



## GAME RULES

- 1** Choose a challenge. Place the red and orange towers as indicated. Don't forget! Where you see a bat you must leave a gap for it in the base of the game.
- 2** Place the knight and princess in position as directed by your challenge. Use only the blocks shown at the top of the challenge page. Move the remaining blocks out of the way as they must not be used to solve the challenge.
- 3** Create a path for the knight and his princess to be reunited. Solutions can be found on the flipside of each challenge.

### IMPORTANT!

- Neither the knight nor the princess can be moved until all blocks are in position and the pathway is complete. The knight and princess must be able to walk directly over your construction to reach each other.
- You must use the exact blocks shown in your challenge, no more and no fewer.
- The round holes in the towers and the base are not obstacles. They are only used to position the towers correctly. The knight and princess can safely walk over these holes.

### Hints for parents

- We strongly recommend players work through the challenges in the sequence given in the game guide; otherwise important 'learning steps' may get missed.
- If a challenge seems too hard, turn to the solution and try working backwards from there. Looking at the solution children learn new building techniques helping them understand more fully what is and what isn't permitted.

challenge  
1-12

challenge  
13-24

challenge  
25-36

challenge  
37-48

**STARTER**

**JUNIOR**

**EXPERT**

**MASTER**

4 years  
and up

5 years  
and up

6 years  
and up

7 years  
and up

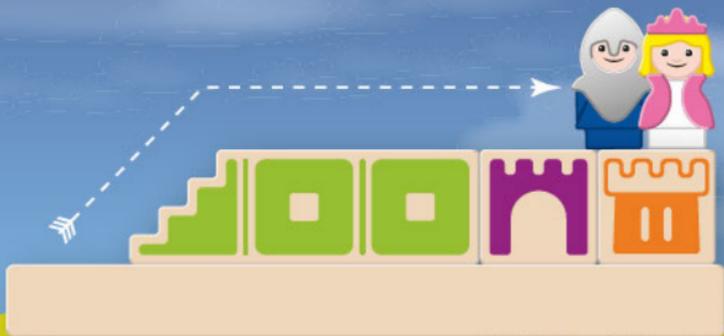
Check out the last page of this booklet for more game rules.



CHALLENGE 1



# SOLUTION 1



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CHALLENGE 2



## SOLUTION 2

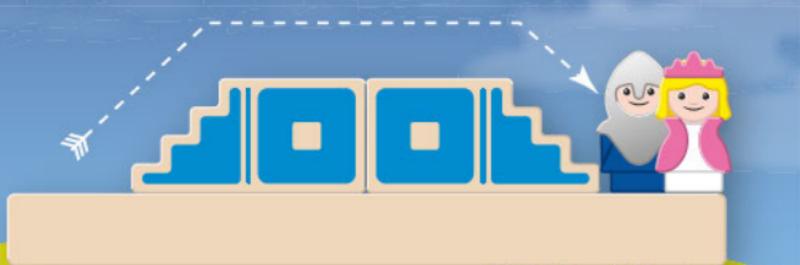




CHALLENGE 3



## SOLUTION 3



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**CHALLENGE 4**



## SOLUTION 4

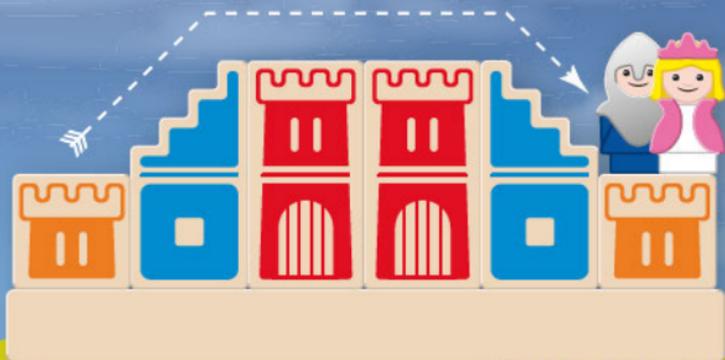


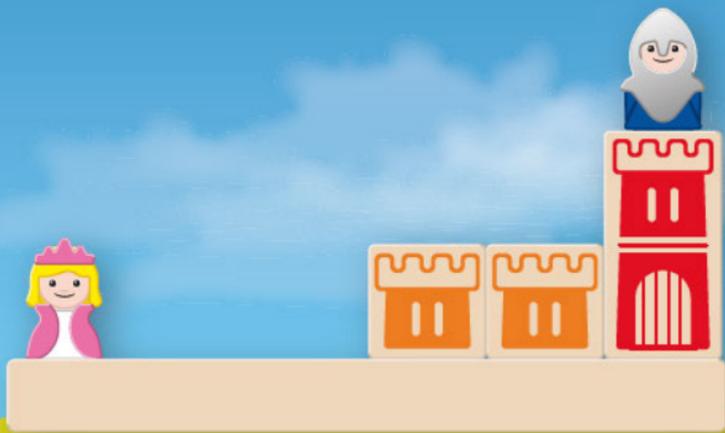


CHALLENGE 5



## SOLUTION 5

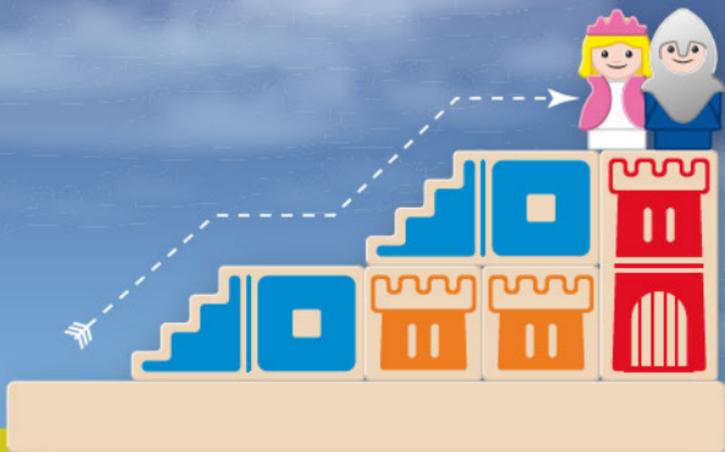


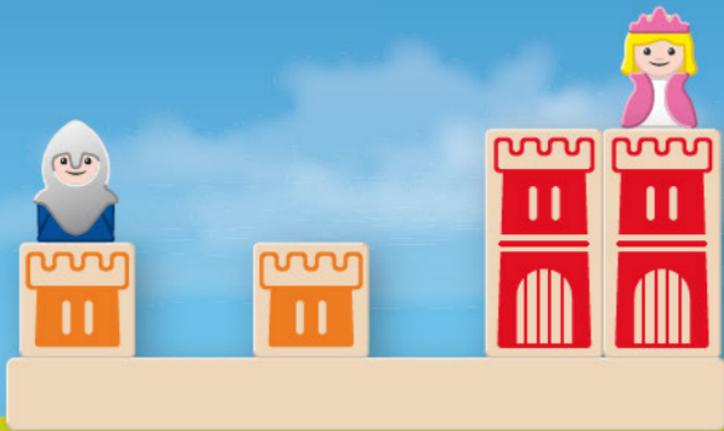


CHALLENGE 6



## SOLUTION 6



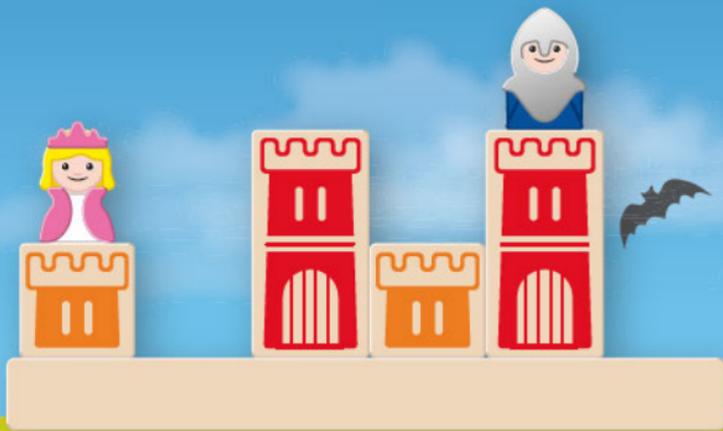


CHALLENGE 7



# SOLUTION 7

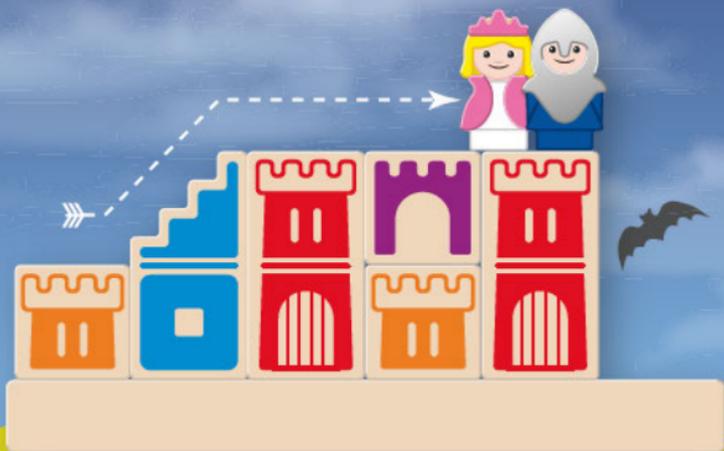


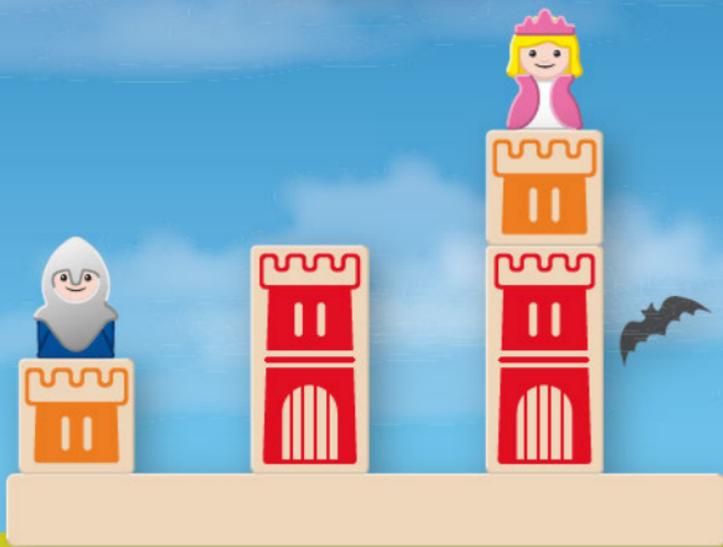


CHALLENGE 8



## SOLUTION 8





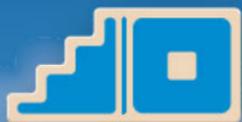
CHALLENGE 9



## SOLUTION 9



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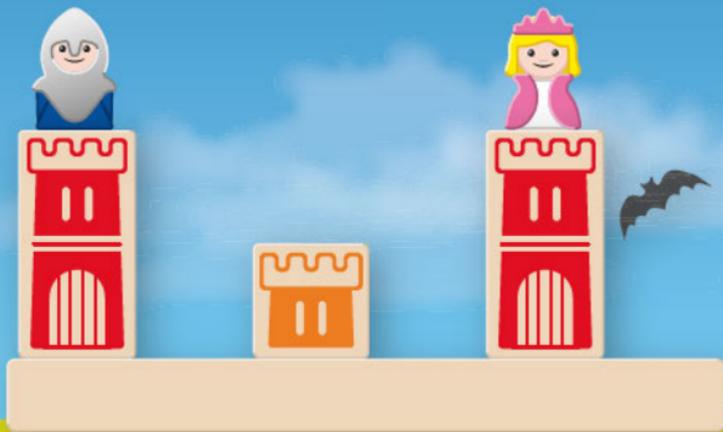
CHALLENGE 10



## SOLUTION 10



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CHALLENGE 11



## SOLUTION 11



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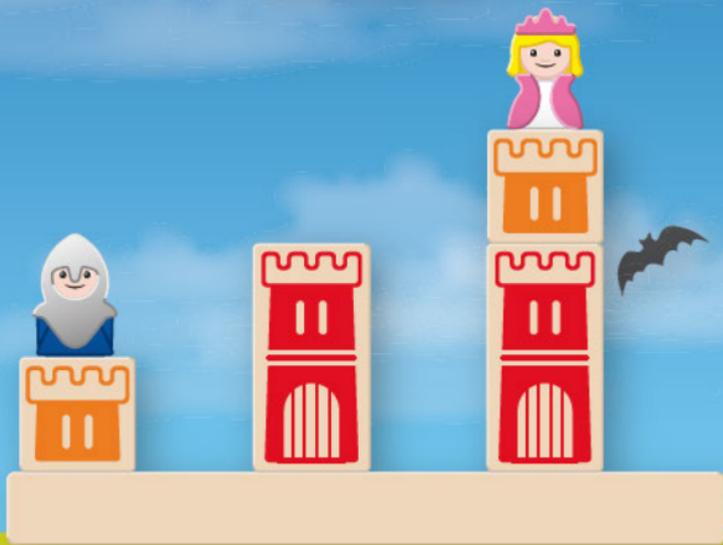


CHALLENGE 12



## SOLUTION 12





CHALLENGE 13



## SOLUTION 13

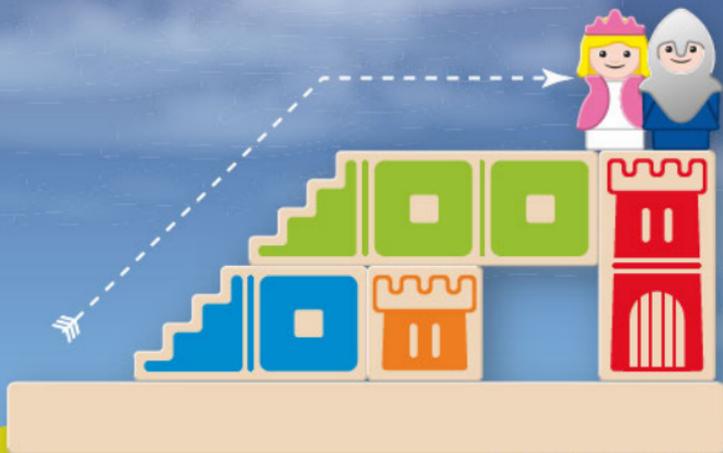




CHALLENGE 14



## SOLUTION 14





CHALLENGE 15



# SOLUTION 15



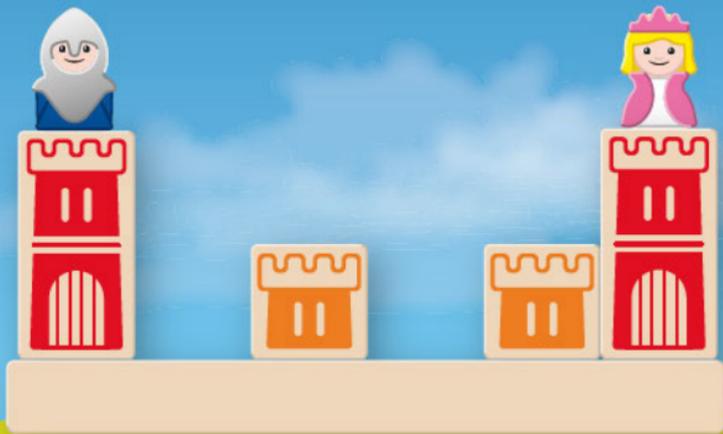


CHALLENGE 16



## SOLUTION 16





CHALLENGE 17



# SOLUTION 17

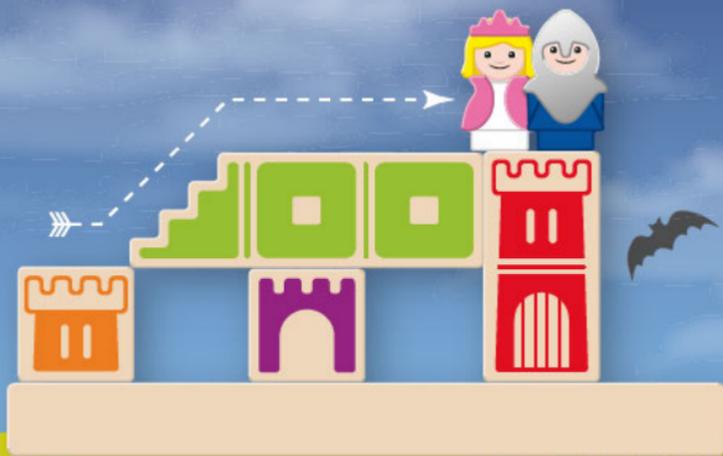


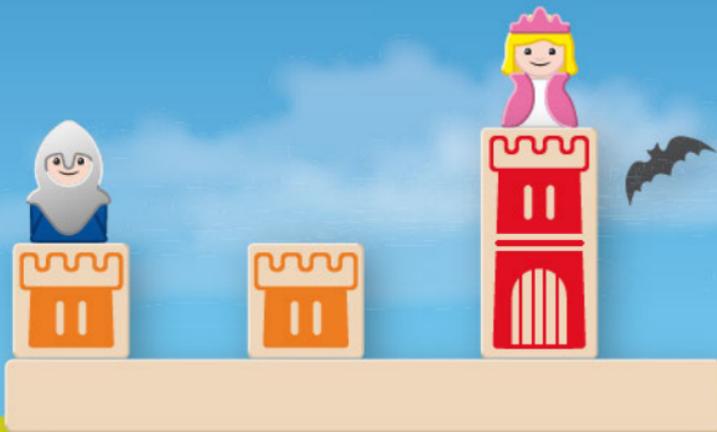
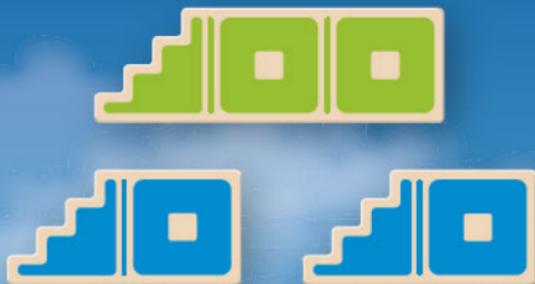


CHALLENGE 18



# SOLUTION 18



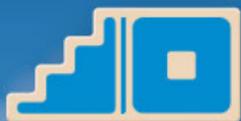


CHALLENGE 19



## SOLUTION 19





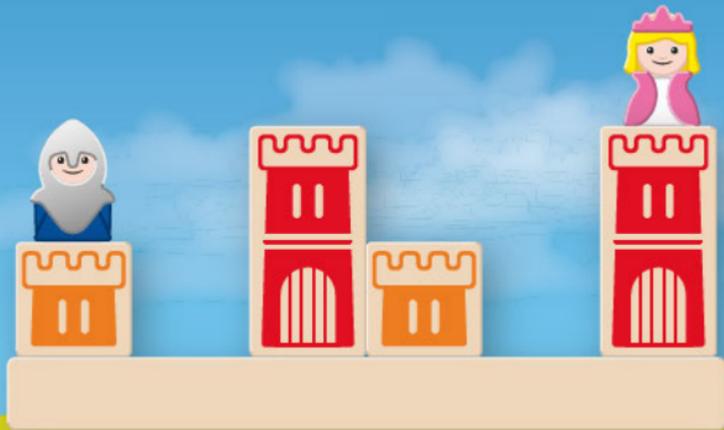
CHALLENGE 20



## SOLUTION 20



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CHALLENGE 21



## SOLUTION 21





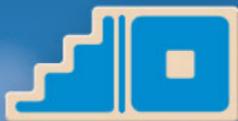
CHALLENGE 22



## SOLUTION 22



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CHALLENGE 23



## SOLUTION 23



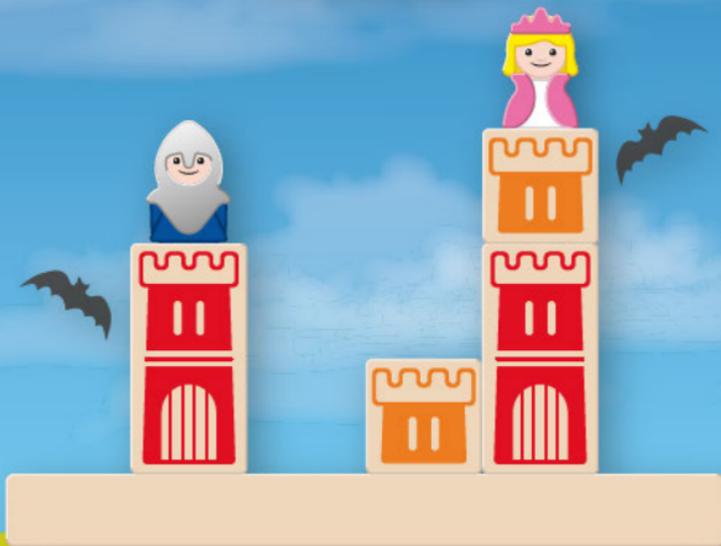


CHALLENGE 24



# SOLUTION 24





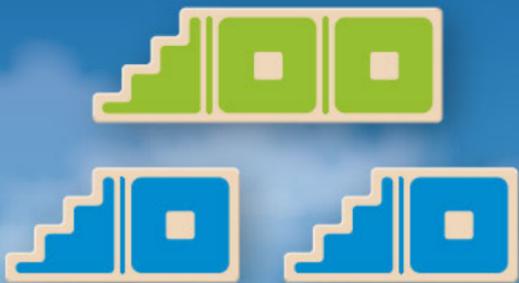
**CHALLENGE 25**



# SOLUTION 25



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**CHALLENGE 26**







**CHALLENGE 27**



# SOLUTION 27

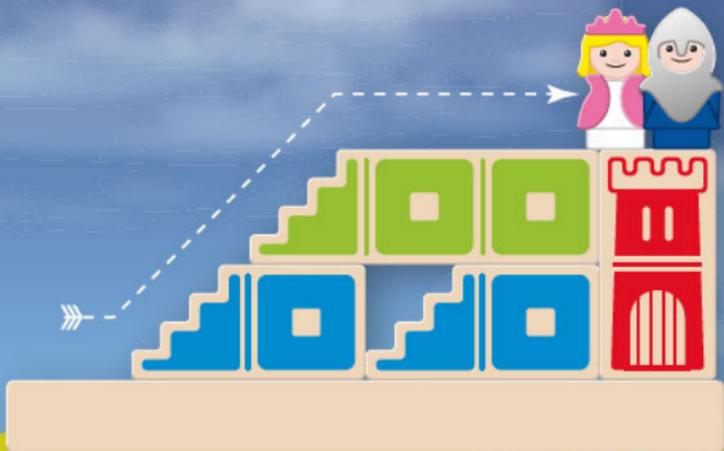


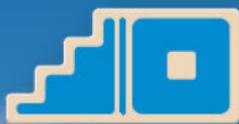
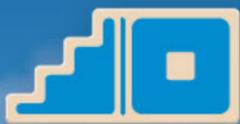


**CHALLENGE 28**



# SOLUTION 28

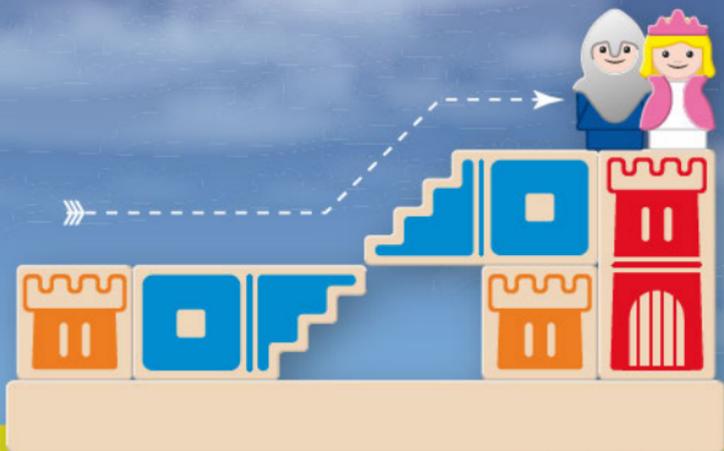


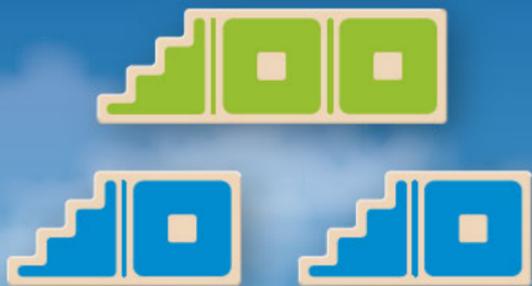


**CHALLENGE 29**



# SOLUTION 29

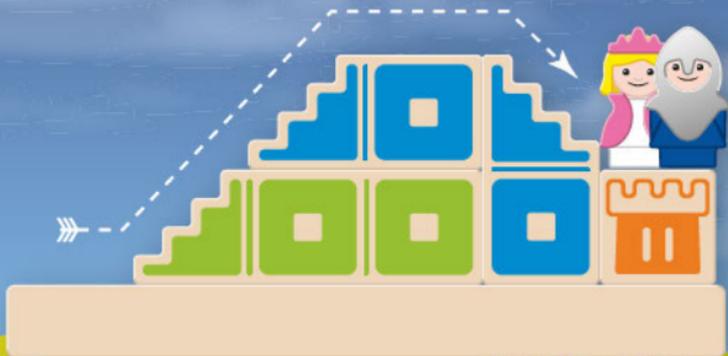


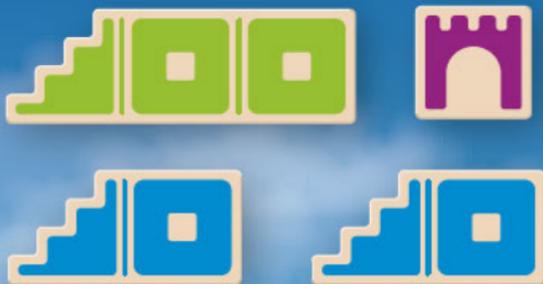


**CHALLENGE 30**



# SOLUTION 30





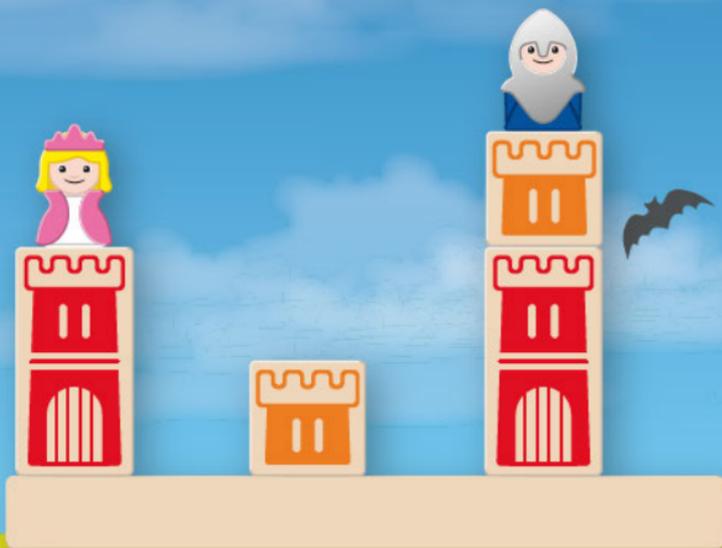
**CHALLENGE 31**



# SOLUTION 31



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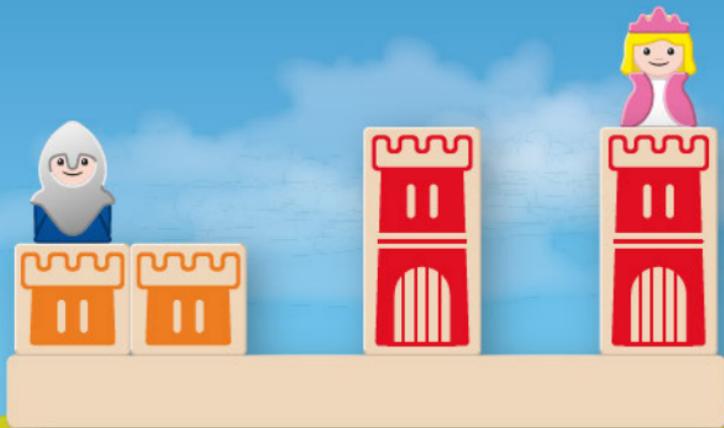
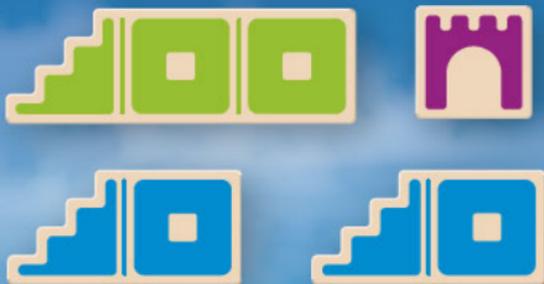


**CHALLENGE 32**



# SOLUTION 32





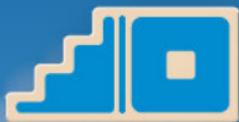
**CHALLENGE 33**



# SOLUTION 33



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**CHALLENGE 34**



# SOLUTION 34



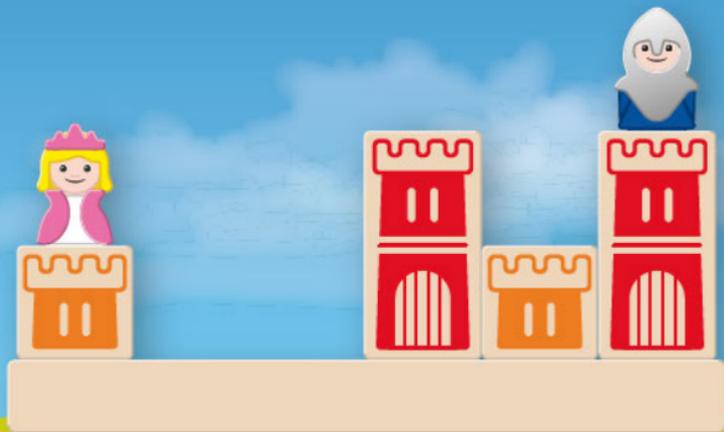
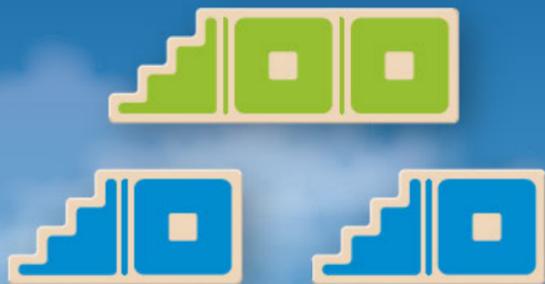


**CHALLENGE 35**



# SOLUTION 35





**CHALLENGE 36**



# SOLUTION 36

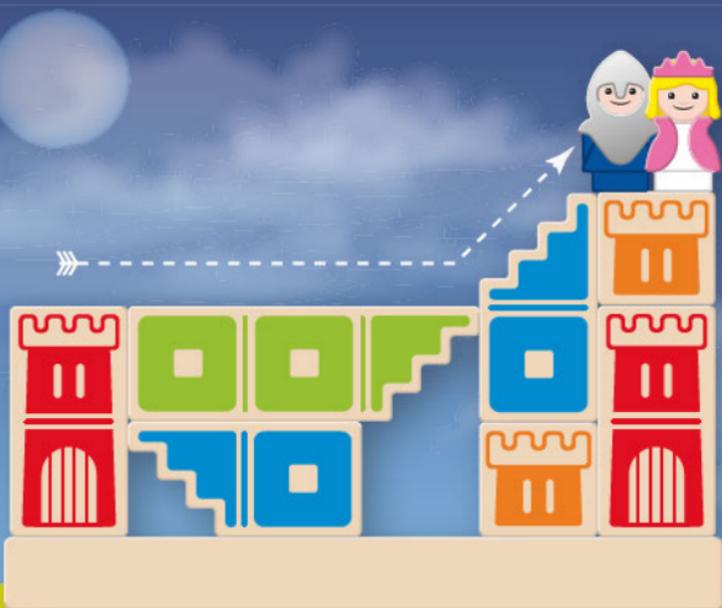


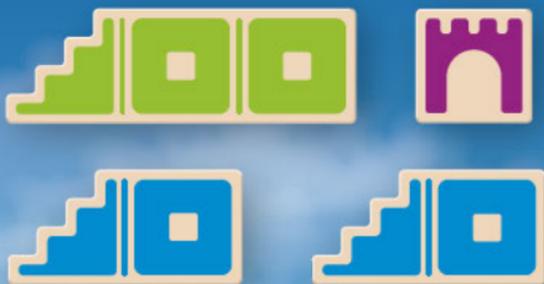


**CHALLENGE 37**



# SOLUTION 37



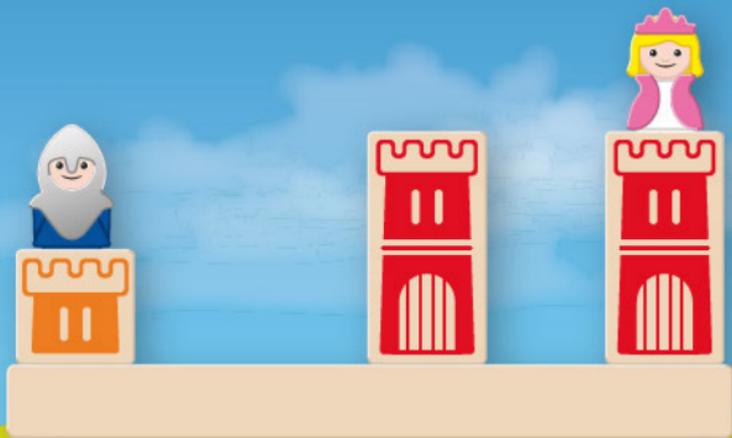
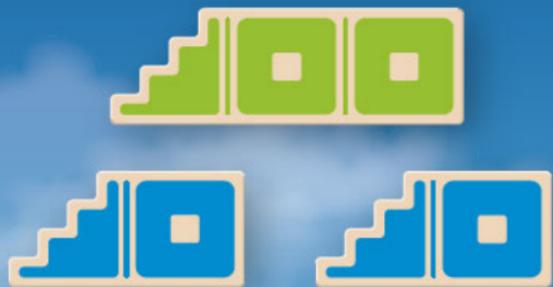


**CHALLENGE 38**



## SOLUTION 38



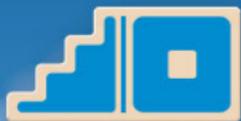


CHALLENGE 39



# SOLUTION 39

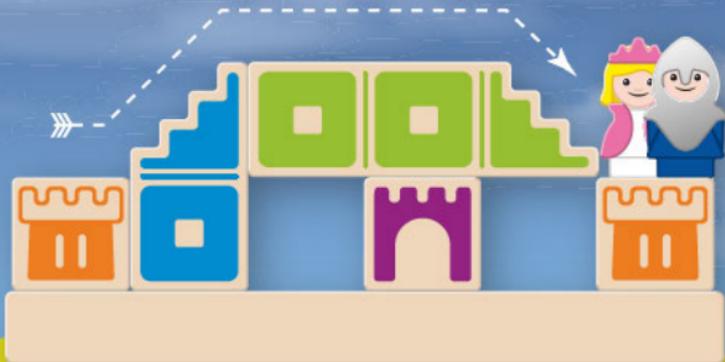


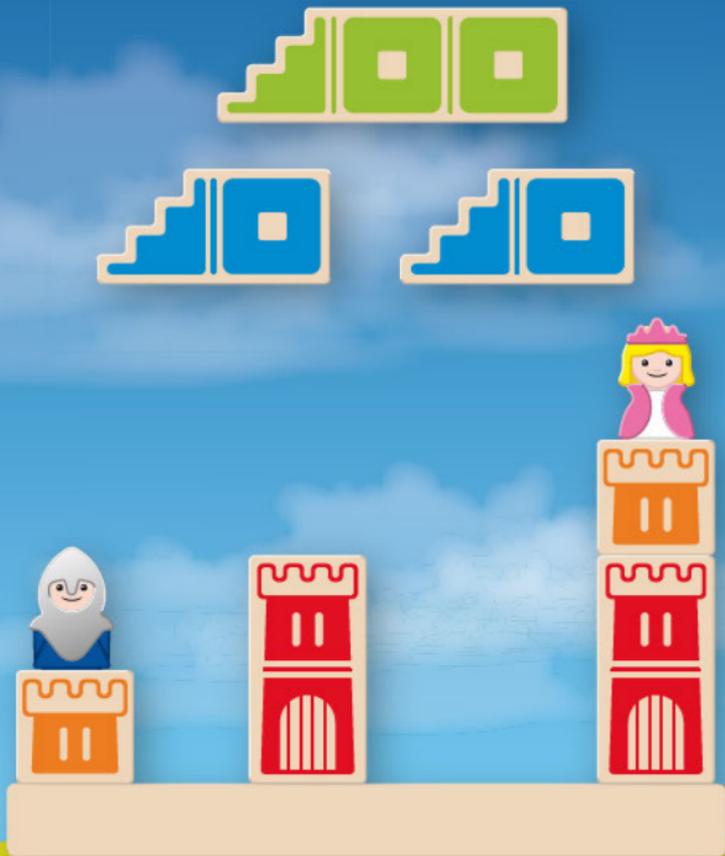


**CHALLENGE 40**



# SOLUTION 40

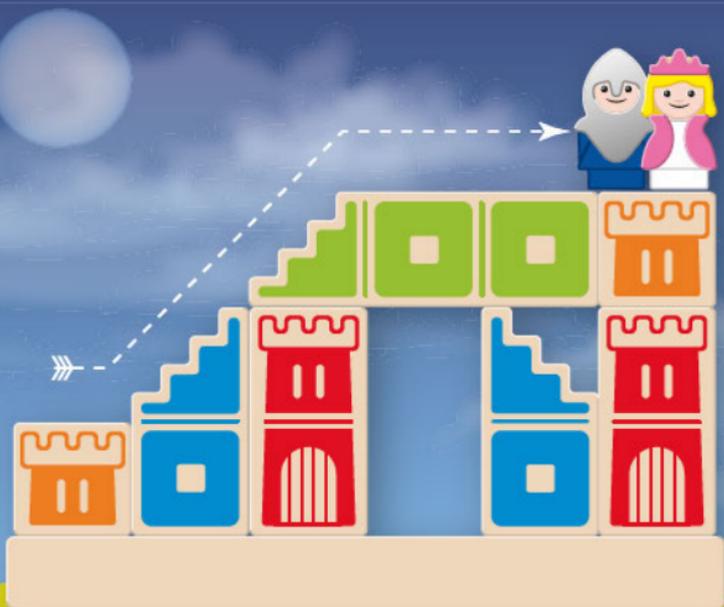


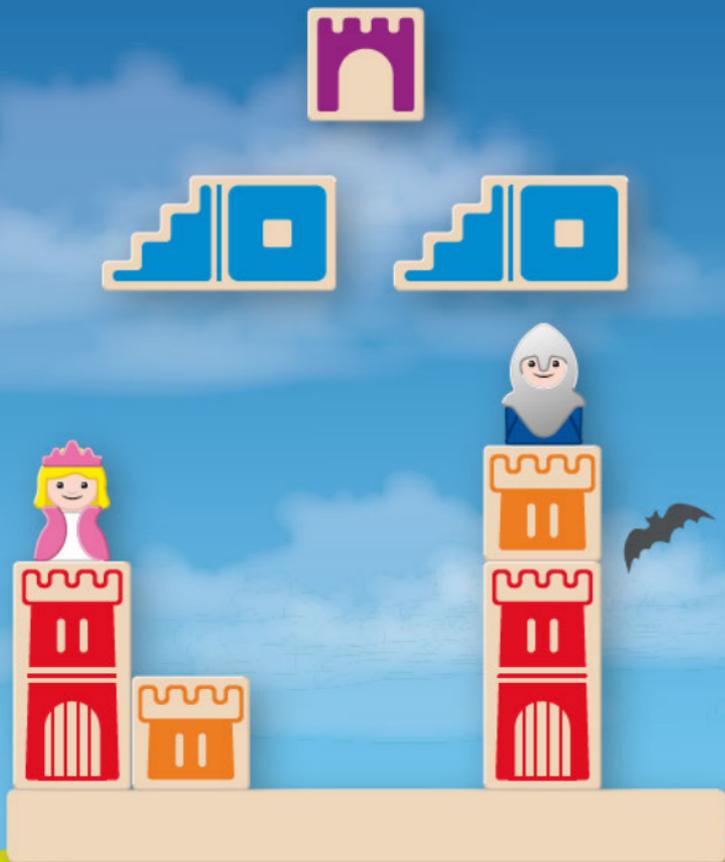


CHALLENGE 41



# SOLUTION 41



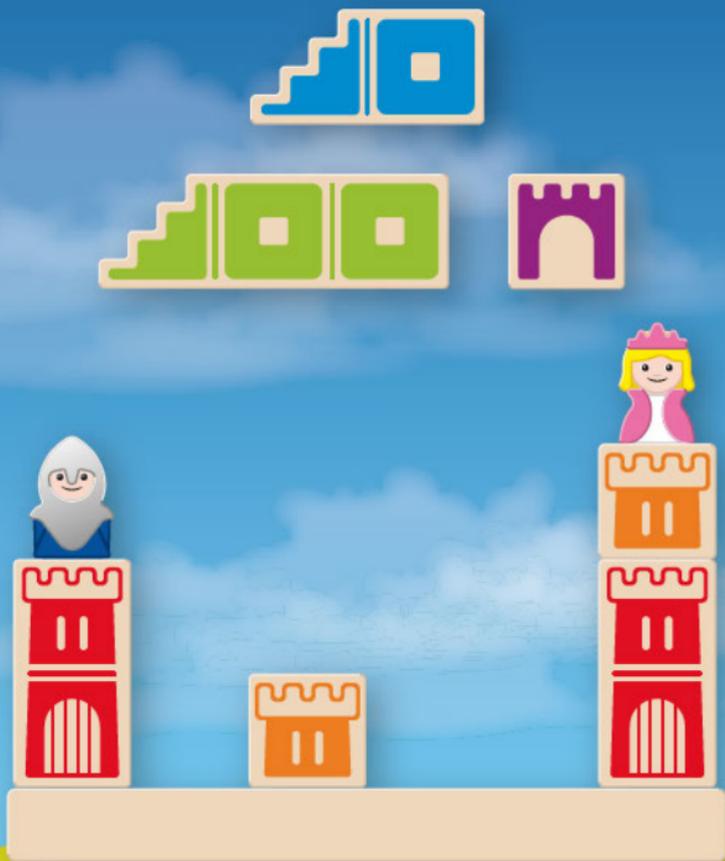


**CHALLENGE 42**



## SOLUTION 42



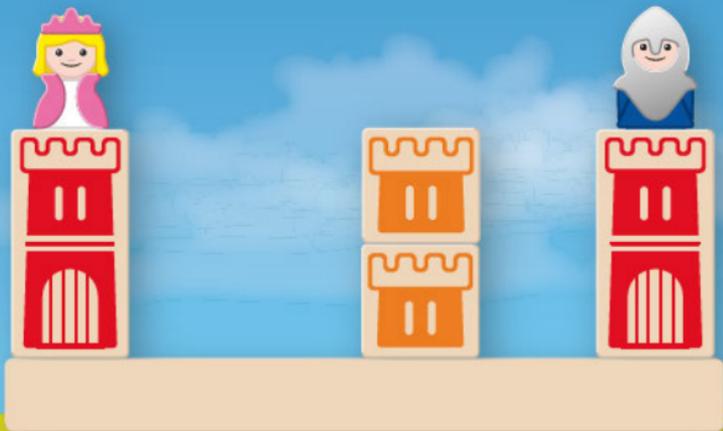


**CHALLENGE 43**



# SOLUTION 43





CHALLENGE 44



## SOLUTION 44



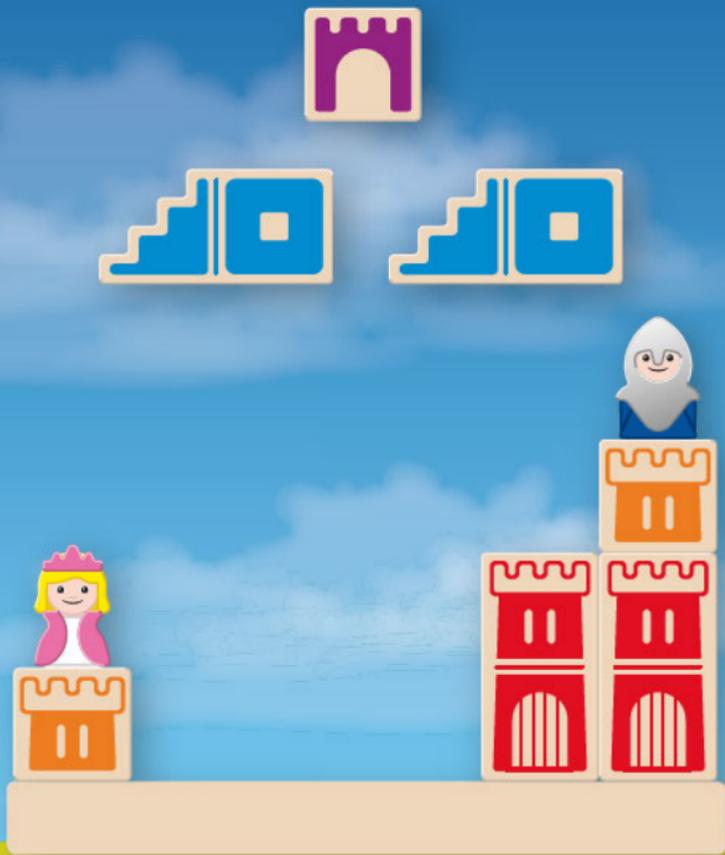


**CHALLENGE 45**



# SOLUTION 45



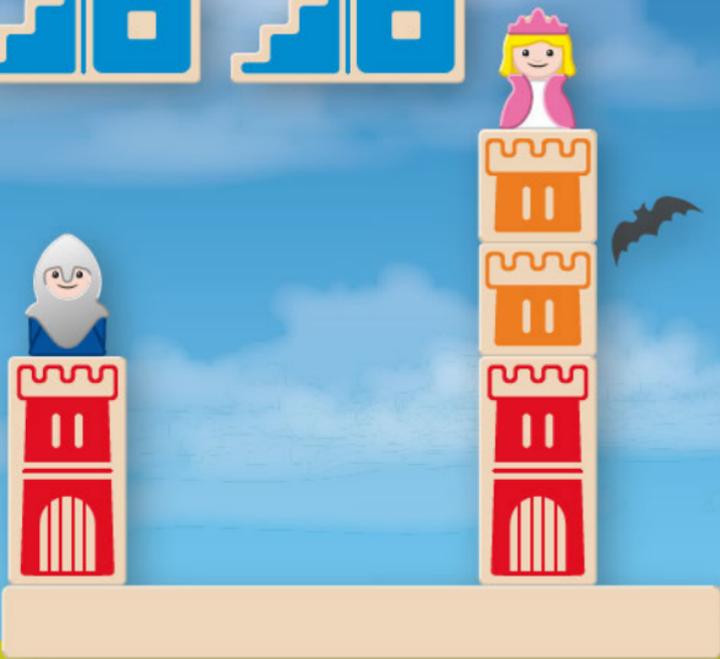
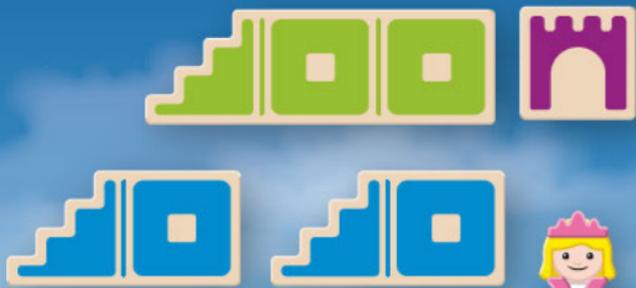


**CHALLENGE 46**

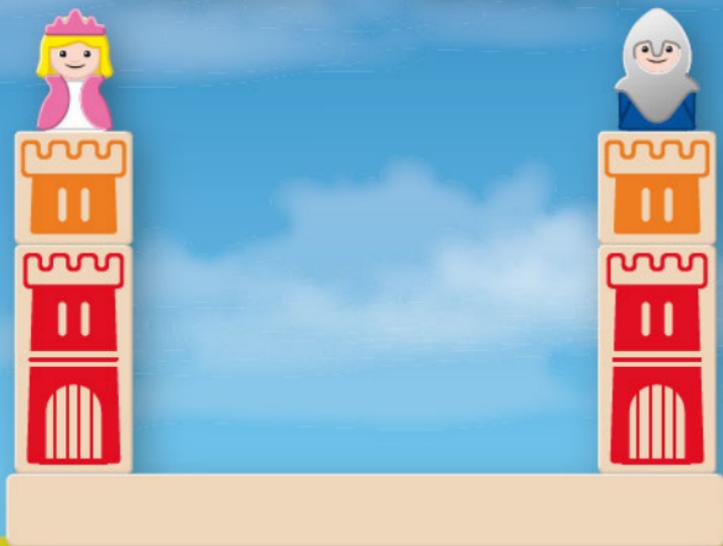


# SOLUTION 46





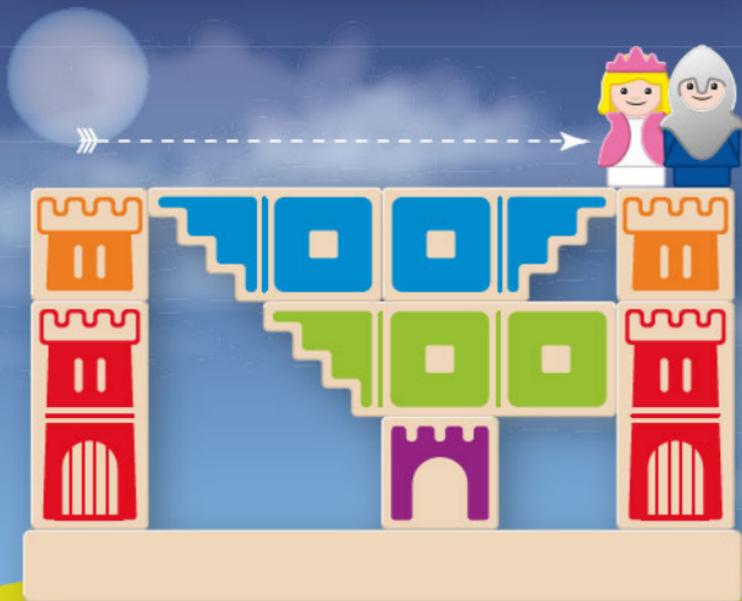




CHALLENGE 48



# SOLUTION 48



## YES



The knight and princess can only walk up stairways or along the top of walls.



The stairways may be used standing upright or lying down. They may also be placed upside down to create a level pathway.



All blocks must be placed in the 'squares' of an imaginary grid with the printed sides facing the player.



The final structure must be stable.

A



They cannot jump down or climb up walls.

B



The stairway cannot be balanced on its narrowest edge as without support it will fall.

C



Blocks may not be positioned outside the imaginary grid.

D



This means that your construction must stand on its own even if you were to remove supporting blocks from the left and right.



SMART  
GAMES

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Designer: Raf Peeters

Original product name: Camelot jr.

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dd: 20180123HE Made in China



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