

THE CRYSTAL MAZE

UNITED KINGDOM, AZTEC ZONE

"Ropes and Ladders"



The room is divided by tall walls into a four-by-three grid. Using a series of knotted ropes and wooden ladders attached to most (but not all) of the dividers, the player must search for the crystal hidden on the floor in one of the grid cells, then get back to the room's door before the end of the time limit. They must use the ropes and ladders provided and descend into each cell as they pass through - they cannot simply climb along the top of the walls.

"Blow Me Away"



The player enters on one side of a bamboo fence, with a blowpipe attached to a pivot on the fence. Using it and a provided pile of ball bearings for ammunition, they must hit a series of nine glass panels on the far side of the room. The panels cover sand-filled tubes of different sizes, with the larger tubes being emptier and the smaller tubes holding more sand. When a panel breaks, the sand behind it will pour into a sheet net on one side of a counterbalance; when the net is heavy enough, the crystal will roll down a gutter to the player.

"Another Brick in the Wall Season 1"



A giant rock wall is placed in front of one of the room's walls, with fifteen holes. There are nine bricks on the ground, which must be correctly fit into their respective uniquely-shaped holes. To make it easier, each brick is marked with a letter of the alphabet on one side, and when the blocks are fit correctly these letters will spell an Aztec-related word when read from left to right. Once the word is formed, a statue on top of the wall will tip, dropping the crystal to the floor.

"Reshape the Shape Season 1"



The player is presented four giant 'stone' blocks arranged to form a perfect square. Using the wall-mounted panel as a pictorial instruction, they must rearrange the four blocks to form a rectangle. When the rectangle is formed, the panel's hatch will open to release the crystal.

"Strolling Log"



The crystal is in a cage hanging from a hook above the far end of a pool. The player must cross the pool using a slowly-rotating log to stand on, then reach out to grab a short pole with a second hook on it, use this pole to grab the cage, and return to the room's door. There is no steady surface at the far end of the pool, although there is an extremely narrow ledge which can be used for assistance. The crystal cannot be removed until the player returns to the door, and if they drop it in the water the game ends immediately (although they are not locked in).

This game holds two Crystal Maze records: the fastest time for a successful finisher (eighteen seconds) and the game played most frequently in a single season (ten times in thirteen episodes, although it wasn't played in the season premiere and thus appeared ten times within the space of twelve episodes).

"Tabletop Treasure Hunt"



A table is divided by ropes into a six-by-twelve grid, with a diorama of an Aztec landscape on it. Using a cryptic clue for reference, they must locate a clue hidden in a compartment beneath one of the grid cells, then use this clue to find the crystal hidden under a second cover. However, if they make more than one mistake (by lifting an incorrect cover), the game ends immediately, though they will not be locked in.

"Balancing Act"



The room is divided into two parts by a wall, with a seesaw extending through the 'window' into the back half. The crystal is perched on a small ledge near the top of the far wall, and the player must use the seesaw to reach it. However, as it will tip under their weight they must use a provided shovel to scoop sand into a crate on the closer, lower end of the seesaw until their own weight is counterbalanced.

Two separate players simply used the shovel itself to swipe the crystal from the ledge.

"Mechanical Bullseye"



The player must climb onto a mechanical bull and remain on it as it spins and bucks slowly, using a paintball gun to fire at a bullseye target on the room's far wall. When they hit the centre ring of the target, represented by a light, a hatch on the wall will open to release the crystal.

Paintball? How... Aztec relevant. At least the safety mattresses surrounding the bull were covered in Aztec-esque blankets.

"Word Pyramid"



The room contains a tall monument with a seven-letter word at the top, and five rows of holes in various shapes – six squares, five circles, four stars, three triangles, and two oblongs – with the crystal release hatch directly below the oblongs. The player must use a series of shaped tiles marked with the same letters to fill the gaps, so that each row spells a valid word using all but one of the letters in the above row. There are seven tiles of each shape, each with one letter from the starting word. When all five rows are complete, the hatch will open to release the crystal.

This game is incredibly dependent on the starting word to determine the difficulty level – I've found multiple solutions for the playing where 'Emerald' is the starting word, but none for the playing where 'Ancient' is. Either way, it's still not interesting to watch on television.

"Think Outside the Box"

NO STARS

A five-by-four grid of tiles is placed on the floor, with each tile showing five images and a symbol above each column. Five of these tiles are removed from their positions in the grid and placed to the side. Given only the hint that the logical pattern behind the tile placement runs from top to bottom, the player must work out the pattern – as subtitled, that the symbol above each column does not appear on any of the tiles in the column – and place all five removed tiles in their correct positions in the grid.

This is one of only two games not designed for a Christmas special to appear only once. Unlike the other game with this dubious honour, there certainly seems to be plenty of logical reasons why this one was never reused, to the point where "it debuted in the season finale" is only about fourth or fifth on the list.

"Communion Waters"



The player is presented a pool, with a rickety suspension bridge spanning the distance from the entrance to a 'god' statue at the far end. Given only the clue 'the gods smile on the generous', the player must work out that they need to carry prop coins from a small container on the entry platform to the statue, feeding them into its mouth. When all of the coins have been placed inside the mouth, the crystal will be released and roll down a gutter to the room's entrance.

"Flow and Arrow"



The player enters on one side of a bamboo fence, with an archer's bow attached to a pivot on the fence. Using it, they must fire a provided pile of arrows (one at a time) at five sacks dangling from a rail. Each sack contains a water-filled balloon (two

in the kids' special), and if a balloon is broken water will flow out of the sack and down a gutter into a sheet net on one side of a counterbalance. When the net is heavy enough, the crystal will roll down a gutter to the player.

"Show My God"



A fairly simple challenge, the player is presented the base of a narrow statue with a tall pole sticking out of the middle, as well as a group of additional 'stone' statue pieces, and must place them on the pole so that the statue is correctly formed. When they do so correctly, the hatch on a wall-mounted panel will open to release the crystal.

"Flying High"



One wall is covered with a giant sloped frame containing four square puzzle pieces placed in the corners of a four-by-four grid. Each of these pieces, and twelve pieces scattered on the floor, are marked with snakelike sections of 'dragons', and the player must fit the pieces on the floor into the correct places on the sloped surface so the dragons are formed properly. When they do so, the crystal will be released from a pipe at the top of the wall and will roll through the frame, behind the puzzle, along the path of one of the dragons so it rolls into an ornamental mouth for collection.

Truly not a bad game – it is recycled into a Medieval Zone game later in the show's run – but especially when said Medieval Zone exists, the choice of putting a dragon-themed game in the Aztec Zone makes no sense.

"It's Just a Jump to the Left, and a Step to the Right..."



After being directed to stand on a small podium near the door when they enter, the player must traverse a series of simple obstacles (a second podium, a series of rails on the wall, a flying fox, a pair of parallel ropes, a ladder bridge, and a ledge) to reach the crystal on a small perch, then return to the entrance the way they came. However, if the player touches the floor inside the room at any point, they will be locked in automatically.

What? You thought that an obstacle course that basically begins with those two exact steps, on a show essentially based on the concept of timewarps, hosted by the man who wrote *The Rocky Horror Show*, wasn't going to get that title?

"Dead Man's Chest"



The room is split in half by a wall, with a door-like barrier blocking the player from entering the back half. They must use a rope and pulley to lift the barrier, tying the rope to a peg in the ground to keep the barrier raised. Once the barrier is secure, they must enter the back half of the room to find a prop skeleton (not relevant), a heavy wooden chest, and a group of small logs. Using the two logs beneath the chest as a hint, they must work out the logs can be used like wheel axles to roll the chest through the door (turning a corner in the process). When the chest is in the front half of the room, they must untie the rope to lower the door, then use the key attached to it to unlock the chest, releasing the crystal.

"Pulley Other One"



Six wooden barrels are attached by axles to the room's back wall. With one giant elastic band in place as an example, the player must use a series of chalk lines in the back wall as a diagram to attach four additional elastic bands of different sizes to the barrels, forming a pulley system. When the bands are all attached, they must use a handle attached to the 'first' barrel in the network so that the pulleys tip an overhead tube, rolling the crystal stuck at the 'closed' end out through a hole in the open end for collection.

"Walk the Plank Season 2"



The crystal is perched on a small holder near the back of the room, with seven round platforms placed in the pool occupying most of the room. Using a small plank for assistance, the player must cross from platform to platform in order to collect the crystal, then return to the door the same way.

Due to the room's small size the platforms are close enough that jumping between them is very possible, but the player is forced to use the tiny plank every step of the way and it is too short to cover most of the gaps.

"Colour Blocking Season 2"



The player is presented a table with eight square tiles on it, each with its four corners painted red, yellow, blue, and green in some order. With two tiles already placed on the inset section of the table, the player must use the 'like to like only' hint on the wall-mounted panel to arrange the tiles in the inset section so that wherever two tiles share a corner, the colours of those corners match. Once all eight tiles are placed correctly and the inset section is full, the hatch on the panel will open to release the crystal inside.

"Pyramuddle"



Prior to entering the room, the player is told the rules of the game - a four-level Tower of Hanoi puzzle. Starting with a four-piece pyramid on a pole at the near end of the room, they must transfer the pyramid to a pole at the far end of the room, using a third pole for assistance. They can only move one piece at a time, and cannot place any piece on top of a smaller piece. Once they finish the puzzle, a hatch on the back wall will open to release the crystal inside.

The game is played three times - once with those outside the room allowed to give advice, once with those outside the room forbidden from doing so, and once where the 'no conferring' rule is not mentioned beforehand but stated partway through when those outside start to assist. In all three cases, the player won the game in less than a minute.

"Hoopla"

NO STARS

The player enters on one side of a bamboo fence, with the crystal at the top of a series of seesaw-like gutters at the far end of the room. Each gutter is blocked at its 'low' end and has a hook at its 'high' end. The player must be given a pile of quoits and must throw them at the hooks, so they tip the gutter and allow the crystal to roll through. Each hook needs two quoits in order for it to tip, and the player must work from top to bottom so that the gutters don't tip before the crystal rolls into them. When the crystal reaches the bottom, it will roll down a longer gutter to the player.

Between the obscene difficulty of the challenge to begin with, the high chance of a player's missed quoits tipping a lower gutter and making the game unwinnable, the short time limit, and the fairly low number of quoits available, it's frankly astonishing that one of the game's six players actually managed to win.

"Symbolism Season 2"



The room contains a six-level pyramid made of revolving wheels, each with eight designs shown on it. Using a poster showing which numbers six of the symbols represent (from one to six) for assistance, they must substitute the correct numbers into a series of equations on a second poster and solve each of them, then spin the corresponding level of the pyramid so that the symbol corresponding to the answer is displayed in a marked column. Once all six sums are solved correctly, the crystal will be released.

There's definitely eight symbols on each wheel... so are the other two decoys with no explanation, or repeats? Neither of the possible explanations makes any sense.

"Swings and Catapults"



The player enters on one side of a fence, with the crystal on one end of a seesaw on the other side. The player must assemble a provided group of bamboo lengths to form a corkscrew-like device, then stick it through the fence and use it to turn a crank, in turn swinging a hanging scythe in a pendulum motion. When the scythe swings high enough, it will cut through a rope holding a rock in place, dropping it onto the other side of the seesaw and catapulting the crystal through the fence.

"Food Flight"



The player enters on one side of a bamboo fence, with the crystal at the top of a line of sloped gutters at the far end of the room. They must use a provided slingshot to fire small 'rocks' (which appear to be balls of clay) at each of three targets shaped like statue heads. Each time a rock hits a panel at the back of the statue's oversized 'mouth', the gutter section beneath it will tip, allowing the crystal to roll down it and into the next gutter. Once all three targets are hit, the crystal will roll down a final gutter through the fence for collection.

"Ring Around the Ropes Season 3"



The player is presented a large frame with two interlocking ropes – one secured at both ends to the frame base, one attached at the ends to separate rings around a pole, with one end of the pole embedded in the base and the other covered by a large 'skull' that makes lifting the rings off impossible. A large ring with a key attached is also tangled among the two ropes, and the player must work out how to release the ring so they can use the key to unlock a chest on the other side of the room containing the crystal.

Despite the confusing description, the solution is fairly simple – pick up the rope attached to the frame and move it up through the rings and over the skull, dragging it back down through the rings on the other side to release everything.

"Murder Mystery Season 3"



The room is decorated as a cluttered Aztec home, with a 'dead body' in the corner holding the first clue in a simple treasure hunt. The player must use this clue to find another clue, and so on until they find the crystal hidden somewhere in the room.

"Swings and a Miss"



The crystal is waiting on a ledge at the far end of a pool, with six planks suspended from pairs of vertical ropes to form a line of swings. At the edge closest to the door is another pair of ropes with no plank. The player must find the missing plank hidden behind the door, attach it to the ropes, then use the seven swings as a bridge to collect the crystal, returning the same way. If they fall into the water at any time, the game ends immediately.

The first player to attempt this game missed the hidden plank and simply used the dangling rope to swing to the next plank.

"Gutter Balls Season 3"



The player enters the room on one side of a fence, with a zigzagging gutter system on the opposite side. The player must roll balls down the gutter so they land in a net at the far end. However, the curved sections at the ends of the zigzags (and a final straight section at the very end) are on rails and the player must slide them forwards and backwards as necessary so the ball can roll along the gutter without falling off. Once they get enough balls in the net to tip a counterbalance, the crystal will roll down another gutter and through the fence.

The final railed gutter section was not long enough to reach the net on its own and required balls to have enough speed and momentum from the last straight section to cover the gap. As a result, several players who did not have the final section lined up perfectly before the ball reached it found their balls dropping straight down the gap. (Given the difficulty in getting a ball to the final gutter in the first place – host Richard O'Brien seemed surprised the first time it happened as well – I have to assume it wasn't a deliberate flaw in the game.)

"Odd Blocks"



The player is presented a table with a four-by-four frame on it, and sixteen square tiles each showing a shape (circle, square, cross, or star) in a different colour (orange, green, blue, or black). Fairly simply, they must fit the tiles into the grid so that no two horizontally or vertically adjacent tiles show either the same colour or the same symbol. When they do so correctly, the

hatch on a wall-mounted panel will open to release the crystal.

Despite the obvious logic being that each colour and symbol combination is used only once (ie, there is a blue circle, blue square, blue cross, and blue star, and so on), there are two green circles and no orange circle to make the challenge slightly more difficult to complete.

"Gone Fishing"



The room is divided into three parts – a small 'river' down the centre of the room with a short fence on each bank. Using the hook on a rudimentary fishing rod, the player must snag the hooks attached to each of three plungers in the river, then fit them into their respective uniquely-shaped detonators to trigger a small explosion in a 'mine shaft' on the opposite bank. Once they have triggered all three explosions, they can climb an A-frame over the river to collect the crystal from the mine shaft.

"Treasure Hunt"



The room is decorated as an archaeological dig, with taut ropes just above the ground dividing it into a grid. Using a cryptic clue, a series of landmarks, and a compass painted on the wall for assistance, they must dig in a specific grid cell to find a sack containing the next clue and a uniquely-shaped peg which must be fit into a statue. They must then repeat the process three more times to find three additional pegs (with one of the buried sacks instead containing a key which unlocks a chest containing the next clue and peg). When all four holes on the statue are filled, the crystal will be released.

Not surprisingly, given the overly complex nature of the game (What purpose does the chest serve? Why not just have the clue and peg in the buried sack?), the clues being vague, and the ropes making it very difficult to move about, it's really not a surprise none of the four players to attempt the game won.

"Thinking; Outside: The Blocks"



The player is presented a large cage containing eight 3D blocks, arranged to form a three-by-three cube. They must open the cage and remove the blocks, then reassemble the cube on the ground outside the cage. When it is complete, a hatch on the wall will open to release the crystal.

This challenge used two sets of similar rules, both of which had the same basic goal, although one version turned out to be slightly too easy and the other turned out to be slightly too hard. Three of the four playings used the above format, which made it possible for them to finish quickly by simply flipping each piece over and building the cube so that the top level inside the cube was the bottom level outside, and vice versa, while the first playing instead had six pieces inside the cube in the wrong formation and two pieces outside in the correct formation, requiring them to solve the puzzle through trial and error. (Needless to say, the only player to lose the game was the one who had to deal with this set of rules, though her only having two team members giving advice as the other three were locked in other rooms in the maze may have played a part.)

"Oarsome Floorsome"



The crystal is placed on a small perch above the far end of a pool. The player must use a paddle and a small square raft to cross the pool, taking a tile podium with them and collecting two more from the side walls, before fitting each of the three podiums into slots on the back wall and using them as steps to collect the crystal. Once they have the crystal, they must paddle back across the pool to the door. If they return to the door through any other method (ie, by swimming or wading across the pool), they forfeit the crystal.

"Mismatching Pairs"



The player is presented a table with fourteen dominoes placed on it, each marked with two different colour-coded symbols (in either red, yellow, green, or brown). Using the wall-mounted instructions as a hint, they must place the dominoes in a snaking channel carved into the table so that where two dominoes meet, the same symbol is shown in two different colours.

When the snake is complete, two rails blocking a hole with the crystal inside will slide out of the way, releasing it.

"Gutter Balls Season 4"



The player enters on one side of a fence, with a pivoting gutter attached to it and extending out to a triangular pegboard on the other side. As balls are released from the top of the 'pyramid', they will bounce off the pegs on their way down, altering their trajectory. When the ball reaches the bottom, the player must catch it with their gutter. If they succeed, it will roll down the gutter into an adjoining gutter, then into a net on one side of a counterbalance. If they miss the ball, it will roll down a second gutter into a net on the other side of the counterbalance. When there are four more balls in the 'caught' side than in the 'missed' side, the crystal will be pushed down another gutter and through the fence.

"Unflappable"



The player is presented a table covered with a series of cards, most of which are marked with letters. Some of the cards are stationary, while others are hinged and can therefore be placed in either of two positions. They must work out how to flip the cards, overlapping them as necessary, to spell the words 'The Crystal Maze'. When they do so, a hatch on the wall will open to release the crystal.

"Gag the Gods"



The player enters on one side of a fence, with a long rail attached to it and continuing to a sloped surface on the other side. On the sloped surface are four large statue heads with jaws that raise and lower at different intervals. The player must roll balls from a provided pile down the rail one at a time, aiming to get them into the statues' mouths when they are open, stopping the mouths from closing. Once all four statues are gagged, a hatch on the wall will open to release the crystal.

"Over the Ledge"



Prior to entering the room, the player must put on a safety harness with two hooks attached to it by rope. They must stand on a small podium just in front of the door, then turn around and step onto a very narrow ledge on the room's front wall, hooking one of their safety ropes into a bolthole overhead as they do so. They must then use a series of similar ledges at various heights to traverse around the room to reach a second podium and collect the crystal. Once they have done so, they must climb up a short ladder, place both hooks into a hole at the end of a rope and slide across the room to a second ladder before unclipping and stepping back down to the starting podium. However, if they step on the floor (filled with bamboo 'spikes') at any time, they will automatically be locked in.

One of the ledges slides back into the wall once the player steps off it, but since the route around the room is linear it really serves no purpose at all beyond making it impossible for the player to backtrack if they are running out of time.

"Wagon Train"



The player is presented a makeshift railway track running down the centre of a pool to a large wagon. However, most of the poles forming the track are missing. The player must locate these missing rails behind the door, then finish the track by placing the poles in their uniquely-sized gaps, using the support planks for balance. When the track is complete, they must roll the wagon along it to the front of the room, use a chained key to unlock it, revealing a locked chest, then slide it back across the track to a second chained key near its original starting point, allowing them to unlock it and collect the crystal waiting inside.

"Blood Rush"



The player is presented a pool, with a log spanning the distance from the entrance to a 'god' statue at the far end. The log is divided into six sections, each of which spins independently on an axle, and a rope spans the same distance several feet above. The player must locate a small bucket on the entrance platform and fill it with red water from a water feature, then

use the rope for balance as they cross the log, pouring any water still in the bucket (which hasn't fallen out either by the player's movements or by the small holes in the base of the bucket) when they reach the statue into its mouth, a funnel which will flow into a clear container it is holding. When the container is full to a marked line (apparently equivalent to three full buckets), the crystal will be released down a gutter and land on the platform near the door.

Probably the most sadistic Crystal Maze game ever designed – the logs are hard enough to balance on as is, the rope makes it impossible to simply sprint across and hope for the best, leaning too far on the rope in either direction makes it much easier for a player to slide straight off the log into the water, and not leaning far enough on the rope means the water dripping out of the bucket's holes will land on the logs, making it even more slippery. Plus after the first failed attempt the player is drenched anyway.

"Drain Your Balls"

NO STARS

The player is presented a ramp with several small lengths of guttering on it, each closed at one end and positioned on a central pivot, with a cargo net suspended a short distance above. Climbing on the cargo net, the player must reach a handle at the top and use it to turn the gutter sections as needed to roll one ball from a holder at the top of the ramp to a second holder at the bottom. The handlebar will prevent the ball from rolling out of a gutter until it is released. When they get a ball in the bottom holder, it will push the crystal out and into a bucket, allowing the player to lift it up for collection.

The main problem with this game is how time-consuming and fiddly it is – if the player gets anywhere near the bottom on their first attempt but fails, they don't have enough time to succeed with another ball... and it already has the longest time limit the show offers for a game.

"Troubled Bridge over Waters"



The player is presented a small pond, with a curved block on each side forming the base of an arch, and a series of additional curved blocks strewn throughout the room. Using the coloured snakes painted on the sides of the blocks for reference, the player must assemble the rest of the arch correctly by sliding each piece into an anchor hole. However, one of the pieces is a decoy and will not fit. Once the puzzle is complete, the player must use the key attached by chain to the middle piece to unlock an overhead cage containing the crystal.

Although the desire to end the episode in the Aztec Zone makes sense as a kind of symmetry to the very first episode, the choice of ending Richard O'Brien's tenure as host with this underwhelming game is... unexpected, to say the least.

"Wrecking Ball"



The player enters on one side of a fence, with three towers made of domino-sized blocks at the far end of the room and a series of dangling ropes in between. The player must use a hooked pole to reach one of these ropes, hang a provided jug from it, and swing it across the room like a pendulum to knock over the towers. When enough of the tower is knocked off its perch, the crystal will be released to roll down a section of gutter and the player can move to the next tower. The player can switch between ropes at any point, even if a tower has not been fully demolished. Once all three towers are demolished, the crystal will roll down a gutter and through the fence.

"Poles in Holes"



The player is presented a large tray with 25 holes arranged in a five-by-five grid. They must place 25 poles of different sizes into the holes so that a pyramid-like formation is displayed, with the central pole being the tallest, the eight surrounding it being slightly shorter, and the outer edge of the grid being the shortest. However, the holes are of different depths, requiring the player to shuffle poles around until they find the correct holes. When the pyramid is correctly formed, the hatch on a wall-mounted panel will open to release the crystal.

In order to adequately display the pyramid model needed in the finished diagram, the panel is attached to the wall by its top instead of its back, allowing the model to be shown horizontally.

One of the more bizarre modifications to a challenge's staging here - in the first playing the poles are waiting on the ledge behind the door, in the second they are already in the frame but most are in the wrong holes, in the third they're back on the ledge, and in the fourth and final playing the diagonals are all correctly placed and the player only has to do the remaining sixteen. This last playing was the only one of the four to be won - none of the first three even came close.

"Dino-Mite"



The room is decorated as a mock archaeological dig, with a half-complete dinosaur skeleton on the ground. Fairly simply, all the player has to do is collect the remaining skeleton pieces from around the room and fit them into grooves representing their places in the skeleton. When they do, the crystal will be released through the skeleton's eye socket.

Ah, yes. The Aztecs are well-known for their pet dinosaurs. Or is the link that the Aztecs themselves practised archaeology? Because... no. Not really.

"Magic Eight Balls"



The player enters on one side of a fence, with a mock pyramid on the other side. As balls are released from the top of the pyramid, the player must use a handle to raise and lower four sections of the ramped surface to form a staircase, tilting it from side to side as needed to roll the balls into holes on either side. Once all eight holes are filled with balls, a hatch on the wall will open to release the crystal.

All of the balls used for the game are yellow, resulting in the four differently-coloured holders (two of which were yellow) confusing more than one player during the season.

"Sinkers and Floaters"



The player is presented a pool with a dock stretching partway across and a giant water wheel at the far end. They must drag a series of floating platforms into place and secure them to the dock to extend it until it reaches the water wheel, then spin it at the right speed so water is collected in containers when they are underwater at the bottom of the wheel and poured into a gutter when they reach the top. The water flows into a bucket on one end of a rope-and-pulley rig; when enough water has been poured into the bucket a weight attached to a gutter will raise, sending the crystal rolling down for collection.

Without question this is the most physical game used in any of the kids' Christmas specials. The only adaptation made from the format used is that the player only has to drag and attach three dock sections instead of four. (The child who played it won with over a minute left in their time limit.)

"A Bridge too Far"



The player enters on one side of a barricade, with a model suspension bridge hanging above the far end of the room. The bridge is held in place by five ropes, each attached to one of five levers on the barricade. However, the pairs are not always in the same position - the leftmost rope is not necessarily attached to the leftmost lever, and so on. The player must work out which lever is attached to which rope, then push and pull them to raise and lower the relevant ropes so the crystal is transported from the far left of the bridge to the far right, at which point it will roll into a gutter for collection.

Despite being played five times during the season, nobody seemed to understand the game and they all basically flipped levers back and forth hoping for the best.

"Nest Eggs"



NO STARS : SCORE N/A

The player enters the room on a suspension bridge, with towers in each of the room's corners and a line of four empty birds' nests running down the centre of the room. The player must climb the tower on their left and use a pole to vault to the back of the room, then repeat the process to reach the far-right tower, where a bunch of oversized prop eggs is waiting. They must

transfer them to the front-right tower using a third pole with a giant eggcup at the top, moving back and forth along the course as necessary. This third pole has a rope attached allowing the player to pull it back once it has been pushed away to deliver the egg. When the player has transported the eggs, they must place them into the nests to form a series of stepping stones to the crystal. However, if the player touches the 'swamp' floor at any point, they will be locked in automatically.

"Memory Block"



The player is presented a table with eight carved square sections (each with jigsaw-style extensions) and eight blocks. They must fit these eight blocks into the holes to spell two four-letter words (the first always being 'Lift', the second varying), then use these as a hint to lift up one of twelve marked tiles beneath their feet to find the crystal beneath.

"Black and White"



The player is presented a table with dozens of holes on it, and a sliding rail filled with twelve balls – some white, some black. They must work out how to turn, slide, and adjust the rail so that all of the white balls drop into the table's holes. When they do so, a hatch on the wall will open to release the crystal. However, if all of the black balls drop into holes, they will be locked in automatically.

In one playing, there are six balls of each colour; in all of the others, there are eight white balls and four black balls.

"Layer Fake"



The player is presented a painting showing an Aztec pyramid on an island with three mountains in the background. They are also given a series of large puzzle cards showing elements of the layered picture, with unseen pieces also present, and must work out how to overlay them on a second wall panel so an exact replica of the shown image is formed. Once the picture is correctly formed, a hatch on the wall will open to release the crystal.

"Fire and Water"



The player is presented a pool, with a narrow balance beam snaking down the centre and six unlit torches in different positions. They must pick up a bar with a lit fireball at each end and walk along the balance beam, lighting the torches as they go by reaching out with the bar so the relevant fireball ignites it. Each time a torch is lit, a smaller torch at the back of the room will also light. Once all six pairs are lit, the crystal will be released and will slide down a zipline for collection.

Impressive in appearance but incredibly trivial, it's never explained how the pairs of torches are connected or why the back ones are even needed – they're clearly not burning through the rope to release the crystal, because the rope would fall and make it impossible for the crystal to slide down.

"Take Your Tablets"



The room is divided in half by a gated fence. On the player's side as they enter are three large square blocks, each containing several knobs at various places. The player must pick up one piece at a time and carry it to a group of four slots in the fence, positioning it so it and the pegs attached slide through the slot. Once all three are in position, they must crawl through a hole in the fence to the back half of the room, pull the pieces out of the other side of the slot, and place them upside down in a second frame so the visible side is flat and forms a circular image. When they do so, a drawer beneath the frame will open to reveal the hidden crystal.

"Too Much, Too Little, Just Right"



The player enters on one side of a fence, with a three-sided counterbalance on the other side. They must use a provided coffee scoop to transport sand into each of the three nets, so that the pole in the centre of the counterbalance is positioned directly below a small tube containing the crystal. When it is balanced, they must pull a rope to release the crystal, dropping

it down the pole and into a gutter for collection.

"Chuck a Rock"



The player enters the room on one side of a small fence, with three large model volcanoes on the other side. They must use a catapult to fire prop rocks over the fence one at a time, aiming to land them in the volcanoes' craters. Each time they land a rock in a crater, a narrow strip at the front of the model will slide sideways, moving the crystal in front of the next volcano. Once all three volcanoes are hit, the crystal will slide into a gutter and roll through the fence for collection.

"Punch the Air"



The room is split into a five-by-five grid of sheets. Entering the room beneath the grid and therefore forced to crawl throughout the game, the player must locate a ball on one of the twenty-five sheets and transport it to a storage tube in the corner of the grid by punching through the sheets with enough force to propel the ball above the short sheet barriers dividing grid cells. Once the ball lands in the tube, another one will be released and the player must repeat the process. When three balls have been transported to the storage tube, the hatch on a wall-mounted panel will open to release the crystal.

Bizarrely, this game is harder in the kids' Christmas special than in the season proper - the "three goals wins" rules are used in the special (and for the game's first playing in the main season), but for the remaining two playings the player only has to score two goals in order to win the crystal.

"Daylight Swapping Time"



The player is presented a table with a simple 'grid' (two squares sharing a common edge, basically) containing three skulls, a sun, and a moon, and must slide the pieces along the grid lines so that the sun and moon (which start in colour-coded corner 'temples' representing the other item) switch positions and are in the correct temples. The pieces all have large bases that basically force them to move from vertex to vertex only, and once the sun and moon are in the correct temples the crystal will be raised up a shaft to the top of a model pyramid for collection.

"Solar Roller"



The player enters on one side of a fence, with a zigzagging gutter system on the other side. Four of the straight sections are replaced by revolving 'suns', and when the crystal is released at the back of the room the player must use levers to release braces at particular points so that the crystal rolls into one of several scoops on the sun, which will lift it up and deposit it in the next gutter section. If the player releases the brace with the wrong timing, it will land in a second gutter and roll back to the start of the course. After successfully negotiating the crystal onto the fourth sun, it will roll down a gutter to the player for collection.

"Smash and Grab Season 6"



The player is presented three sloped poles, each with a sand-filled urn at the top, and a mallet attached to a rope. They must use the mallet to smash one side of a seesaw so that a block is propelled up each pole and smashes the urn, with the debris falling onto a conveyor belt and rolling into a net at the back of the room. However, the rope is coiled around a slowly-revolving pole, meaning the player will have less leverage as the challenge continues unless they unravel it from the pole. Once the net is heavy enough to tip a counterbalance, a small cage will lift to release the crystal.

One player lost the game simply because he didn't realise the belt was moving to the back of the room and left the front urn for last, meaning the debris from it didn't have enough time to get to the back.

"Legends of the Hidden Shrine"



The room is set up as a simple maze, with four 'shrine' cupboards near the entrance each showing a different animal. The

player must search the maze for three costumed guides, who will each give a verbal clue which can be used to eliminate one of the shrines as the crystal's hiding place. Once the player has found all three guides, they must return to the shrines and use the clues to work out which one contains the crystal opening it. If they find they crystal they can return to the door and leave immediately; if they open the wrong shrine, they are locked in automatically.

"Stylus over Substance"



The room is split into half by a large sheet, with a large mechanism connecting a 'stylus' on each side. The player must slide their stylus along a curved surface to 'trace' an unseen shape on the matching surface behind the sheet (with the 3D pieces blocking the hidden stylus from moving and thus also blocking the first), then identify which of the eight shapes drawn on the edge of the surface is the hidden shape and roll the stylus over the corresponding tube, so the crystal inside rolls down a tube for collection. If they guess incorrectly, the crystal will disappear and the game ends immediately.

One player solved the puzzle correctly, but was unable to find the collection tube within the time limit.

"Grid Block"



The player is presented a covered table divided into a grid formation by several stationary blocks, with several holes around the edge, both on the base of the table and on the side 'walls'. The crystal is perched on a small holder inside the table, and the player must use a stick to push it onto any of the base holes so it falls through for collection. However, the stick is not long enough to reach from any of the wall holes to push it directly into a base hole, and they must work out how to use two sliding blocks inside the grid to extend their own reach enough to drop the crystal through one of the holes.

"Go Chasing Waterfalls"



The player is presented a pool with a giant funnel floating on a buoy in the centre (and secured roughly in place by four slack ropes). They must use a dock to reach the buoy and climb on, then pull or push the funnel beneath three gutters as water flows out of one of them at a time, changing in random intervals. Water which lands inside the funnel will flow into a tube on the platform at the room's entrance, raising the floating crystal. When the crystal is high enough for the player to reach, they can get off the buoy and collect it on their way out of the room.

"Double Balance"



The player is presented a pool with three balance beams running across it - one to a suspended gutter on the left, one to a seesaw-like balance at the far end of the room, and one to a sand bag on the right, with the crystal inside a cage on the scale. They must carry a bucket from the starting platform to the sand bag and fill it, then carry the full bucket to the gutter and use it to deposit the sand into the sheet net on the left side of the balance. However, at regular intervals sand will be released into the net on the right side of the balance, making it heavier. Once the player has gotten the two sides perfectly balanced, they must race across the central beam to collect the crystal from a hole in the scale.

THE CRYSTAL MAZE

UNITED KINGDOM, FUTURISTIC ZONE

"Rat Race"



The room is set up as a mirror maze, but the walls are low and covered by a grate, meaning the player must crawl through it (like a lab rat in a science experiment). All they need to do is find the crystal hidden somewhere inside the maze and return to the door.

Due to the small size of the maze - basically an eight-by-five grid - one player found the crystal seconds after starting and

ignored it, thinking the game couldn't possibly be that easy. It was, and another player finished in just 31 seconds.

"Shock Tactics"



The room contains a large incubator with a giant electrical plug and socket inside, although the plug is not yet complete. Using the incubator's gloves, the player must correctly wire the plug, attach the fuse and cover, and plug it in. When the plug is correctly completed and in the socket, a hatch on the side of the incubator will open to release the crystal.

"Crystal Voyager Season 1"



The player enters the room in a small airlock, with a door leading into a 'space pod' and a smaller airlock on the side wall for the crystal. The player must climb into the space pod and roll the buggy along the floor to a model satellite, use incubator gloves to open a glass door and collect the crystal, then place the crystal into its airlock before returning the buggy to its starting position and climbing back out to the door, grabbing the crystal from the other side of its airlock along the way.

Following the first playing, the player must collect a screwdriver from the crystal airlock while in the buggy, then use it to remove two screws holding the glass door in place. The remainder of the game is unchanged.

"Divot Pivot Season 1"



The player is presented a round, domed table with four small divots in it (decorated to represent planets in orbit around a central sun – the crystal), and four small metal balls. The table pivots in any direction, and the player must tilt it as needed to roll the balls into the holes. Each time a ball comes to rest in a divot, a light surrounding it will illuminate. Once all four lights are illuminated, the crystal will drop through a tube for collection.

"Stepping Stones"



The room is divided into a five-by-five grid of tiles, with the crystal on a pole at the 'top' centre cell and the player entering on an additional cell placed below this column of the grid. They must travel to either of the two cells horizontally adjacent to the crystal (the cell below is blocked from it by a glass barrier) by moving from tile to tile in a logical progression. If they step on a correct tile, it will light up and the player can continue. If they step on a wrong tile, an alarm will sound, the crystal's pole will lower slightly, and the player must return to the prior tile to try again. If they make three mistakes, the pole will lower out of reach and the player will be locked in automatically.

There are three separate puzzles used – one involving changing one letter at a time to form subsequent words (start, stare, scare, scale...), one involving forming compound words or two-word expressions from consecutive words (hop, scotch, egg, shell...), and one involving solving mathematical equations and moving according to their answers (2x4, 3x4, 4², score...). In all three cases, the actual sequence of tiles remains the same, using a combination of one-cell diagonal movements and two-cell horizontal and vertical movements.

"Desert Storm"



The player enters on one side of a fence, with a simple maze on the other side. They must use a remote control panel to steer a toy dune buggy along the sandy course to the crystal, position it so the magnets on the crystal and the buggy catch each other, then drive through the remainder of the course to a hole in the fence so the crystal can be collected.

How... futuristic.

"A Few Screws Loose"



The room contains a giant clock on one wall, the face held in place by two large screws. The player must use a giant screwdriver to remove the screws, then open the panel and collect the crystal from inside. However, the screwdriver is

attached to the far wall of the room by a short bungy rope, requiring the player to strain against it in order to get close enough.

Possibly the single most bizarre game ever conceived for this show, and among the most bizarre reality TV challenges ever. And the bungy screwdriver doesn't even play much of a role - once the screws are loosened, the player is allowed to ditch it and simply unwind the rest of the bolt with their hands.

"Tweeze, Mr. Postman"



The room contains a large incubator with a simple, incomplete 'electrical circuit' inside. The player must use the incubator gloves and a pair of curved tweezers to pick up ball bearings from a petri dish and place them in a coiled length of tubing so they roll down and land in a test tube with three other ball bearings. Once they have successfully placed six ball bearings in the narrow tube, they will combine with the starting three to complete the circuit, opening a hatch on the side of the incubator to release the crystal.

"Ticking Timebomb"

NO STARS

The player is presented a 'nuclear warhead' with six colour-coded wires extending from it. To defuse the warhead, they must attach each wire to a circuitry vice beneath a photograph on the wall so that the colour can be combined with the image to form a two-word expression (for example, yellow pages or brown owl). Once they have done so correctly, a hatch on the warhead will open to release the crystal.

For the first playing, the coloured wires are replaced with six more photos on an easel attached to the warhead, and the player must connect cables from each warhead photo to a photo on the wall so each pair has a common link. (Neither set of instructions work well - only one of the four players to attempt the game really even understands what they have to DO within the time limit, let alone come close to completing it - and nearly twenty-five years later I still can't figure out the logic between the pairs under the first format, even though the pairs are all shown as insert shots.)

"Line 'em Up"



The player is presented a four-level structure made of concentric rings, each with five numbers or letters on them. If the rings have numbers, the player must spin them so that the numbers line up in five columns, with the outer three numbers adding up to the total shown on the centre ring. If the rings have letters, the player must again spin them so they line up in columns, this time with each column showing a four-letter word when read from inside to outside. In either case, once the player does so, a dome hatch in the centre of the rings will open to release the crystal.

If you go methodically, you could probably try every single combination within the time limit, winning the crystal without solving the puzzle properly.

"Blowsketball"



The room has a large trapeze net strung above, with four balls perched on it. The player must stand beneath the net and use a handheld air blower to blow the balls into two basketball nets positioned a short distance above the net. When the player gets a ball in each basket, the crystal will drop down a small chute at the bottom of a wall-mounted panel for collection.

"Oh Ho Ho, It's Magnetic"



The player is presented a large, pivoting glass cube with a simple maze on its opaque base. The player must take a metal ball from a small bowl and place it in a hole at the side of the maze, then tilt the maze in various directions as needed to roll it onto one of three divots in the centre of the maze. There are multiple possible paths, but several magnets hidden beneath the opaque base of the cube will stop the ball in place if it rolls past. When two out of the three divots have balls on them, the hatch on a wall-mounted panel will open to release the crystal.

"Buildup"



The player is presented a large triangular frame, and four giant blocks made up of sets of balls – two pieces that are a single row of four balls, and two that are a two-by-three grid of balls. They must work out that the wall-mounted panel showing ten balls arranged in a triangle is actually a hint to build a pyramid, then arrange the pieces in the frame to do so. When the pyramid is complete, the crystal will be raised up a tube attached to the panel for collection.

Not sure why this one's in the Futuristic Zone – with the right set decoration, it'd be a perfect fit for the Aztec Zone.

The puzzle (and other similar puzzles with the same goal) use ball-shaped pieces because cubic pieces would give away the trick – to place some of the pieces on an angle.

"Droid Rage"



Prior to entering the room, the player is outfitted with a lasertag vest and weapon. The player enters behind a full-length mirror panel, and must use their gun to fire at a 'robotic' defender guarding a small room with the crystal inside. The player and defender both start with four lives and lose one life each time they are shot. The defender remains stationary but can fire in any direction, while the player can use a small number of mirrored panels for coverage. If the player loses all four of their lives, the game ends immediately. If the player hits the defender four times, it is deactivated and the player must pass it to reach a panel with the crystal inside, undoing four bolts on the attached tube before using the tube to reach in and collect the crystal.

"Divot Pivot Season 2"



The player is presented a cylindrical table with twelve divots on it arranged to form a hexagram. Eight of the divots are filled with numbered balls, while four additional numbered balls are loose inside the cylinder. The player must tilt the table as needed for each ball to land in the correct hole, so the six lines of four balls formed all add up to the total number displayed in the centre of the hexagram. When they do so, the hatch on a wall-mounted panel will open to release the crystal.

Really, show? Nobody came close to completing the first version of this challenge in the previous season, so the logical solution is to go and make it even HARDER?

"Along Came a Spider Season 2"



The room is pitch black, with two neon cargo nets positioned at angles to form a mock spiderweb. At the top of the 'web' is a large prop spider with the crystal resting on its back, and the player must climb up the nets to collect it, before climbing back down to the door. However, the nets have several large, pressure-activated light 'pods' on them, and if the player must move slowly and carefully to avoid triggering them. If they trigger a total of three pods, they will be locked in automatically.

"Up, the Wall"



The player is presented a vertical eight-by-eight grid of light panels, each marked with a letter (U, D, L, or R) and a number, and a square table with a large puzzle card on it. They must arrange this card and three others on the table to correctly form a line image, with another letter-number combination visible. Once they have done so, they must find the one panel in the grid with this combination and push its button to light it up, then use the combination as instructions (U for up, D for down, L for left, R for right, with the number telling them how many grid cells to move) to find the next button in the sequence, and so on until they are directed to the cell with the crystal in it, which will open to release it.

"The Flow-On Effect"



The room contains a large incubator with a series of five cylinders inside, each with a pole of a different size attached. The player must use the incubator gloves to flip the middle three cylinders over and place them in holders in the right order so

that a descending path is formed, then open the nozzle taps on each so the liquid in the top cylinder flows through each cylinder into the bottom, where it will trigger a motion-activated switch and open a hatch on the side of the incubator to release the crystal.

"Fuel Rods Season 2"



The player enters the room on a small ledge, with a second ledge at the far end. They must use a flying fox to travel back and forth across the room, collecting one of six 'nuclear rods' from a holder at the far end of the room at a time and returning to place it in a 'failsafe' holder on the wall next to the door. However, there are twelve holes in the hexagram-shaped failsafe, and the player must work out which six holes they need to fill with rods in order to extinguish all of the lights on a smaller hexagram. When all of the lights are extinguished, a hatch above the failsafe panel will open to release the crystal. If the player touches the floor in the room at any point (ie, if they fall from the flying fox) they will be locked in automatically.

"Light Twitch"



The room contains a gigantic prop 'light globe', with a tunnel near the door allowing the player to crawl inside. Once the player is inside the globe, they must pick up a pole with a ring on it and guide it from one end of the oversized filament to a gap at the opposite end. Each time the ring touches the filament, a light on a wall-mounted panel outside the globe will turn on. If they can get the ring off the filament without illuminating all three lights, the hatch on the panel will open to release the crystal. However, if all three lights are activated they will be locked in automatically.

"Mazed and Confused Season 2"



The room is split in half, with each half divided into a maze. The first half of the maze is divided into a two-by-six grid of cubicles, with some of the walls stationary and some actually doors, and the player must search the cubicles for a key hidden somewhere inside. They must then locate a lock and use the key to unlock it, opening the door to enter the second half of the room - a mirror maze where they must find the crystal and escape.

Despite how simple the first part of the maze is - and how nobody had any trouble with the similar Industrial Zone game in season one - only one player managed to even get the door unlocked, and they were basically out of time when they did it.

"Laser Snag Season 2"



The room is pitchblack, with a series of neon 'laser beam' ropes suspended between the two side walls. The player must manoeuvre their way through the beams to reach the crystal on a plinth at the back of the room, then return to the door the same way. However, each time they touch a laser the crystal will be temporarily lowered out of reach. If they touch the lasers three times, they will be locked in automatically.

Look, it's such an obvious concept for a game. And it's taken from Fort Boyard. But that doesn't mean it's not brilliant.

"Byte Me"



The room's floor is decorated as a circuitry-style one-way diagram, with a block showing '100 megabytes' at one end and a series of divergent and convergent paths leading to a second '100 megabytes' block in the opposite corner of the room, and several blocks along the way showing either running totals or additional megabytes that need to be added or subtracted to reach these totals. The player must use a series of unplaced blocks to fill in the blanks in the network so all the totals are correct (for example, finishing the sequence '50mb, +5mb, empty holder, 40mb' with a '-15mb' block). Once they have done so, they must take the giant plug attached to the final 100 megabyte block and place it in a socket to open up a hatch on said block, releasing the crystal.

Yes, I KNOW. It's ridiculously difficult to explain, even though it's just a glorified addition and subtraction challenge. (For the record, it was only played twice - once with seven blocks to be placed and once with two of these already in the correct positions and the player only having to place five blocks - and both players lost, even though (1) host Richard O'Brien was

basically explaining the challenge to them step by step, (2) the blocks were two different sizes and the puzzle could have been solved in 45 seconds by random guessing and shuffling, (3) it had the longest time limit the show offered, and (4) it really wasn't a difficult challenge. Sigh. They probably would have failed the Making a Cup of Tea Game too.)

"Barreled Over Season 3"



The player enters on one side of a fence, with a flat surface on the other side. They must use a remote control panel to steer a toy bulldozer around a tray to 'scoop' up a series of small barrels and push them into a narrow channel where the crystal is waiting. When additional barrels are placed in the channel they will push the others deeper, eventually pushing the crystal down a ramp and through the fence.

In the Christmas special, two barrels are already in the channel. In the main season, only one is, although it's worth noting the warning tape marking the starting points for the other four barrels isn't in place around the extra barrel.

"Safe Strafe"



The player enters on one side of a barrier fence, with a line of pellet guns positioned on pivots along the fence. Each gun has only one pellet loaded, and the player must use them to fire at three disc-shaped targets on the far side of the room. Each time they hit a target, a crate will open to release a helium balloon with a number on it. Once the player has all three numbers, they must use them as the combination to open a wall-mounted hatch with the crystal inside.

"Bent Out of Shape"



The player is presented a podium with a long wire snaking vertically out of it, with a prop key at the bottom. They must manoeuvre the key from the bottom of the wire to the top, trying to do so without the ring at the end of the key coming into contact with the wire, then use the key to unlock a wall-mounted safe containing the crystal. Each time the ring touches the wire, a light attached to the safe will turn on. If they illuminate all three lights, they will be locked in automatically.

"Between, the Lines"



The room's floor is decorated as a motherboard-like diagram, with a series of five coloured lines snaking from a wall-mounted panel near the door to a second on the other side of the room with the crystal inside. Several rectangular pieces of the network are missing, and the player must place a series of blocks in the relevant positions so each of the lines follows its designated path. When the diagram is completed correctly, the hatch on the second panel will open to release the crystal.

"Out of Reach"



The player enters the room on a small ledge, with a second ledge at the far end. They must use a flying fox to travel back and forth across the room, collecting one section of a pole from the far end each time and returning to place it in position at the start. Each time they cross the room, a small holder containing the crystal will cross in the opposite direction on a parallel flying fox. When all of the pole sections have been gathered, the top piece must be positioned so a hook on it will snag the crystal's holder while the player crosses the room a final time, allowing them to collect the crystal on their way out. However, if they touch the floor in the room at any point (ie, if they fall from the flying fox) they will be locked in automatically.

"Ball Weights"



The room contains a large incubator, split in half by a clear wall with a narrow tube running from the right side to the left. The player must use tweezers and their right hand to pick up a series of colour-coded balls from a three-by-four grid and place them on a scale to weigh them, searching for a combination weighing exactly 182 grams. They are not told that the heavier balls are at one end of the grid and the lighter balls at the other, and must work this out for themselves. Once they find the right combination, they must transfer one ball at a time through the tube to the left half of the incubator, then use a second pair of tweezers and their left hand to transfer them to a raised dish in order to tip a seesaw balance and raise the crystal, at

which point it will roll down a tube for collection.

Nobody seemed to figure out the weighing part – they all just tried various combinations and hoped for the best.

"Dragnets"



The player is presented a large glass cube with a table maze on its opaque base. With the crystal starting on a magnetic dais in the centre of the maze, they must use a pair of magnetic rails beneath the maze to direct the crystal through it, with one rail controlling the horizontal movement and the other controlling vertical movement. Though it appears there are multiple paths through the maze, most are too narrow for the dais to fit through, and only one route will deliver the crystal to the exit, at which point the player can reach through the adjacent hole and pick it up.

"Kerplunk!"



The crystal is positioned at one end of a tube, with a hole in the middle for it to drop down. To push the crystal into the hole, the player must carefully remove a series of poles from a round cage above the other end, trying not to dislodge any of the tennis balls perched on them, before placing them into a long tube starting at the other end of the room. Each time a ball drops, it will flow through a large funnel into the other side of the crystal's tube. If the player drops four balls, they will block the hole and the crystal will become unwinnable. If the player manages to safely collect four poles, the poles will push the crystal down the hole and they can collect it.

"Cage Match Season 3"



The crystal is perched on a small table inside a cylindrical cage which is revolving slowly. Standing on the opposite side of a shorter second fence surrounding the revolving cage, the player must use a pole with a hook on it to reach in and pick up the cover surrounding the crystal, drop it, and then pick up a holder with the crystal on it and remove it from the cage. However, each time they touch the cage bars a light will turn on. If they touch the bars three times, they will be locked in automatically.

"Fuel Rods Season 3"



The room is divided into three sections – a large 'fuel reactor', a smaller model reactor using lights instead of 'fuel rods', and the entry. The player must climb a ladder onto a frame above the two reactors and use the only illuminated light on the model to find a specific fuel rod holder on the large reactor, then reach down with a pole claw to remove the cover and fill it with a rod collected from holders next to the model. They must fill four holders in this manner in order to release the crystal (which again must be picked up with the claw) from the centre of the large reactor, but will be locked in immediately if they touch the floor beneath either of the frames.

"Inside Corner"



The player is presented a giant five-by-five grid of unmarked tiles, with the four corner tiles each missing a corner and an empty space in the centre. They must slide one tile at a time into the empty space (and subsequent empty spaces), trying to get all four missing corners surrounding the empty central space in order to form a diamond, allowing them to lift up a diamond-shaped cover beneath the grid and collect the tile from inside.

"Invisible Touch"



Prior to entering the room, the player must put on a helmet with a cross on the top. The room itself is completely empty except for the crystal on the ground, but the path to the crystal is blocked with several unseen barriers. One of the players waiting outside the room must use a microphone and a monitor showing the 'walls' and the cross on the helmet to direct the player around the simple maze to collect the crystal (at which point the walls will be deactivated and they can run for the door). Each time the cross touches one of the walls, an alarm will sound. If the player triggers three alarms, they will be locked in automatically.

Though interaction from players outside the room is encouraged in most games (to the point where players in one of the Aztec Zone's treasure hunt games were advised to pass clues through the door), this is the only game where it is forced.

"Uncrossed Wires"



The player is presented a series of poles arranged in a six-by-six grid. Among the grid are four colour-coded holes and four colour-coded plugs, and the player's goal is to connect each plug with the corresponding hole using the rope attached to the plugs. They must stretch the rope horizontally and vertically along the gridlines only, and ropes cannot cross each other. Once all four pairs are correctly linked, the hatch on a wall-mounted panel will open to release the crystal.

At the time of filming (late 1991), the puzzle type was uncommon and it wasn't surprising to see the players struggle to understand the game. Now? Not so much. (The basic trick to puzzles of this type is to always go around the outside of the grid wherever possible, trying not to cut off the path for other pairs.)

"Lights Out"



The room contains two things: a wall-mounted panel showing the words "extinguish all the lights" (with dozens of small lights forming most of the letters), and a control panel with fifteen unmarked buttons. Ten of these buttons will turn off some of the lights, while the other five will turn all of the extinguished lights back on. The player must work out which buttons are which through trial and error, and press the correct ten buttons in order, at which point a hatch on the control panel will open to release the crystal.

Despite being played five times, nobody seemed to realise this was a game based around memory.

"Air Hockey"



The player enters the room on one side of a circular barrier, with a smaller round table inside the barrier and a small air blower attached to the top of the barrier. On the table are three colour-coded dome-shaped discs, and three curved barriers of the same colours, each large enough to fit one disc. They must use the air blower to push the discs around the table, aiming to get the discs into their respective 'goals'. Once they get two out of three discs in their goals (only one out of three in the Christmas special), the hatch on a wall-mounted panel will open to release the crystal.

"Under Pressure"



The player is presented four large 'pressure pads' and four prop weights marked with different values (one unit, two units, and two half-units). Using a small scaffold rail for assistance, they must work out how to place a total of at least one unit on each of the four pressure pads. Each time a pad has one unit or more on it, the crystal will be pushed up one quarter of a tube on the far wall. When all four pads have a unit on them, they will be able to reach it.

Despite the solution being very easy - put the half-unit weights on one pad, the one unit on another, and use the rail to balance the two-unit weight on the remaining two - the player in the Christmas special ignored the rail, put the two-unit weight on a single pad, then dragged the fourth pad next to the tube and stood on it so their own weight raised the crystal.

"Cherry Popping"



The room has a large mesh net strung above it, with hundreds of coloured, confetti-filled balloons resting on it. Given a cryptic clue referring to a colour, the player must use a provided spear to pop balloons of that colour until they find the next clue hidden inside one of them. They must then repeat this process as many times as it takes until they find a key, which can be used to unlock a wall-mounted cage with the crystal inside.

You have no idea how dirty I feel using that title pun for a game that appeared only in an episode with child contestants. (The game's sole player was given protective gloves to use, but they made opening the rolled-up clues borderline impossible.)

"Wind Back the Clock"



The player is presented a giant clock set at ten past four, and an instruction to 'travel back in time' as 'the crystal only appears at midnight'. They must locate a series of rubber rings near the door and use them in conjunction with a series of wheels beneath the clock to form a simple pulley network connecting the clock to an adjacent bike, then pedal the bike backwards to turn the clock's hands backwards until the displayed time reaches midnight, at which point the hatch on the clock face will open to release the crystal.

"Circuit Maker"



The floor is decorated as a circuitry diagram with several pieces missing. Using a group of poles of different lengths, the player must connect a series of support posts at the end of these lines to form two circuits - one positive, one negative. If they do so correctly, the hatch on a wall-mounted panel at the end of the circuit will open to release the crystal. However, each time they use a pole to connect the two circuits, a 'fuse' on the wall will blow. If they blow all three fuses, they will be locked in automatically.

This is one of those rare games that seems much easier to understand when you're in the room than when you're watching it.

"Letters Begin"



The player is presented a set of shelves with various items on it, and a giant seven-dial combination lock with letters replacing numbers on the dials. A pair of rails is on one side of the lock, with the bottom rail showing a series of words, and the player must spin each dial so the letter displayed between the two rails forms a common expression when combined with the word directly below it (for example, U-Turn or X-Ray). Once they have all seven correct letters, they must realise the letters on the top of the dial will spell the location of the crystal. The players outside the room cannot provide advice.

"Lock and Answer Key"



The player is presented a panel with a series of holes in two rows on it. Given a number on the left of the panel, the player must slide five bars backwards and/or forwards so that the cards displayed through the larger holes show simple equations equalling the number shown. Each possible equation shows a second figure in a smaller hole above, and after all five correct equations have been found, these will show a four-digit combination and a letter corresponding to one of eight combination lock panels on the wall. If the player enters the correct combination into the correct panel, it will open to reveal the crystal.

"Un-Safe"



The room is filled with a series of low barriers, and has a plug at the far end. The player must use two handles to lift up a 'movement-sensitive' safe and carry it across the room to the plug to 'deactivate' the motion sensors, also opening a hatch on the safe to release the crystal. The safe contains a spirit level in the centre, and if the level becomes too unbalanced (ie, if the player fails to keep it steady and flatly-balanced) a light on the safe will turn on. If all three lights are turned on, they will be locked in automatically.

"Undertow"



The room is split in half by a transparent panel at about waist height. Entering by ducking beneath the panel, the player must use a handheld magnet to steer a model shuttle (dragging a podium with the crystal on it) through a maze of metal bars on the opposite side of the panel to a small exit hole above the door, at which point they can reach through the hole and collect the crystal.

"Down the Drains"



The player is presented a shelving system with four containers of colour-coded liquid at the top, and four receptacles at the bottom each also marked with one of these colours. They are given four shelf-sized filters, each with a series of pipes connecting four funnels at the top with four exit holes at the bottom, and must position them in the shelving so that each continuous line connects the coloured liquids at the top with their respective holes at the bottom. A map is provided for assistance showing the finished arrangement, but uses straight lines instead of the curved pipes. Once the player thinks they have the filters positioned correctly, they must press a button on a nearby panel to release some of the waiting liquid. If the liquids all drain into the correct receptacles, a hatch on the panel will open to release the crystal. There is only enough liquid for three attempts; if the player runs out before arranging them correctly, they will be locked in automatically.

An impressive concept, nonetheless made completely impossible to follow when they put a bright white light behind the shelving system and made the pipes all but invisible for viewers.

"Moon Deliver"



The room is split in half by a wall, with a 'moon colony' landscape scene on one side and a control room on the other. The player enters in the control room and must use a pair of joysticks to guide a remote-control bulldozer around the landscape to a gate, enter it and collect the crystal, then exit through a second gate and guide it to a hole in the wall for the player to collect. However, while the players outside the room are given an overhead camera feed of the landscape, the player inside must navigate using only an overhead map of the scene and a camerafeed from the bulldozer's point of view.

Despite the added difficulty, it's still far and away the easiest of the show's many "remote control vehicle" games, mostly because the vehicle actually travels slow enough to control effectively and doesn't get stuck on the landscape barriers.

"Consecutive But Non-Consecutive"



The player is presented a table-like frame made of eight round trays connected by metal bars. They must place one of eight discs marked with the numbers 1 to 8 (or the letters A to H) on each of the trays so that no two trays connected by a pole hold discs marked with adjacent numbers (or letters). Once they do so, the hatch on a wall-mounted panel will open to release the crystal.

An extremely easy game made difficult by a bunch of players who failed to realise that the two middle trays (which each had six bars extending from them) could not be filled by any of the six middle numbers (or letters) without them touching at least one adjacent number (or letter), none of the four players to attempt the game won, and only one player outside the room seemed to figure out the trick. I'm not sure why numbers and letters were both used - it's not like it makes it any easier.

"Sum Assembly Required"



The player is presented a giant sloped table, showing a simple equation in a microwave-timer-esque digital readout font. However, the equation ($0+8=35$) is incorrect. Most of the 'lines' forming the five possible numbers ($?? + ? = ??$) have white bars next to them which can be flipped open or closed as needed to reveal or hide the black lines, although some bars are permanently either open or closed, ruling out possible numbers. The player must find the correct numbers to make the equation valid, at which point a hatch on the table will open to release the crystal.

It's really a much better, simpler game than I just made it sound.

"Murder Mystery Season 5"



The room is decorated as a cluttered, futuristic office, with a 'dead body' at the desk holding the first clue in a simple treasure hunt. The player must use this clue to find another clue, and so on until they find the crystal hidden somewhere in the room.

Despite appearing in each of the four previous seasons, in a different zone each time, this is the first time the 'corpse' has been an actual actor instead of a mannequin. The clues used in this season's hunts were noticeably more complex than in

any of the previous four seasons.

One of the clues involves finding a set of chemicals, including 'NaCl' – sodium chloride, better known as table salt. Yet the jar is filled with a red liquid AND is incorrectly labelled 'NaCl'. (This player didn't get past the second clue, for unrelated reasons.)

"Tower Bridge"



The player is presented a dangling cord, with the base of a card tower directly beneath it. To release the crystal from a cubic safe in the room, they must finish assembling the card tower using a provided group of giant cards, then realise the cube has to be placed on the top level instead of another pair of cards, plugging the cord into a socket. Once the cube is in place, they must push a button on the wall to open the cube's hatch, releasing the crystal.

Why is the card house even necessary? Couldn't you just theoretically hold the cube in the air and plug it in?

"Bar Crawl"



The room is split into half by a clear glass wall at about waist height, with a series of short poles extending from the wall to the ground. Entering in the bottom half of the room, the player must find a large octagonal 'pod' containing the crystal, then push it through the poles to a series of plugs in the four corners, plugging the pod into each to deactivate a light. Some of the poles are stationary, while others can be lifted out of the way in order to make moving the pod easier. Once they have turned off all four of the pod's lights, the crystal will be raised up a tube in the centre of it for the player to collect.

"Double Cross"



The player is presented a vertical frame filled with cubic blocks. The blocks on each side form most of a pair of crossword puzzles, with identical grids but different words. However, five letters are missing from each grid, and the player must use a series of cubes placed on top of the frame to correctly complete the puzzles, with valid words being formed on both sides and each visible letter positioned with the correct orientation. Once both crosswords are complete, a hatch below the frame will open to release the crystal.

"Mercurroll"



The player is presented a panel with a circuitry-style maze engraved into it. Using a pair of joysticks to tilt the table the panel is on, they must work out how to transport a small amount of liquid mercury from the centre of the circuit to the bottom, and into a small channel where it must complete a simple electrical circuit to release the crystal.

The mercury proved impossible to control effectively – though getting to the bottom of the maze was easy, the exit for the channel was perpendicular to a horizontal section of the main maze and it simply flowed straight past when the maze tilted – and after the first playing it was replaced with a group of ball bearings in order to make the game possible. In addition, the starting point was moved from a spiral in the middle of the maze to a dead end a short distance to the left.

"Ten, Nine, Eight..."



The room is divided in two by a low wall, with a 'rocket' on the far side. The player is presented a control panel with ten pairs of 'male' and 'female' sockets, and ten small cords to connect adjacent male and female sockets. The player must find the cords that fit each uniquely-shaped hole, then connect them to continue a 'countdown', with each correctly installed plug counting down one number. When all ten are correctly matched, the rocket will blast off, and the crystal will cross the room on a zip line.

And really, when has watching people plug things in ever made for boring viewing?

"Rollerball"



The player enters the room by standing on a round, Zimmer-frame-like buggy with a giant ball in its base. Rolling the ball to move, they must travel around the room to a wall-mounted panel, past a series of switches that will either turn on one of the panel's five lights (green switches) or turn one of them off (red switches). The player must have all five lights turned on in order for the panel's hatch to open and release the crystal, and again must have all five turned on in order to exit the room at the end of the game. However, if they step off the buggy at any point, they will be locked in automatically.

"Laser Snag Season 5"



The player enters to find the corners of the room blocked off by additional walls, essentially making the room round. In the centre of the room is a tall pole, with nine 'laser' bars attached to it and sweeping around the room at three heights - the top three and bottom three spinning in one direction, the middle three spinning in the opposite direction. The player must walk around the room and reach up to pull a series of three ropes, each illuminating one green light on a wall-mounted panel at the far end of the room. Once all three lights are turned on, the panel's hatch will open and the player can collect the crystal from inside. However, each time a player is hit by a laser a red light will turn on. If they turn on all three red lights, they will be locked in automatically.

"Card Reader"



The player is presented two large panels - one essentially a safe combination lock, the other a giant credit card scanner. The player must take a waiting card (from a group of either three or four) and swipe it through the reader in order to hear an audio message with a clue to a digit in the combination. If the card is swiped in the wrong (unmarked) direction or at the wrong speed, the message will be distorted accordingly, and the player may need to try again. Once they work out what a message says, they must solve the clue to work out the relevant digit in the combination. When they have all of the numbers, they must press them in the correct order to open a hatch on the lock panel, releasing the crystal inside.

"Air Supply"



Prior to entering the room, the player is outfitted with a harness. The room itself is decorated as though it is outer space, with part of a space station on each side, and an grid of hooks overhead. Using two poles with stirrups on the ends for support, the player must find an 'air supply' hose next to their start point, connect it to the harness, and travel across the room by moving their poles from hook to hook as needed in order to connect the hose to a panel on the far side of the space station. When the air supply is connected, a hatch near where the player begins will open to release the crystal, and the player must return across the room in the same manner to collect it and leave.

Bizarrely, this isn't a "don't touch the floor" automatic lock-in game. More bizarrely, for a game all about connecting an air supply in 'outer space', players aren't given an air supply of their own to survive in the oxygen-free environment. Even MORE bizarrely, we never find out where the door is in relation to the rest of the room - the game is played four times, with entries and exits shown from the hallway only, shot at an angle that makes it impossible to see inside, with insert shots to hide the player travelling from the door to the poles (or vice versa), and the door isn't visible inside the room because of the staging.

"Walk the Plank Season 5"



The room is outfitted with several narrow perches made of pole segments, with the crystal waiting beneath a cover at the far end. Using two short planks of different lengths for assistance, the player must travel from perch to perch around the room in order to reach the far end, then lift the cover off and grab the crystal before replacing it and returning. However, the floor is alarmed, as are the four short vertical poles holding the cover in place. If the player, the planks, or the cover touch any of the alarmed areas, a light will turn on. If the player turns on all three lights, they are locked in automatically.

It's basically two separate games from Season 2 combined into one - a tougher version of the plank puzzle from the Aztec Zone, and an easier version of the light globe buzzwire game from this zone.

"Domo Arigato, Mr. Roboto"



The room is divided in half by a fence, with a 'robot' on the opposite side as the player enters. They must guide a peg through a simple table maze to one of six buttons marked with different commands – raising or lowering an arm, opening or closing a hand, and swivelling the robot's entire body left or right – attempting to get the robot to pick up a crystal on its left side with its right hand, then return to its starting position and drop the crystal down a chute. The robot will only follow an instruction if it is 'correct'. Once the crystal is dropped through the chute, it will roll down a pipe and through the fence for collection.

Given the 'robot' is clearly an extra in a costume, it's technically a cyborg, not a robot. But WHATEVER.

"Atomic Hidden"



The player is presented a pair of sloped panels marked with matching molecule designs, although some of the atoms in these molecules are different colours. Using one missing atom as an example, they must find the 'wrong' atoms in the right-hand panel and remove them to reveal a mirrored column, then fit each of these mirrored columns into a uniquely-shaped base to anamorphically reflect a distorted image on the ground so that a number (in written form, ie. 'eight' instead of '8') is legible. Once they have found all four wrong atoms and identified the five numbers (including the example), they must read these numbers into a microphone, at which point the crystal will be raised up a tube inside the microphone panel for collection.

"Star Signs"

NO STARS

The player is presented a sloped panel filled with hooks, five letterboxes with different constellations painted on them, and a computer. As the computer displays one trivia question at a time, they must use a stylus to write the numerical answer on the screen. If they are correct, they will be told to thread a rope through the hook on the panel representing that number. After answering all of the questions, the rope will form one of the constellations, and the player must open the matching letterbox in order to find the crystal.

I have only three problems with this game: (1) Stylus or no stylus, the 'futuristic' greenscreen computer was outdated when the show was filmed in 1994, let alone now; (2) With only one rope, only one of the displayed constellations could possibly have been correctly formed; and (3) what happens if they guess a wrong answer? (Luckily, the game was played only in the Christmas special. But still.)

"Credit Racing"



Prior to entering, the player is outfitted with a safety helmet. The room is set up as a multi-level maze, with metal grates as walls to allow the camera to see through the walls. The player must crawl through the maze in search of a series of digital readouts showing different numbers of 'credits', bringing each of them back to a wall-mounted start near the door that has room for six readouts. The panels with higher numbers are deeper in the maze and thus require more travel time to collect. If a readout is not attached to a holder (either its start holder or that at the entrance), its value decreases at a rate of one credit per second. Once the player has placed a total of at least one hundred credits in the holder at the entrance, an adjacent hatch will open to release the crystal.

"Black Holes"



The player is presented a giant closed cylinder on a pivot, with the crystal at one end and a small exit hole at the other. However, there are three large black balls (each with a cylindrical hole carved into it) blocking the path. Using a handheld magnet for assistance, the player must figure out how to roll the crystal through the holes in the black balls to reach the exit.

Despite the holes going straight through each ball, the player only has to roll the hole over the crystal, then back off the other side.

To make understanding the game easier, the magnet is helpfully marked with the word 'magnet'. Four times.

"Stranger Danger"



The player is presented a cage-like vertical frame made of adjacent hexagonal prisms, and a series of hexagonal prisms marked with various colour-coded hazard signs. They must place all fifteen of the prisms into the frame so that wherever two prisms share an edge, they are different colours. When all of the pieces have been correctly placed, the hatch on a wall-mounted panel will open to release the crystal.

"Camera Obscura"



The room contains a large incubator, with opaque walls stopping the player from seeing inside. Using camera feeds on two black-and-white monitors (shot from the opposite direction, and thus reflected from the player's point of view), they must put their hands in the incubator gloves and find a small pole with a hoop at the end, then use it to flick three switch levers. Each time they flick a switch, a light on the incubator wall will turn on (although if they flick it again, it will turn back off). When all three lights are turned on simultaneously, a hatch on the incubator will open to release the crystal.

Incredibly bad television. Even though the black and white screens do their job of making it difficult for the player to perceive depth inside the incubator, the fact that the interior incubator walls are all painted white to boot makes it impossible for US to judge how well they are doing.

"Forcefield Shield"



The room is divided into several parts by large 'forcefield' walls. Each wall has a large, oddly-shaped hole in it, and a wire is strung through the centres of these holes from one end of the room to the other, with a giant 'shield' on it. The player must rotate the shield as needed to fit it through each of the four wall holes until they reach the panel at the far end, where they must fit its three protruding pegs into the holes in order to open the crystal's hatch. However, each time they or the shield touch the forcefields, they will trigger an alarm. If they trigger three alarms, they will be locked in automatically.

Bizarrely, this game was classified in the show as a 'mental' game, when it's basically a buzzwire game in disguise.

"Rail Crossing"



The player is presented a large square table with four clear walls blocking access to the crystal resting in a smaller square of rails on it. Using two cranks, they must move the pairs of horizontal and vertical rails back and forth to transport the crystal from its starting position in the top right to a finishing hole in the bottom right. To make it harder, the table is filled with a series of 'black holes' the crystal may fall down and a series of bulbous 'planets' that may push the crystal up and out of the rail square. When they reach the finish hole, it will drop down into a scoop for collection.

"Gone Fission"



The player enters on one side of a fence, which extends into a maze of bars overhead on the opposite side. They must use a modified fishing rod with a claw at the end to pick up a gyroscope with the crystal inside from the floor, then use the rod and line to guide it through the bars (and simultaneously through a simpler maze at the gyroscope's height when picked up) to an exit hole at the bottom-right corner of the fence. When they do so, they can grab the gyroscope and collect the crystal.

A bizarre – and extraordinarily confusing – mix of skills (a maze, plus an accuracy element in picking up and dropping the gyroscope as needed, plus the 'remote control' aspect of using the fishing rod to steer), it was basically impossible to tell how well anyone was doing. Given none of the game's three players came close to success, I don't know why they didn't take their need to drop the gyroscope on one side of a closed barrier and pick it up on the other as a hint and simply use the rod to fling it clear across the room to a point much nearer the collection hole.

"Deep Space Lines"



The player is presented a table with a four-by-four grid of white lights on it and five two-by-two discs of filters in various

positions above - one above each of the four quadrants, one above the central four grid rooms. They must spin these filter discs as needed in order to simultaneously form lines of three red, three green, three blue, and three unfiltered white lights. Lines can be formed in any direction, and the four remaining lights can be any colour. Once they have arranged the filter discs correctly, the four remaining lights will turn off and the hatch on a wall-mounted panel will open to release the crystal.

Hard as all get out to explain, but possibly the show's best ever puzzle challenge.

"You Can't Handle the Roof"



The player enters the room on a small podium, with the crystal sealed inside a flying-fox-like handle overhead. Using the handle for exactly this purpose to travel between a series of additional podiums, they must guide the handle around a small maze of poles above their head until they can remove it and exit the room. To make things harder, the additional podiums are either very tiny or placed on a spring base that will make them tilt when stood on. Each time the player touches the wall or floor, they will trigger an alarm; if they trigger the alarm three times, they will be locked in automatically.

It's never explained how the crystal is removed from the handle once the player leaves the room with it. In one case, the handle is discarded after being brought out with the crystal still sealed inside.

Aside from the Crystal Dome finale, this was the last game on the show's final episode. (In a nod to the show's history, that episode used the same route through the maze as the show's premiere, starting with the Aztec Zone and moving clockwise.)

"Vault Bolt"



The room is split in half by a wall with a door in it. As the player walks through to the far end and collects the easily-obtained crystal by pressing a button, the door locks shut behind them. To escape the 'safe', they must work out that a glass panel with several sliding metal bars in it is an emergency exit door, and that they must slide all of the bars into the centre of the panel in order to unlock it, allowing them to escape. (Obviously, if they fail to escape, they are locked in automatically.)

THE CRYSTAL MAZE

UNITED KINGDOM, MEDIEVAL ZONE

"Tim-burr"



The player is presented six large wooden blocks, each essentially a two-by-six-by-two collection of smaller cubes with some cubes missing, and must work out how to arrange them in order to form the interlocking shape shown in the diagram on a wall-mounted panel. When the shape is complete, the panel's hatch will open to release the crystal.

Probably far too difficult to be a decent game for a show like this - nobody came close, and even after having made a model of the challenge to try and figure out the puzzle I still wound up downloading an electronic burr puzzle solver, even though we are shown a time-lapse solution (which still doesn't give enough of the solution away) after all six of the failed attempts.

"Sleeping Beauty"



The room is set up as a mirror maze. All the player has to do is find their way through the maze to the hidden doors, use them to reach a sleeping 'princess', kiss her in order for her to wake up and hand over the crystal she is holding, then return through the maze to the exit.

The 'princess' was played by one of the show producers' daughters. For obvious reasons, only men were selected to play.

"Strings and Roundabouts"



The room contains a large wooden contraption, with several pegs sticking out and a metal cage at the top containing both the crystal (held in place above a collection chute by a taut string) and a lit candle (at one end of a winch). The player must fit a series of giant wooden cogs onto the pegs so a functional network is formed, then turn the leftmost cog using the attached crank in order to winch the candle from one end of the cage to the other, until it burns through the rope and drops the crystal down the chute, allowing the player to grab it.

"Across Word"



The player is given a large plus-sign-shaped table made of two interlocking sections. A seven-letter word is written on the base of the 'horizontal' section of the table, while the same word is spelled out with large wooden tiles in the 'vertical' section. Without lifting any of the tiles from the table, they must work out how to slide the tiles so that the tiles are in the correct positions above the corresponding letters in the horizontal section. When the word is correctly reformed, the hatch on a wall-mounted panel will open to release the crystal.

The main difficulty in this game wasn't so much the puzzle itself as it was sliding the piece into and out of the interlocking section - the tiles had an odd tendency to try and turn on their own.

"One out of Three Ain't Bad"



The player is presented a large square table maze. Using the rails just under the table for additional leverage, they must tilt the entire table as needed to roll a ball containing the crystal to one of three holes in the mesh netting covering the rest of the table. However, only one of the three holes is large enough for the ball to fit through. When the ball reaches the correct hole, they can pick it up and open it to release the crystal.

"William Tell Season 1"



The player enters on one side of a barrier fence, with a series of loaded crossbows lined up on pivots at two levels, and the player must use them to fire arrows at three round targets on the far side of the room, working from left to right. The crystal starts at the left-hand side at the beginning of a three-section gutter, but each section is tilted upwards and thus the crystal cannot roll down it. Each time the player hits a target, the gutter section it is attached to will tip and the crystal will roll down it into the next section. After hitting all three targets, with each successive target being smaller than the previous, the crystal will roll into a final gutter and towards the player.

"Answer Me These Questions Three..."



Prior to entering the room, the player is given three coins, which they must in turn give to 'Mumsie' in order to hear a series of three verbal riddles, read one at a time. They are allowed one guess at each riddle, but can skip a riddle and come back if time permits. If they answer any of the riddles correctly, the crystal ball on Mumsie's table will fog up and she will lift it to reveal the crystal waiting inside.

Although the 'murder mystery' game appeared in a different zone in each of the first five seasons, and other games were retooled and recycled at various points, this is the only game aside from the Crystal Dome itself to appear without change in more than one season. It appeared in each of the first four seasons, until original host Richard O'Brien and actress Sandra Caron left the show, although in season three Mumsie was replaced by 'Auntie Sabrina', also played by Caron.

"Game: Reset Matches"



The room is empty, aside from a series of giant matches laid out on the ground in a specific formation and a wall-mounted sign telling them to move a certain number of matches in order to accomplish a specific objective. When they do so correctly, the hatch on a giant matchbox on the ground will open to release the crystal.

Two separate objectives were used. The first involved four matches arranged to form a 'chalice' with a large prop coin inside the cup, with the player having to move two so that the chalice was still formed but the coin was outside it. The second involved twelve matches arranged to form a two-by-two grid of squares, with the player having to move three so that only three squares were displayed.

"Stack Attack"



The player is presented a spinning podium with three cubes stacked on it. Each face of each cube is marked with one of several symbols, and the player must restack them so that each of the four columns formed displays three different symbols. When they do so correctly, the hatch on a wall-mounted panel will open to release the crystal.

"Pipsquare"



The player is presented six large dominos, each marked with a different combination of dots (0-0, 0-1, 0-2, 1-1, 1-2, or 2-2). Using the blank diagram on the wall-mounted panel as a hint, they must arrange them to form the border of a four-by-four square, with an equal number of dots along each side. When the square is correctly formed, the panel's hatch will open to release the crystal.

The diagram doesn't say anything about having equal numbers of dots - O'Brien has to explain this part during the game, after the sole player (it was a Christmas special game) assembles the square according to traditional dominoes rules, with each pair of adjacent dominoes sharing the same number where they touch.

"Please Return Your Tray Tables to the Upright Position"



The player is presented a large square table maze, mounted vertically on an axle in the wall. They must turn the entire maze as needed in order to roll the crystal from its starting location in the top-right corner to an exit hole starting in the top left. To make the challenge harder, some of the walls are actually four-armed windmills which will turn when the maze is spun, and there are three long 'shutters' which the player must slide back and forth in order to put holes in the correct positions, allowing the crystal to pass from compartment to compartment. To win the crystal, the player simply has to get it out of the maze within the time limit.

"Frog March"



The room has a series of giant, literal stepping stones on the floor, which the player must use to reach a frog at the back of the room. Starting on the stone directly next to the door, they must work out the two numbers referenced by a pair of cryptic hints, then add the numbers together and step to the stone with that number as the solution to its first hint (for example, if the first stone reads 'Triangle sides + On the floor', they must add three and four to get seven, then stand on 'Continents - Geese A-Laying'), repeating until they reach the frog and the crystal it is guarding. If they are correct, the next stone will light up and they can continue. If they step on an incorrect stone, a bell will ring and they must step back to the previous correct stone before trying again. If they make three mistakes, they will be locked in automatically.

Following the first playing, the second hint in each equation is replaced with a regular number in order to make the game easier. (It probably would have worked better if the first hint was replaced instead, because the main problem was working out that only the first hint was relevant when deciding which stones to step to.)

"Treasure Chests Season 2"



The player is presented four things - a wall-mounted cage containing the crystal, a three-by-three grid of chests with unique shield designs on top, a wall-mounted shield showing twenty similar shield designs in a larger grid, and a key chained to the wall with a box-like representation of this larger grid with one square blackened. They must identify the shield design seen in this position on the larger shield, then match it to one of the nine chests and carry it to the key, opening it to find another chained key with a new box grid. They must then repeat the process to get another key, and so on until the third chest they open contains the key to unlock the crystal's cage.

"Hailstorm"



The player enters on one side of a fence, with four shields arranged in a weathervane-like formation around a central pole on the other. Using a spring-loaded catapult, they must fire a series of small rocks through a hole in the fence so they hit the shields, forcing the vane to spin. As it does so, it will unwind a rope, lowering a weight but raising a small sign that will eventually tip the crystal's perch, sending it down a gutter and through the fence for collection.

"Scale Aweigh"



The player is presented a large seesaw scale with a bowl at each end. Using a sign on the wall to show how four Imperial measurement units compare to each other, they must load a series of sacks weighing different amounts (and bearing tags showing these amounts) into the bowls so that when all the sacks are loaded, the scales are evenly balanced. When they do so correctly, a hatch at the bottom of the scale will open to release the crystal.

"Bottom Feeder"



The player is presented a large sloped panel, with a series of eleven round discs embedded into it so they touch at various points. Each disc has a hole cut into its edge large enough to fit one ball bearing. They must transport one ball bearing from a channel at the top of the panel to a second channel at the bottom by spinning the discs so the bearing passes from one disc to the next. However, unbeknownst to players there are a series of holes beneath the discs, and the ball will drop through if it rolls over one of these hidden holes. When the player gets one ball to the bottom channel, the crystal will be released and will drop into a shelf at the bottom of the panel, allowing the player to reach in and grab it.

"Smash and Grab Season 2"



The player is presented a castle backdrop, with five small targets positioned on it. They must stack a series of blocks (one with a pole sticking out) to form a simple battering ram, then use it to smash each of four targets on the castle wall until the flaps adjacent to each drop, then hit a fifth target to lower the larger drawbridge flap, allowing them to collect the crystal waiting inside.

"Reshape the Shape Season 2"



The player is presented four giant wooden blocks arranged to form a cross. Using the wall-mounted panel as a pictorial guide, they must rearrange the four blocks to form a perfect square. When the square is formed, the crystal will drop down a tube attached to the hatch and the player can collect it. The players outside the room may not provide assistance.

"Murder Mystery Season 2"



The room is decorated as a cluttered Medieval home, with a 'dead wizard' at the table holding the first clue in a simple treasure hunt. The player must use this clue to find another clue, and so on until they find the crystal hidden somewhere in the room.

Given the following three seasons' murder mystery games all debuted within the first six games of the preseason Christmas special (the Aztec game in Season 3 was fourth, the Ocean game in Season 4 was second, and the Futuristic game in season 5 was sixth), and even the first season's Industrial version was sixth in the premiere, it's odd that this one doesn't appear until the fourth episode of the regular season... where it's the very last game before the Crystal Dome.

"Rainfall"



The room (essentially triangular in shape) contains a large water wheel inside a cage in one corner, and a gargoyle water

feature spurting water in another corner. The player must transport the water from this gargoyle to the water wheel in order to power it, by attaching gutter sections of different lengths from a series of hanging chains along the two side walls. If the gutters are not correctly placed, the water will not flow into the wheel, and it will not turn. When the wheel turns, it will wind up a rope on one side of a smaller gutter inside the cage, eventually raising it to a point where the crystal will roll down it and through a hole in the cage for the player to collect.

"Stack the Deck"



The player is presented three poles, each of which has a block painted like part of a playing card on each side at the bottom. They must then arrange a group of additional blocks on the poles so that each pole shows four different cards. When all three stacks are completed correctly, the hatch on a wall-mounted panel will open to release the crystal.

In the Christmas special, the player only has to complete two stacks, but only one of the blocks is already in place. In effect, they only have to place five blocks correctly instead of six.

"Blackout"



The player is presented a large, sealed trough-like table with eight balls inside (four white and four black, alternating). They must tilt the table as needed to get the four black balls to an exit hole at the far end of the trough, using a small alcove on one side of the trough (with room for one ball at a time) to transfer the balls past each other as needed. Each time they get a black ball out, they must place it on a holder at the front of a wall-mounted panel. When all four balls are on their holders, the panel's hatch will open to release the crystal.

"Hanging in the Balance"



The player is presented a large seesaw scale with five hooks hanging from it at different distances from the pivot (one and two length units away on the left, two, three, and four length units away on the right). Given a set of five weights worth different values (one, two, two, four, and six weight units), they must hang one weight from each hook so that the scales are perfectly balanced. When they have done so, a hatch at the bottom of the scale will open to release the crystal.

"Pumped Up"



The player is presented a mock staircase with three barrels on it, the bottom one of which is full. Using a portable hand pump, they must pump water from the bottom barrel into the middle barrel, then into the top barrel. From the top barrel, the water will flow from a hose into a tube to raise the floating crystal, but the player must work out that the tap must be turned on first. When the crystal is high enough to reach, the player can collect it.

"Capstan Crunch"



The room is split into two parts by a wall, with a raised portcullis above the 'doorway' into the back half. As the player collects the waiting crystal from a ledge, the portcullis will drop to trap the player inside. The player must use a provided group of cogs, a capstan, and the rope attached to the portcullis to form a simple winch, then crank it to raise the portcullis enough to escape. (Obviously, if they fail to, they are locked in automatically.)

"Dragon's Den"



The room is decorated as a dragon's den, with a series of prop eggs arranged in a grid around the room and a dragon at the far end. Using a series of podiums, a cargo net strung across the middle of the room, and a two-rope traverse in front of the dragon, the player must cross the room to find a treasure chest, then open it to find a map showing the egg grid with one egg marked. Once they do so, they must travel to this egg and lift it up to reveal the crystal hidden underneath. To make it harder, one of the podiums will withdraw into the wall after the player steps onto the following podium, and if the player touches the floor or damages an egg at any point, they will be locked in automatically.

"Another Brick in the Wall Season 3"



The player is presented a large stone wall, with nine cubic blocks inserted into a three-by-three grid of holes. Each cube is marked, dice-style, with a specific number of grooves, and the player must rearrange these blocks in the wall to form a magic square, with every row, column, and both main diagonals having three cubes with a total of exactly fifteen. When they do so correctly, the crystal will roll out of a hole at the bottom of the wall.

"Griffin Door"



One wall is covered with a giant sloped frame containing two square puzzle pieces placed in opposite corners of a four-by-four grid. The player must fit the fourteen additional pieces on the floor into the correct places on the sloped surface in order to form a shield image. When the image is correct, they must use an adjacent mirror to read the writing on the shield - a hint to the location of the crystal, in a compartment behind one of the magnetic puzzle pieces (which will lift off the section of wall behind it when removed from the puzzle).

The frame is the same one used for the vertical jigsaw challenge in the Aztec Zone in the previous season (the hole the crystal dropped into is still at the top of the frame, even though it serves no purpose here). It's not known whether the pieces were always magnetic, or whether that was a modification made for this game.

"Ring My Bell"



The player enters the room on one side of a barrier, with a wizard statue at the far end. Using a pair of crank handles, they must wind up a rope attached to the wizard statue in order to pull it across the room so they can grab the crystal resting on its hand. However, a series of bells are spinning from a mobile overhead, and the player must time the statue's movement to avoid its staff hitting any of them as they revolve. Each time they hit a bell, it will chime loudly. If the player rings three bells, they will be locked in automatically.

"William Tell Season 3"



The player enters on one side of a fence, with a series of loaded crossbows lined up on pivots at two levels, and the player must use them to fire arrows at three shield-shaped targets as they slide back and forth above a castle backdrop. Each time a shield is hit, it will drop out of sight. When all three are hit, the castle's door will open to reveal a final very small target, which the player must hit in order to send the crystal rolling down a gutter through the fence.

"Colour Wheels"



The player is presented a table with seven rotating discs arranged on it in a honeycomb formation. Each disc has six sections around its outside marked with assorted colours, and the player must spin them so that where any two discs are directly adjacent, the coloured sections on each of them match. When they do so correctly, the crystal will rise through a tube in the centre of the central disc for collection.

"Bowled Over"



The player enters on one side of a barrier, with a horizontal pole at the other end. Using a set of bowling ball launch rails, the player must roll a group of bowling balls across the room, aiming to hit a series of smaller poles sticking out of the central pole. Each time they do so, the pole will spin and raise a section of guttering slightly. When the gutter has been raised high enough, the crystal will roll down it and to the player for collection.

"Cage Match Season 4"



The room is divided into a series of smaller rooms, with the walls all made of prison-like vertical bars. Once the player figures out that some of the walls slide, they must pick up a heavy ball from a room near the start of the maze, then slide the walls back and forth as needed to reach a cage containing the crystal, which they must unlock from its anchor by using a key attached to the heavy ball. They can then leave the heavy ball where it is and return through the maze to the room's door, unlocking the cage to release the crystal when they arrive.

One player dropped the crystal as they opened its cage, and could not find it on the floor due to the dry ice fog covering it. After they left the room without it, O'Brien reached in from the outside and grabbed it, awarding it to the team.

"Queens of the Middle Ages"



The floor is covered with a giant six-by-six chessboard grid, with six large chess pieces waiting near the room's wall. In order to open the hatch on a wall-mounted panel and release the crystal, all the player has to do is arrange these six pieces on the grid so that no two are in the same row, column, or diagonal (including any of the smaller diagonals).

"Excalibur"



The room contains a large vertical frame, with a series of blocks placed on axles. Each of these blocks has one blank face and three with different words on them, and the player must rotate them one at a time to form a series of two-word expressions, starting with a predetermined word at the top and ending with a second predetermined word at the bottom. When working from the top, all three words on a rotating tile will form two-word expressions if the previous tile is correct, but if a word is incorrect it may or may not be impossible to form an expression, at which point the player must keep searching. Once the entire set of expressions is formed correctly, Excalibur (a mock sword in a mock stone next to the very real frame) will be released, and the player can bring it out of the cell to exchange it for the crystal.

This is the only game designed so a winner exits the room without the crystal - there's one Futuristic Zone game where they bring out a handle with the crystal inside, but the crystal inside it is the one they keep. Here, the crystal is visible in the room as part of Excalibur's ornamental handle, but when the player brings the sword out the entire thing is placed next to a suit of armour and exchanged for a crystal held in the knight's hand.

"Unstable Table"



The player is presented a giant round table with a maze on it. Using a set of steps next to the table maze as a hint, they must climb on top and control the maze with their feet to direct the crystal to the exit hole in the covering on the outside of the circular maze, holding onto a dangling rope for balance. When it gets to the hole, they can reach through the cover to grab it.

"Toil and Trouble"



The room is divided into three parts - a cauldron on the right and a series of shelves on the left, with the player entering a walkway in the middle. Using a claw pole for assistance, they must collect flasks containing four colour-coded ingredients from the shelves and pour them into the cauldron. When all four liquid ingredients have been added to the cauldron, the crystal will rise up out of it and the player must use the claw pole to collect it. However, two four-armed windmills spin directly in front of the shelves, and the player must avoid these. If the player breaks three flasks during the game, they will be locked in immediately. In addition, if they drop the crystal at all, they forfeit it immediately.

"Light and Shading"



The player is presented a large stained-glass window, with several unfilled sections showing white light. They must use a series of adjacent pieces to fill each of the gaps, in order to complete the image. Once the image is complete, they must match it to one of nine hinged covers on an adjacent panel, opening the cover to reveal the crystal waiting behind it.

"Now With Added Leverage"



The player enters on one side of a fence, with a large table maze on the other side. They must stand on a perch and work out how the two large levers provided control the suspended maze's movements, then tilt the maze as needed to roll the crystal from its starting location to an exit hole in the top right corner. When it reaches the hole, it will drop into a gutter and roll towards the fence for collection.

Three of the game's four players got stuck in the exact same part of the maze.

"Barreled Over Season 4"



The player enters the room on a small ledge, with a large barrel on rails on the left side and a group of large cannonballs on the right side. They must load one ball at a time into the barrel, then get in it themselves and roll along the rails to the far end of the room in order to place the cannonball into a gutter, allowing it to roll into one side of a counterbalance mechanism. When four cannonballs are in the counterbalance, it will raise another gutter and the crystal will roll down it towards the ledge, allowing the player to collect it on their way out. However, if they touch the floor (excluding the barrel and ledge) at any point during the game, they will be locked in automatically.

"Slice the Dice"



The player is presented a series of rails arranged to form a triangle-like shape, with six tiles on it marked with the numbers from one to six. Starting with the tiles arranged in ascending order from left to right, the player must work out how to slide them around the rails, using the three turning corner rails for assistance, so that their starting position is reversed (with the tiles now being in descending order from left to right), in order to match the diagram on a wall-mounted panel. Once they do so, the panel's hatch will open to release the crystal.

"Red Alert"



The player enters on one side of a fence, with a musket-like weapon attached to a pivot on the fence and a cylinder rolling on an axle at the far end. As the cylinder and a series of round, colour-coded targets attached to it spin at a fast speed, the player must load balls into the musket and fire them at the targets, aiming to hit each of the three scrolling red targets. If a ball hits one of the red targets it will stick, while if it hits one of the others it will bounce off. When the player hits all three red targets, the hatch on a wall-mounted panel will open to release the crystal.

"Unplugged"



The player enters on one side of a fence, with a musket-like weapon attached to a pivot on the fence. They must use it to fire a series of large corks across the room to hit a line of targets, each attached to a nozzle on one of three mead-filled barrels. When a target is hit, the tap will open and mead will flow out, rolling down a gutter into a monk statue's mouth. The player must then realise that unlike other similar challenges from the show's history, hitting the next target in the line will close the tap again and they must ignore it, instead moving to the next barrel. The three barrels are different sizes and the target sizes vary inversely, getting smaller as the barrels get bigger. When the monk is filled with enough liquid, it will tip over and the crystal will roll down a gutter to the player.

"Knights of the Square Table"



The player is presented a table with four figurines around the edges. Using a series of puzzle blocks, they must form an intersecting grid of lines in an inset section of the table, matching a series of colour-coded dots between four small statues around the edges of the table so paths are formed joining both a white knight with a damsel in distress and a black knight with the gallows. When the puzzle is complete, the crystal will drop down a tube attached to a wall-mounted panel and the player can collect it.

"Super Ramp"



The player is presented a large table with a concentric spiral forming a path from its edge to a hole in the covering above the centre of the table. They must tilt the table as necessary to roll the crystal along the path to the exit, avoiding a series of holes in the ramp and missing edge barriers as they do so. If the crystal falls off, the player must start again. When it reaches the top of the spiral, the player can reach in and collect it.

"Down the Grain"



The player enters on one side of a fence, with two zigzagging channels placed across it at various heights. They must use a series of poles attached to buckets on the opposite side of the fence to transport grain from a funnel on the right wall to a sack on the left, pouring the grain from bucket to bucket as needed. The channels are placed so that it may be impossible to pour the grain from one bucket to the next if the wrong bucket is used. When enough grain has been poured into the sack to tip a counterbalance, the crystal will roll down a gutter through the fence.

"Synchronised Spinning"



The player is presented a large frame, built on a central pivot with two long barrels at each end. One of these barrels has a maze carved into it, with the crystal inside a wire barrier that keeps it at the top of the maze as the barrel spins. The player must tilt the frame and use the other barrel to turn the roll the maze (rigged to move in unison) so that they can transport the crystal from its starting position on the left side to an exit hole at the right. When it reaches the end of the maze, it will roll into a short gutter and the player can collect it.

"Sunstroke"



The player is presented a vertical pole with a series of puzzle pieces skewered onto it. The player must work out how to fit the remaining uniquely-shaped pieces adjacent to the pole onto it (using the colour-coding on the top and bottom of each piece for assistance, although there are multiple pairs of each colour) in order to form a tall sundial. When the sundial is complete, a spotlight will shine on it, casting a shadow on a particular number, and the player must move the pointer on a wall-mounted panel to point at the same number in order to open a hatch with the crystal on it.

Enough sunlight to make a functional sundial INSIDE a Medieval dungeon? Just go with it. We've got even more suspension of disbelief coming up in the challenge listed below.

"Galaxy Quest"



The player enters on one side of a fence, with a gutter attached to a pivot on it. On the other side of the fence, a series of nine colour-coded scoops revolve on bars around a central sun. The player must load coloured balls into the gutter, position the gutter above the corresponding scoop as it sweeps past, and release a catch to drop the ball into the scoop. The player has only three balls in each colour, and if a ball of the wrong colour lands in a scoop the game becomes unwinnable. Each time a scoop is filled correctly, the matching light on a wall-mounted panel will illuminate. When all of the scoops are correctly filled, the panel's hatch (disguised as the Sun) will open to release the crystal.

This would have easily been a four-star game if used in the Futuristic Zone. But in the Medieval Zone, it seems out of place to begin with, and that's even before you consider (1) people in the Middle Ages thought everything revolved around Earth instead of the sun - it wasn't until the Renaissance that the thinking behind that issue changed, and (2) the last several planets weren't discovered until hundreds of years later - Pluto in particular wasn't discovered until the early 20th Century!

"Blow, Blow, Blow, a Moat"



Prior to entering the room, the player is given a small bellows. The room contains an octagonal cage, with the crystal perched at the top of a towering castle in the centre of a moat. The crystal is held above a gutter by three strings, each stretched along the moat to one edge of the cage. The player must stick the bellows' nozzle through the cage and use it to propel a floating

candle around the moat, keeping it below each string for long enough to burn through the string, lowering the crystal to the next level. There are three candles provided, in case the candle is accidentally blown out. When all three strings are burned through, the crystal will roll into a gutter and out through a hole in the cage for the player to collect.

This might just be that rare challenge that combines four different common stereotypes - castles AND a moat AND candles AND bellows - into a challenge that isn't awful. (Considering the best entry in the "fusion of multiple stereotypes into a single challenge" category otherwise is a Survivor challenge held in China and involving fireworks, fireballs, woks, and chopsticks, it's not saying much though.)

"The Beginnings are Just the Endings Repeating"



The player is presented a large square table with a series of paths carved into it to form a table maze. There are four four-letter words on the left side of the maze, with the final letter of each word being on a separate square tile that can move, and the player must move each of these tiles through the maze so that they reach four more three-letter words on the right side, placing them in position to form a new set of four-letter words. When all four words on the right are correctly formed (some letters work in multiple places, but there is only one way to match them all correctly), the hatch on a wall-mounted panel will open to release the crystal.

There are a series of barriers on top of the table to form additional walls, but in practice these are no different from blocked sections in the carved maze. In essence, the carved section is basically a square grid with some additional horizontal lines at various points, while the additional barriers are the maze itself. It's confusing, I know.

"Wax On, Wax Off"



The player is presented a round magnetic panel, and a series of magnetic blocks showing various medieval items. They must select pieces and arrange them in position on the shield, then use the panel to stamp a circle of wax, making a mould of the 'king's seal' matching that shown on a wall-mounted panel. When they have made a mould, they must show it to the waiting guard. If they are correct, he will give them the crystal. However, there are only three wax circles available, and if the player uses all of them without matching the seal correctly the game ends immediately.

Not sure why this isn't an automatic lock-in game. I can only assume that it actually was and all references to it were edited out when every single one of the game's four players succeeded on the first attempt. (Plus, with how much time it took to even finish that first attempt, nobody would have had time for three failures.)

"Rolling, Rolling, Rolling and Deliver"



The player is presented a giant hamster wheel and a wall split into three sections, each with a series of narrow tunnels cut into it. Starting with the crystal at the top of the wall, the player must run on the wheel in one of two directions to raise or lower the central section as needed, allowing the crystal to roll from tunnel to tunnel. Each tunnel on the two side sections has a small panel at its start and end which must be removed before the crystal can roll through. When the crystal reaches the bottom of the wall, it will roll onto the ground for the player to collect.

"Albloomin"



The room is decorated as a dark forest, with a large tree in the middle. The player must locate a prop egg hidden inside the base of the hollow tree, then use the assorted holes in the side to transport the egg to the exit at the top of the tree, by placing their hands through the holes and passing the egg upwards into their other hand, as many times as it takes. When the egg is free, they can take it to a key on the wall and use the key to unlock the sealed egg, releasing the crystal.

"X Marks the Spot"



The floor is covered with an eight-by-eight grid, with a series of similar shield designs around the four edges. The player is given two pairs of ropes with flags at each end, and must match the shield designs on these flags with the shields around the

grid, placing each flag into the corresponding hole. When all four shields are correctly matched, the ropes will intersect above one of the grid's sixty-four panels and the player must open it to find the crystal.

"Coinveyor Belt"



The player is presented a long cage, with two wires stretched between pulleys on each end of the cage. They must balance a large coin on the wires, then turn the two closest pulleys in unison to transport the coin across the cage to a box at the far end, timing their movements to avoid the coin being pushed off by two slowly-pistoning prongs. When a coin falls from the wires, either prematurely or by landing in the box, the player must start again with a new coin. Once they have successfully transported three coins into the end box, the crystal will slide down a zipline inside the cage, exiting out a small hole so the player can collect it.

"Triple Bump"



The player enters on one side of a barrier fence with a crank at one end and two levers at the other. On the opposite side of a fence is a model knight on a set of rails. The player must use the crank to winch the knight to the back of the rails, then release it and run across the room to the levers, using them to aim the knight's lance so that it hits a suspended shield. Each time a shield is hit, it will be pushed out of the way, and the player must wind up the knight again before trying to hit the next shield. When all three shields have been hit, the crystal will roll down a gutter towards the player.

"Public Knowledge"

NO STARS

The player is presented a series of signposts, each with room for two signs, and a series of signs showing words. They must arrange these signs, some of which are double-sided on the signposts to form six common British pub names (for example, Elephant & Castle). However, to do so correctly they must realise that one of the signs already hung as an example is double-sided, with the decoy side visible. When all six pairs are correctly arranged, the hatch on a wall-mounted panel will open to release the crystal.

"Moat Float"



The player is presented a series of five water-filled corrals arranged in a line, a cage over the back half blocking access to the crystal. They must use a bucket to haul water back and forth between the corrals in order to raise a series of floats, moving the crystal from the leftmost corral to a hole on the righthand side of the cage by rolling it down the ramps on each float. When the crystal reaches the final float, it will roll out of the exit hole and the player can collect it.

"Fractured Fairytale"



The player is presented a lectern with a large book on it, and six stained glass windows with letters on them. They must read one page of the book (a mock fairytale) at a time, working out what the missing final word on the page is and using a key to turn the two-panelled windows as needed in order to spell it. When the correct word is spelled, the crystal will drop down one section of a vertical tunnel. Once all six are correctly spelled, the player will be able to collect the crystal.

"Ring Around the Ropes"



The player is presented a large wooden frame with a rope wound around it several times. The crystal is locked inside a cage attached to a hoop on one end of the rope, and they must work out how to move the hoop along the rope to the other end, releasing it. When the rope is released, they can use a key on the wall to unlock the crystal.

A spiritual successor to the earlier rope trick games, this one... really isn't a trick. It's just "get the ring from A to B", but the issue here is the rope doubles back over itself.

"Aim the Flame"



The player enters on one side of a fence. Using a mechanics' trolley, they must slide beneath the grated fence to reach a cannon and a lit torch waiting above the fence (the cannon straight ahead, the torch requiring a left turn), then use the ropes and pulleys attached to them to pull them together, at which point the cannon will 'fire' at a model castle, releasing a drawbridge with a hole in it. The player must then slide to the castle (requiring a right turn from the hole in the barrier fence), then reach up through the drawbridge hole and pull a rope to raise the portcullis before snagging the crystal inside.

"Holey Rollers"



The player is presented a simple table maze, with only vertical walls, and must tilt the table as needed to roll the crystal from its starting position to an exit hole in the opposite corner. Each vertical column except the first and last contains a wheeled compartment that will roll back and forth when the table is tilted, and the player must realise the crystal must roll into and out of these compartments in order to reach each successive hole in the vertical walls. When the crystal reaches the final column, the player can simply roll it to the exit hole and reach in to grab it.

"Chain Retraction"



The player is presented a table with a shallow compartment embedded in the top, and a line of ten large coins connected by metal bars. With the coin at one end of this chain glued inside the compartment, they must figure out how to fit the other nine and the bars so that the entire chain is inside the compartment. When they have done so, they can slide the lid shut to reveal the crystal waiting beneath.

In one playing, the usual 'close the chest to find the crystal' instructional note is accidentally replaced with the 'insert all the pieces to reveal the crystal casket' note for one of the season's Ocean Zone games.

"Barreled Over Season 6"



The room is decorated as a cellar, with a series of large barrels arranged in a gridlike formation. Near the entrance is a key, chained to a barrel and with the instruction that it will unlock another barrel. The player must search the cell for this second barrel, a smaller one which is tied to another chain, then carry it back through the larger barrels to the key. However, some of the barrels are too close to each other to walk through, and the chain the barrel is attached to will only reach the key chain if the player takes the shortest possible route. When they reach the key chain with the barrel, they can unlock a small hatch in the top of the barrel to release the crystal inside.

There's only one route short enough to reach the key, but even then the basic trick here is more to do with realising that the chain needs to curve around the narrower points where two barrels meet instead of around the wider areas in the middle of the lower barrels as it would if dragged along the ground.

THE CRYSTAL MAZE

UNITED KINGDOM, INDUSTRIAL ZONE

"Red Rüms"



The room is divided into a five-by-six grid of smaller rooms by a series of red walls, most of which are actually doors. The player must make their way from grid cell to grid cell using these doors in search of the crystal, then return to the exit the same way.

Industrial theme optional. (Believe it or not, this lack of a theme actually winds up being a more consistent theme in the zone than the Industrial theme itself.)

"Murder Mystery Season 1"



The room is decorated as a cluttered office, with a 'dead body' at the desk holding the first clue in a simple treasure hunt. The player must use this clue to find another clue, and so on until they find the crystal hidden somewhere in the room.

"On the Bubble"



The player is presented a round, flat dome, with a second, more curved plastic dome on top. Resting on the edge of the small dome are two metal balls, and the player must use a handheld electromagnet to pick up one of the balls through the larger dome, dragging it along the surface and releasing it when the ball is directly on top of either of two small holes in the smaller dome. If the ball misses the hole, it will roll back down the dome to the edge, and they must try again. When they get one of the balls into the hole, the crystal will drop down a chute in the centre of the small dome and the player can collect it from the opposite end.

"Out of Sight"

NO STARS

The player enters on one side of an opaque wall with a series of incubator gloves in it. Working from left to right, they must place one hand in each glove and use them to feel an unknown object in a small corral on the other side of the wall, then guess what each of them is. They are only allowed one guess at each item, but can pass and return if time permits. If they can correctly identify four of the five items, the crystal will be released into a sixth corral and they can collect it.

As if the challenge wasn't hard enough as is, most of the items used were so obscure as to make the challenge impossible – even given the camera footage from the other side of the wall I still can't tell what some of them were.

"Up the Wall"



The crystal is placed on a small perch above the far end of the room. The player must locate a group of three poles and fit them into pairs of parallel braces on the side walls in order to form a makeshift ladder ramp, removing and replacing them as needed to climb to the crystal.

The crystal and its support pole retract temporarily if the player steps on the safety mats behind a marked line near the door, but since it's too high to reach from the mats and it takes a while to build the ladder, it's irrelevant.

"Buried Treasure"



The room is filled with a shallow sand pit. Using a provided metal detector, they must find two buried combination lock dials, and a chest containing the combination itself. Once they have found them, they can fit the dials into the holes on a wall-mounted safe, then use the combination to open it, and finally collect the crystal waiting inside.

"Symbolism Season 1"



The player is presented a pair of wall-mounted panels. The left panel shows three addition problems using numbers that have been replaced by symbols to get the totals shown. They are also shown the seven symbols used and the equivalent numbers for five of them. They must first work out the values of the two unknown symbols, then solve a set of three additional equations on the right-hand panel, using an electronic keypad to show the answers. Each time they answer an equation correctly, the crystal will drop a short distance down an adjacent tube. When all three equations are solved correctly, the player will be able to collect it.

"Along Came a Spider Season 1"



The room is dark, with two neon cargo nets positioned at angles to form a mock spiderweb. At the top of the 'web' is a large

prop spider with the crystal resting on its back, and the player must climb up the nets to collect it, before climbing back down to the door. However, the nets have several large bells on them, and if the player must move slowly and carefully to avoid triggering them. If they trigger a total of three bells, they will be locked in automatically.

"DIY Crystal"



The player is presented a giant five-by-five sliding puzzle, with over half of the tiles already in the correct positions. They must then slide the remaining tiles around the tray to complete the remainder of the image, a geometric representation of a crystal as seen from above. When the crystal is complete and matches the image on a wall-mounted panel, the panel's hatch will open to release the real crystal.

"Titanic"



The player enters on one side of a fence, with an iceberg-filled pool on the other side. They must use a remote control panel to steer a toy boat along the floating but linear course to the crystal, use a magnet on the boat to snag a small iceberg with the crystal on it, then steer the remainder of the course to the end, where the player can reach through a hole in the fence and pick up the crystal.

"Off the Rails"



The room contains a large cage, with a horizontal channel in the end closest to the player. One at a time, a limited number of large balls will be released down a pair of rails extending across the cage, and the player must slide the handles extending out from the cage along the channel in order to roll the ball toward one of five buckets on the ground, pulling them apart at the right time so the ball drops into the bucket. When the player gets one ball in each of the buckets, the hatch on a wall-mounted panel will open to release the crystal.

"Yellow Brick Road Season 2"



The player is presented nine giant cubic blocks, each with the sides painted in six different colours. Using the fact that some of the blocks are loose while others are joined together with their yellow sides facing up as a hint, the player must use the rest of the blocks to complete a three-by-three grid with all of the yellow sides facing up. When they do so, they will reveal four numbers, which must be used as the combination to open a padlock on a wall-mounted cage containing the crystal.

"Sniper Fire"



The player enters on one side of a barrier fence, with a series of loaded pellet guns lined up on pivots at two levels, and the player must use them to fire at three round targets swinging back and forth on poles at the far side of the room (like inverted pendulums). Each time a target is hit it will stop where it is, which may prove a problem as the three poles are all swivelling from the same base. The targets all swing at different paces, and each gun only has one pellet. When the three targets are all hit, a panel behind the targets will open to reveal a fourth target, which will remain stationary and which must be hit in order to send the crystal down a zipline toward the player for collection.

"Location, Location, Location"



The player is presented a table with a standard three-by-three sliding puzzle in the middle, and must arrange the tiles in the correct locations so the letters displayed on them combine with letters on each side of the table to spell the same word three times. When the puzzle is complete, the hatch on a wall-mounted panel will open to release the crystal.

"Knock Knock"



The player is presented a series of enormous props - a battery, a doorbell, a wrench, two nuts, and a matchbox. The player

must correctly wire the doorbell by taking the loose cables attached to it and securing them with the wrench and nuts to the battery, using the matchbox to stand on. When they have done so, they must press the doorbell's button to drop the crystal down a shaft on the wall, releasing it for collection.

I'm not sure what the crystal shaft is supposed to be. But the matchbox is a prop recycled from the first season – it appeared in the matchbox puzzle game in the Medieval Zone.

"Crossed Wires"

NO STARS

The player is presented a large panel with twelve photographs on it, and two plug holes beneath each. Using the example as a hint, they must identify the word represented by each photograph, then use provided cables to connect them so that each pair of cables links two words that can be combined to form a two-word expression. Each word is used twice, once as the end of an expression and then again as the start of an expression (for example, 'hand writing' and 'writing paper'). Once all of the connections are correctly made, the hatch in the centre of the panel will open to release the crystal.

It's essentially a cheaper version of the convoluted 'nuclear warhead' game from the first season's Futuristic Zone, combined with one of the variants of the electronic stepping stone game from the same zone. Because when people couldn't figure out what they had to do even when they only had to make six connections, it makes perfect sense to expect them to be able to do it eleven times within the same time limit, with even less explanation (at least with the warhead game, they got a simple clue presented as a mock defusing manual).

"Dick Head"



The player is presented a giant five-by-five sliding puzzle, with over half of the tiles already in the correct positions. They must then slide the remaining tiles around the tray to complete the remainder of the image, a cartoon illustration of host Richard O'Brien holding a crystal. When the image is complete and matches the one shown on a wall-mounted panel, the panel's hatch will open to release the crystal.

"Below Your Stack"



The player is presented a wall-mounted frame, with a series of letters arranged to form the two leftmost and two rightmost columns of a seven-by-seven grid. They must slide a series of seven additional tiles, each marked with three letters, down the centre of the frame so that a series of seven-letter words read across it (for example, AF---LE could be completed with the tile FAB to form AFFABLE). When all seven of the tiles are correctly placed, they must work out that one of these three central columns spells 'Crystal' when read vertically, then use it as a hint to open the drawer directly below in order to find it.

NONE of the game's four players (all of whom won) noticed the vertical clue, defeating the entire purpose of the game.

"Spin Doctor"



The player enters on one side of a fence, with the crystal positioned on a large wheel used as part of a pulley mechanism on the other. They must use the pieces on their side of the fence to build a long crank capable of reaching a peg on the other end of the mechanism, then slide it through a small hole in the fence and turn it until the crystal reaches the front of the wheel, at which point they can reach through a larger hole and collect it.

Bizarrely easy and remarkably dull, this is almost certainly the single game that I forget exists most often when I rewatch old episodes of the show. (Although to be fair, this is also the ZONE that I forget exists most often, due to its complete lack of anything approaching a coherent theme.)

"Escape Rope"



The player is presented a metal frame consisting of a series of interlocking poles with square hoops at the end, with a key attached to a rope around the shortest of these poles. They must work out how to release the rope from the frame, then use

the key to open a safe containing the crystal.

"Defying Gravity"



The player enters on one side of a fence, with a simple crane suspended from it above the back half of the room. They must use it and a variety of controls to position a small electromagnet above a magnetic weight on the ground, turn the magnet on and attract the weight, then place it on a tray on one side of a counterbalance before turning the magnet off to release it. When enough weight is on the tray, it will raise the crystal (in a magnetic cover) through a hole in a cage, and the player must then use the magnet to pick it up before transporting it back through the fence.

"Shunt Up"



The player enters on one side of a fence, with a model train network set up on the other. Using a control panel to both move the train and change a series of switches at Y-junctions, they must steer a train around the course to collect a flatbed carriage with the crystal on it, then continue across the network to a rail passing through the fence, allowing them to collect the crystal from the carriage.

"Windsurfing"



The room contains a long, snaking cage with a model sailboat on wheels inside it at one end. Using a handheld air blower, the player must work out how to direct the boat along the cage to the exit hole at the far end, allowing them to collect the crystal perched on top of the boat.

"Safe Cracker"



The player is presented a gigantic safe with five combination lock dials. Each lock has a mathematical problem adjacent, and the player must work out the solution to each problem before turning the corresponding dial to show the answer. When the dials on all five locks are turned correctly, they can open the safe to release the crystal.

"Break and Enter"



The room is split in half and decorated as a suburban house. Entering in the 'yard', the player must locate and deactivate a series of burglar alarms both in the yard and in the house's living room. Each of the alarms is made of three colour-coded wires and the player must provide wire cutters to cut a wire when it is the colour that would be formed when the other two in the trio are combined (for example, if the wires are blue, yellow, and green, the green wire must be cut). Not all of the wire trios have solutions and therefore some must be ignored. Once the player cuts five correct wires, they must locate a key and use it to unlock a safe (disguised as a painting) to find the crystal. However, each time they cut an incorrect wire, an alarm will sound. If they make three mistakes, they will be locked in automatically.

"Mazed and Confused Season 3"



The room is split in half, with each half divided into a maze. The first half of the maze is divided into a three-by-four grid of cubicles, with some of the walls stationary and some actually doors, and the player must search the cubicles for a key hidden somewhere inside. They must then locate a lock and use the key to unlock it, opening the door to enter the second half of the room – a mirror maze where they must find another key, collect the crystal from a perch on a second locked door, then unlock it and escape.

"Never a Crossword"



The player is presented a large table, patterned in a six-by-eight grid with some squares black and others white. They must take a series of tiles from a wall-mounted frame and position them in the white grid cells so that all of the letters on the tiles

face the same direction and valid words are formed, crossword-style, wherever two or more letters are adjacent in the same row or column. When the crossword is complete, the crystal will be raised up a tube in the centre of the table for collection.

"Waste Knot, Want Knot"



The room contains two wall-mounted panels at the far end, one of which has a pipe leaking smoke coming out of it and one of which has the crystal inside it. Using a series of loose pipes of different sizes and shapes, and a series of stationary pipes on the floor, they must connect the two panels together so that the leaking smoke instead flows into a vent on the crystal panel. When they do so, the hatch covering the crystal will open to release it.

Decent enough game – the concept is adapted for the Ocean Zone two seasons later – but the leaking smoke seems to linger around the floor, making it tough to see the pipes for about the last minute of the time limit.

"Russian Chesting Dolls"



The player is presented a large chest and a series of wall-mounted panels, each a different colour and with ten numbered keys hanging from it. Using the two clues on the chest for assistance – one a word-based clue to a number, the other a simple outline illustration of something associated with a specific colour – the player must find the correct key on the panels and use it to open the chest, revealing another chest with a new hint, and so on. After opening five increasingly-small chests in this manner, they will find the crystal instead of yet another chest.

"Anchor a Weight"



The player enters on one side of a fence, with a simple crane suspended from it above the back half of the room. They must use the crank attached to it to position a three-pronged claw hook above a model boat floating in a channel, lower the hook to snag one of three weights inside the boat, then raise it and carry it to a nearby platform, where they must release it so it rests on top before repeating the process for the others. When all three weights are on the platform, the attached boom gate will swing out of the way, and the boat will move down the channel toward the player, allowing them to grab the crystal sitting on top.

"Yellow Brick Road Season 2"



Prior to entering, the player is outfitted with a safety helmet. The room is set up as a multi-level maze, with metal grates as walls to allow the camera to see through the walls. The player must crawl through the maze in order to reach the crystal at the top (using a series of yellow discs marking the correct path as a hint), then get back to the door the same way they came.

"Same Same... But Different"



Prior to entering the room, the player is advised that synonyms may assist them in the game. Inside the room, they are presented a vertical panel with three columns at the top, the left and right columns showing words while the much larger central column contains a seemingly-random assortment of lines. They must search a series of hanging cards for one that can be placed in each of the frame's three rows so that the words on the left and right of the card have the same meanings as the words directly adjacent to them. When they do so correctly, the markings on the transparent section in the middle of the card will combine with the markings on the panel to spell a number. Once they player has found the three numbers, they must use them as the combination to open a lock on the panel's hatch in order to release the crystal.

Out of all 277 games the show used during its six seasons (excluding the Crystal Dome final game), this is the only one where equal numbers of players won, lost, or were locked-in: one each.

"Pinball Wizard"



The player enters on one side of a fence, with a large pinball table extending from the fence on the other side. The player

must fire one small ball at a time onto the table, then use a pair of buttons to control the small flippers on each side of the table, aiming to get the ball into one of ten holes on it. If the ball falls down one of the holes, it will roll into a gutter and land in a basket on one side of a counterbalance. If the ball rolls off the end of the table, it will instead drop into a second basket on the other side of the counterbalance. When there are three more balls in the 'hole' side than in the 'missed' side, the crystal will drop into a funnel and roll down a gutter to a hole in the fence for the player to collect.

Most of the difficulty here is that the flippers are so tiny in comparison to the rest of the table that often after the player hits the first flipper, the ball doesn't come close to another one before rolling off the table into the 'negative' basket. In particular, there are no flippers at the bottom of the table for players to use to their advantage. (Presumably, part of this is not wanting them to keep a ball on the table for a long period of time without it falling into a hole.)

THE CRYSTAL MAZE

UNITED KINGDOM, OCEAN ZONE

"Shark Feed"



The player enters on one side of a fence, with a hose attached to a pivot on it. Using this hose, they must fire water across the room to a series of three large 'sharks' whose mouths open and close at various intervals. If water is fired into a shark's mouth it will roll down a gutter to a water wheel, turning it to raise a holder containing the crystal until it tips on the edge of a gutter and the crystal rolls down for collection. However, if the water misses an open mouth it will roll into a second gutter and tip the water wheel in the opposite direction, lowering the crystal and making it harder to reach.

"Murder Mystery Season 4"



The room is decorated as a pirate's cave hideaway, with a 'dead pirate' at the far end of a pool holding the first clue in a simple treasure hunt. The player must use this clue to find another clue, and so on until they find the crystal hidden somewhere in the room.

The game was played in the tank room, which had a ladder from its door to a deck below it, and a pool between it and a second platform on the far end. Players were given a few seconds to reach the deck before the time limit officially started.

"Time Lines"



The room's far wall displays a giant world map, with several card holders placed on it to represent specific locations. Given a time representing London and a series of lines showing the difference in hours between each location, they must fill in the empty holders with cards from an adjacent table so they show what the time is in those locations when it is the stated time in London. When all of the times are placed correctly, a hatch on the map will open to release the crystal.

In the regular season, players have to place nine times correctly. In the Christmas special, three of these are already in the correct positions and the player only has to place the remaining six. This essentially makes it less "work out the times" and more "put them in order from left to right", not that the player came close to succeeding.

"Flag Tags"



The player is presented a vertical panel with a ten-by-twenty-six grid of drawers, as well as a translation guide showing the nautical flags for each letter of the alphabet and number from one to ten. They must locate a key and translate the two flags on its tag to get a letter and a number, then use the letters above the grid columns and numbers to the left of the grid rows to find the corresponding drawer, unlocking it to find another key before repeating the process. After opening five drawers in this manner, they will find the crystal instead of yet another key.

"Spin Cycle"



The player enters the room next to a small set of stairs. They must climb it, then cross the room to the far end using a series of four revolving metal beams with tiny pedestals between them. After they reach the far end, they must use a waiting Allen key to remove four bolts on a tube, dropping the crystal down it as each is removed until the removal of the last bolt drops it into a cup for collection. Once they have the crystal, they must return to the door the same way they came. However, they are forbidden from jumping at any point for safety reasons, and if they touch the floor anywhere aside from the starting ledge or stairs, they will be locked in automatically.

And no doubt injured.

"Crane Crank"

NO STARS

The room contains a large pool, with a wall-mounted four-by-four grid panel at the opposite end. Using a plank to reach a crane in the centre, they must then turn a crank to raise an anchor chain until an item appears. When it does, they must find a related item shown in an illustration on the grid panel, then use a hooked pole to lift off the appropriate cover, releasing a key which they must use to remove the item from the chain (again using the pole to reach), allowing them to continue cranking. They must then repeat the process as many times as needed until the crystal appears.

One of a very small number of games, if not the only one, then-host Richard O'Brien ever admitted to disliking. It's perfectly understandable - pretty much any negative adjective could be used to describe it. Nobody came close to winning (even though he figured out what to do fairly quickly, the first player was down to one minute left when he got the first item off the chain), and it's unknown how the crystal would have been collected - either behind one of the grid panels or (more likely) at the end of the chain.

"Air Port"



The player enters on one side of a fence, with an air gun positioned on a pivot in the centre of it. They must use it to fire at six small porthole targets, as each of them swivels back and forth slowly. If a porthole is hit, the water stored inside the attached tube will flow out and into a gutter, eventually landing in a tall cylinder. When the cylinder is full enough to raise the floating buoy to the top, the spike on the buoy will tip the crystal into a second gutter and it will roll towards the player for collection.

"Crystal Voyager Season 4"



The player enters the room in a small airlock, with a door leading into a 'submarine' buggy and a smaller airlock with an Allen key inside. They must climb into the submarine and roll it along the floor to first collect the Allen key from the other side of the airlock, then across the room to a dive cage where they must use it and incubator gloves to remove four bolts from a smaller cage containing the crystal, before returning to place the crystal in the small airlock and docking the submarine at the large airlock door, collecting the crystal from the other side on the way out. However, two large 'sharks' spin from a frame overhead. Each time they hit a shark, an alarm will sound and a meter showing the player's 'air supply' will reduce by a third of its maximum amount. If they hit the sharks three times, the air supply will expire and they will be locked in automatically.

I'm not quite sure how the air supply inside the submarine is able to be displayed outside the submarine in an ocean scenario, but... whatever. Despite all the clever puzzles, this show isn't exactly known for logical concepts.

"Crystal Clear"



The player is presented a large table with a series of circular discs arranged on two interlocking rails, one a straight line and the other circular. Some of these discs are marked with letters while others are empty, and they must slide them along the rails as needed to spell the words 'Crystal Clear' reading across the straight rail. When they do so, the hatch on a wall-mounted panel will open to release the crystal.

"Whatever Floats Your Car"



The player enters on one side of a barrier fence, with a pool on the other side. They must use a remote control panel to steer a miniature amphibious vehicle from an island at the back of the pool into the water, then out on a smaller island at the front in order to collect the crystal perched on it. However, there are a series of small 'mines' in the water that the player must attempt to avoid. Each time they hit a mine, it will trigger a small explosion. If they trigger three explosions, they will be locked in automatically.

For an 'amphibious' vehicle, it sure didn't seem like the controls worked too well either on land or in the water, and the drift caused when the vehicle moved in the water made it all but impossible to avoid hitting the mines.

"Hook, Line, and Floater"



The player is presented a pool with a dock at each end. They must swim or wade across the pool to the other end, locate a heavy metal chest with two buoys attached, then transport it back across the pool. The chest does not float, and the player must work out how to get it across using a series of additional buoys and two pulleys hanging from overhead ropes. When they get the chest across the pool, they can use a waiting key to unlock a hatch on it, releasing the crystal.

The game was played in the tank room, which had a ladder from its door to a deck below it, and a pool between it and a second platform on the far end. Players were given a few seconds to reach the deck before the time limit officially started.

"This Blows"

NO STARS

The player is presented a large fan plugged into a wall-mounted coin meter, a cage containing a rail with the crystal suspended from it, and a computer. The computer will show a series of multiple-choice questions, and the player must press a button corresponding to the correct option in order to receive a coin, which they must place into the meter to power the fan for a short period. They must work out for themselves that they need to position the fan next to the cage, in order to blow the crystal from one side of the cage to the other, allowing them to reach in through a hole and grab it. The players outside the cell cannot assist in answering the trivia questions.

So awful. Between how slow the computer was, how slow the crystal moved along the rail, and the need to figure out what the hell the fan's purpose was (and there's a second fan inside the smaller cage that seems to serve no purpose at all, making it even more confusing), it's not in the least surprising that nobody came all that close to winning. Basically, to have a chance it appeared you had to move the fan into position as you entered, before even knowing its function as part of the game, and had to answer every single one of the questions correctly (and some were damn hard to boot), and had to pray for a miracle.

"Boiler Groom"



The player enters the cell on a small ledge and must use a flying fox seat to transport one sack of 'coal' at a time from the ledge to a furnace at the far end of the cell, throwing it in to raise the steam pressure by 25% before returning to collect the next sack. Once all four sacks have been thrown into the furnace, they must return to the ledge and pull a lever to open an adjacent hatch containing the crystal. However, if they touch the floor at any point they will be locked in automatically.

In the Christmas special, the rules are adapted considerably. Though the basic concept of the game is the same, the player only has to make two trips across the cell - once to raise the steam pressure by turning a large wheel until a light changes colour, then after pulling the lever to collect the crystal from the far end of the room.

"Jolly Dodger"



The player is presented a table with a large Jolly Roger flag painted on it. They must use a series of translucent red discs of various sizes to completely cover the white areas on the flag (ie. the skull and crossbones). When they do so, the hatch on a wall-mounted panel will open to release the crystal.

"Up Periscope"



The player enters on one side of a wall, into a small room decorated like a submarine. They must use a periscope to look over the wall at an ocean scenario with assorted boats sailing across the horizon at regular intervals, then press a button to release a mock torpedo down a ramp so that it hits a boat at the end as it passes. Each time they hit a boat, a light inside the periscope room will turn on. When they have hit three boats, a hatch will open to release the crystal.

The way the game was staged, we only saw the targets from the player's point of view (ie, with the phony overlapping twin-circle silhouette outline), and as a result it was impossible to tell whether the game was painted oddly or whether they just used early-1990s low-budget CGI to show the scene. It certainly looks like the boats we see catching fire (after being hit) in cutaway shots are different from those shown as the targets.

"Fire Extinguisher"



The player is presented three unlit candles, and an assortment of additional items. They must light one of the candles on a burning torch, then work out how to take it across a pool (with a wall above the middle forcing them to swim underwater) to a cave on the other side of the room, before using it to light a stick of 'dynamite' attached to a treasure chest. When it blows up, the chest will open to release the crystal.

The game was played in the tank room, which had a ladder from its door to a deck below it, and a pool between it and a second platform on the far end. Players were given a few seconds to reach the deck before the time limit officially started.

"Captain's Table"



The player is presented a ten-seat dining table, and a series of placemats marked with guests' names and, if necessary, crew roles. They must position the placemats around the table so that men (who have blue placemats) and women (who have pink placemats) sit in an alternating pattern, and so that no two crew members or members of the same family are seated directly next to each other. When all ten people are positioned correctly, a wooden holder in the centre of the table will split apart to release a carafe with a fake crystal as its stopper, which will be exchanged with a real crystal when brought out of the room.

"Align the Lines"



The player is presented two wall-mounted panels - one showing a radar screen with the central area missing, the other a grid of small drawers. Using a series of translucent green pieces, the player must assemble the round centre of the radar screen, making sure to match the lines on the pieces with those extending from the missing area to complete a grid. Once they have done so, the light behind the frame will turn off, replaced by a smaller light on one specific line intersection, and the player must open the drawer in this position on the grid panel in order to find the crystal.

"Crystal Ball"



The player is presented a large transparent sphere with a series of snaking hose lengths inside connecting pairs of holes on the outside. As water flows into one hose and out of the ball, the player must use four short tubes to connect pairs of holes on the outside of the ball so the water flows through the various hoses and eventually into the base of a tube, raising a floating crystal so the player can collect it. The correct hole leading to this tube is marked, but the player must work out how to reach it using only the connectors they have.

Basically, it's a combination of a cheap sight gag and trial and error. Still a pretty cool concept though.

"Pulling Faces"



The player is presented a wall-mounted frame with a series of planks sliding through it, each with several different versions of the same facial feature drawn on it, and a safe on another wall with a full face picture on its door. Using the picture for reference, they must slide the planks through the frame so the image inside it matches the shown one exactly, then use the numbers shown next to four of the facial features to open a combination lock on the door, revealing either another image to be matched or the crystal.

"Air, Land, and Sea"



The player enters on one side of a barrier fence, with a pool on the other. They must use a remote control to fly a helicopter (placed on an axle stretching from the middle of the room for safety reasons) from a helipad to a group of three buoys, using the skids to pick up any one of them by its hook before releasing it on a marked disc at the top of a 'cliff' and landing back on the starting helipad. When they land the helicopter after making their delivery, the hatch on a wall-mounted panel will open to release the crystal.

The rail the helicopter was attached to may have made the game safer, but it also made it more difficult – if a raft drifts out of the way (say, if the helicopter's blades fan the water too much), it becomes impossible to pick up.

"Island Hopping"



The player is presented a table with a series of small islands arranged on it in a tessellating diamond formation. Each island is marked with a number, and the player must connect the two largest islands by arranging a series of boat puzzle pieces marked with mathematical symbols in the engraved gaps between diagonally-adjacent islands on the table so that a chain of valid equations (for example, $5 + 25 = 30 / 3 = 10$) is formed. When the two islands are connected correctly, the hatch on a wall-mounted panel will open to release the crystal.

"Starfish"



The player is presented three wall-mounted frames with five-pointed stars in their centres. They must use arrange six multi-coloured fish in the frames, with two fish overlapping in each frame, so that the stars in the centres are the same colours as three stars above a wall-mounted panel with the crystal inside. When the stars are correctly formed, the panel's hatch will open to release the crystal.

This is one of only two games not designed specifically for a Christmas special to appear only once.

"In the Pipeline"



The player is presented a wall-mounted frame with a series of pipes and colour-coded connector valves on it. With water flowing from the top left corner out of several loose ends, the player must collect the wheels for each valve from the other side of a pool and use them to open and shut the valves as necessary in order for the water to flow through the whole pipe network without leaking. However, the four wheels are all attached to a common, anchored rope and are positioned so only one of them can reach the pipe network at a time. When the valves are opened correctly, the crystal will be released.

The game was played in the tank room, which had a ladder from its door to a deck below it, and a pool between it and a second platform on the far end. Players were given a few seconds to reach the deck before the time limit officially started. This is the only one of the tank room games where the main prop was on the player's side of the pool as they enter.

"Swap Meet"



The player is presented a table with a rail cut into it, and two convoys of seven model boats, each marked with a letter. They must slide the boats along the rail in order to switch each convoy's position with the other, so that the red boats move from right to left and the blue boats move from left to right, with the two starting words also being formed correctly at the end. A small channel with room for four boats at a time is provided for assistance. When the boats are in the correct positions, the hatch on a table-mounted panel will open to release the crystal.

"Few-Ringed Octopus"



The player is presented a round table made of four concentric rings. With the central ring containing an octopus head and

remaining stationary, they must spin the three outer rings as needed so the octopus's eight tentacles are all correctly formed. When they have done so, the crystal will appear in the octopus's mouth.

"A Stitch in Time"



The player is presented a large round panel, and a series of wedge-shaped pieces. Using the various Roman numerals on the outer edge of each wedge as a hint, they must fit the pieces into the steeply-sloped panel to form a clock face. When the face is correctly formed, the crystal will be released through a tube in the centre of the panel.

"Mine Sweeper"



The room is divided in half by a wall, with an underwater scene on the opposite side of a window. The player must use a control panel to steer a suspended submarine around, using its support tube as a vacuum to first clean up sand covering a panel on the ground, then to pick up the crystal using the clue on the panel to find its location. When the crystal is sucked up, it will be sucked into the player's control room and they can collect it after it lands on a drain. However, there are a series of small mines in the underwater scene, and if the player hits one it will explode. If the player hits three mines, they will be locked in automatically.

"Ups and Downs"



The player must slide down a steep wall upon entering the room, landing in a pool. Taking note of a sign showing the seven-digit combination for a safe, they must swim across the pool and find the safe, then use the combination to open it, releasing the crystal. The sign is positioned so it cannot be seen from the safe, which itself is underwater. Once they have the crystal, they must find a life ring with a rope ladder attached, bring it back to the entrance, and throw it onto a bolt before climbing back up to the door.

Although the game takes place in the water tank room, which normally has a platform below the door and a ladder to climb down, here the sloped wall defeats the purpose of giving the player a few seconds to reach the base of the cell, and the time limit starts as soon as they climb over the ledge the door is on. (In related news, HOW IS THIS A THREE-MINUTE GAME.)

"Ship Shape"



The player is presented a large 'boat' frame. Using three cubes with colour-coded rings around holes on each face, and two short poles, they must replicate the two images shown on the walls simultaneously. One image shows the completed boat as seen from the starboard side, while the other shows the completed boat as seen from the port side. When the boat is correctly built, the crystal will be released through a tube at the front of the boat.

"Balls on Steel"



The player enters on one side of a barrier fence, with three long gutters leading from the back wall to buckets next to the fence. As balls are released onto these gutters one at a time and on randomly-chosen gutters, the player must use two large wheels to turn sections of guttering on the axles they are suspended from so the ball inside switches lanes or stays in its current lane as needed. If a ball falls off the guttering at any point, it is void. When the player gets at least one ball in each bucket, a wall-mounted hatch will open to release the crystal.

"Key Cutter"



The player is presented a giant prop key positioned between seven vertical planks on a wall-mounted panel. Each plank has a narrow strip carved horizontally in it, although these are not lined up with a similar strip carved into the frame itself, which has the crystal waiting on a holder at one end. To get all of the strips lined up, the player must slide the key out of the frame and rearrange the seven uniquely-shaped pieces braced into the key base so their various heights will raise each plank the right distance when the key is reinserted. When the seven strips are all aligned, the player can use them, sliding the crystal

across the frame to release it.

All four players to attempt the game lost, which is bizarre when you realise all they have to do once they remove the key is to basically arrange the seven braces from tallest to shortest, then combine the tallest brace with the strip that is shortest without the key inserted, and so on.

"Raise the Raft"



The player is presented six spherical buoys, and must transport them from one side of a pool to the other by pushing them through an underwater hole in a wall. When the buoys reach the other side, they must push them beneath the circular base of a raft to raise it to the surface. The raft is positioned around a central pole for assistance, keeping it in the same position. Once all six buoys are in their respective places, the player can stand on the raft and use a provided key to unlock an overhead holder, collecting the crystal inside, swimming back through the underwater hole to return to the door.

The game was played in the tank room, which had a ladder from its door to a deck below it, and a pool between it and a second platform on the far end. Players were given a few seconds to reach the deck before the time limit officially started.

"Treasure Chests Season 6"



The player is presented a large table the size of a six-by-six grid, with six small chests on it at different points. They must then place a series of pentomino puzzle pieces into the remaining parts of the grid. One of the table's corners has an arrow marked on it, and the pieces must be placed so that one of the arrows marked on them in various positions is covering this arrow and pointing in the same direction. When all of the pieces are correctly placed, the arrows (starting from this covered corner) will form a path leading to one of the chests, which will open automatically to release the crystal.

"Feeling Cranky"



The player is presented a boat-like contraption on a sloped rail leading into a pool. They must get in and release a brake to slide down the ramp to reach a generator at the far end of the pool, where they must crank the handle enough to power a lighthouse back near the door. When the lighthouse light turns on, a door covering the crystal will also open, and the player must use the rowing machine handles in the boat to haul themselves back up the rail to the edge of the pool. However, the power will run out gradually, and the player must work out they need to turn it farther than it appears in order for the crystal to still be accessible when they arrive.

"Demolition Derby"



The player enters on one side of a fence, with a mock undersea scenario on the other side. They must use a control panel to steer a small wrecking ball around the area, hitting each of three disc targets in order. Each time a target is hit hard enough for its base to fall over, the crystal will be released to travel partway around the cell - first by being tipped into a gutter, then by being catapulted from a scoop at the end of the gutter to a second gutter on the other side of the cell, and finally by rolling down a staircase that tips to form a ramp and along the remainder of the gutter to the player for collection.

"Walk the Plank Season 6"



The player is presented a large plank, suspended over a pool, and must cross the plank to collect the crystal from the far end. However, the plank is actually a lopsided seesaw, with a 'mine' at the far end. The player must inch their way across to collect a series of buoys from hooks overhead, placing each of them in a basket on the 'near' end of the plank. As they do so, these will make the opposite side of the seesaw heavier, allowing them to walk further along it. If they walk far enough to touch the mine, they will trigger a small explosion. If they trigger three explosions, they will be locked in automatically.

Usually you can't blow the same mine up three times in a row, but just go with it. It's easier that way.

THE CRYSTAL MAZE

UNITED KINGDOM, CRYSTAL DOME

The Crystal Dome



Competing together as a group, all of the team members who are not locked into cells at the end of the fourth zone must enter the Crystal Dome, a wind machine in the shape of a giant crystal. As hundreds of gold and silver pieces of foil fly around the dome, the team has a time limit of five seconds for every crystal in their possession at the end of the game to collect as many gold pieces of foil as they can, placing them into a holder on one of the dome's walls. At the end of the time limit, the foil pieces inside the holder will be split up by colour and counted, with each silver piece cancelling out one gold piece. If after these deductions the team has at least one hundred gold pieces, each player wins a prize. Win or lose, every player (including those who do not participate in this final game) is given a commemorative crystal.

In the first season, teams who had between fifty and ninety-nine gold pieces after deductions won smaller prizes. From season four onwards, the individual prizes for winners are replaced with a larger communal prize for the entire team.