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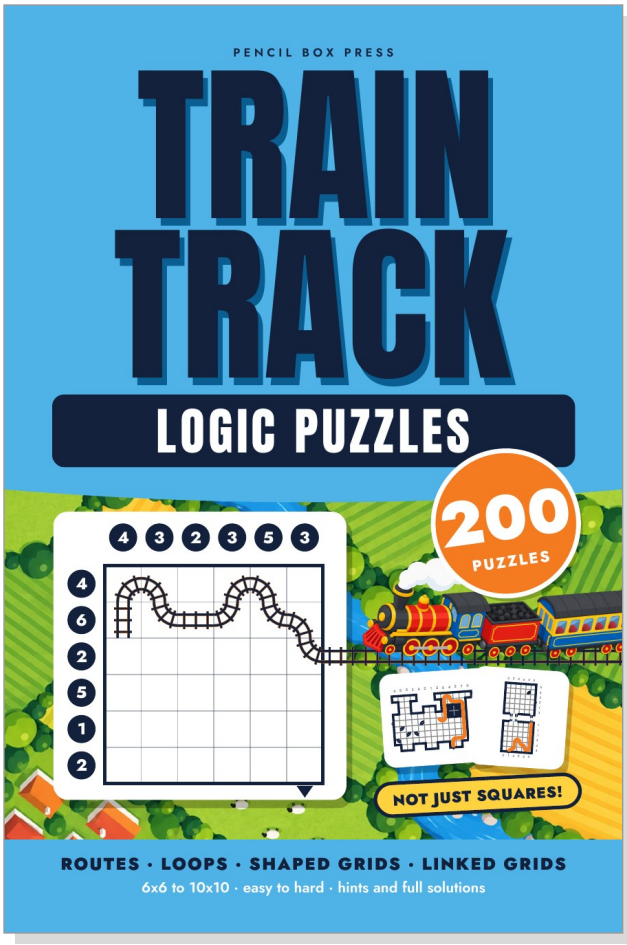
FREE SAMPLE

A Free Taste of Train Track Logic Puzzles

a free sample from

Train Track Logic Puzzles

Six puzzles, with a stop in each of the four legs: Classic Routes, Circle Lines, Shaped Grids and Linked Grids.



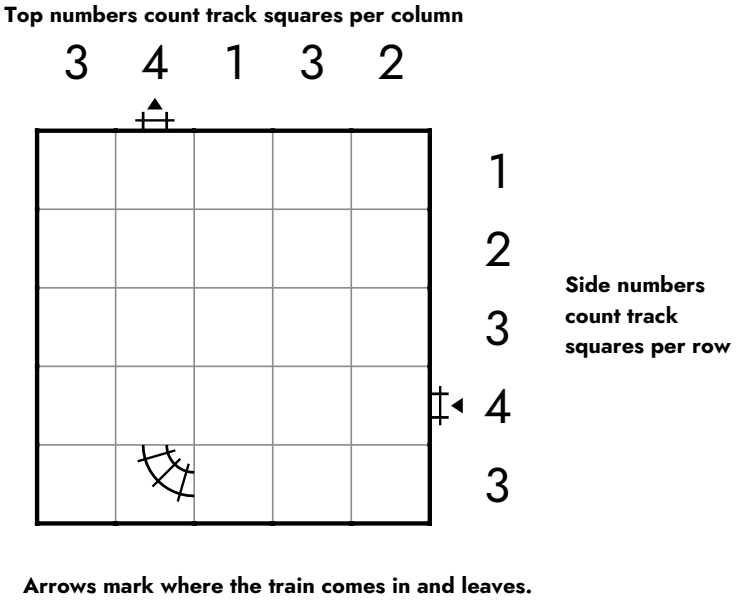
BEFORE YOU START

1. New to train tracks? Read How to Play and the worked example on the next two pages first.
2. Use a pencil. You will want an eraser.
3. Print on US Letter at Actual size so the grids stay full size.
4. The answers are on the page after the puzzles.

Free to print for personal use. © 2026 Pencil Box Press.

HOW TO PLAY

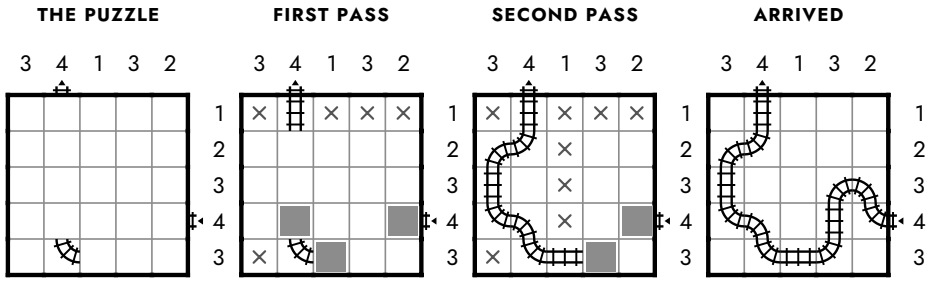
Your job is to finish the railway so a train can roll in at one arrow and out at the other.



- **Arrow to arrow.** The train comes in at one arrow and leaves at the other, on a single unbroken line. The Circle Lines skip the arrows: their line closes into one loop instead.
- **Trust the numbers.** A number beside a row or above a column says exactly how many of its squares hold a piece of track.
- **Straights and bends only.** A piece runs straight across its square or bends around one corner. The line never forks, never crosses, and never cuts diagonally.
- **Laid pieces stay put.** Any piece already drawn is part of the route, and it counts toward the numbers.
- **Draw it your way.** A simple pencil line through the middle of each square is all you need.

A TRIP THROUGH ONE PUZZLE

Here is a small puzzle solved one sure step at a time. Two pencil habits help: put an X in a square that cannot hold track, and lightly shade a square that must hold track, even before you know which way it turns.



FIRST PASS

Read each number against its line. Shade what must be track and X what cannot.

SECOND PASS

A shaded square must link up on exactly two sides. Draw any piece that has only one way to go.

ARRIVED

Keep reading numbers and drawing forced pieces until the route is complete.

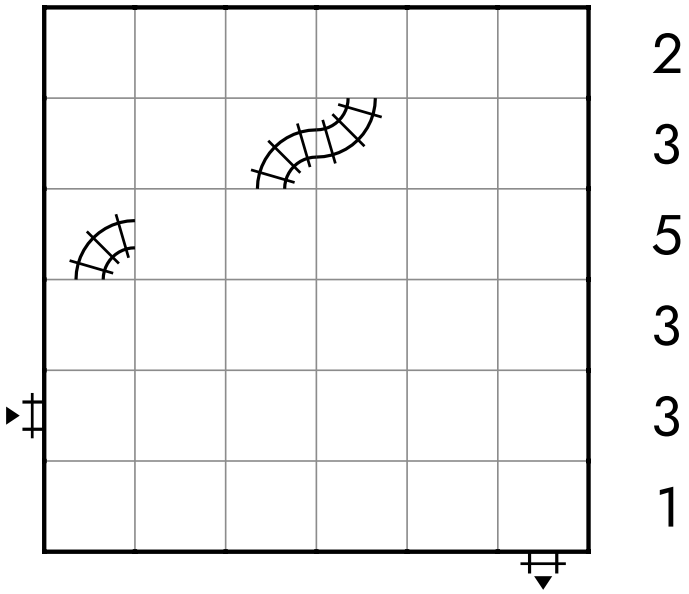
THE RHYTHM OF EVERY TRIP

Read the numbers. Shade and X. Draw what is forced. Go around again.

1 Moss Corners 6 x 6 grid · Easy

ARRIVED ☐

3 1 2 2 5 4

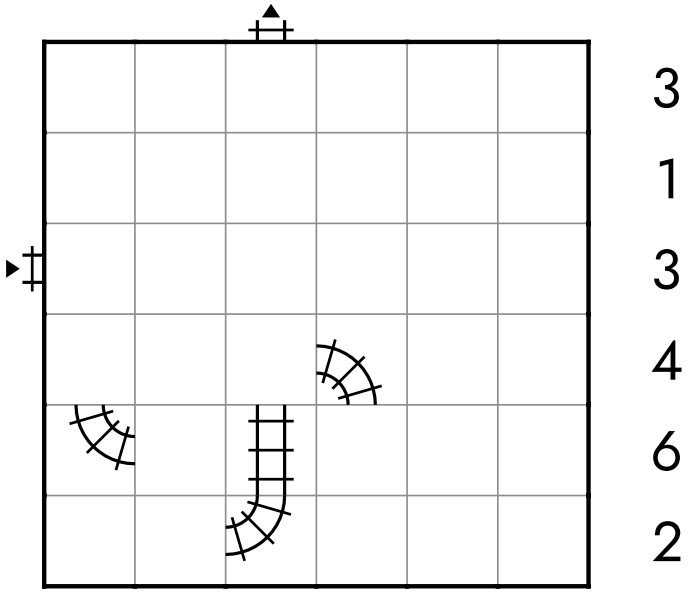


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2 Maple Haven 6 x 6 grid · Easy

ARRIVED ☐

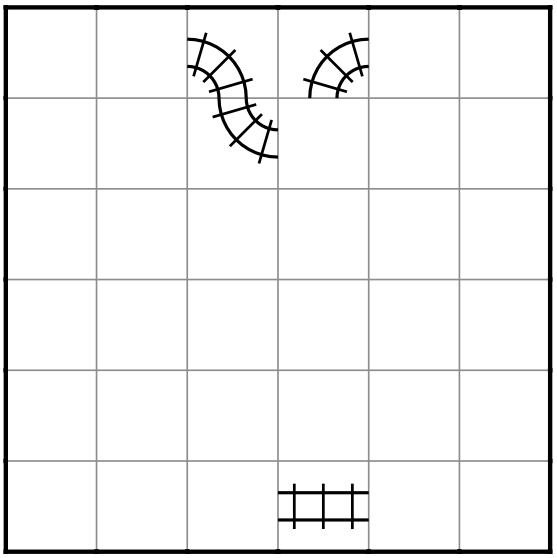
3 2 4 3 4 3



61 Acorn Ford 6 x 6 grid · Easy

ARRIVED ☐

2 6 3 3 4 4



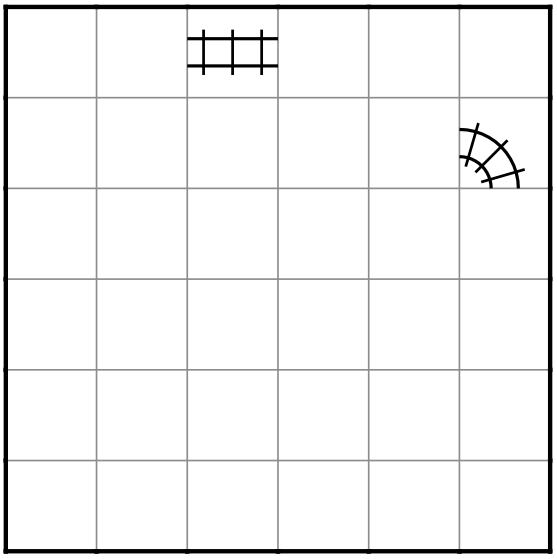
4
5
3
3
3
4

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62 Foxglove Glen 6 x 6 grid · Easy

ARRIVED ☐

6 2 2 5 5 2



5
3
4
3
3
4

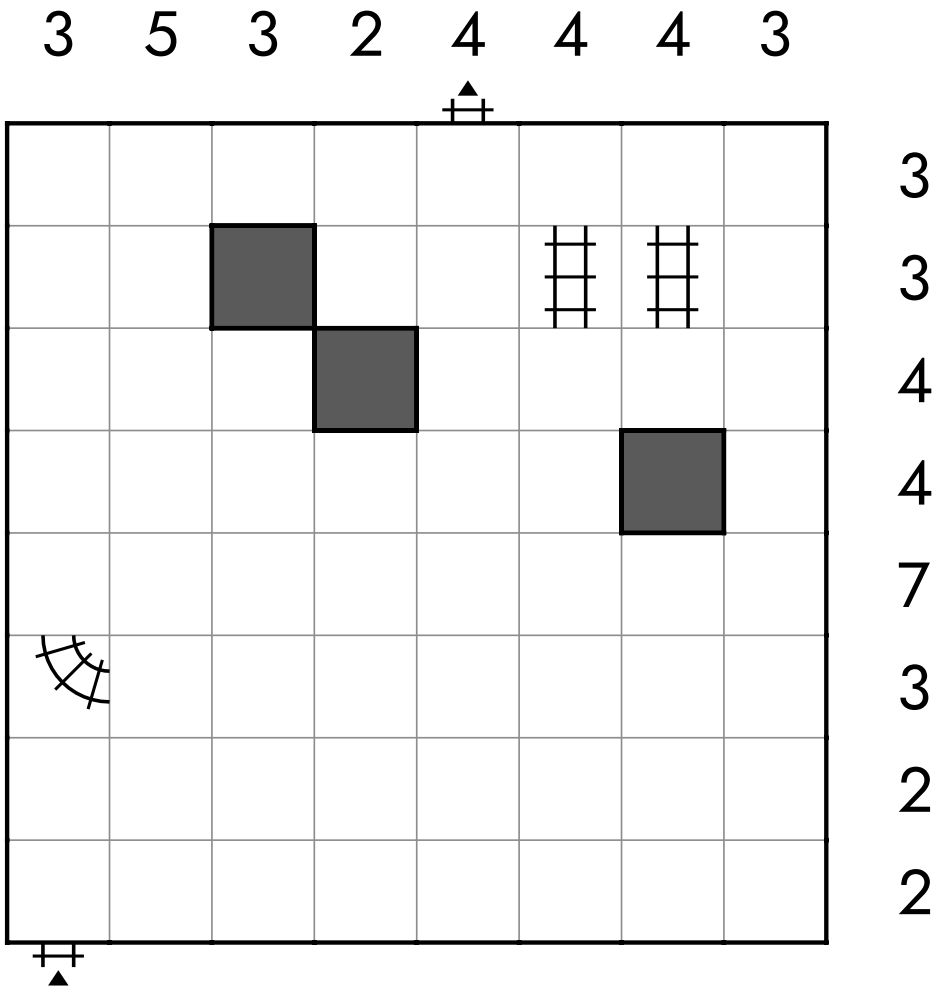
STOP 111 OF 200

Linden Hollow

Leg Three · Blocked squares

EASY

ARRIVED ☐



LEG FOUR
MALLOW FORD
No. 161

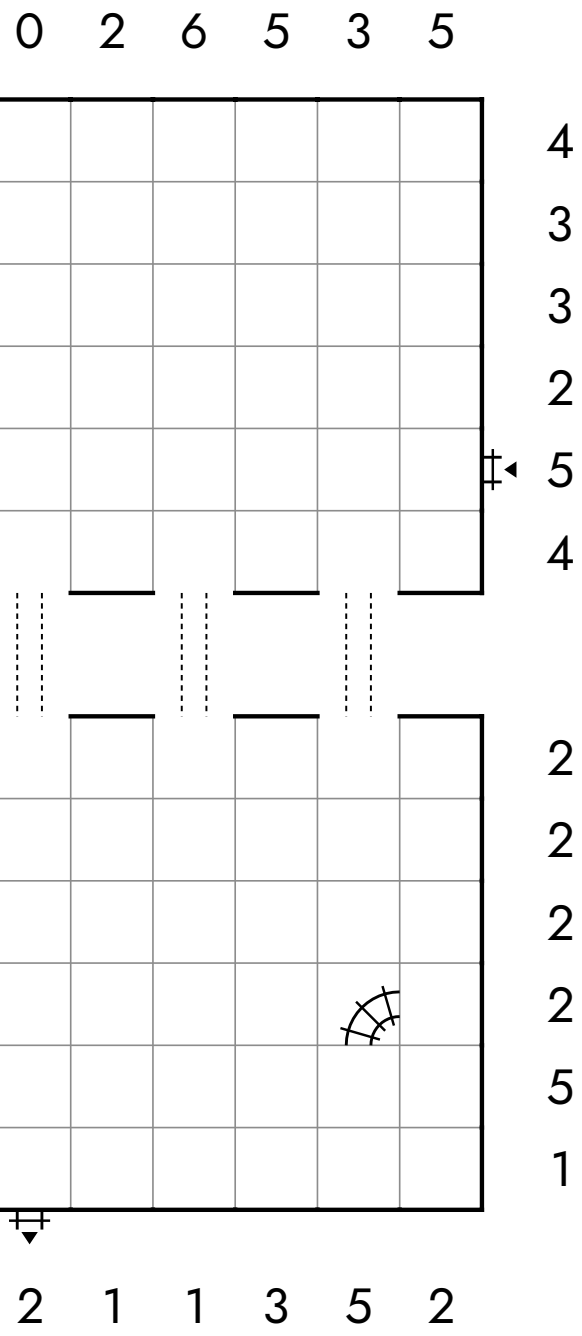
STOP 161 OF 200

Mallow Ford

Leg Four · Two linked 6 x 6 grids

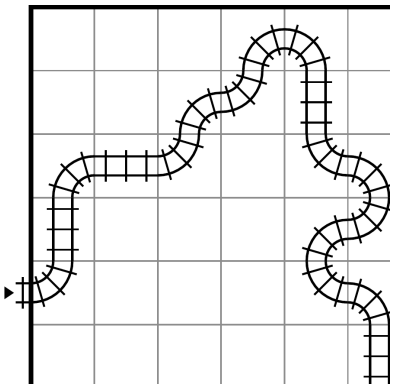
EASY

ARRIVED ☐

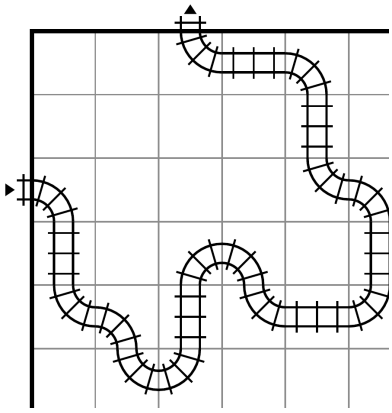


ANSWERS

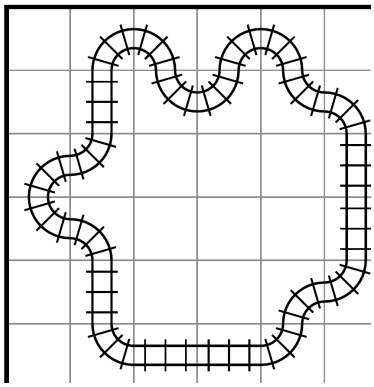
1 **Moss Corners**



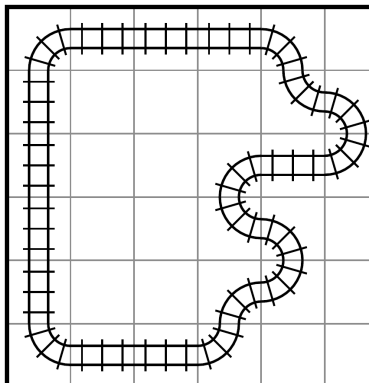
2 **Maple Haven**



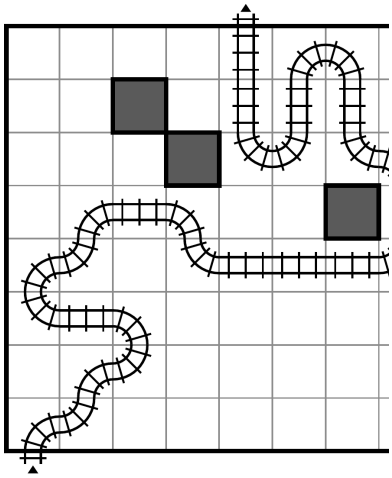
61 **Acorn Ford**



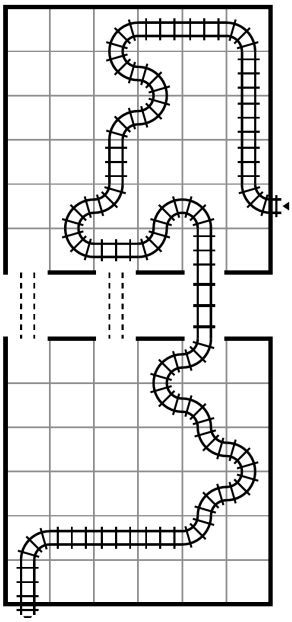
62 **Foxglove Glen**



111 **Linden Hollow**



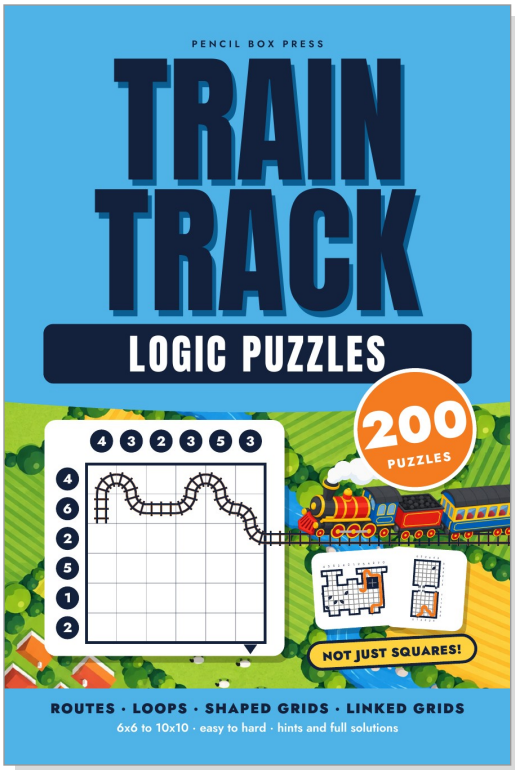
161 **Mallow Ford**



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Ready for the rest?

There are 194 more inside.



- 200 puzzles on 6x6, 8x8 and 10x10 grids
- Classic routes, loops, shaped grids and linked grids
- Easy to hard, with a how-to guide and a travel tip for every puzzle
- Full solutions in the back

Scan to see the book

Point your phone camera at the code to open the book on Amazon.

amazon.com/dp/B0HPF4Q9J8

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