



How to play

- 1 Choose a challenge and place the puzzle pieces as indicated.
- 2 Place all the remaining puzzle pieces on the game board:
 - open rings and balls of different puzzle pieces can occupy the same space
 - it is possible that some spaces on the grid remain empty or are occupied with only a ring or ball.
- 3 There is only one solution, which you can find at the end of the booklet.

Hint: In the solution all puzzle pieces will be linked to each other, resulting in 1 group of 12 connected puzzle pieces. The moment you place a puzzle piece on the grid that can't be connected to any other or you create two separate groups of puzzle pieces, you know that you are on the wrong track. Puzzle pieces are considered as "linked" when they share at least one space on the game board with another puzzle piece.

1



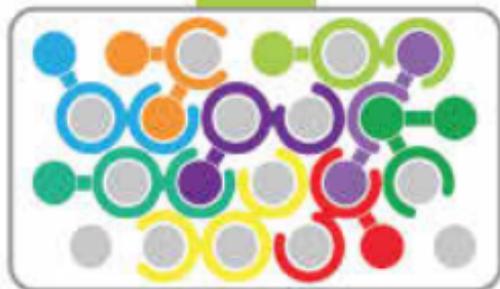
2



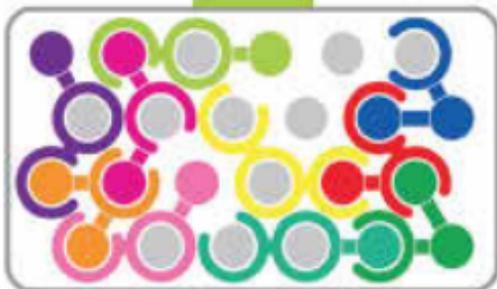
3



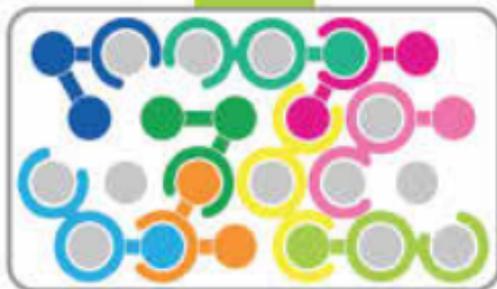
1



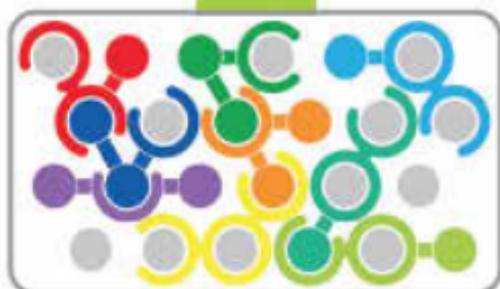
2



3



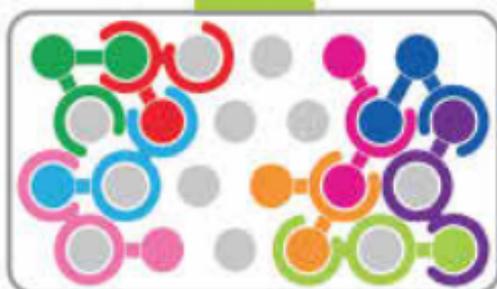
4



5



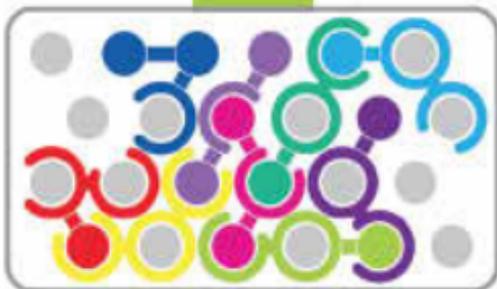
6



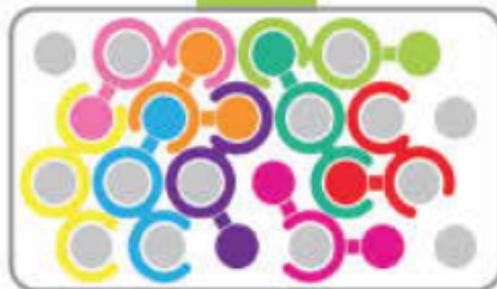
7



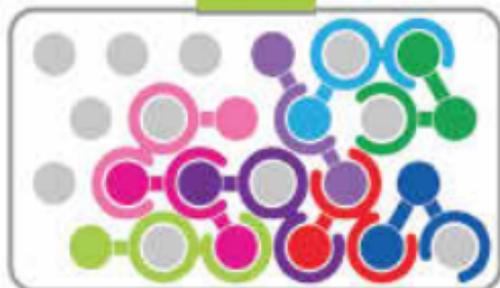
8



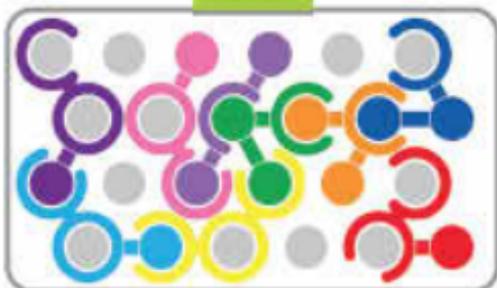
9



10



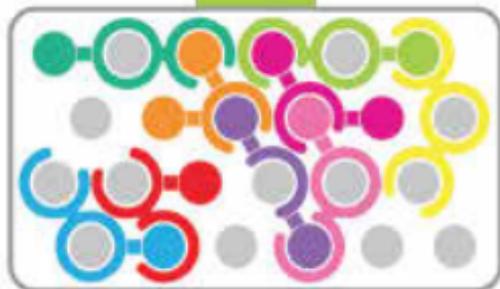
11



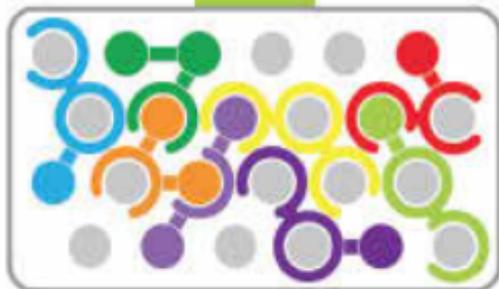
12



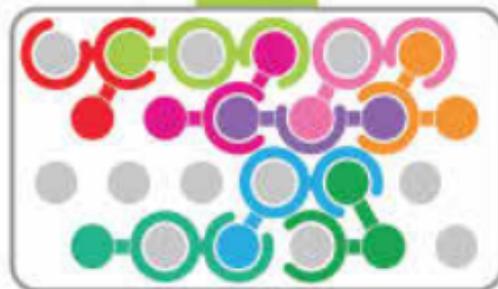
13



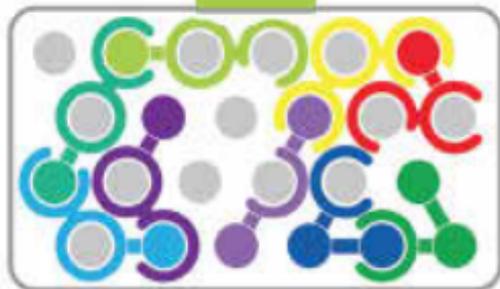
14



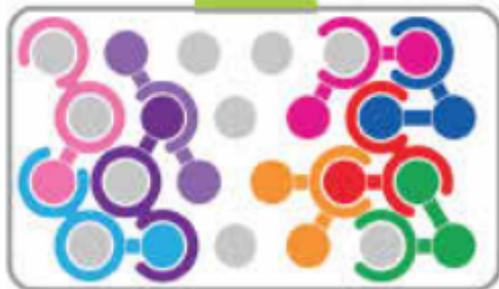
15



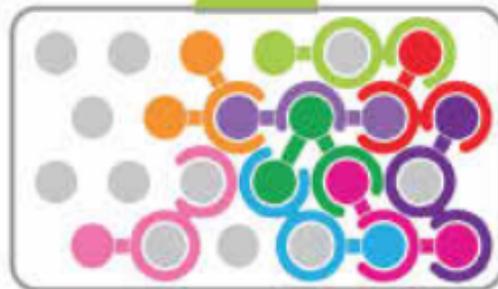
16



17



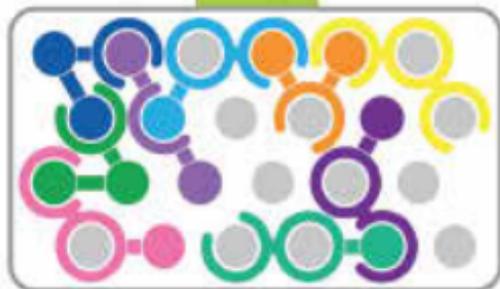
18



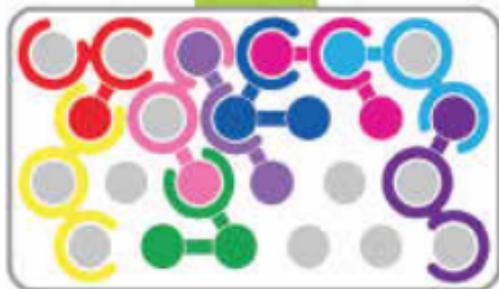
STARTER



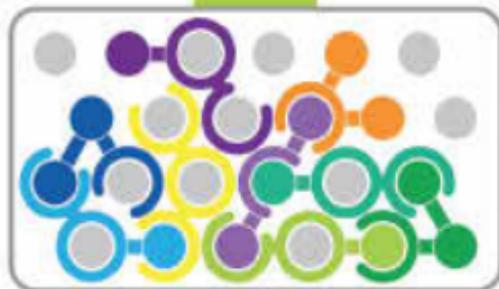
19



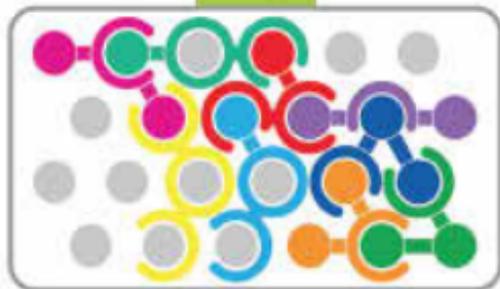
20



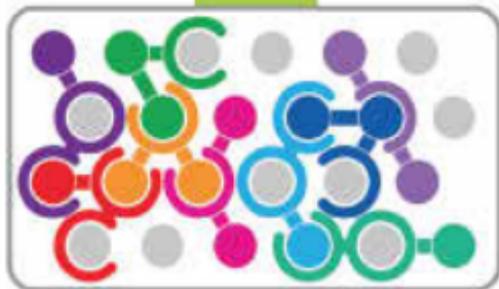
21



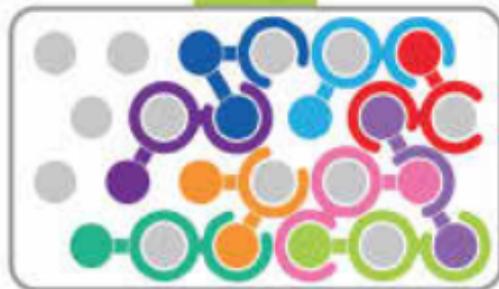
22



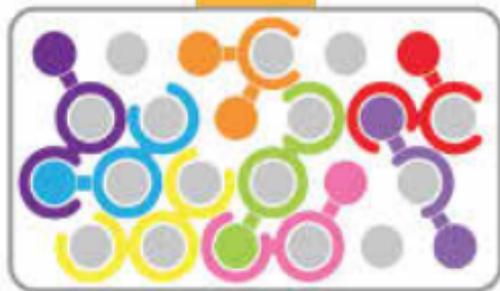
23



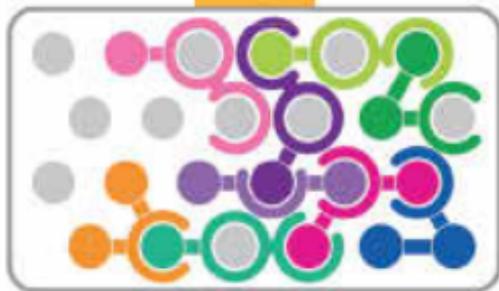
24



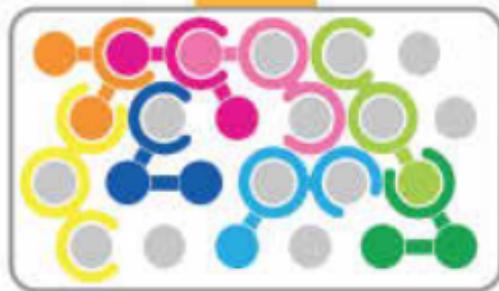
25



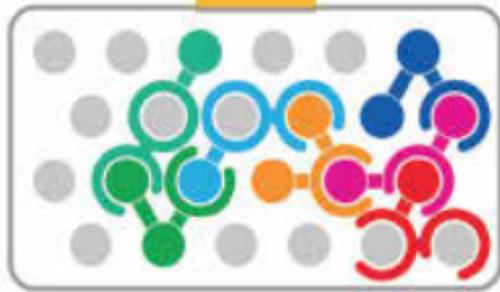
26



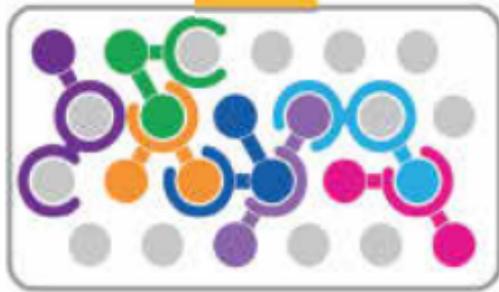
27



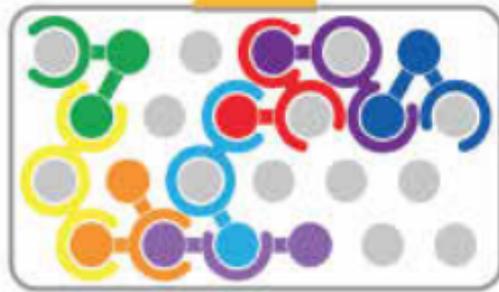
28



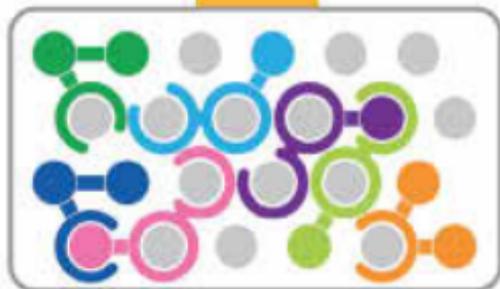
29



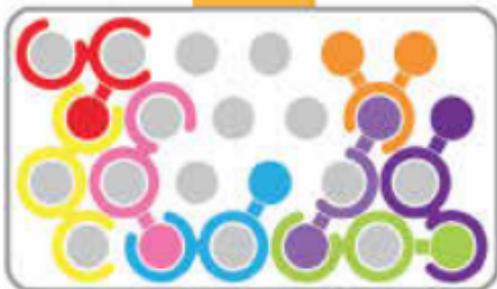
30



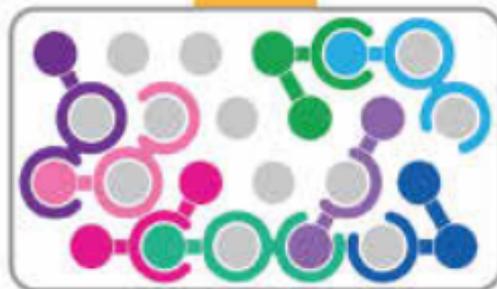
31



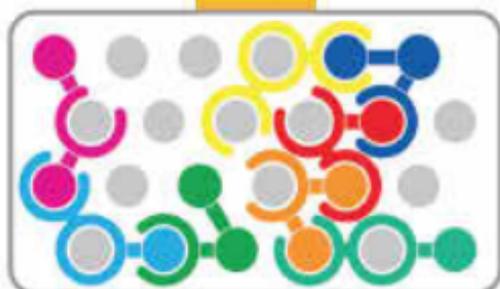
32



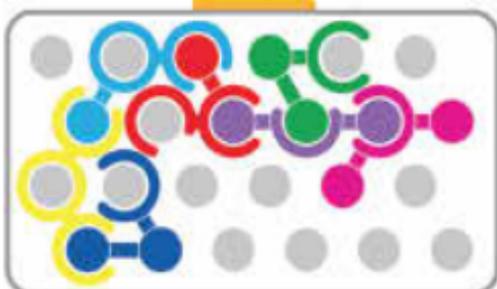
33



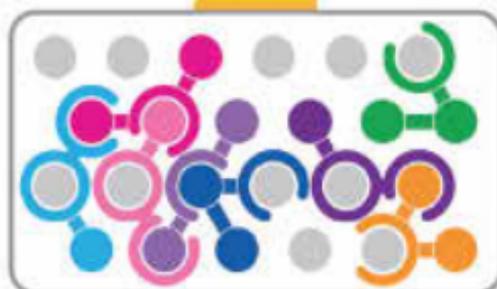
34



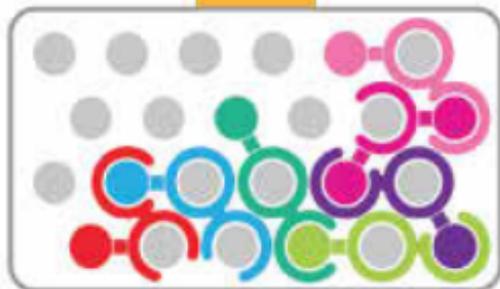
35



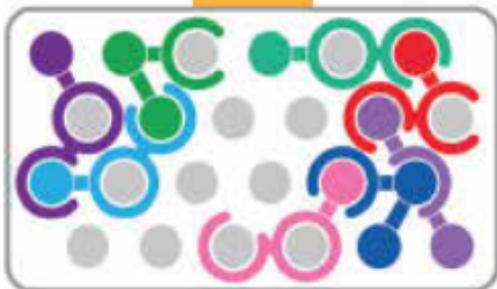
36



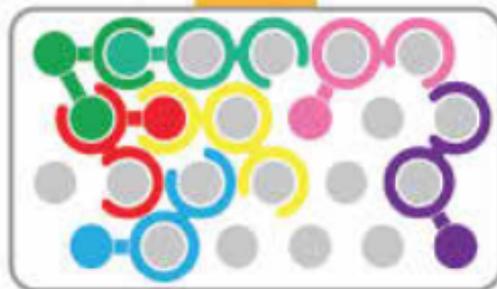
37



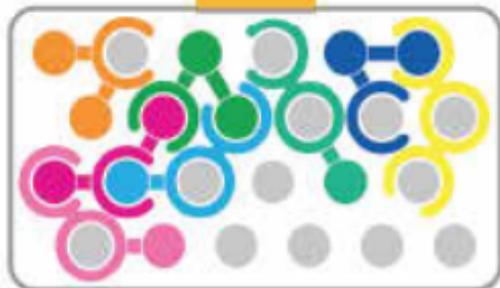
38



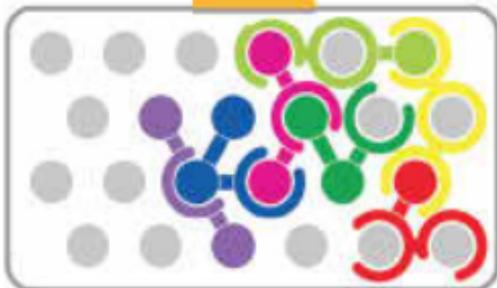
39



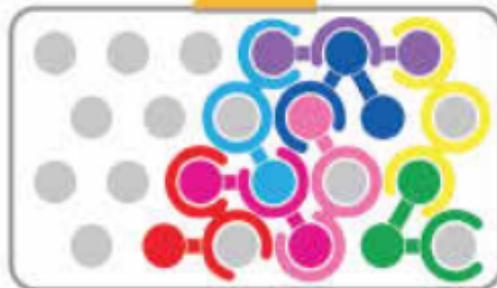
40



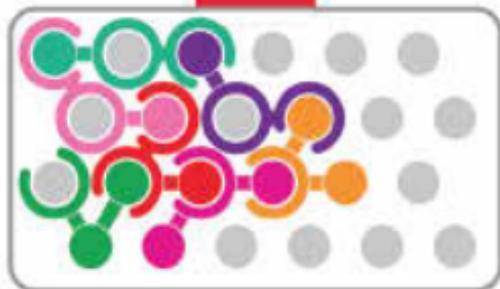
41



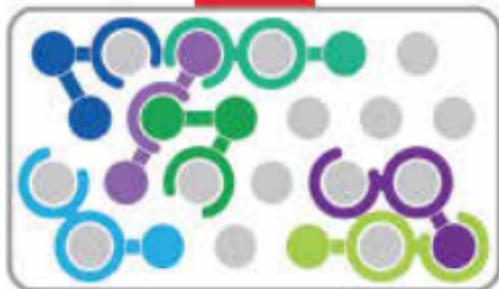
42



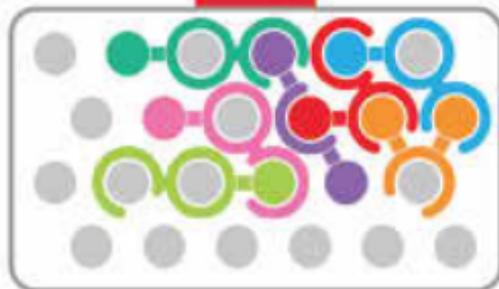
49



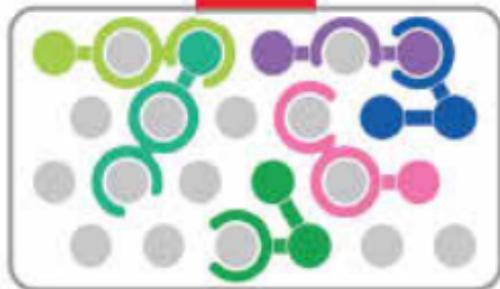
50



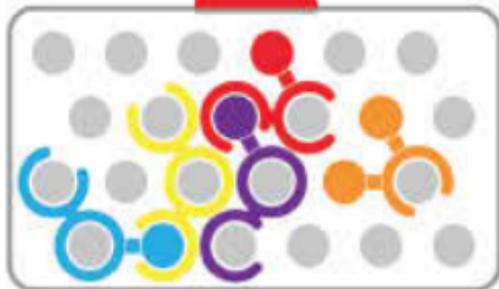
51



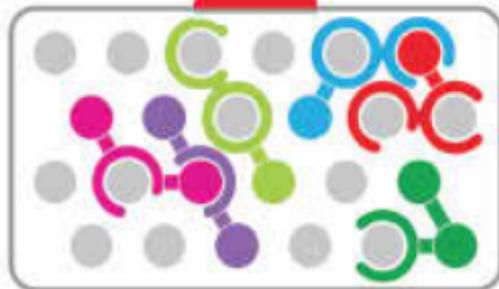
52



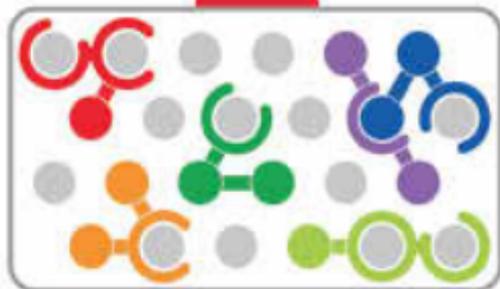
53



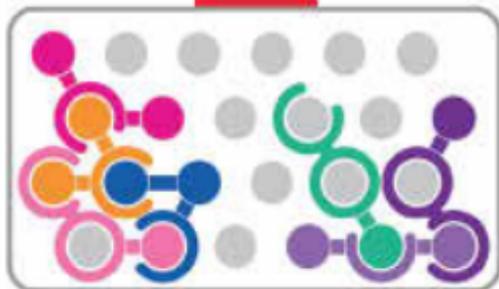
54



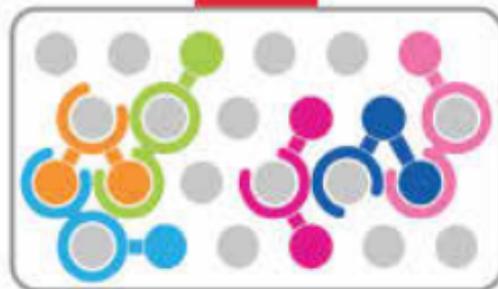
55



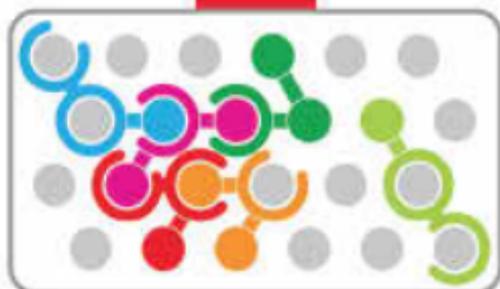
56



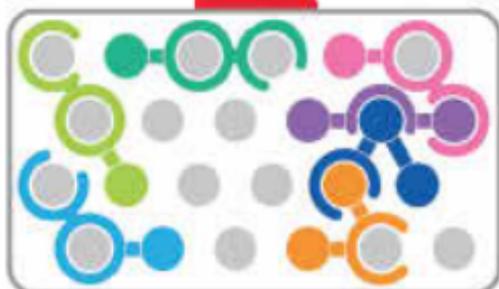
57



58



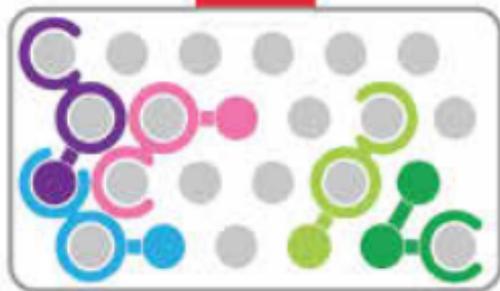
59



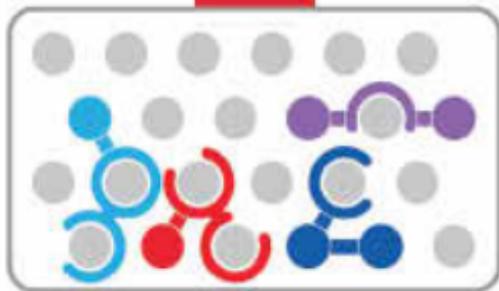
60



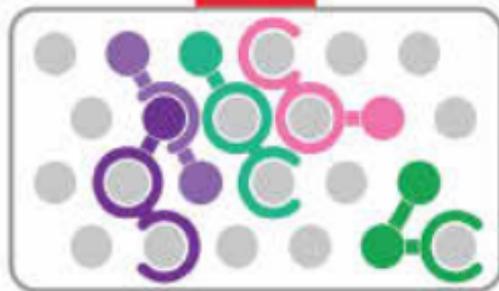
61



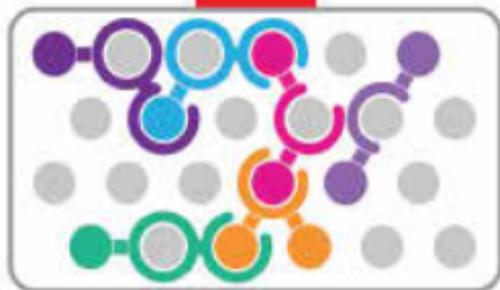
62



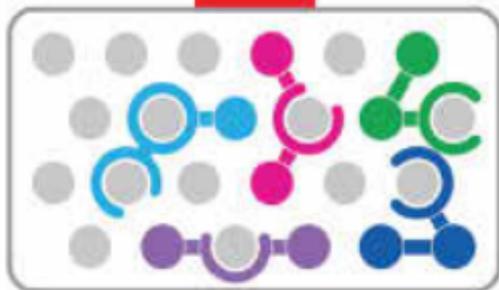
63



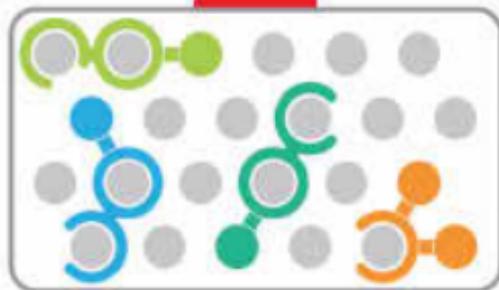
64



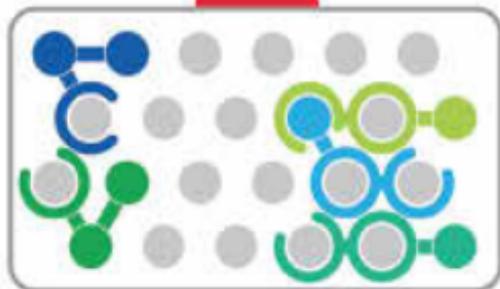
65



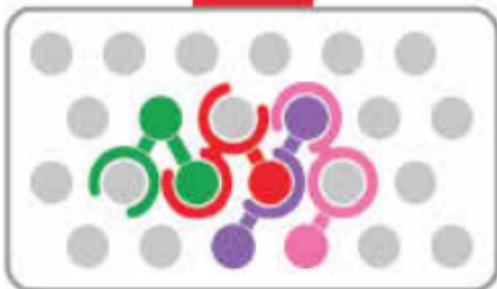
66



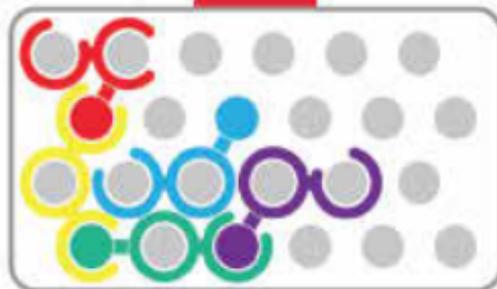
67



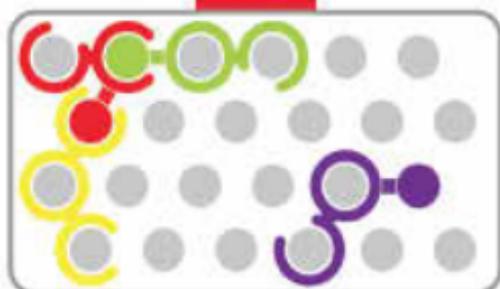
68



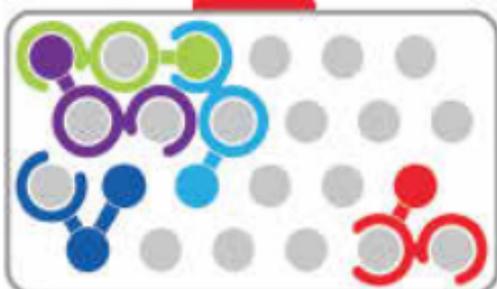
69



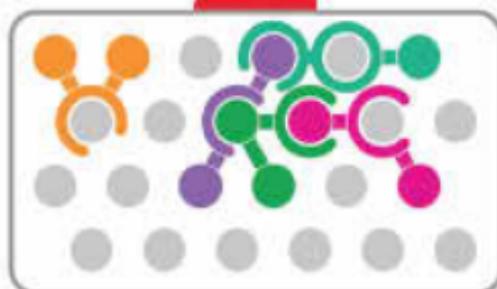
70



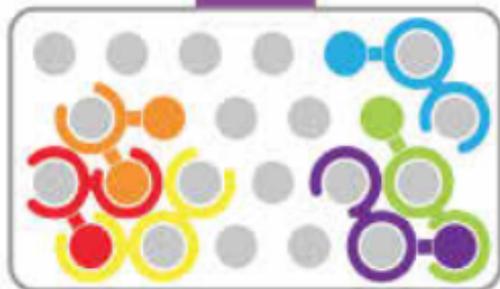
71



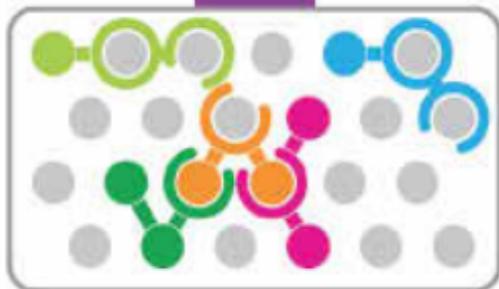
72



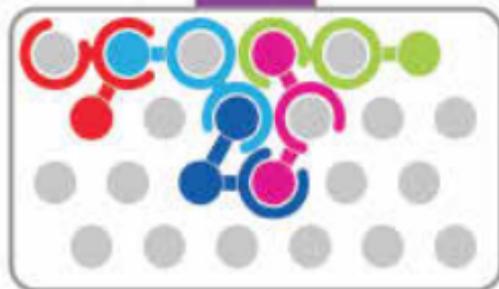
73



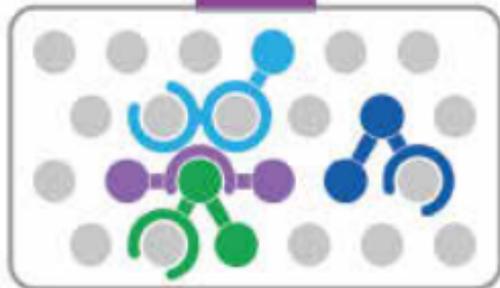
74



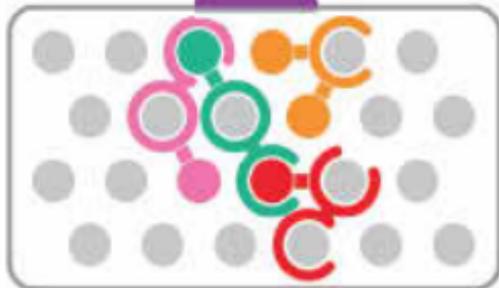
75



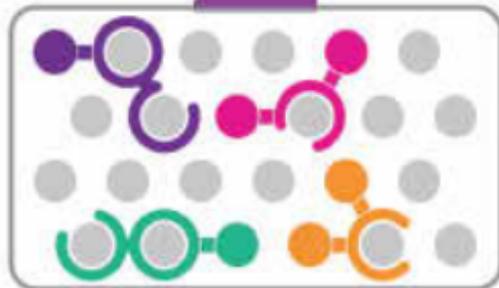
76



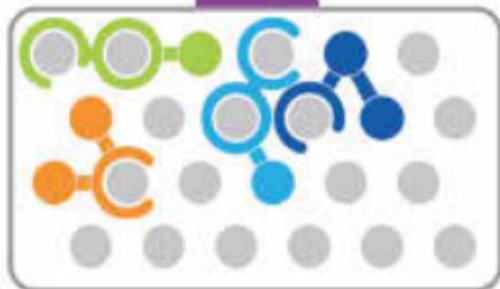
77



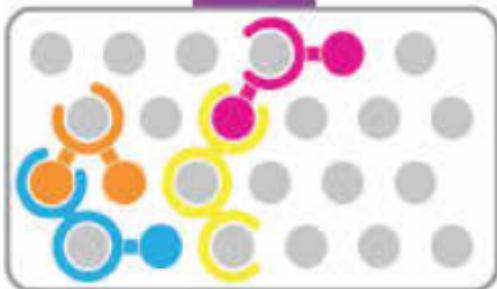
78



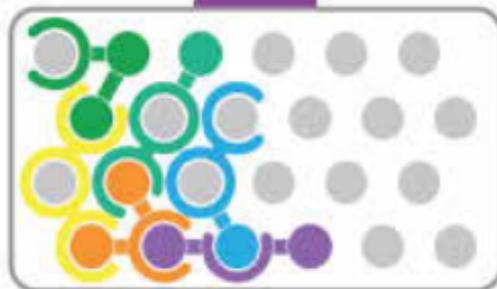
79



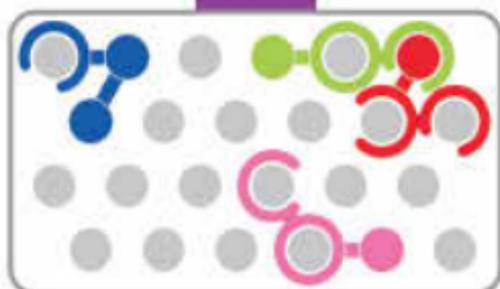
80



81



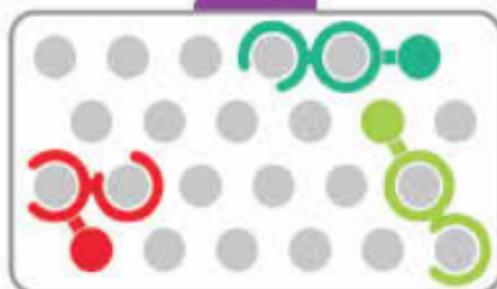
82



83



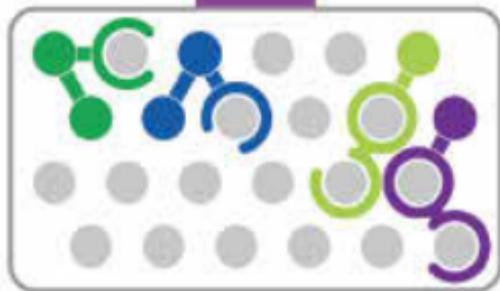
84



MASTER



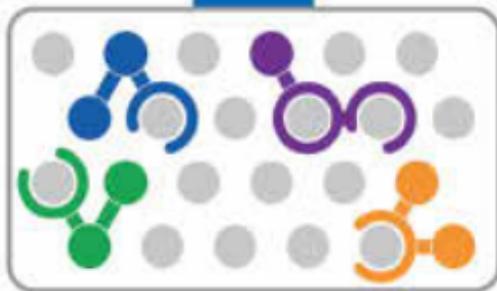
85



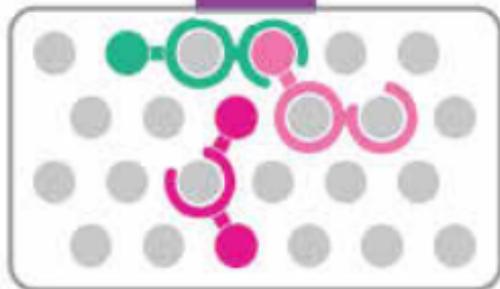
86



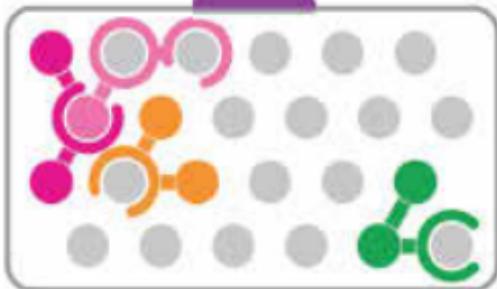
87



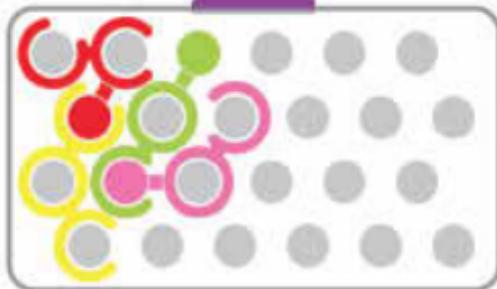
88



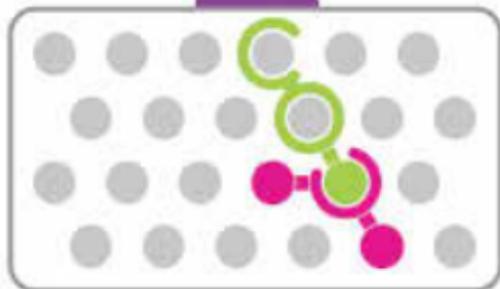
89



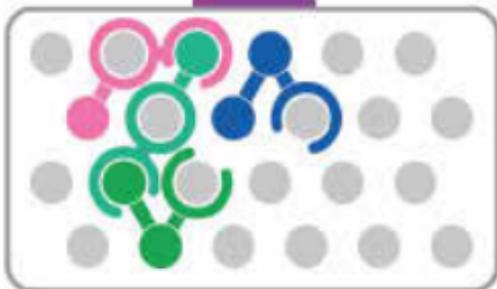
90



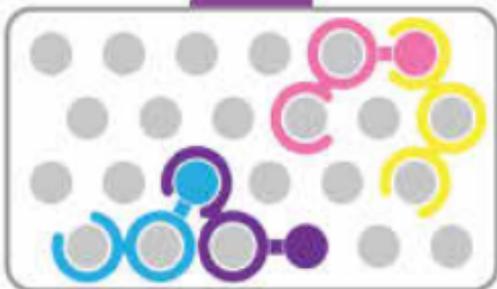
91



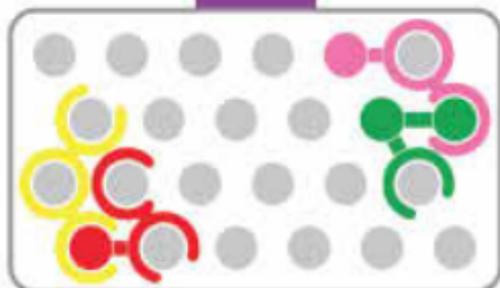
92



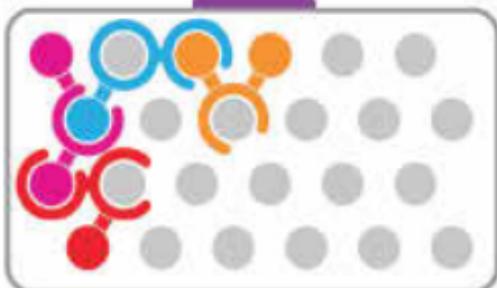
93



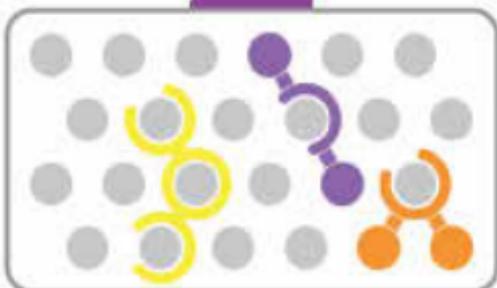
94



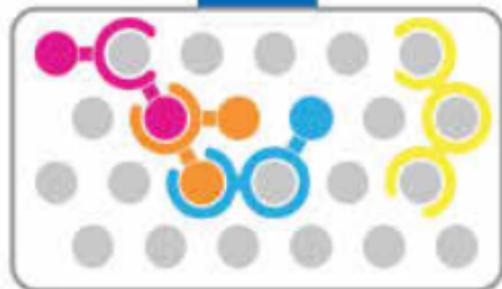
95



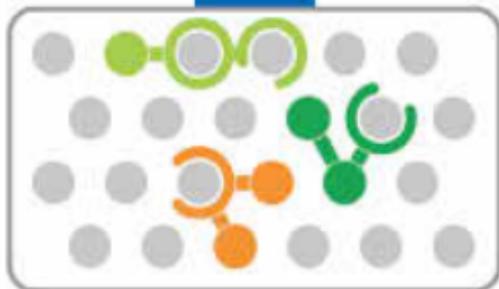
96



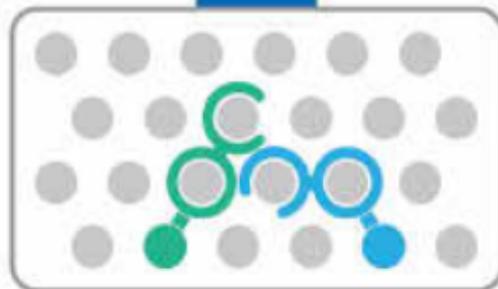
97



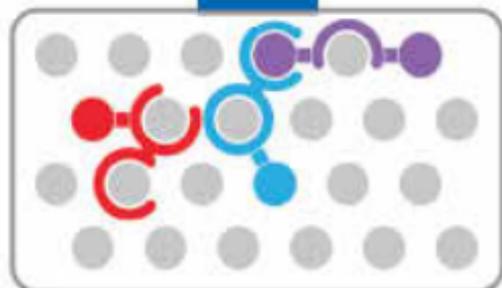
98



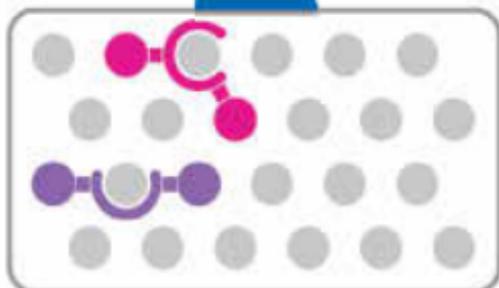
99



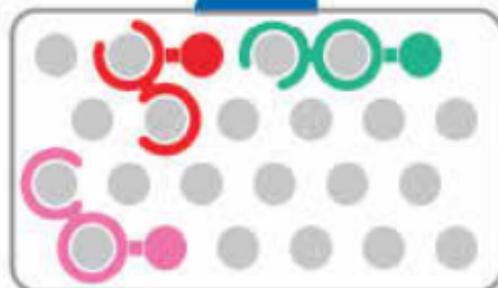
100



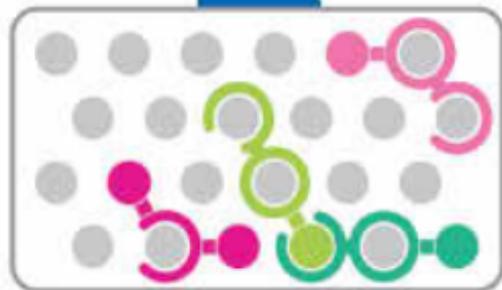
101



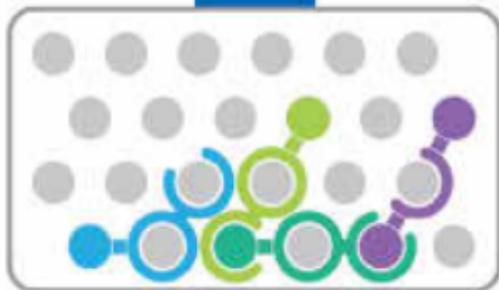
102



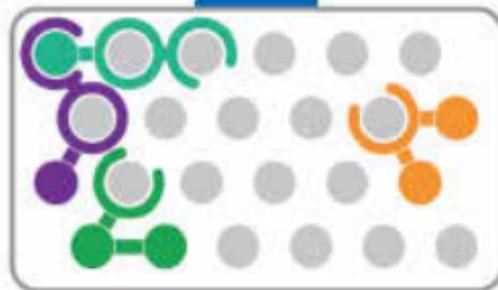
103



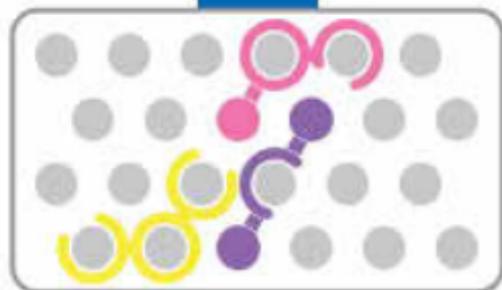
104



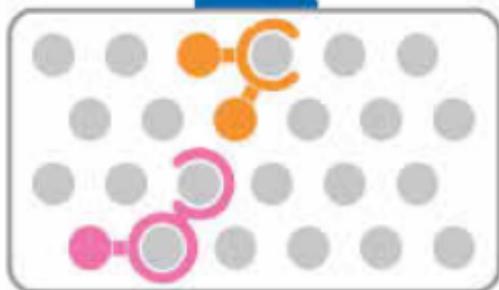
105



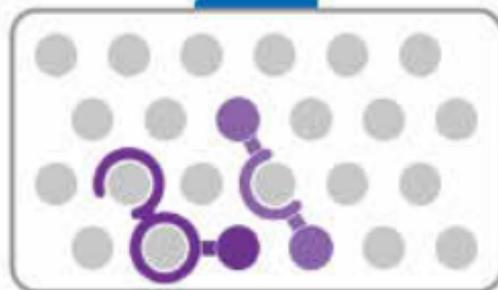
106



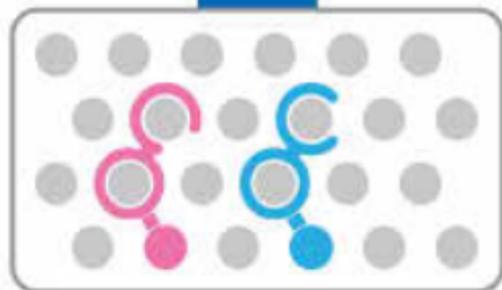
107



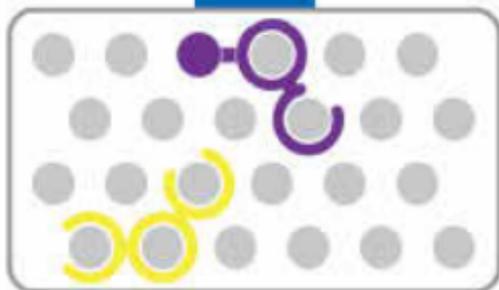
108



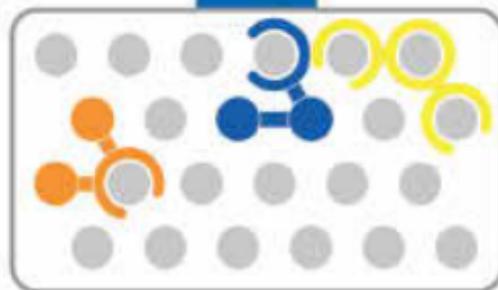
109



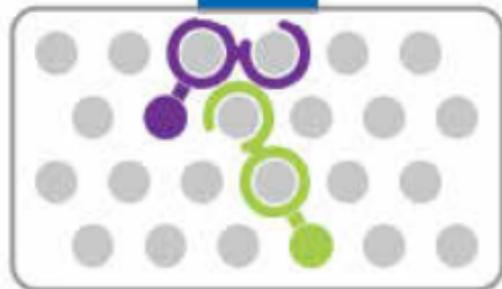
110



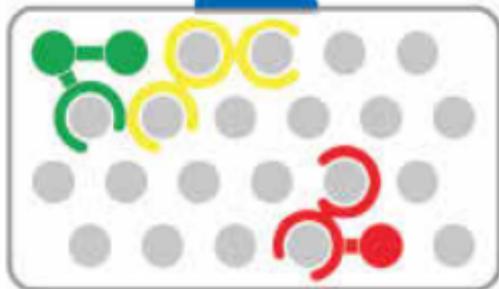
111



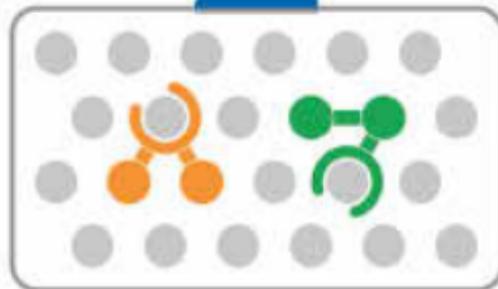
112



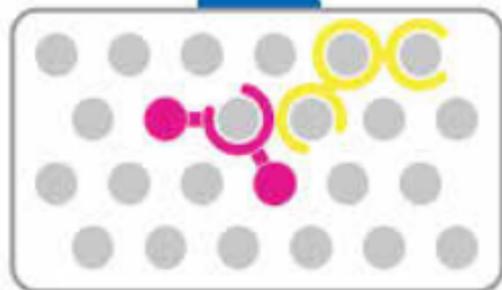
113



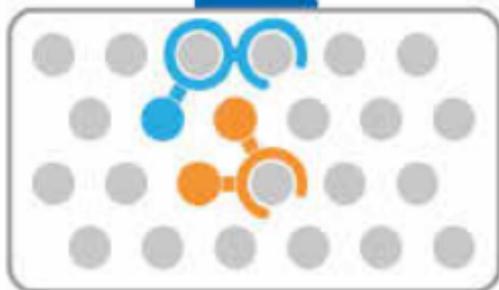
114



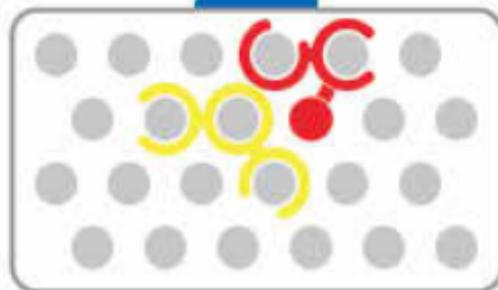
115



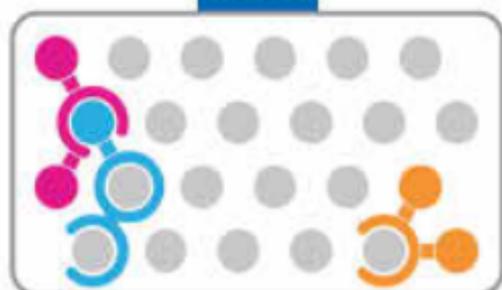
116



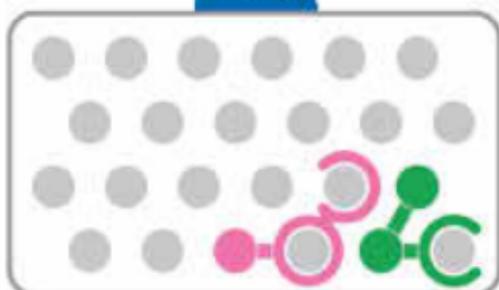
117



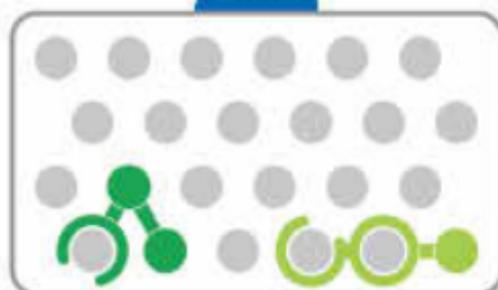
118



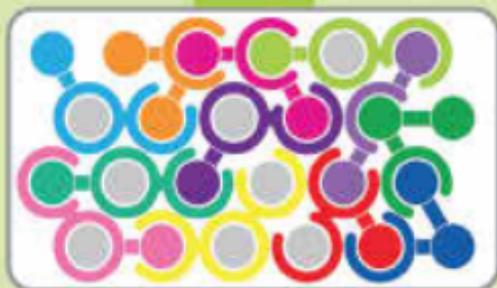
119



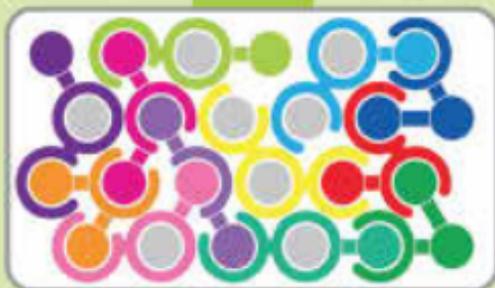
120



1



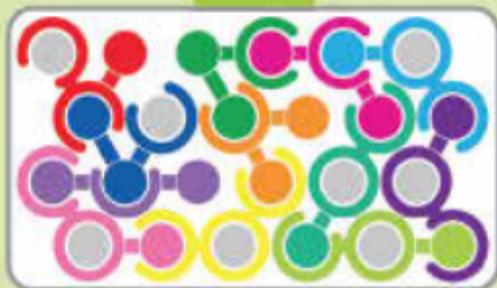
2



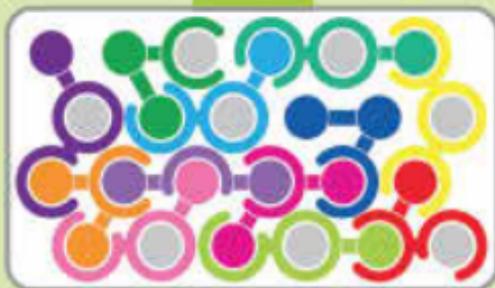
3



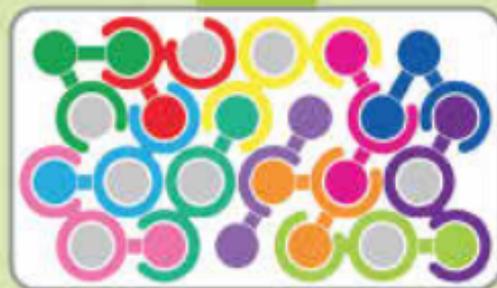
4



5



6

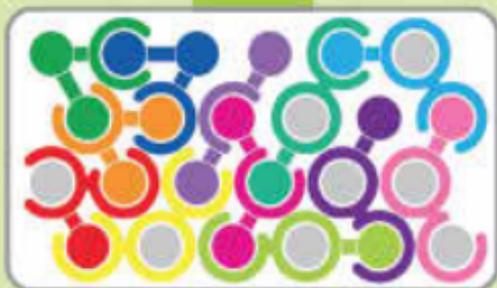


2012 © IQ Link: SMART - Belgium

7



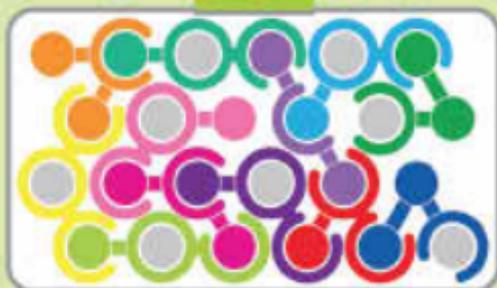
8



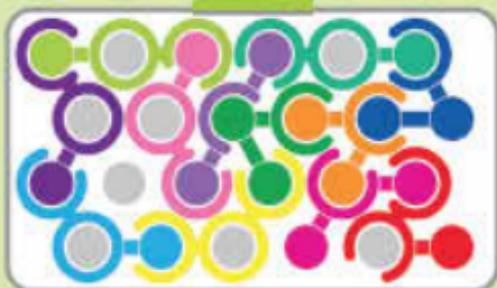
9



10



11

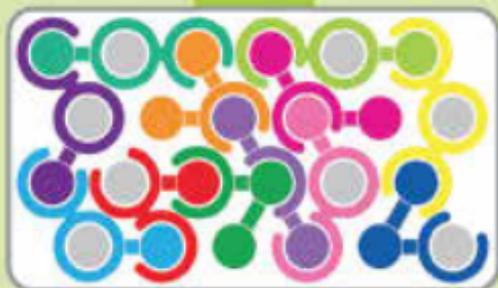


12

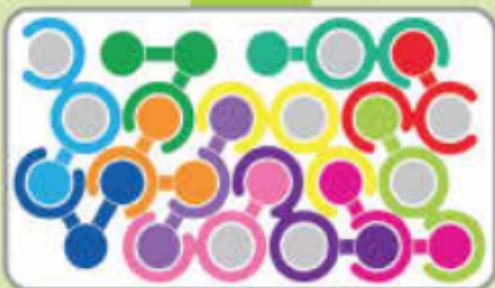


2012 © IQ Link: SMART - Belgium

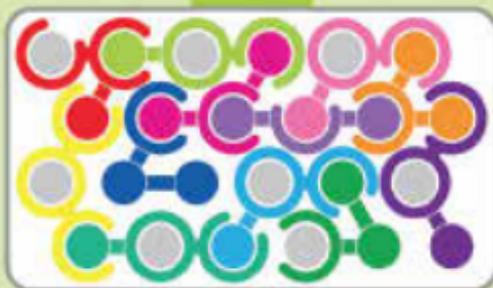
13



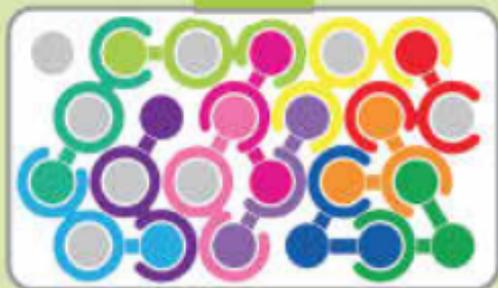
14



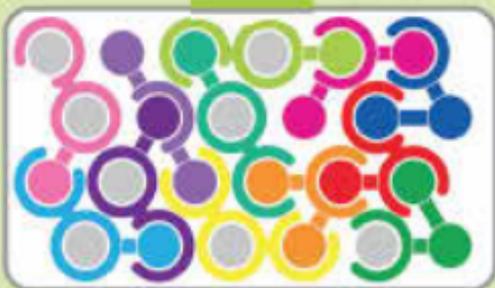
15



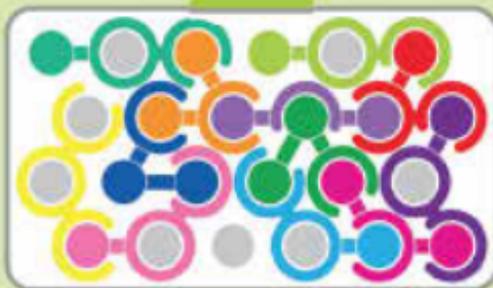
16



17



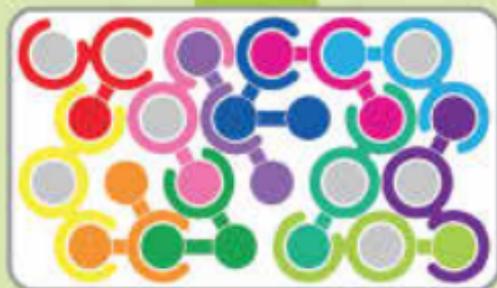
18



19



20



21



22



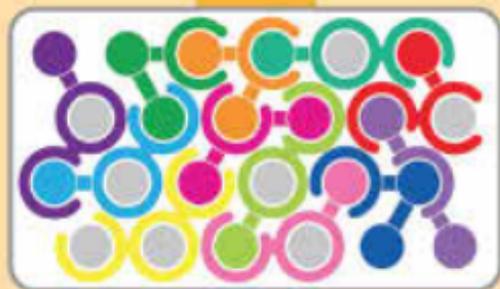
23



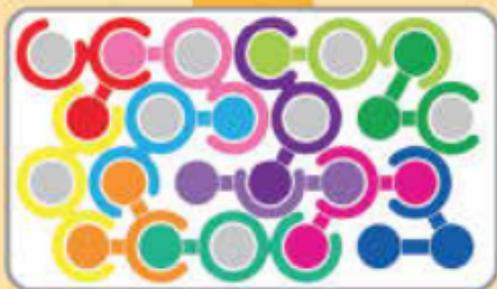
24



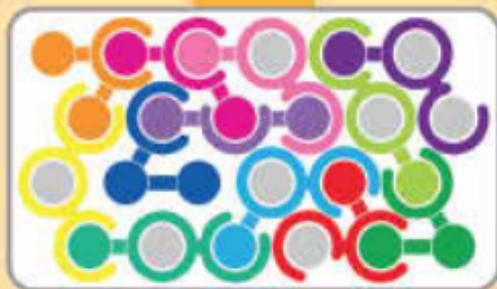
25



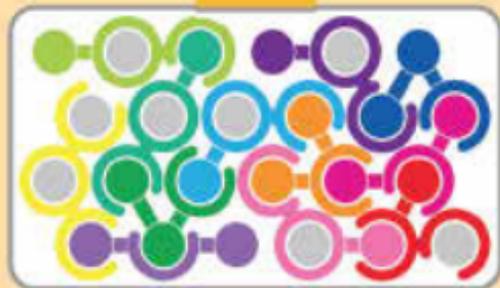
26



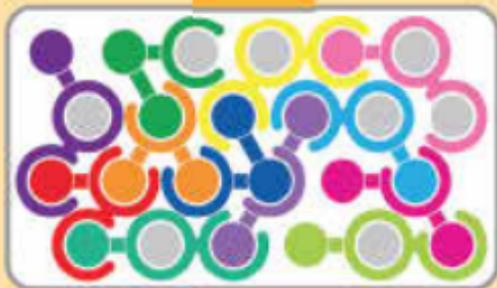
27



28



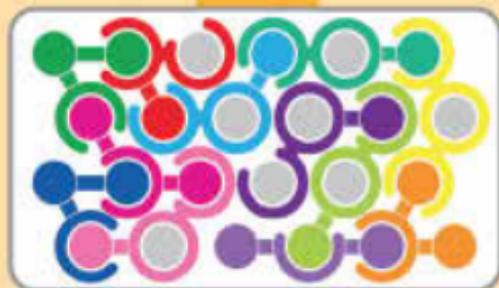
29



30



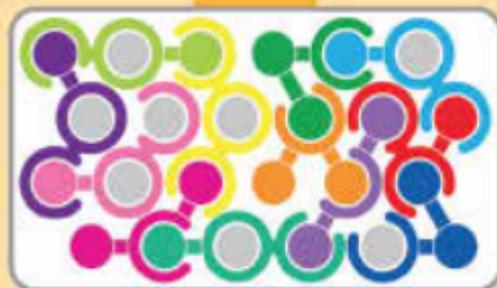
31



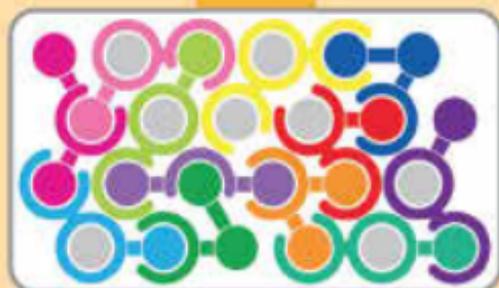
32



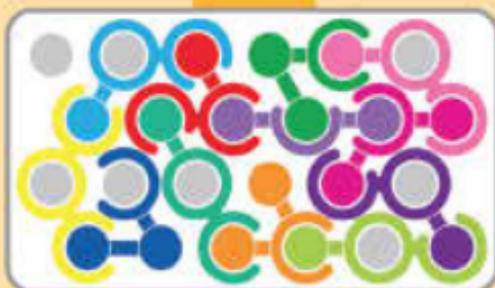
33



34



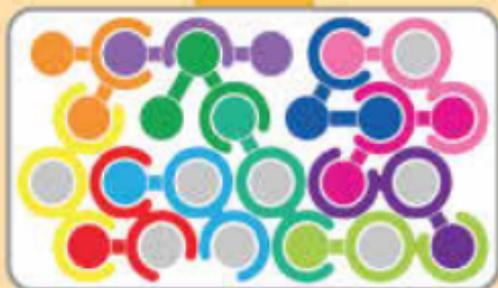
35



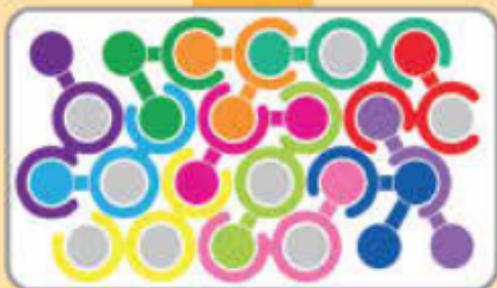
36



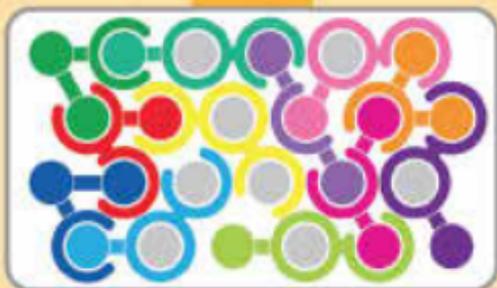
37



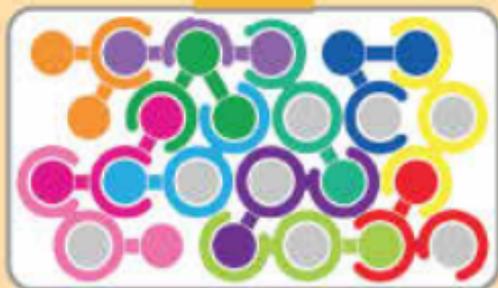
38



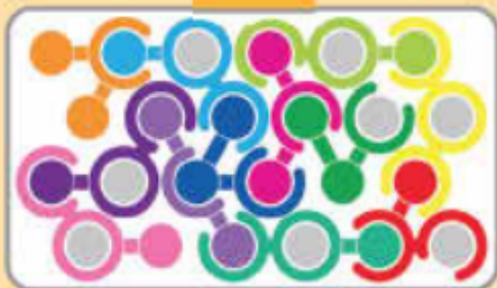
39



40



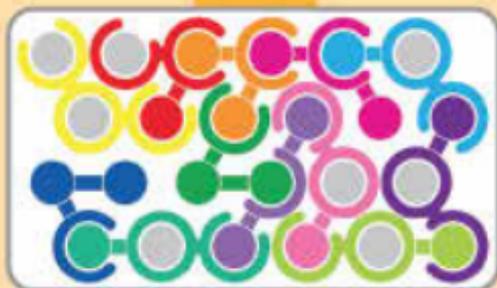
41



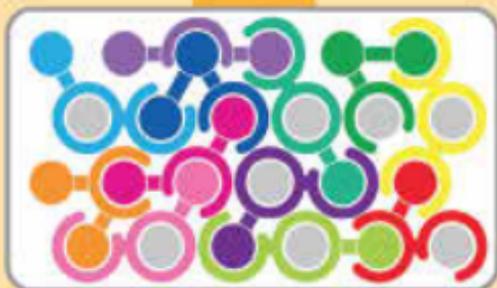
42



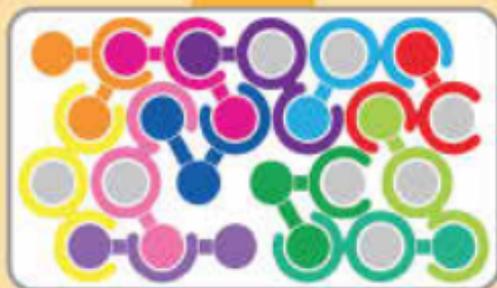
43



44



45



46



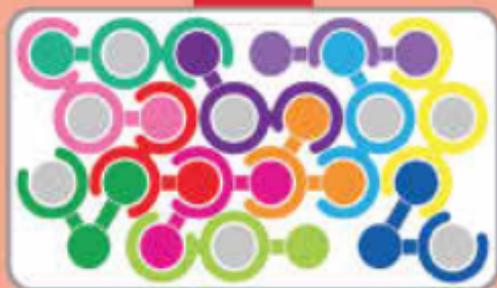
47



48



49



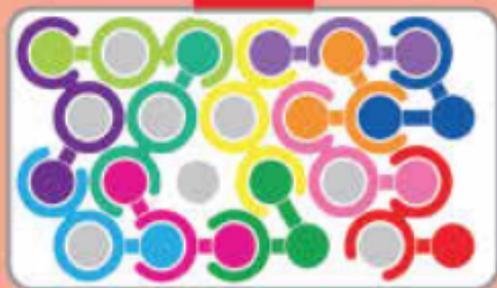
50



51



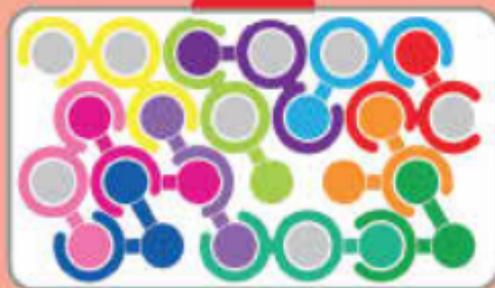
52



53



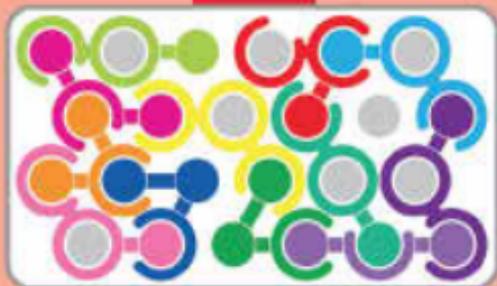
54



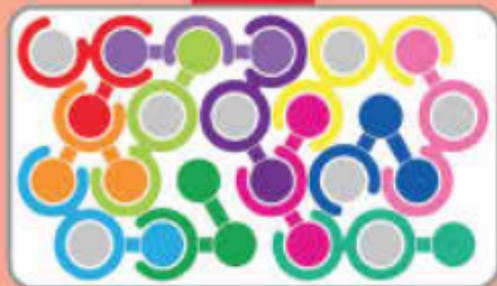
55



56



57



58



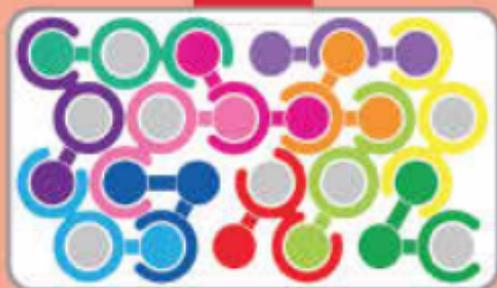
59



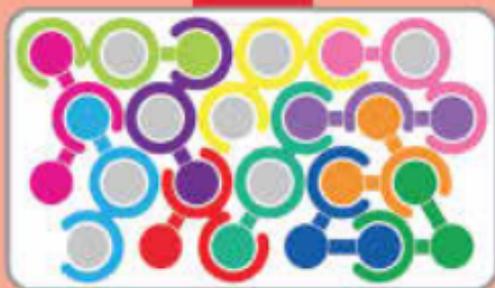
60



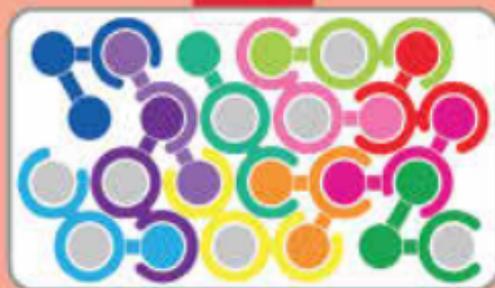
61



62



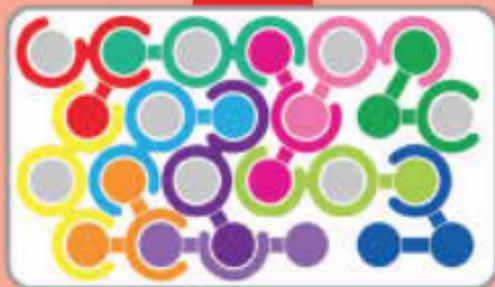
63



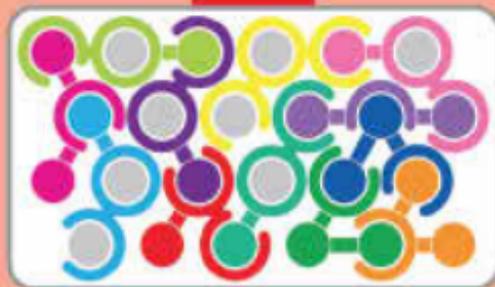
64



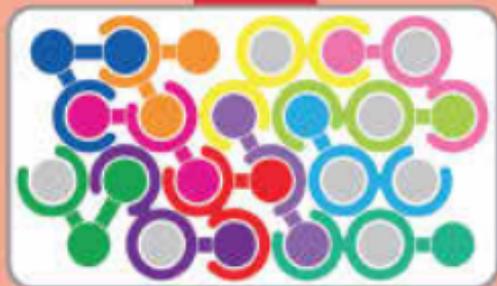
65



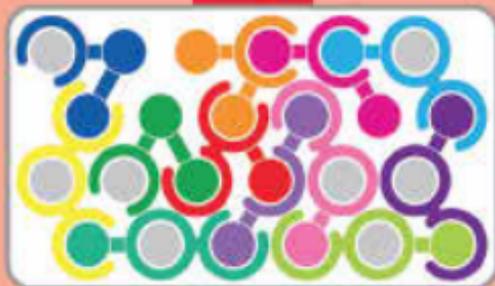
66



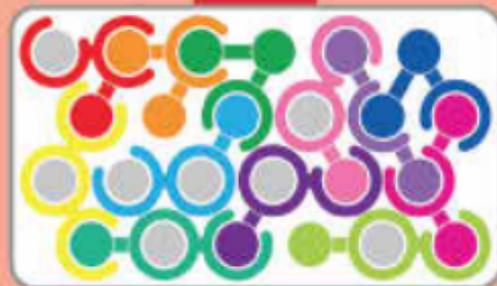
67



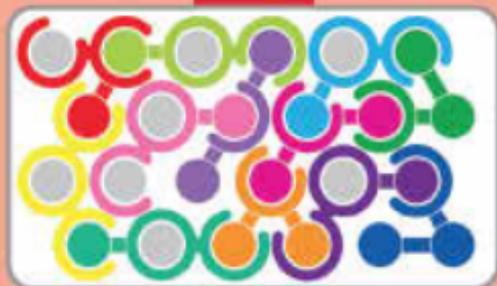
68



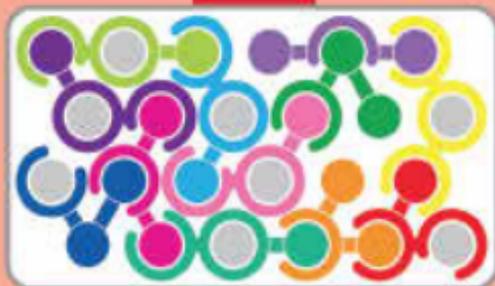
69



70



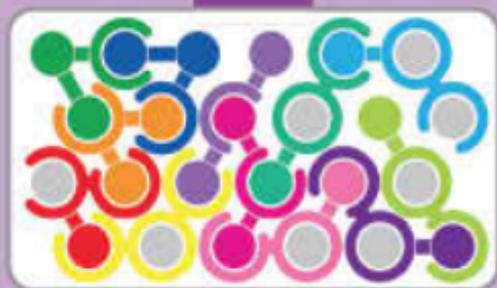
71



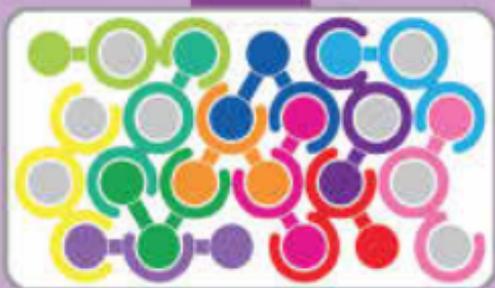
72



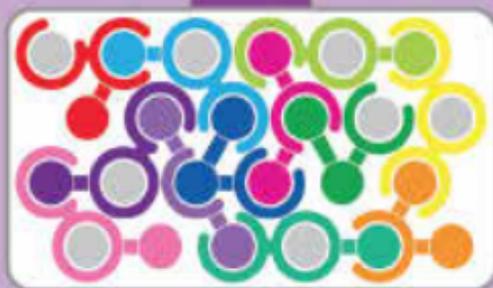
73



74



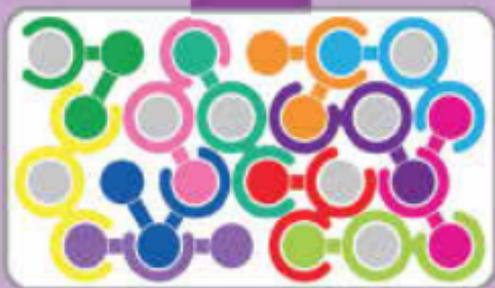
75



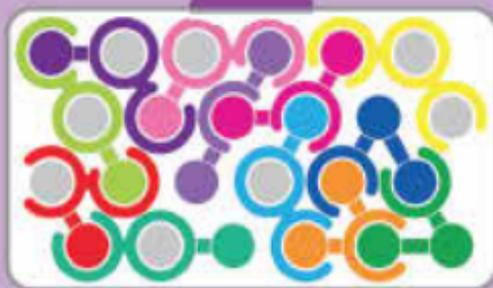
76



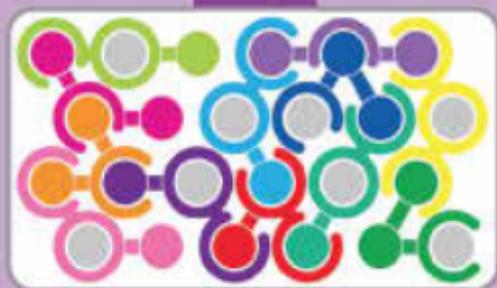
77



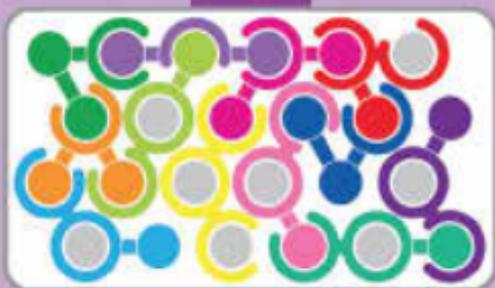
78



79



80



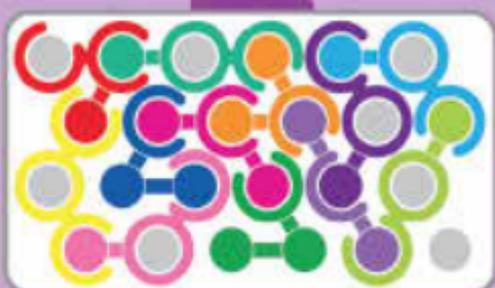
81



82



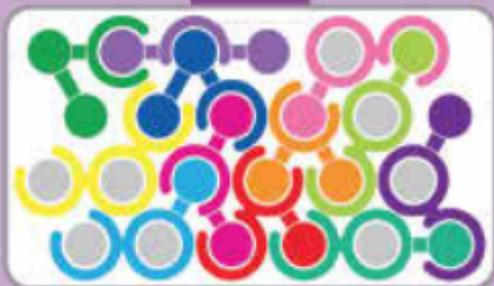
83



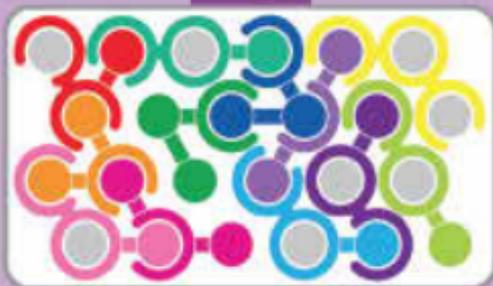
84



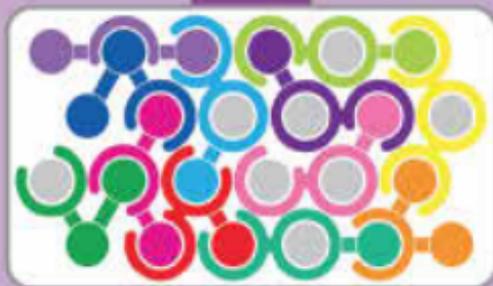
85



86



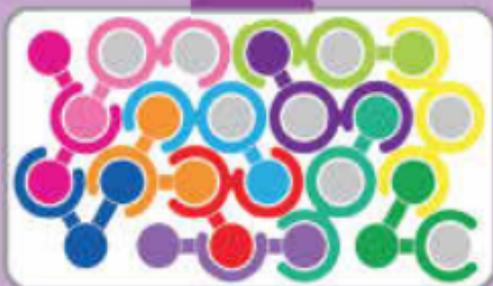
87



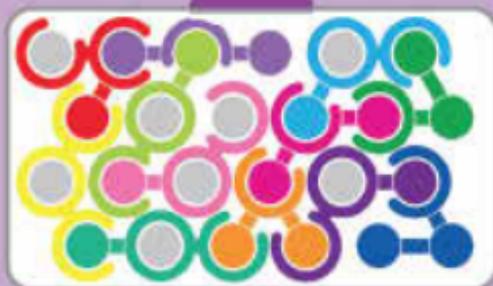
88



89



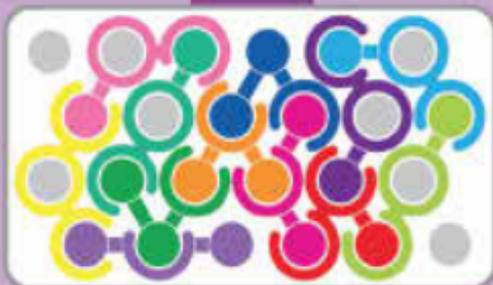
90



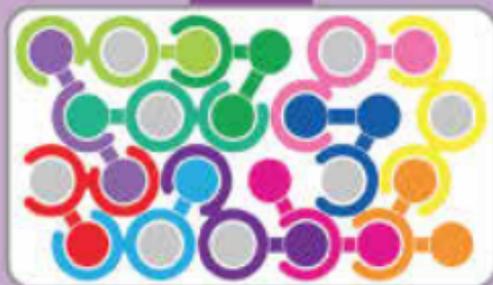
91



92



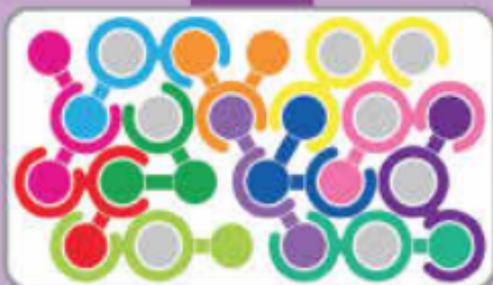
93



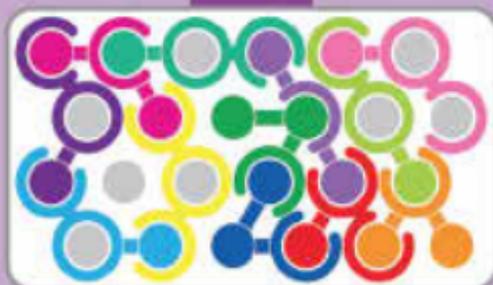
94



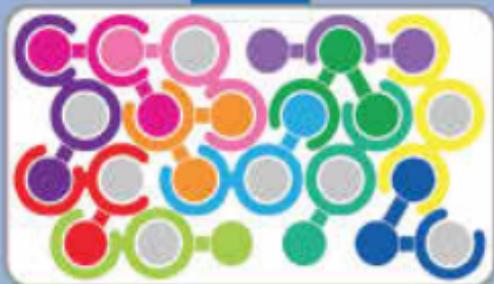
95



96



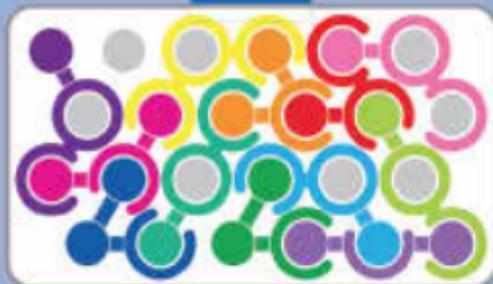
97



98



99



100



101



102



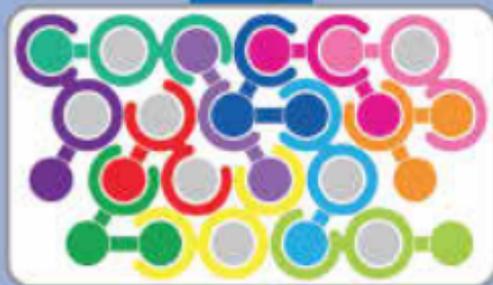
103



104



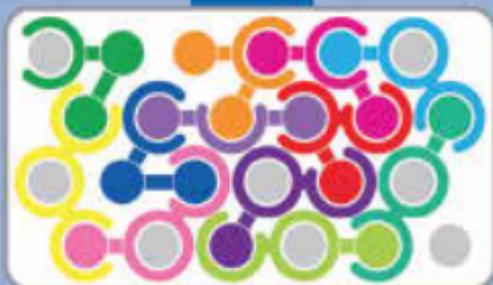
105



106



107



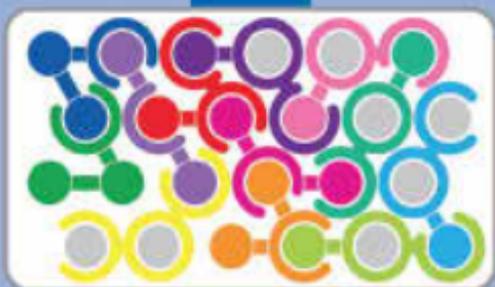
108



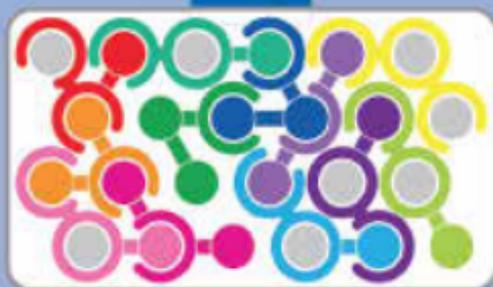
109



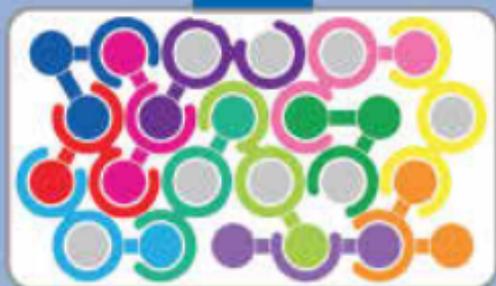
110



111



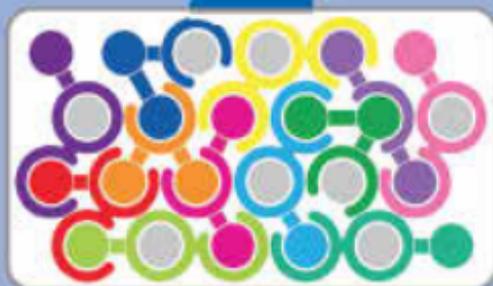
112



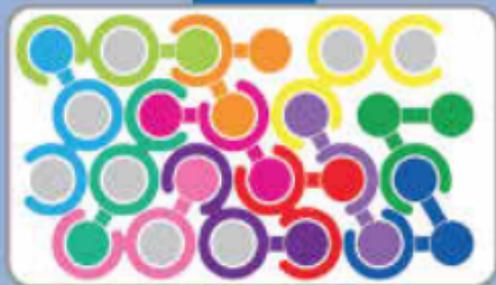
113



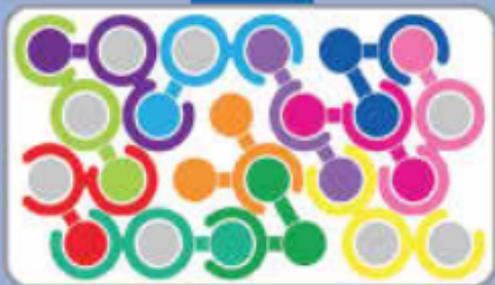
114



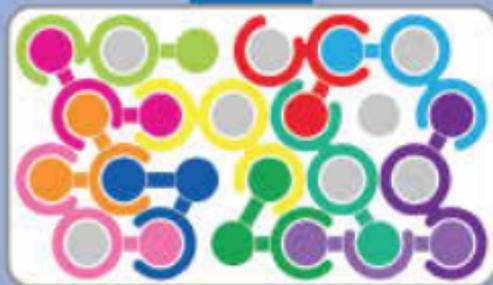
115



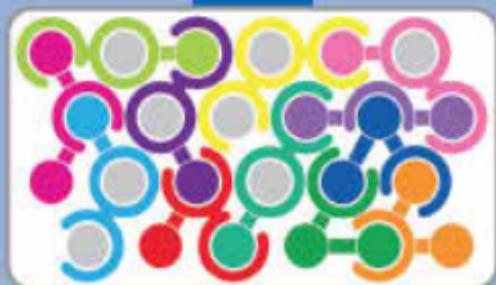
116



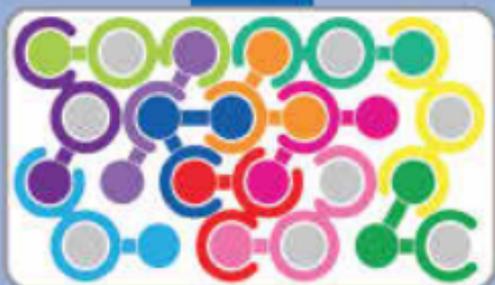
117



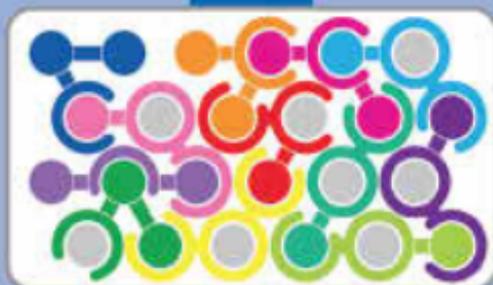
118



119



120





© 2012 Concept,
game design & artwork: SMART - Belgium.
All rights reserved.
Designer: Raf Peeters
Original product name: SG 477 IQLink
Neerveld 14, B-2550 Kontich, Belgium
Fax +32 15 45 10 60 - info@smart.be
www.SmartGames.eu

dd: 20161229 B

Made in China



5 414301 516620