

The logo features a large, stylized letter 'Z' in blue and red, followed by the word 'GUIDES' in white, bold, sans-serif capital letters. The background is a vibrant, abstract pattern of yellow, red, and black geometric shapes, including a large clock face with Roman numerals and a red hat.

Z GUIDES

PROFESSOR LAYTON THE COMPLETE PUZZLE GUIDES

COMPLETE PUZZLE GUIDES FOR ALL THESE GAMES:
Professor Layton and the Curious Village
Professor Layton and the Diabolical Box
Professor Layton and the Unwound Future

**100% UNOFFICIAL
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**CHEATS
UNLIMITED**

Intro

Professor Layton has proved to be one of the surprise heroes on the DS scene. The intrepid investigator and his good friend Luke have had owners of Nintendo's hand-held console scratching their heads in confusion as they work their way through their puzzle filled adventures.

However, with the help of this fantastic puzzle guide for all three games: Professor Layton and the Curious Village, Professor Layton and the Diabolical Box (Pandora's Box) & Professor Layton and the Unwound Future (Lost Future), any problems you've experienced with the hundreds of puzzles on offer in the first three Professor Layton games should become a thing of the past.

The solutions are listed here by Puzzle Number, and range from simple answers to detailed explanations of movement. When all is said and done, you should find yourself saving a fortune in DS and wall repair!

Contents

[Professor Layton and the Curious Village Puzzle Guide](#)

[Professor Layton and the Diabolical Box Puzzle Guide](#)

(UK Title: Professor Layton & Pandora's Box Puzzle Guide)

[Professor Layton and the Unwound Future Puzzle Guide](#)

(UK Title: Professor Layton and the Lost Future Puzzle Guide)

Please note, the puzzles are listed in numeric order, NOT the order in which they are played through in the game.

Please also note, while the US and UK titles are slightly different, all puzzles and solutions remain the same throughout each version.

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Professor Layton and the Curious Village - Puzzle Guide

1. Where's the Town?

Picarats: 10

Answer: The top right village

2. The Crank and Slot

Picarats: 15

Answer: 1

3. Strange Hats

Picarats: 10

Answer: A

4. Where's My House?

Picarats: 20

Answer: The blue house in the middle, facing North.

5. Digital Digits

Picarats: 50

Answer: 34

6. Light Weight

Picarats: 40

Answer:

Drag 3 weights on each scale and tap the red button to weigh them.

If the scales don't balance, then the weight is in one of the 3 on the lighter side. Weigh 2 of the 3 from the lighter side (1 on each). If the scales balance now, then the answer is the one you didn't weigh of the 3. If the scales don't balance, then the answer is the weight on the lighter side.

If the scales do balance, then the weight is one of the 2 that didn't get weighed. Weigh the 2 leftover and drag the lighter one as your answer.

7. Wolves and Chicks

Picarats: 50

Answer:

- 01 - Move 2 wolves right.
- 02 - Move 1 wolf left.
- 03 - Move 2 wolves right.
- 04 - Move 1 wolf left.
- 05 - Move 2 chicks right.
- 06 - Move 1 wolf and 1 chick left.
- 07 - Move 2 chicks right.
- 08 - Move 1 wolf left.
- 09 - Move 2 wolves right.
- 10 - Move 1 wolf left.
- 11 - Move 2 wolves right.

8. Farm Work

Picarats: 20

Answer: 50

9. One Poor Pooch

Picarats: 35

Answer: Number the dog's four legs from 1-4 starting from the left. Take legs #2 and #3 and drag them to the top two corners of the square.

10. Alphabet

Picarats: 30

Answer: T

11. Arc and Line

Picarats: 20

Answer: 10

12. Make a Rectangle

Picarats: 40

Answer: Make a cut under the top left square that goes right 2 and down 1.

13. Sinking Ship

Picarats: 30

Answer: 13

14. Which Chair?

Picarats: 30 + (painting scrap)

Answer: E

15. How Many Are Left?

Picarats: 10

Answer: 3

16. Triangle and Ink

Picarats: 40 + (painting scrap)

Answer: 7

17. Five-Card Shuffle

Picarats: 30 + (painting scrap)

Answer: D

18. Of Dust and Dustpan

Picarats: 10

Answer:

Drag the middle match left so that its right end is just left of the top end for the match below. Drag the top right match so that its top end is touching the left end of the match that you just moved.

19. Parking Lot Gridlock

Picarats: 30 + (strange gizmo)

Answer:

Move the horizontal car above you right.
Move the 2 vertical cars on your right up to the top.
Move your car right.
Move the bottom left vertical car up.
Move the two horizontal cars in the bottom left corner left.
Move the top car in the third column from the left, down to the bottom.
Move your car left.
Move the top car in the fourth column from the left, down.
Move both horizontal cars left from the top right corner.
Move the vertical car in front of you up to the top.
Move the vertical car in front of the exit

up.
Drive your car out.

20. Unfriendly Neighbors

Picarats: 50 + (strange gizmo)

Answer:

Draw a line straight down to connect the B's.

From the top C, draw right 1, down 3, left 2, down 1 and left 3.

From the left D, draw left 1, up 3, right 4, down 2, right 1 and down 1.

Go down and left across the bottom for the A's.

21. Pill Prescription

Picarats: 30

Answer: 8 + (strange gizmo)

22. Pigpen Partitions

Picarats: 30 + (fish bones)

Answer:

Draw the first line from the peg on the left side of the bottom pig to the peg above the top right pig.

Draw the second line from the peg on the right side of the bottom pig to the peg above the pig in the top left corner.

Draw the third line across from the pegs just below the top left and top right pigs at the edges of the screen.

23. Juice Pitchers

Picarats: 40 + (strange gizmo)

Answer: If the pitchers are numbered as 8, 5 and 3, then you want to tap 8-5, 5-3, 3-8, 5-3, 8-5, 5-3, 3-8.

24. Milk Pitchers

Picarats: 50 + (strange gizmo)

Answer: If the pitchers are numbered as 10, 7 and 3, then you want to tap 10-7, 7-3, 3-10, 7-3, 3-10, 7-3, 10-7, 7-3, 3-10.

25. Equilateral Triangle

Picarats: 25 + (strange gizmo)

Answer: Pull the 3 corner coins away. Place one on either side of the two coins in the top row and place the last one at the bottom to complete the triangle.

26. Bottle Full of Germs

Picarats: 20 + (painting scrap)

Answer: 59

27. Bickering Brothers

Picarats: 40 + (strange gizmo)

Answer: Brother 4 sits at the bottom. Brother 3 sits above Brother 6. Brother 5 sits above Brother 2.

28. Find the Dot

Picarats: 30 + (strange gizmo)

Answer: Circle the lower right dot.

29. Five Suspects

Picarats: 20

Answer: 1

30. One-Line Puzzle 1

Picarats: 30 + (strange gizmo)
Answer: Circle the house in the bottom left.

31. Racetrack Riddle

Picarats: 30 + (strange gizmo)
Answer: 1

32. Candy Jars

Picarats: 30 + (strange gizmo)
Answer: 100

33. Light Which One?

Picarats: 20 + (Pine Bed)
Answer: Light the "Matchstick" which he is holding

34. How Many Sheets?

Picarats: 40 + (strange gizmo)
Answer: 5

35. Strange Dots

Picarats: 20 + (strange gizmo)
Answer: 3

36. Too Many Mice

Picarats: 30 + (painting scrap)
Answer: 1

37. Brother and Sister

Picarats: 40 + (strange gizmo)
Answer: Both Brother and Sister are 6.

38. Island Hopping

Picarats: 20 + (strange gizmo)