

The Century series of board games is made up of Century: Spice Road, Century: Eastern Wonders and Century: A New World. There are rules to combine the games, so you could play the first two together to make a new game, or all three, and so on for seven total possibilities! Below, the four puzzles from this month's set have been combined in different ways, using either theme or mechanics or both. Solve all these new puzzles to work out what happens when you combine these games and puzzles!

## CODESPAN

Three agents come back from a secret mission and each pull the spymaster aside to tell them something in private. Each agent is either true to the mission, in which case they always tell the truth, or they are a dreaded double agent in which case they always lie. Who is/are the true agents?

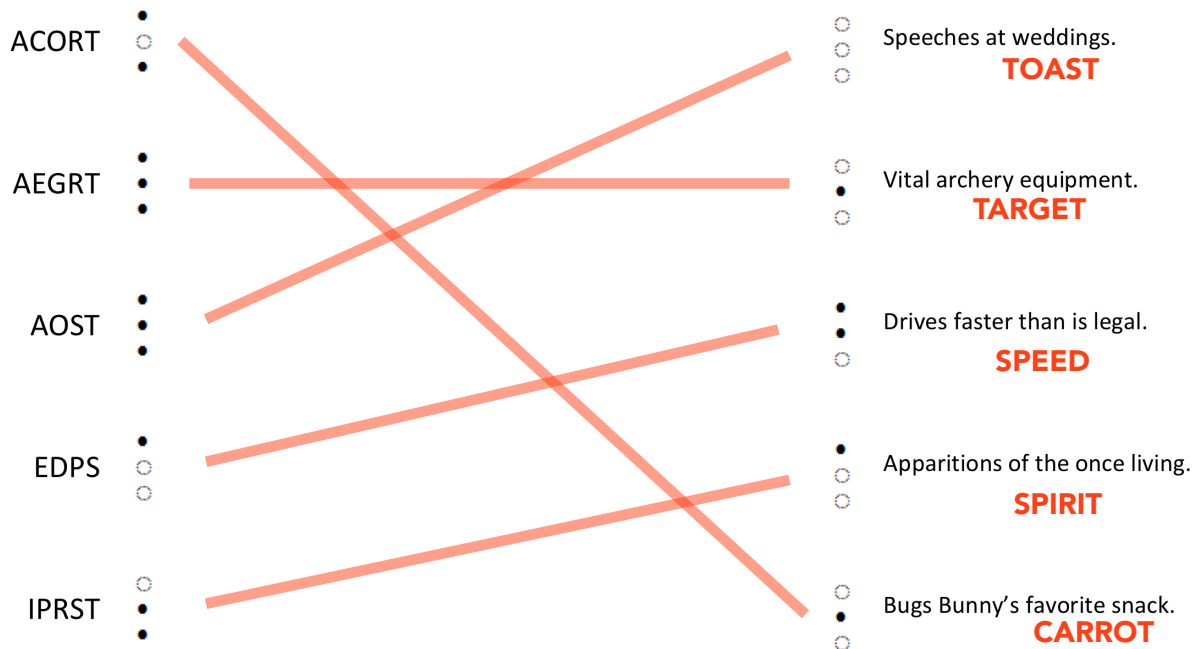
Agent M: Exactly one of us is a double agent.

Agent W: Exactly one of us is true to the mission.

Agent E: All of us are double agents.

**Agent W is the only true agent.**

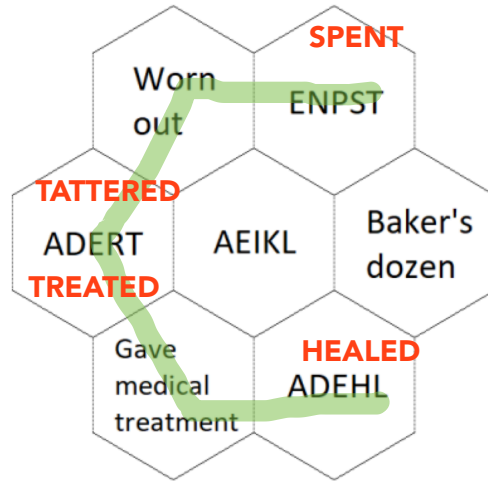
## WINGJam



**Connecting the two halves of the Braille = ORLDS**

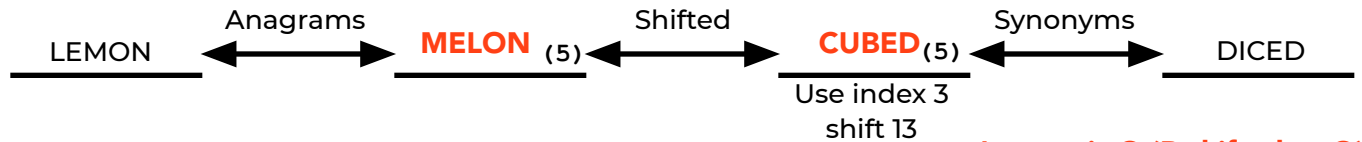
## Letter Haven

Connect adjacent hexes with a line if they go together.



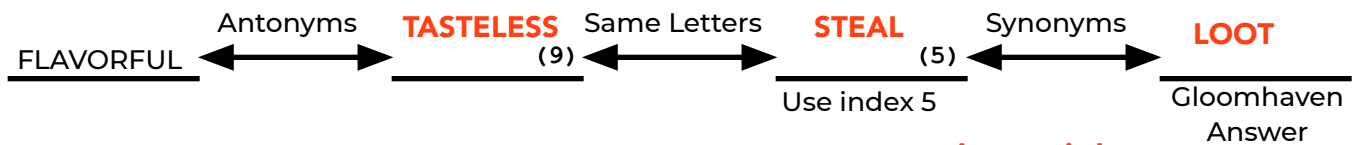
Looks like a "C"

## CODEHaven



Answer is O (B shifted to O)

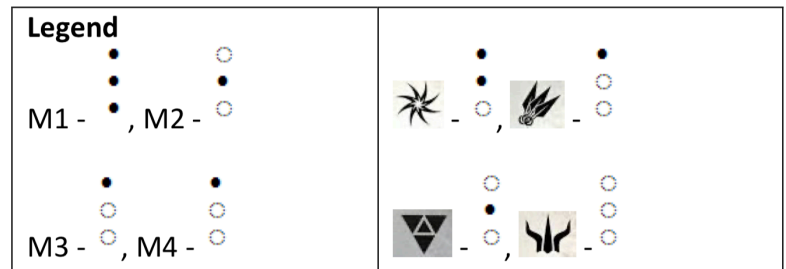
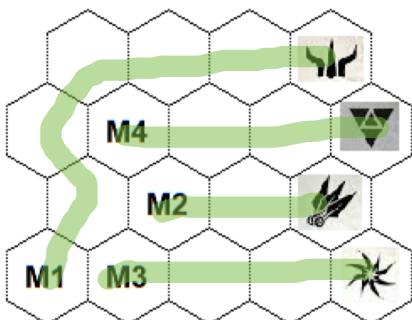
## Letter NAMES



Answer is L

## GloomSPAN

On this board, each monster attacks a different player.



Matching monster to character for Braille = LIDE

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EVERYTHING TOGETHER IS FINAL ANSWER = "WORLDS COLLIDE"