SMART GAMES
STARTER
JUNIOR
EXPERT
MASTER

GAME RULES

The apple game board is divided into 5 horizontal segments that can each be rotated 180°:

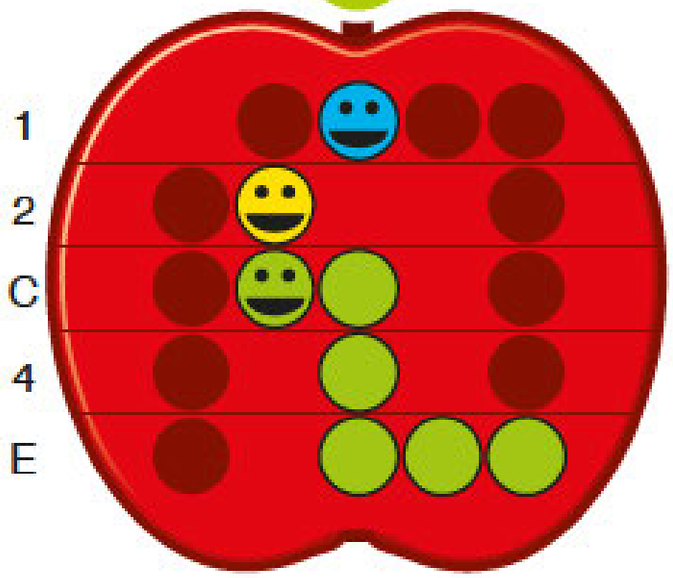
- The frontside segments are indicated by numbers 1 – 5
- The backside segments are indicated by letters A-E for each apple segment.

1. Choose a challenge. Create a game board as shown by mixing the correct sides of the apple. All 15 Starter challenges use the same setup (12C4E). All Junior challenges also use the same setup (1BCD5). However Expert and Master challenges use a different setup for each challenge.

2. Place the 3 caterpillars on the apple game board. Each caterpillar can be bended in different shapes. All parts of the caterpillars must fit inside the dimples of the apple. No part of a caterpillar can sit on a flat part of the apple. Easy challenges offer hints about the position of some of the caterpillars:
   - Colored circles indicate the position on the game board of a caterpillar with that color.
   - A yellow, green or blue head indicates that the head of that specific caterpillar MUST be placed there. This hint only shows the position of the head, but NOT its orientation on the game board!
   - A white head indicates that the head of one of the caterpillars MUST be placed there. It can be the head of any of the 3 caterpillars. Again it only indicates the position of a head, but not its orientation.
   - Often a few of the dimples will remain empty. This is OK.

3. There is only one solution, shown at the end of the challenge booklet.

1



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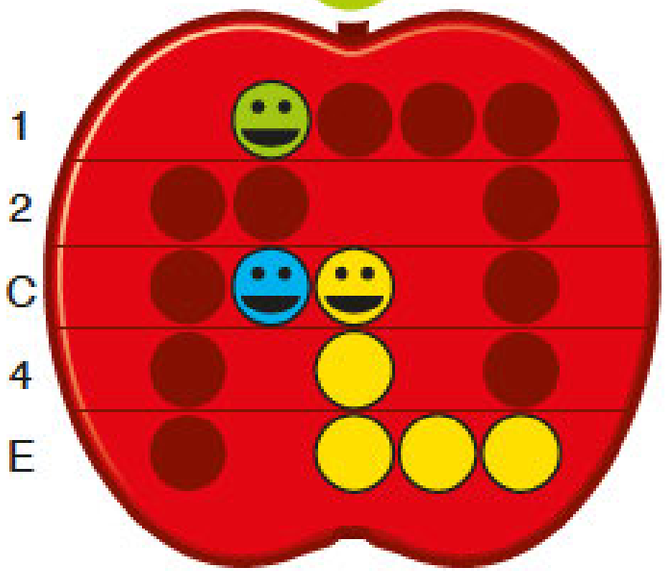

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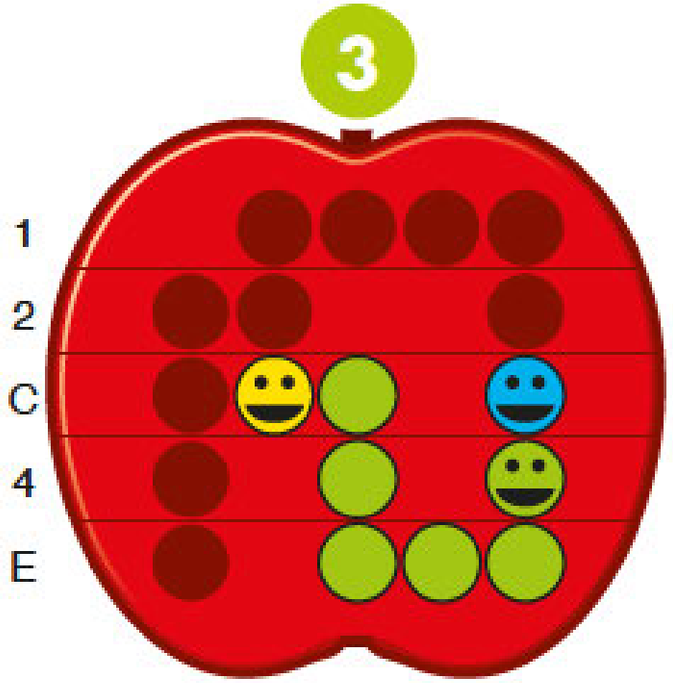

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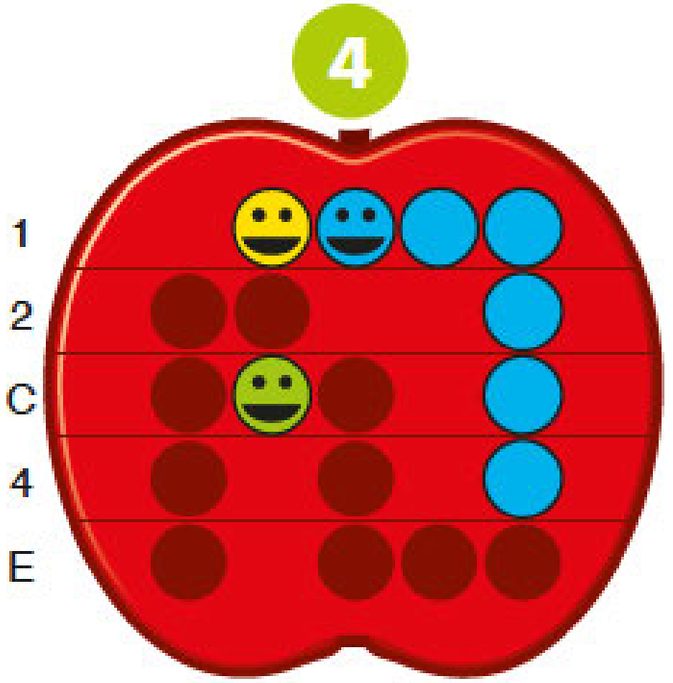

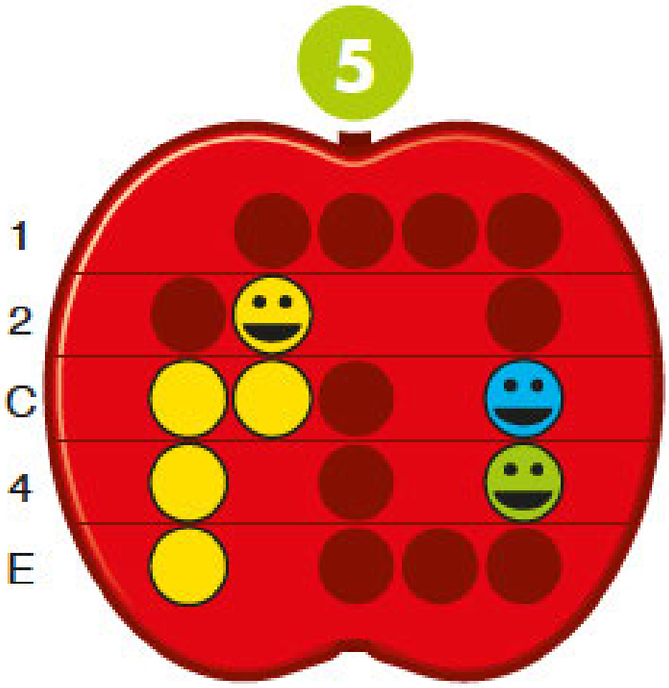
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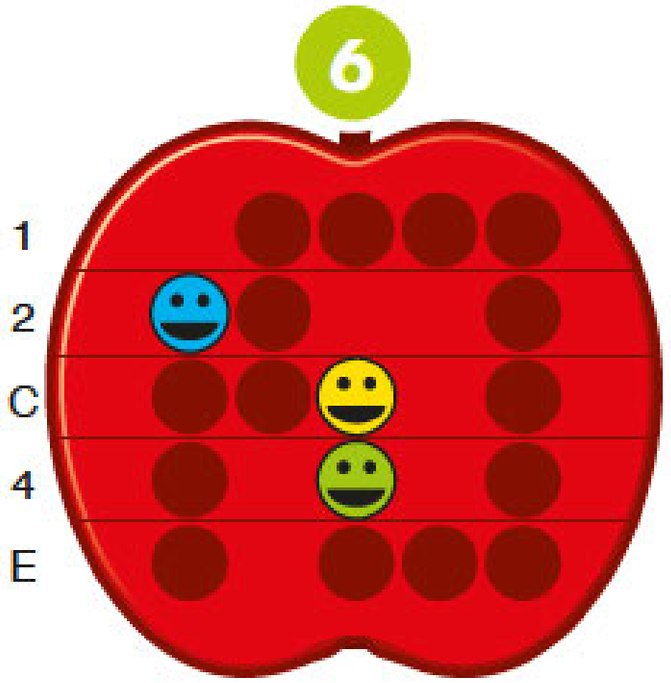
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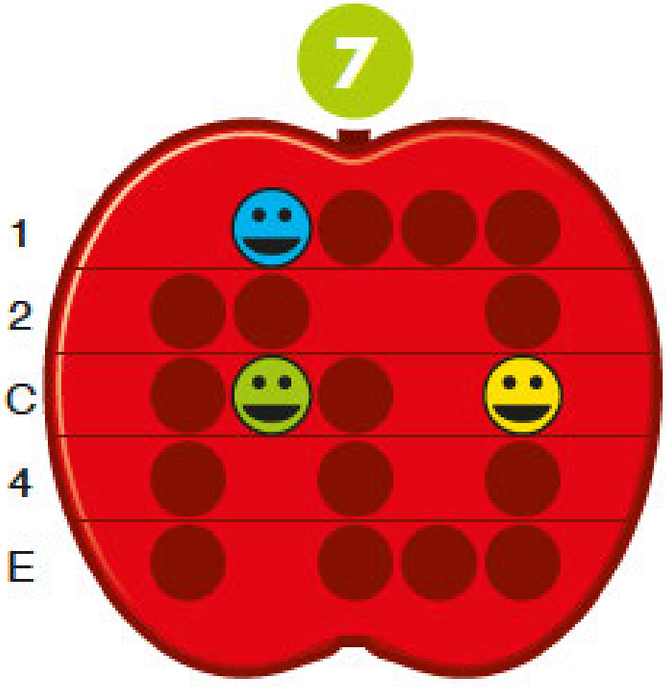
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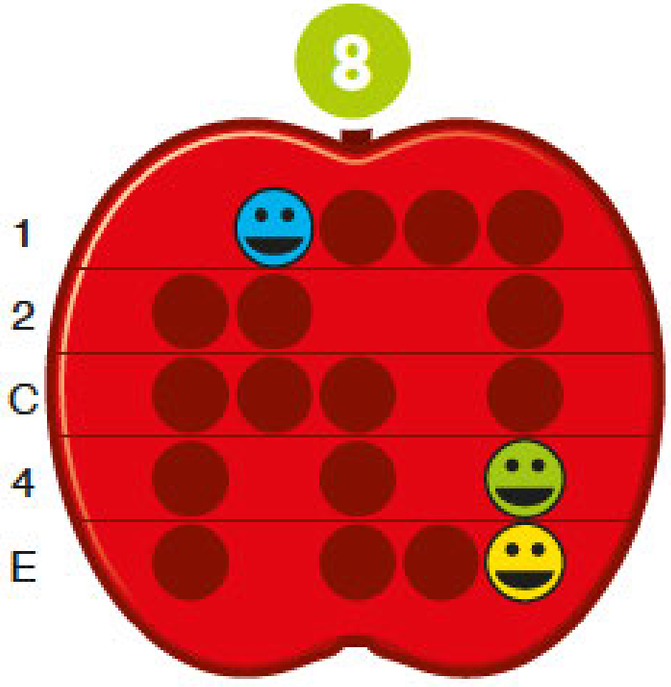
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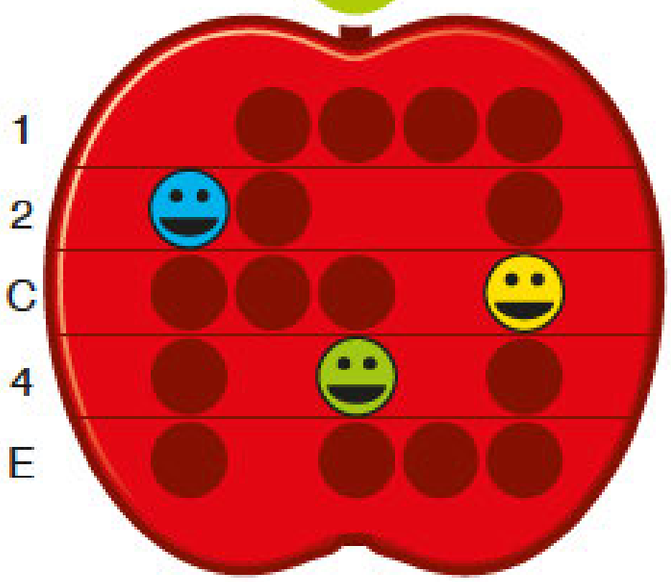

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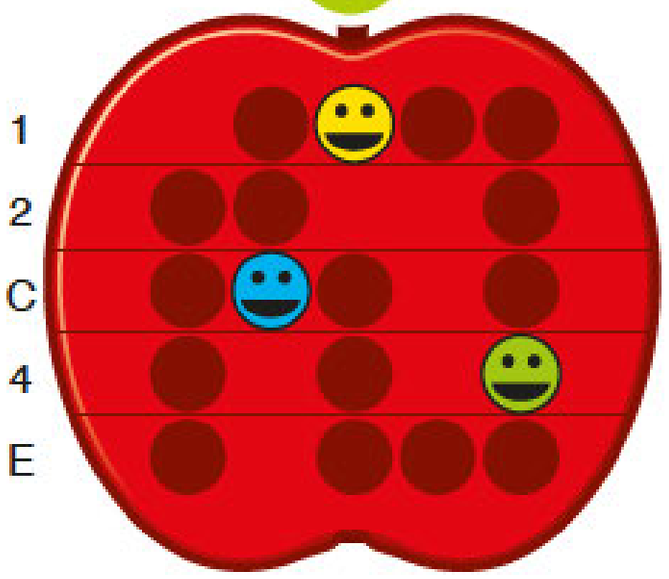

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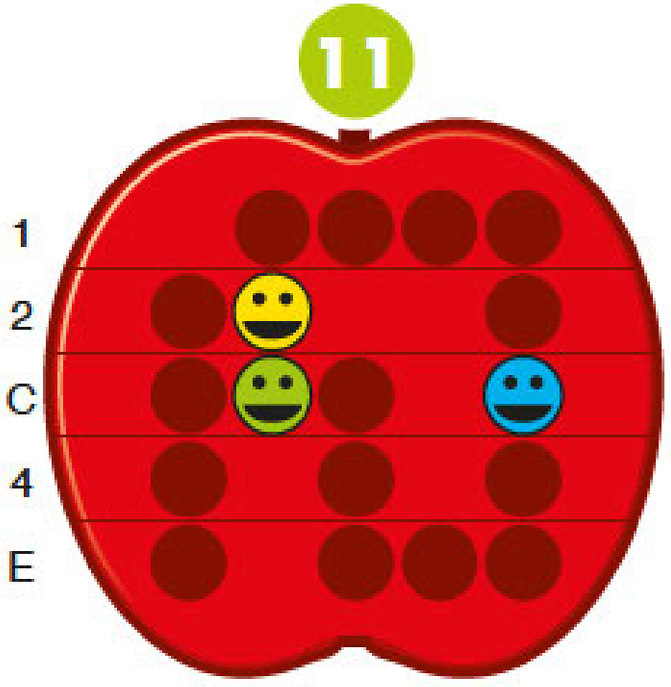

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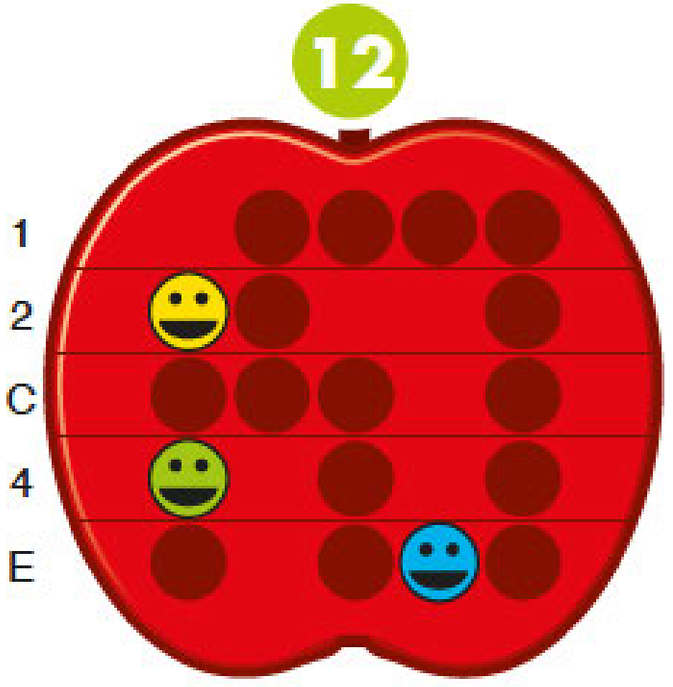

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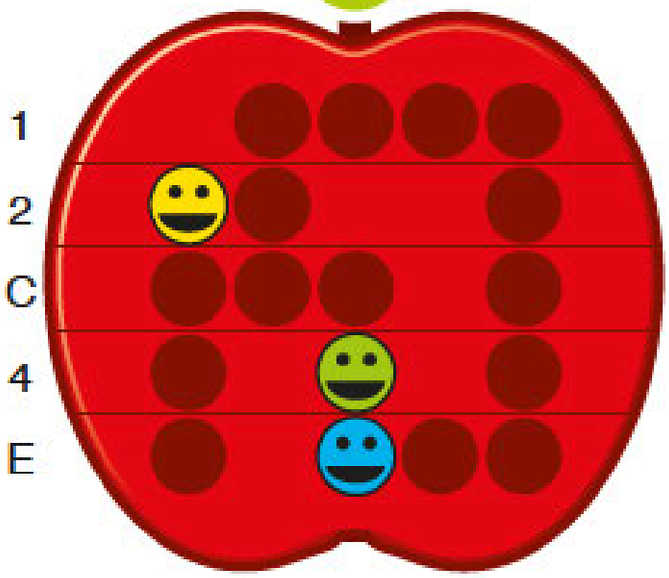

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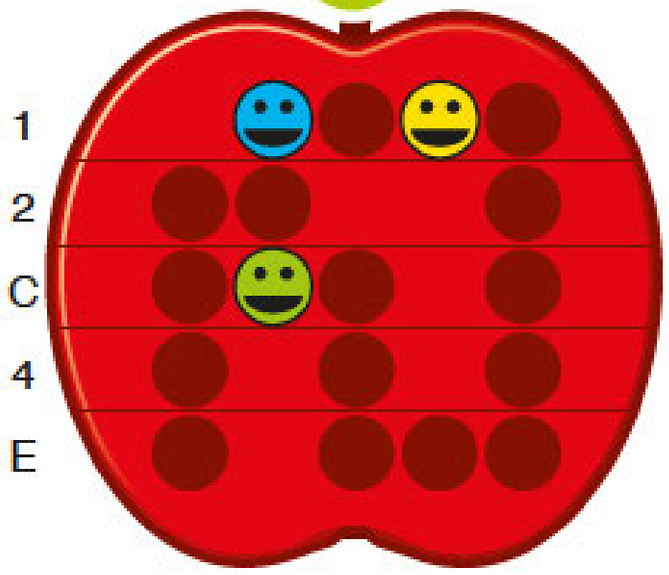

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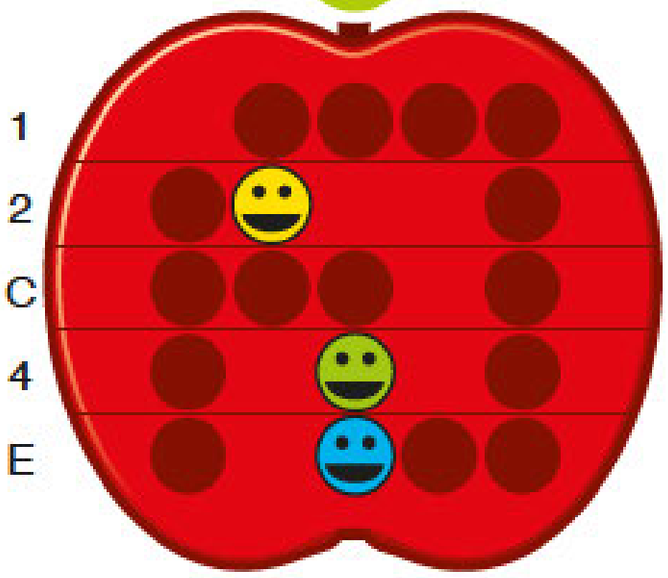

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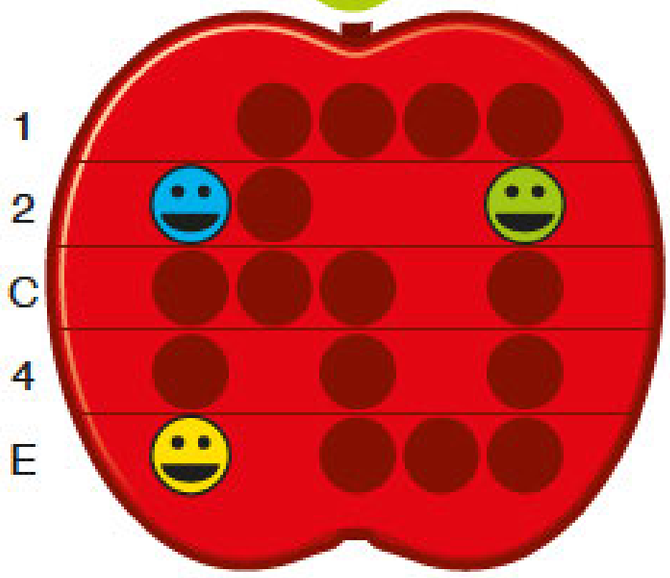

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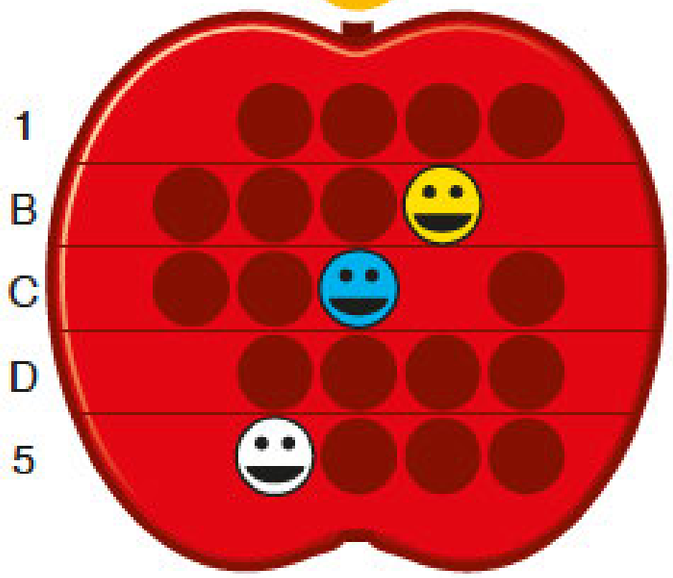

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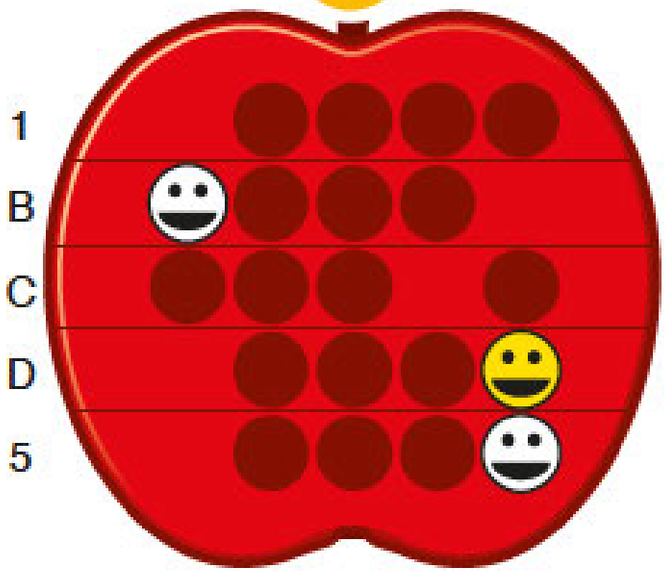

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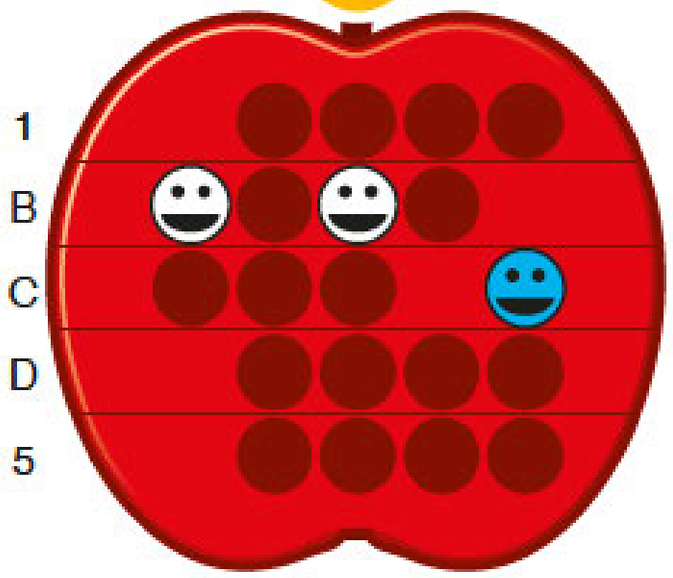

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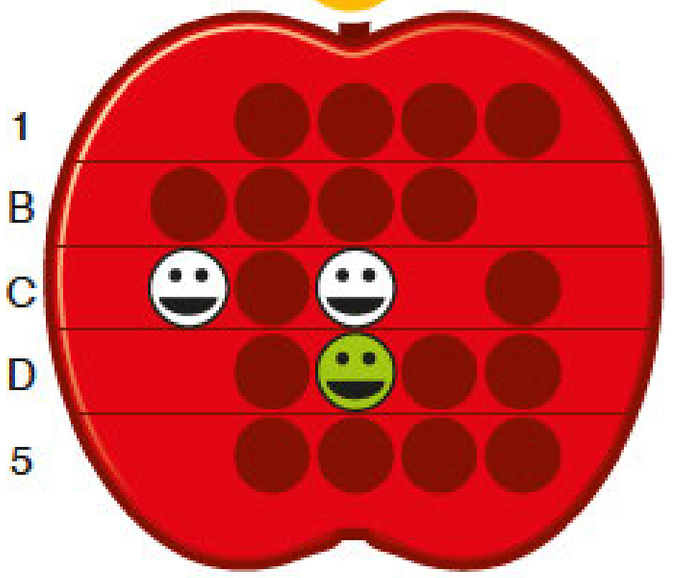

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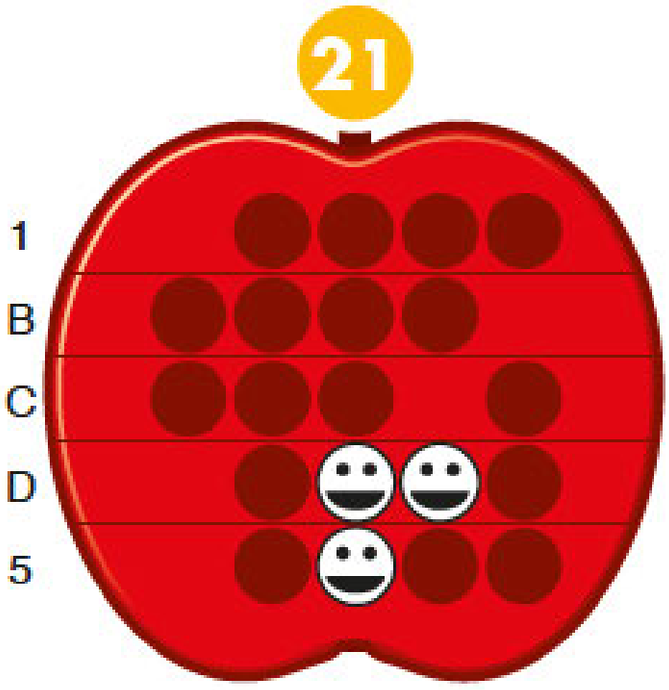

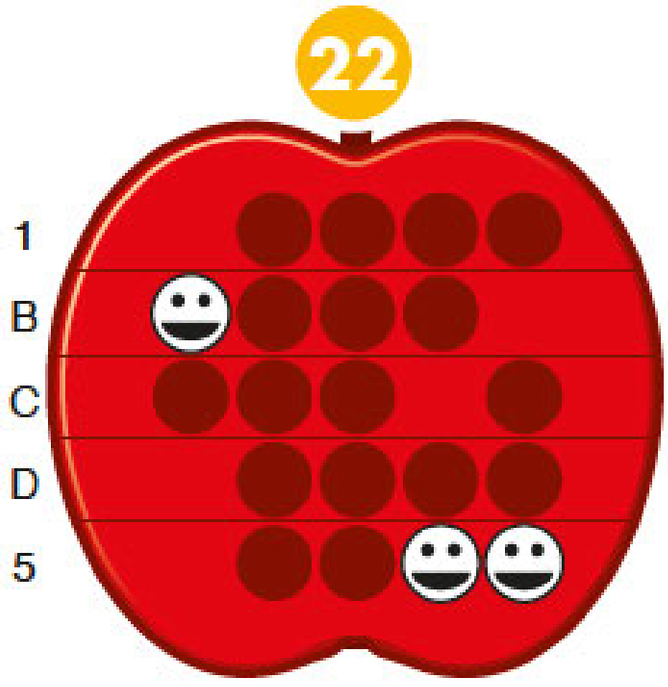

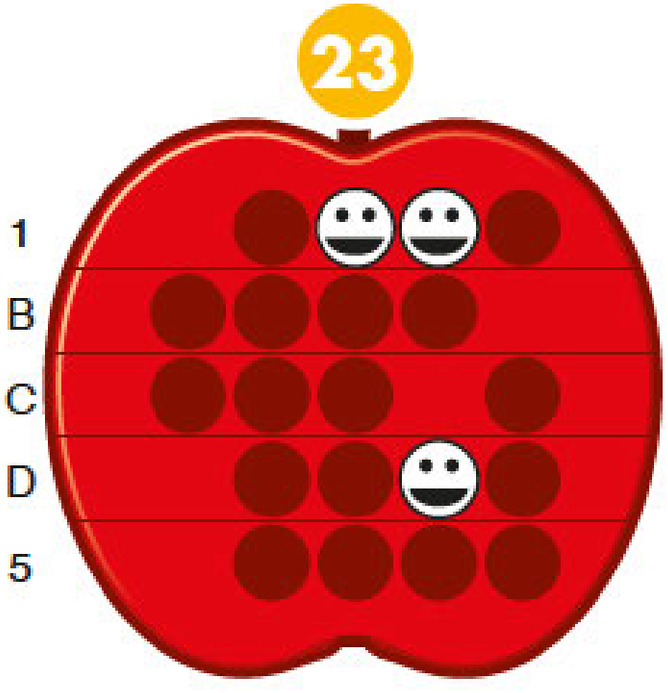

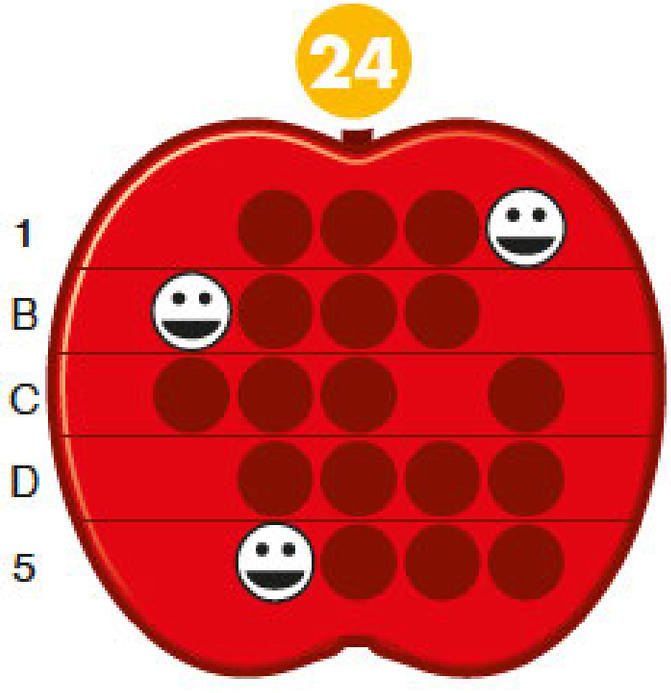

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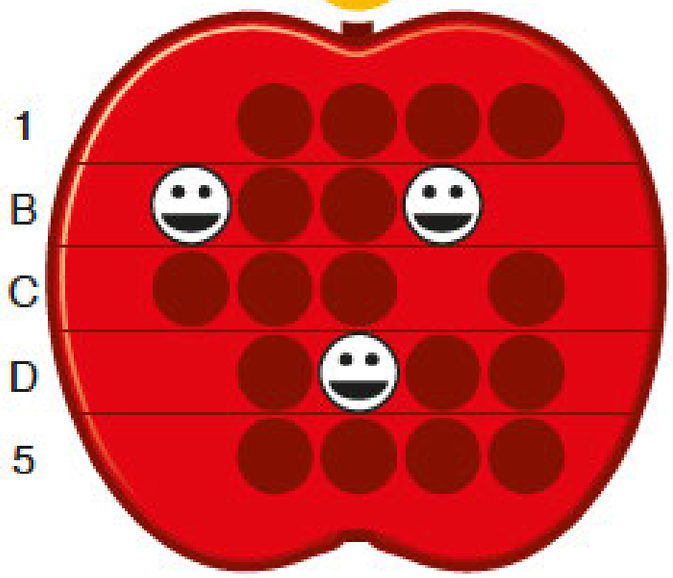

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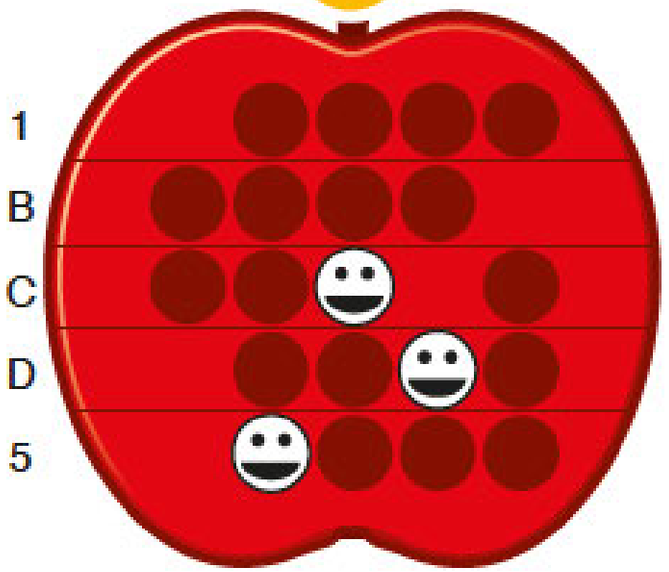

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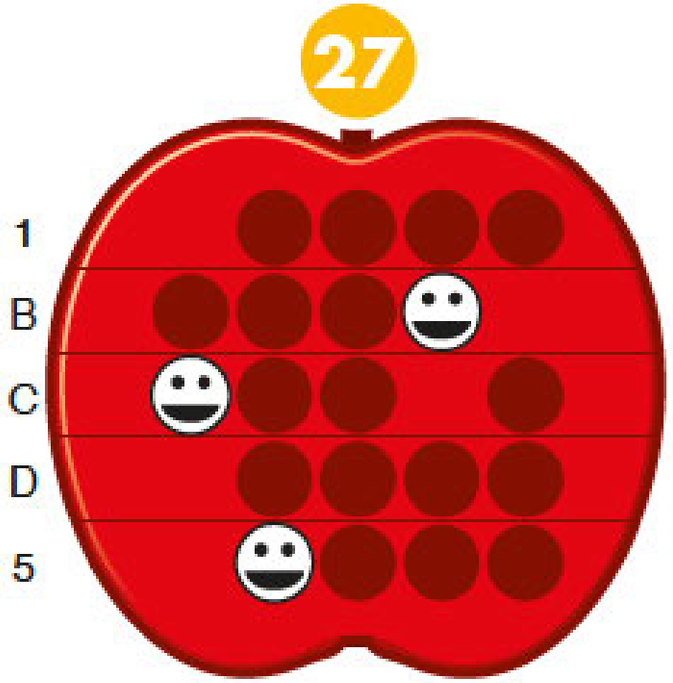

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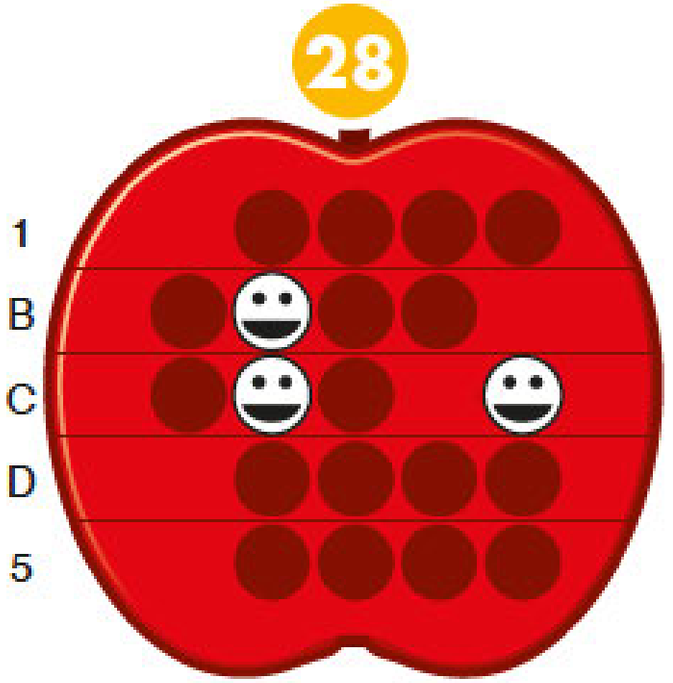

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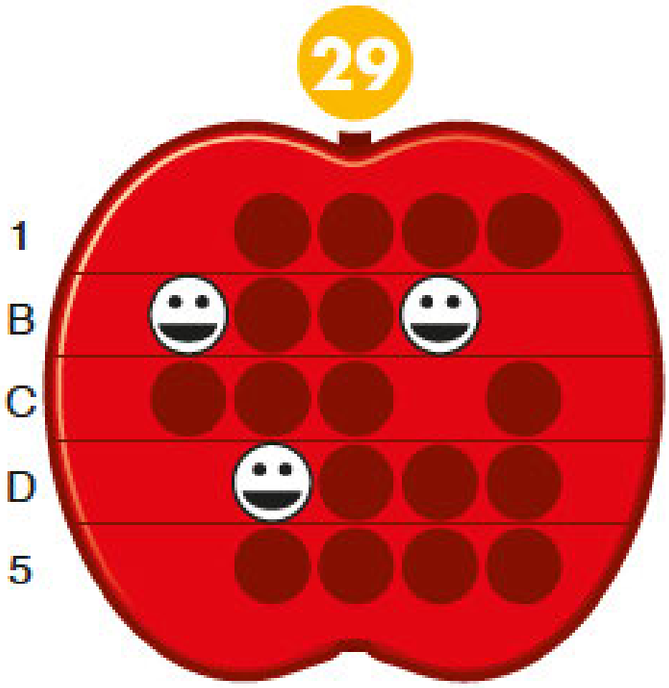

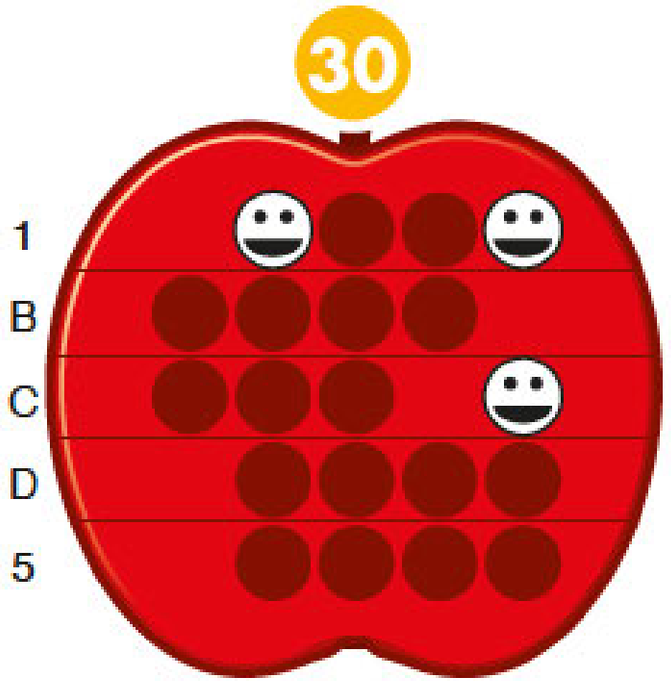

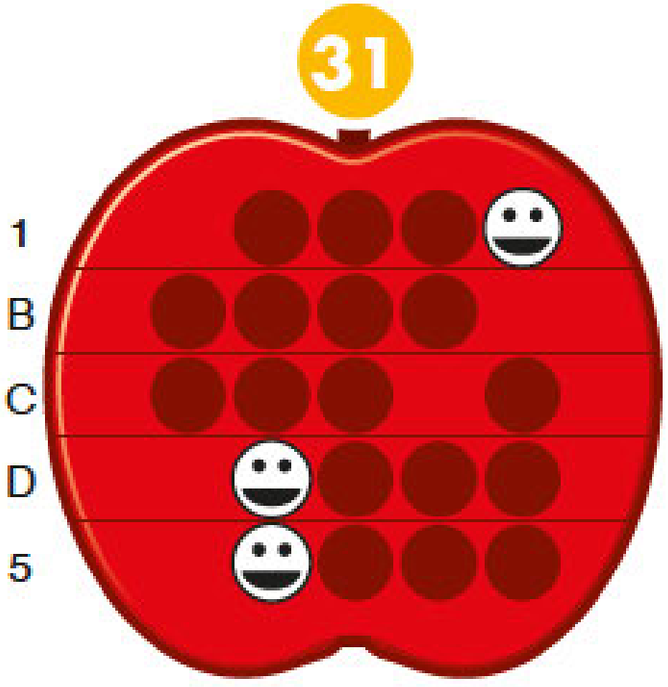

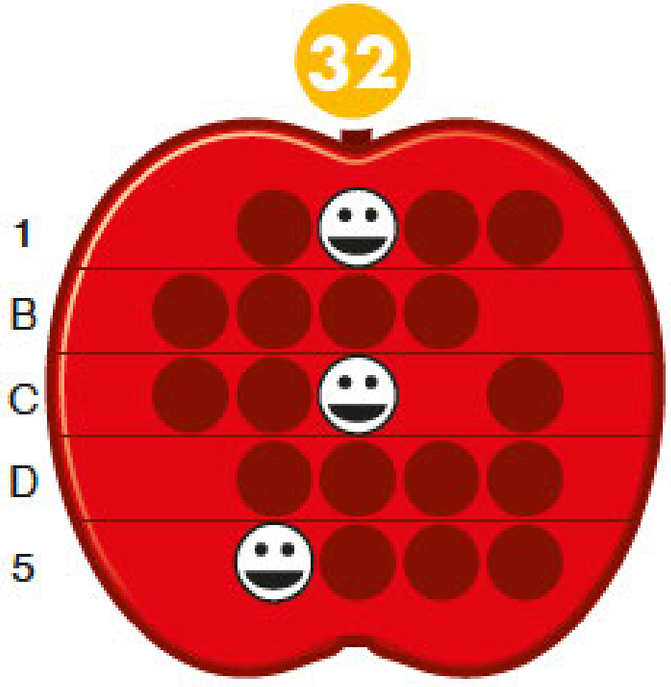

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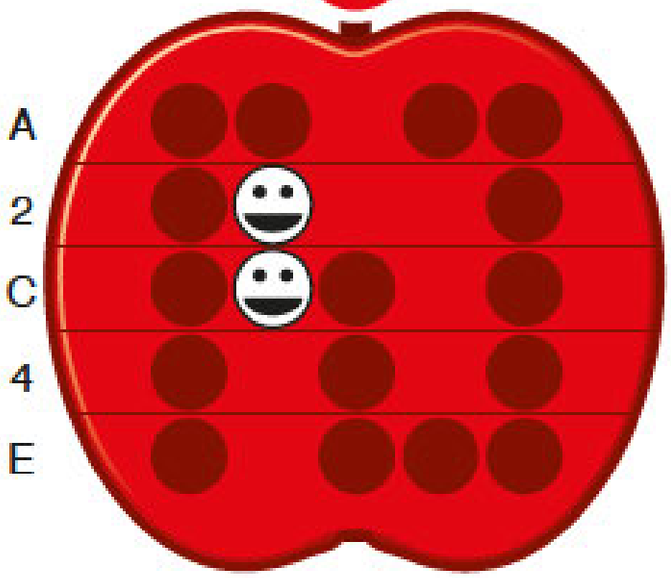

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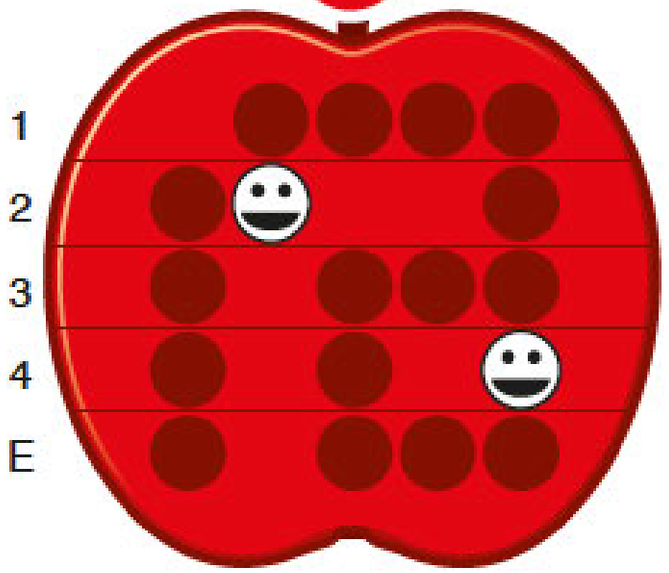

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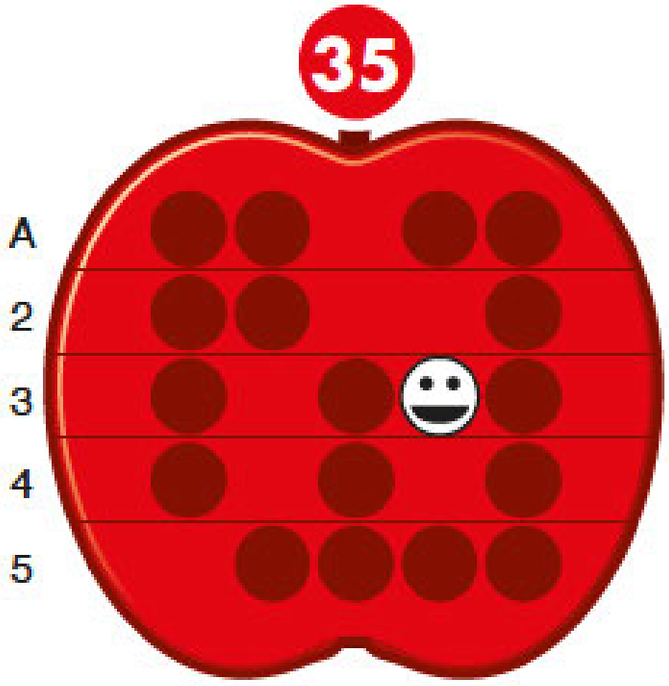

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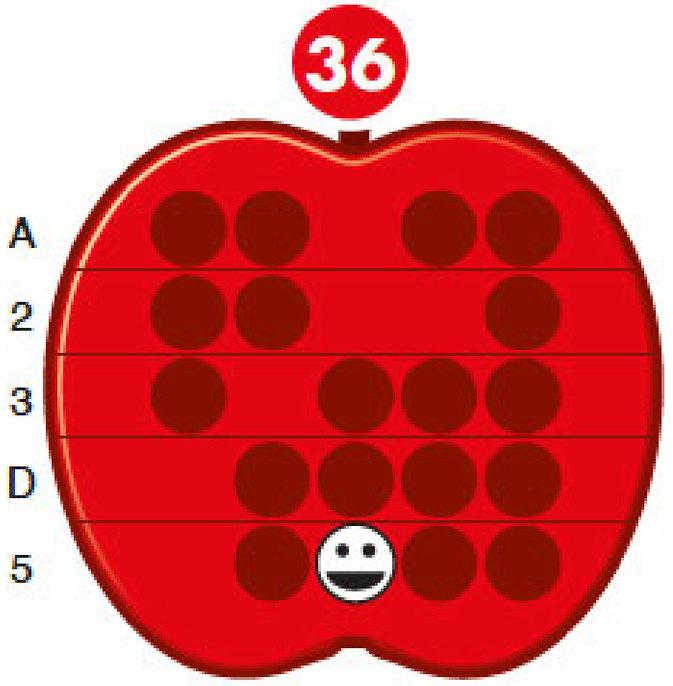

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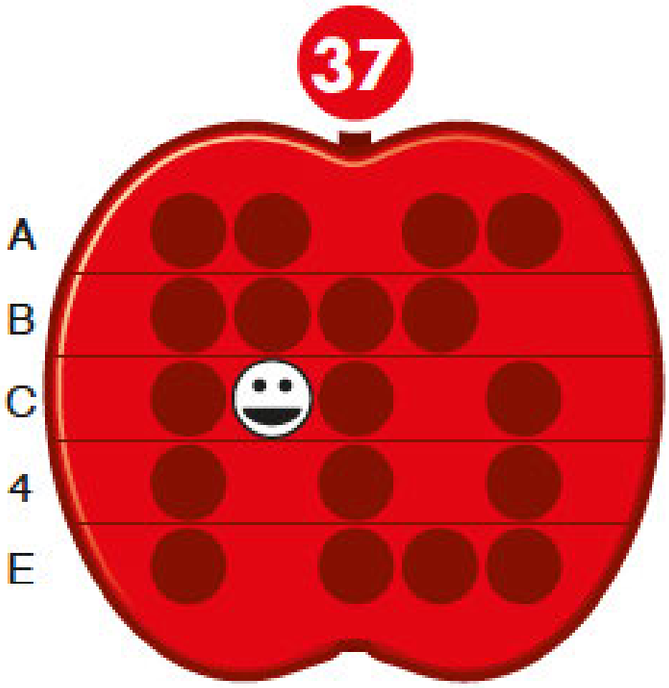

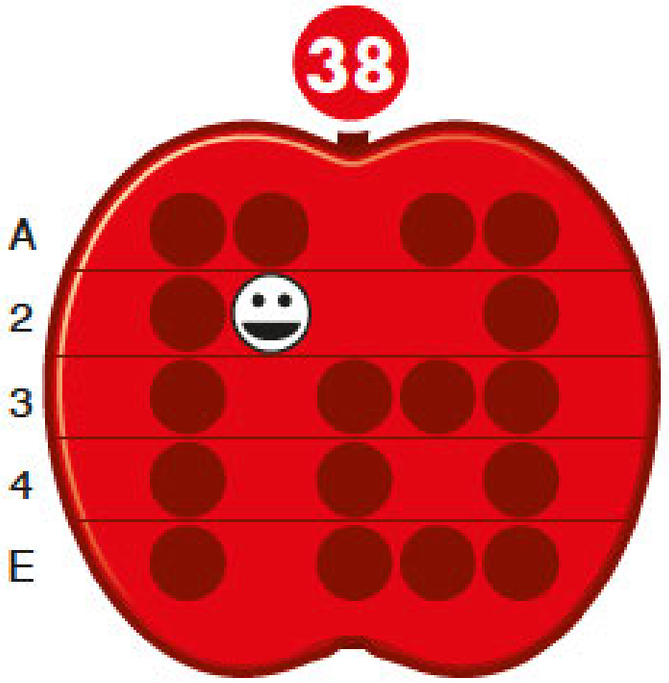

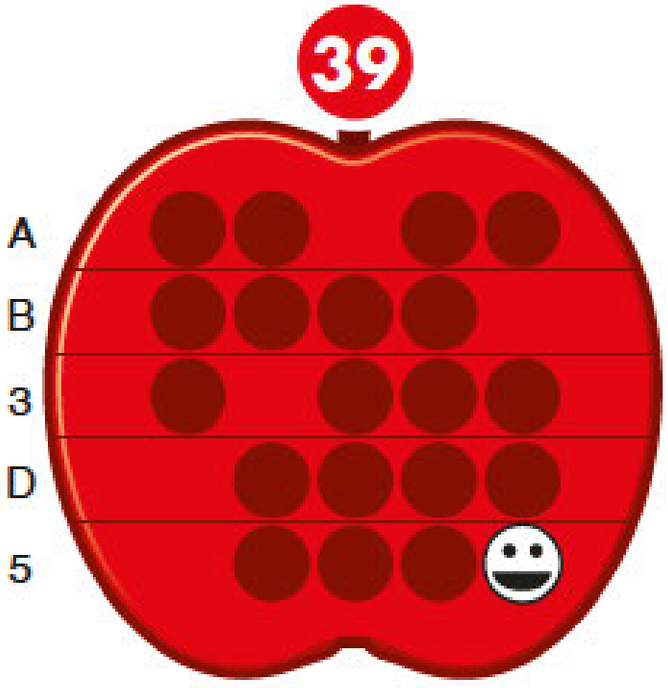

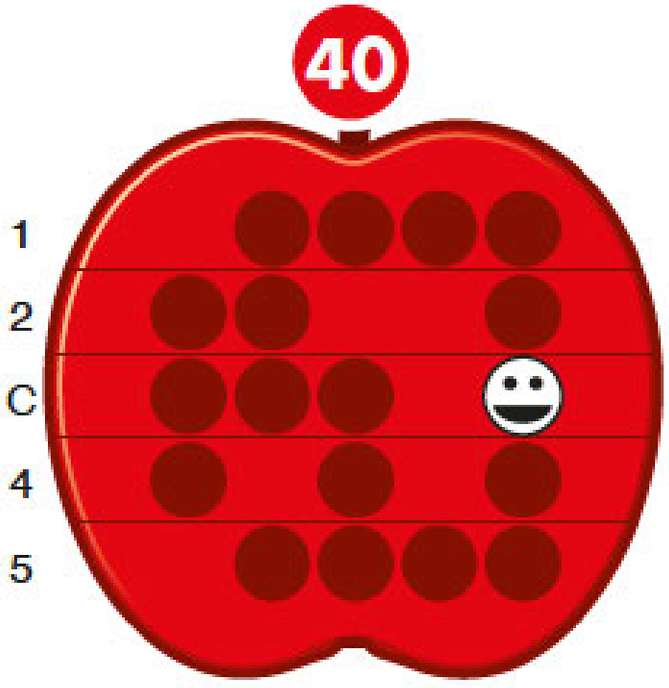

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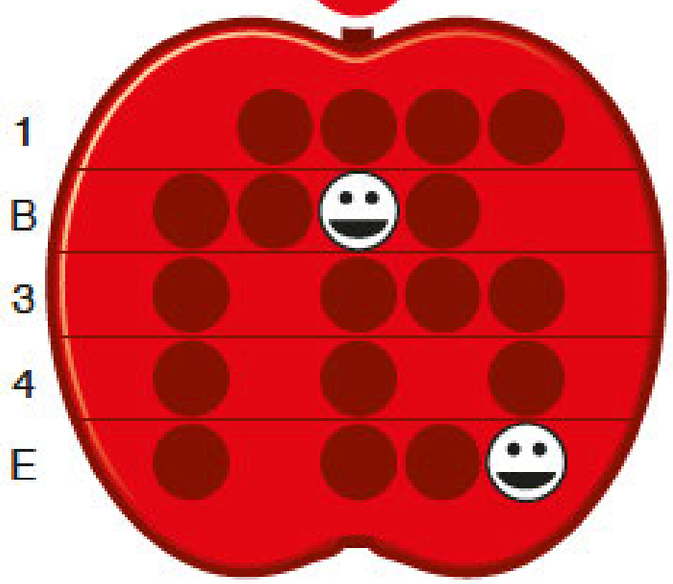

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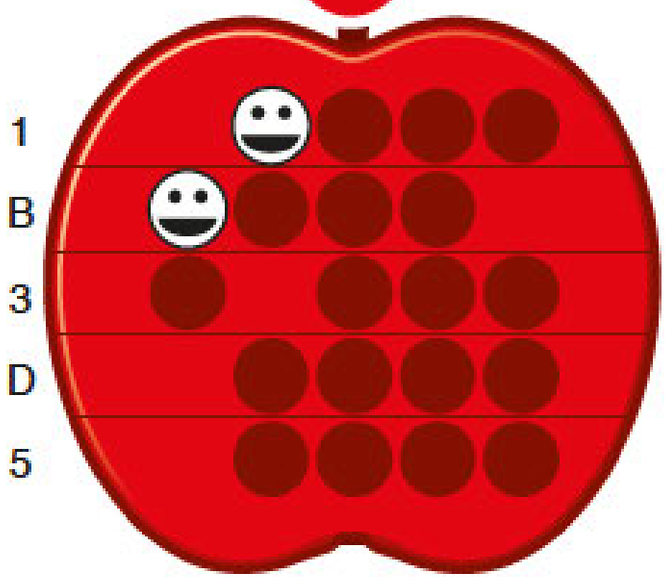

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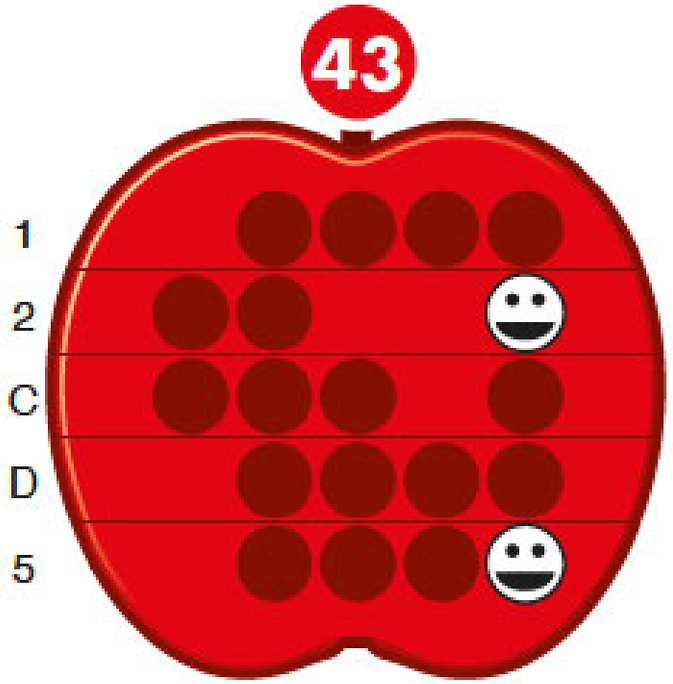

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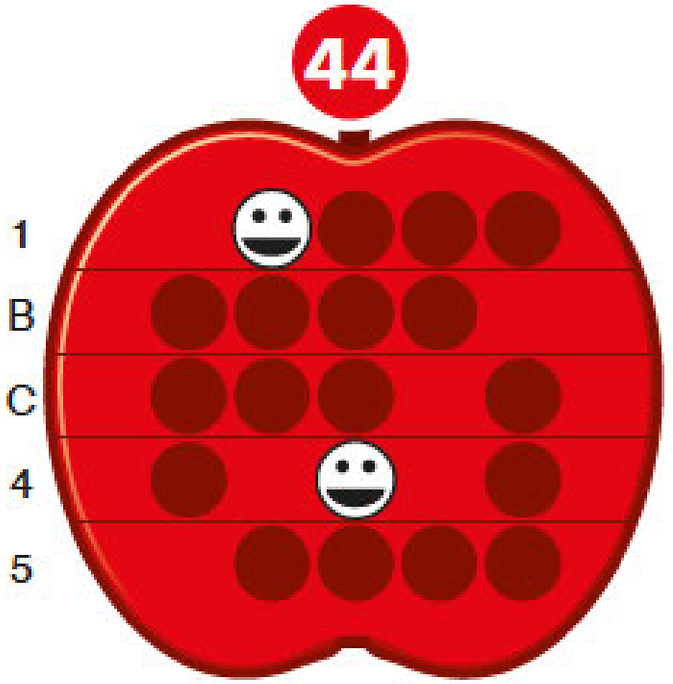

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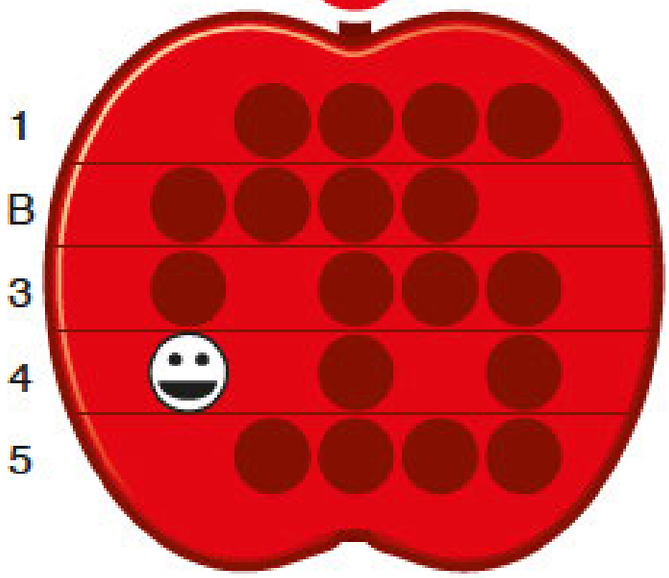

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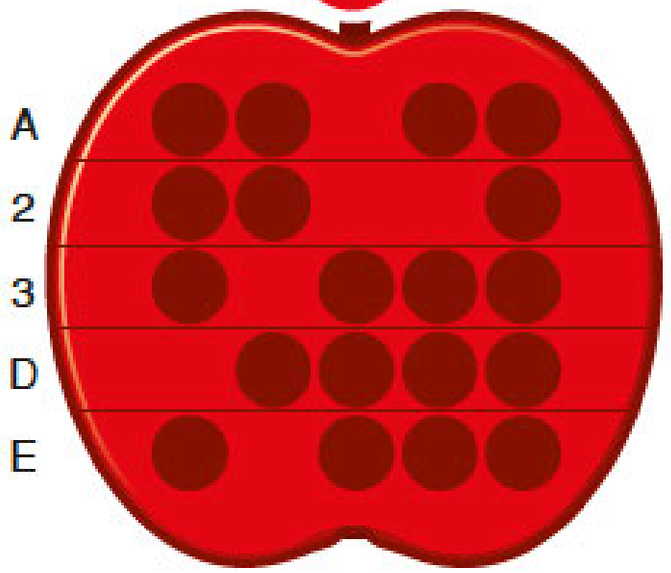

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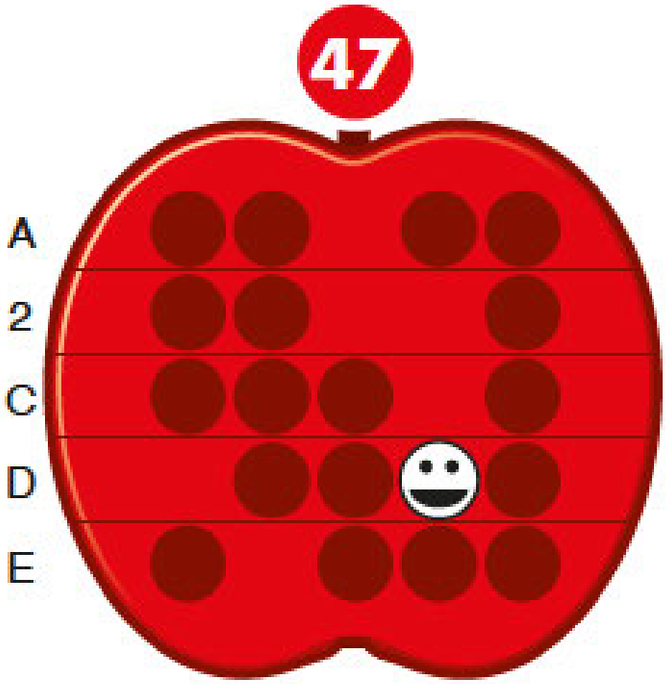

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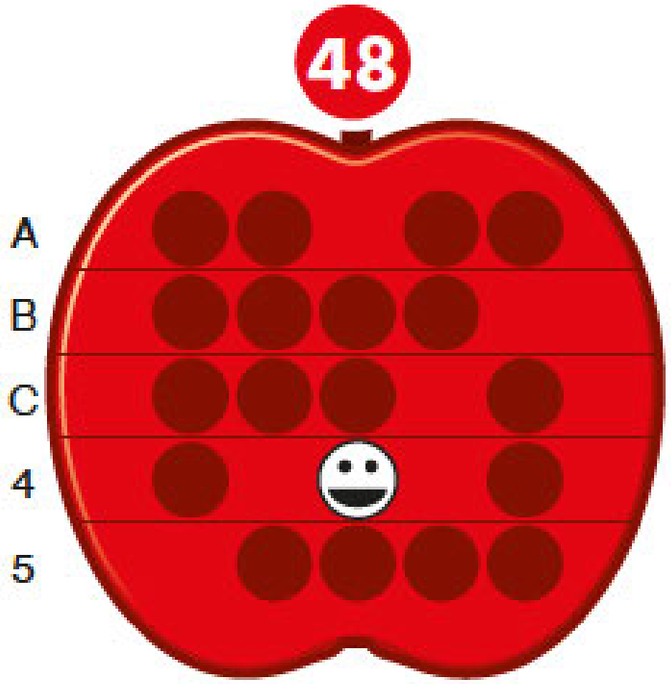

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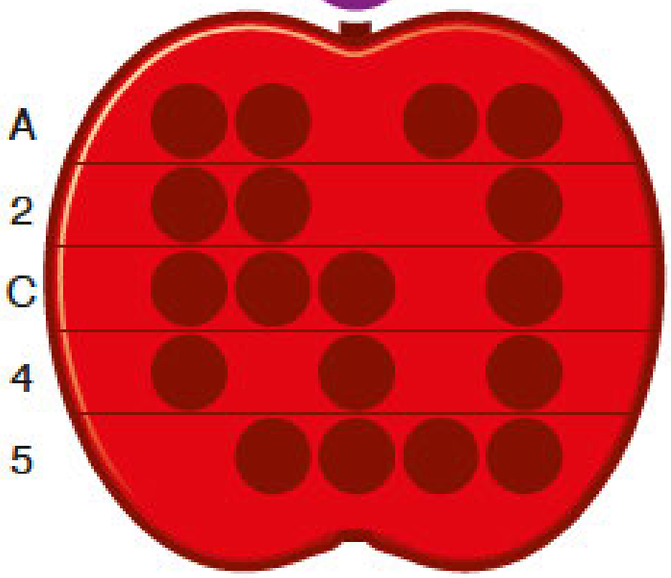

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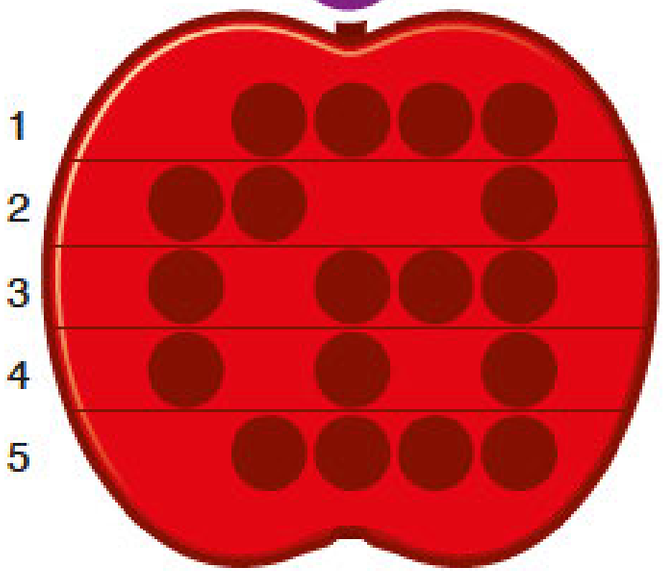

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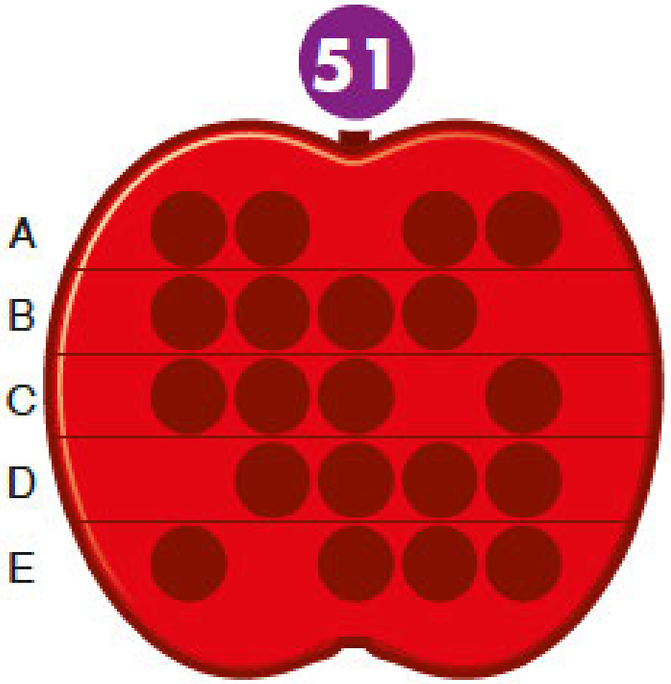

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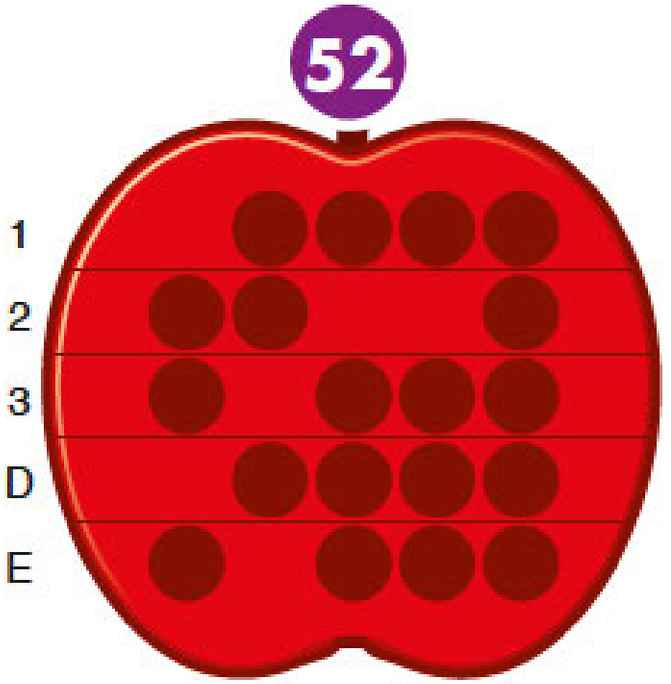

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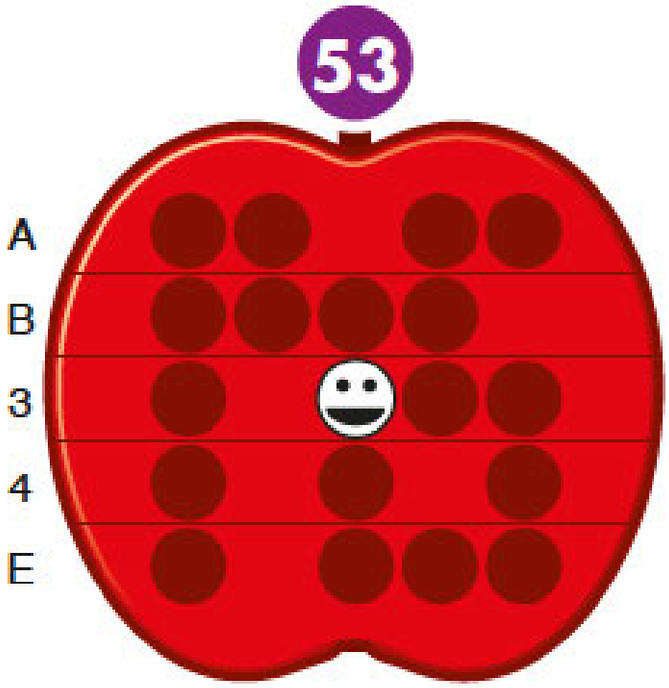

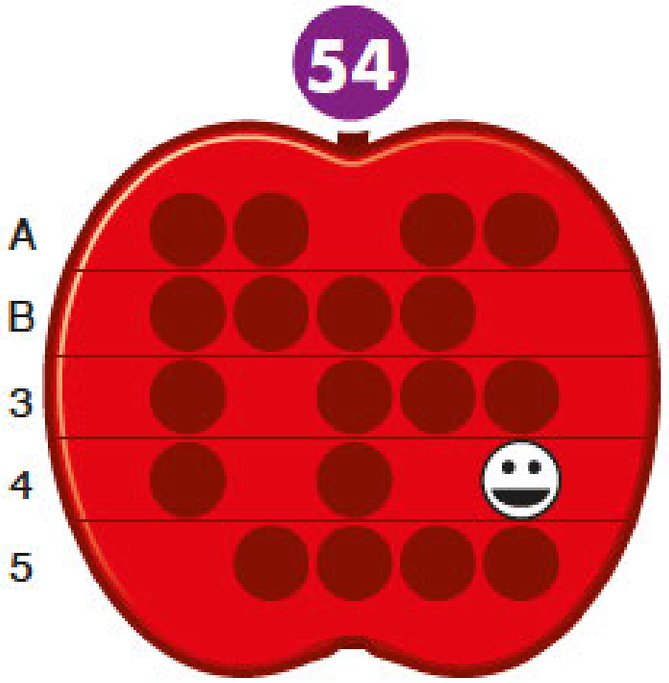

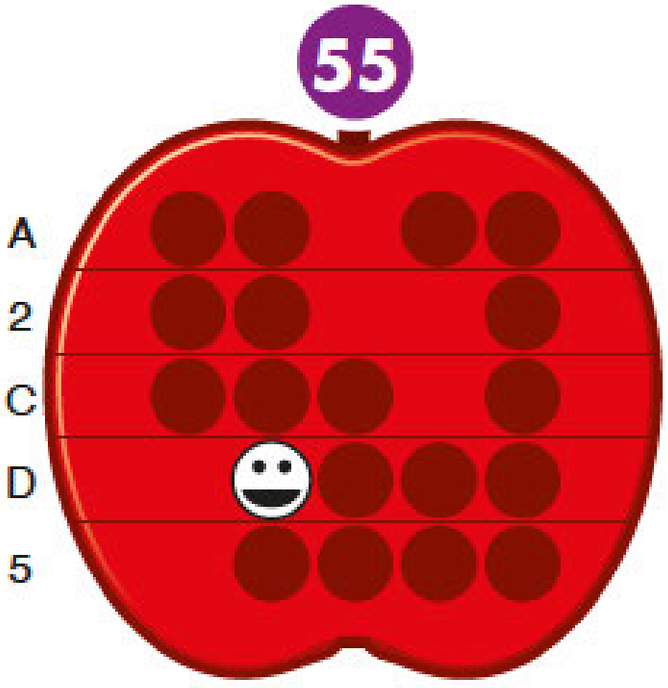

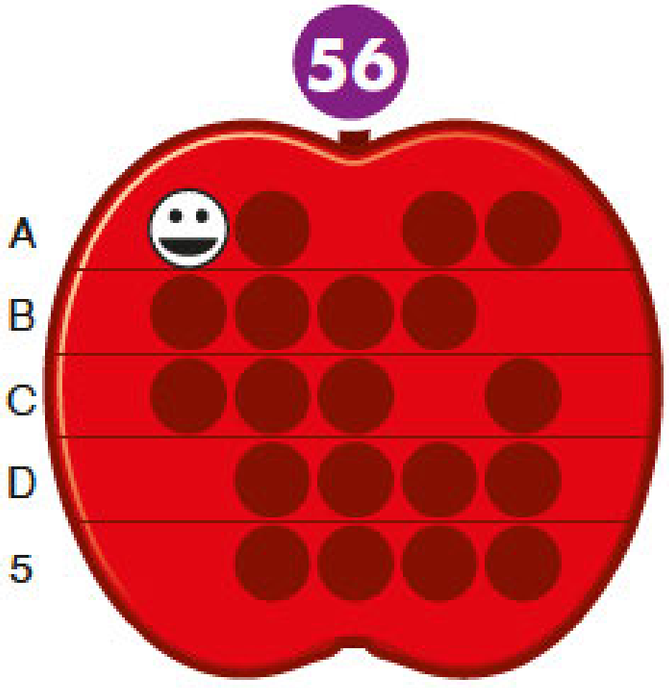

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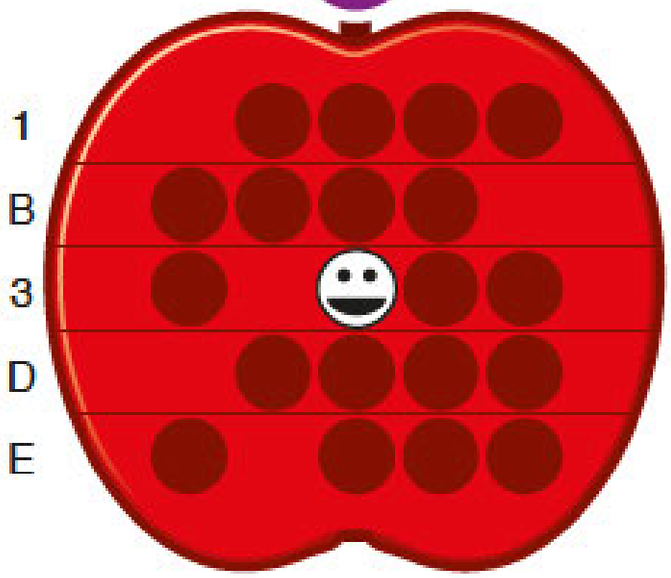

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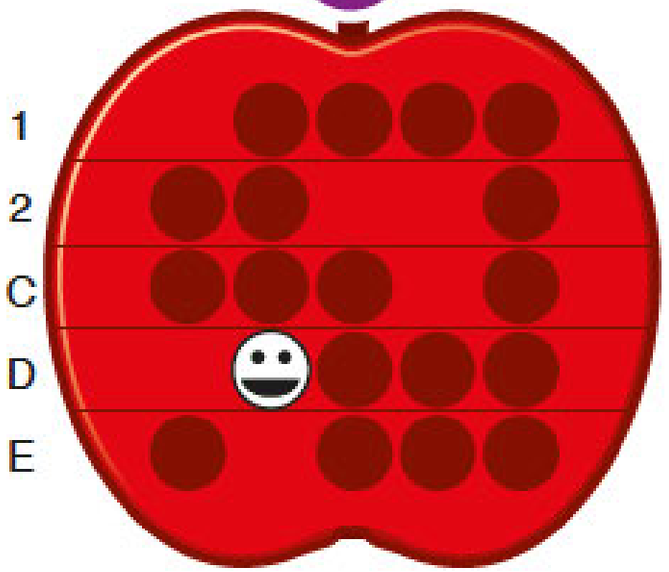

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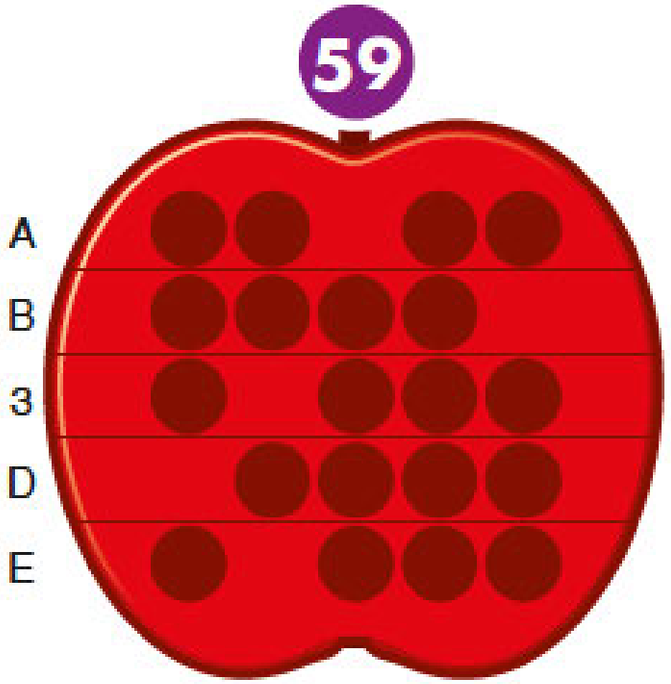

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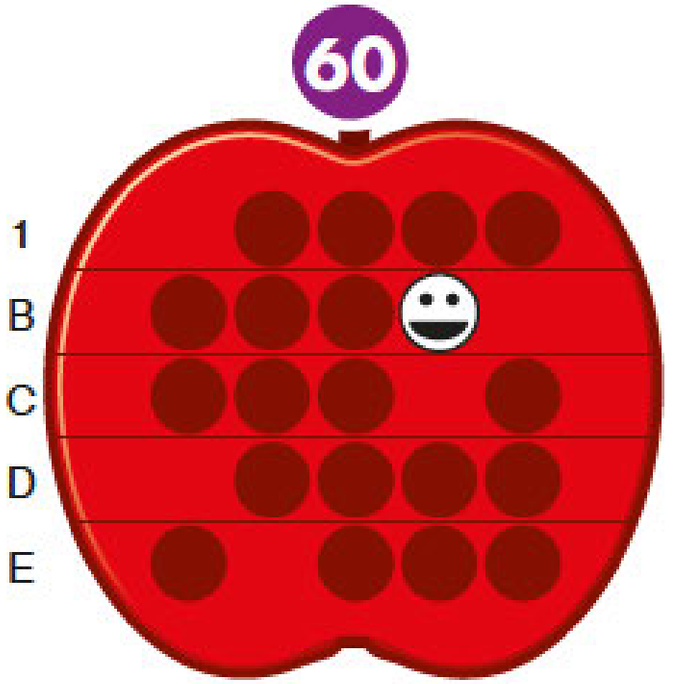

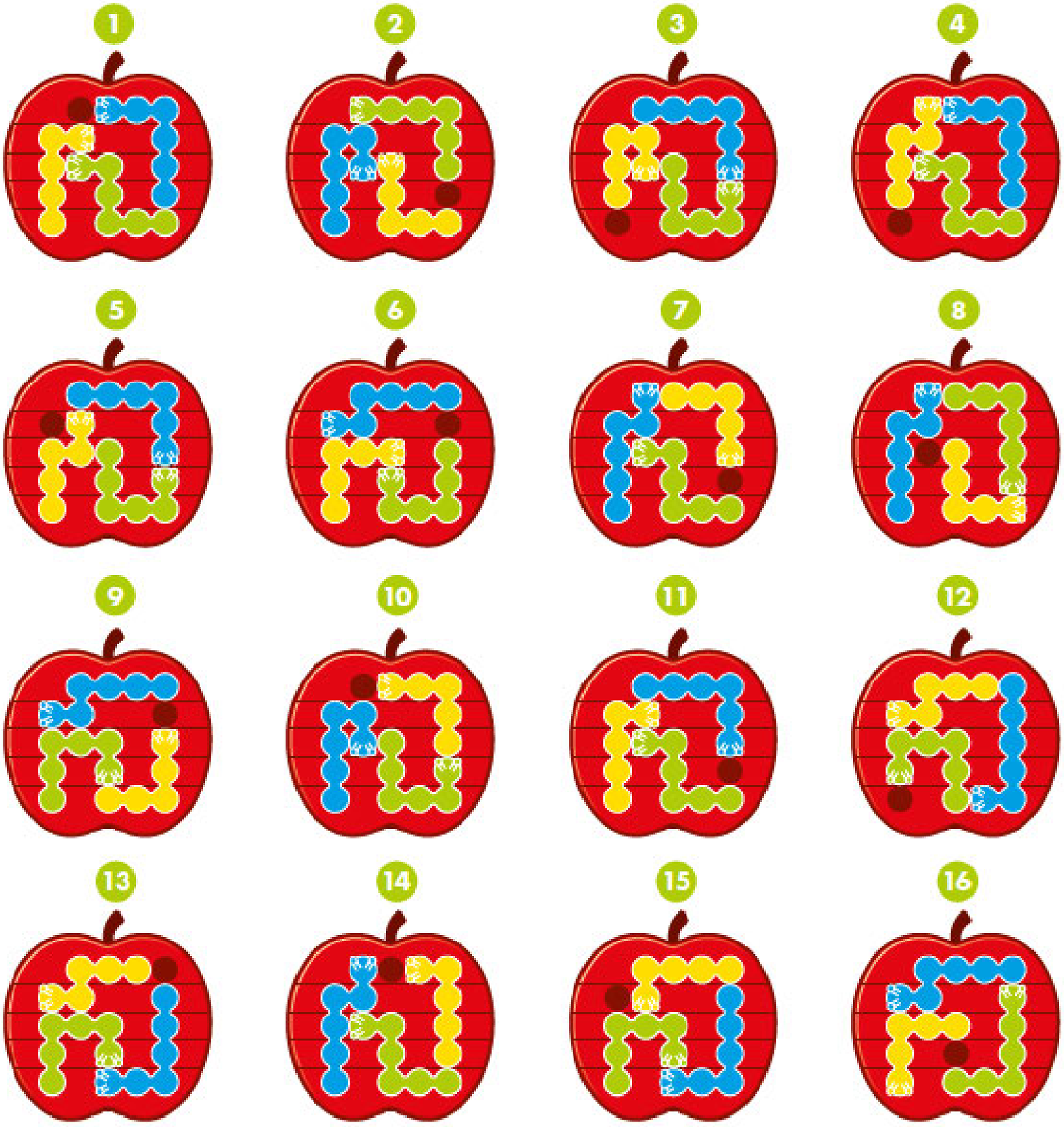

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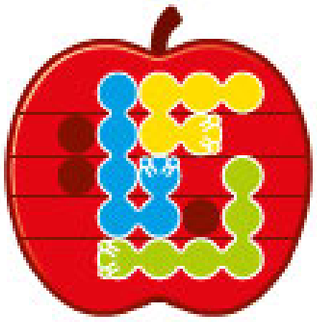

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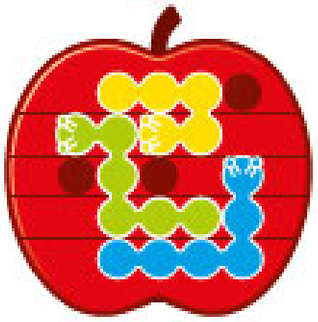

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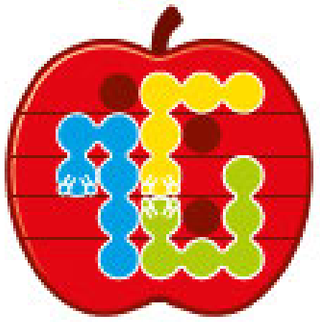

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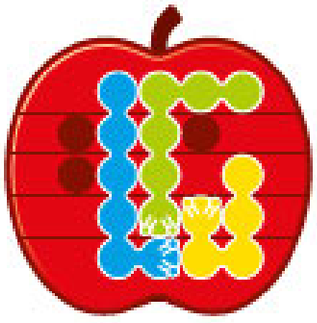

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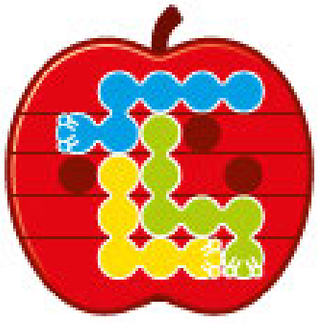

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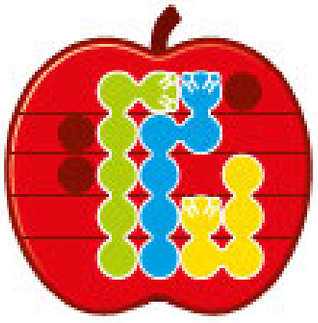

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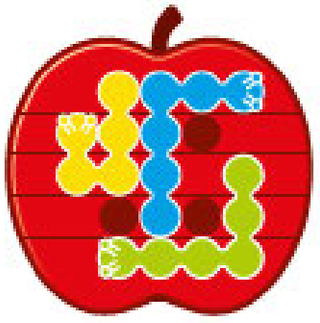

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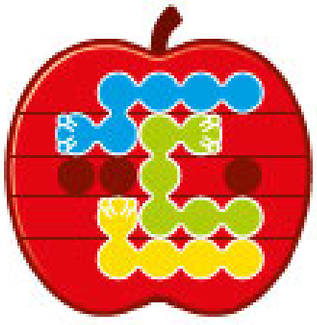

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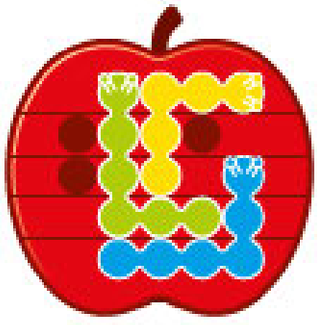

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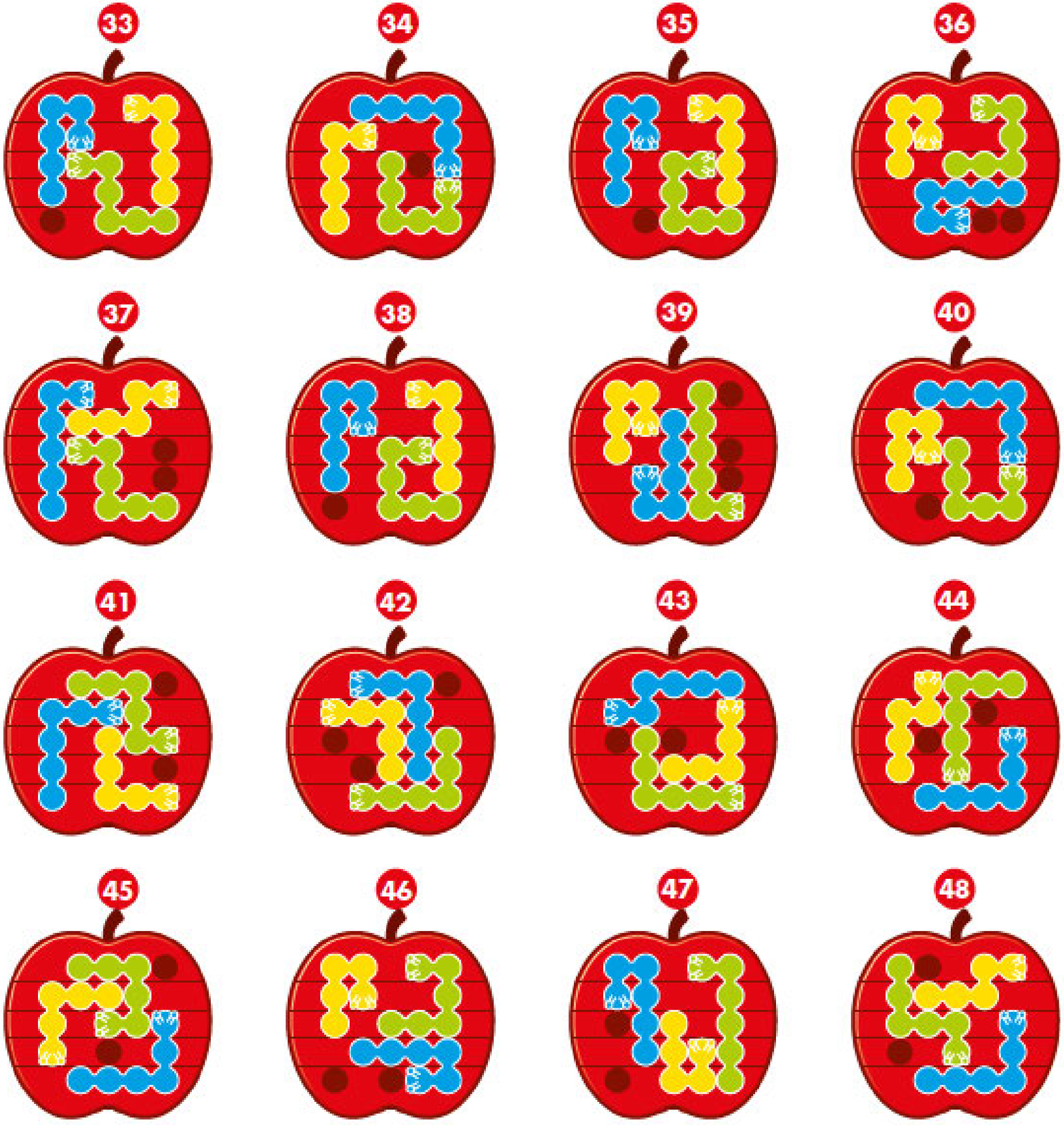

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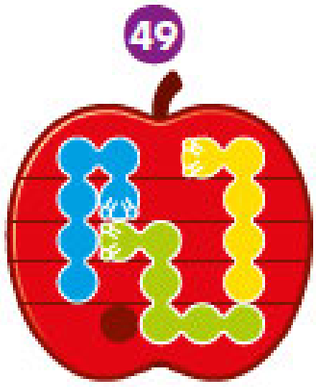

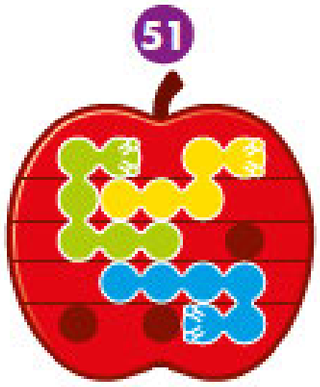

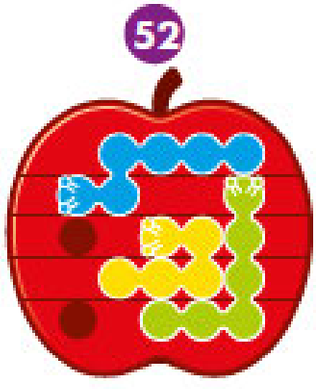

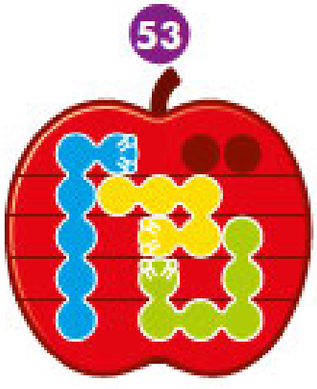

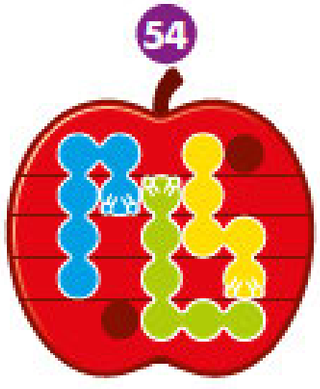

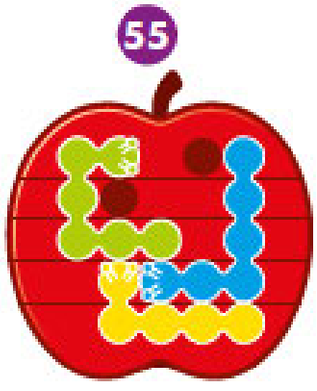

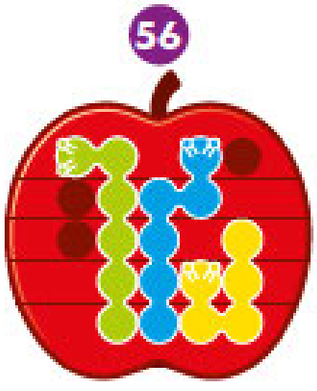

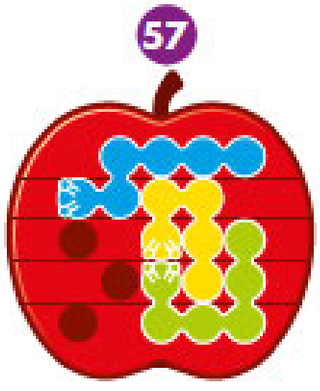

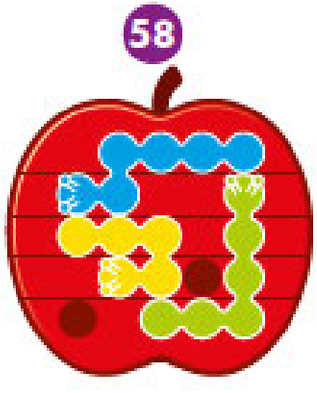

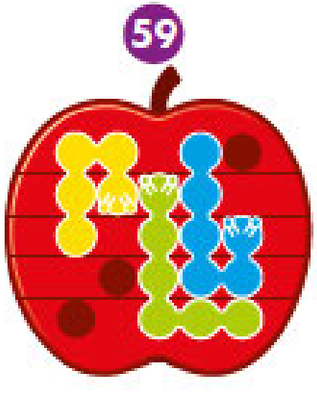

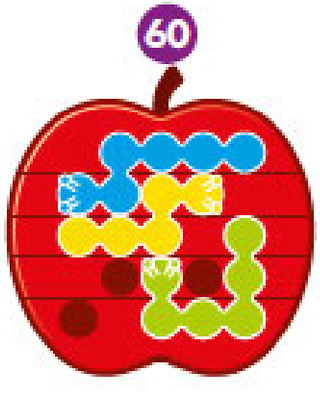

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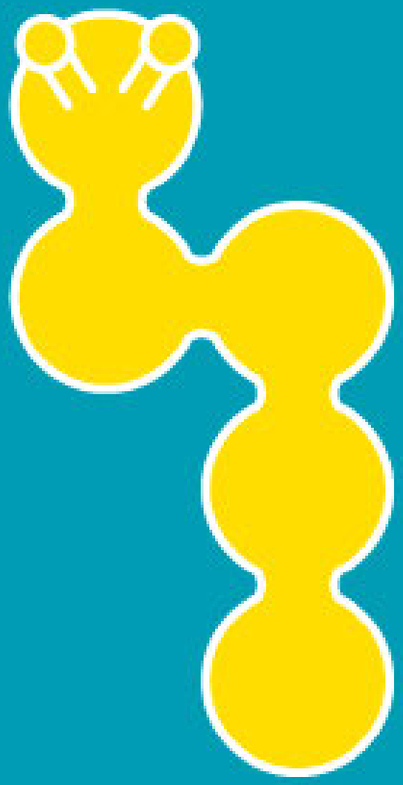
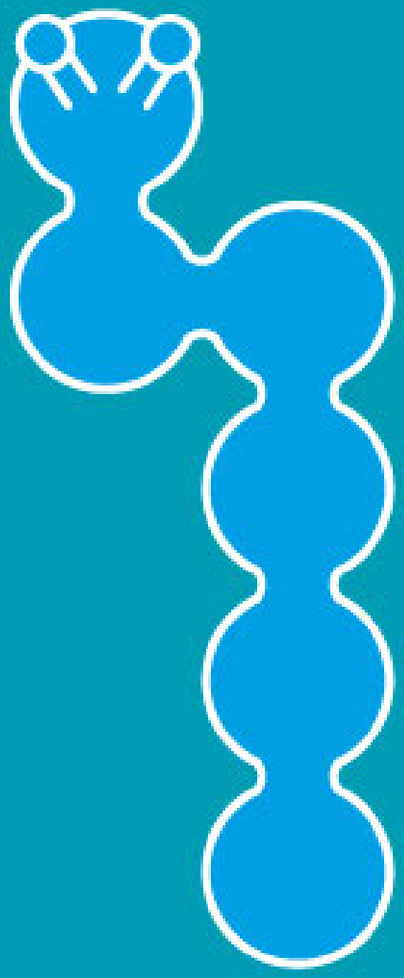


SG 445-A



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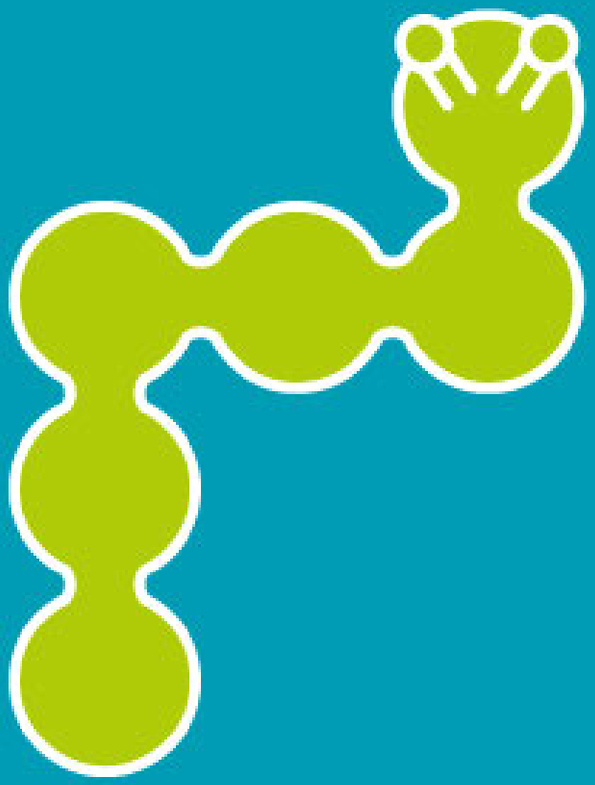

SG 445-C

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