

PUZZLE BOOK

# SPACECHEM



PRINTED IN CHINA

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## WHAT IS SPACECHEM?

*SpaceChem: Paper Edition* is a paper adaptation of the puzzle game *SpaceChem*, by Zachtronics.

In this puzzle book you will “program” chemical reactors by drawing lines to combine letters like “C” and “H” (atoms) into specific sequences like “HCCH” (molecules). It would be wise to use a pencil, as you’re likely to make mistakes!

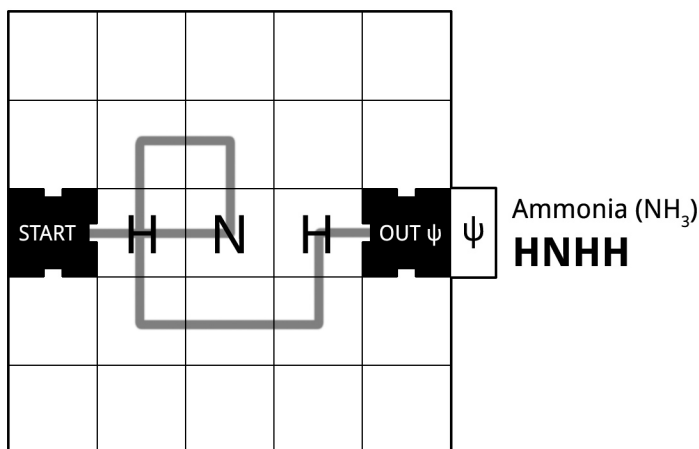
## YOUR OBJECTIVE

Draw a line from each **START** square to an **OUT** square so the line runs through letters “spelling out” the **sequence** of the molecule next to the OUT square.

Each START and OUT square may connect to only one line. Since the number of START squares is always equal to the number of OUT squares, you may only draw as many lines as there are START squares in the puzzle.

## AN EXAMPLE

In the example below, the sequence “HNHH” must be spelled out. Because the line passes through the letters “H”, “N”, “H”, and “H”, while connecting a START to the OUT, this is a valid solution.



## VALID LINES

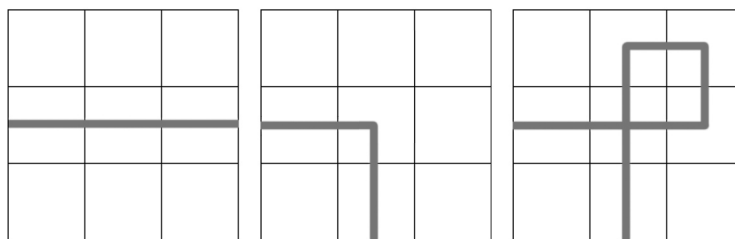
A valid line must start in a START square and end in an OUT square. It must be the only line leaving that START square and the only line entering that OUT square.

Generally speaking, a square may only be crossed once, by any line. The exception to this is the “double-cross”, where a square is crossed straight through in each direction.

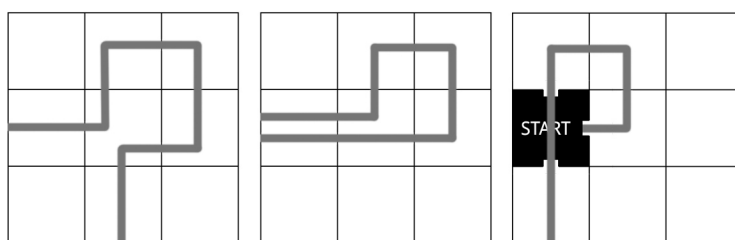
A line may “turn” and change direction in a square, but doing so prevents that square from being crossed again in the future.

START and END squares may not be crossed. Lines may only leave START squares and enter END squares.

The following lines are valid:

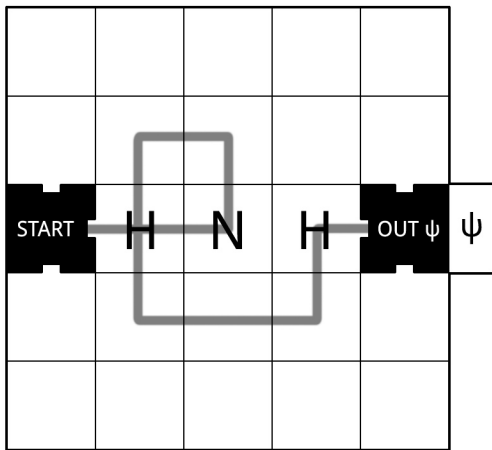


The following lines are invalid:

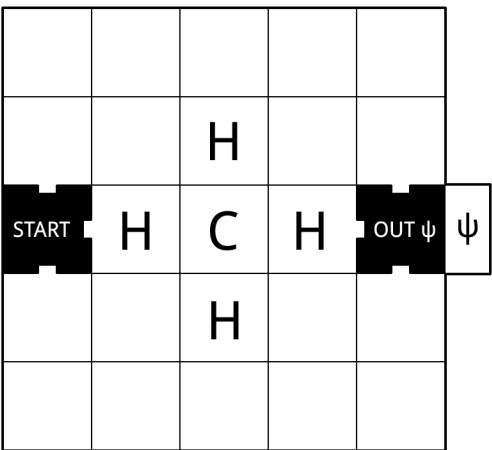


## LOOKING FOR MORE?

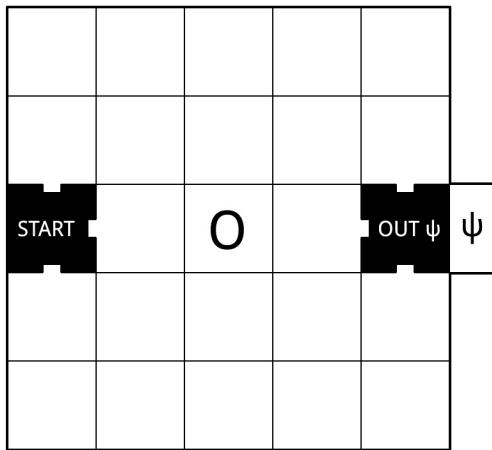
If you enjoy solving the puzzles in *SpaceChem: Paper Edition*, you’ll love the PC (or iPad, or Android) version as well. Visit [spacechemthegame.com](http://spacechemthegame.com) to find out more!



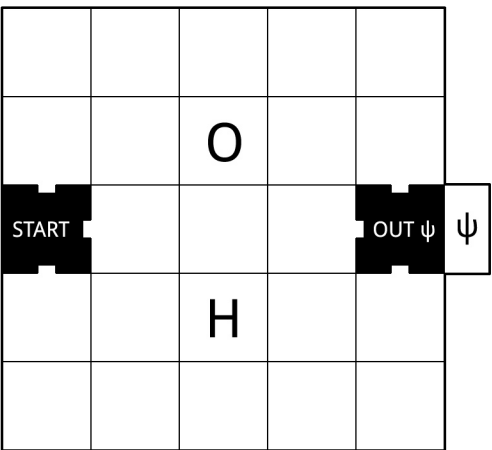
Ammonia (NH<sub>3</sub>)  
**HNHH**



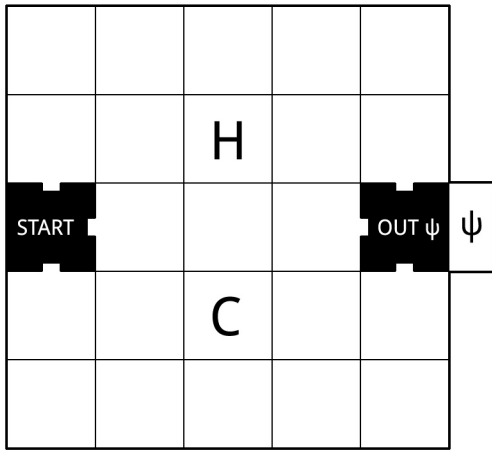
Methane (CH<sub>4</sub>)  
**HHCHH**



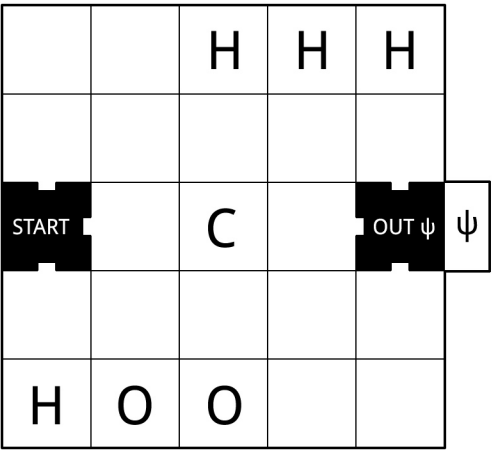
Oxygen (O<sub>2</sub>)  
**OO**



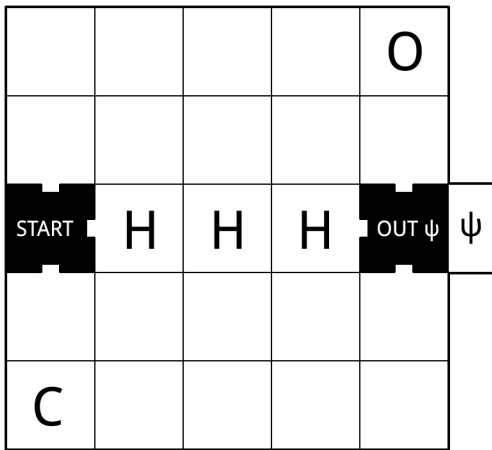
Water (H<sub>2</sub>O)  
**HOH**



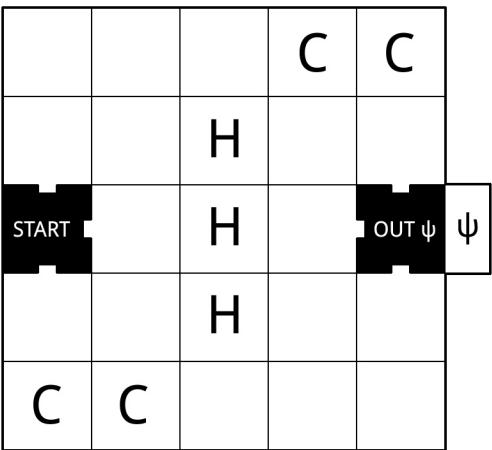
Acetylene (C<sub>2</sub>H<sub>2</sub>)  
**HCCH**



Acetic Acid (CH<sub>3</sub>COOH)  
**CHHHCOOH**



Methanol (CH<sub>3</sub>OH)  
**CHHHOH**

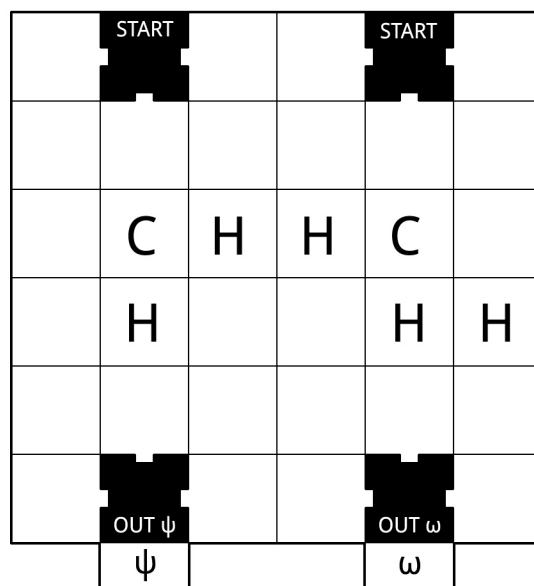
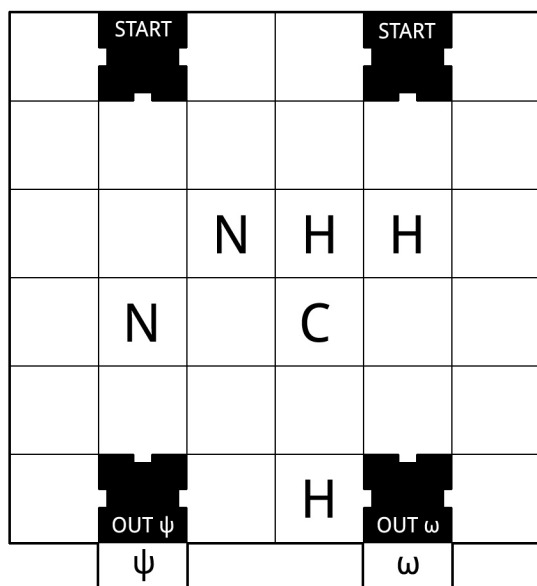
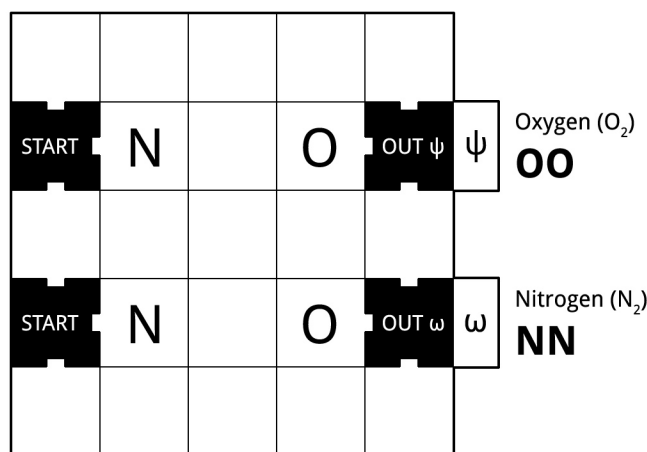
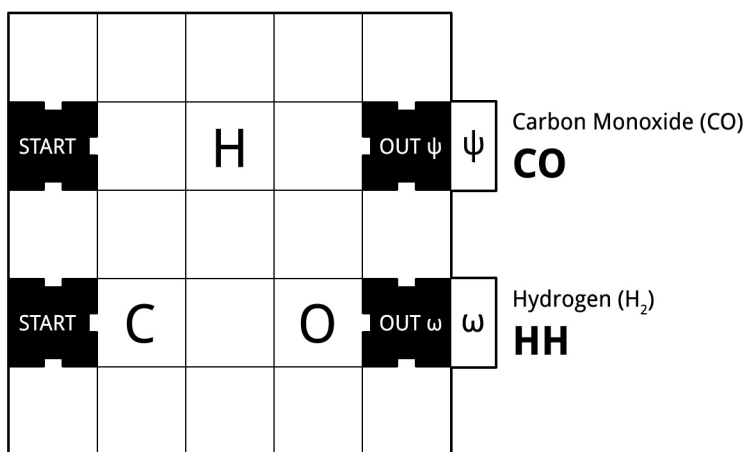
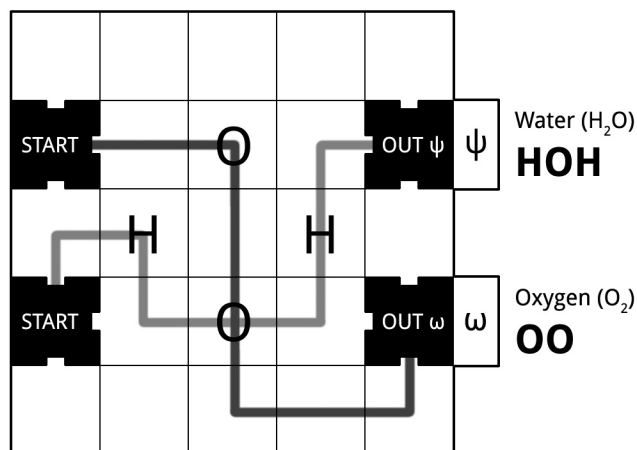


Ethane (C<sub>2</sub>H<sub>6</sub>)  
**HHHCCHHH**

# DUAL LINES

When a puzzle includes two START squares and two OUT squares, you must draw two lines instead of one.

A line may only cross another line in the same way that it may cross itself: by "double-crossing" perpendicularly.



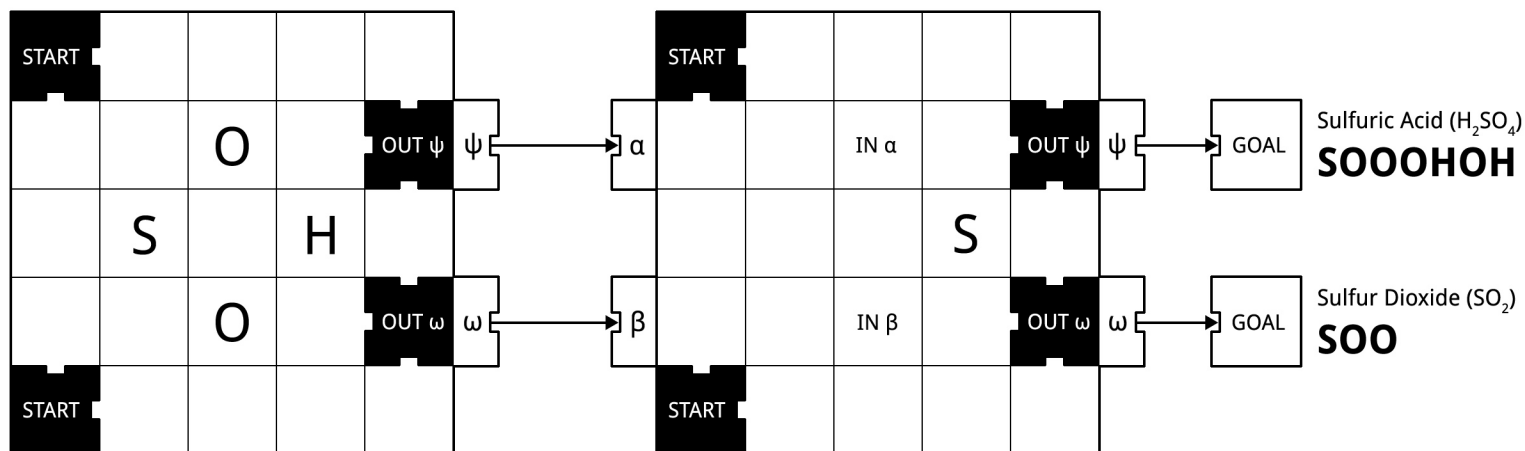
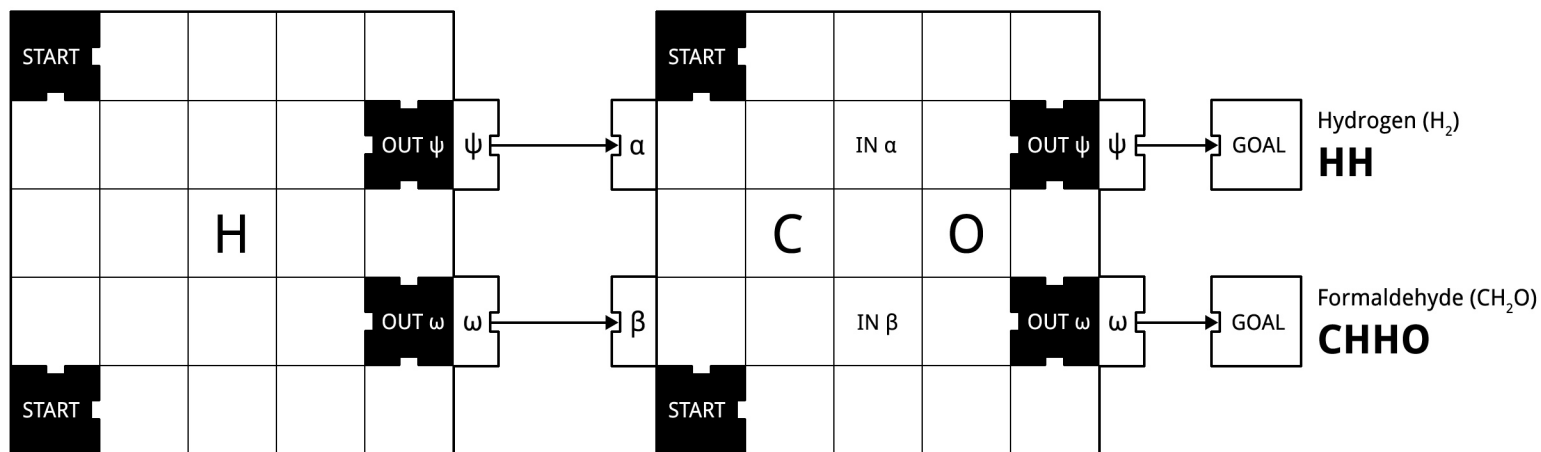
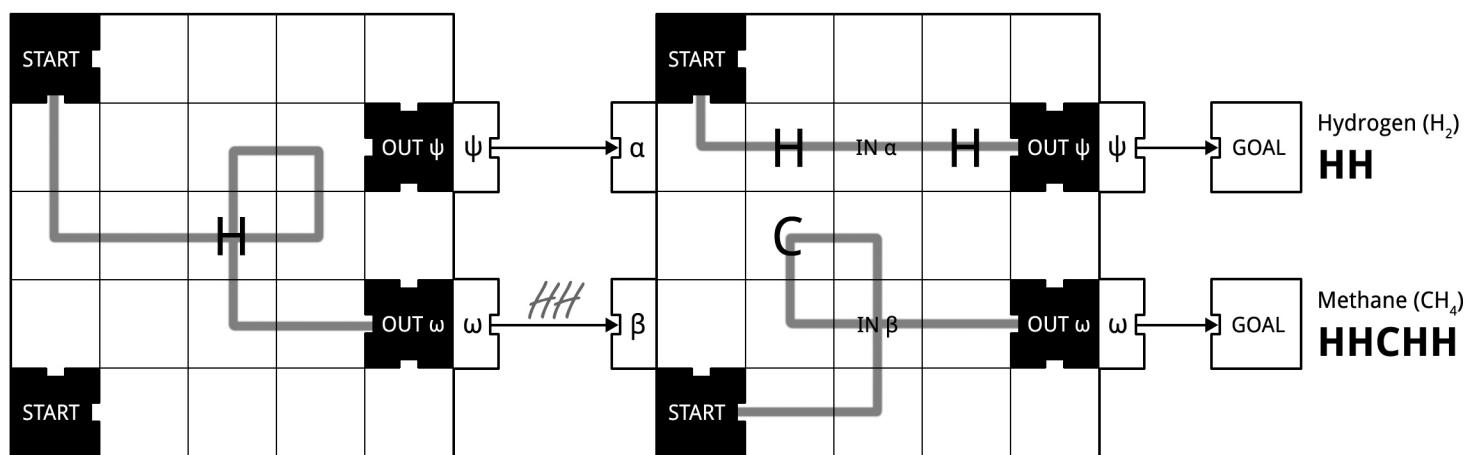


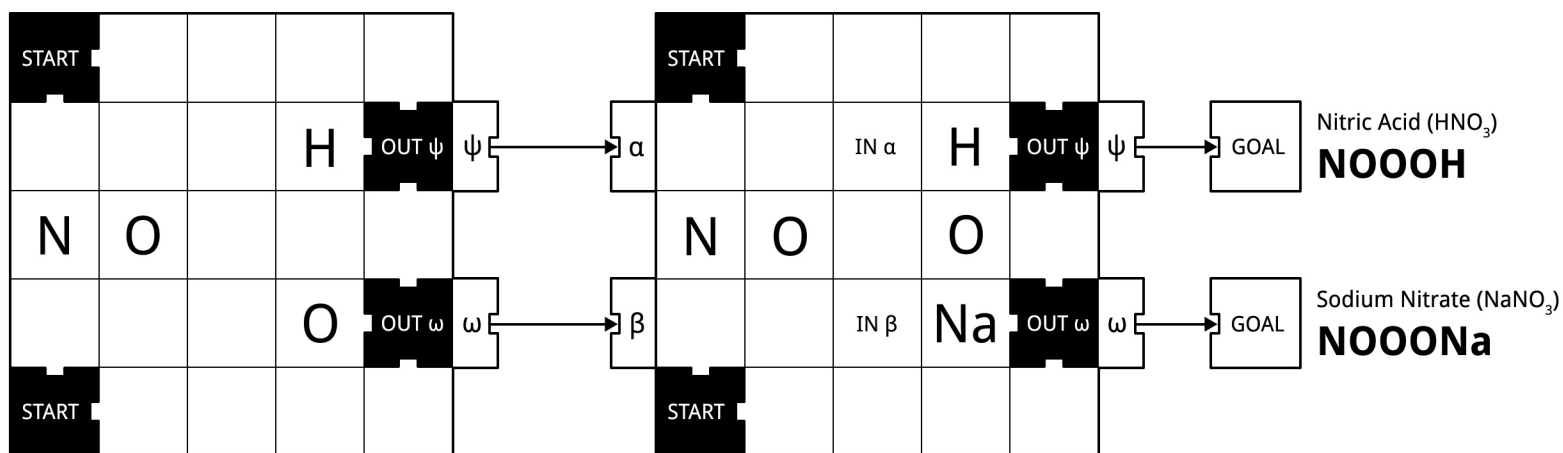
# PIPELINE PUZZLES

Multiple puzzle grids can be connected together to create a **pipeline**. When a **connection** is drawn between an **output** on one grid and an **input** on another, the sequence sent to the corresponding OUT square can be “imported” by drawing a line over the corresponding IN square.

In the example below, the first grid outputs “HH” at the  $\omega$  output. The “HH” sequence then enters the second grid at the  $\beta$  input. When a line is drawn over the “IN  $\beta$ ” square in the second grid, it is equivalent to drawing a line over two “H” squares at once. Thus, the sequence “IN  $\beta$ ”, “C”, “IN  $\beta$ ” becomes “HHCHH”.

Connections are fixed in the next few puzzles, but you will draw your own later on!



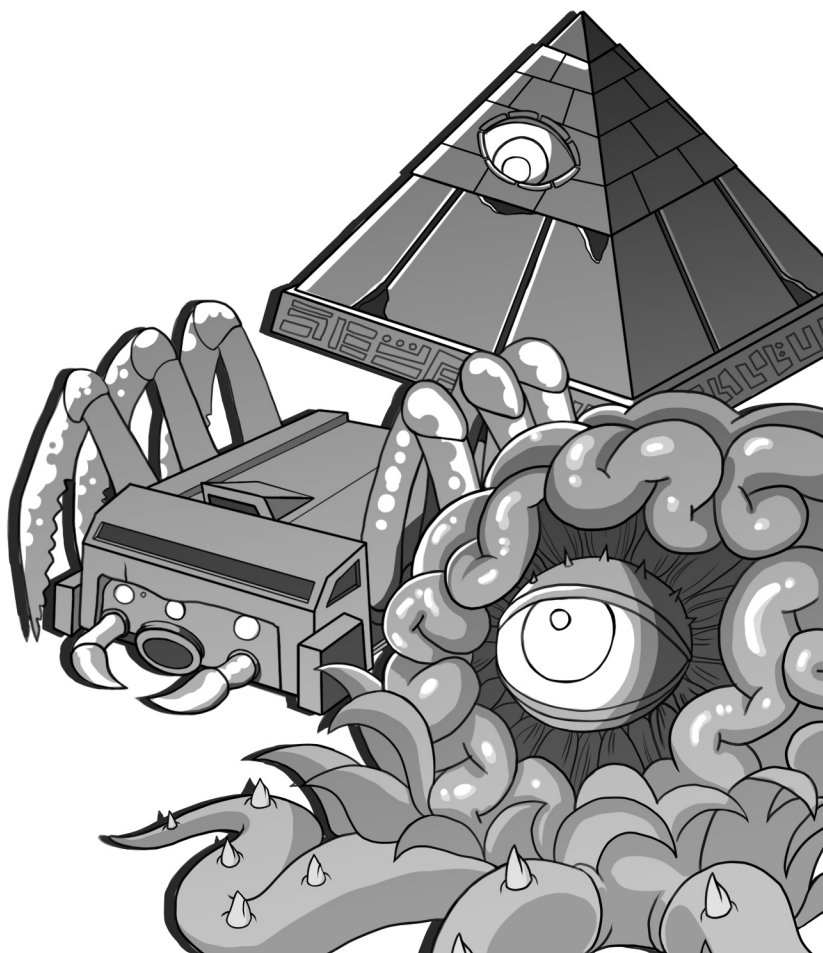


IF YOU'RE ENJOYING THESE PUZZLES,  
YOU'RE GOING TO LOVE

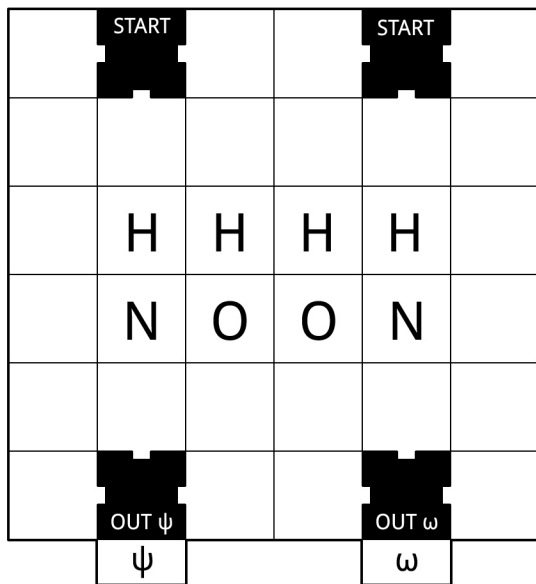
**SPACECHEM**

THE VIDEO GAME!

- SpaceChem features over 50 mind-bending puzzles, an original soundtrack, and ResearchNET, which allows you to design and play custom puzzles!
- SpaceChem is available for Windows, Mac, and Linux on **Steam**.
- SpaceChem Mobile is available for iOS on the **App Store** and Android on **Google Play**.





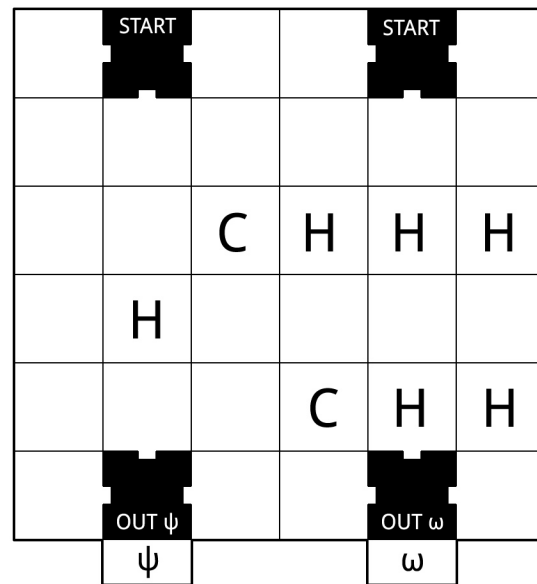


Ammonia ( $\text{NH}_3$ )

**NHHH**

Nitric Acid ( $\text{HNO}_3$ )

**HONOO**

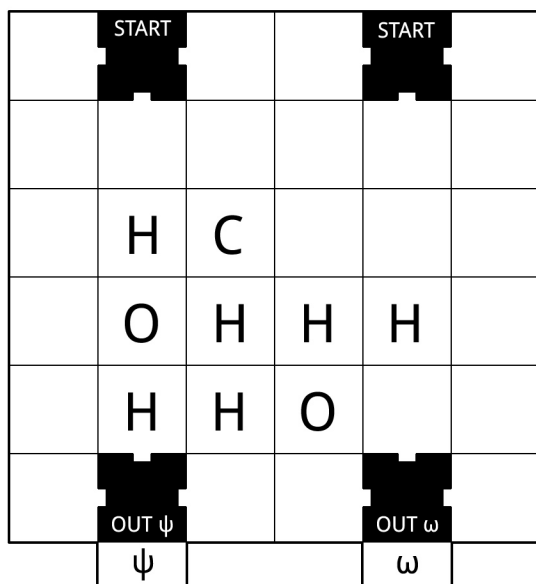


Acetylene ( $\text{C}_2\text{H}_2$ )

**HCCH**

Ethane ( $\text{C}_2\text{H}_6$ )

**HHHCCHHH**

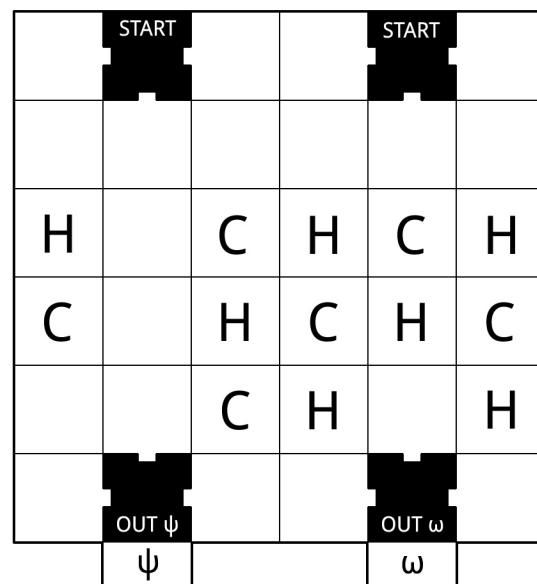


Water ( $\text{H}_2\text{O}$ )

**HOH**

Ethanol ( $\text{C}_2\text{H}_5\text{OH}$ )

**CHHHCHHOH**



Acetylene ( $\text{C}_2\text{H}_2$ )

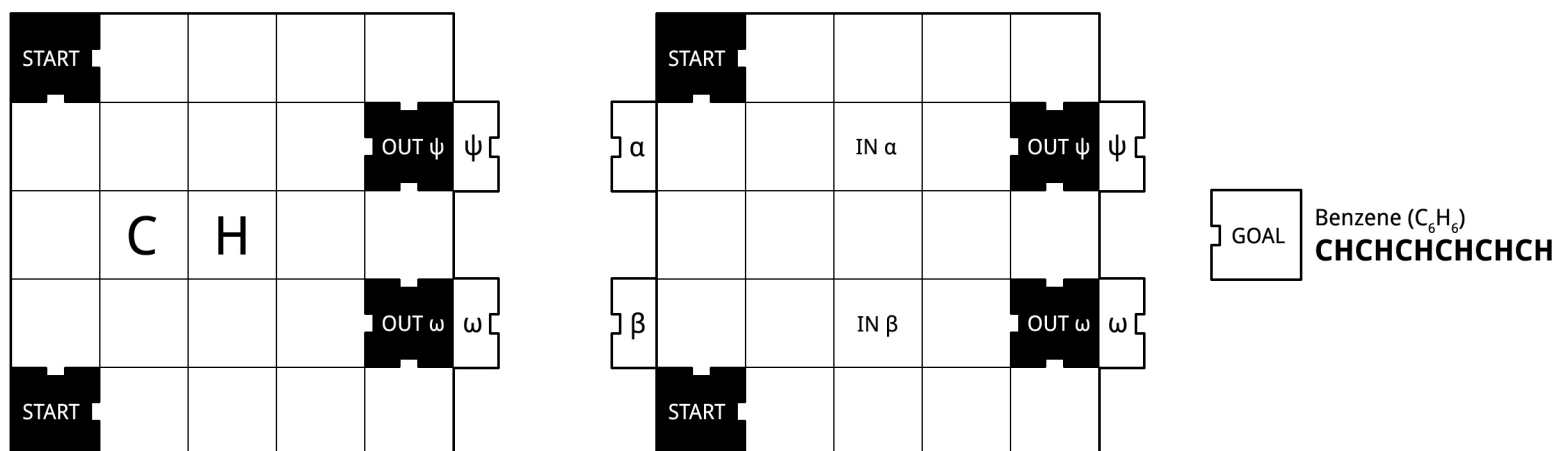
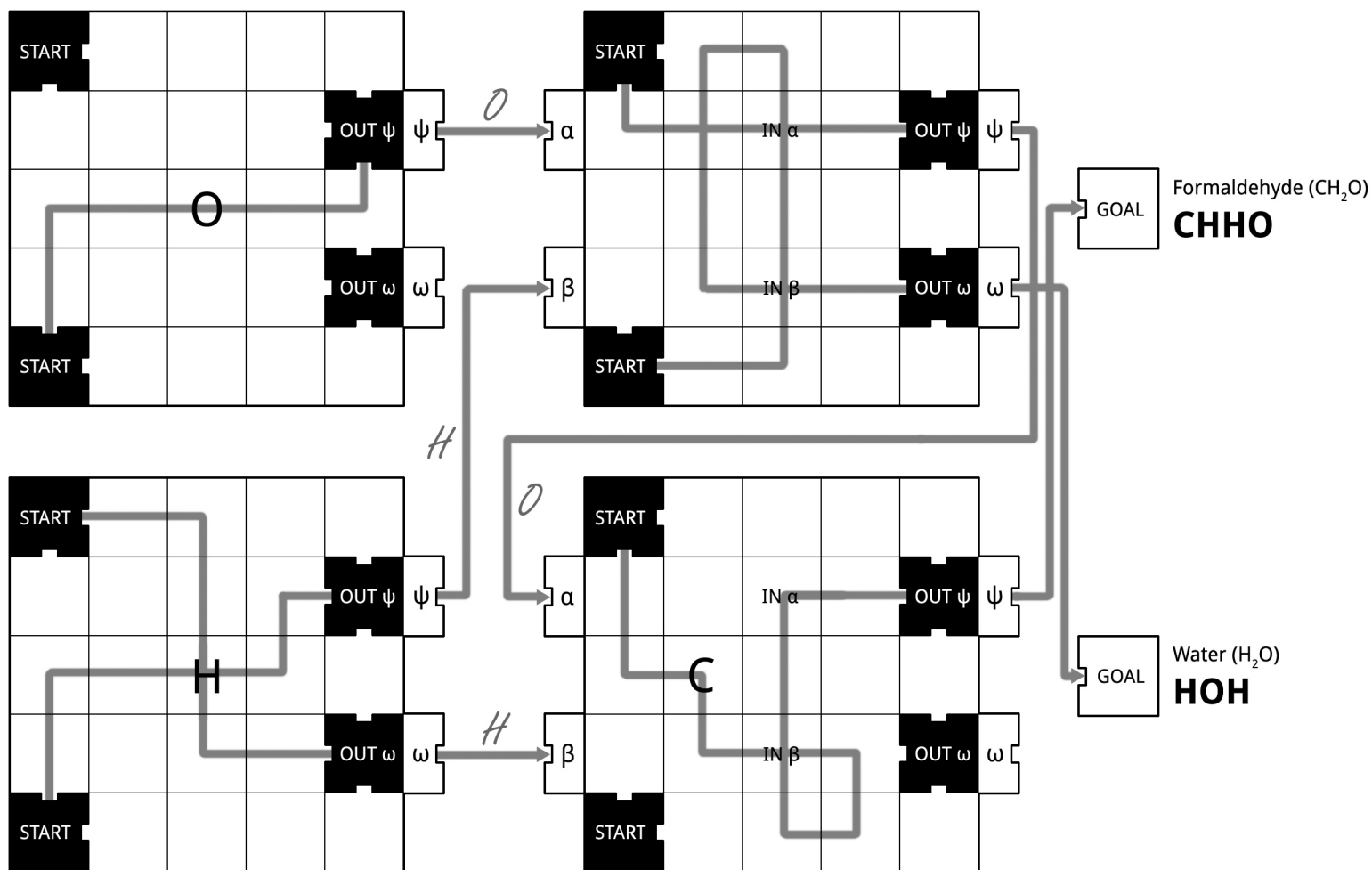
**HCCH**

Benzene ( $\text{C}_6\text{H}_6$ )

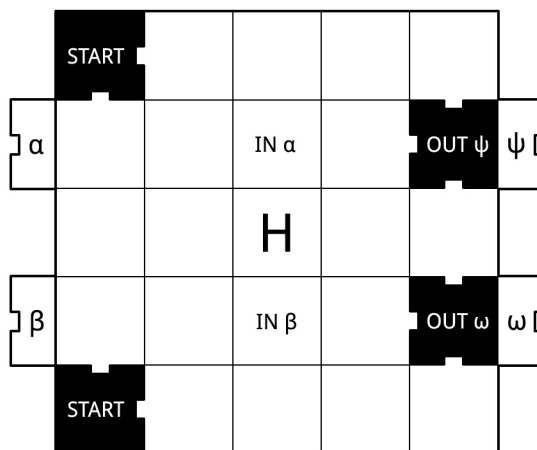
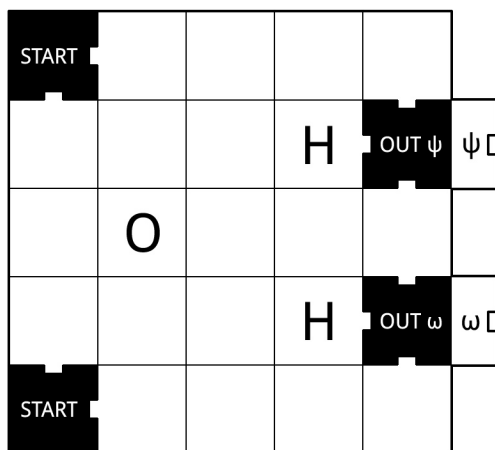
**CHCHCHCHCHCH**

# CUSTOM CONNECTIONS

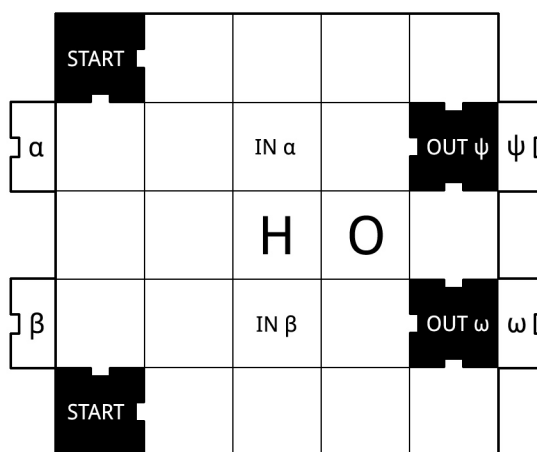
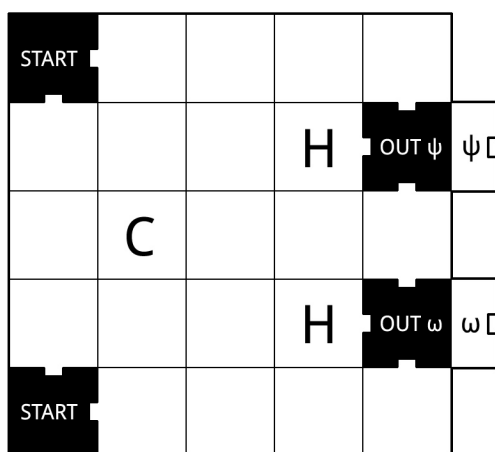
In the following pipeline puzzles, you must draw in your own connections. In addition to connecting one puzzle grid to another, this allows you to connect a puzzle grid's output to an input on the very same puzzle grid!



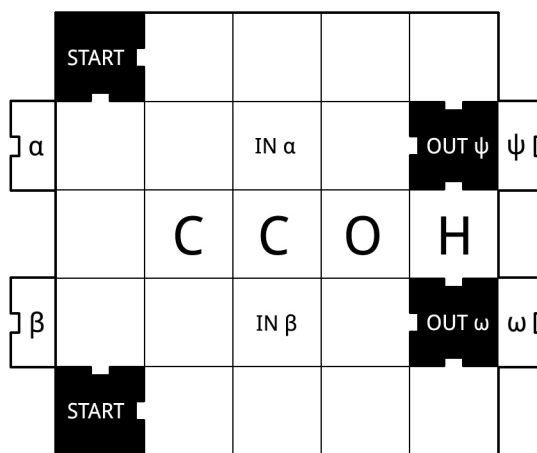
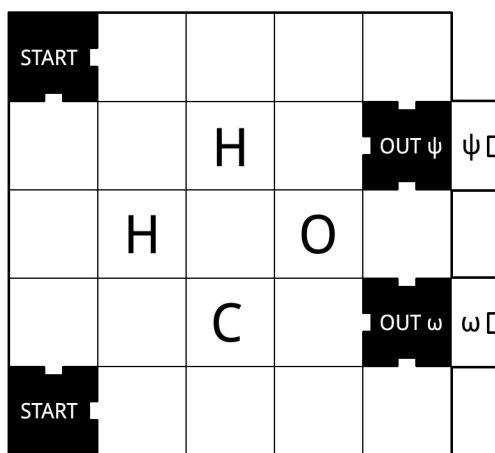




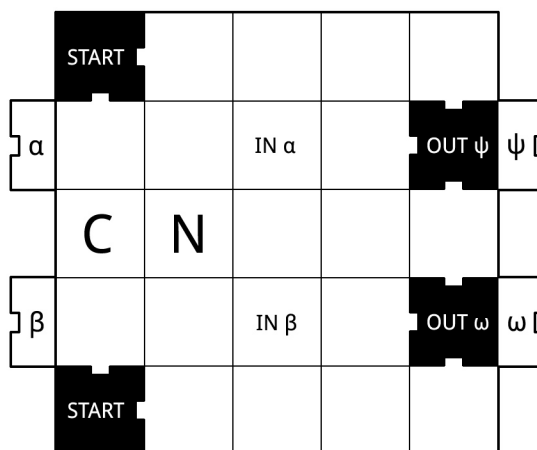
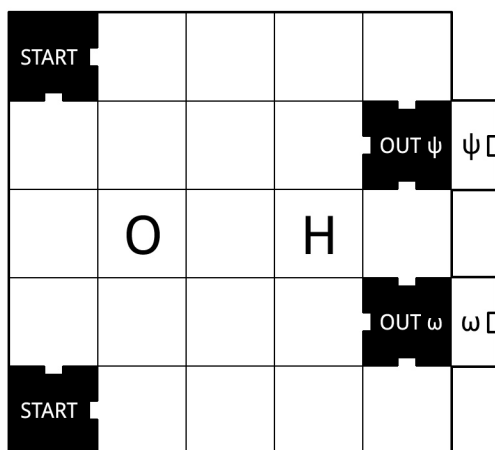
GOAL Ethanol ( $C_2H_5OH$ )  
**CHHHCHHOH**



GOAL Acetaldehyde ( $CH_3CHO$ )  
**CHHHCHO**



GOAL Acetone ( $CH_3COCH_3$ )  
**HHHCCOCHHH**



GOAL Glycine ( $NH_2CH_2COOH$ )  
**HHNCHHCOOH**