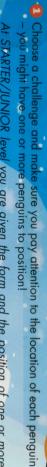


GAME RULES



puzzle pieces to get you off to a flying start, and to show you how the game works. At STARTER/JUNIOR level you are given the form and the position of one or more

2 Arrange the 5 puzzle pieces on the game board, one next to the other so they all fit, and, at the same time, make sure all the penguins are positioned as indicated in the challenge:

To succeed you must change the shape of the pieces of ice by sliding the two parts
of each puzzle tile up and down to find a shape that fits.
 When the challenge shows fewer then 5 penguins, you can choose where to put th

other penguins. ere to put the

2 There is only one correct solution. You can find all the solutions at the back of the challenge booklet The direction the penguins tace is not you only need to pay attention to which position each penguin is in, not the di important. When you look at your cha

About Pentominos

and so on In 1953 Solomon W. Golomb introduced the term 'polyomino' to describe shapes that are formed by putting equal squares together edge to edge. Because a 'domino' consists of 2 squares that touch, Colomb suggested naming shapes formed with 3 squares 'trominos', those with 4 squares 'tetrominos',

So a 'pentomino' is a form consisting Although you only have 5 apes with them, because they can be shapeugh you only possible to make 18 different pentomino shapes.
on Ice, you can create 13 different pentomino

How to store all the parts to the game?

All parts can be st in the game, so you can play it wherever you go without losing any pieces. nd put the challenge booklet on the game board.

on top of the booklet (solution 51)

Remove the puz
 Place the 5 puz

· Put the lid on th and ready for th time you play board and secure it with the elastic strap provided, keeping all the pieces safe







