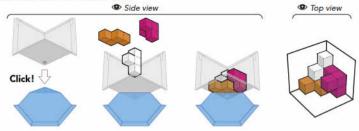


#### GAME PULLES

Before you start 1 player challenges or a 2 player game, create your game board: Open the case in two parts and place the blue base on the table with the small opening on top. Then insert the corner of the transparent cube in this opening. Push carefully until you hear a "click".



# 1 PLAYER CHALLENGES

- Place the starting pieces on the game board as shown in the setup. Some challenges don't offer a setup (these challenges start with an empty game board).
- Place the remaining pieces on the game board so that they match both the colour and shape shown in the challenge.
  - Starter challenges only use the 8 coloured pieces.
  - · Junior challenges only use the 8 white pieces.
  - Expert and Master challenges use all 16 pieces.
- There is only 1 solution for each challenge, which can be found at the end of the booklet.

# 2 PLAYER GAME

### Setup

Each player uses a set of 8 playing pieces (the colourful playing pieces or their white counterparts). Both sets are identical.

# Object of the game

During the game players alternate turns to build a cube. The last player to correctly place a piece wins the game.

# How to play

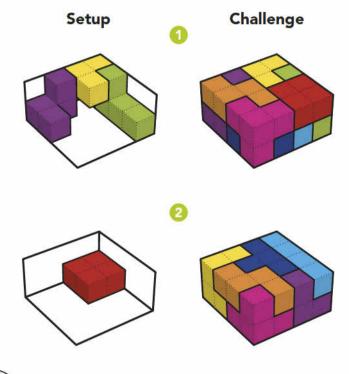
A player is chosen to start the game and players alternatively take turns placing one of their own playing pieces in the game board.

### Placing a piece:

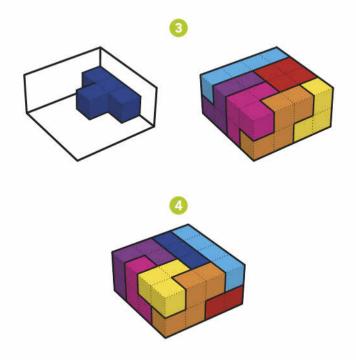
- Pieces must be aligned with the square faces of the game board.
- Pieces must be placed in a stable position so that they do not tip over or make previously placed pieces fall.
- Pieces must be placed inside the game board, which can hold a cube with a maximum size of 4×4×4. Pieces cannot extend outside this zone.
- Previously placed pieces cannot be moved even temporarily in subsequent turns. Players must work around the existing form as they place their pieces.

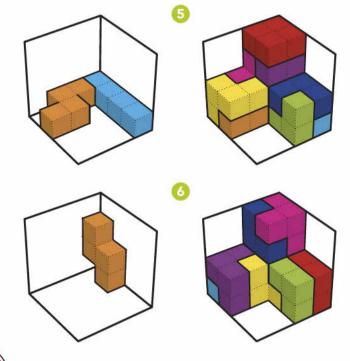
# End of the game

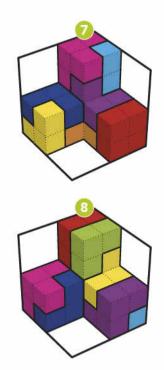
The game ends when one of the players can no longer place a piece according to the rules. The last player who correctly placed a piece wins the game.



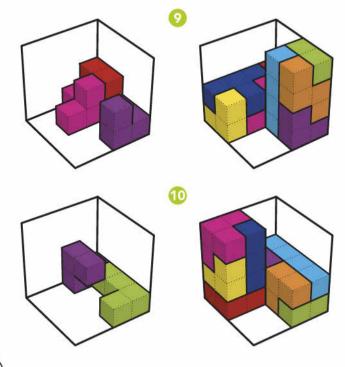




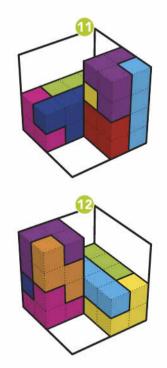


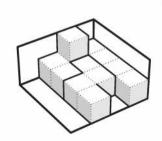


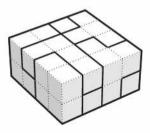


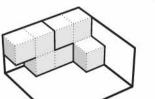


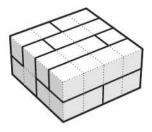




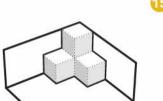


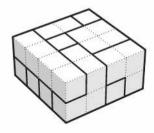


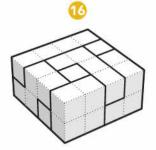


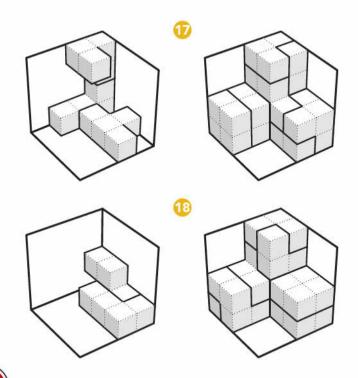




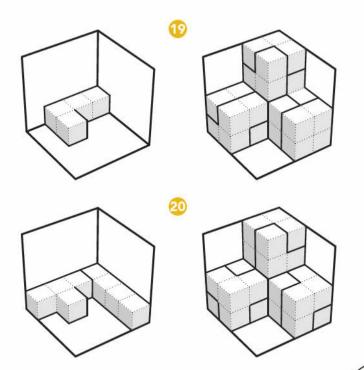


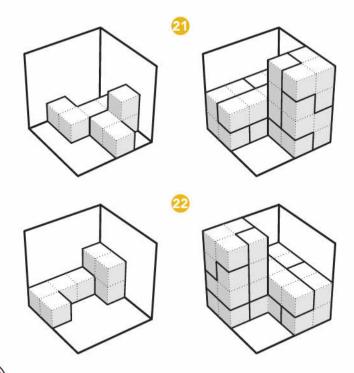




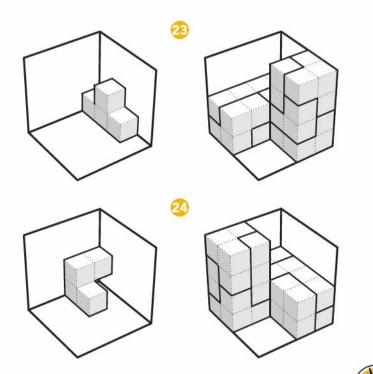


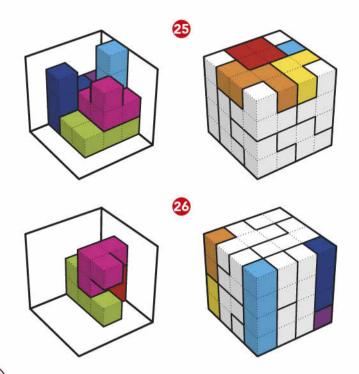


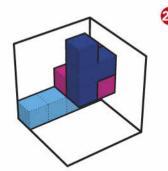


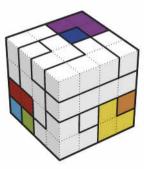


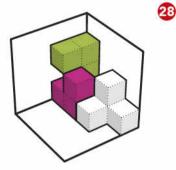


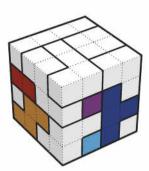


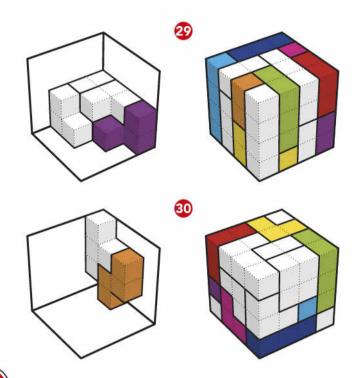


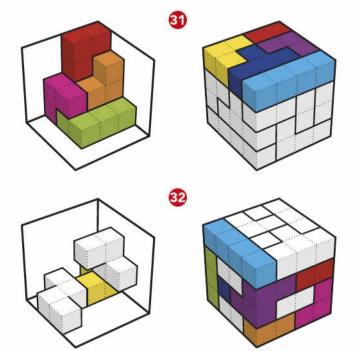


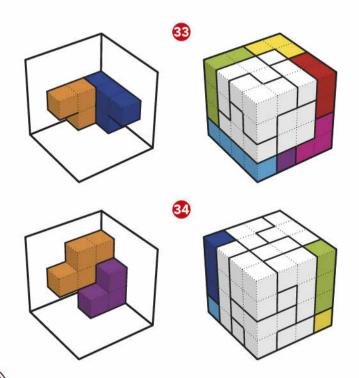


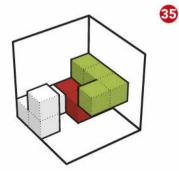


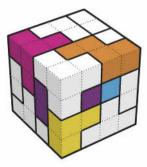


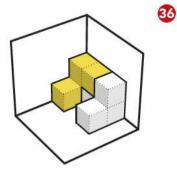


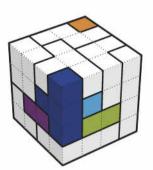


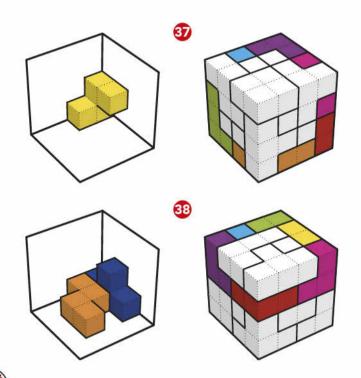




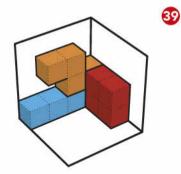


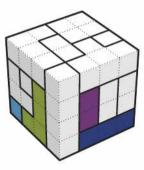


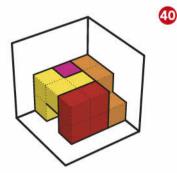


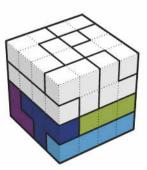


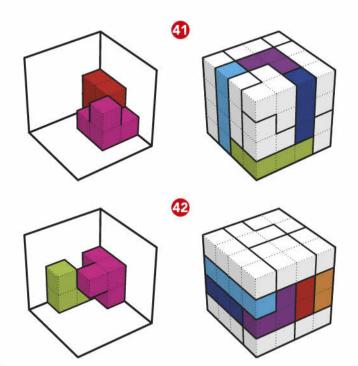




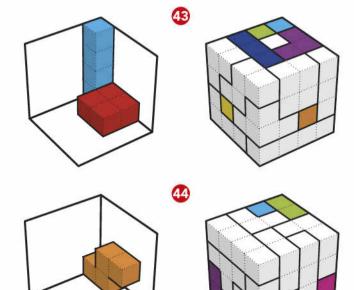


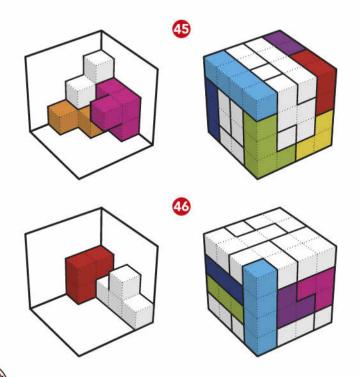




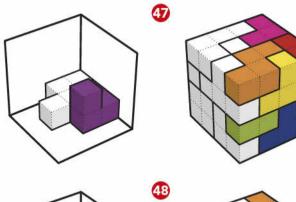


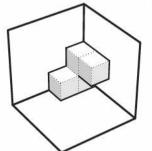


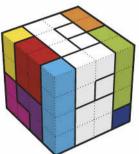


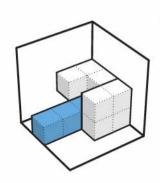




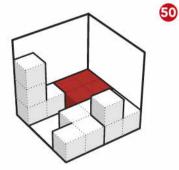


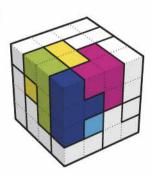




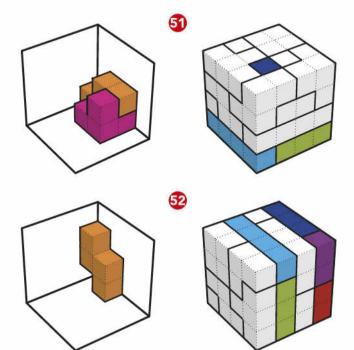


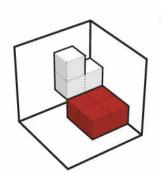




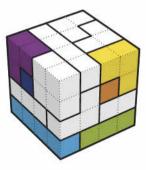


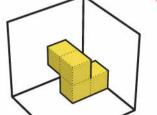




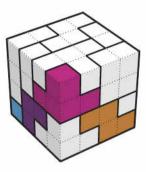




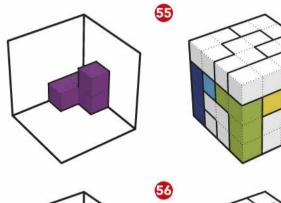


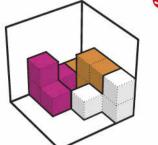


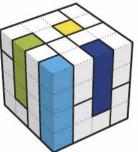


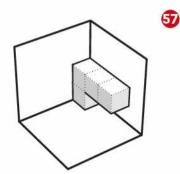




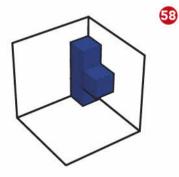


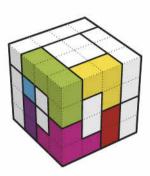


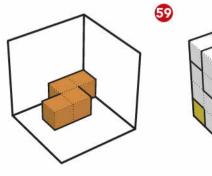


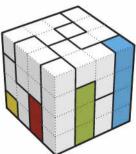


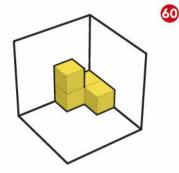


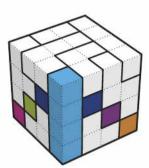


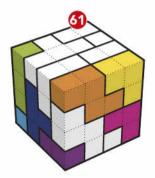


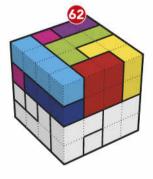


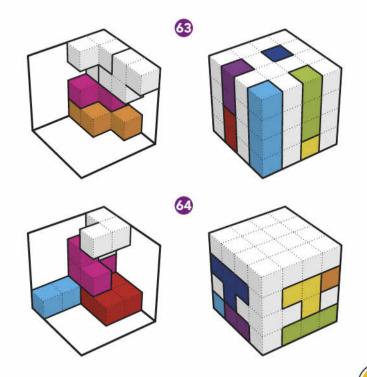


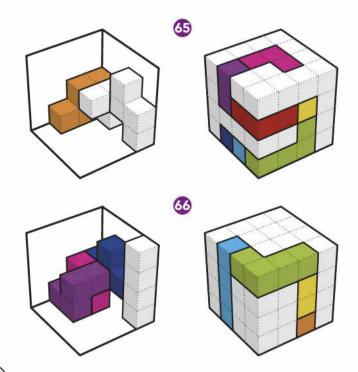




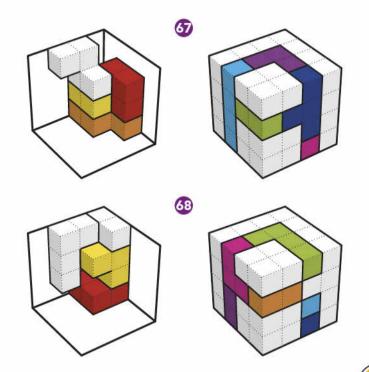


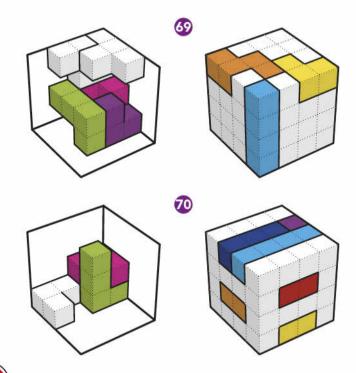




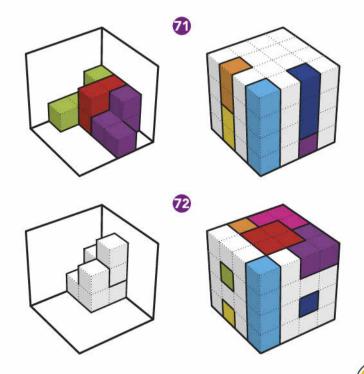


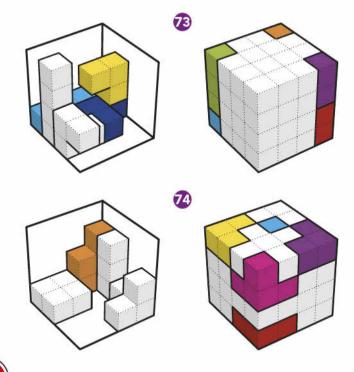


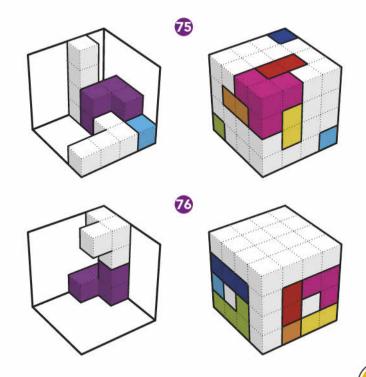


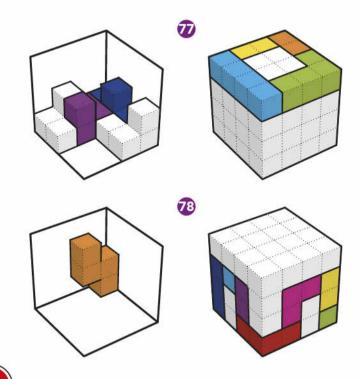


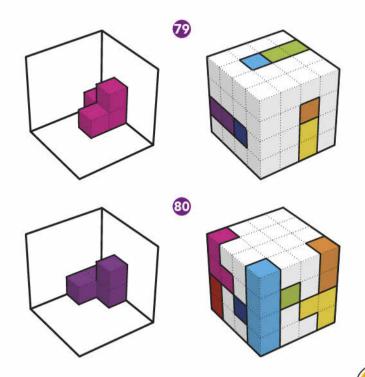


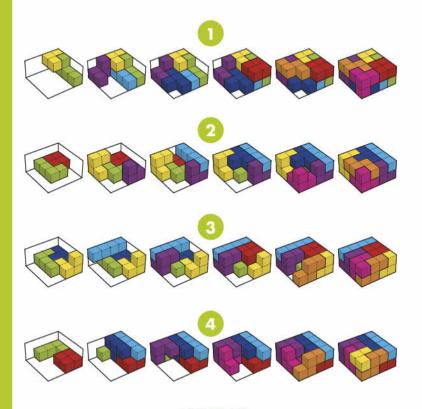




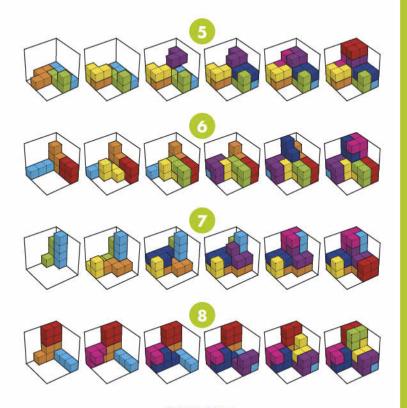




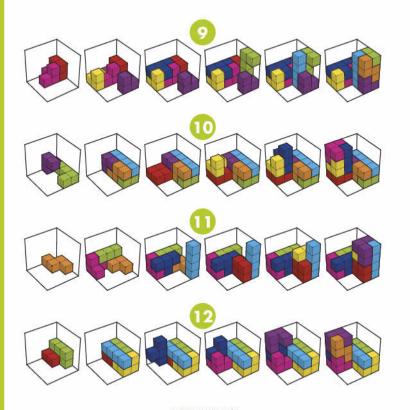




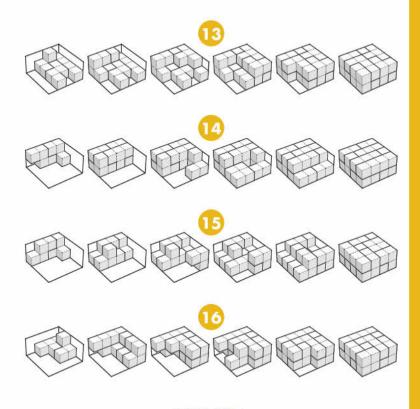
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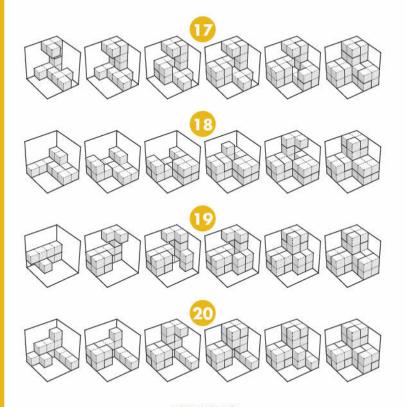
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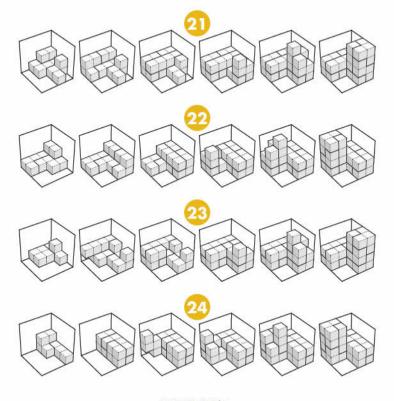
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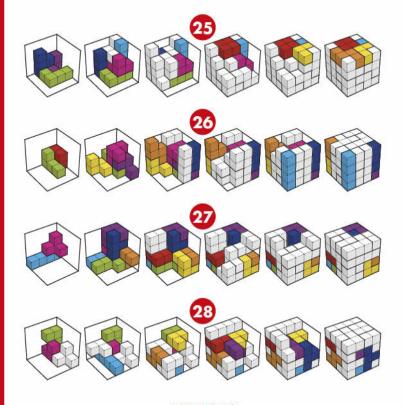
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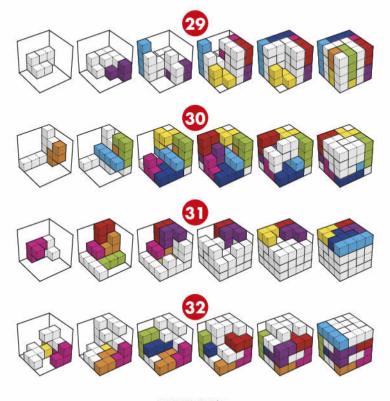


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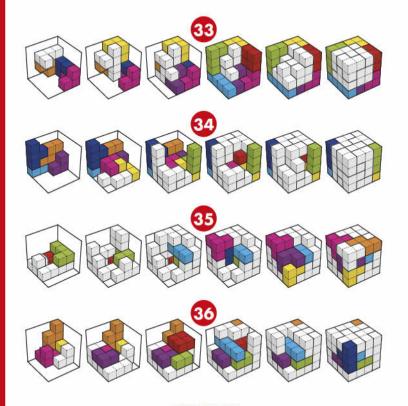


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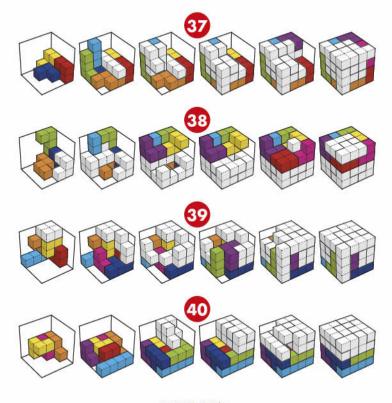




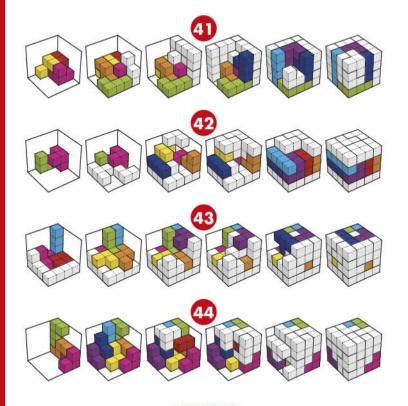
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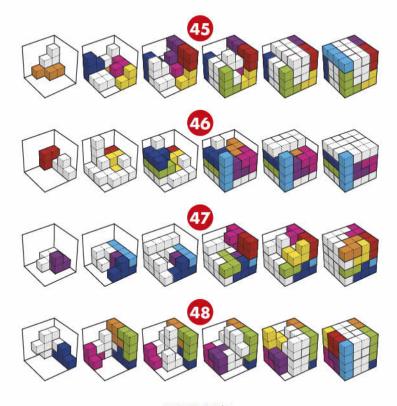
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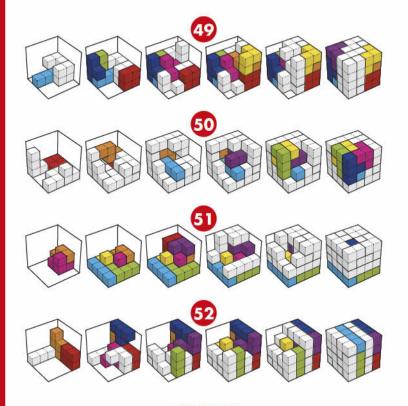
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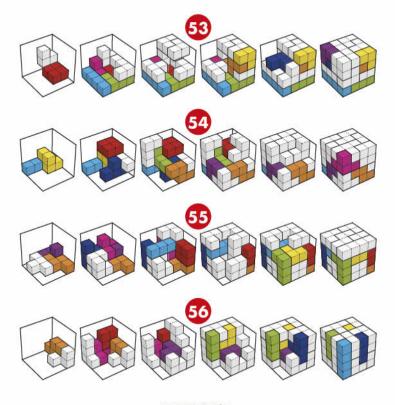
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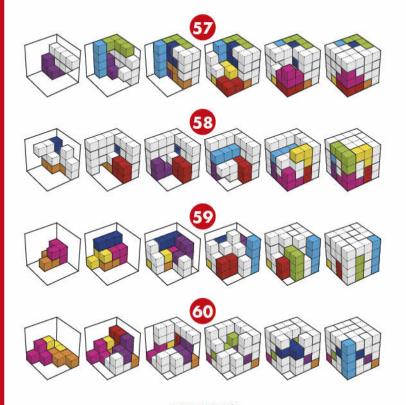
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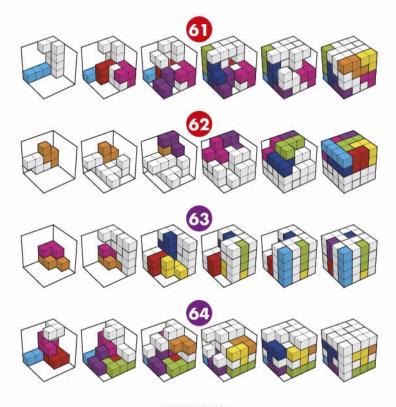


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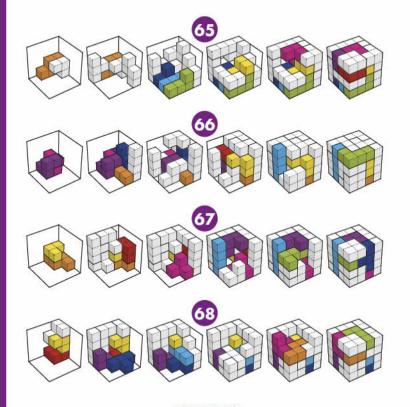


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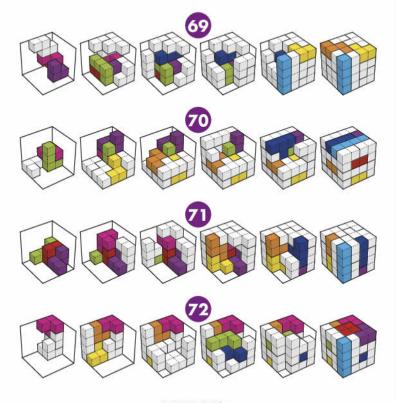




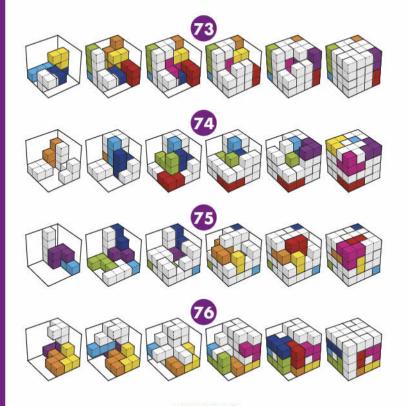
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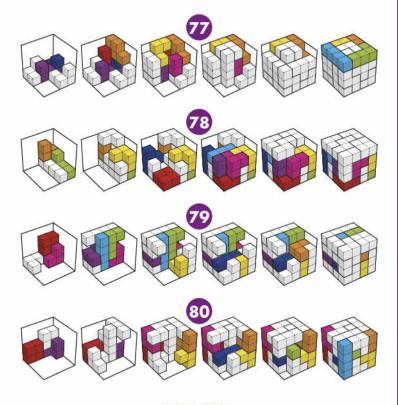
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