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ddl 20160614B Made in China



**SMART  
GAMES**

 **STARTER**

 **JUNIOR**

 **EXPERT**

 **MASTER**

## Game rules - with the Dragon (5+):

- 1 Select a challenge. Place the 4 maze pieces inside the border of the game board as shown in the challenge. Each maze piece features a flower with a different color in one of the corners to help you place it in the correct position.

Place the castle with Sleeping Beauty on the puzzle piece with the red flower. Place the knight at the entrance of the maze and Sleeping Beauty at the gate of the castle.

- 2 In these challenges you play as the Dragon! Find a place on the game board where the puzzle piece of the Dragon fits in entirely in between the walls of the maze.

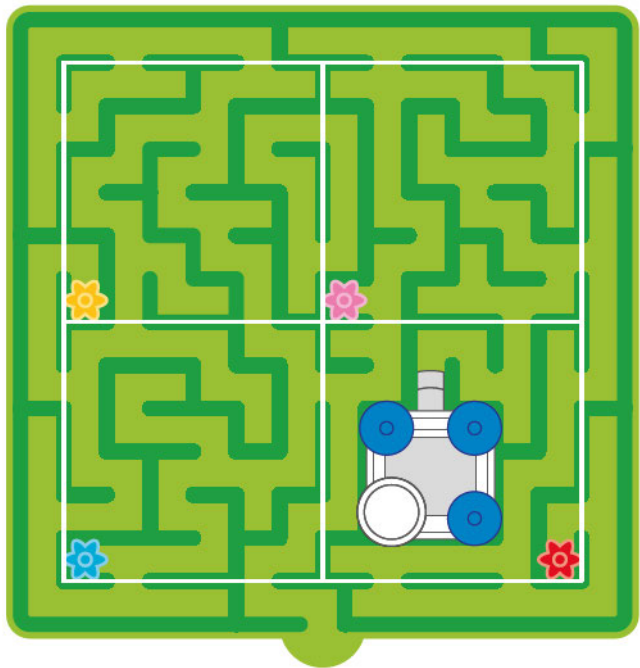
Sometimes there are multiple paths to the castle! Sometimes there are multiple places where the Dragon fits. But there is only one position of the Dragon will block all paths to the castle.

- 3 You have found the solution when the knight cannot reach the castle without meeting the dragon.

There is only 1 solution for the dragon, shown in the challenge booklet.

### **Hint for parents and teachers:**

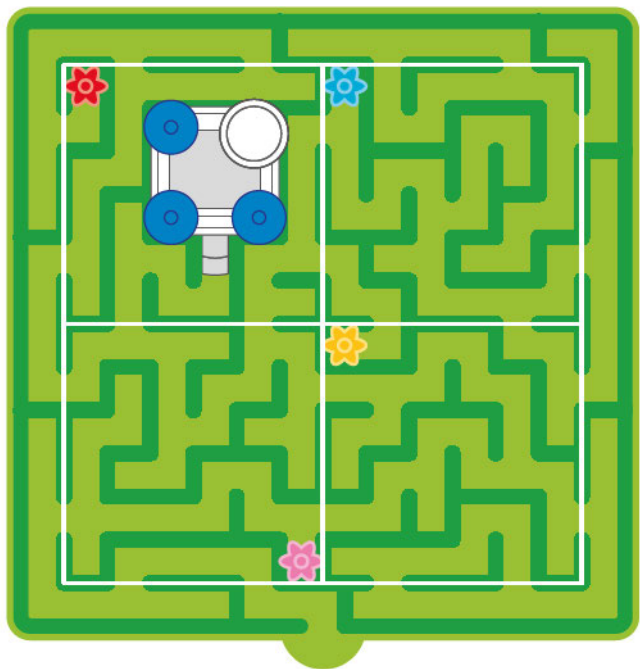
- As they set up the game, young children may need assistance assuring that all four maze pieces are in the correct position for each challenge.
- The challenges with the Dragon are much more difficult than the ones without! If kids struggle with the Dragon challenges, try to play together. For example: The adult can play the as dragon and the child can check if all paths to the castle are blocked.
- Challenges with the Dragon can also be played without him: In these cases the object of the game is to find the path to the castle, as in the 30 first challenges.



STARTER 1



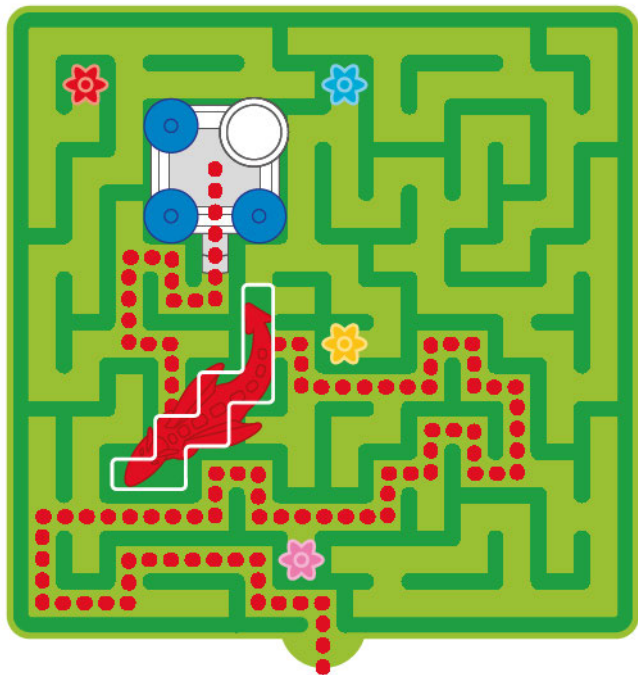


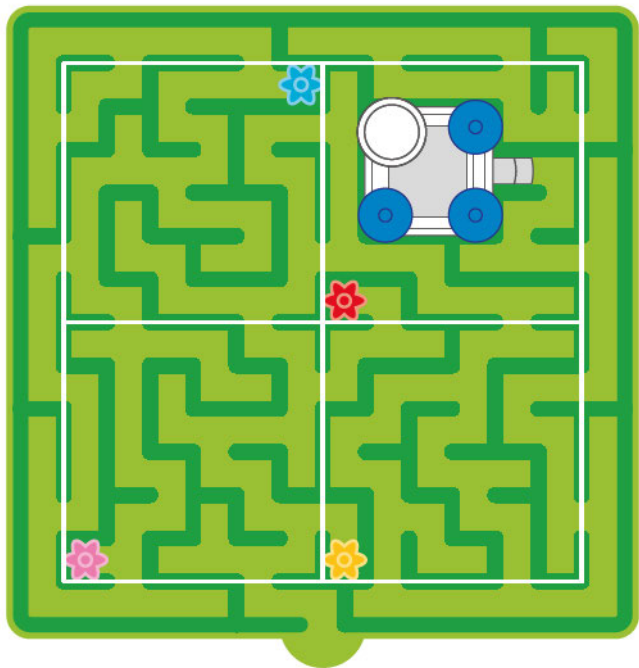


**STARTER 2**



## SOLUTION 2

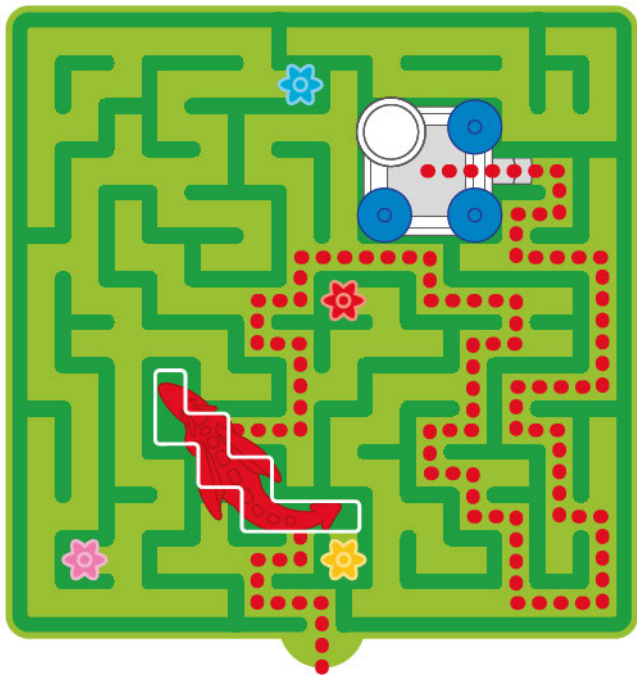




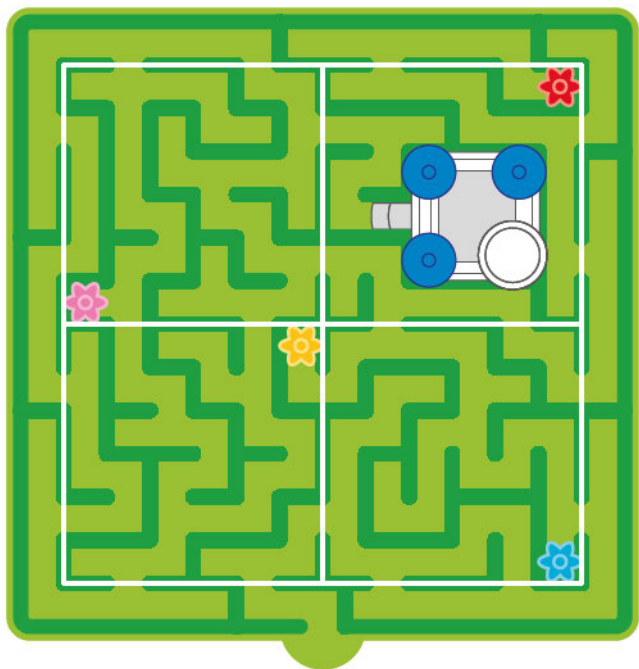
**STARTER 3**



## SOLUTION 3



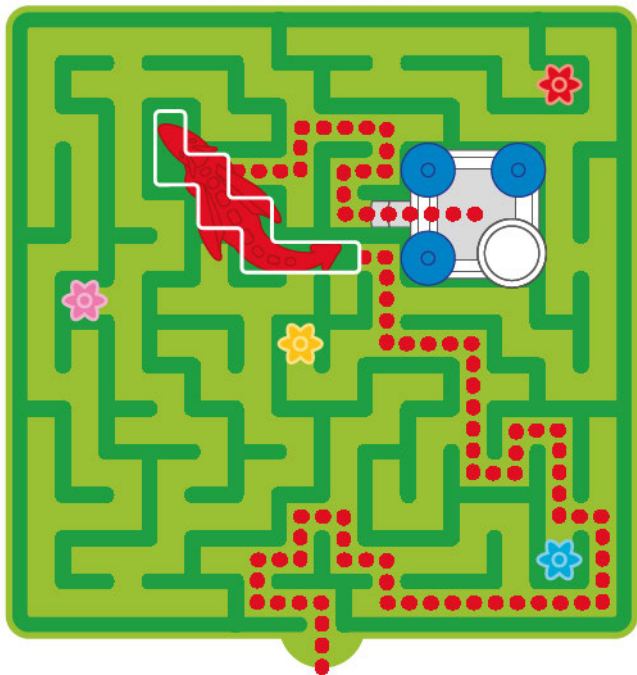


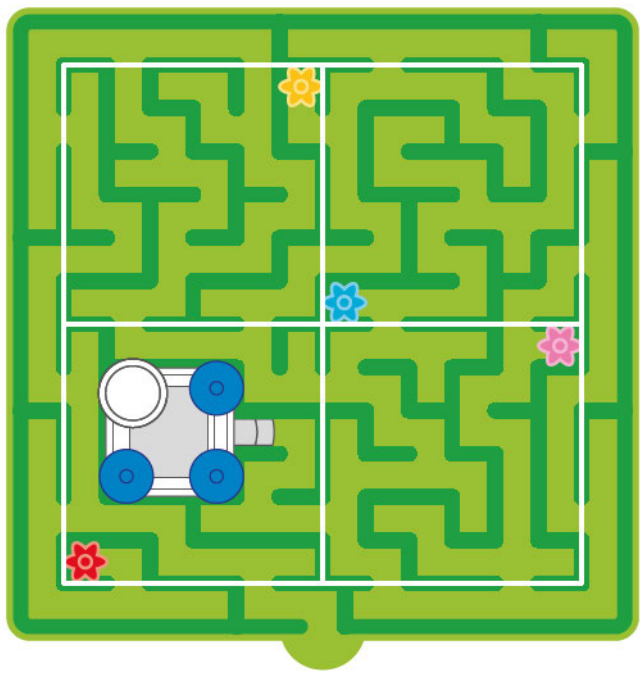


STARTER 4



## SOLUTION 4

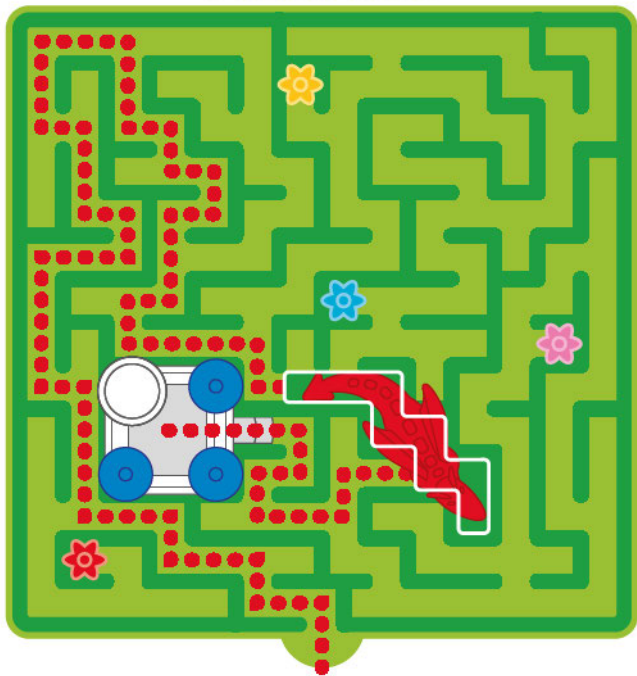


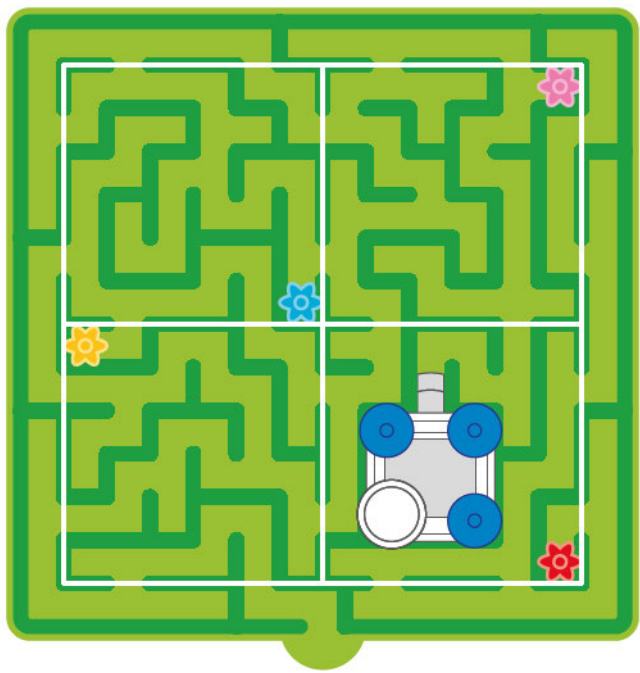


STARTER 5



## SOLUTION 5

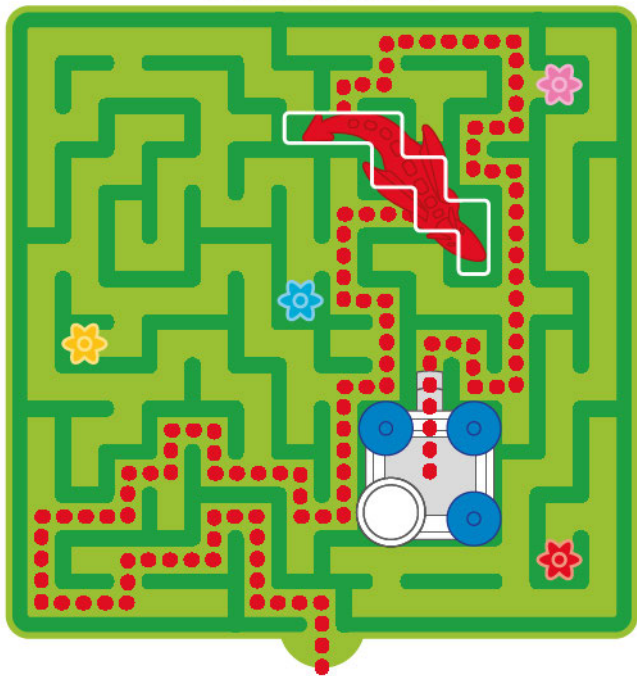


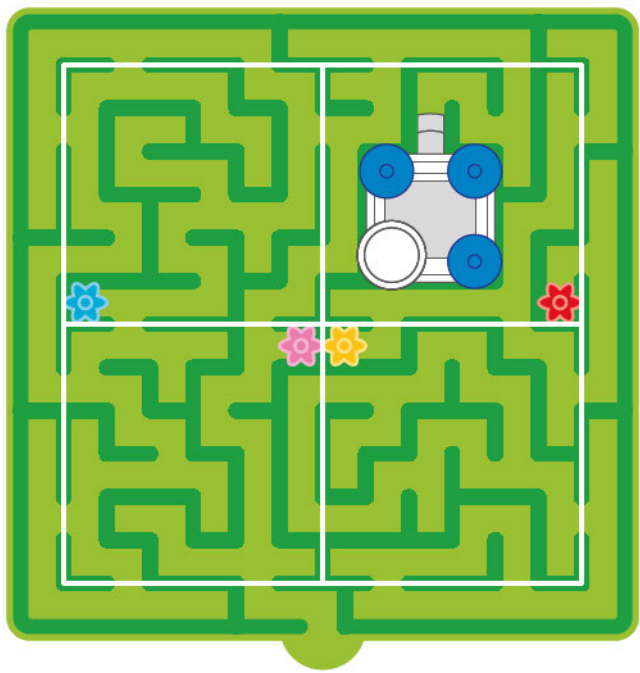


**STARTER 6**



## SOLUTION 6

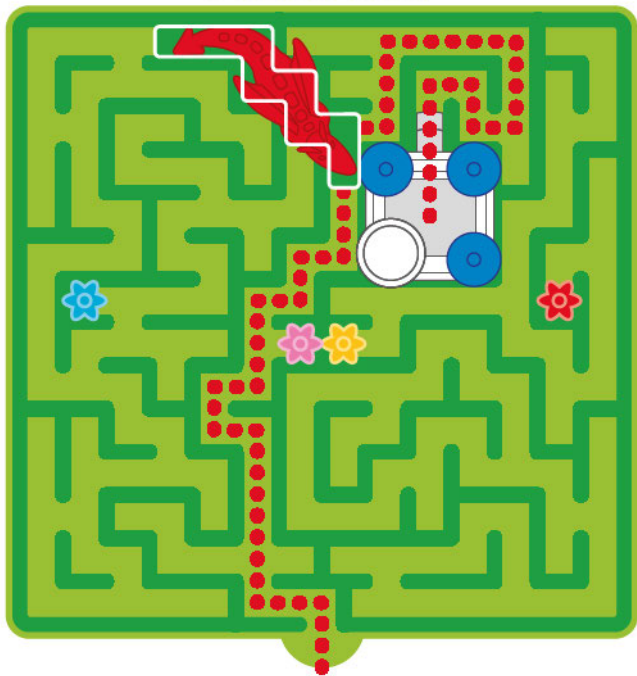




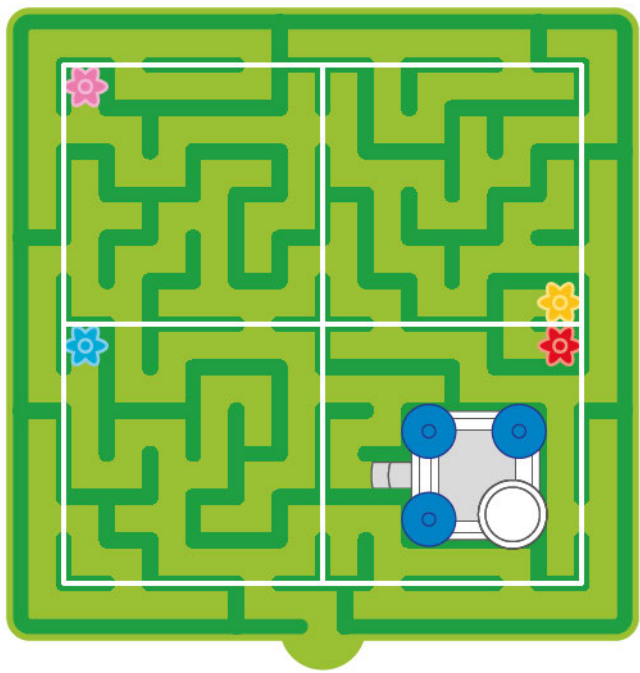
**STARTER 7**



## SOLUTION 7



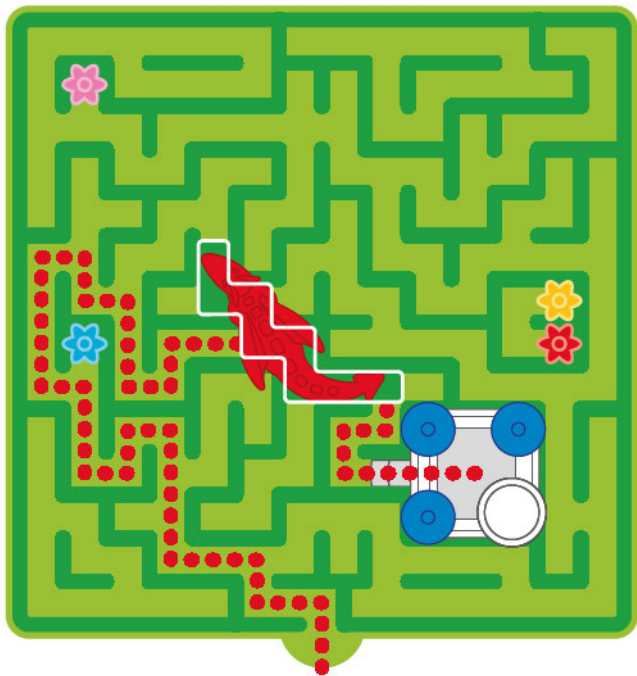


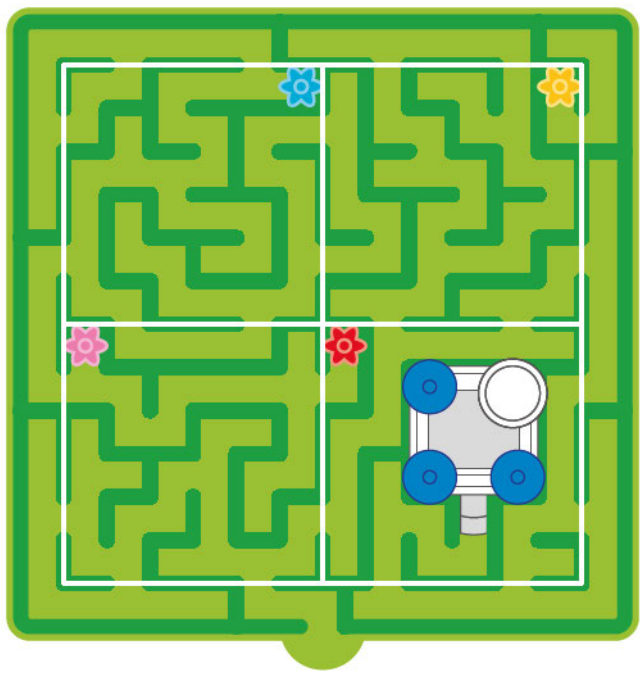


**STARTER 8**



## SOLUTION 8

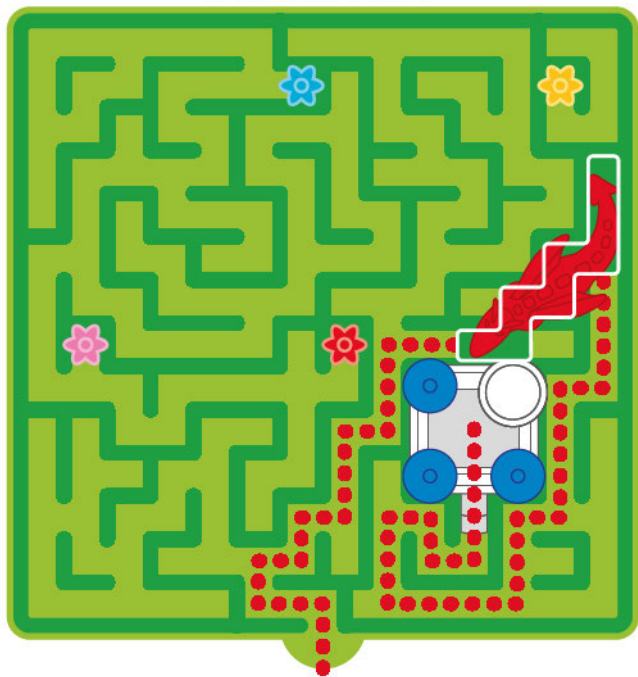


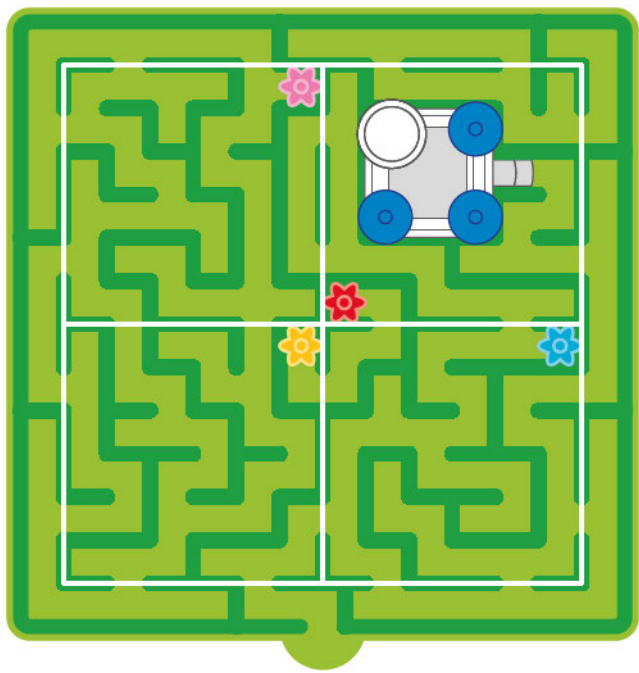


JUNIOR 9



## SOLUTION 9

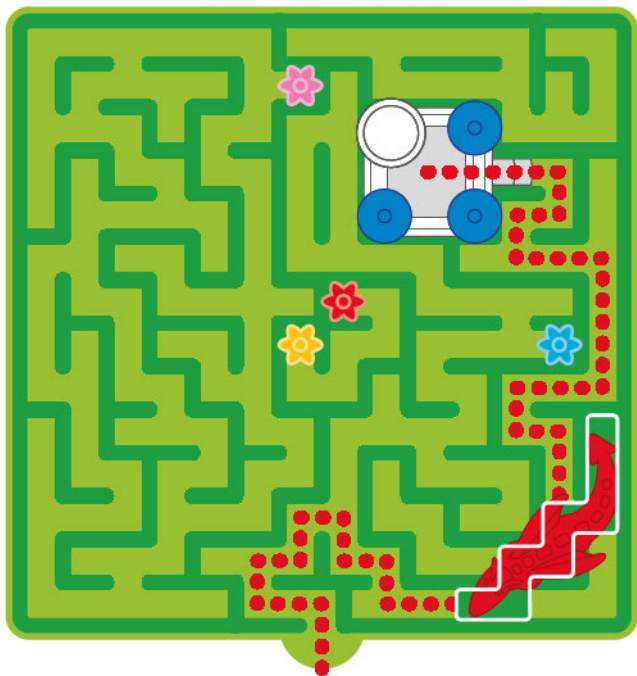


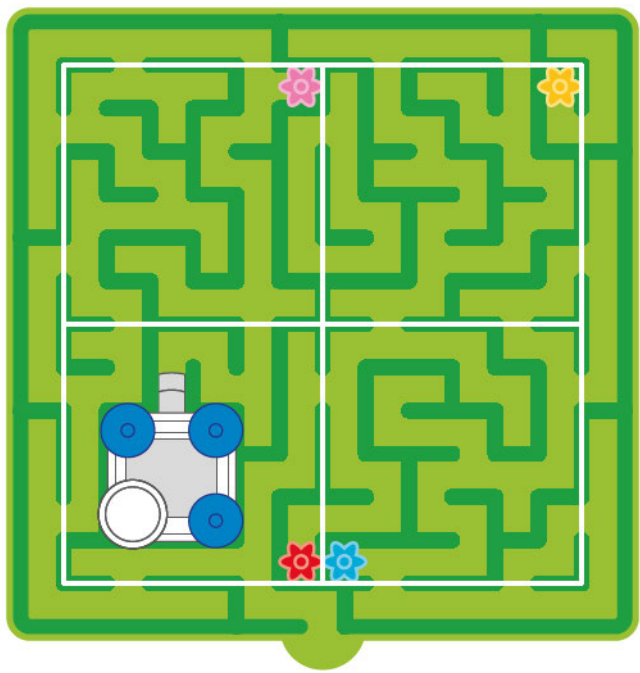


JUNIOR 10



## SOLUTION 10

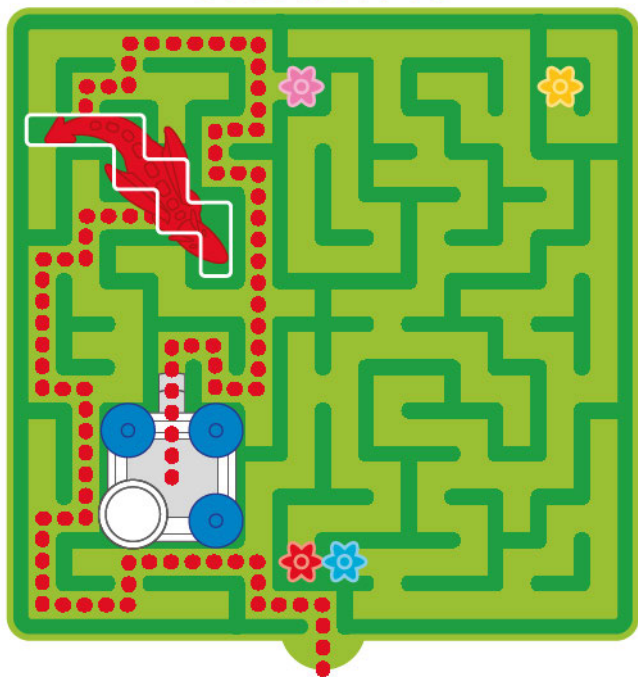




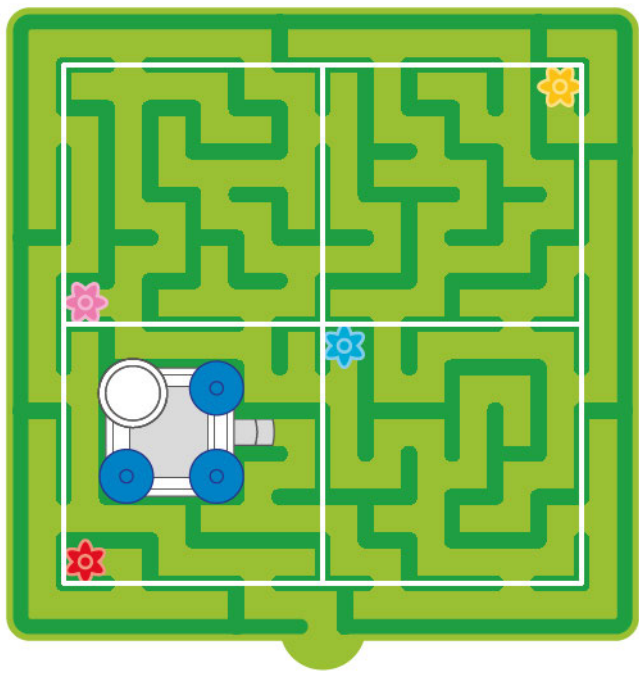
JUNIOR 11



# SOLUTION 11



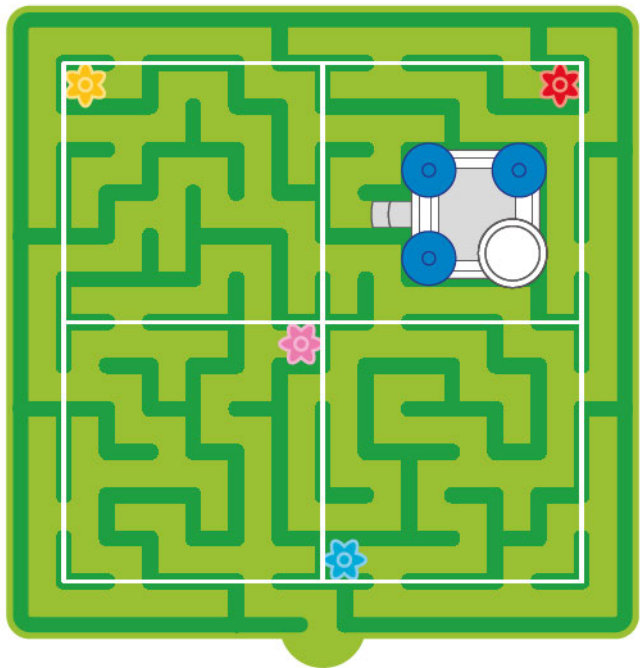




JUNIOR 12



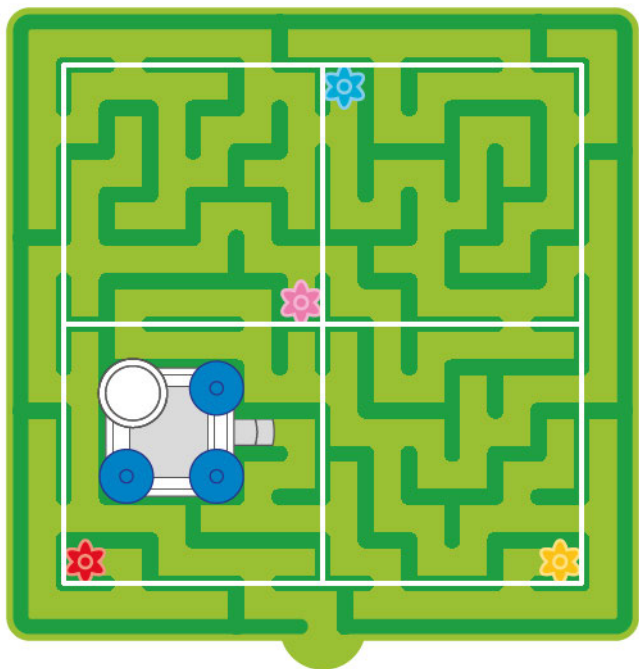




JUNIOR 13



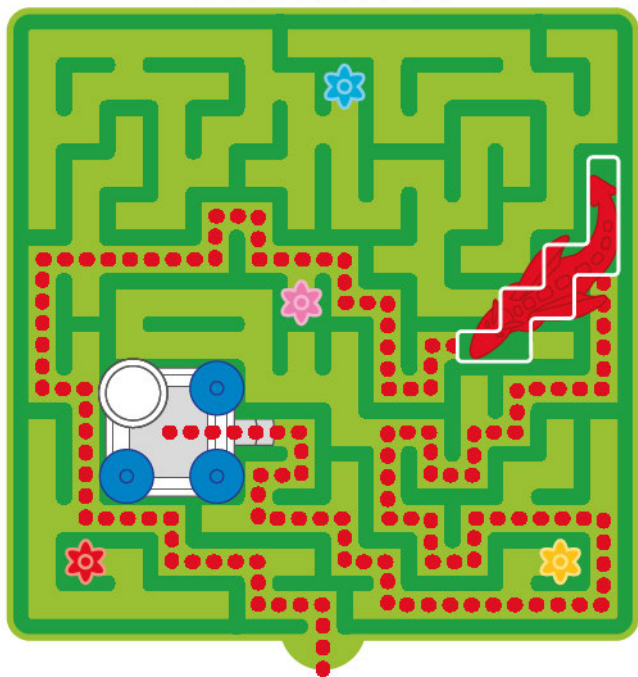


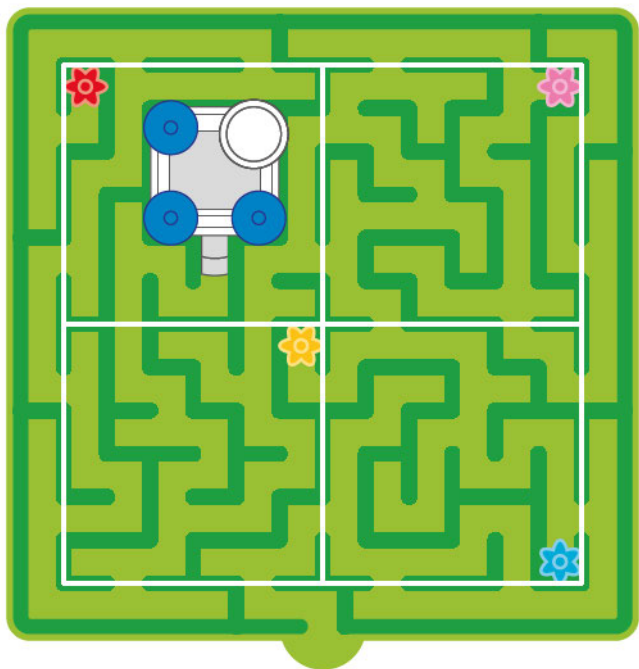


JUNIOR 14



## SOLUTION 14

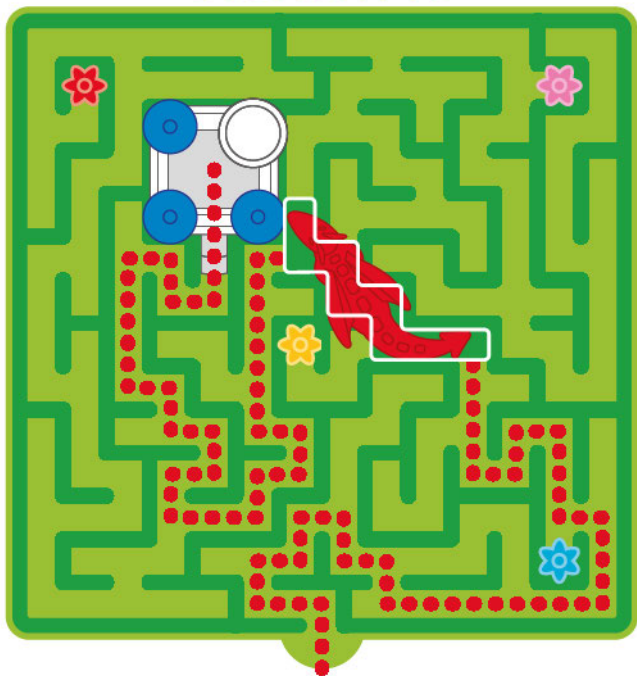




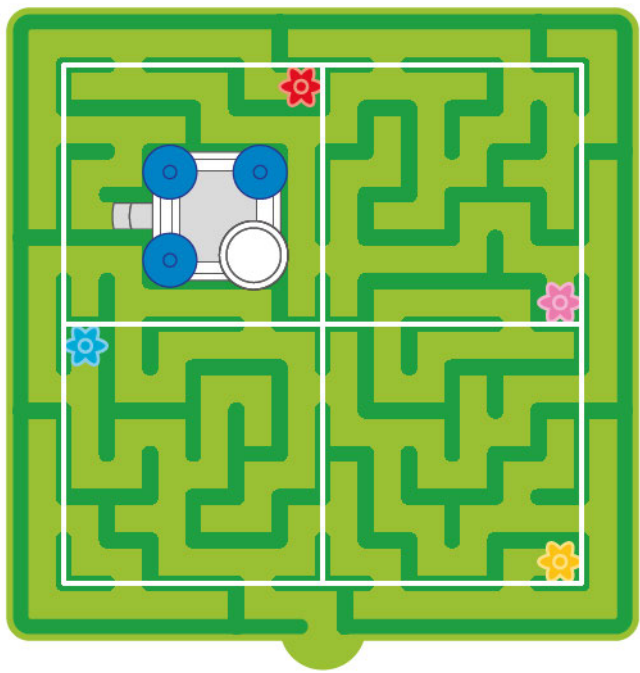
JUNIOR 15



## SOLUTION 15



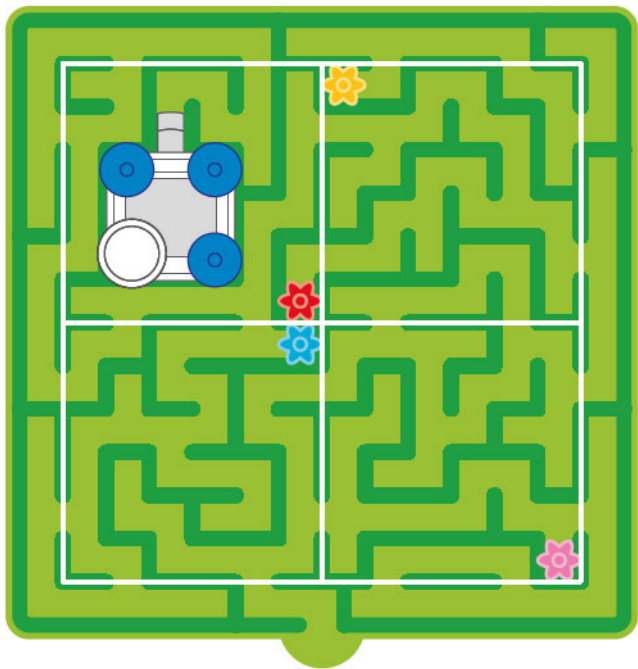




JUNIOR 16



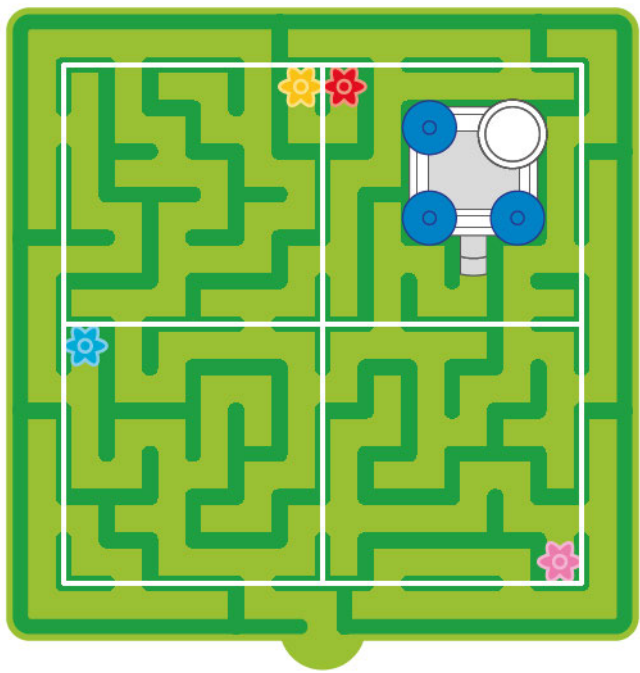




**EXPERT 17**



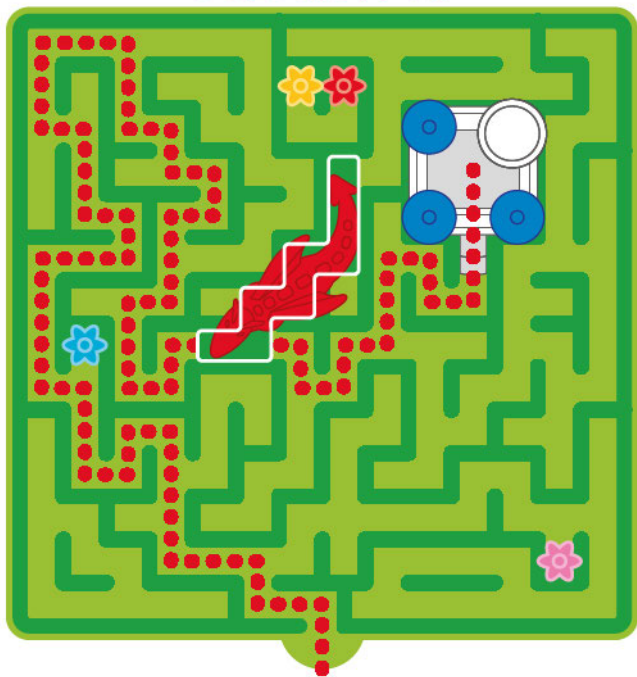


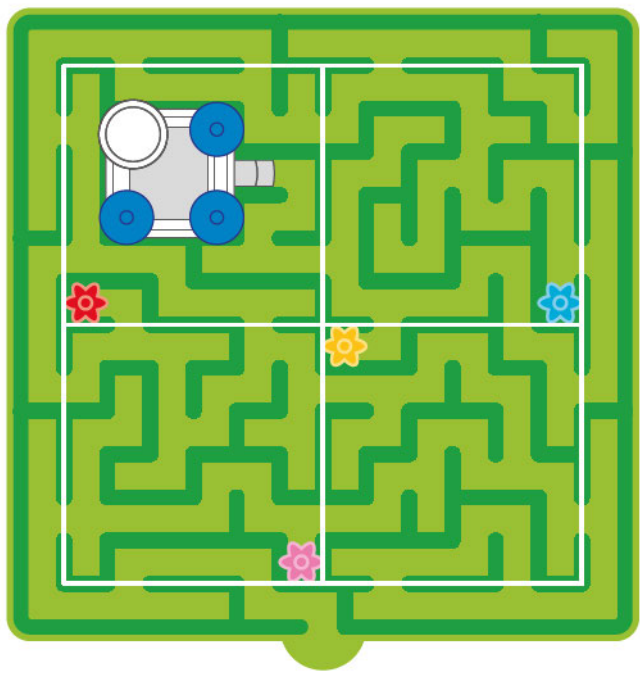


**EXPERT 18**



# SOLUTION 18



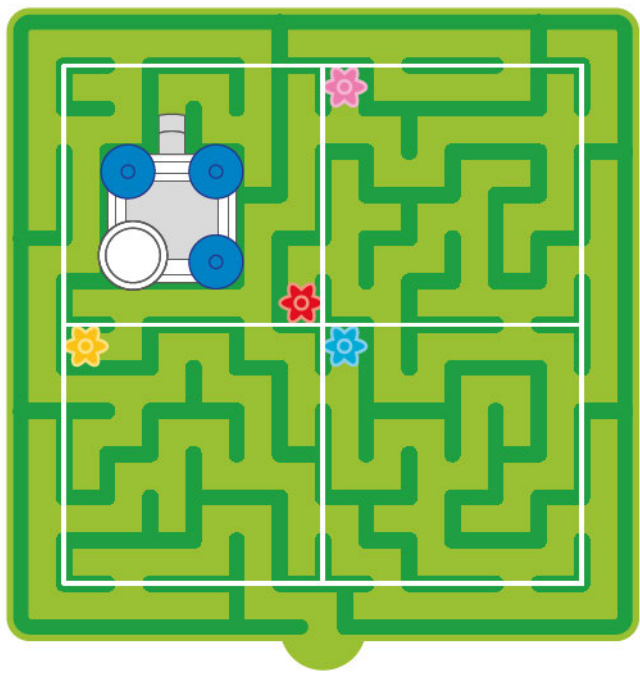


**EXPERT 19**





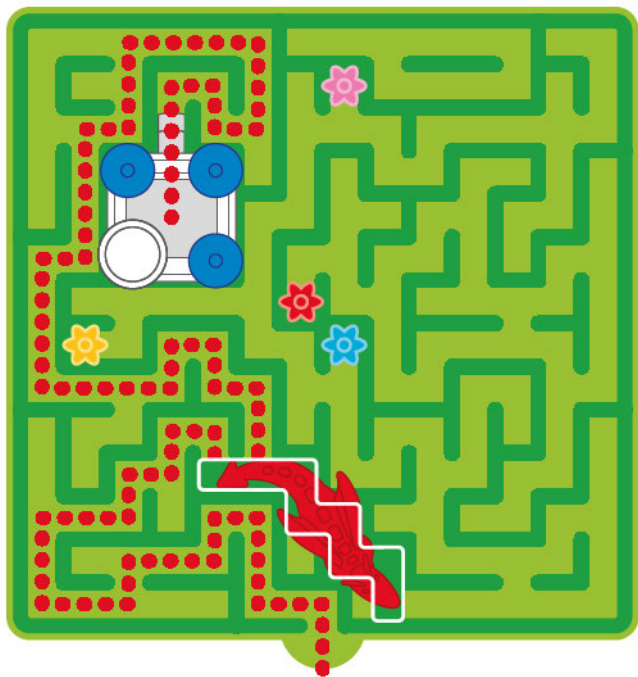


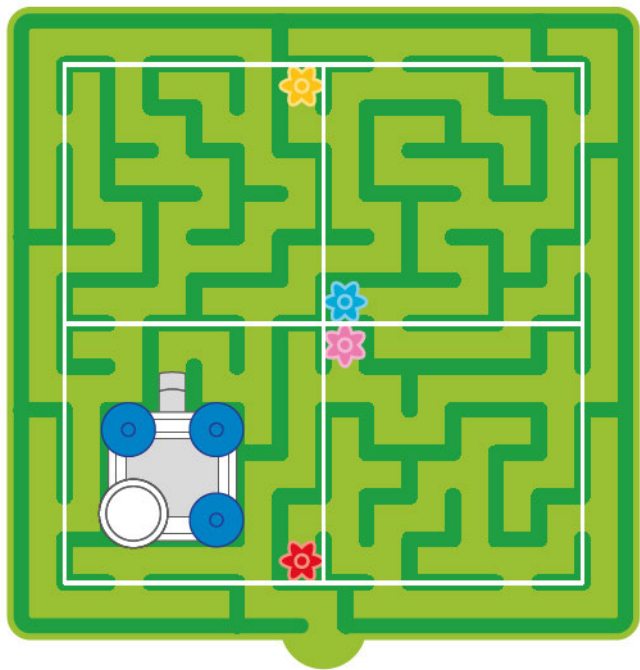


**EXPERT 20**



## SOLUTION 20

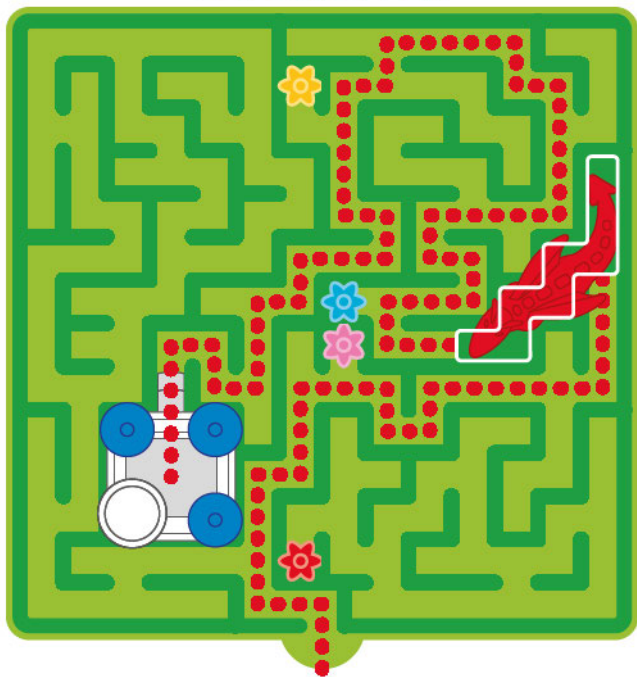


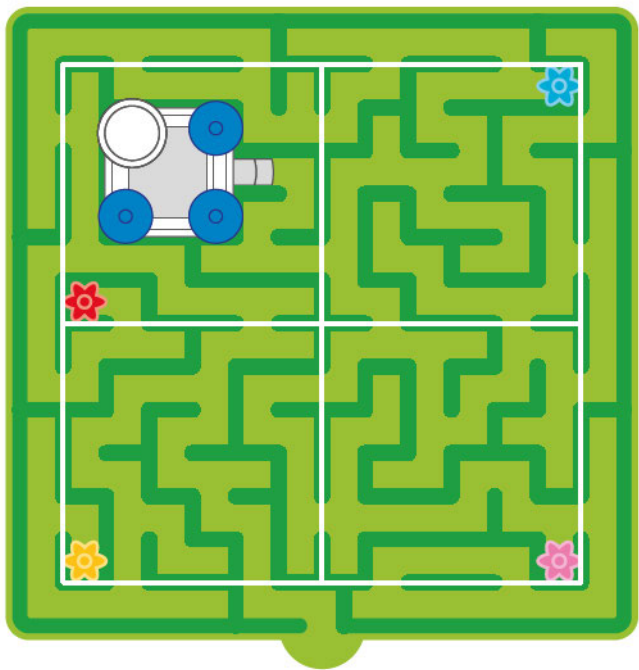


**EXPERT 21**



## SOLUTION 21

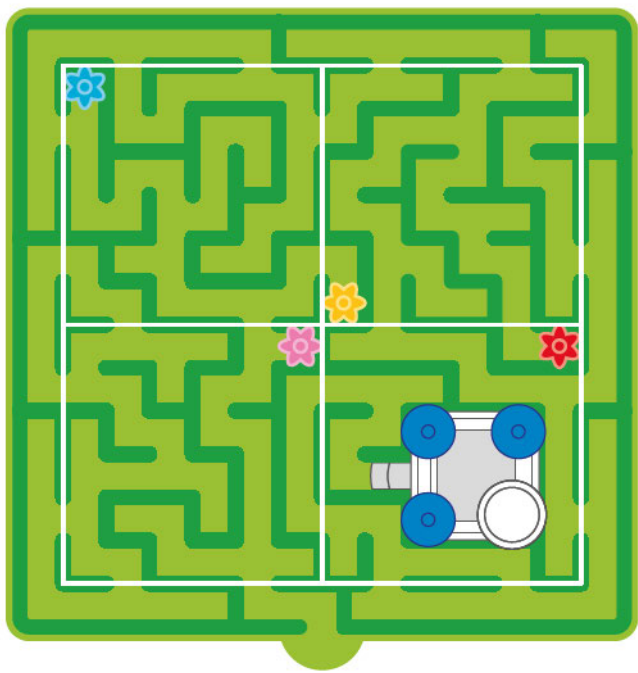




**EXPERT 22**





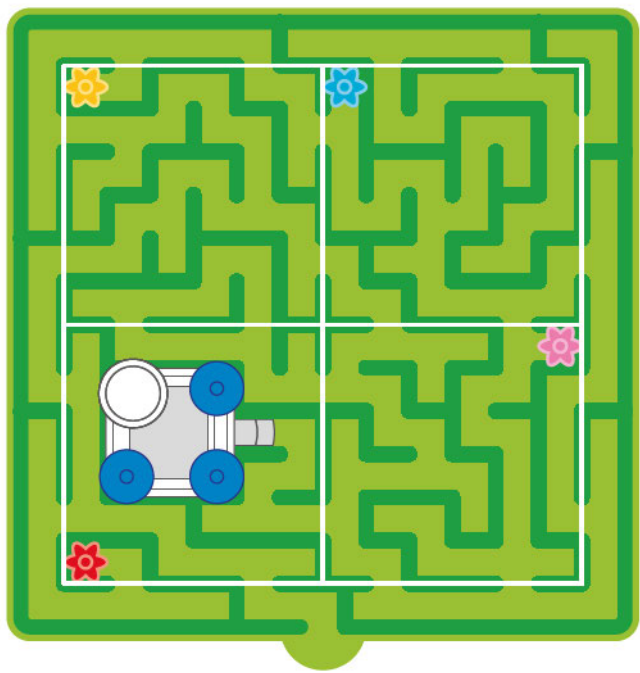


**EXPERT 23**





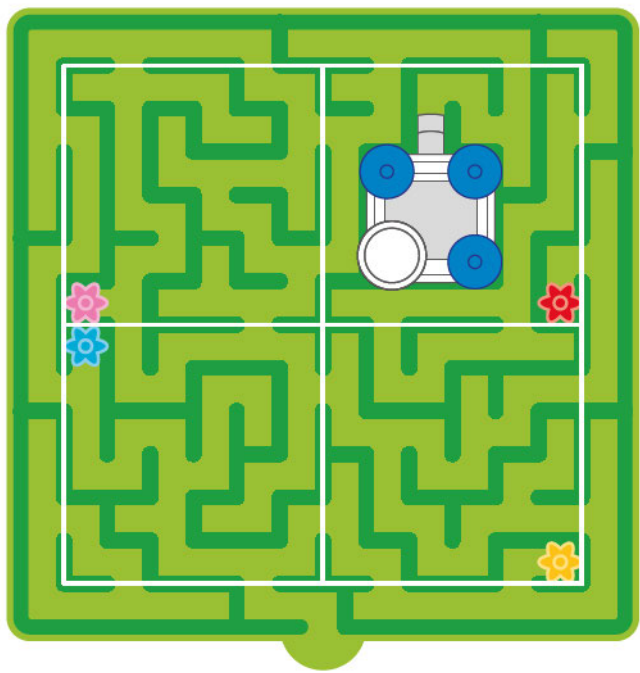




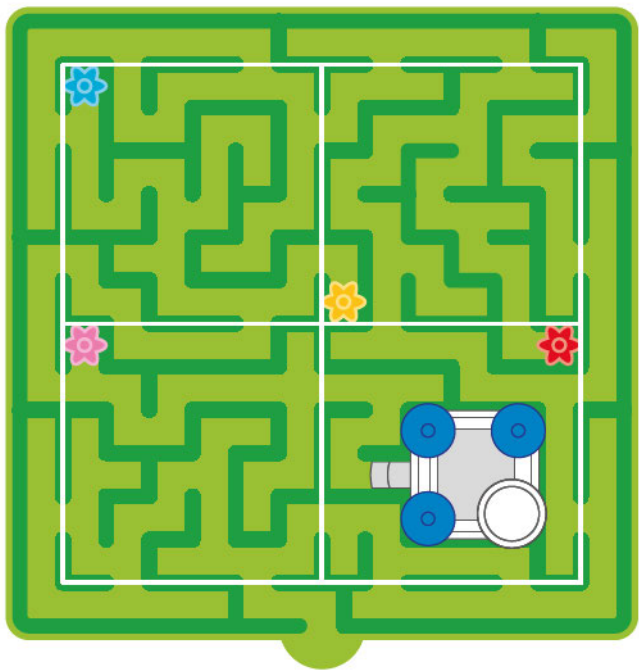
**EXPERT 24**



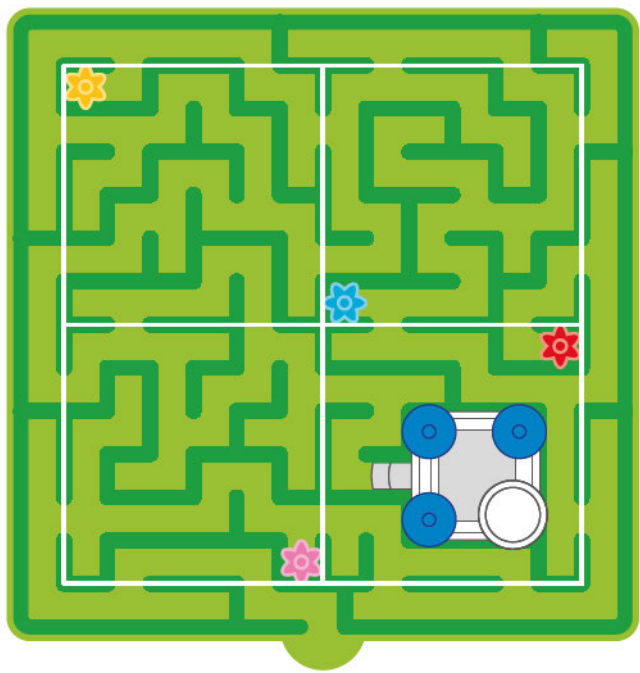








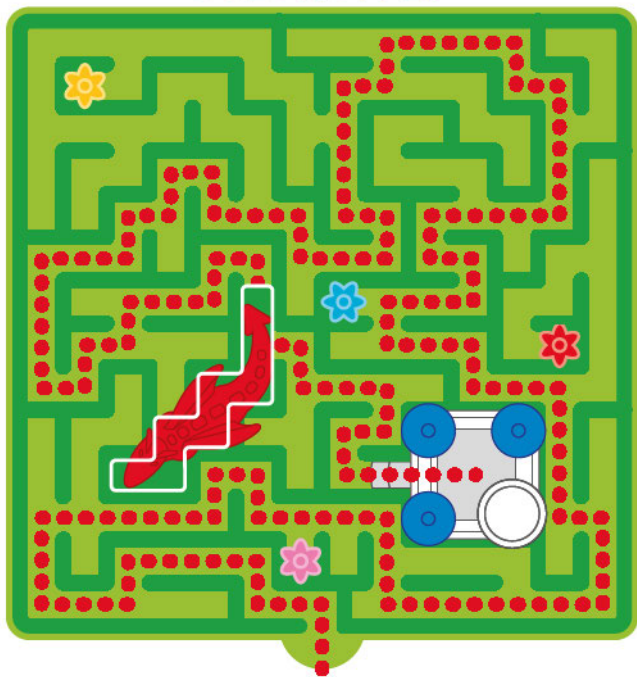




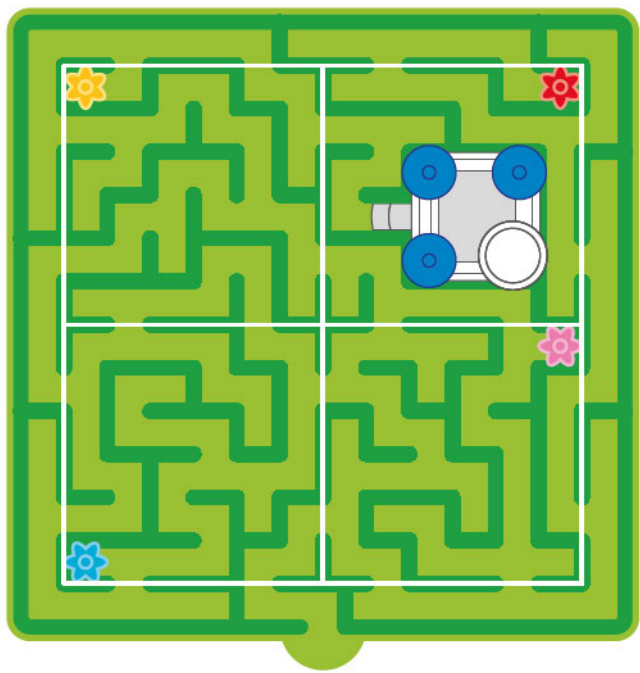
**MASTER 27**



## SOLUTION 27



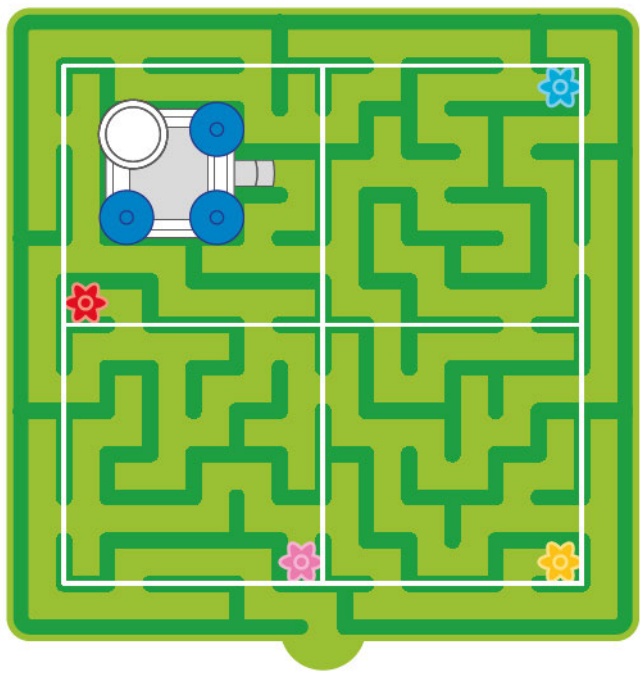




**MASTER 28**



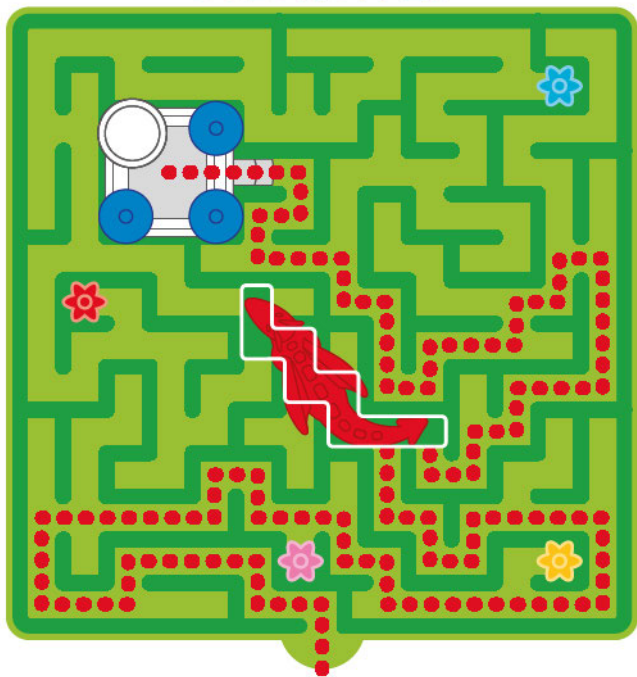


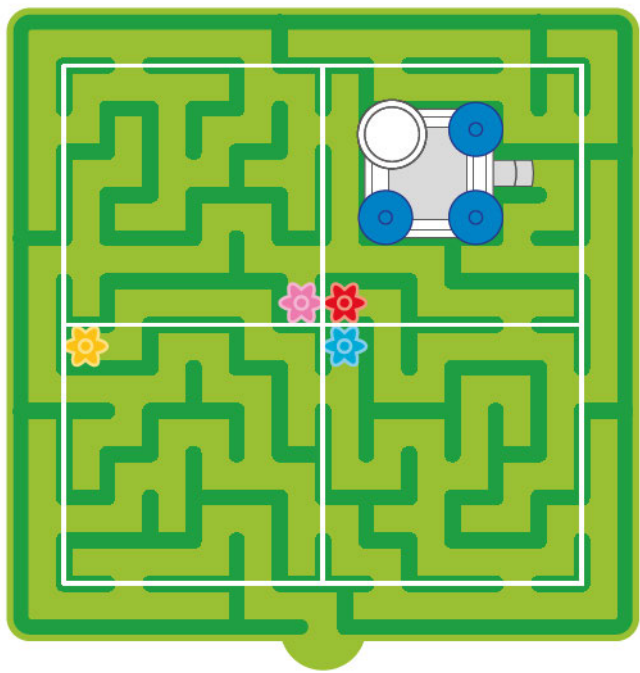


MASTER 29



## SOLUTION 29





**MASTER 30**



# SOLUTION 30

