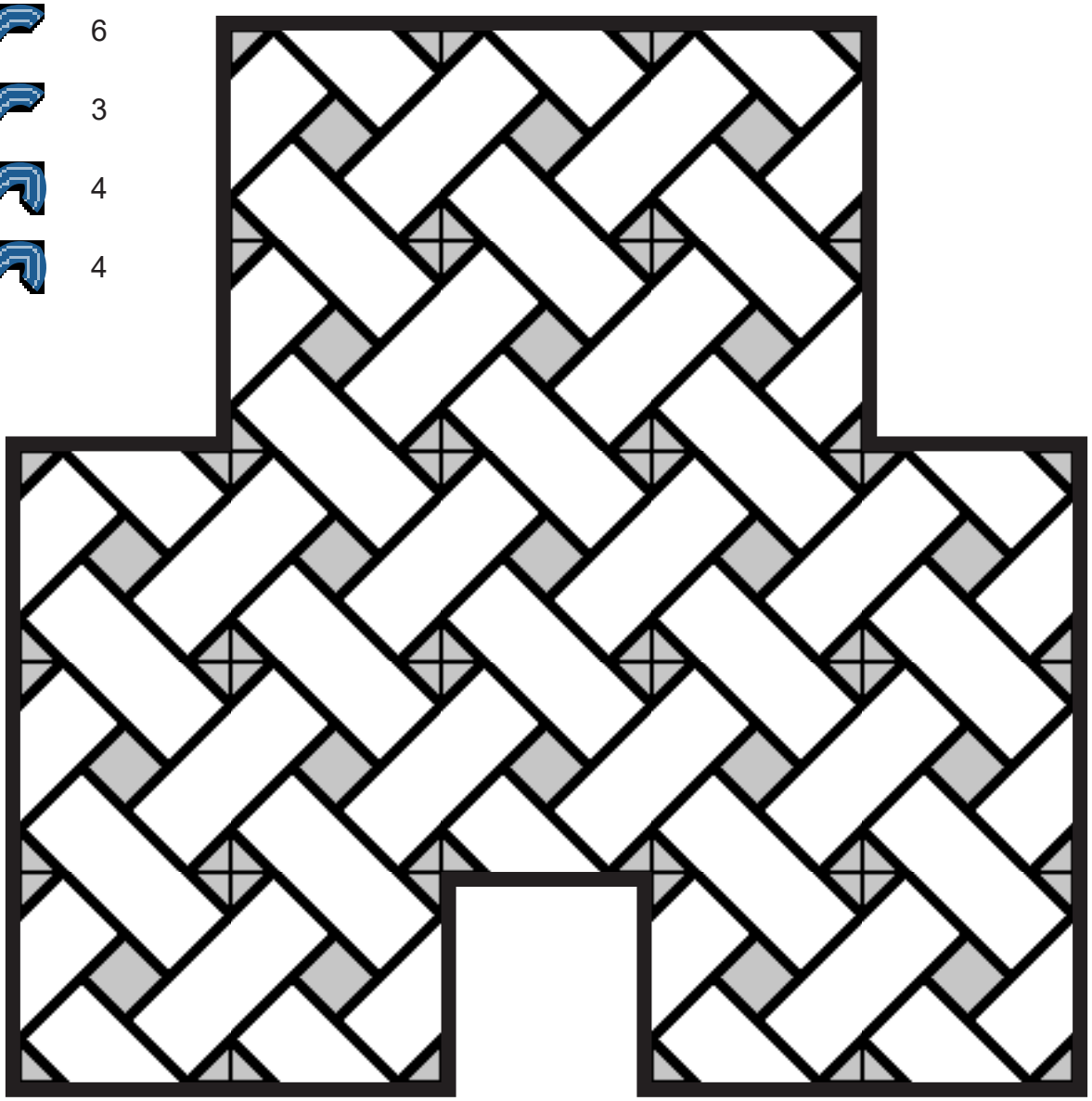
A 7

B 6

C 3

D 4

E 4



Solved ☐

No. 30

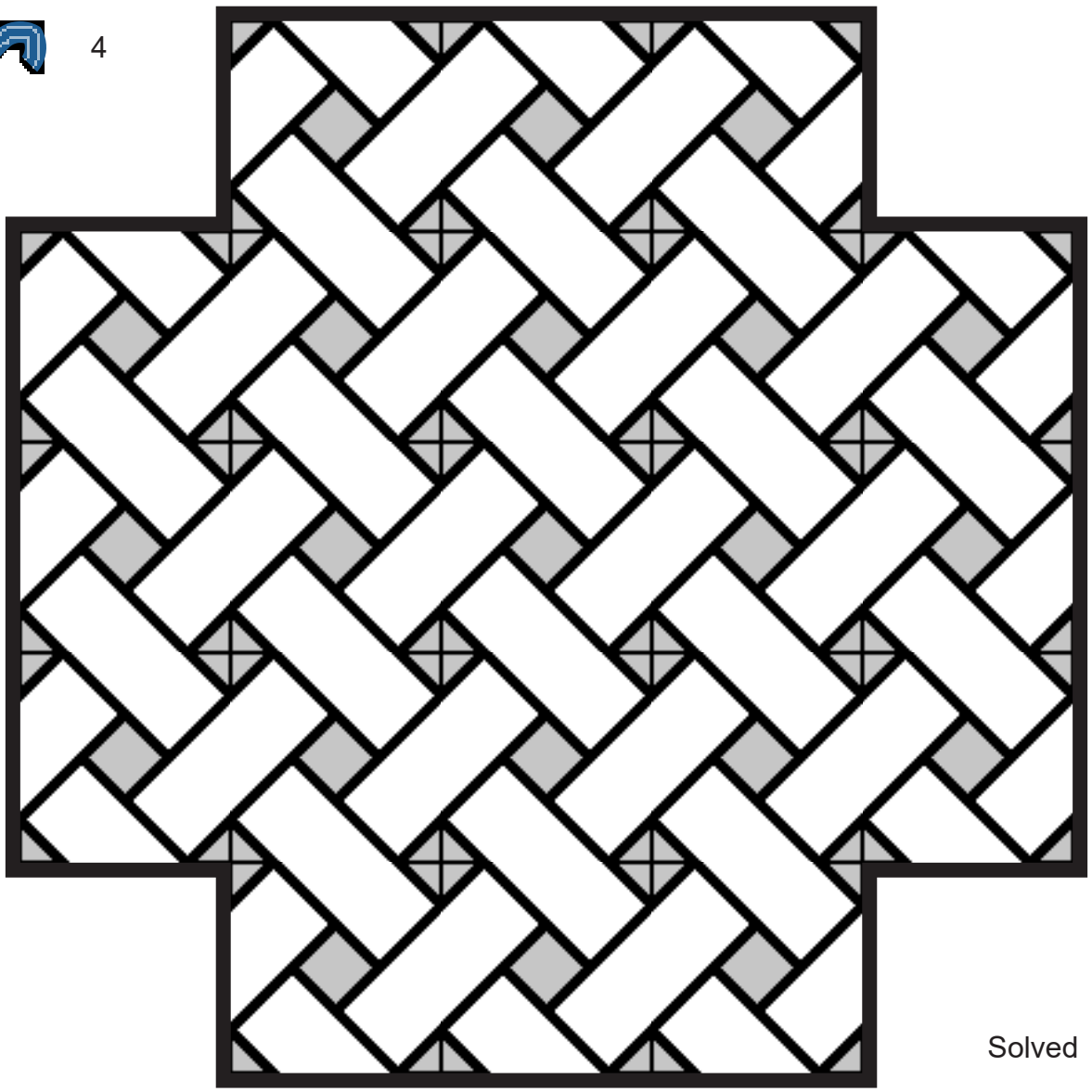
A  7

B  6

C  3

D  5

E  4



Solved ☐

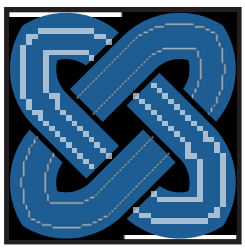
SOLUTIONS

You will find the solutions on the next few pages. Here you can check whether you have found the correct solution or get a hint here in case you get stuck.

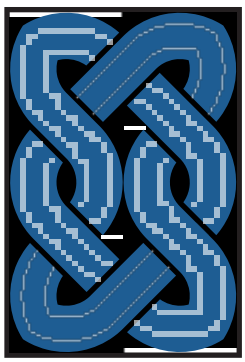
It is also a lot of fun to recreate the knot patterns with your tiles according to the pictures.

For each conundrum there is one solution for the given tiles. However, with some conundrums there are several solutions. These are marked with this additional symbol, however, only one of the possible solutions is shown here.

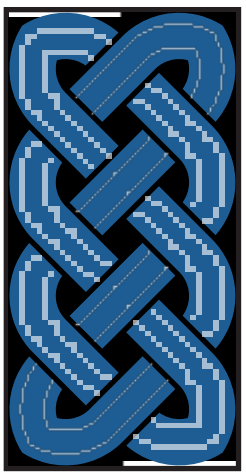
No. 1



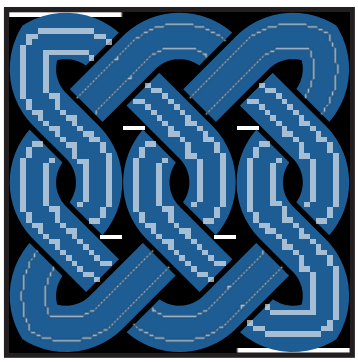
No. 2



No. 3



No. 4



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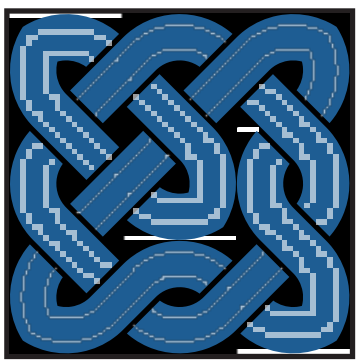

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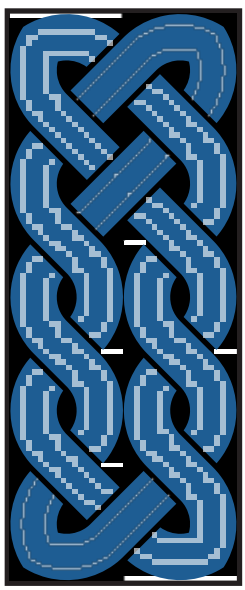

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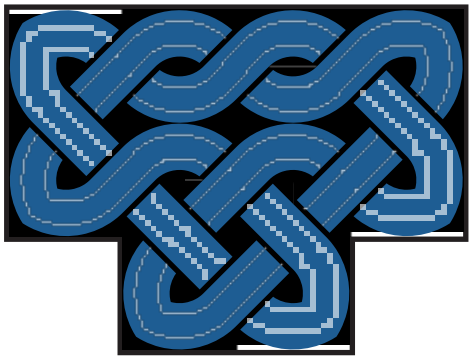

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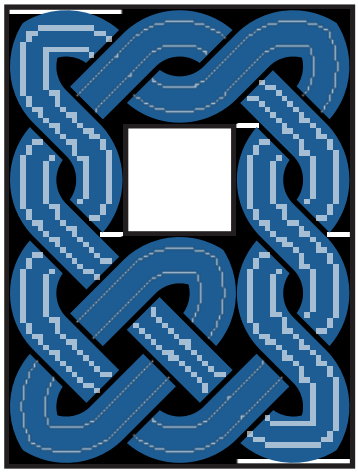

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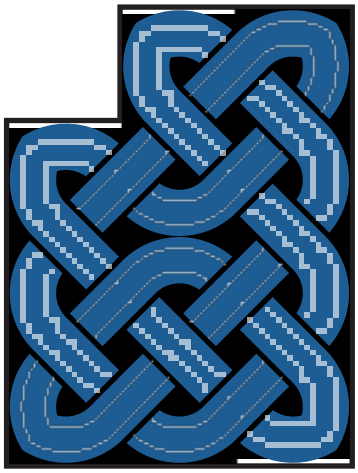

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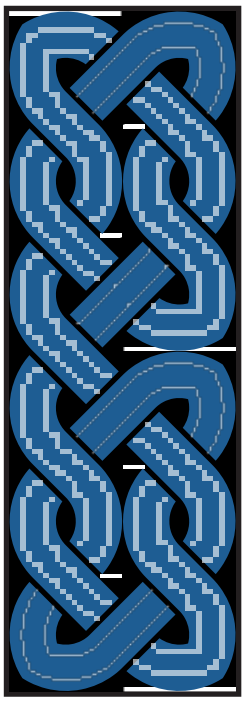

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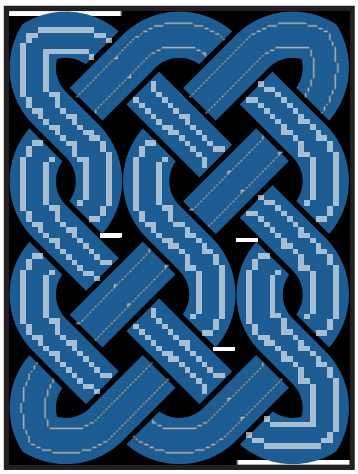

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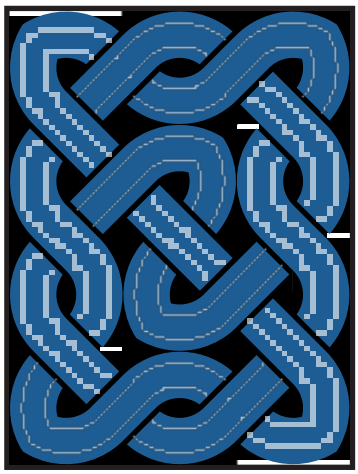

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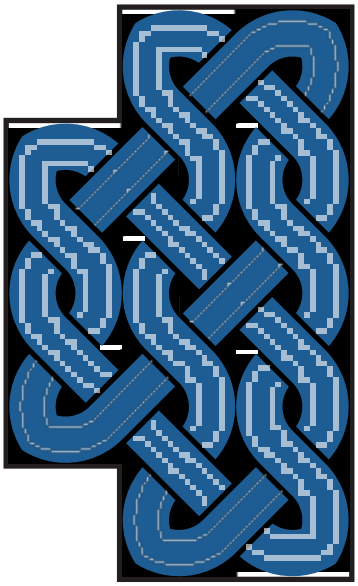

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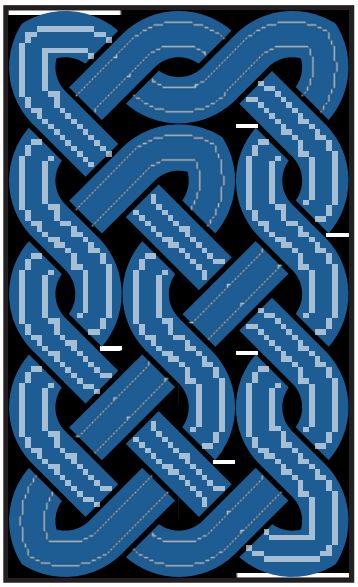

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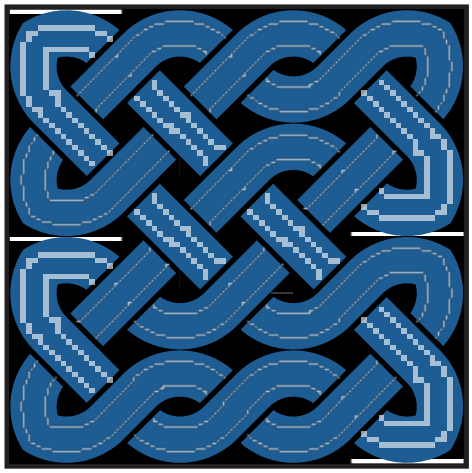

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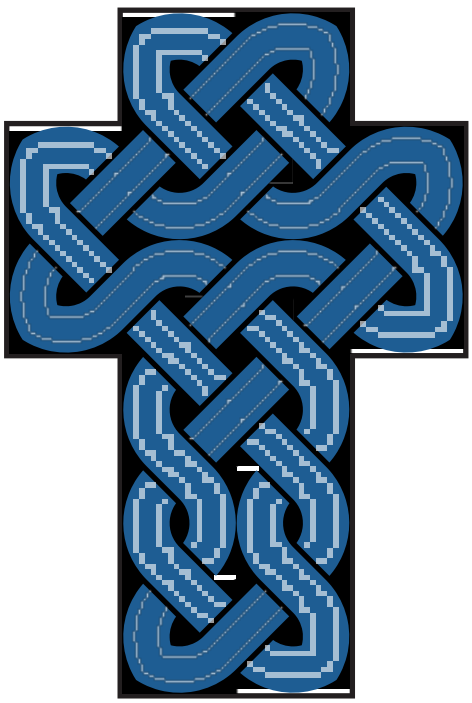

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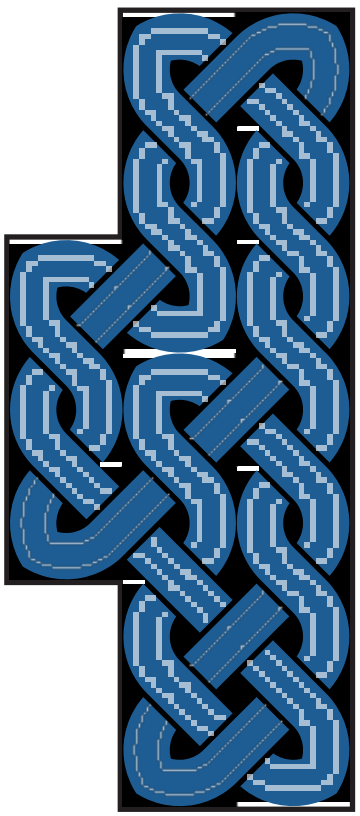

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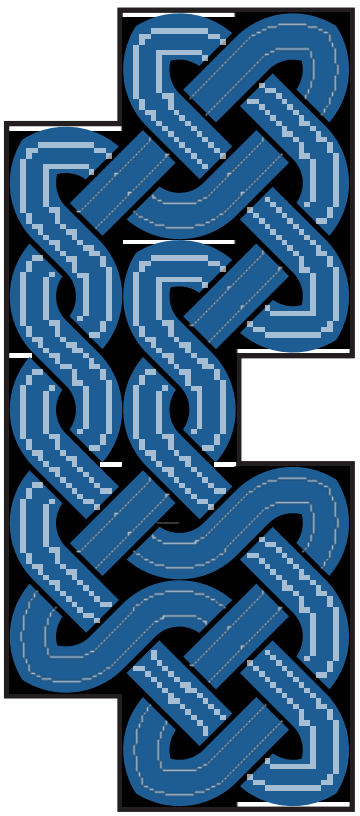

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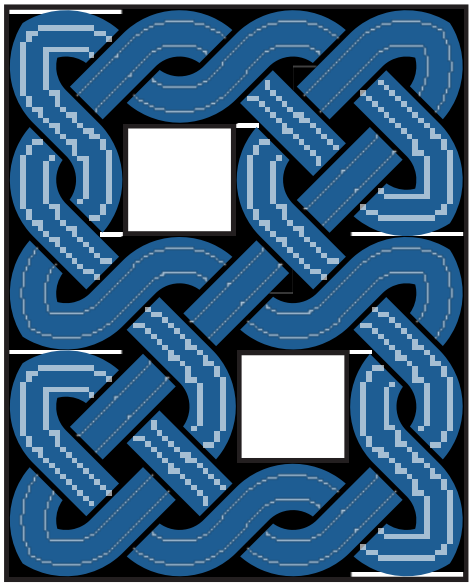

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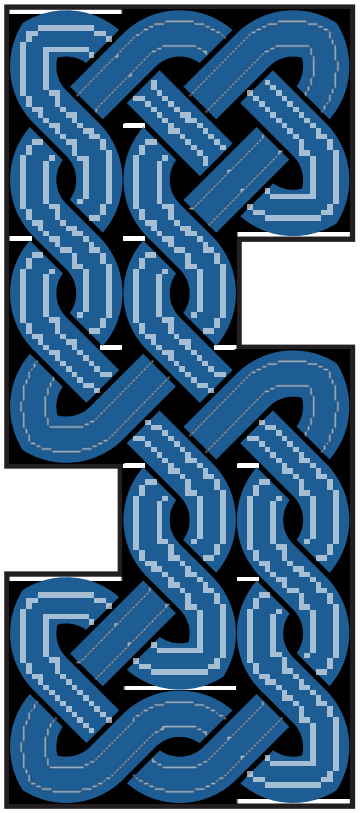

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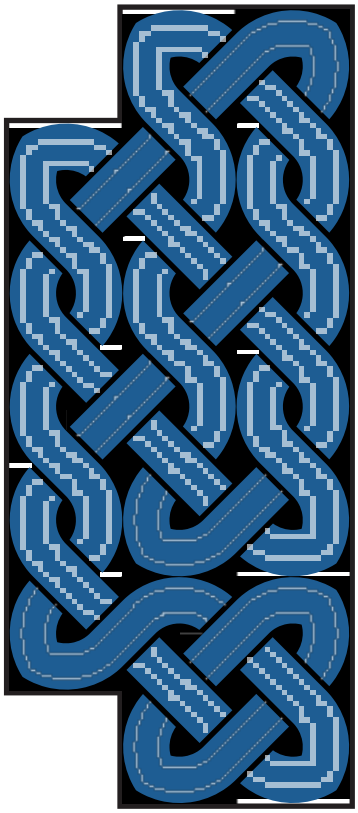

No. 28

No. 29

No. 30