



STARTER

JUNIOR

EXPERT

MASTER

GAME RULES

- 1 Choose a challenge and count how many of each image is shown.
- 2 Place the 4 puzzle pieces on the game board, to hide all images - except the ones pictured in your challenge, which remain in the open. The game board is divided in 4 parts. You must place 1 puzzle piece in each separate part. Only the quantity of each exposed image is important. For example, if you need to keep 1 white ship exposed, it can be any of the 4 white ships pictured on the game board.

STARTER challenges give you a hint about the right orientation of the puzzle piece with the wind rose.

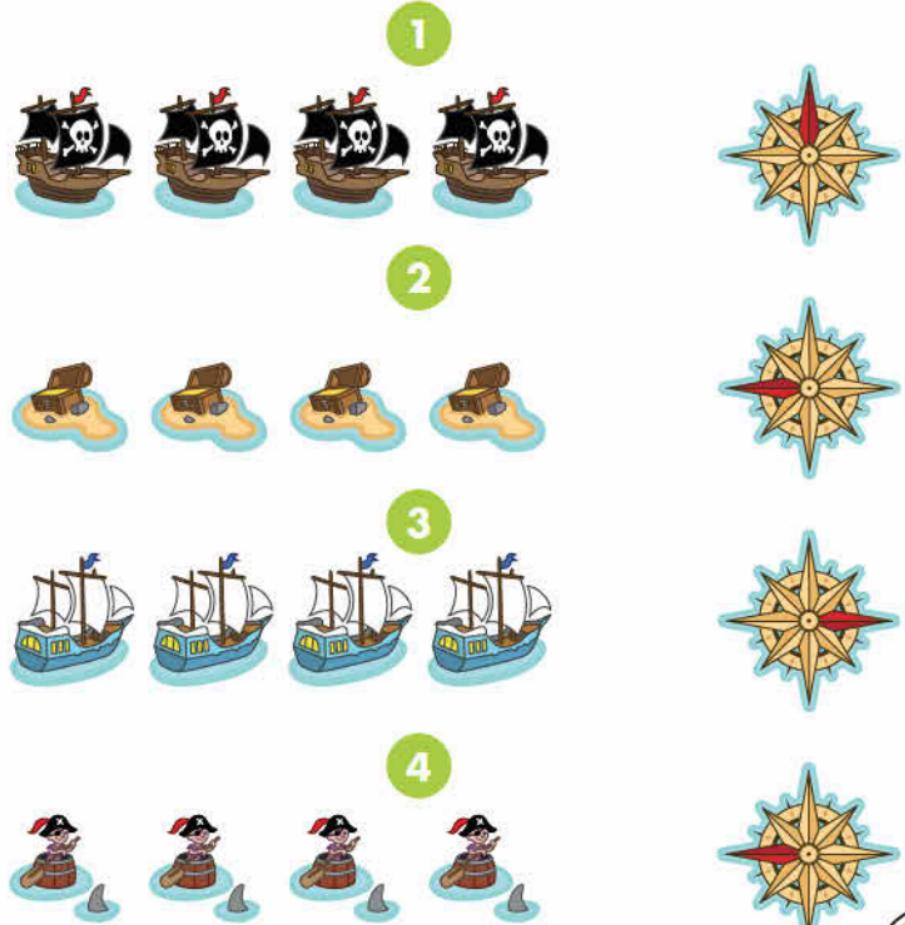
- 3 There is only one solution for each challenge. Solutions to all 60 challenges can be found at the end of the challenge booklet.

HINTS

- Each piece has its own shape and is able to show or hide images in different areas. The shape of each piece is designed so that 8 areas are always visible. In other words, they cannot cover every image. For example, if you have to see 2 treasures and 2 black ships, you should make sure that 4 of the 8 areas remain "empty".

8 areas that are visible - 2 treasures - 2 black ships = 4 empty areas

- You can usually find the solution more quickly and easily if you concentrate on the empty areas rather than on the images you want to show.

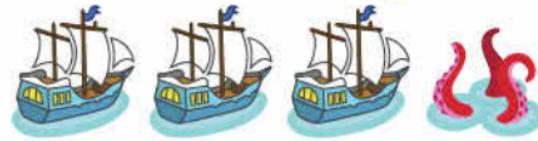


STARTER

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STARTER



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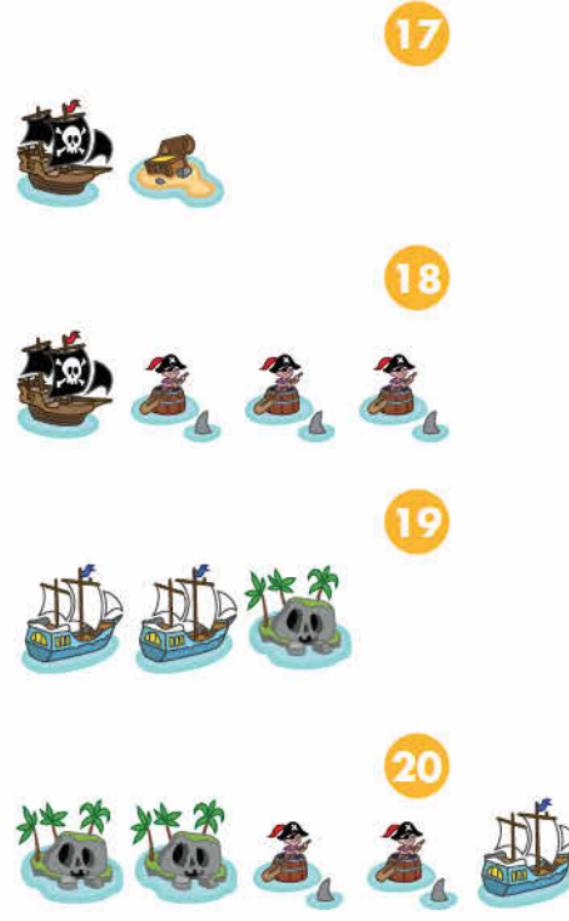
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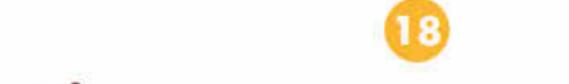
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JUNIOR



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**SMART
GAMES**

© 2003-2005-2015 Concept,
game design & artwork:
SMART - Belgium. All rights reserved.
Designer: Raf Peeters
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