



 **STARTER**

 **JUNIOR**

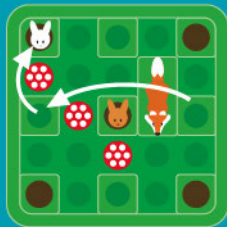
 **EXPERT**

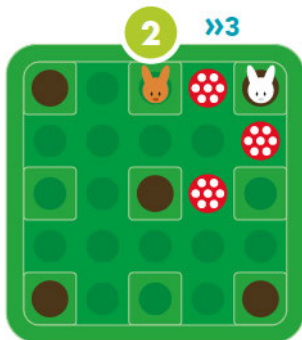
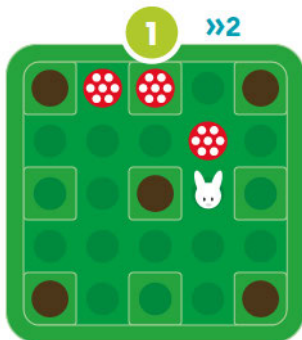
 **MASTER**

 **WIZARD**

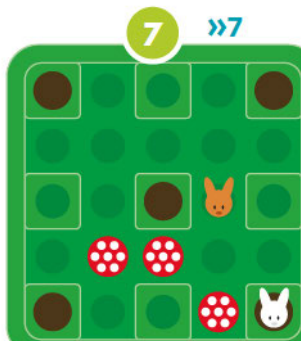
GAME RULES

- 1** Place the rabbits, foxes and mushrooms on the game board as indicated in the challenge.
- 2** The object of the game is to move the rabbits and foxes around the gameboard until all of the rabbits are safe in brown holes.
 - A** Mushrooms are stationary and cannot be moved.
 - B** Foxes move by sliding forward or backward. Foxes cannot jump over obstacles or be placed elsewhere on the board.
 - C** Rabbits move by jumping horizontally or vertically over one or more spaces with obstacles (other rabbits, foxes, mushrooms or a combination of these):
 - Rabbits must land on the first empty space after a jump - they can never move over empty spaces.
 - Rabbits can never move without jumping over at least 1 obstacle, thus they can never move to an adjacent space.
 - A hole with a rabbit inside is an obstacle, while empty holes are not obstacles.
 - A rabbit can jump into – but not over – an empty hole.
 - If needed, rabbits can jump out of holes they are already sitting in.
 - Rabbits can jump over a fox no matter the orientation of the fox: tail to front, front to tail, or over the side.
- 3** You have found a solution when all of the rabbits are inside brown holes!
 - The minimum number of moves needed to solve each challenge is indicated above each challenge.
 - The shortest solution can be found at the end of the challenge booklet. Other solutions are possible.





STARTER





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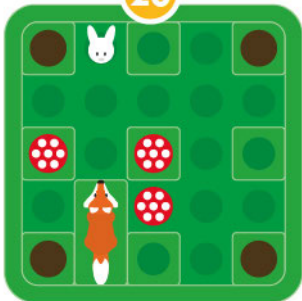
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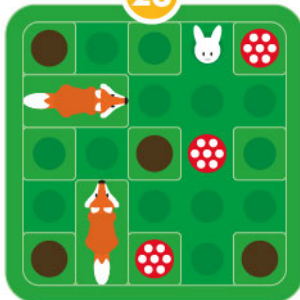
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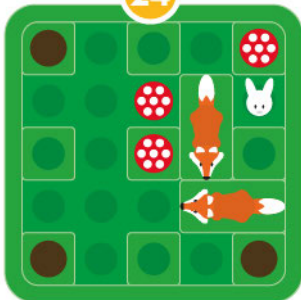
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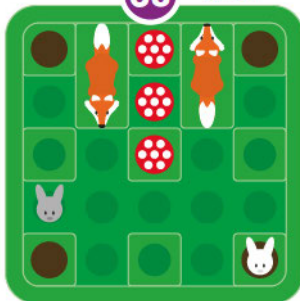
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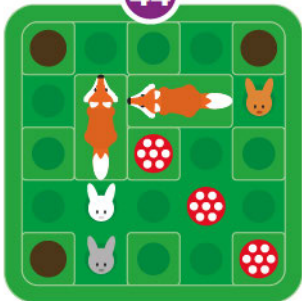
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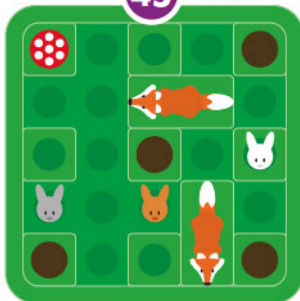
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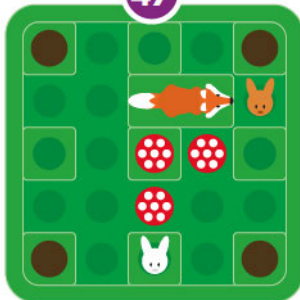
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SOLUTIONS

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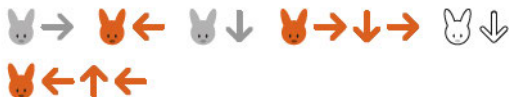
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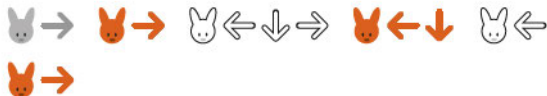
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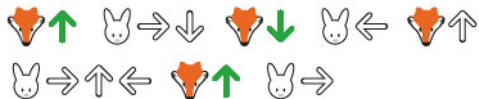


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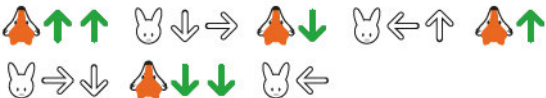


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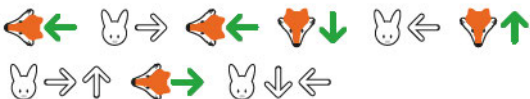
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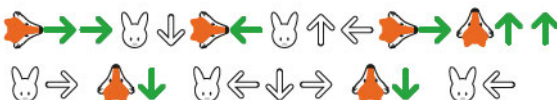
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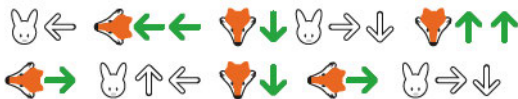
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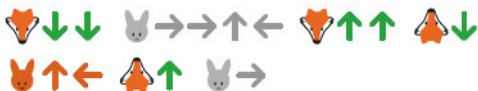


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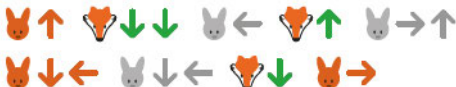
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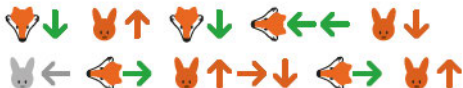
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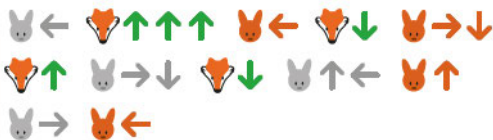


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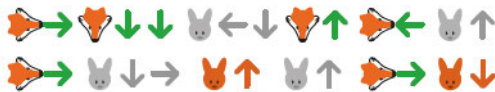


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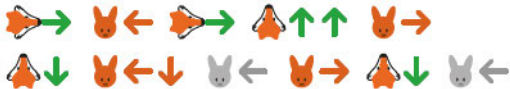




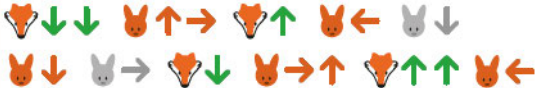
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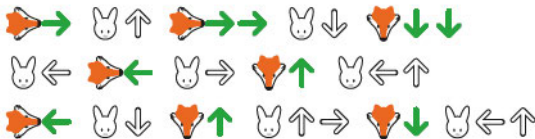


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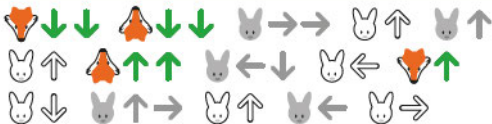


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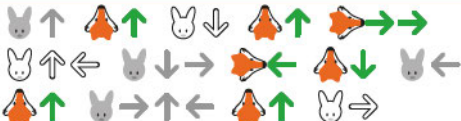
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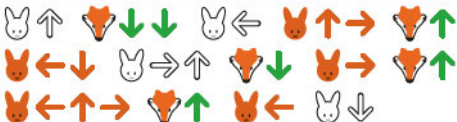
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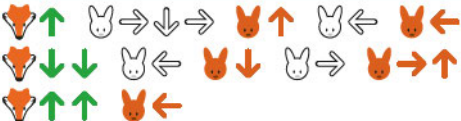
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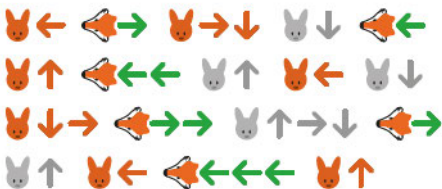


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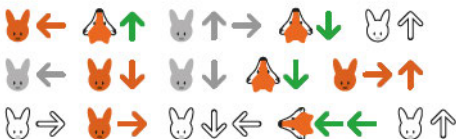


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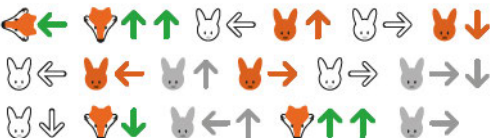




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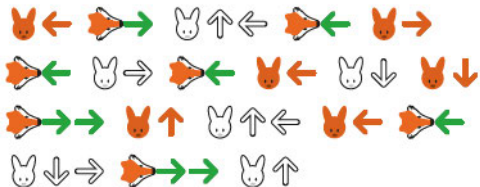


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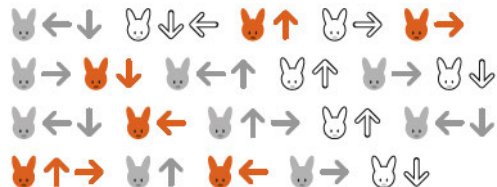


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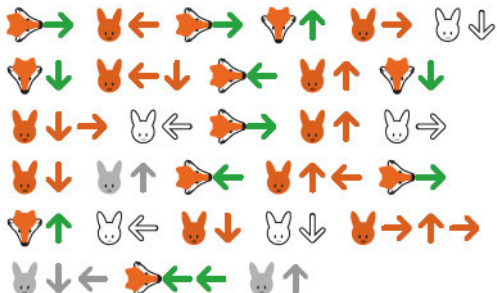
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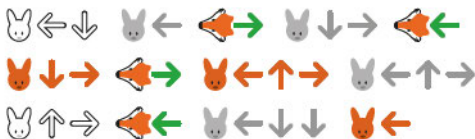


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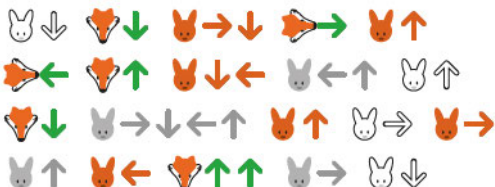


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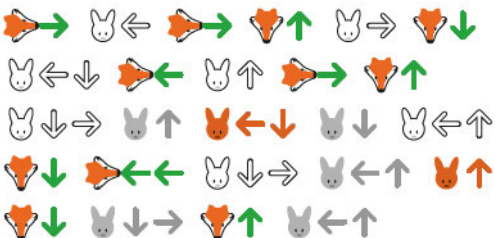




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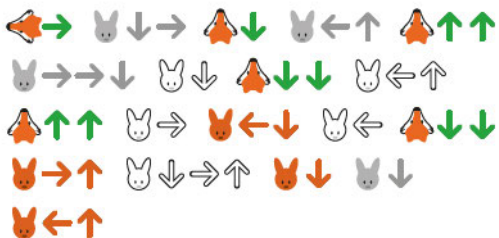


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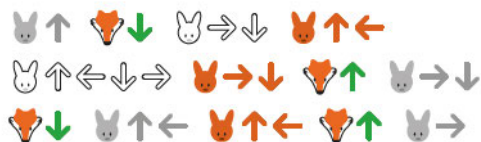


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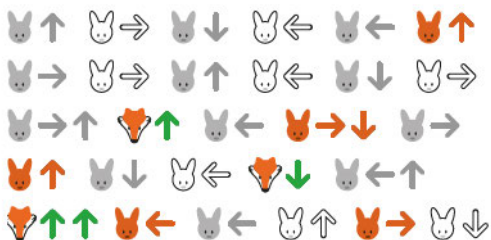
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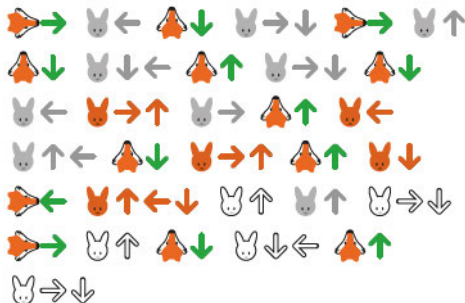


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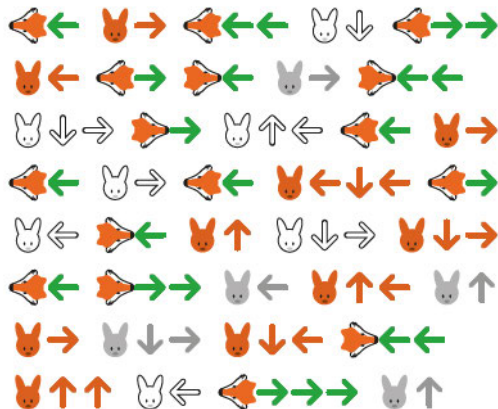


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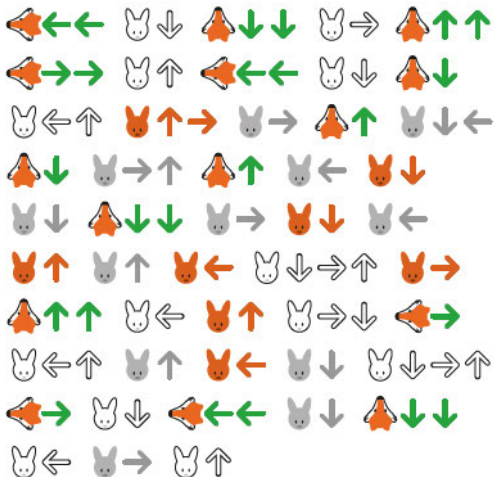


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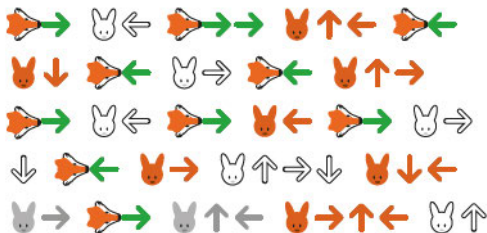


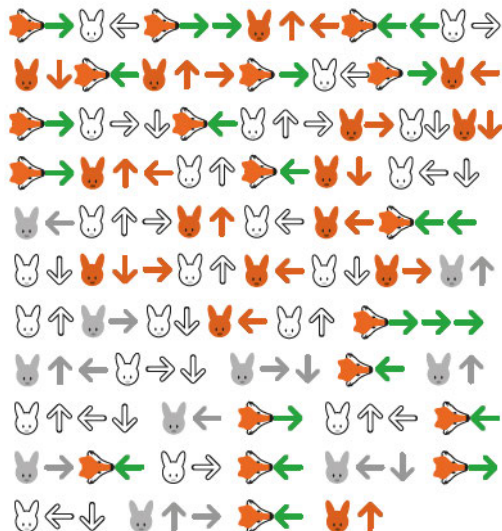
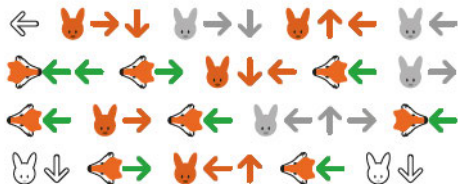
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**SMART
GAMES**

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