



 **STARTER**

 **JUNIOR**

 **EXPERT**

 **MASTER**

GAME RULES

- 1 Choose a challenge and count how many of each monster is shown.
- 2 Place the 4 puzzle pieces on the game board, to hide all monsters - 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 monster is important. For example, if you need to keep 1 red monster exposed, it can be any of the 4 red monsters pictured on the game board.
- 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 blue monsters and 2 pink monsters, you should make sure that 4 of the 8 areas remain "empty".
- 8 areas that are visible - 2 blue monsters- 2 pink monsters = 4 empty areas

1



2



3



4



5



6



7



8



9



10



11



12



13



14



15



16



17



18



19



20



21



22



23



24



25



26



27



28



29



30



31



32



33



34



35



36



37



38



39



40



41



42



43



44



45



46



47



48



49



50



51



52



53



54



55



56



57



58



59



60







13



14



15



16



17



18





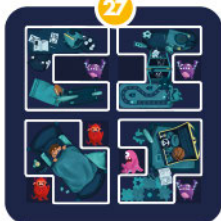
25



26



27



28



29

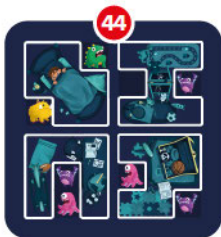


30









49



50



51



52



53



54







© 2003 - 2016 - 2020 Concept,
game design & artwork:
SMART - Belgium. All rights reserved.
Designer: Raf Peeters
Illustrations: Jeanne Ribbens
Original product name: Monsters Hide & Seek.
Based on Hide & Seek Safari concept.
Neerveld 14, B-2550 Kontich, Belgium
info@smart.be www.SmartGames.eu

dd: 20201119 B made in China

