



 **STARTER**

 **JUNIOR**

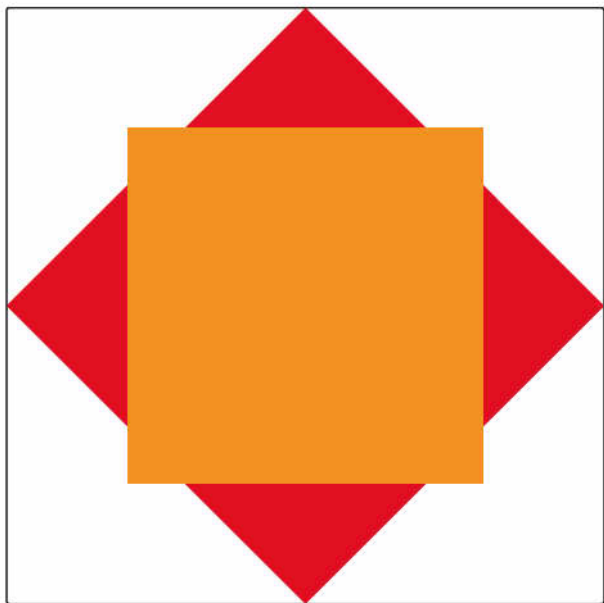
 **EXPERT**

 **MASTER**

## GAME RULES

- 1 Choose one of the 100 challenges in the game guide.
- 2 Pick the tiles you need and stack them up, one by one, in the tile display holder. Don't forget! You need to think about the shape, colour and the order of the tiles, as well as which way around they need to be in the tile display holder.
  - You can only place tiles face up.
  - In some challenges you'll also need to use the white base of the tile holder to complete your composition.
  - Different tiles with same-colour shapes can be combined to create a new form as each colour appears on two different tiles. Meanwhile, white-coloured shapes combined with the white base can also create a new form. Think laterally when you look at your challenge to figure out exactly which combinations you need.
- 3 When your composition matches the challenge exactly you've cracked it! Check the solutions at the back of the game guide if you want.



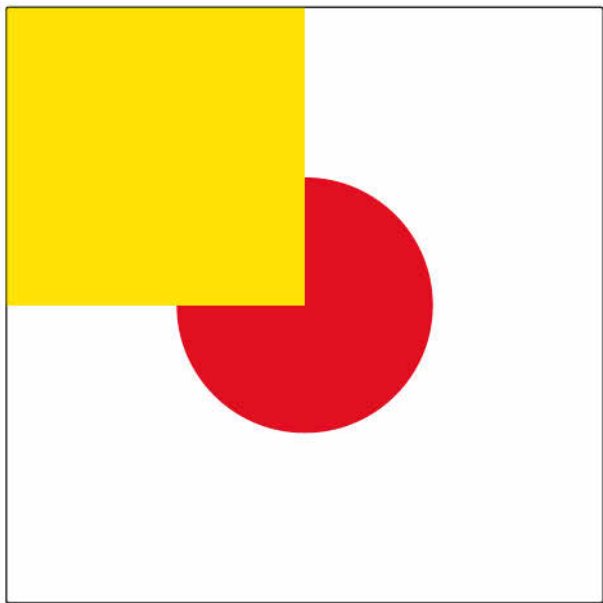


**STARTER 1**



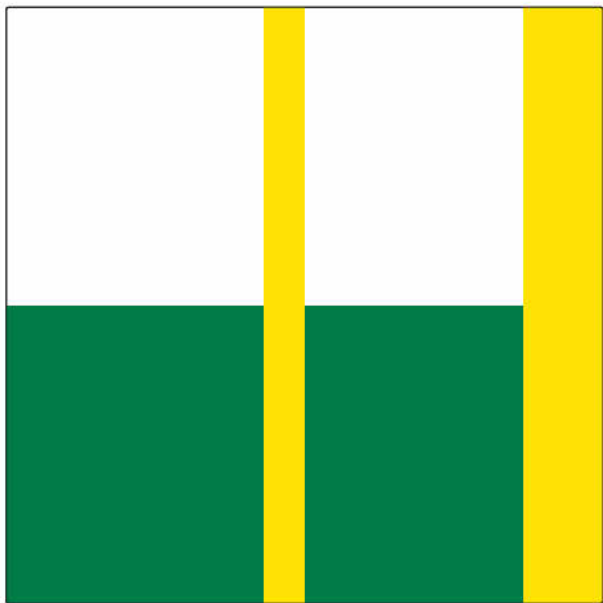


**STARTER 2**

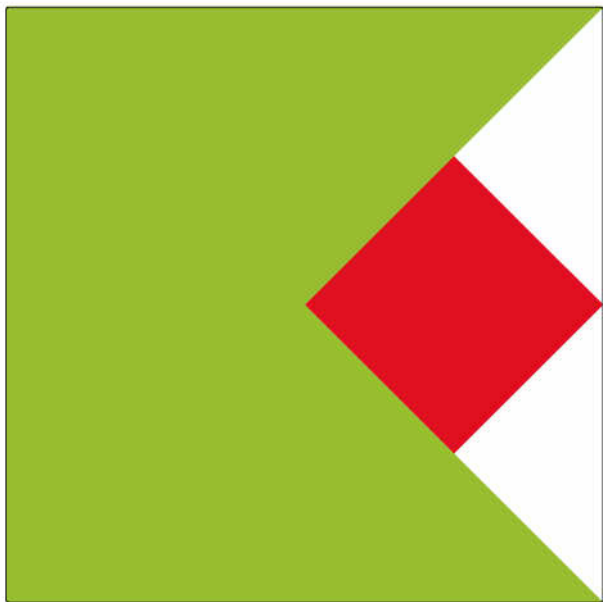


**STARTER 3**



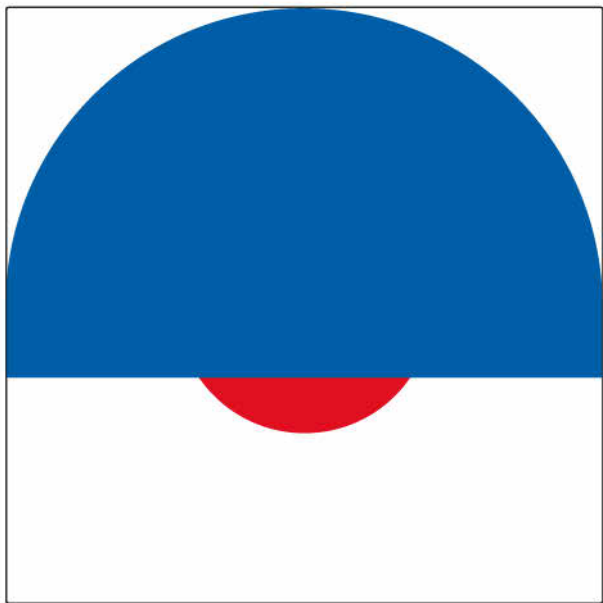


**STARTER 4**



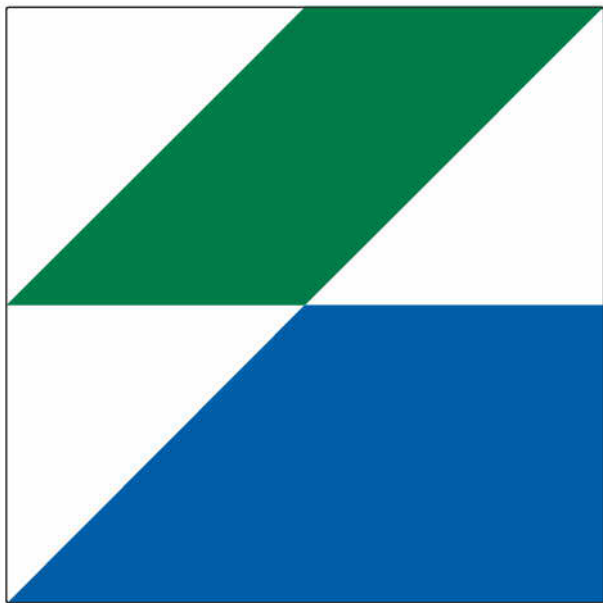
**STARTER 5**





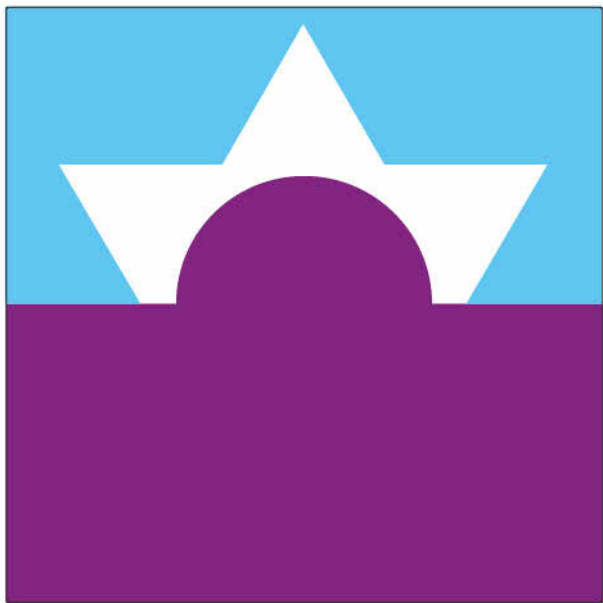
**STARTER 6**



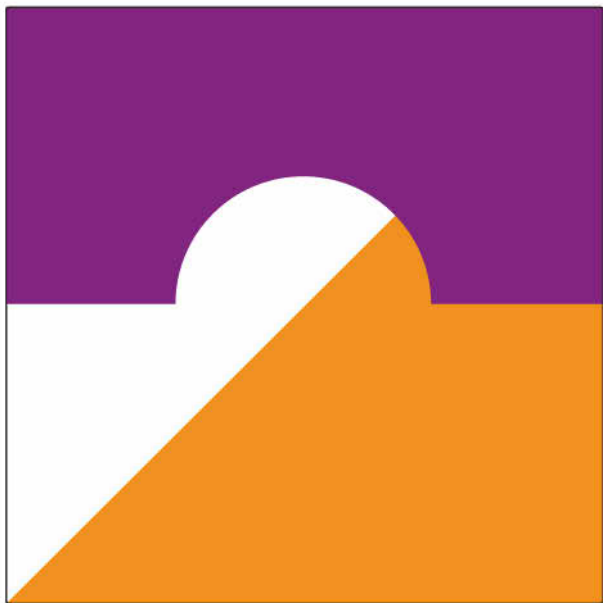


**STARTER 7**



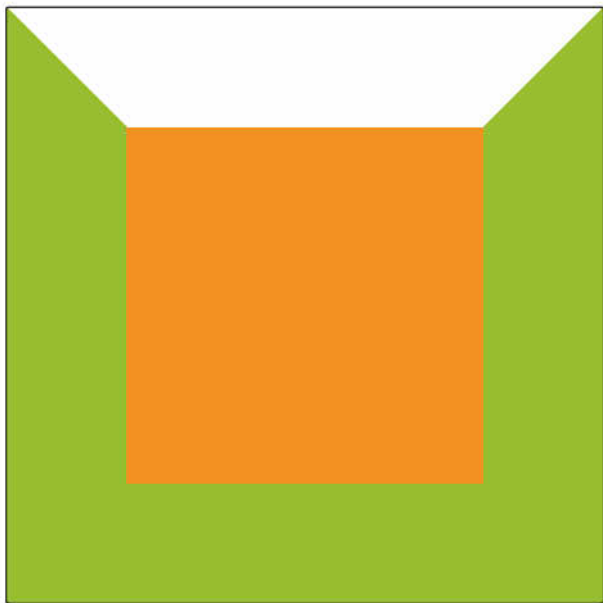


**STARTER 8**



**STARTER 9**



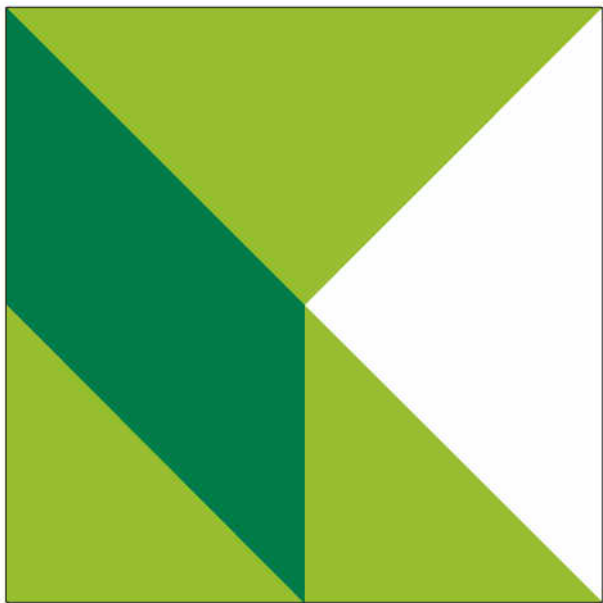


**STARTER 10**

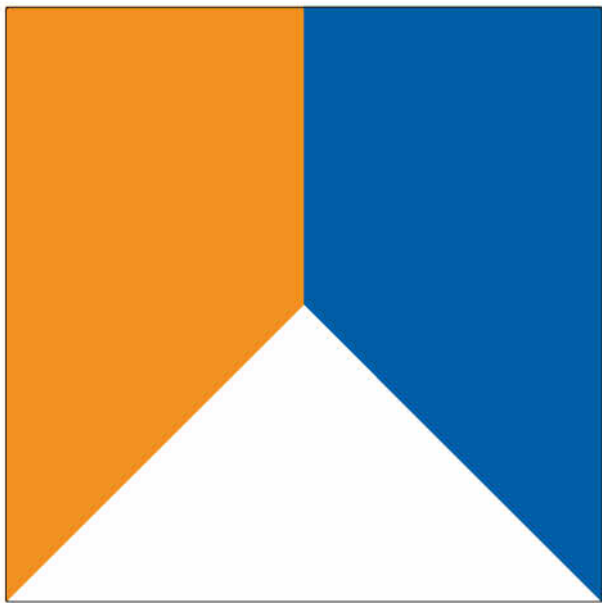


**STARTER 11**



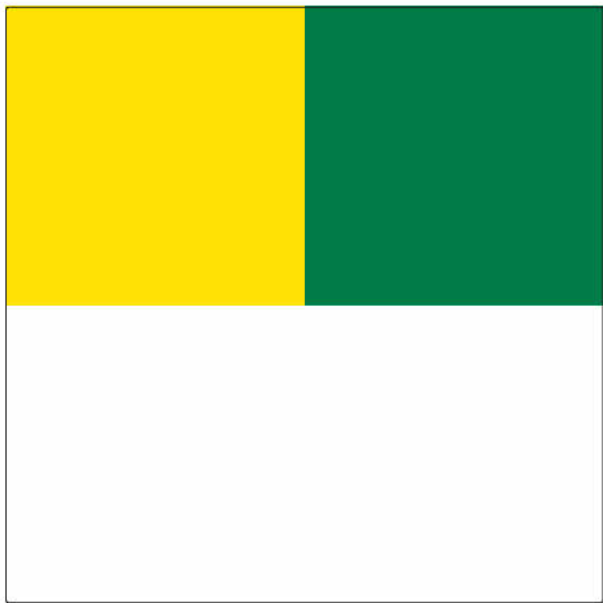


**STARTER 12**



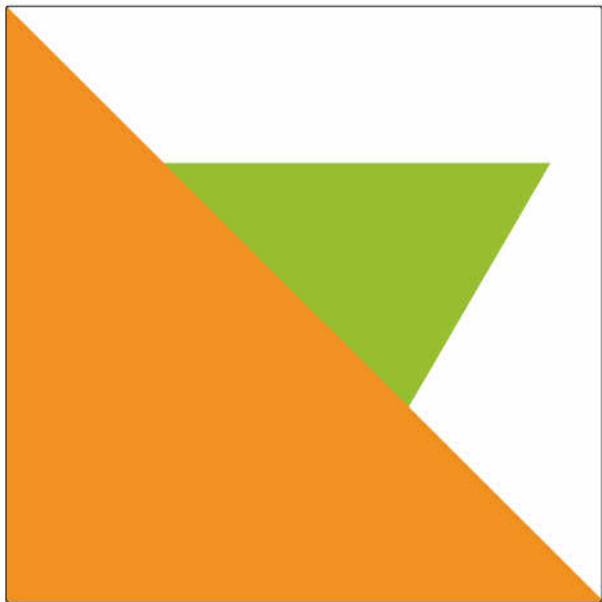
**STARTER 13**





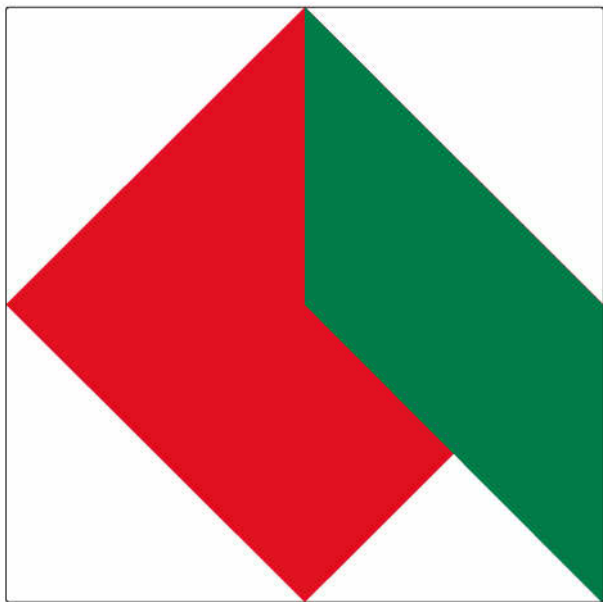
**STARTER 14**



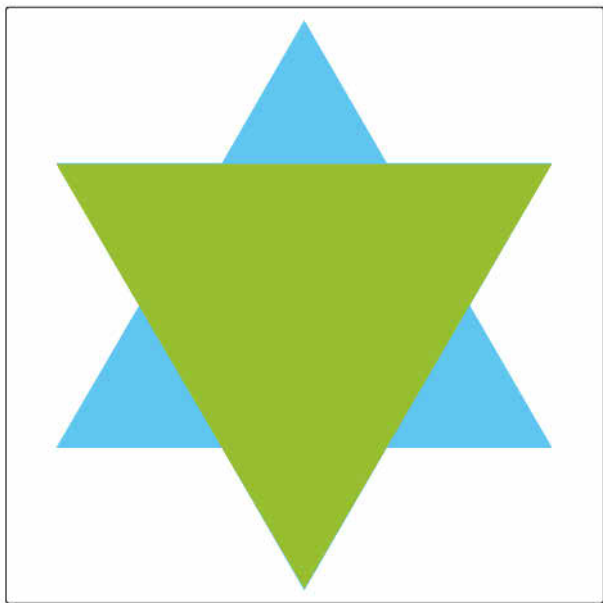


**STARTER 15**



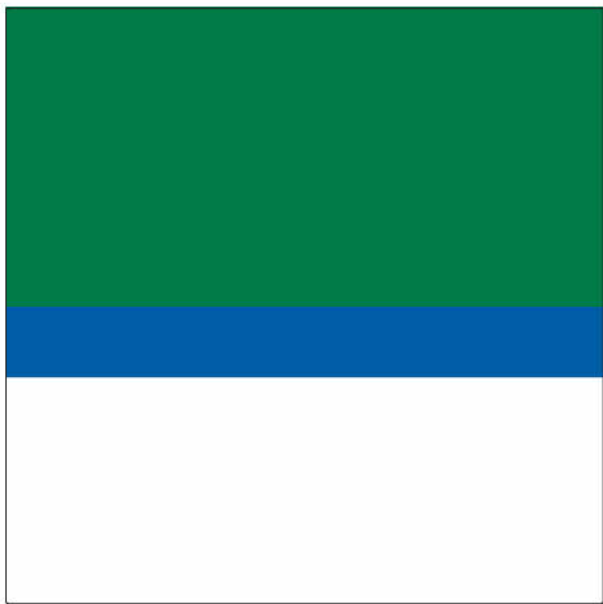


**STARTER 16**



**STARTER 17**



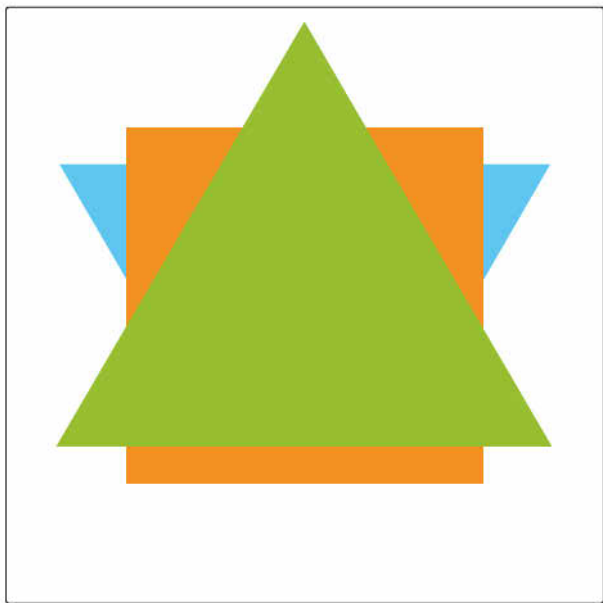


**STARTER 18**

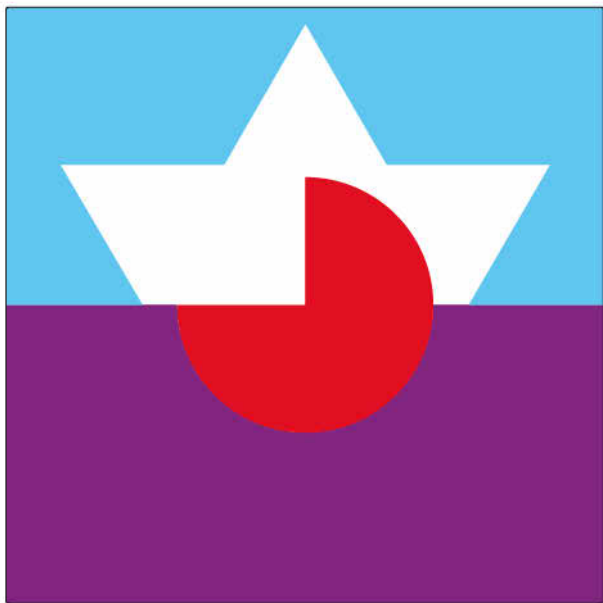


**STARTER 19**



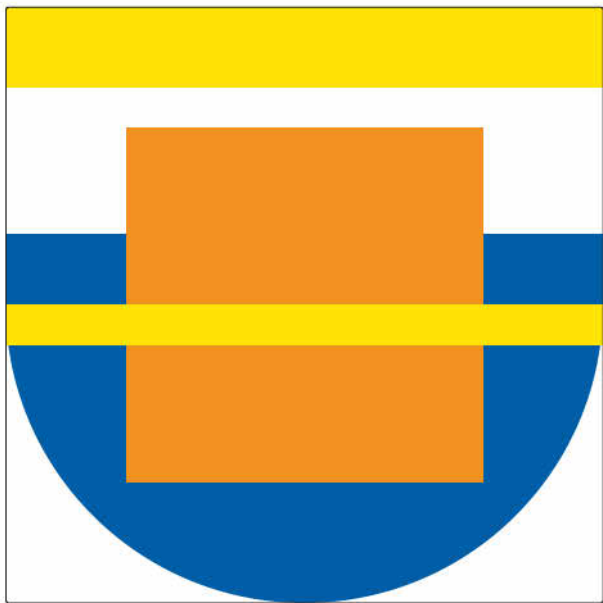


**STARTER 20**



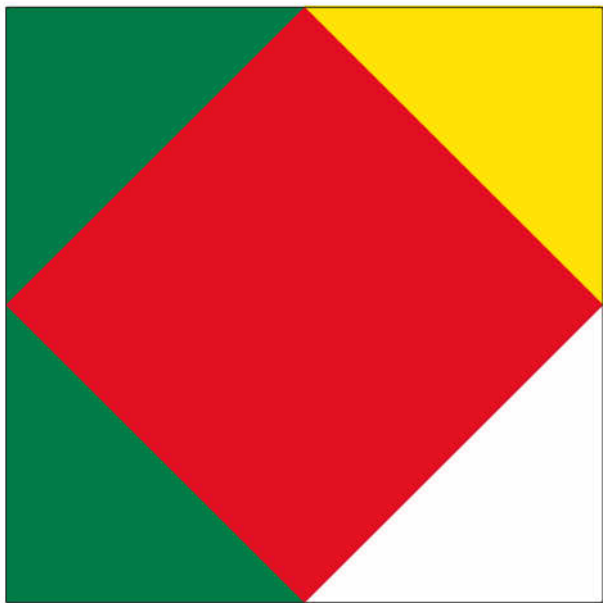
**STARTER 21**





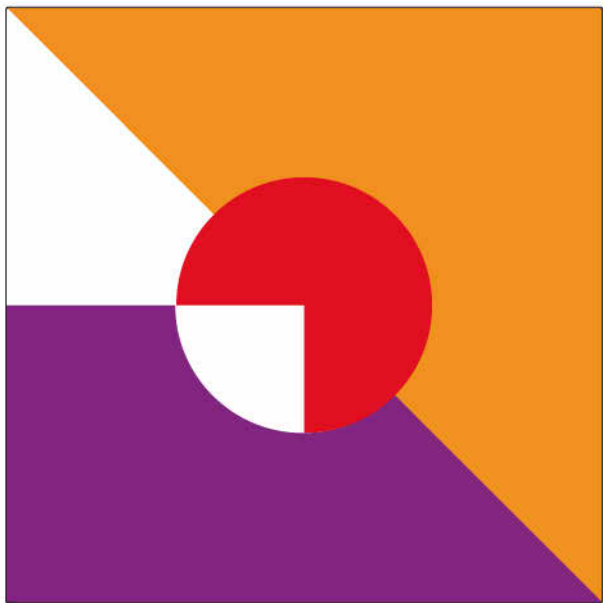
**STARTER 22**



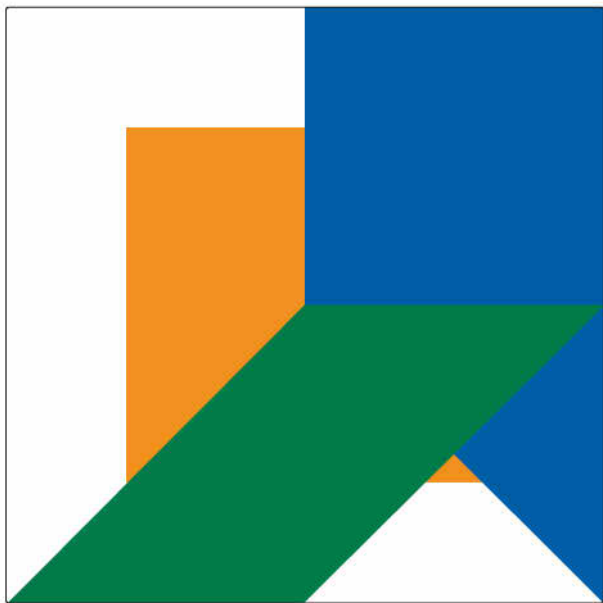


**STARTER 23**



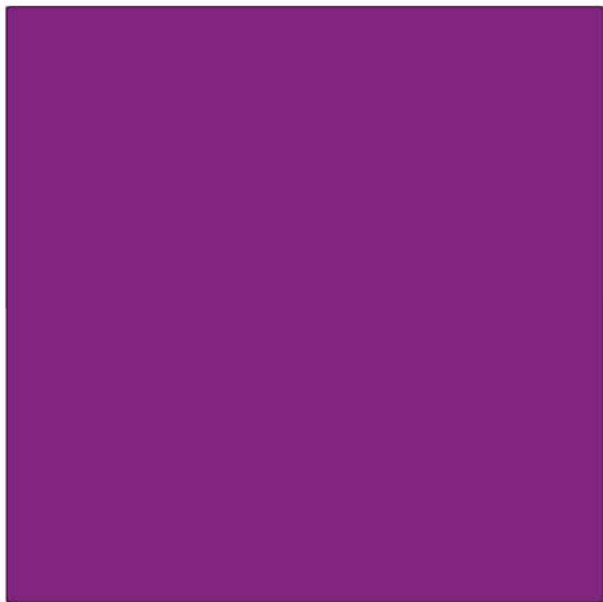


**STARTER 24**

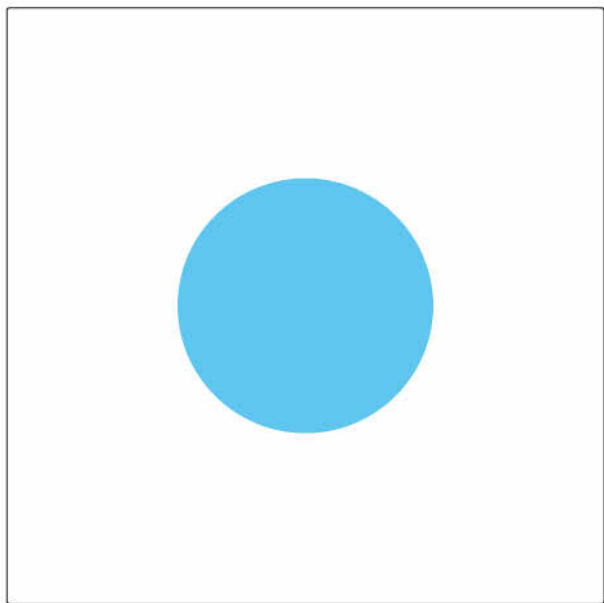


**STARTER 25**



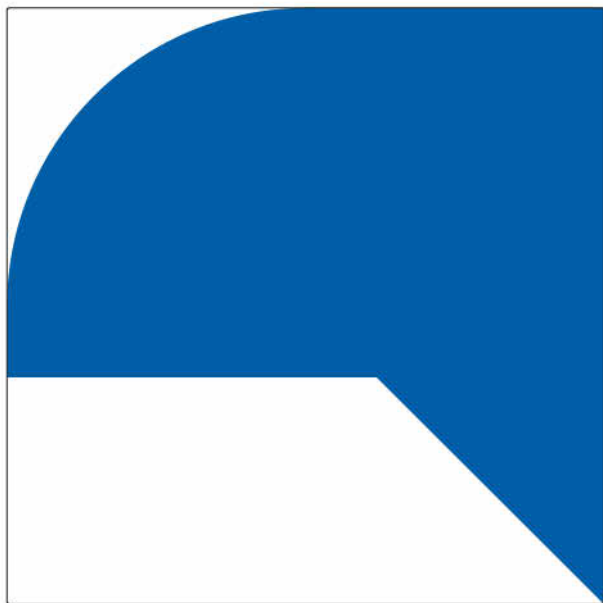


**JUNIOR 26**



**JUNIOR 27**



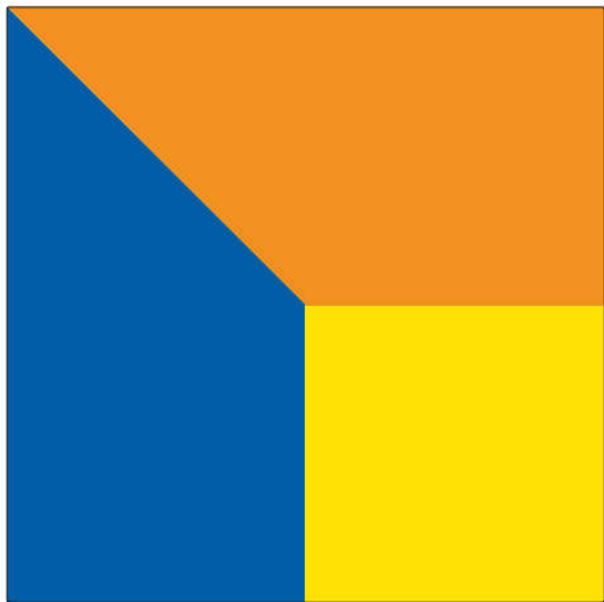


**JUNIOR 28**



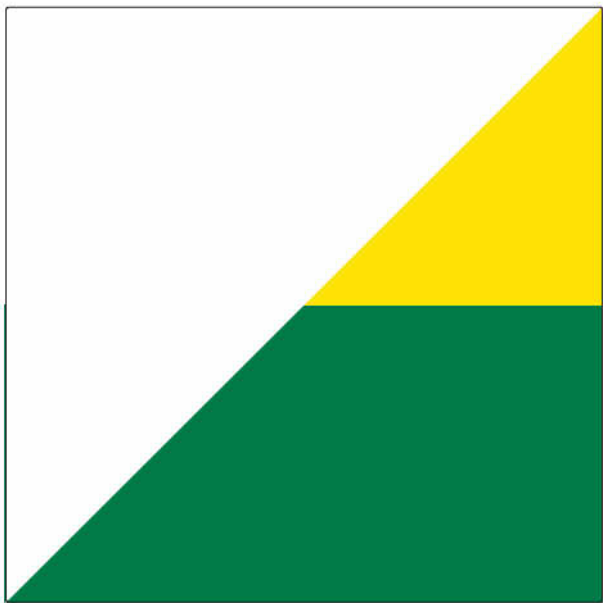
**JUNIOR 29**





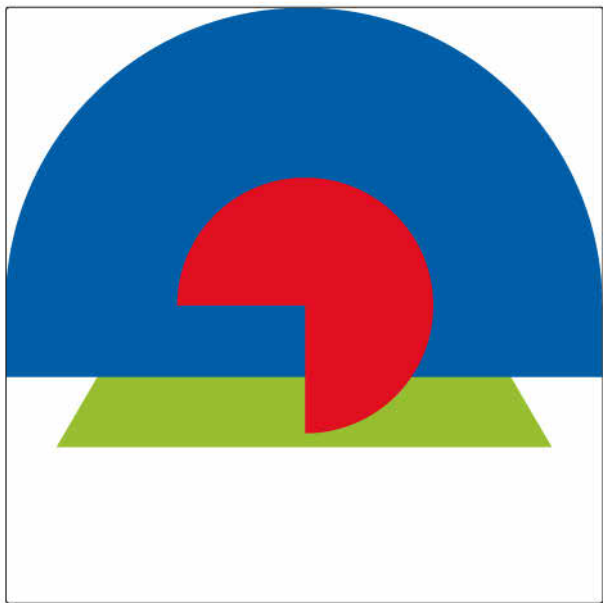
**JUNIOR 30**



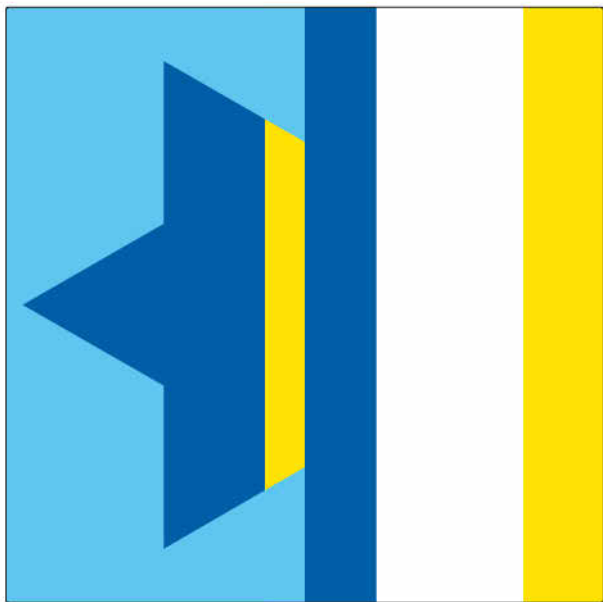


**JUNIOR 31**



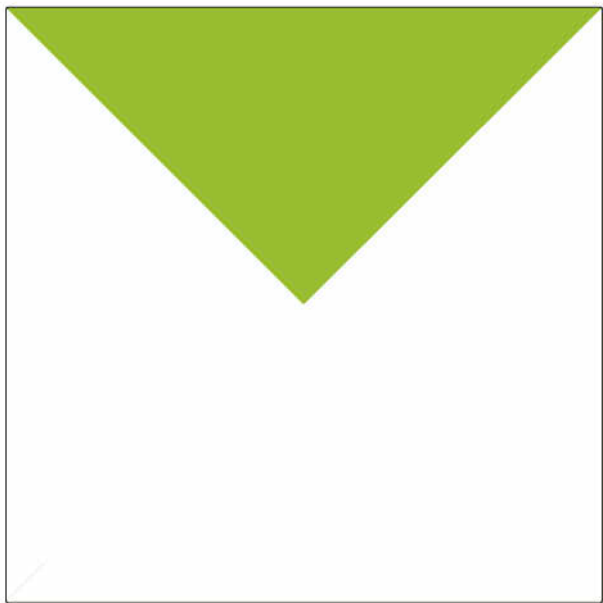


**JUNIOR 32**

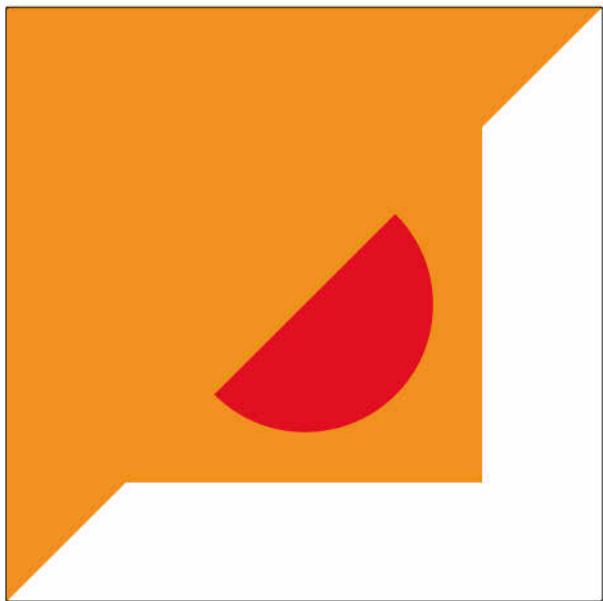


**JUNIOR 33**



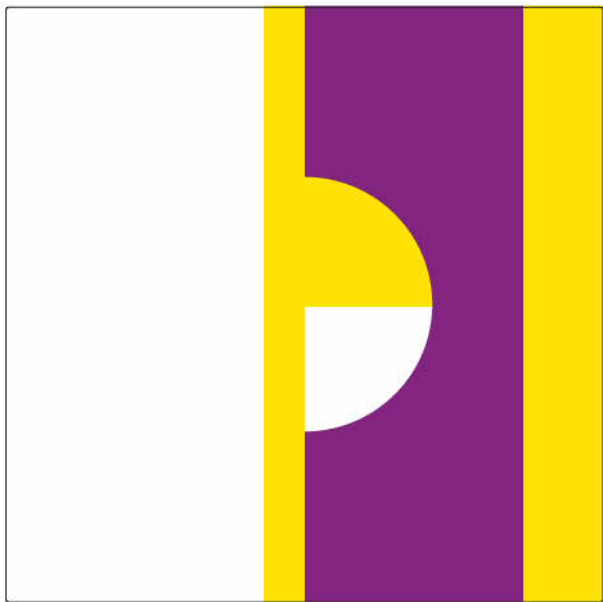


**JUNIOR 34**

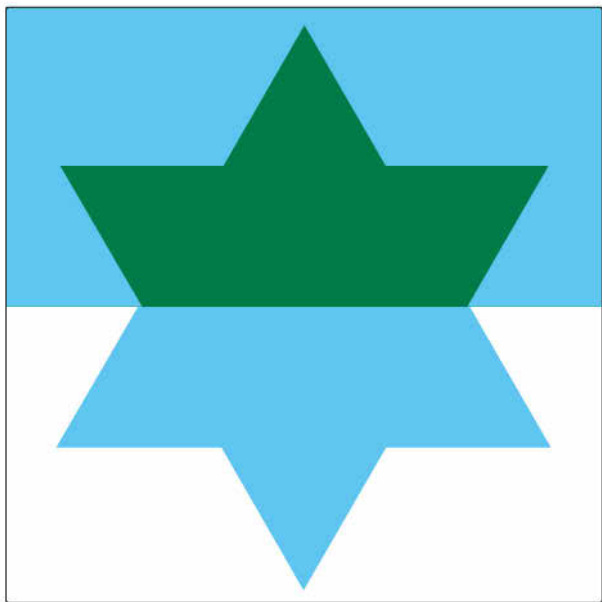


**JUNIOR 35**



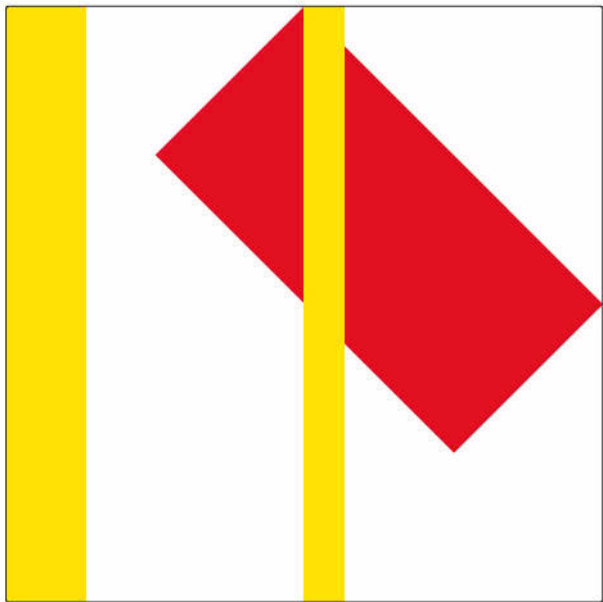


**JUNIOR 36**



**JUNIOR 37**





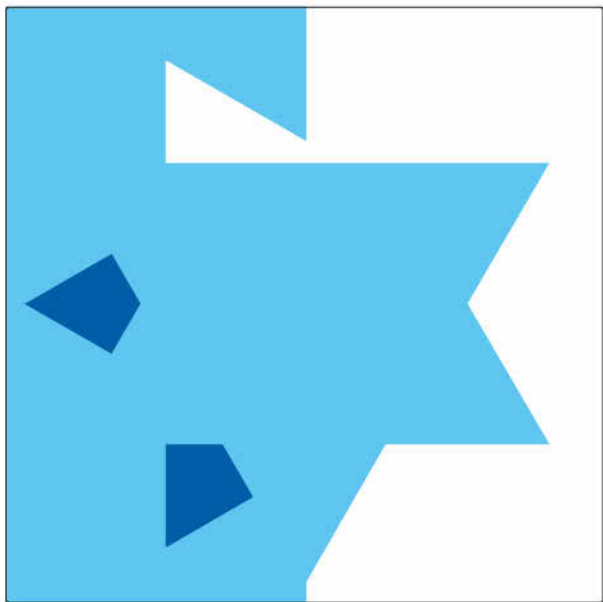
**JUNIOR 38**



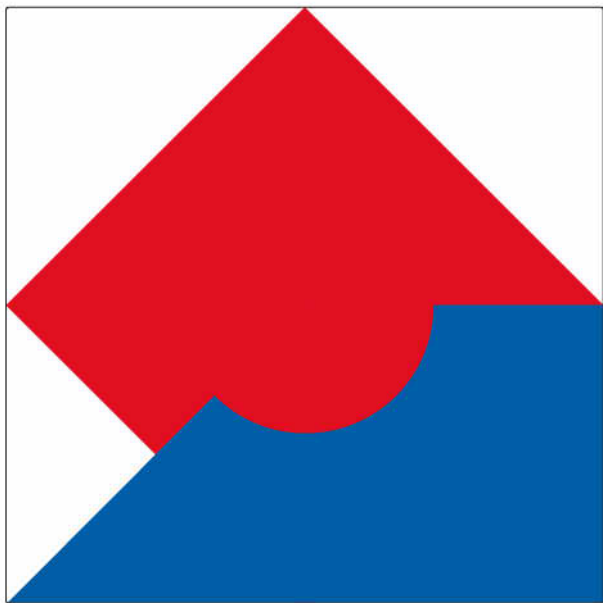


**JUNIOR 39**



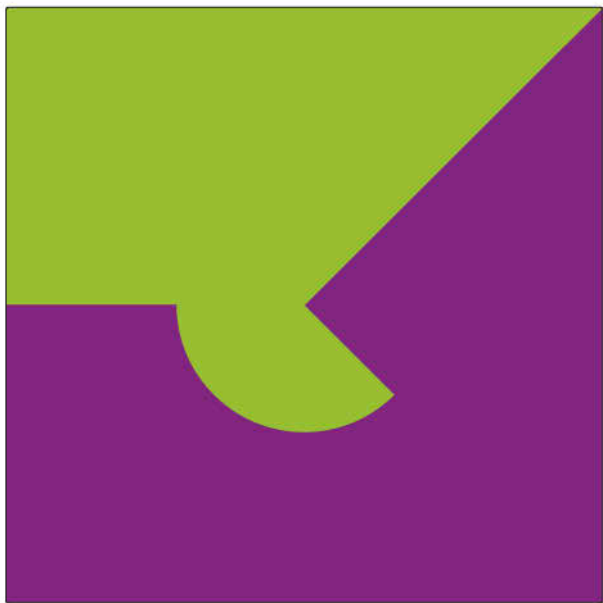


**JUNIOR 40**

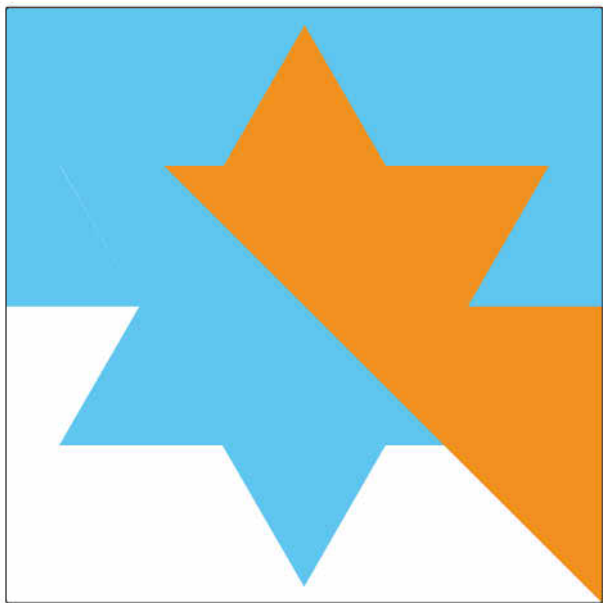


**JUNIOR 41**



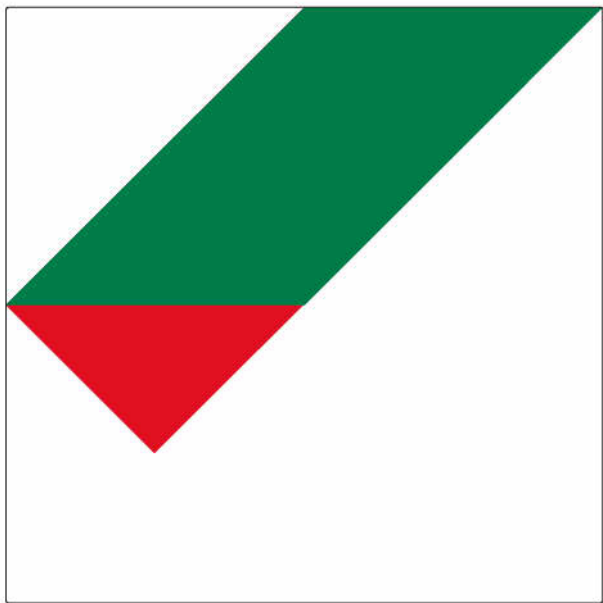


**JUNIOR 42**

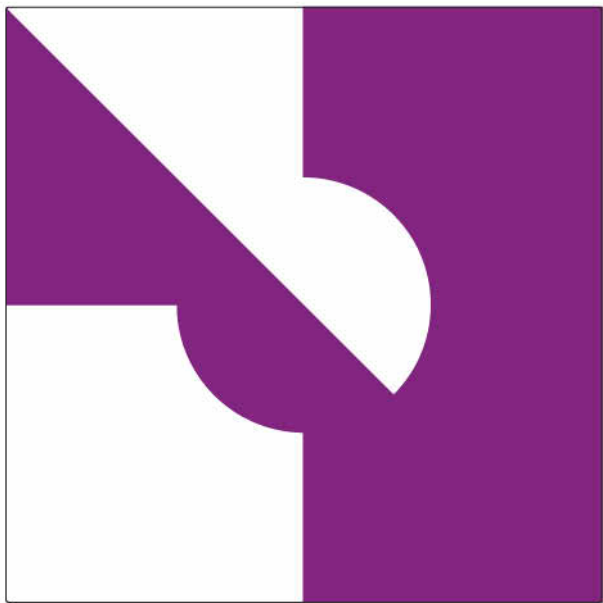


**JUNIOR 43**



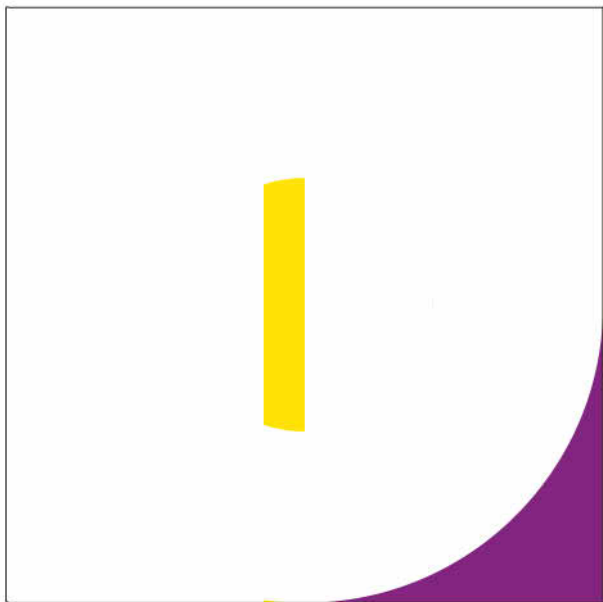


**JUNIOR 44**



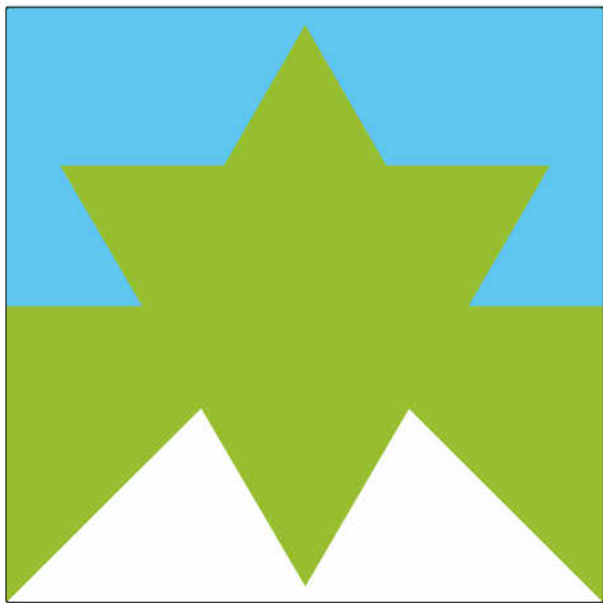
**JUNIOR 45**





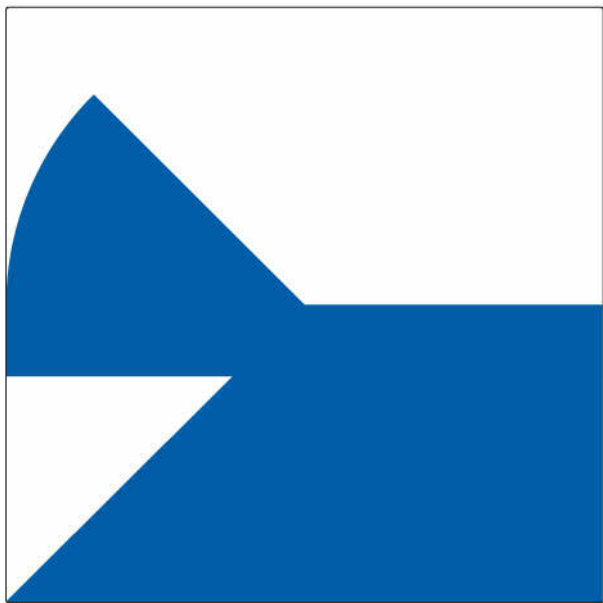
**JUNIOR 46**



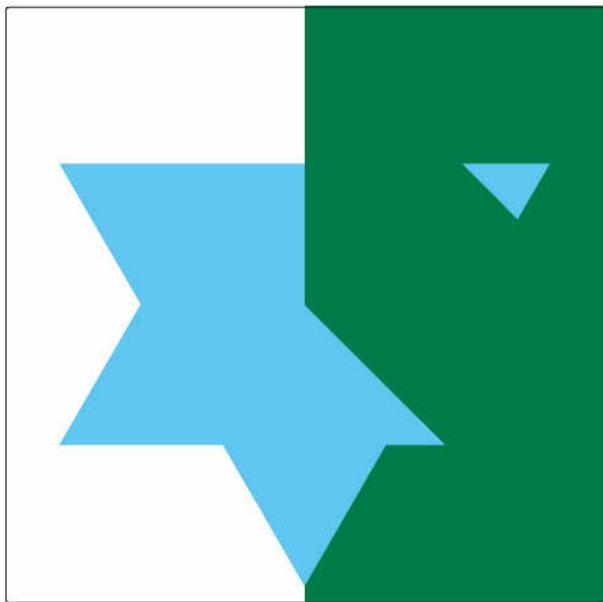


**JUNIOR 47**





**JUNIOR 48**

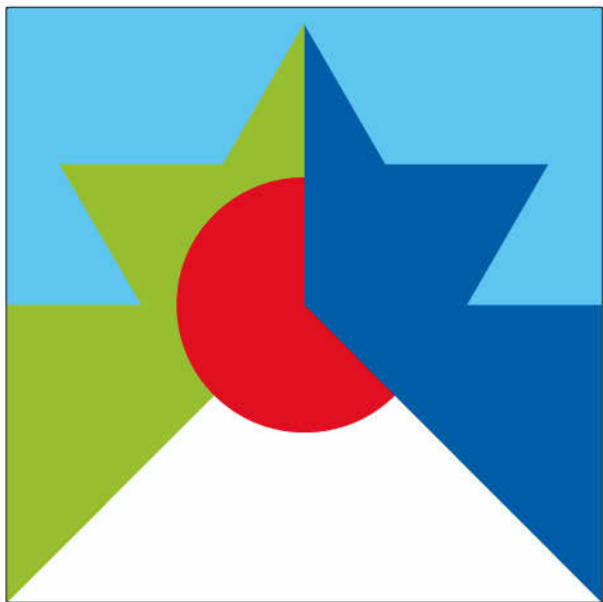


**JUNIOR 49**



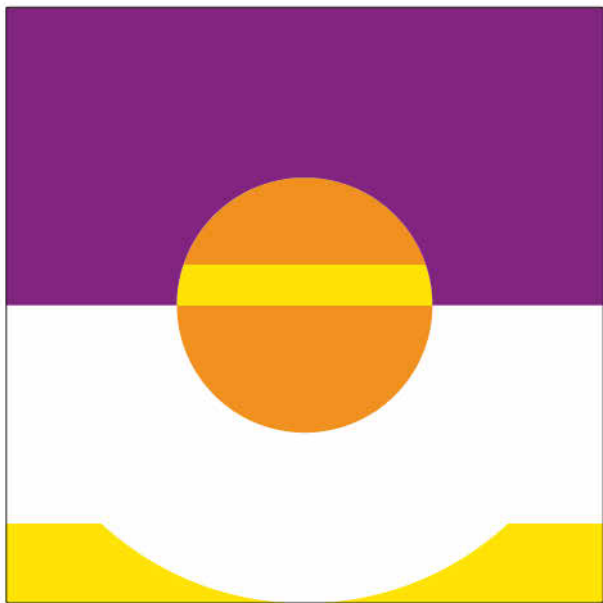


**EXPERT 50**

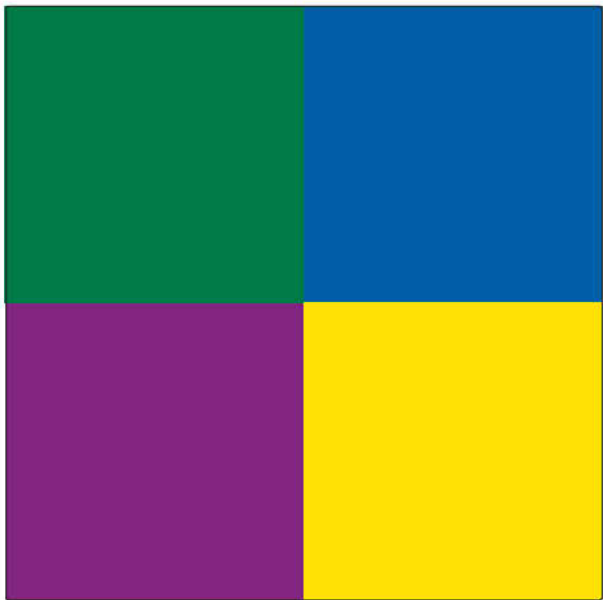


**EXPERT 51**





**EXPERT 52**



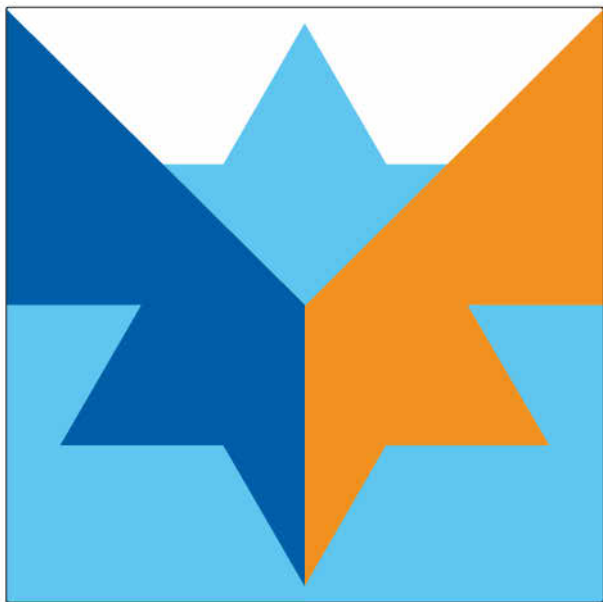
**EXPERT 53**





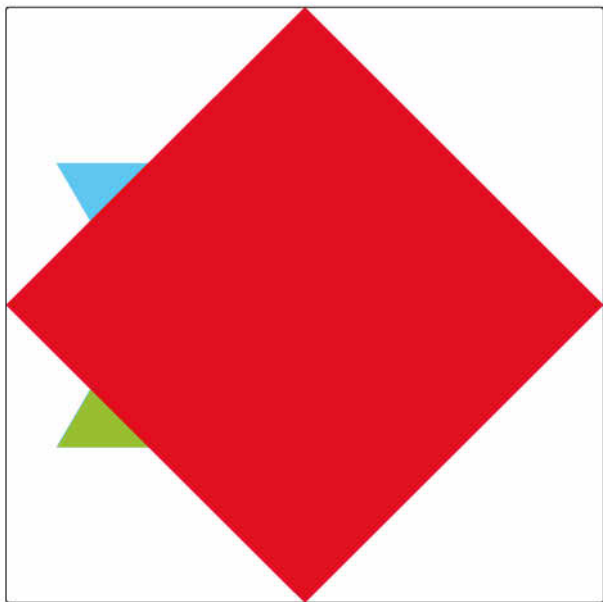
**EXPERT 54**



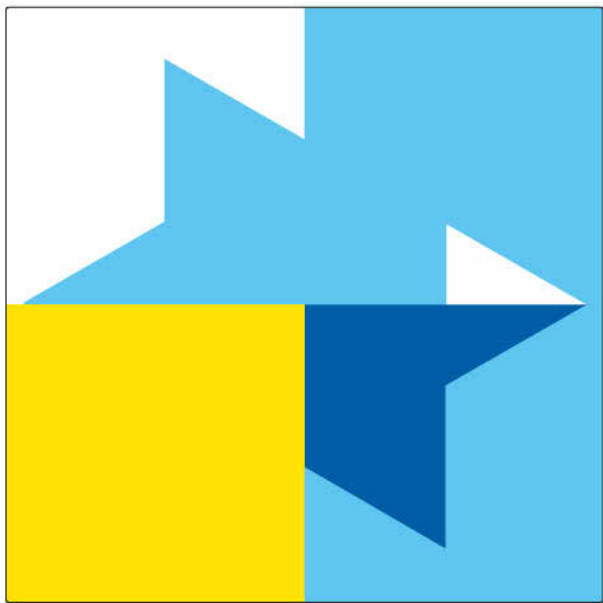


**EXPERT 55**



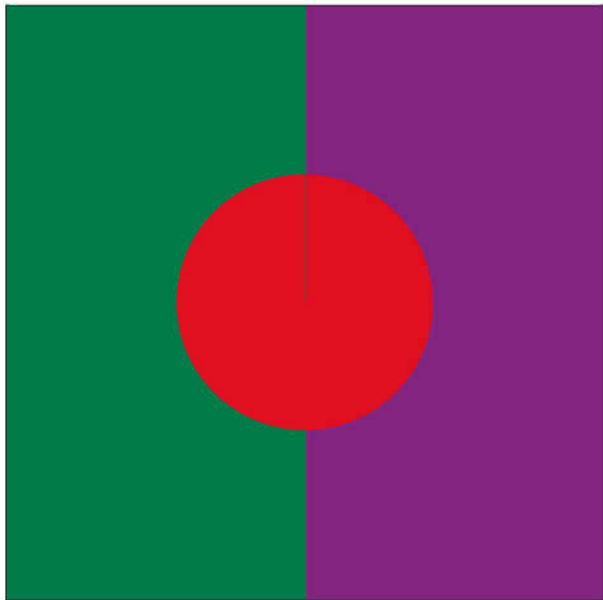


**EXPERT 56**

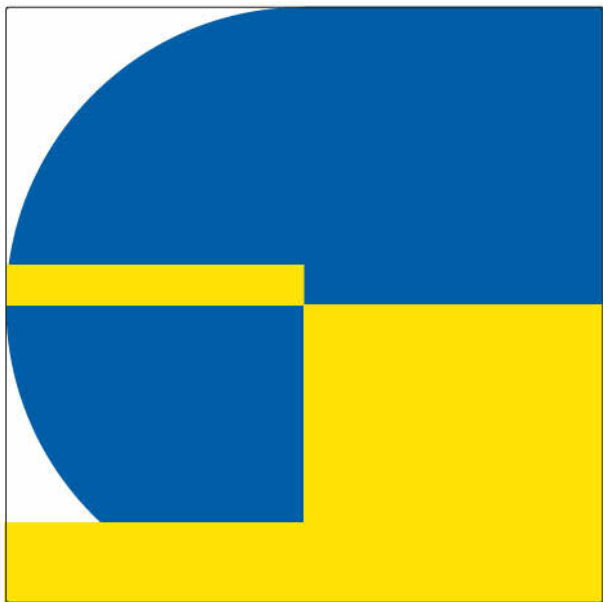


**EXPERT 57**



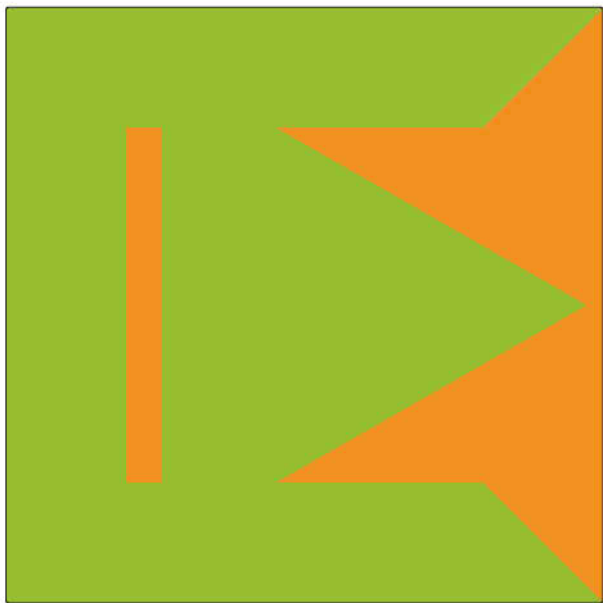


**EXPERT 58**

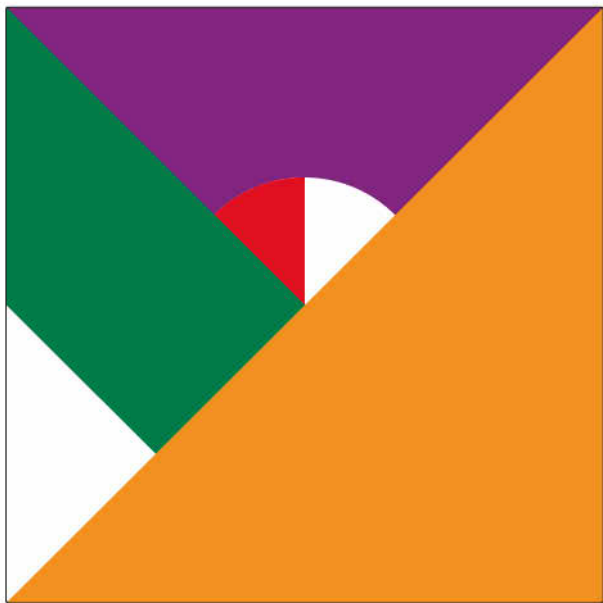


**EXPERT 59**



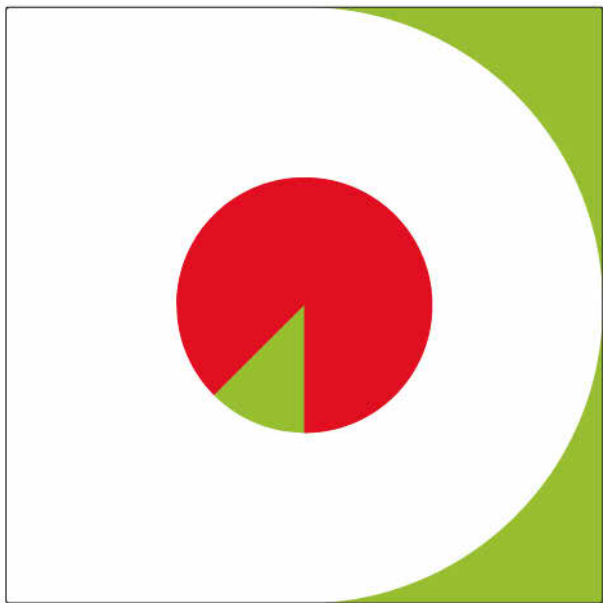


**EXPERT 60**



**EXPERT 61**





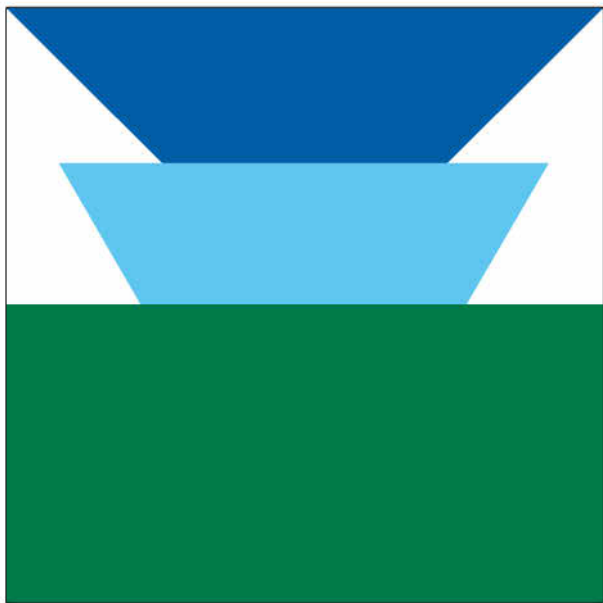
**EXPERT 62**



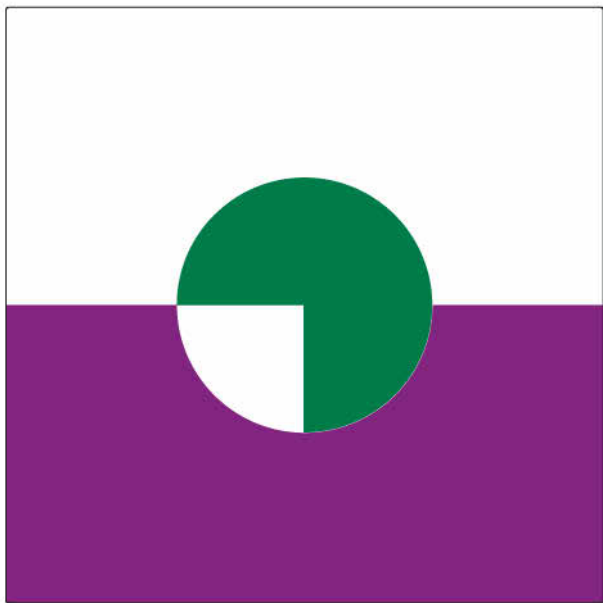


**EXPERT 63**



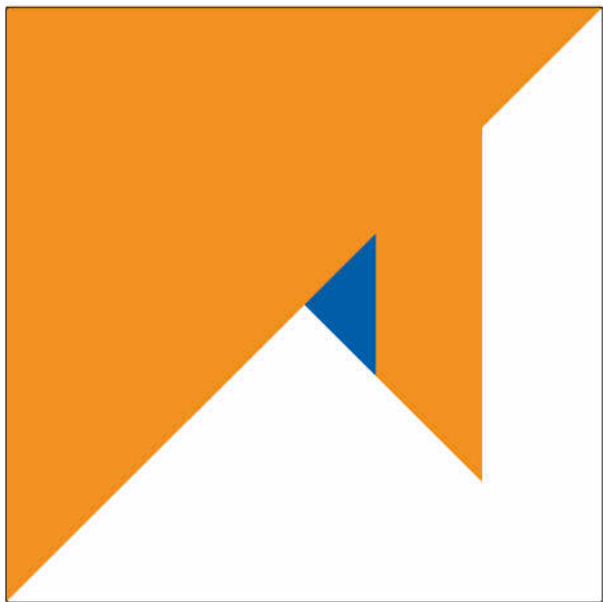


**EXPERT 64**

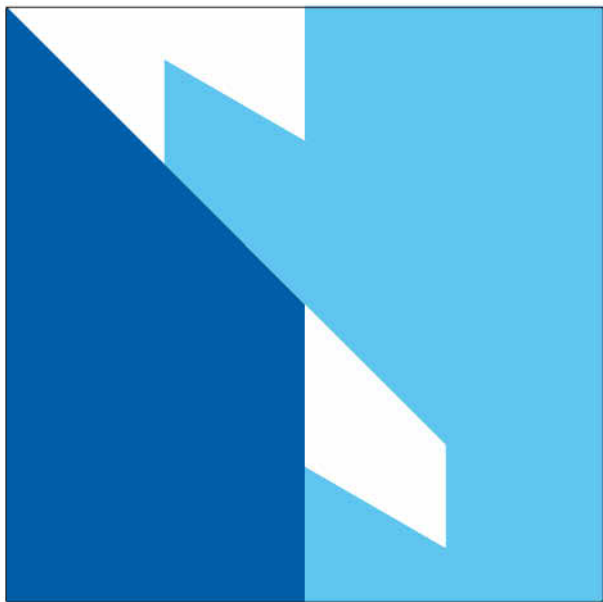


**EXPERT 65**





**EXPERT 66**



**EXPERT 67**



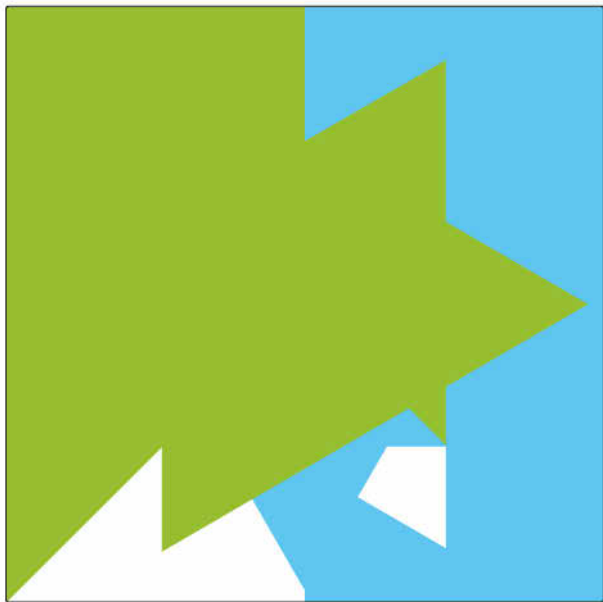


**EXPERT 68**



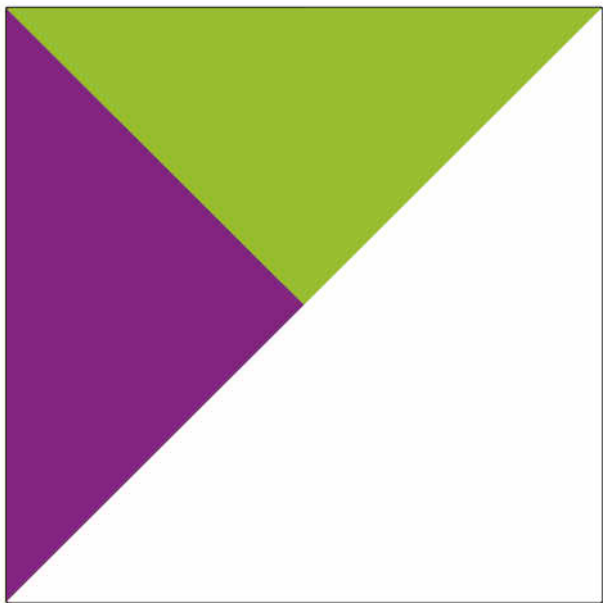
**EXPERT 69**





**EXPERT 70**



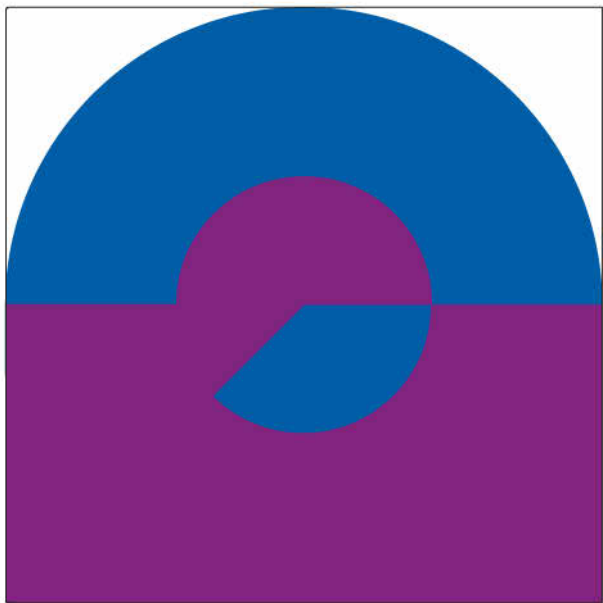


**EXPERT 71**



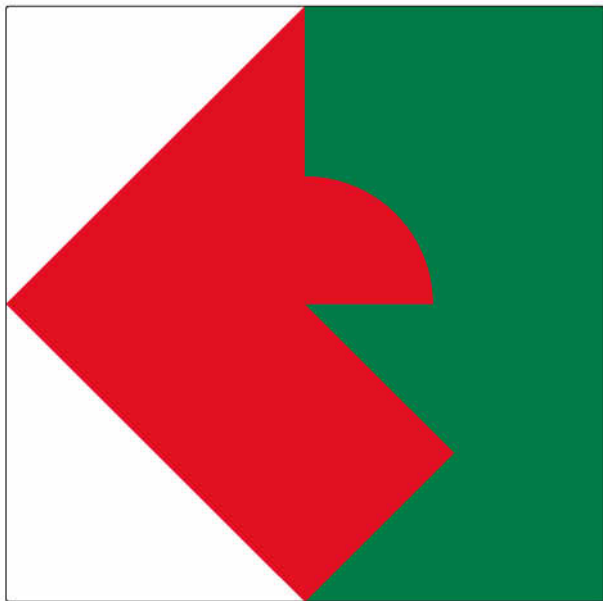


**EXPERT 72**



**EXPERT 73**



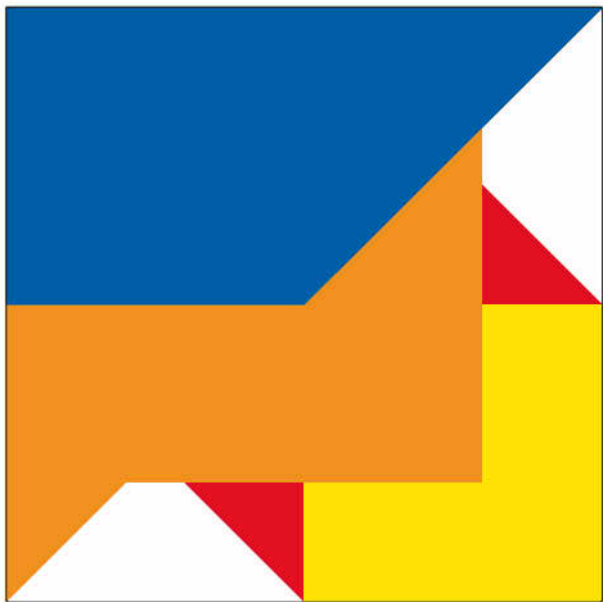


**EXPERT 74**

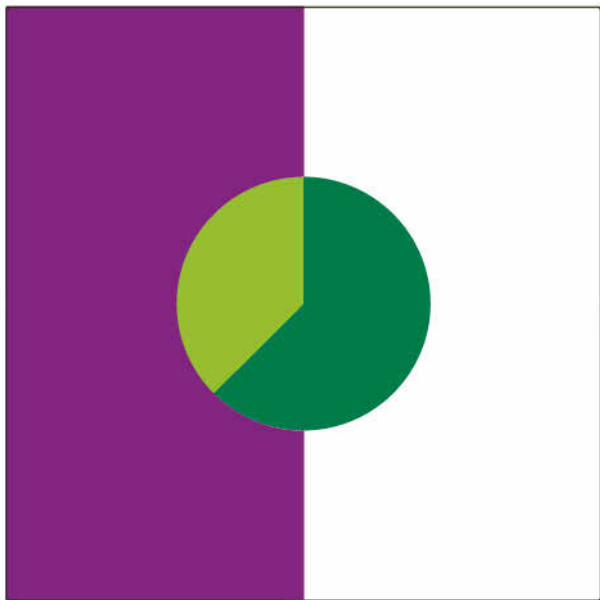


**EXPERT 75**



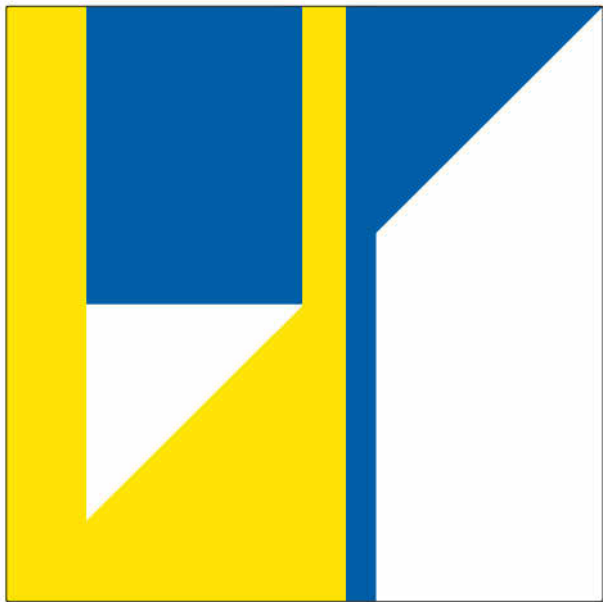


**MASTER 76**



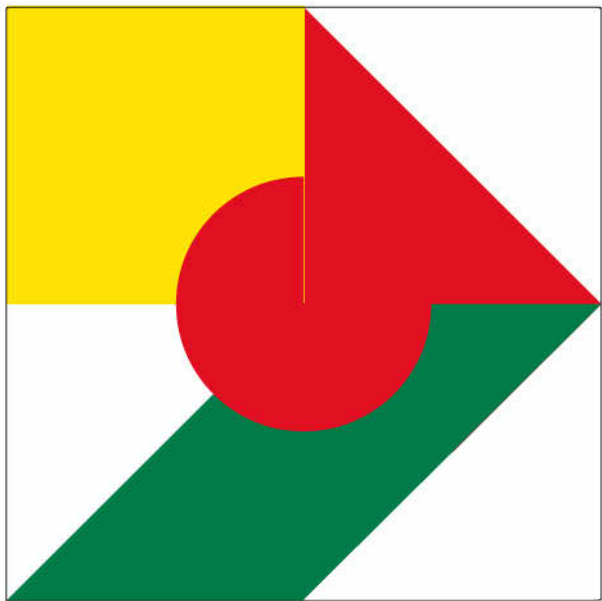
**MASTER 77**





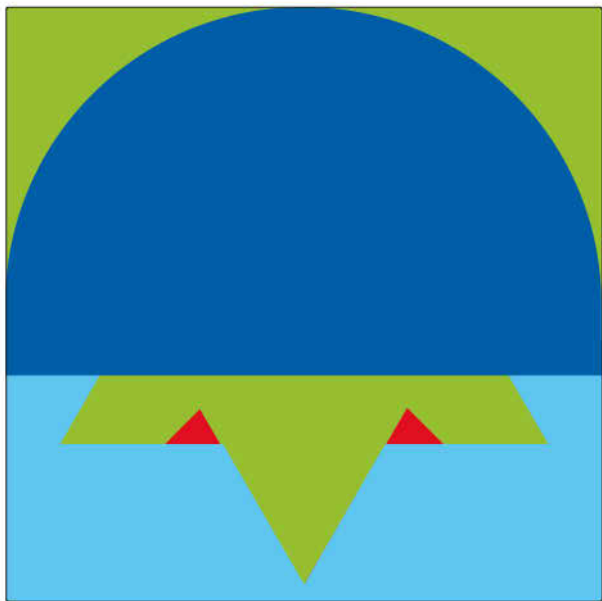
**MASTER 78**



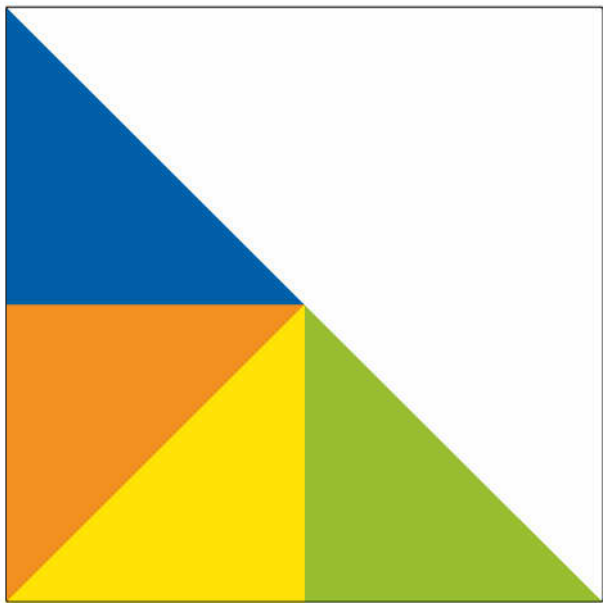


**MASTER 79**



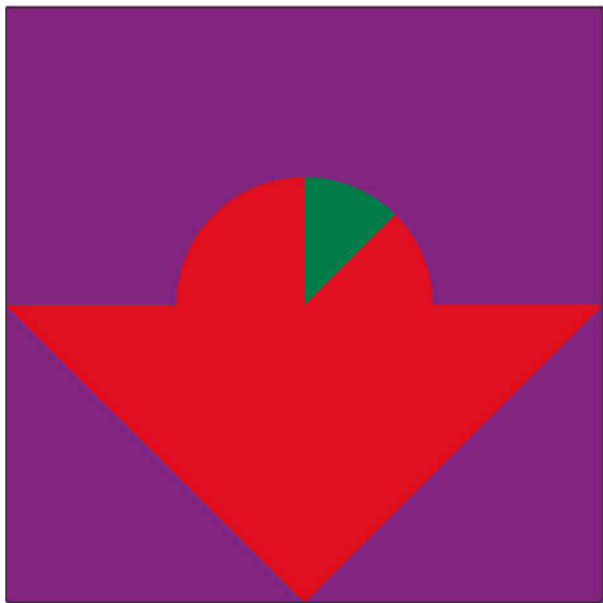


**MASTER 80**

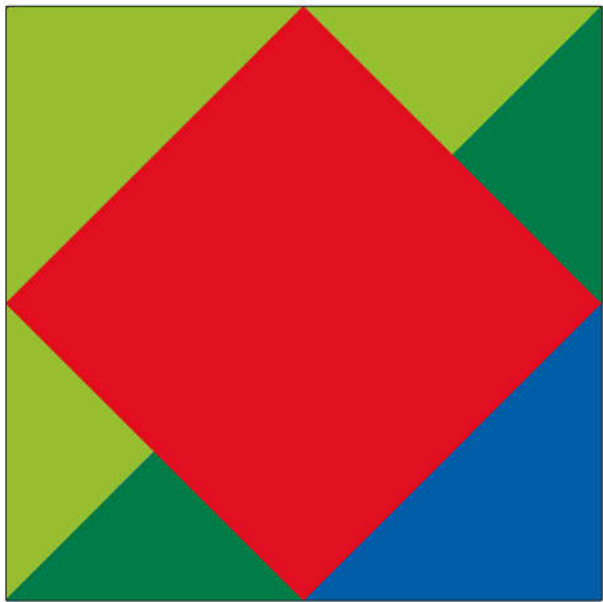


**MASTER 81**



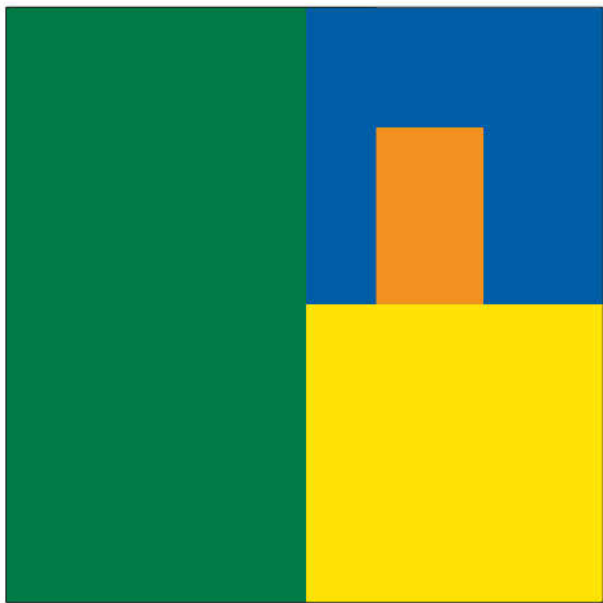


**MASTER 82**



**MASTER 83**



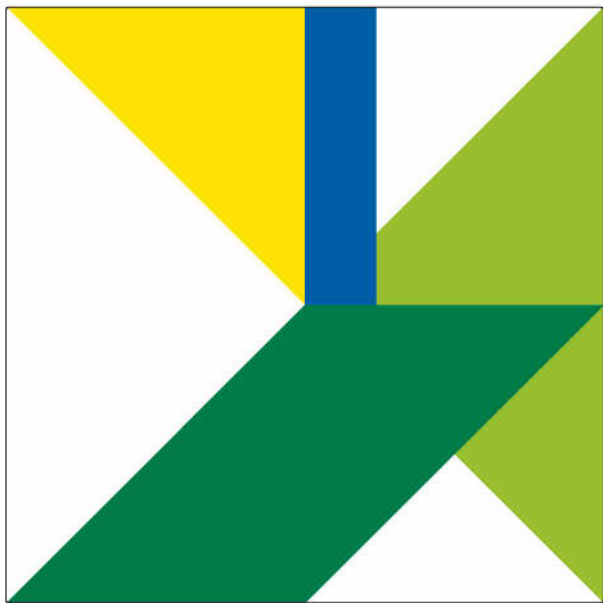


**MASTER 84**



**MASTER 85**





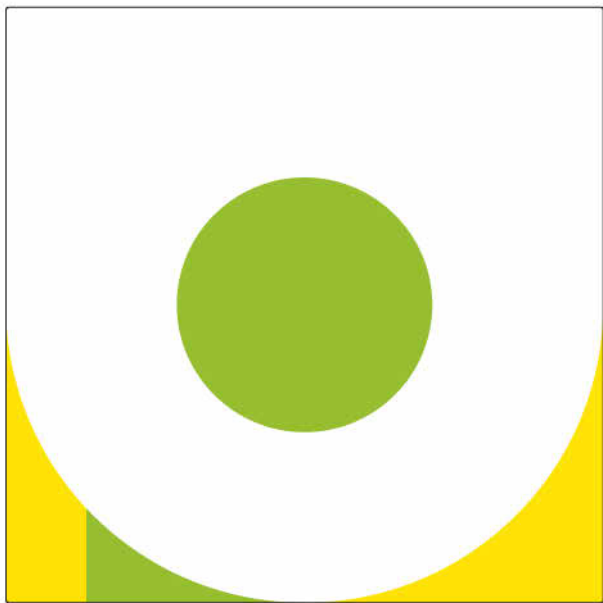
**MASTER 86**



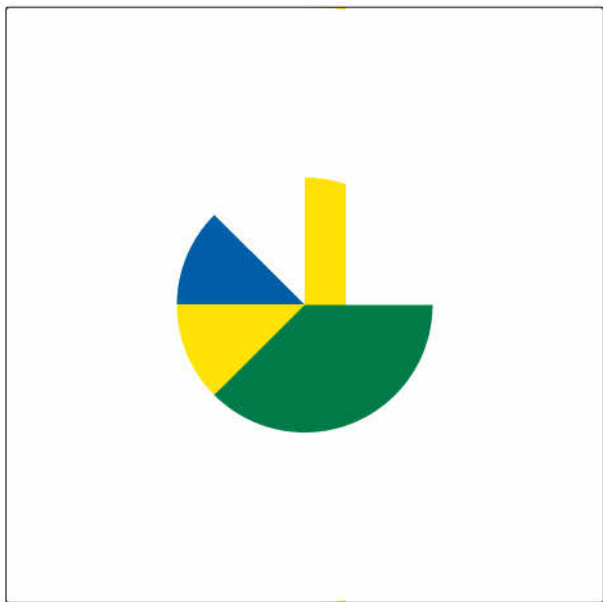


**MASTER 87**



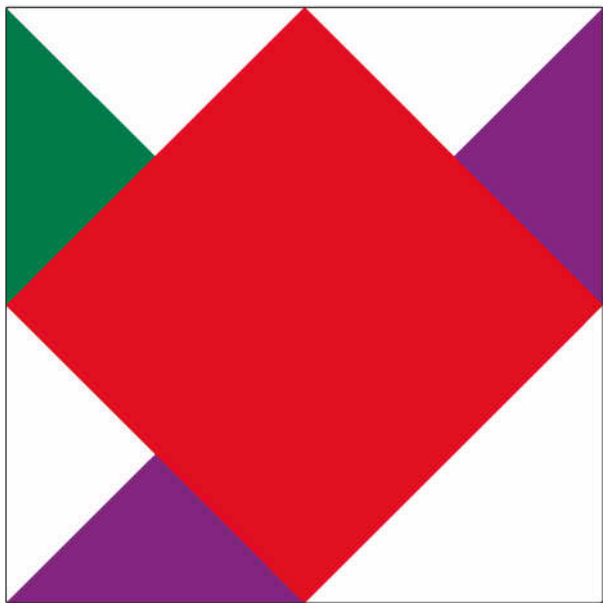


**MASTER 88**

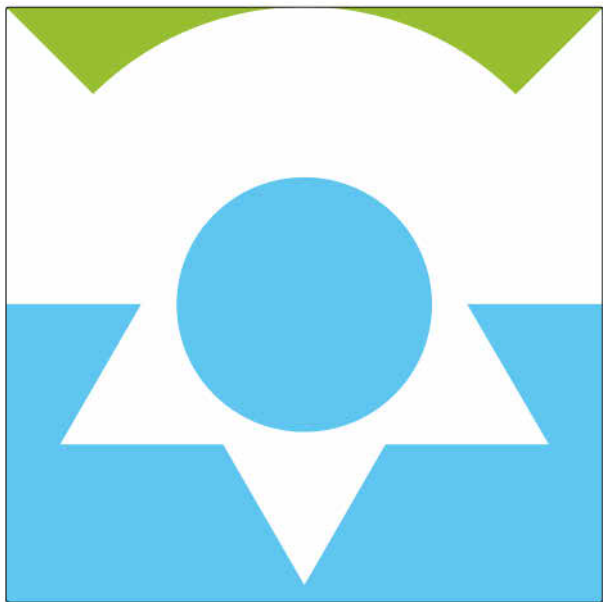


**MASTER 89**



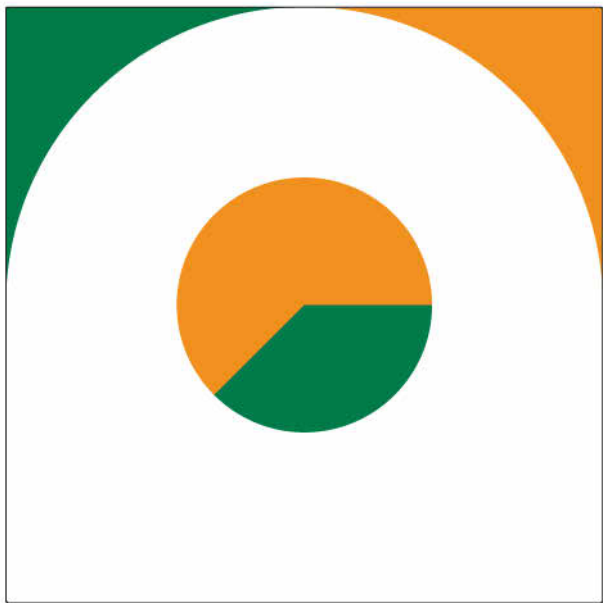


**MASTER 90**

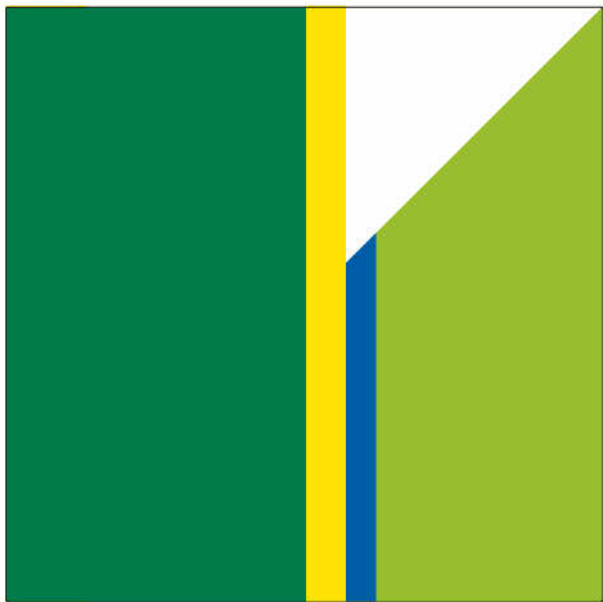


**MASTER 91**



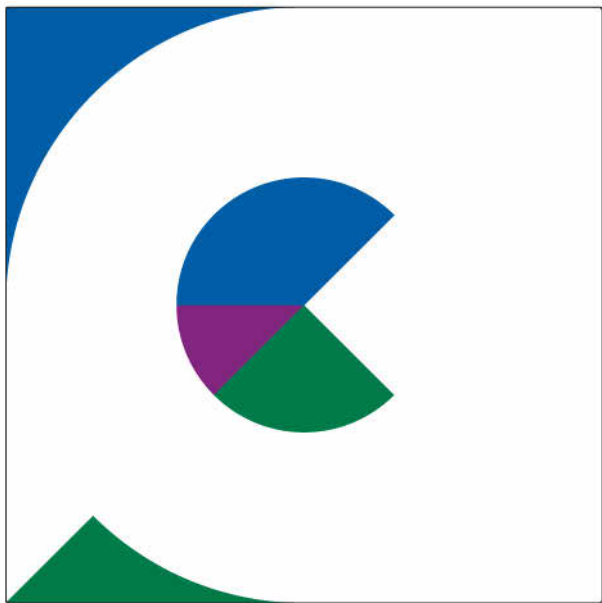


**MASTER 92**



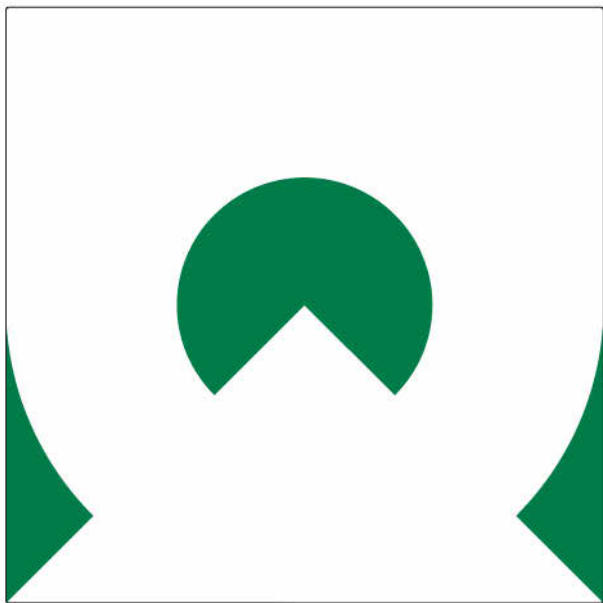
**MASTER 93**





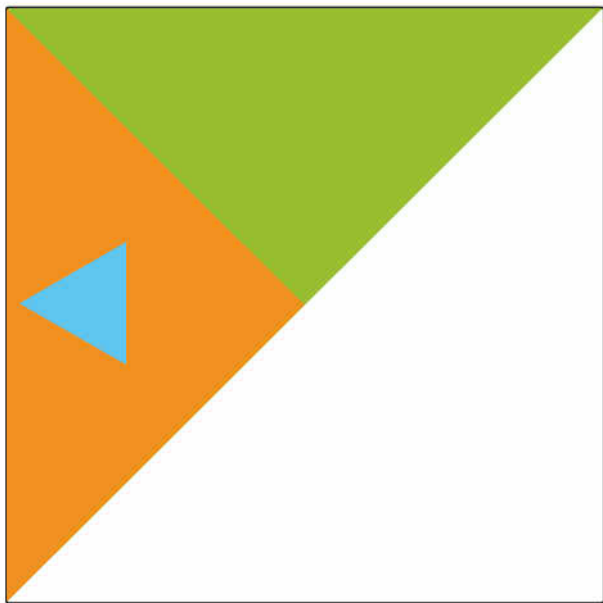
**MASTER 94**



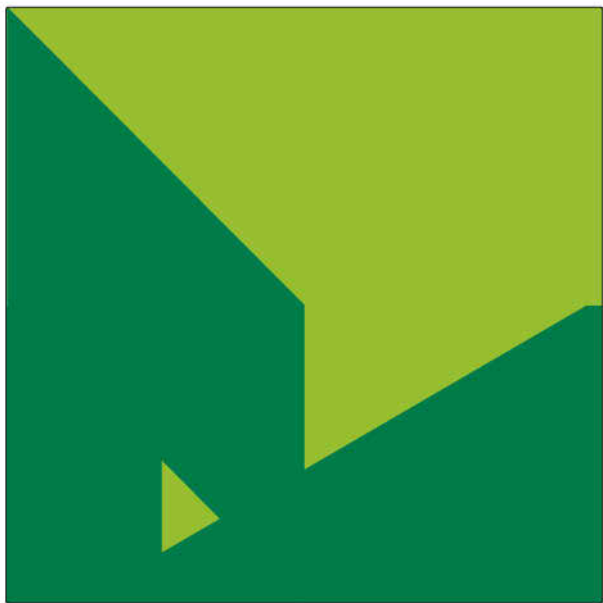


**MASTER 95**



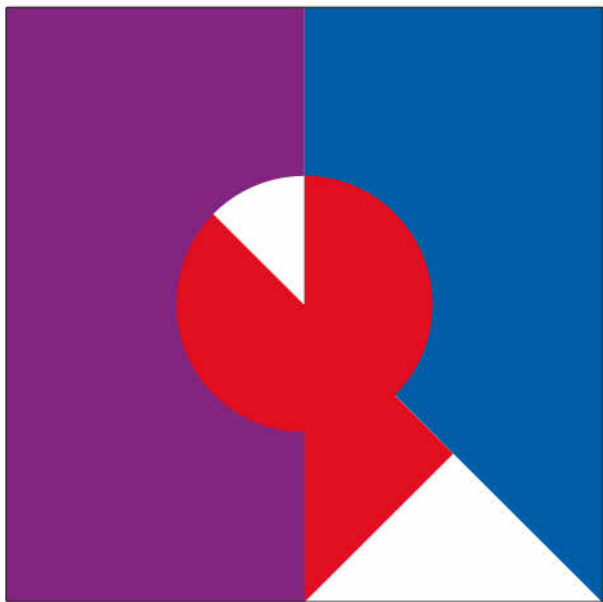


**MASTER 96**

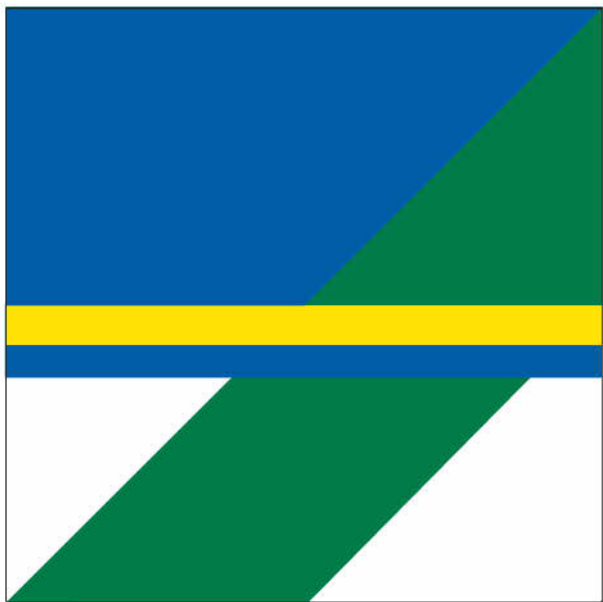


**MASTER 97**



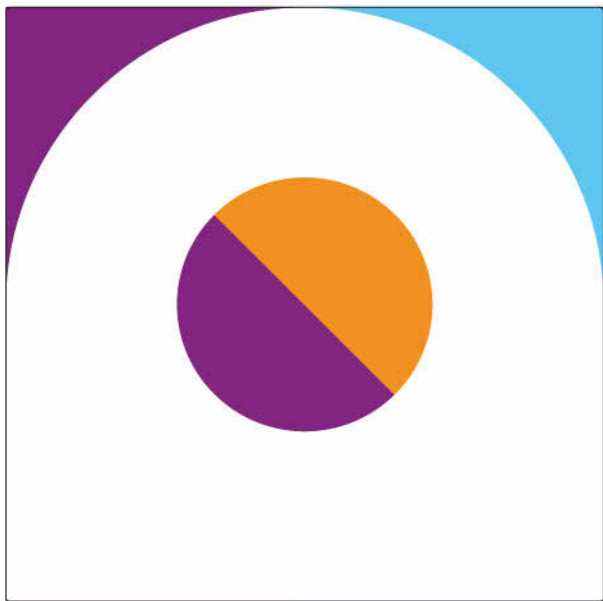


**MASTER 98**



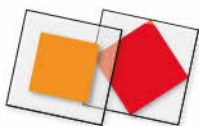
**MASTER 99**



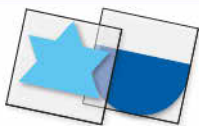


**MASTER 100**

# SOLUTIONS



1



2



3



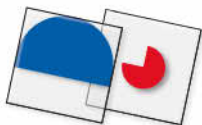
4



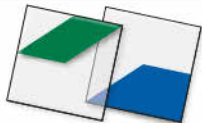
5

# SOLUTIONS

6



7



8



9

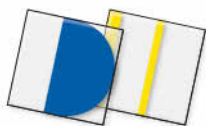


10





# SOLUTIONS



11



12



13



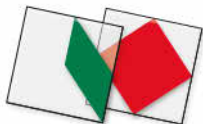
14



15

## SOLUTIONS

16



17



18



19



20



## SOLUTIONS



21



22



23



24



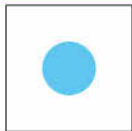
25

## SOLUTIONS

26



27



28



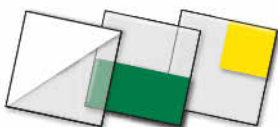
29



30



## SOLUTIONS



31



32



33



34



35

## SOLUTIONS

36



37



38



39



40



# SOLUTIONS



41



42



43



44



45

# SOLUTIONS

46



47



48



49



50





# SOLUTIONS



51



52



53



54



55

## SOLUTIONS

56



57



58



59



60



# SOLUTIONS



61



62



63



64



65

## SOLUTIONS

66



67



68



69



70



# SOLUTIONS



71



72



73



74



75

# SOLUTIONS

76



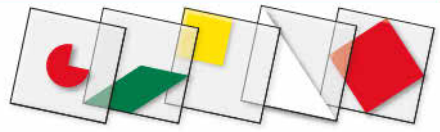
77



78



79



80



# SOLUTIONS



81



82



83



84



85

## SOLUTIONS

86



87



88



89



90





## SOLUTIONS



91



92



93



94



95

# SOLUTIONS

96



97



98



99



100



[www.SmartGames.eu](http://www.SmartGames.eu)



[www.SmartGamesUSA.com](http://www.SmartGamesUSA.com)



SMART  
GAMES

©2006 - 2008 Concept, game design & artwork: SMART - Belgium.

All rights reserved.

Designer: Kris Burn

Original product name: Colour Code

Neerveld 14, B-2550 Kontich, Belgium

info@smart.be [www.SmartGames.eu](http://www.SmartGames.eu)

dd 20170411B Made in China



5 414301 513476