

## HOW TO PLAY Game rules for 2D challenges (inside and bottom side)

- 1 Choose a challenge. Place the puzzle pieces as indicated. You are not allowed to change the position of the pieces given in the challenge.
- 2 Try to fill the empty spaces with all the remaining puzzle pieces.
- 3 There is only 1 solution, which can be found at the end of the challenge booklet





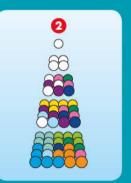


## **HOW TO PLAY** Game rules for 3D challenges

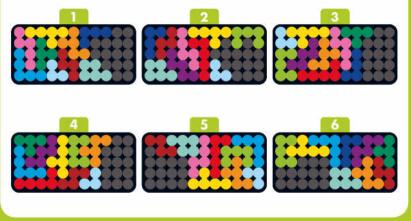
Remove all puzzle pieces and place them in the transparent lid. Note that the middle part of this grid has deeper holes and forms a square grid. This is your ground level for the 3D challenges.

- Choose a challenge. Each challenge shows the position of some puzzle pieces in the 5 layers of the pyramid. A puzzle piece can be placed horizontally (with all its ball shapes in the same pyramid level), or at a 45° angle (with its ball shapes spread over multiple layers). Place the puzzle pieces as shown in the challenge. You are not allowed to change the position of the puzzle pieces given in the challenge. White balls indicate spots in the pyramid that are still empty.
  - Note: For illustration purposes in the challenges the balls of a specific puzzle piece may appear separated, but they are connected to the same piece. Only whole pieces are shown.
- 2 Try to fill the empty spaces with the remaining puzzle pieces to create a pyramid with 5 layers.
- There is only 1 solution, which can be found at the end of the booklet.

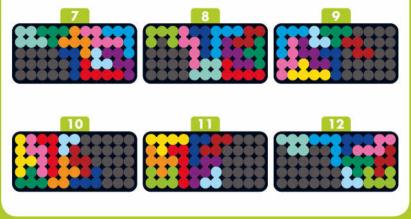




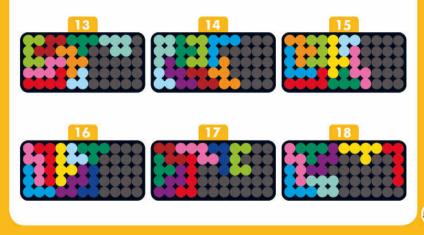








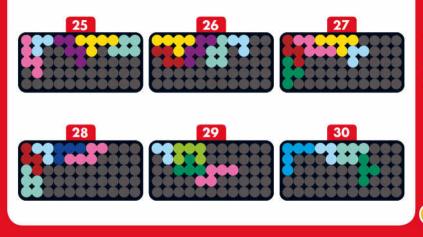




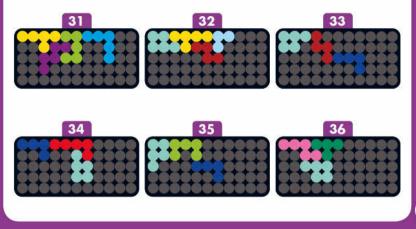




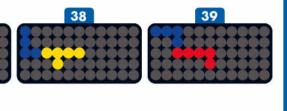


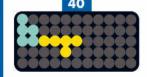




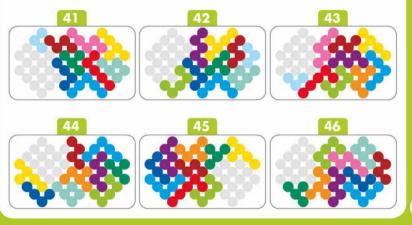




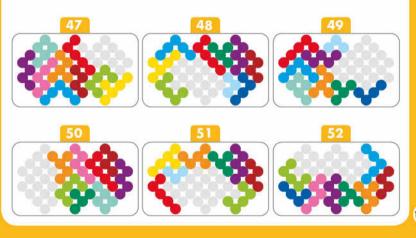




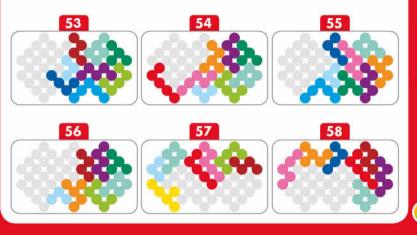




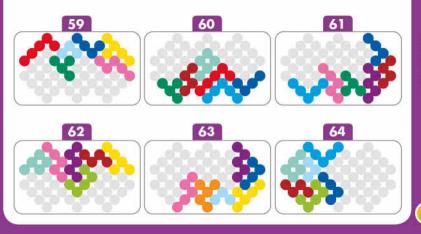






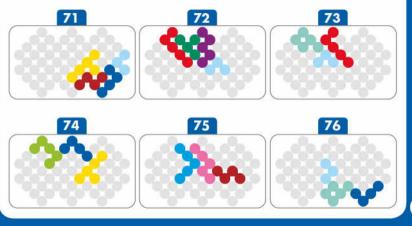












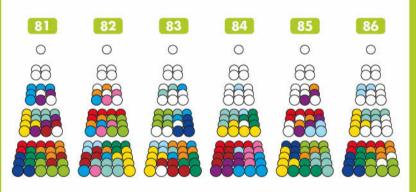




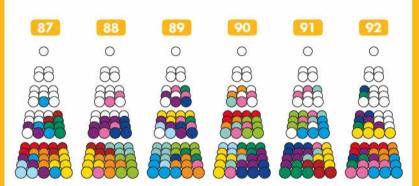




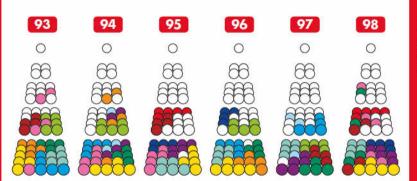




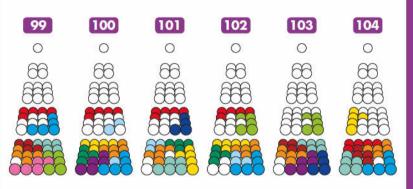




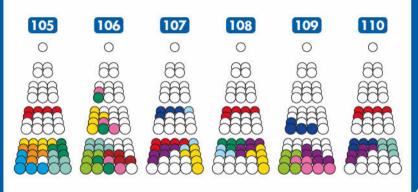




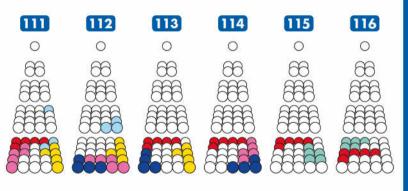




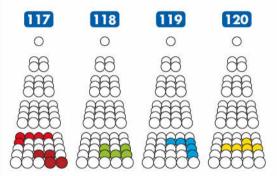




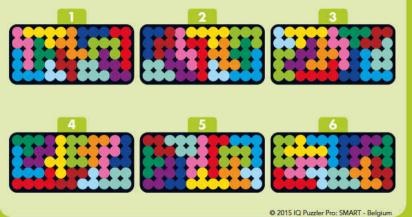


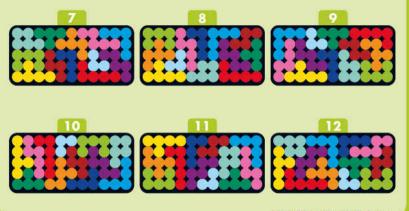




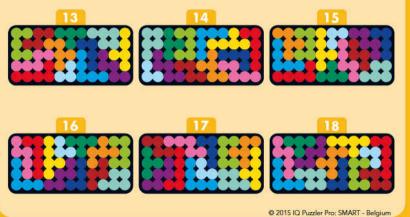


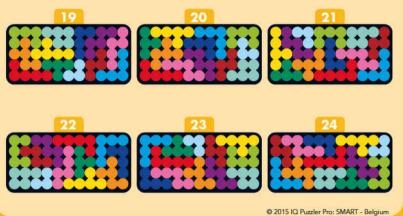


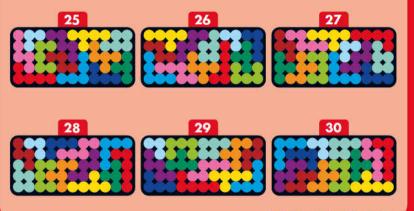




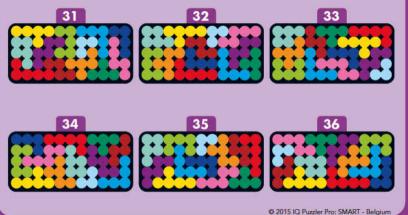
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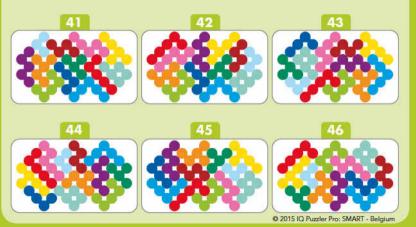


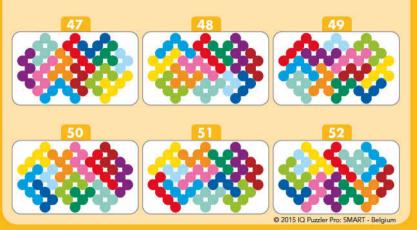
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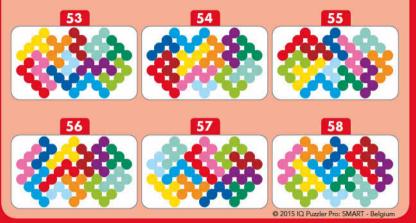


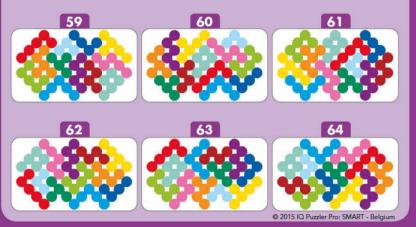


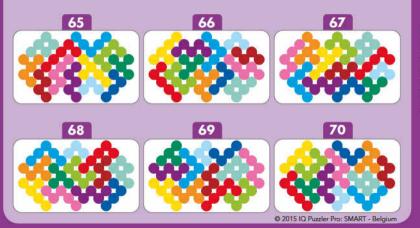


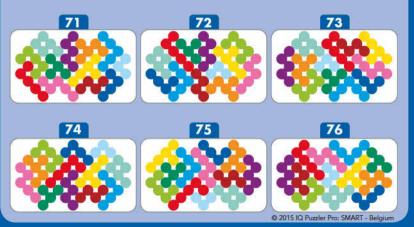










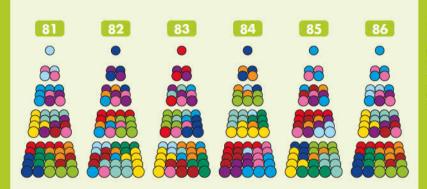


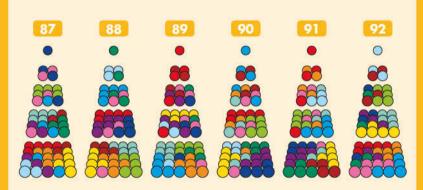


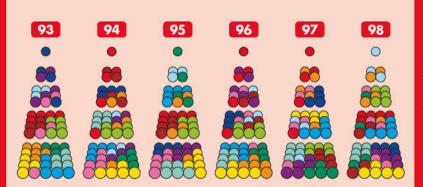


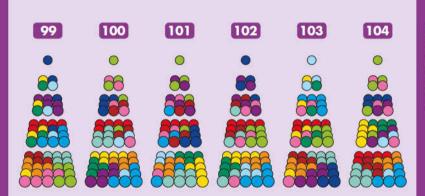


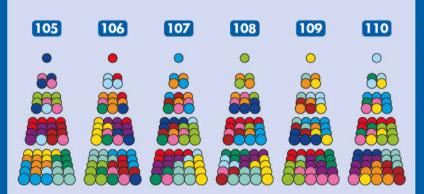


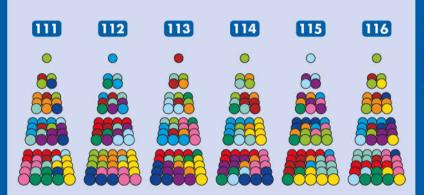


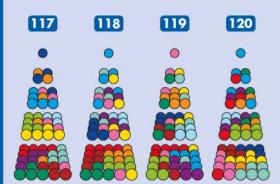
















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