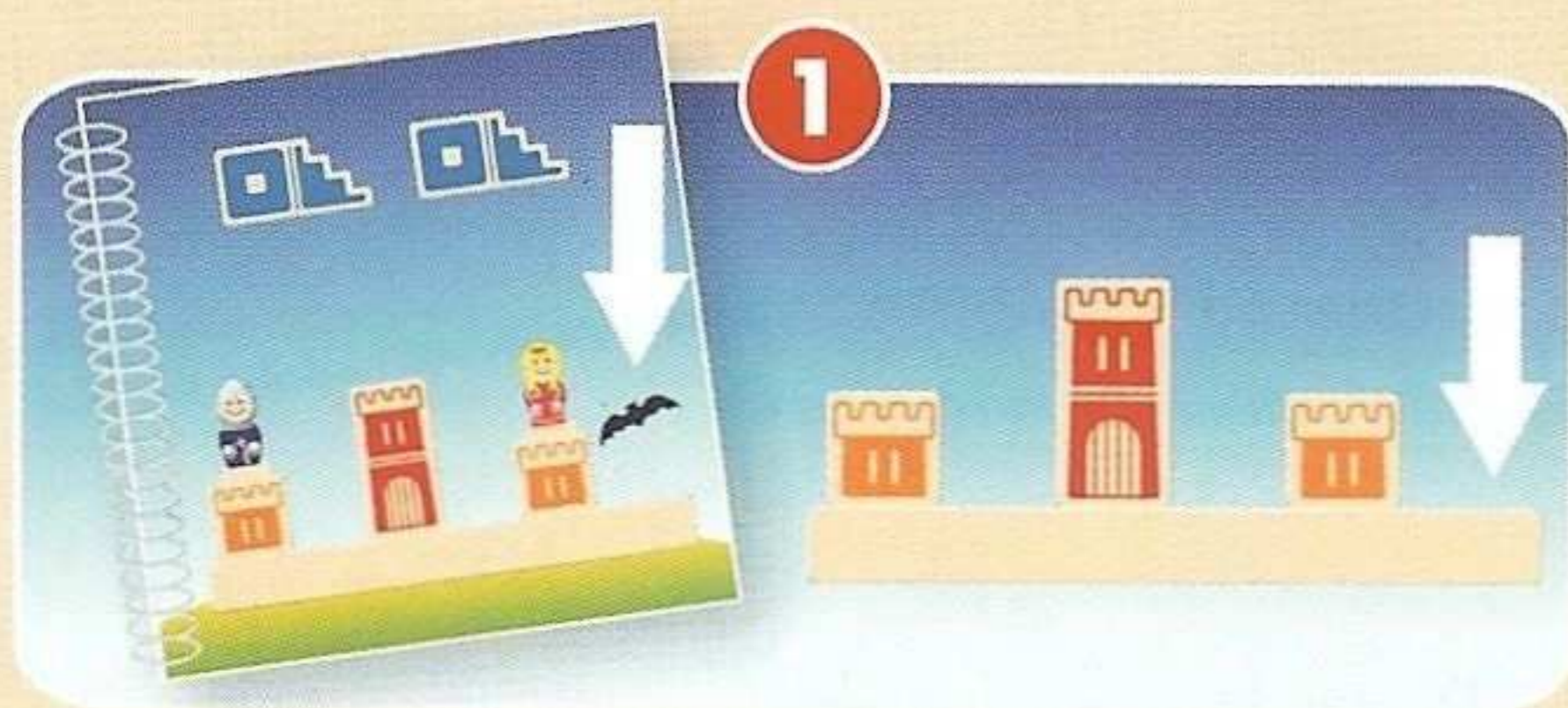




ПРАВИЛА ИГРЫ



Выберите задание. Расставьте башни и блоки на игровой базе так, как указано на рисунке задания. Обратите внимание! То место на игровой базе, где изображена летучая мышь, необходимо оставить пустым.



Поставьте рыцаря и принцессу на места, указанные в задании. Выберите для решения задания те башни и блоки, что указаны на странице задания. Остальные блоки можете убрать в коробку, поскольку в решении задания они не используются.



Используя заданные башни и блоки, постройте путь, по которому рыцарь и принцесса могли бы воссоединиться. Все варианты решения задания приведены на соответствующей странице ответов.

ОБРАТИТЕ ВНИМАНИЕ!

- До того момента, как все блоки будут расставлены и путь будет полностью построен, рыцарь и принцесса должны оставаться на исходных местах. Задание считается выполненным, если рыцарь и принцесса могут быть проведены друг к другу по созданной из блоков конструкции.
 - Для решения необходимо использовать точное количество (не больше и не меньше!) башен и блоков, указанных в задании.
 - Имеющиеся в блоках и базе круглые углубления служат для устойчивости конструкции и не являются препятствиями для продвижения рыцаря и принцессы.
- Смотри также сравнительную таблицу верного и неверного расположения элементов конструкции.*

СОВЕТЫ РОДИТЕЛЯМ

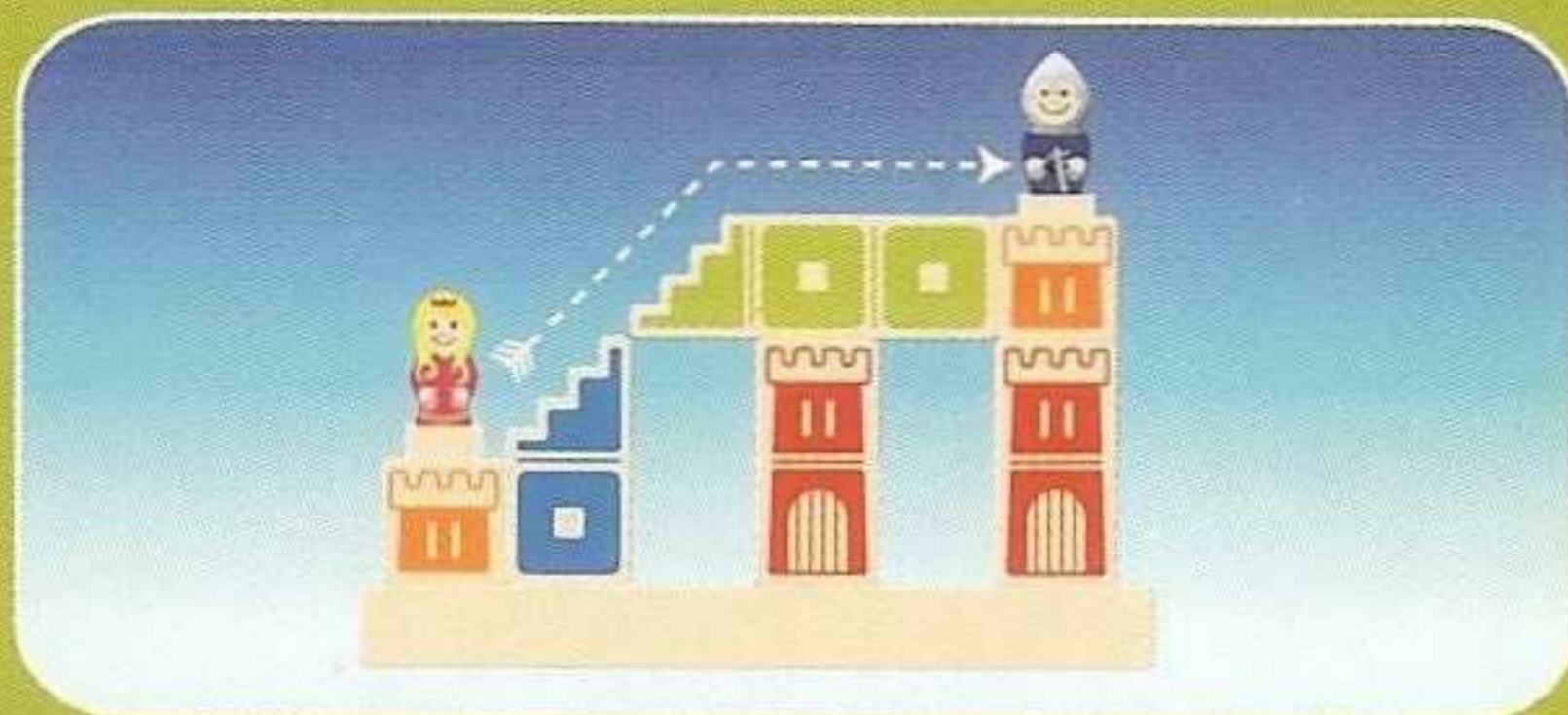
- Для обеспечения планомерного процесса обучения от простого к сложному, настоятельно рекомендуется выполнять все задания в той последовательности, что указана в настоящем руководстве.
- Если решение задания представляется слишком сложным, то обратитесь к странице с ответами и постарайтесь проанализировать с ребенком построение конструкции в обратном порядке: от ответа к заданию. Такой анализ позволит ребенку лучше понять принципы построения конструкций и поможет ему в дальнейшем при решении других заданий.

задания 1-12	задания 13-24	задания 25-36	задания 37-48
НОВИЧОК	ЮНИОР	ЭКСПЕРТ	МАСТЕР

STARTER JUNIOR EXPERT MASTER

от 4 лет от 5 лет от 6 лет от 7 лет

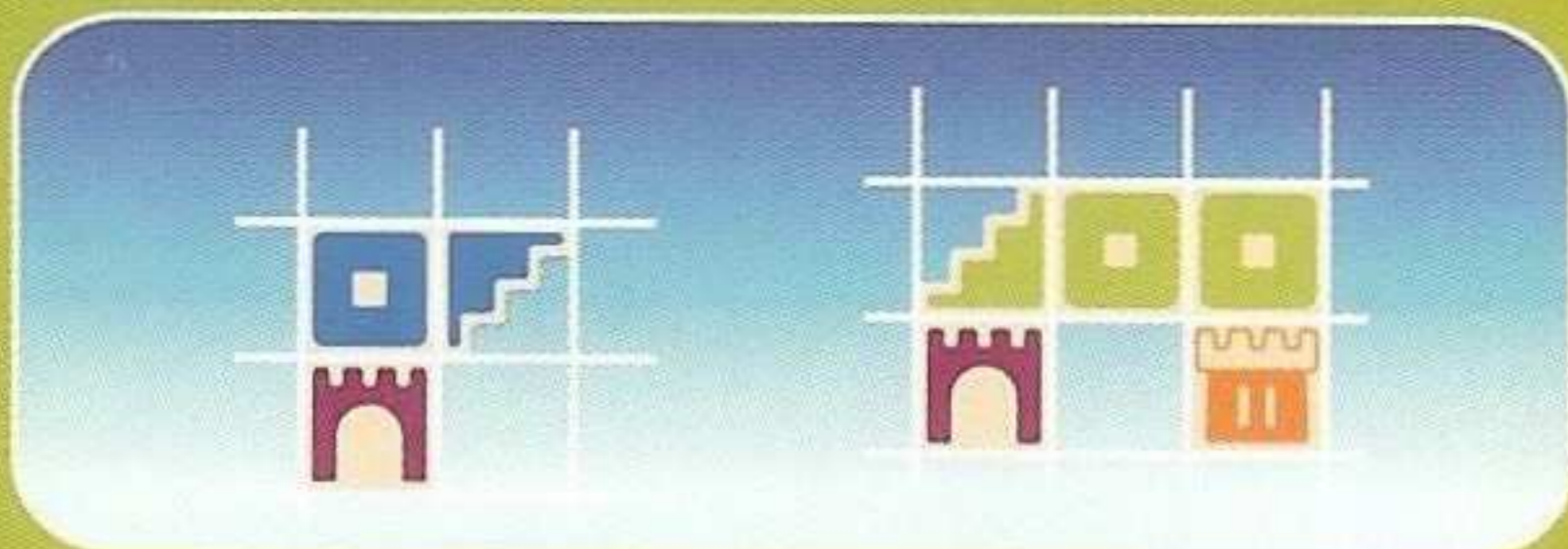
ВЕРНО



Рыцарь и принцесса могут перемещаться в горизонтальной плоскости только по поверхности блоков, а вверх и вниз - только по ступеням.



Ступени в конструкции могут размещаться с любой стороны, а также могут устанавливаться вверх дном для создания ровного участка пути.

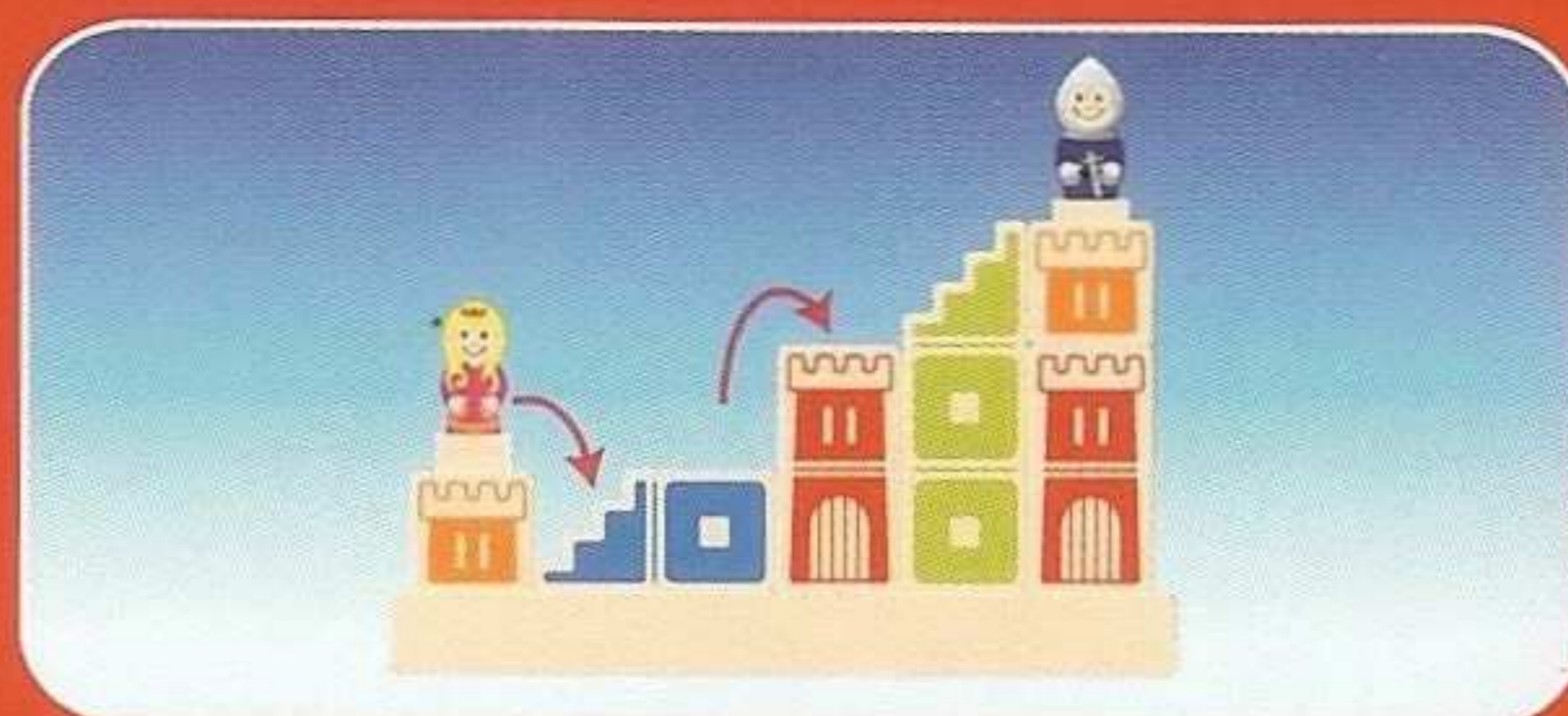


Все блоки по отношению друг к другу должны устанавливаться таким образом, чтобы конструкция имела геометрическую стройность и строго вписывалась в "квадраты" воображаемой прямоугольной сетки. Сторона с рисунком на блоках должна быть обращена к игроку.



Конечная конструкция должна быть устойчивой.

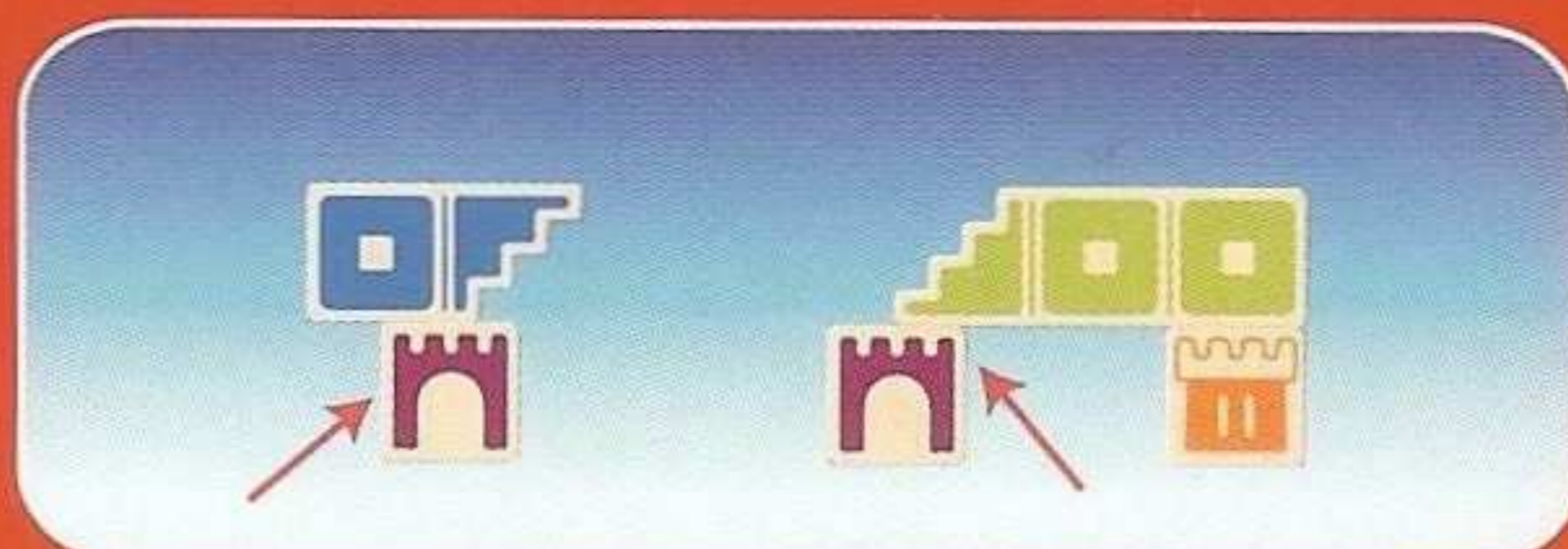
НЕВЕРНО



Рыцарь и принцесса не могут прыгать с блоков вниз и взбираться на отвесные стены.



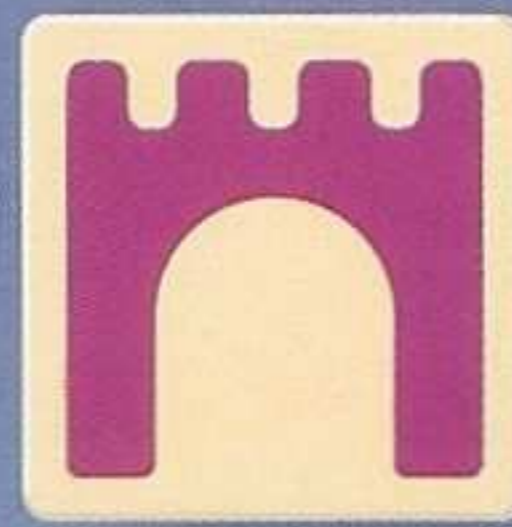
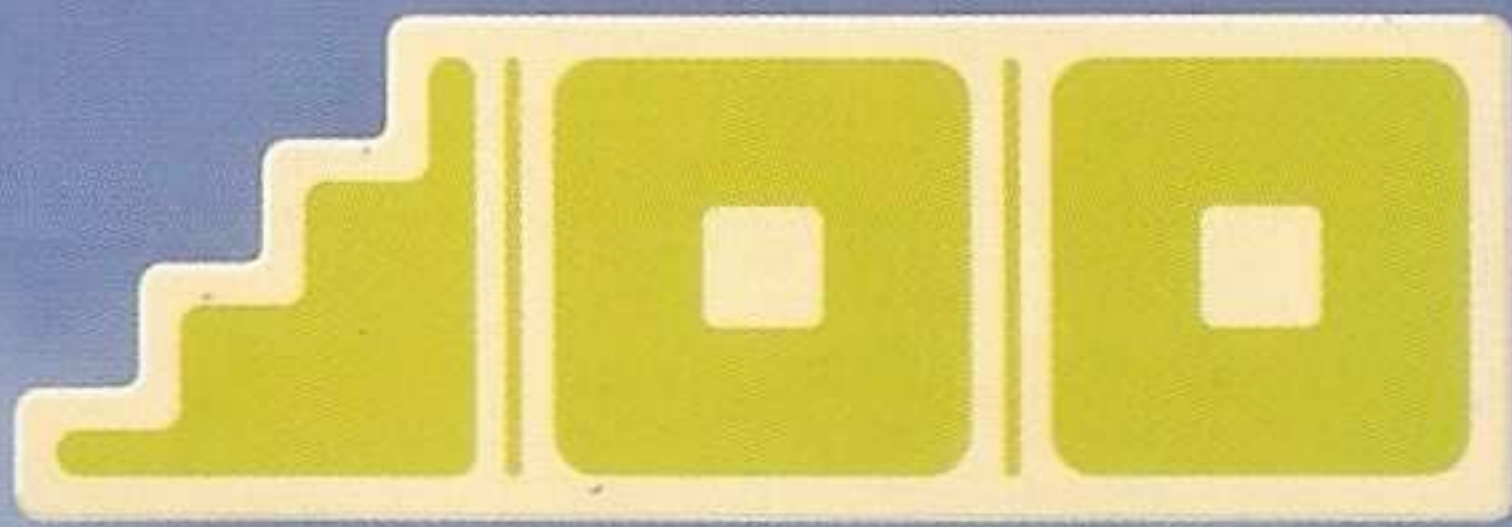
Блок не может устанавливаться с опорой на сторону со ступенями – такая конструкция будет неустойчивой.



Блоки не должны выступать за границы воображаемой прямоугольной сетки. Конструкция не может быть нечеткой геометрической формы.



Конструкция считается неверной, если в ней присутствуют неустойчивые элементы, падение которых не происходит лишь благодаря "подпираанию боками" других блоков конструкции.



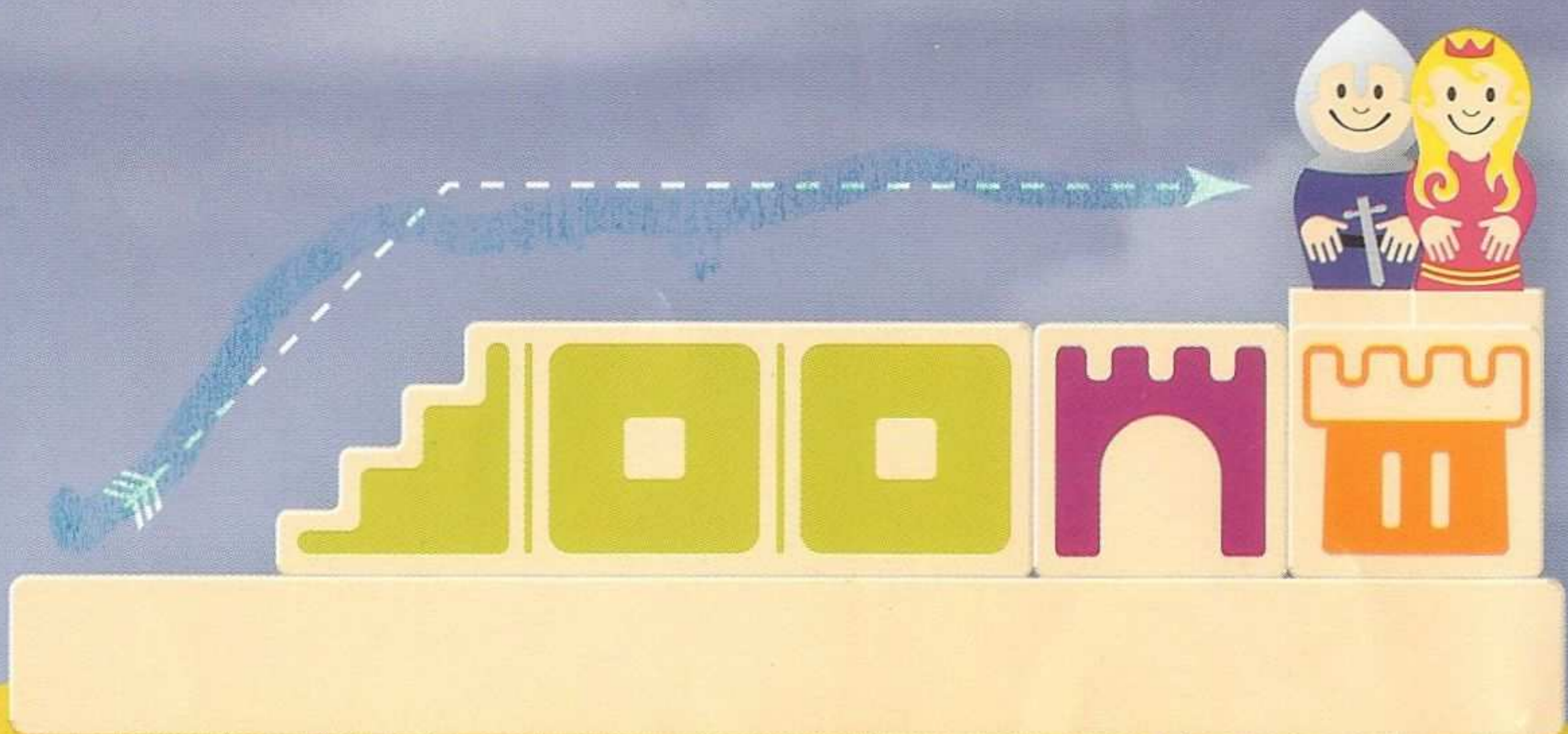
STARTER



CHALLENGE I



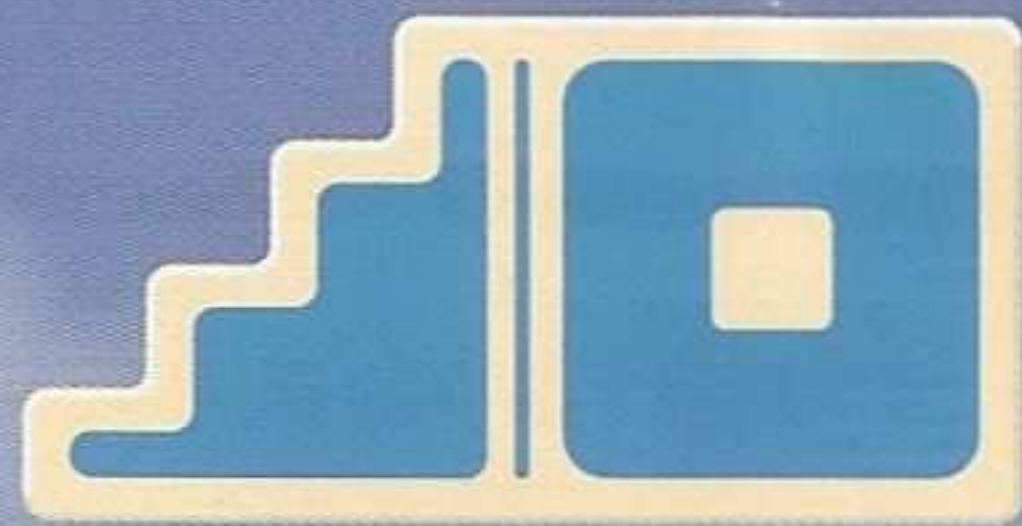
STARTER



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SOLUTION I



STARTER



CHALLENGE 2

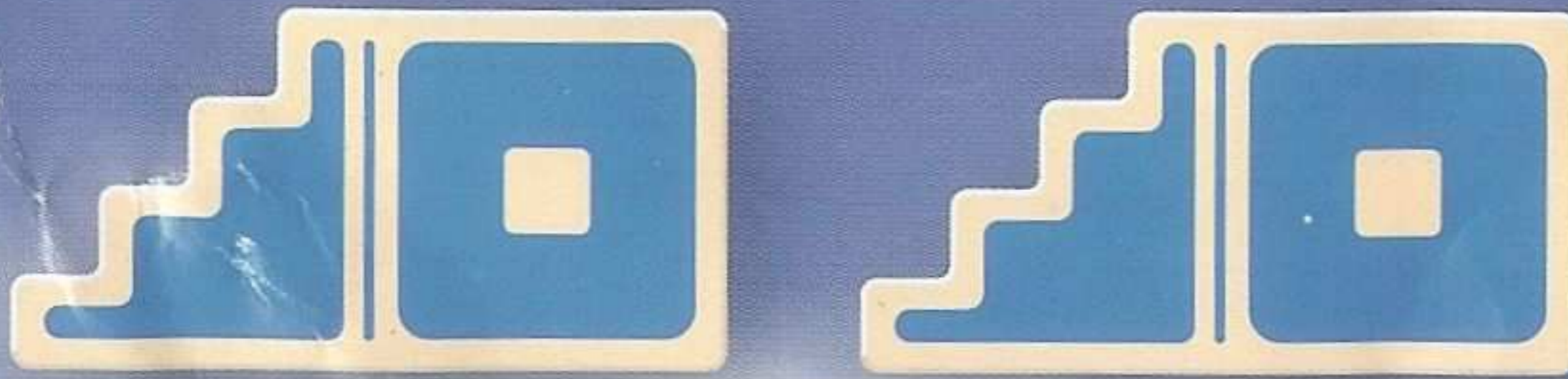




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SOLUTION 2



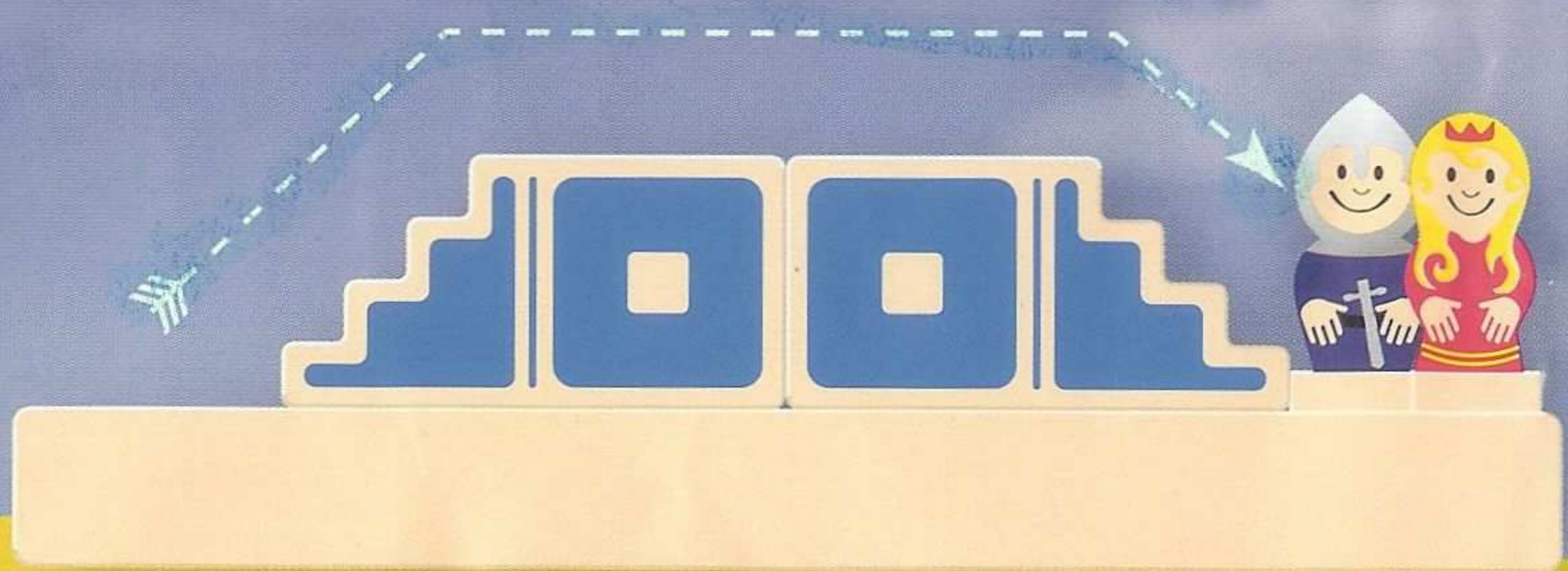
STARTER



CHALLENGE 3



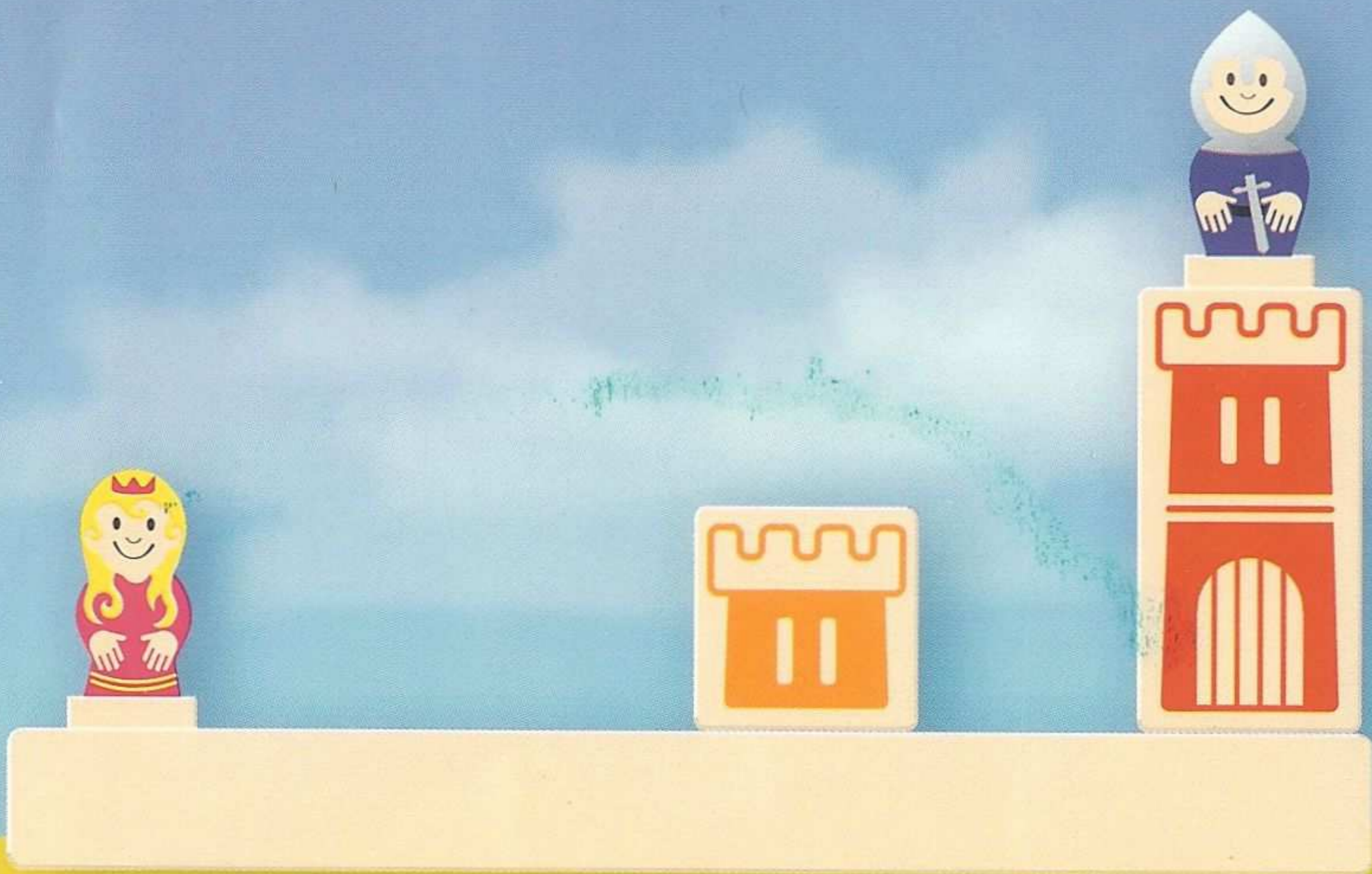
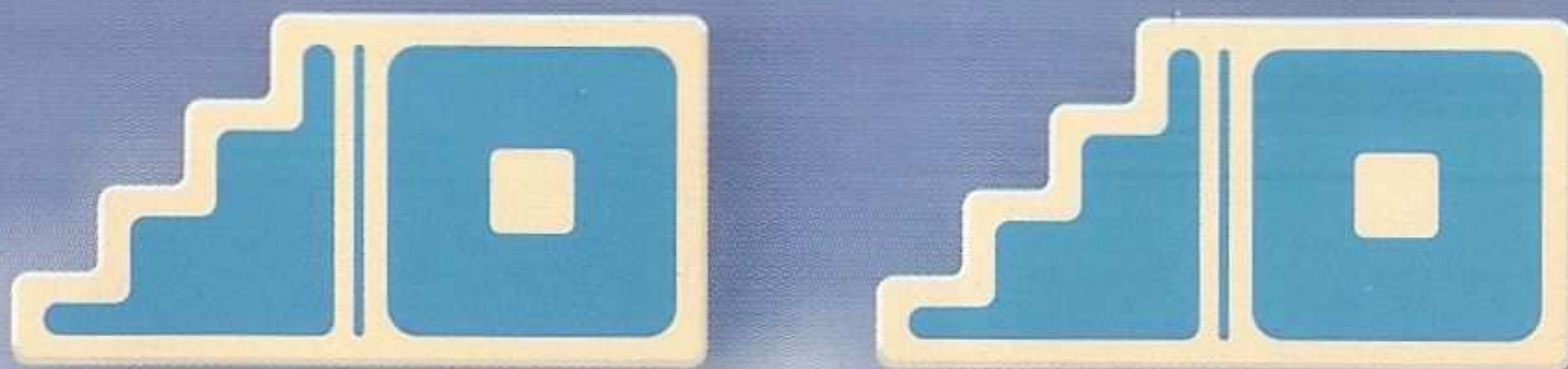
STARTER



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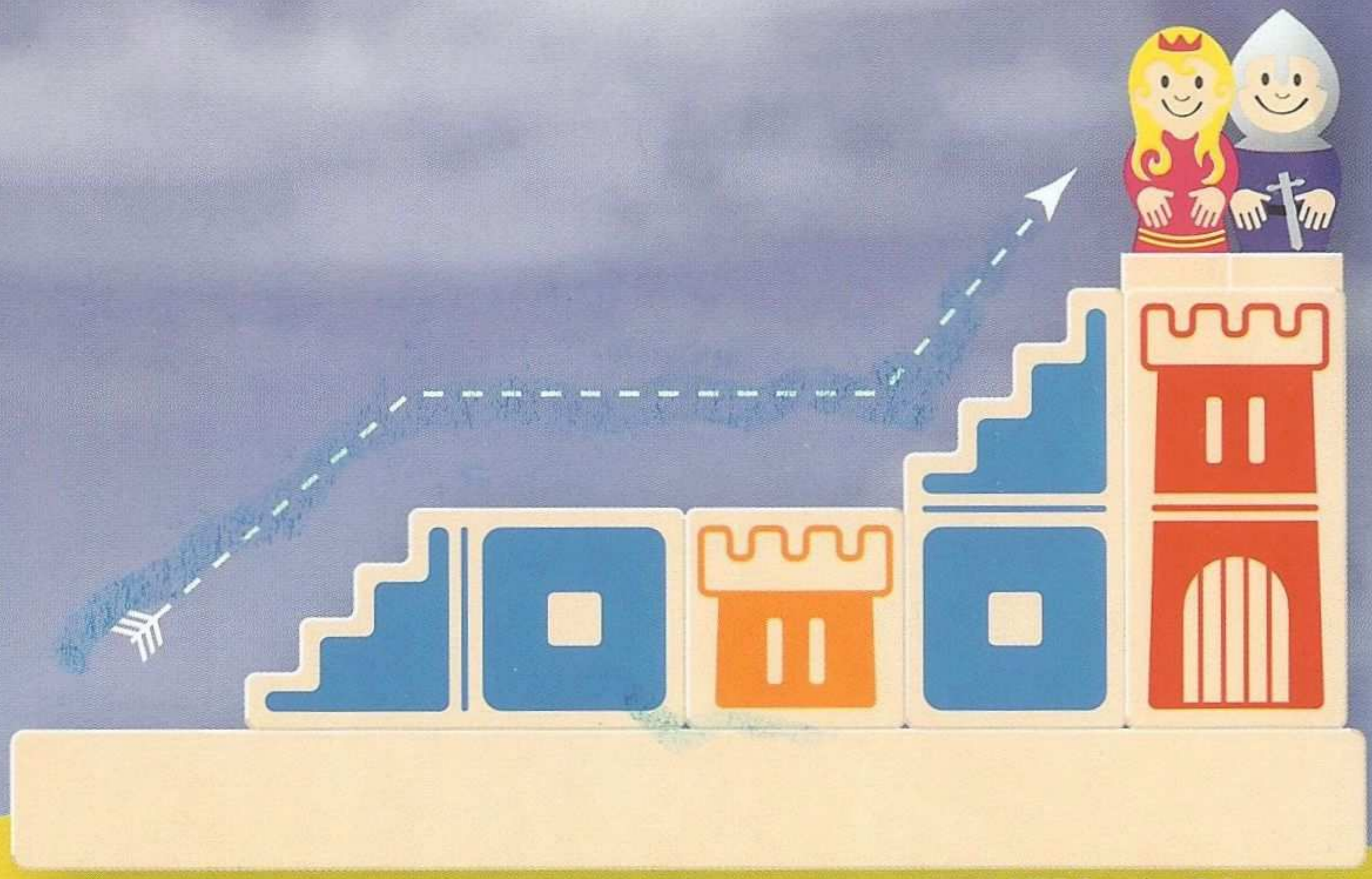


SOLUTION 3



CHALLENGE 4





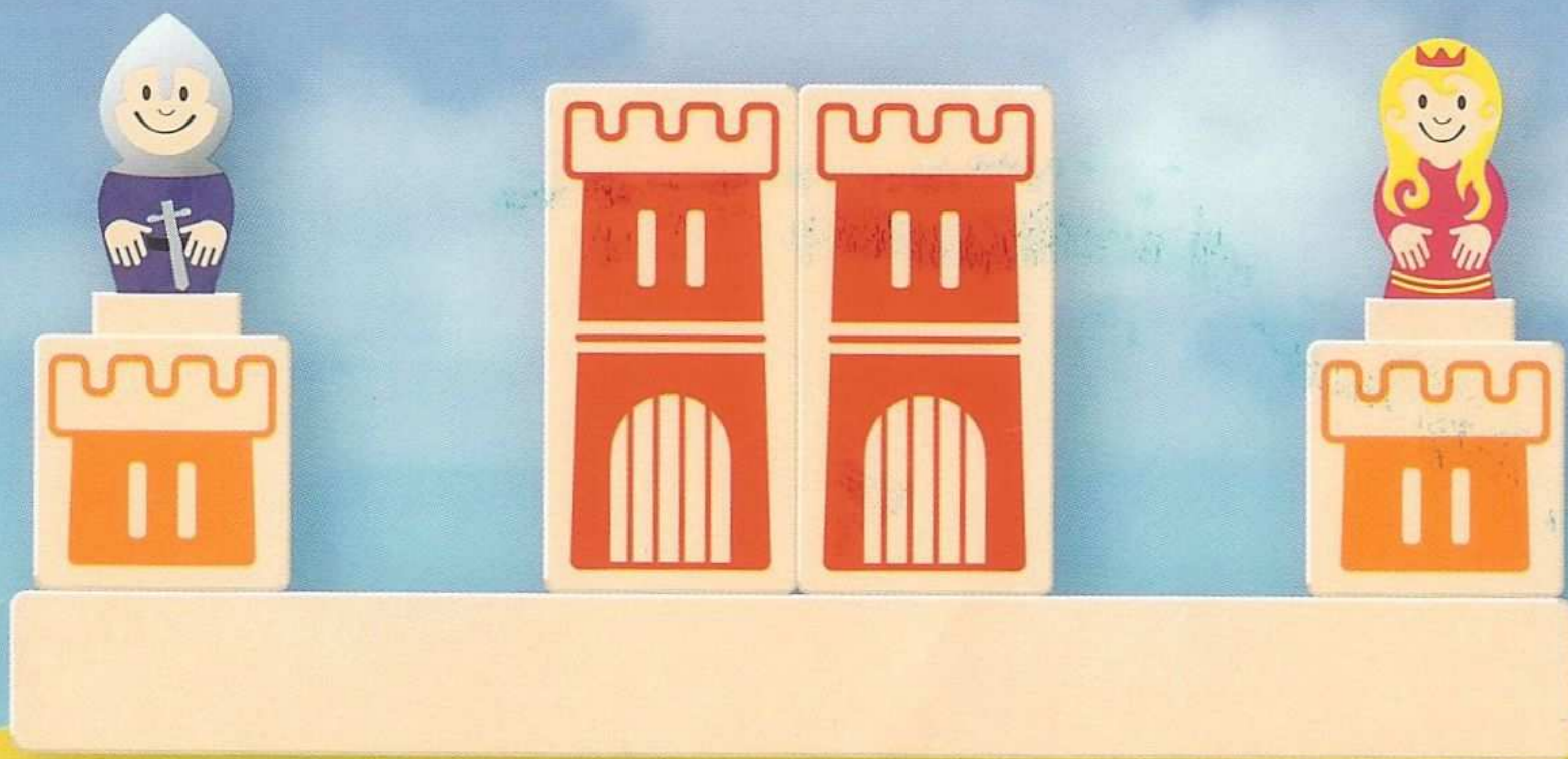
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SOLUTION 4



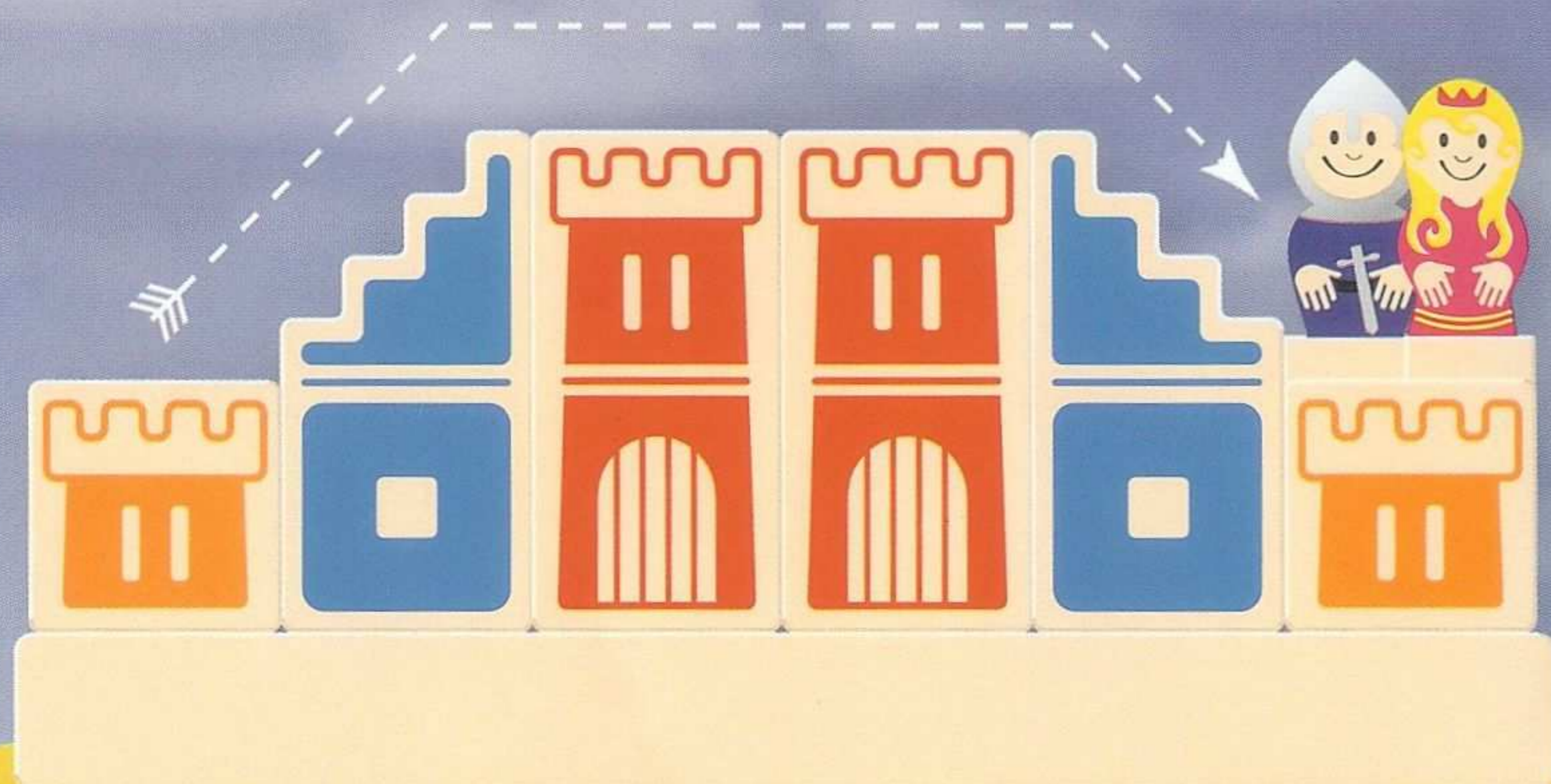
STARTER



CHALLENGE 5



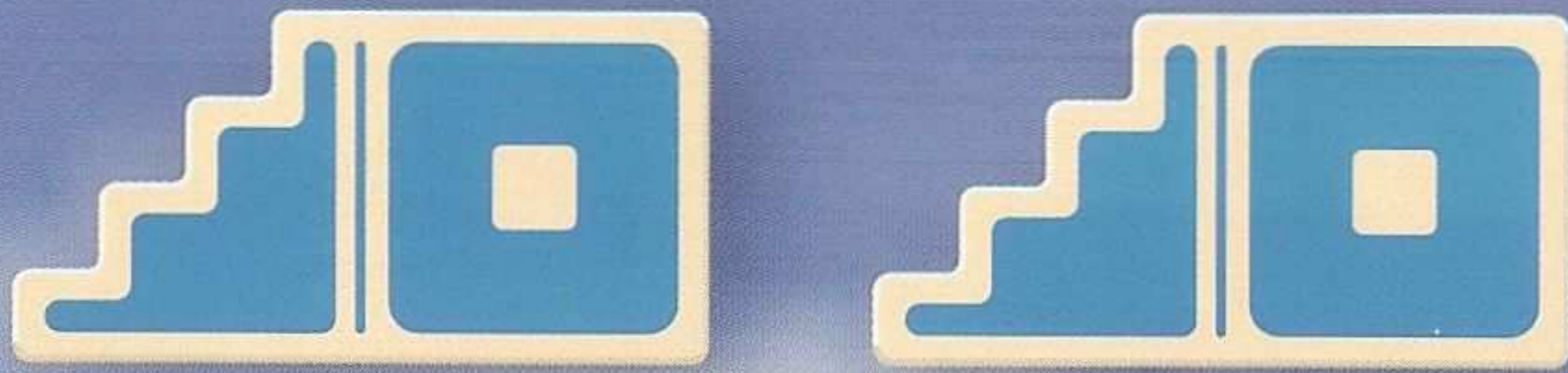
STARTER



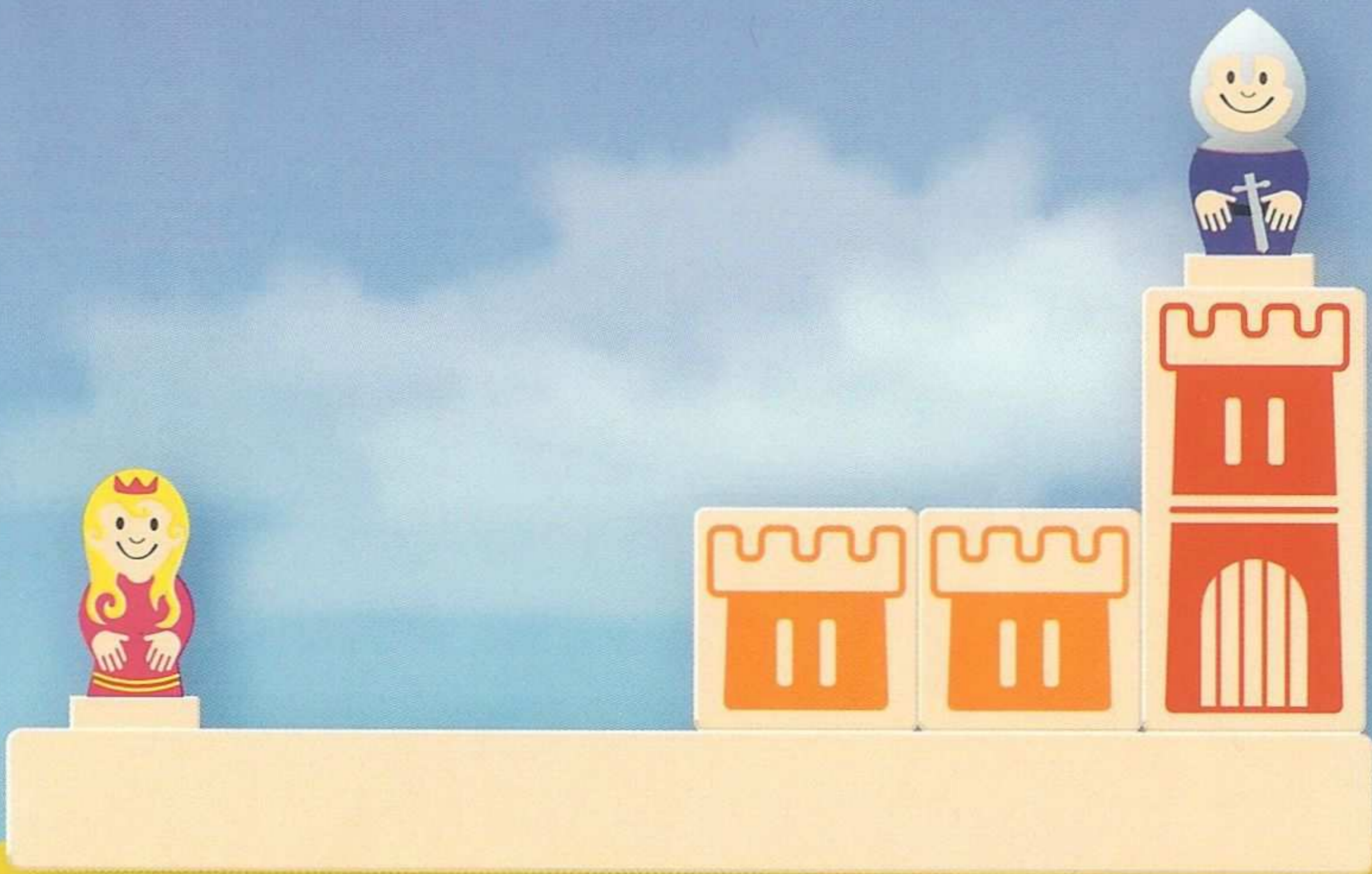
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SOLUTION 5

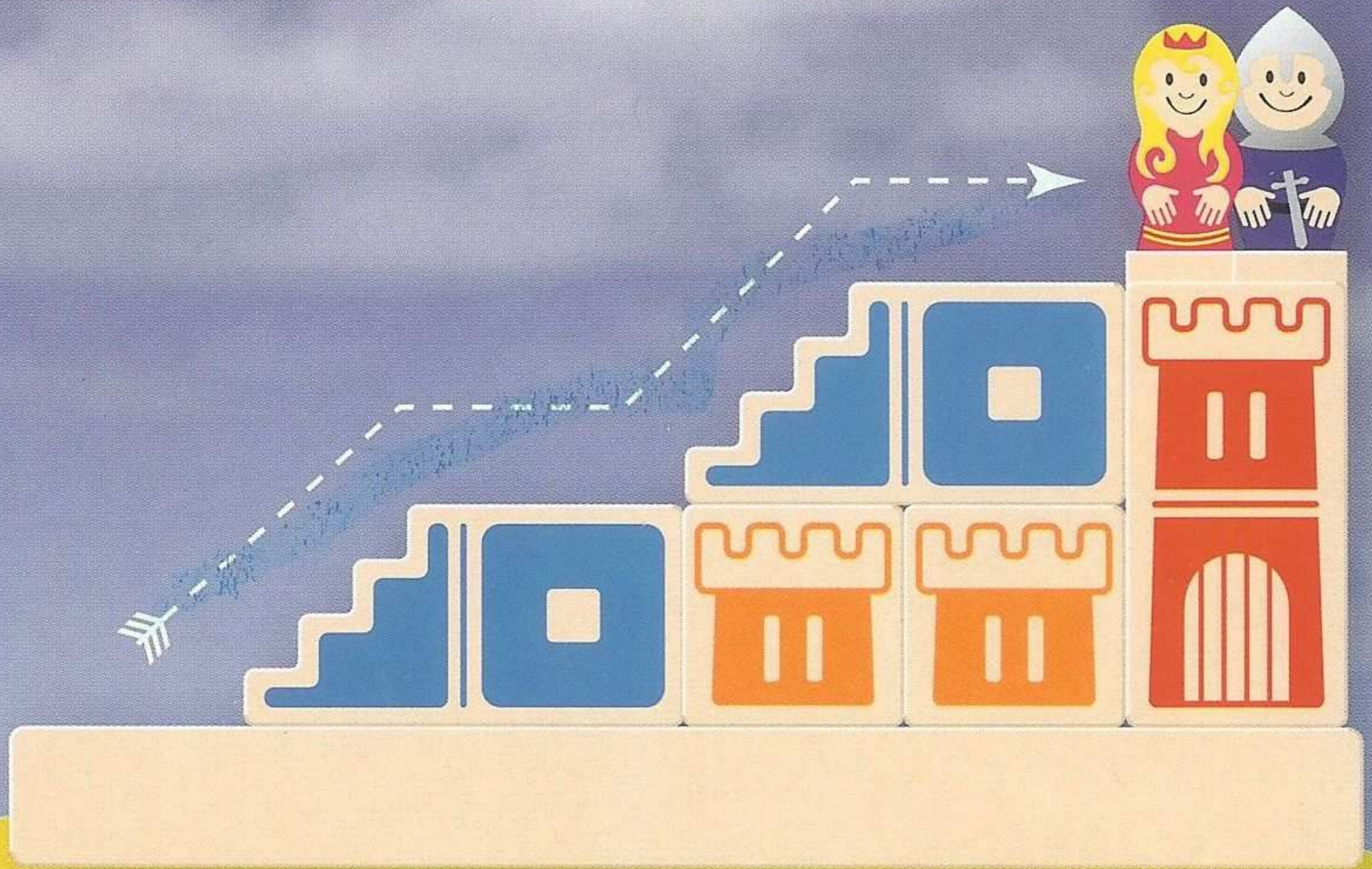


STARTER



CHALLENGE 6

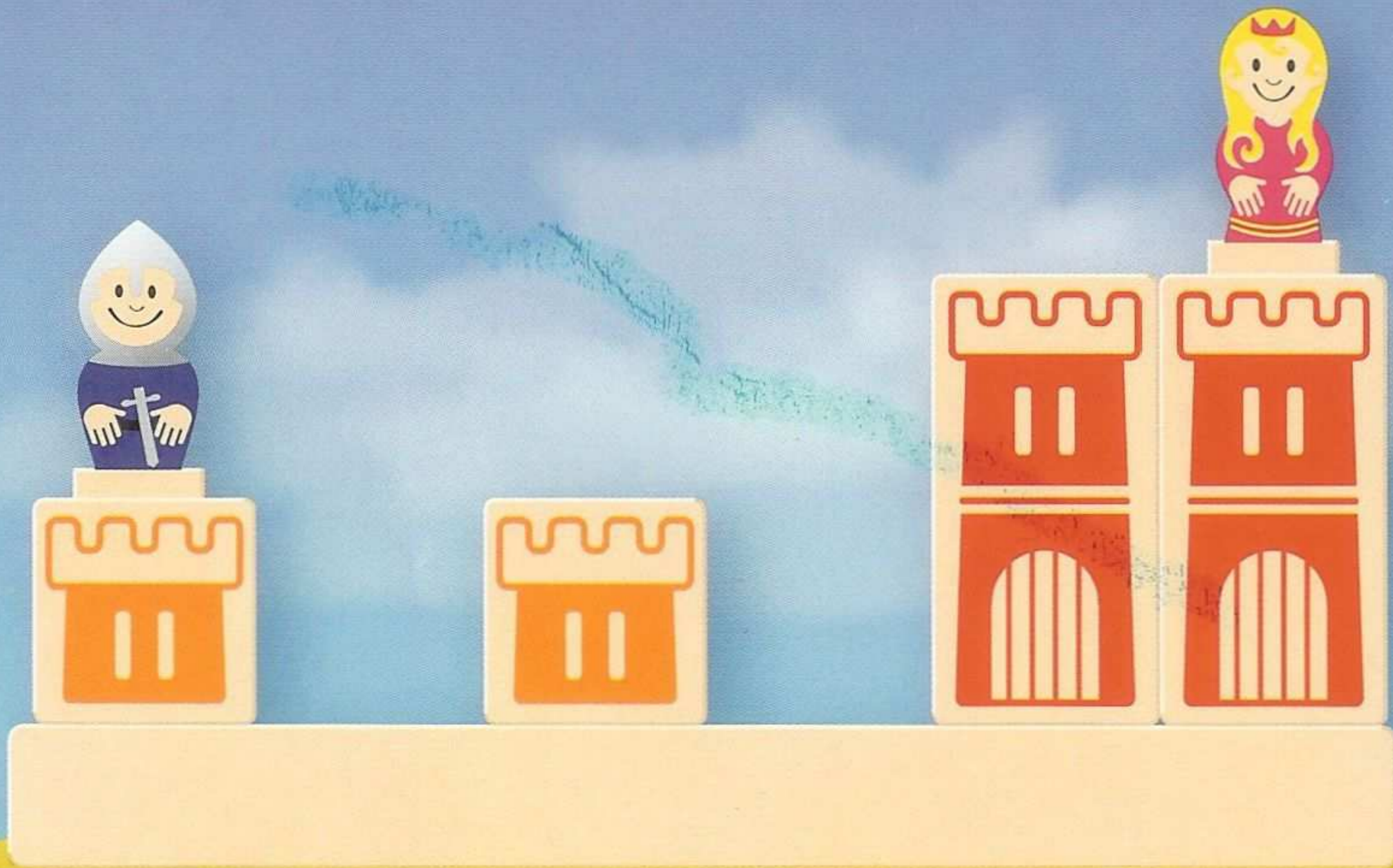
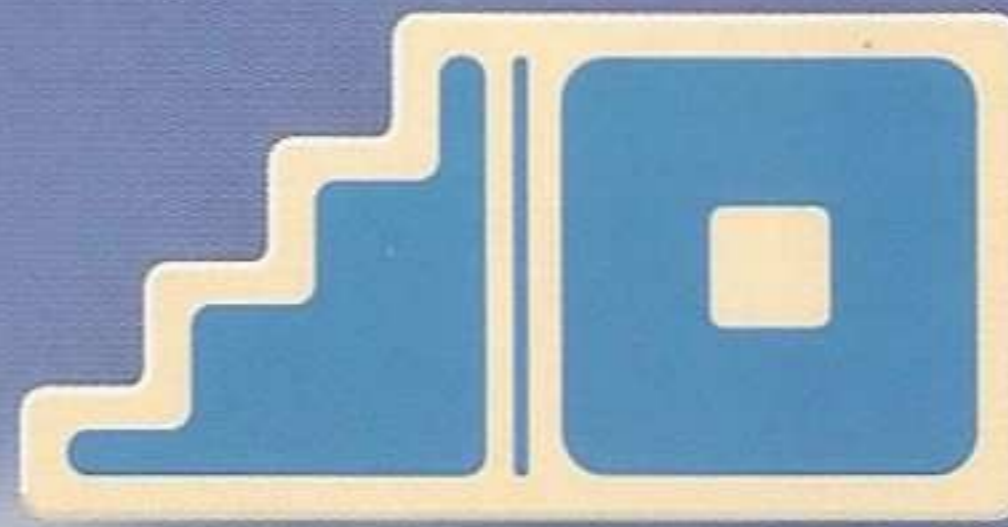




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SOLUTION 6



STARTER

CHALLENGE 7

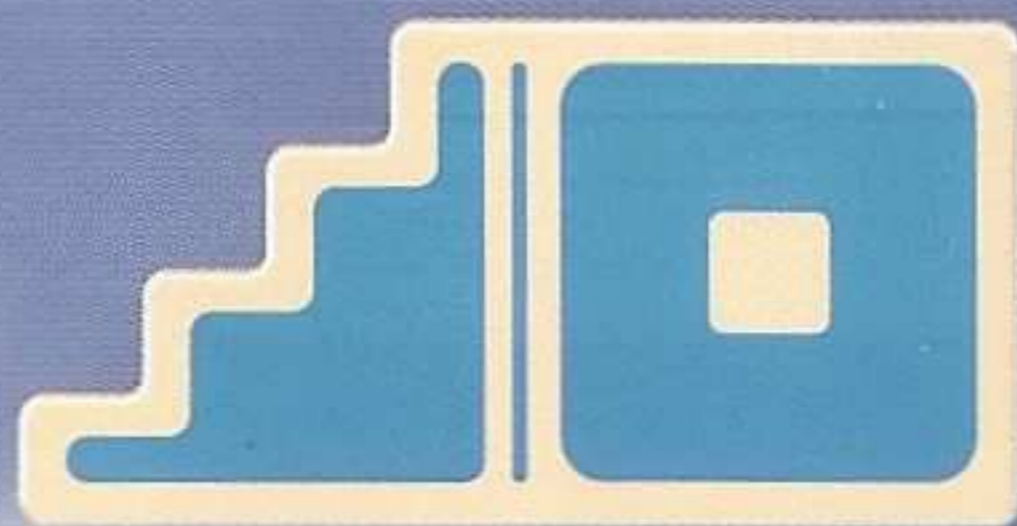




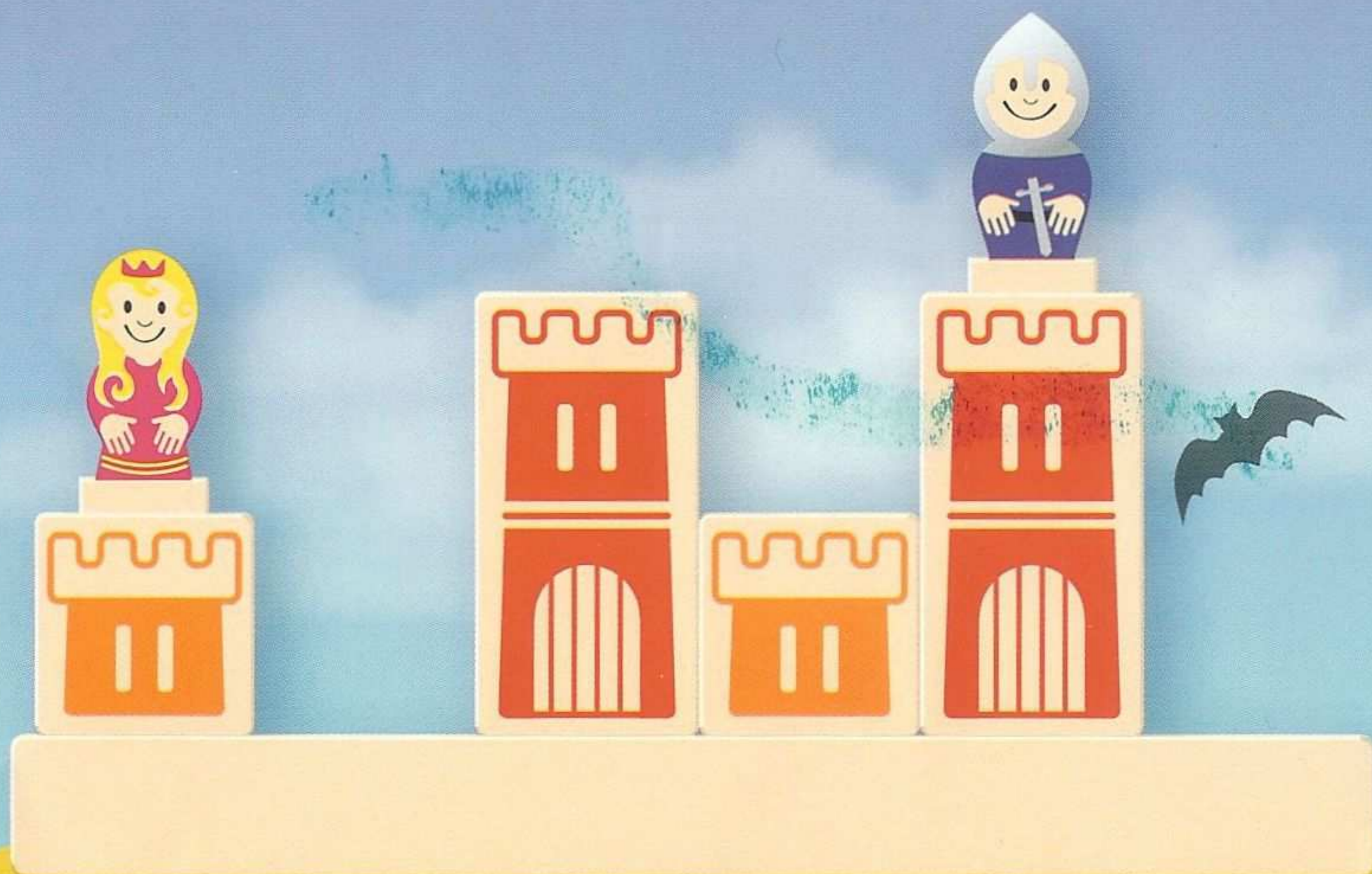
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SOLUTION 7

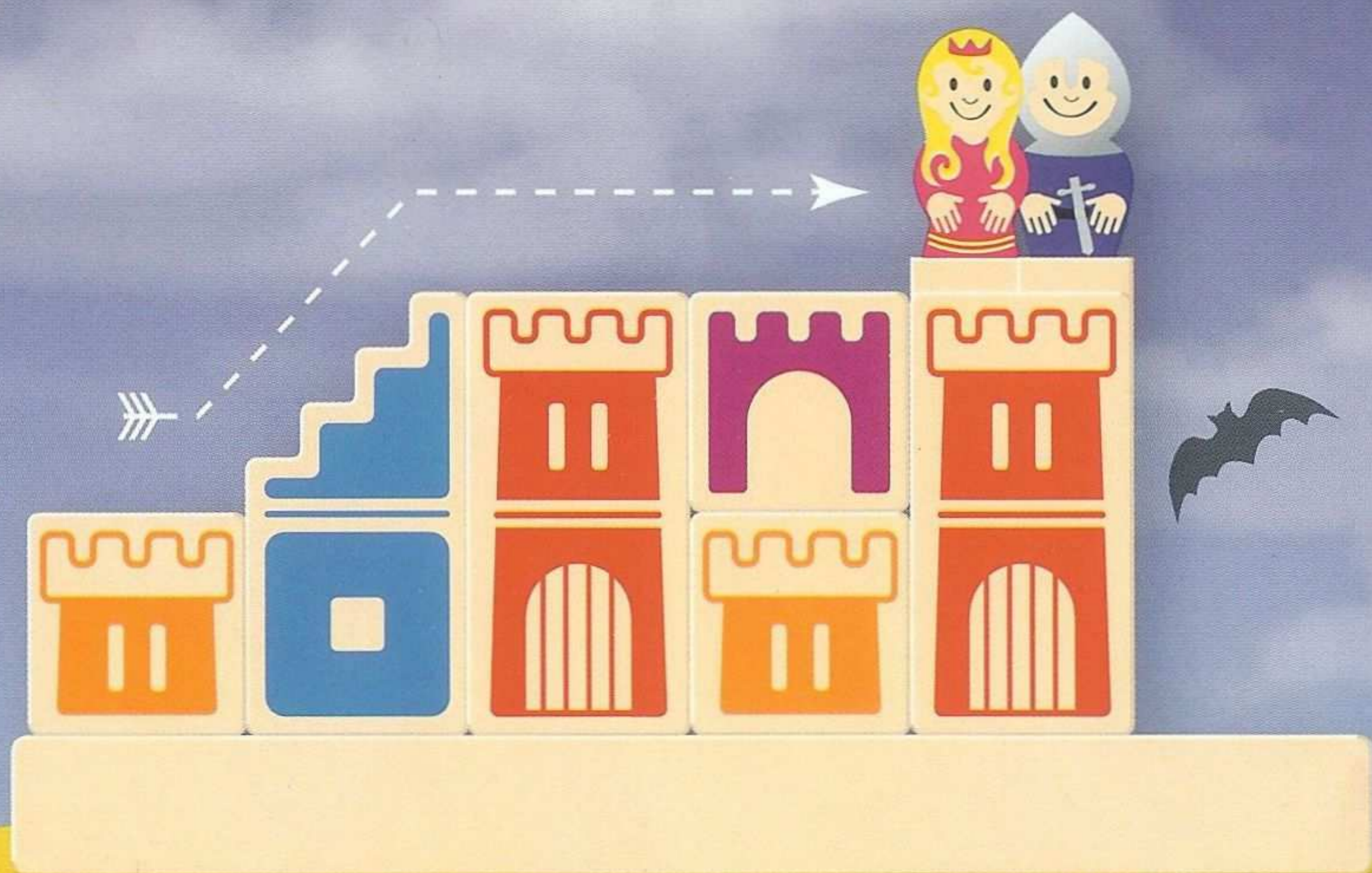


STARTER



CHALLENGE 8

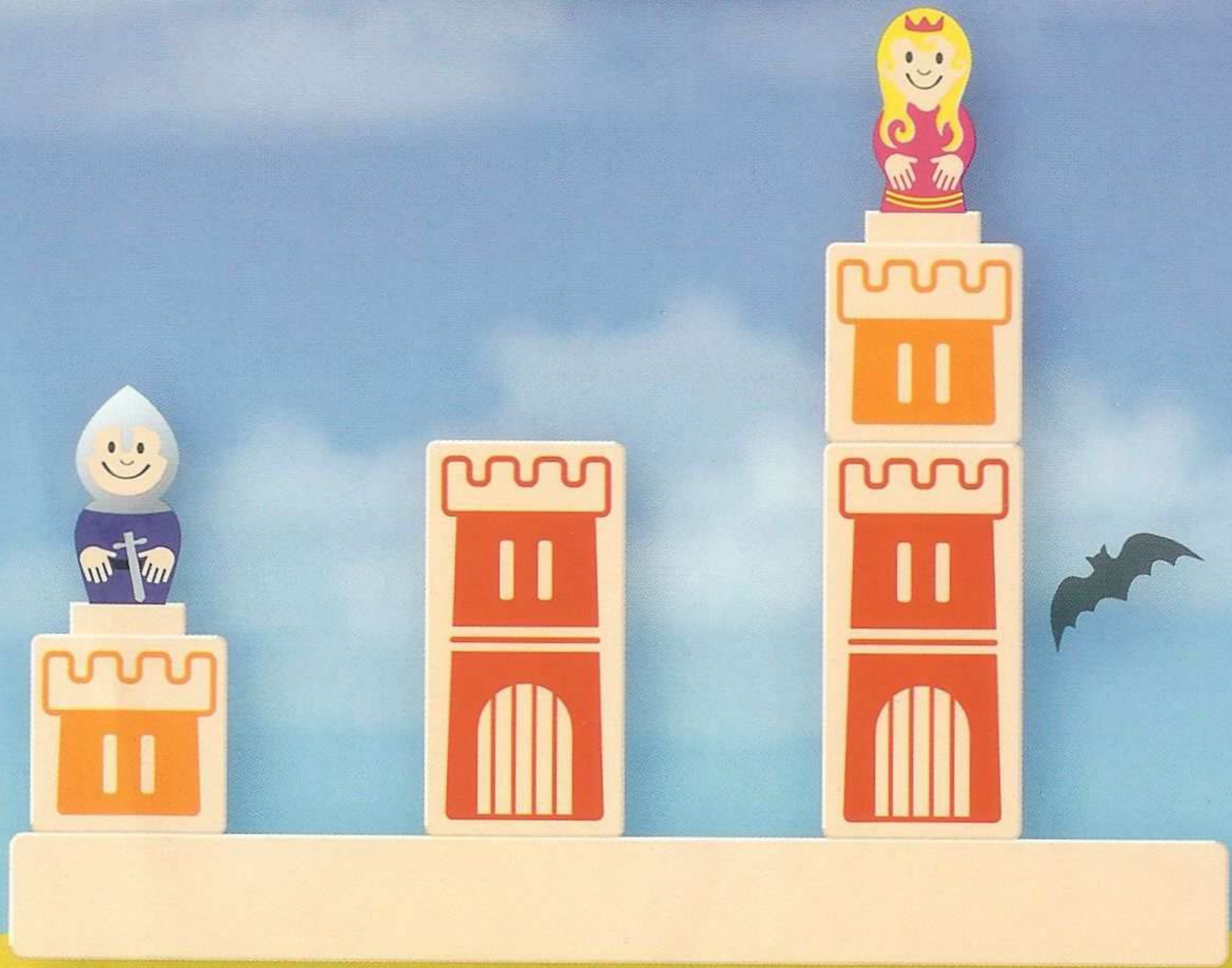
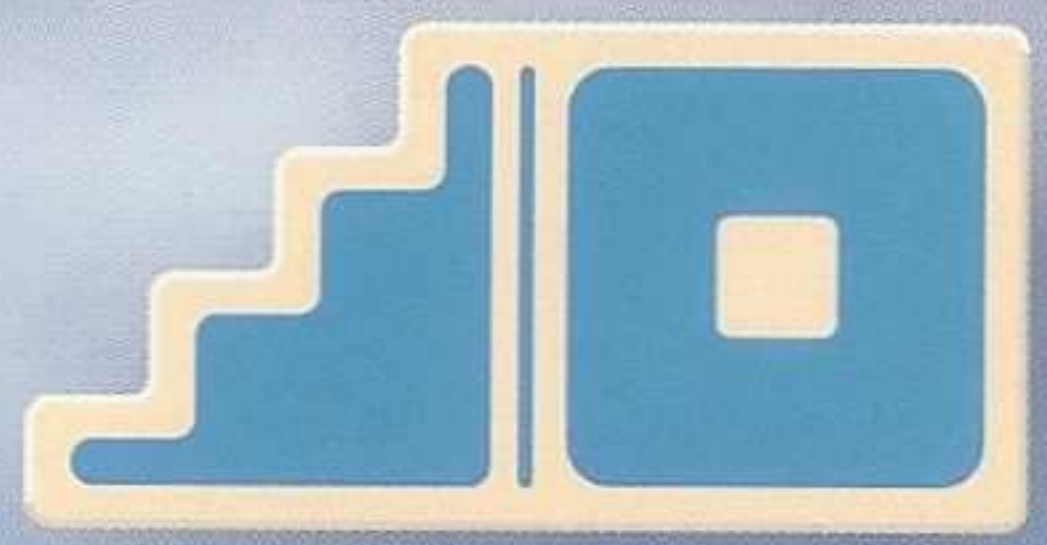
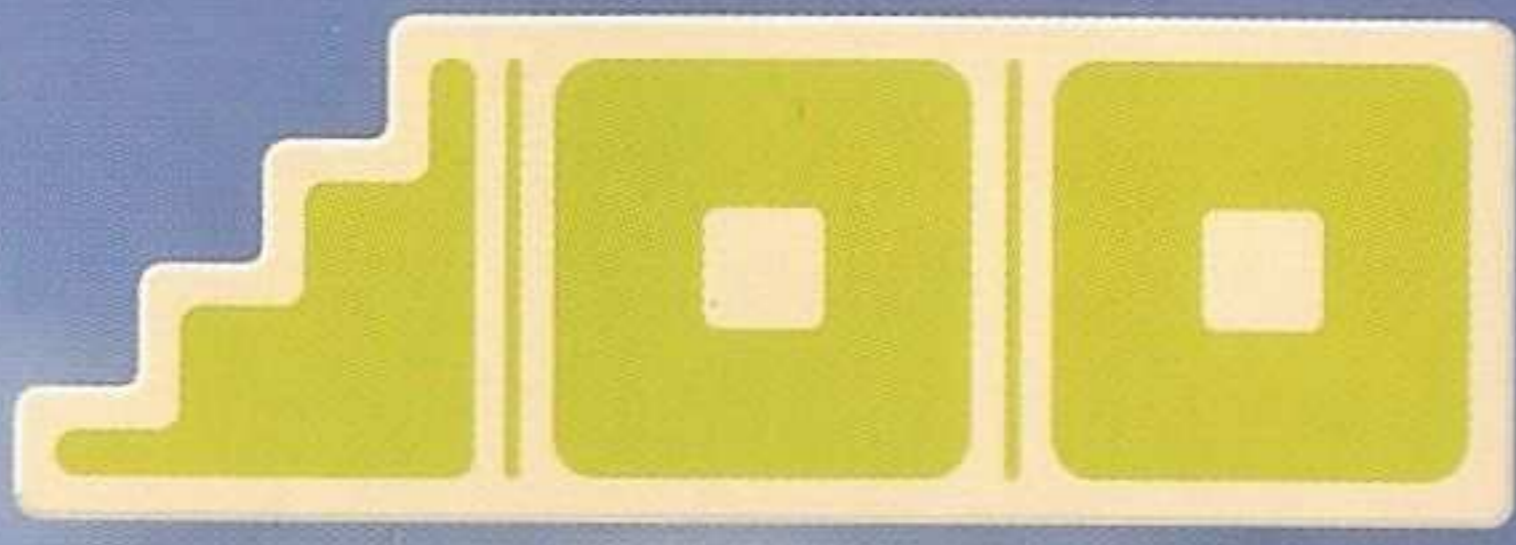




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SOLUTION 8



CHALLENGE 9



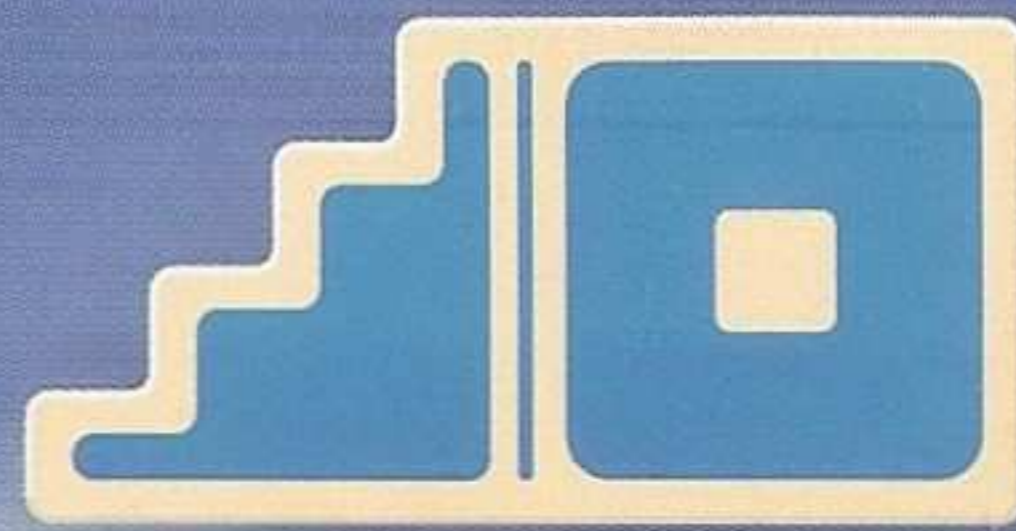
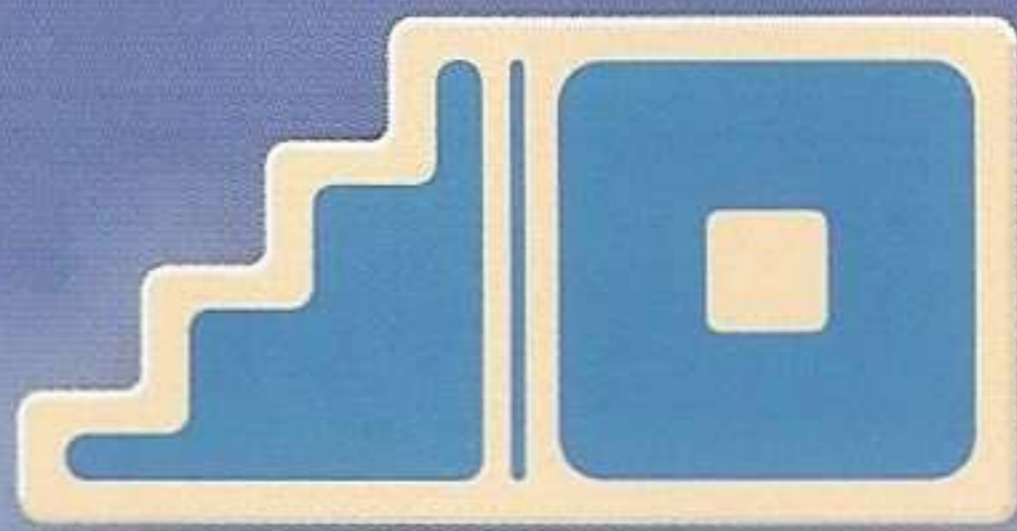
STARTER



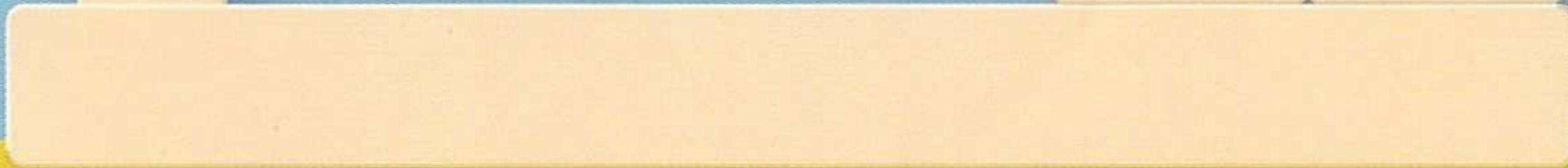
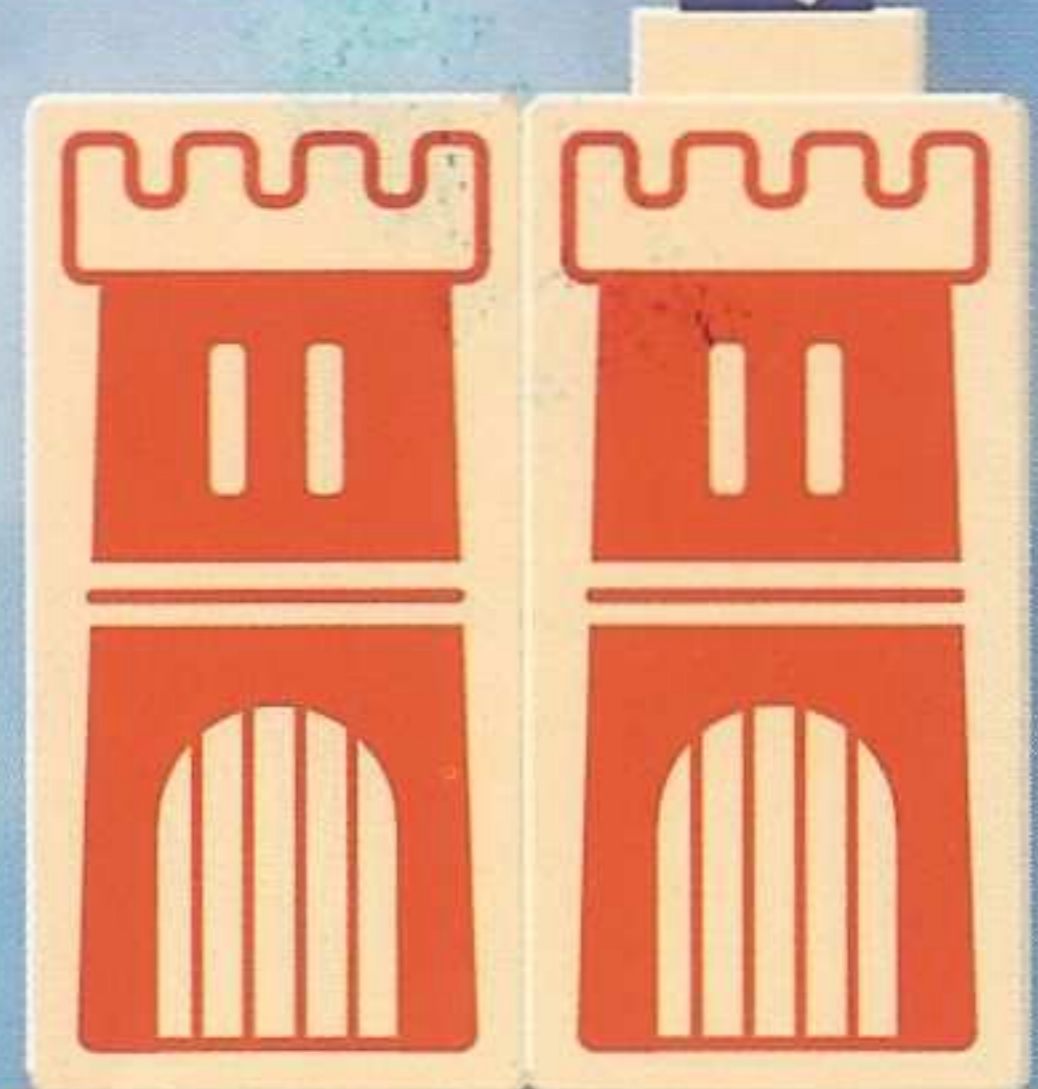
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SOLUTION 9

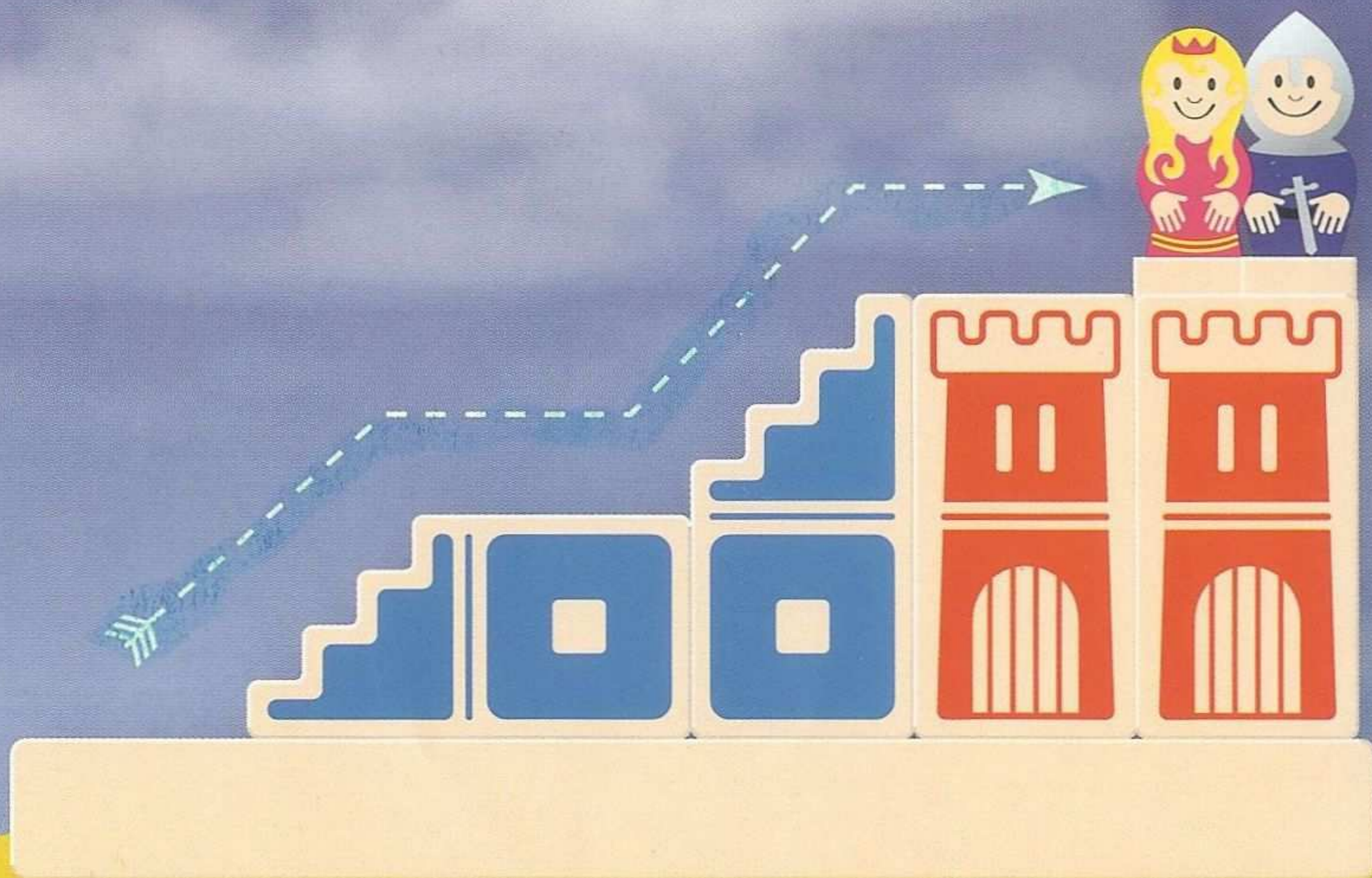


STARTER



CHALLENGE 10

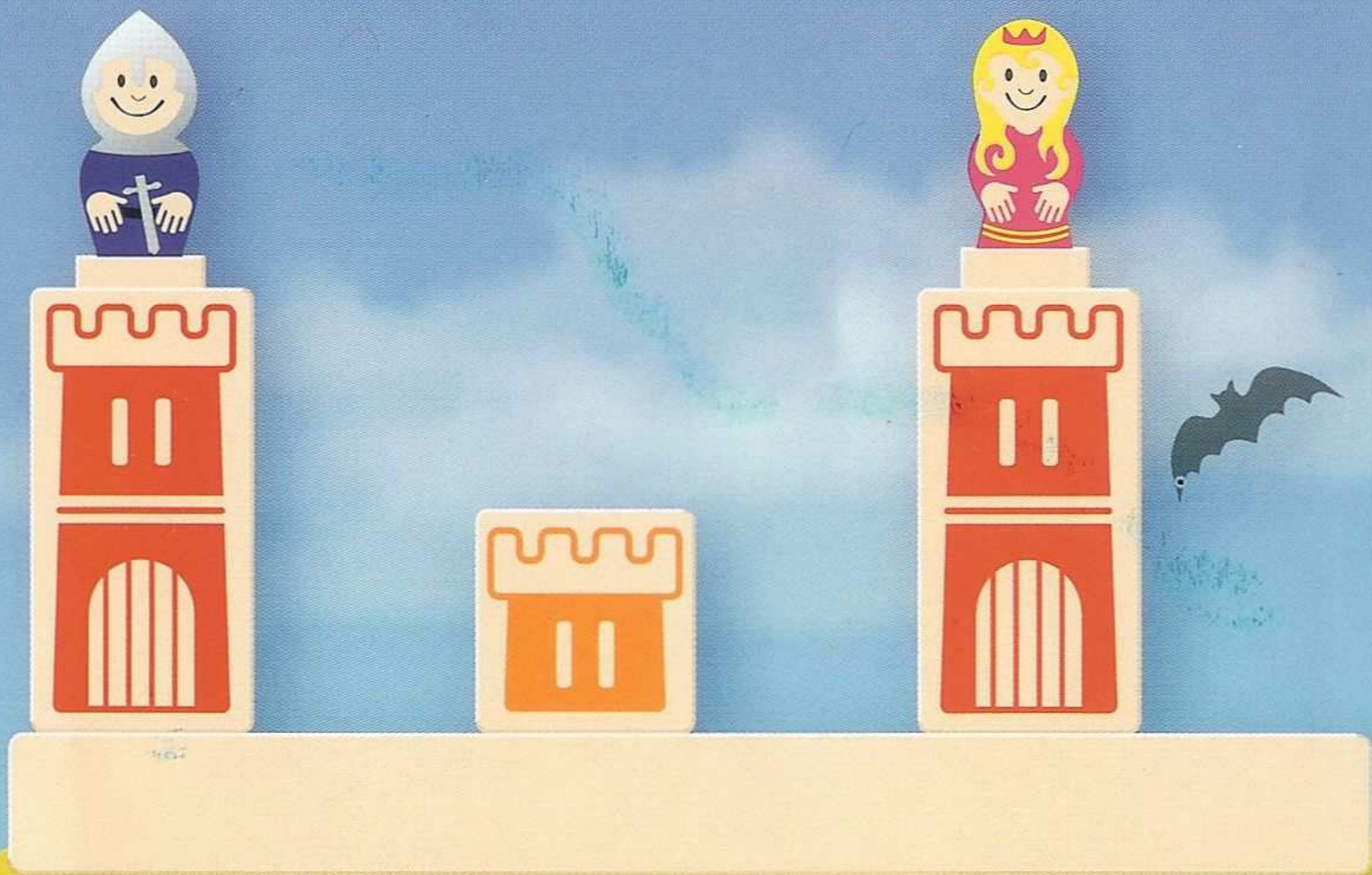
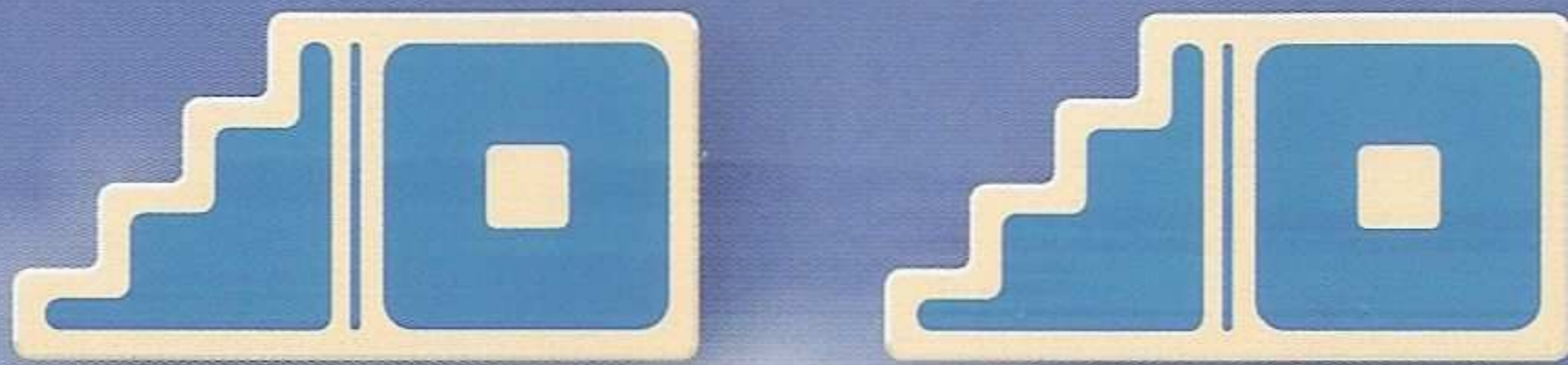




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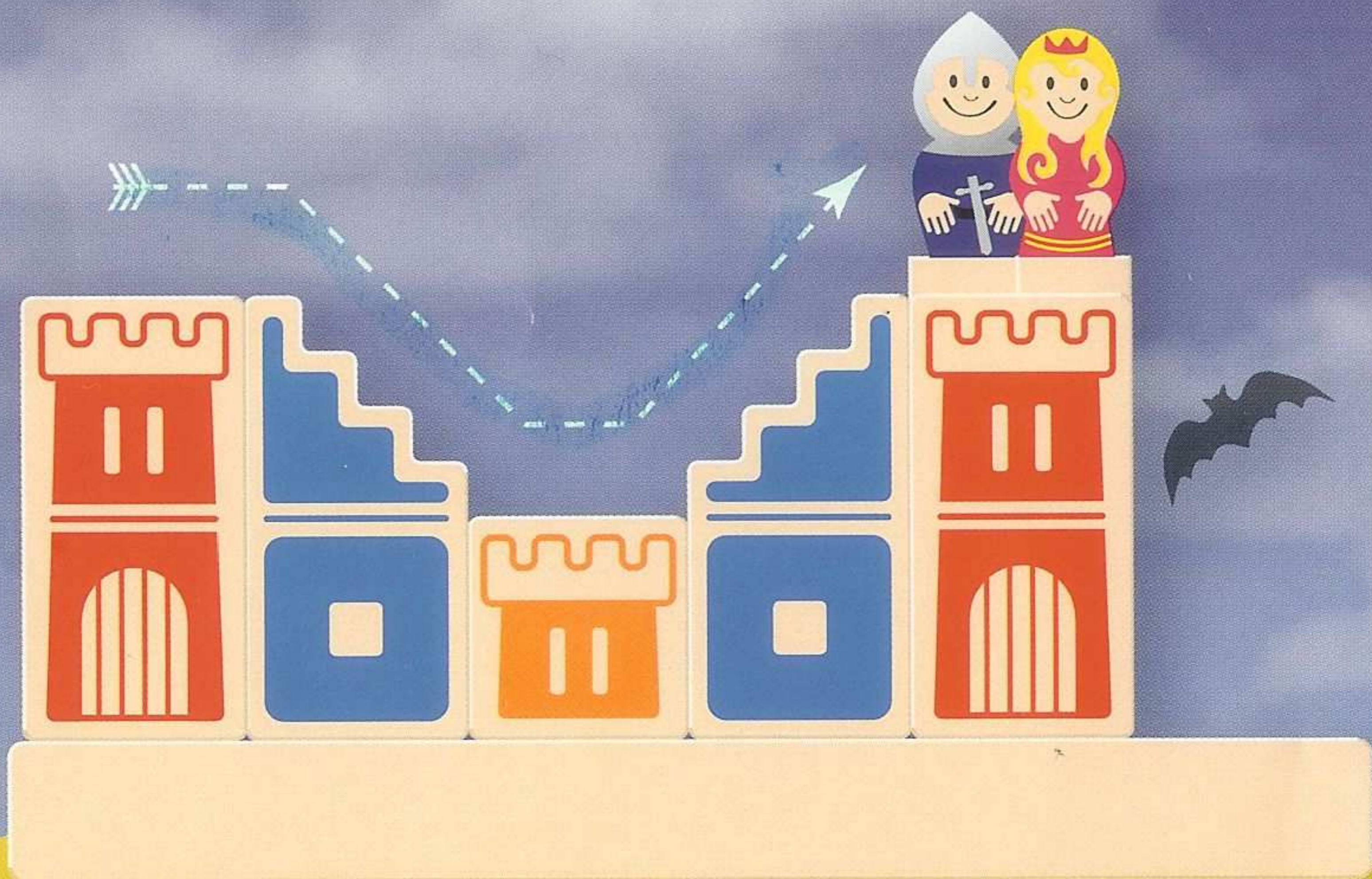
SOLUTION 10



STARTER

CHALLENGE I I

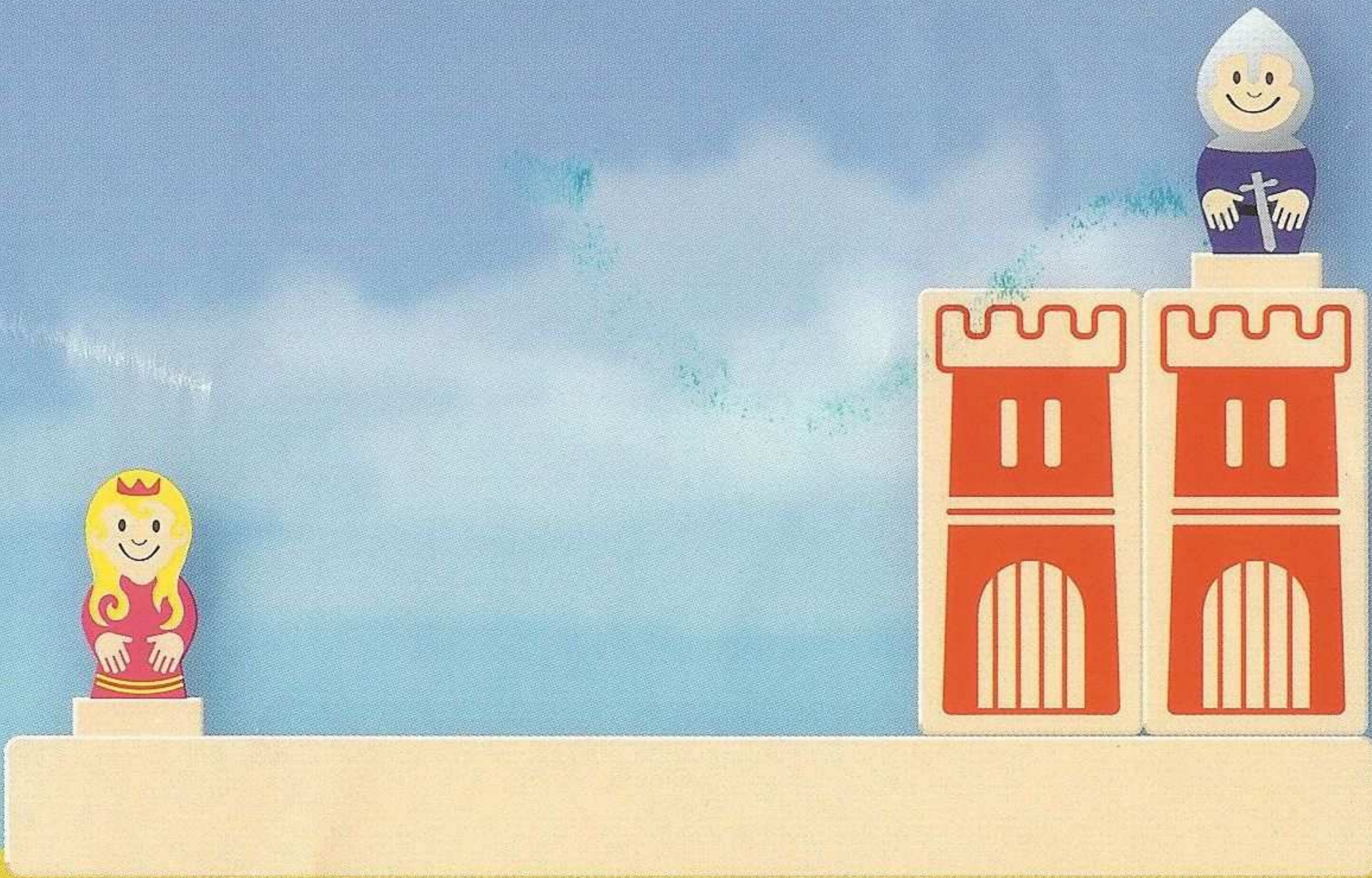
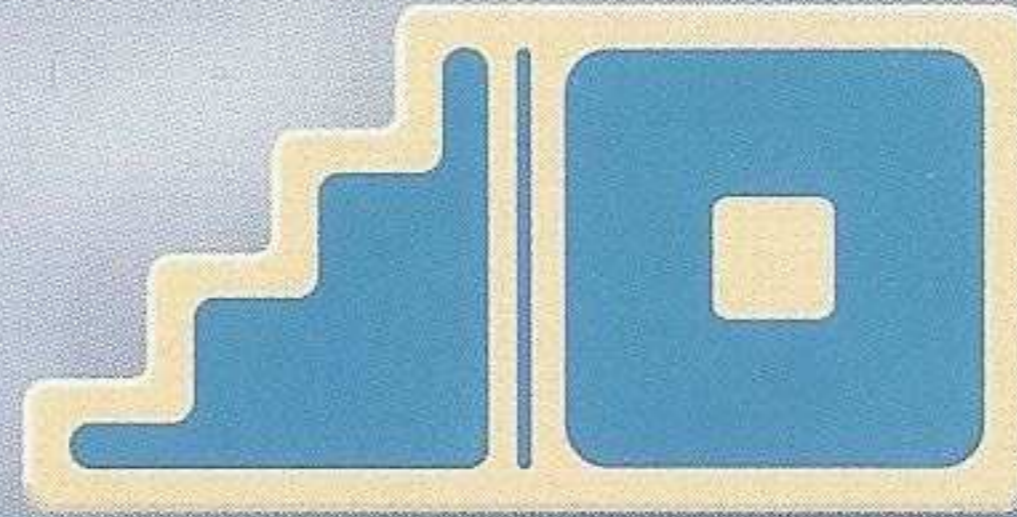
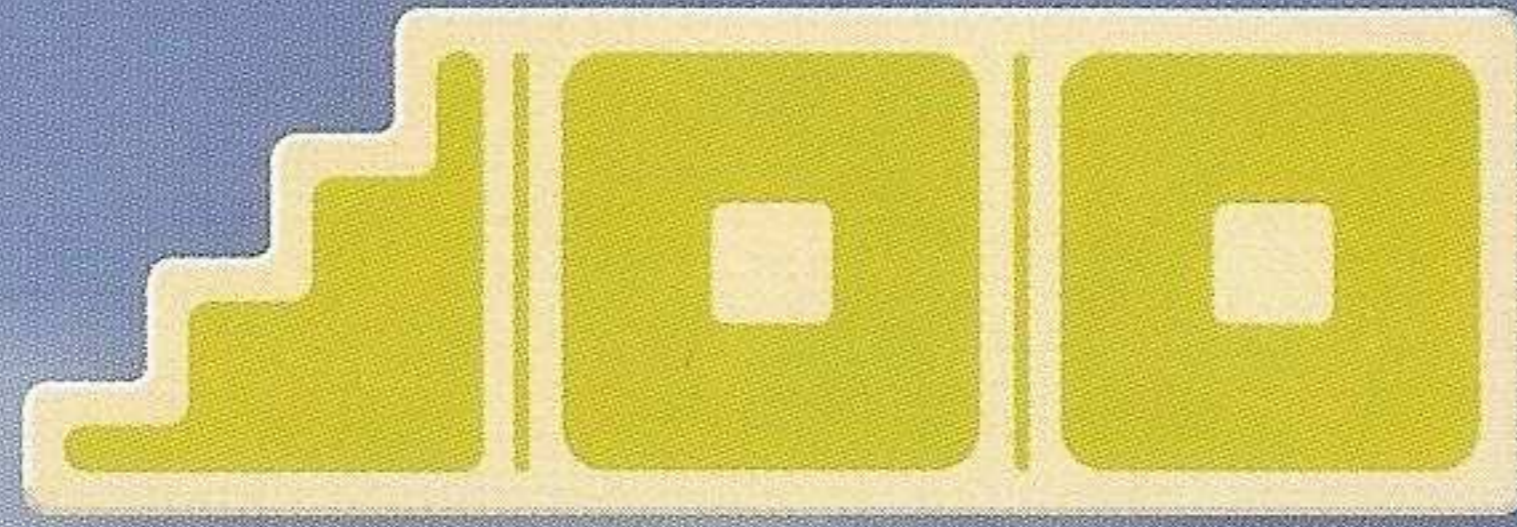




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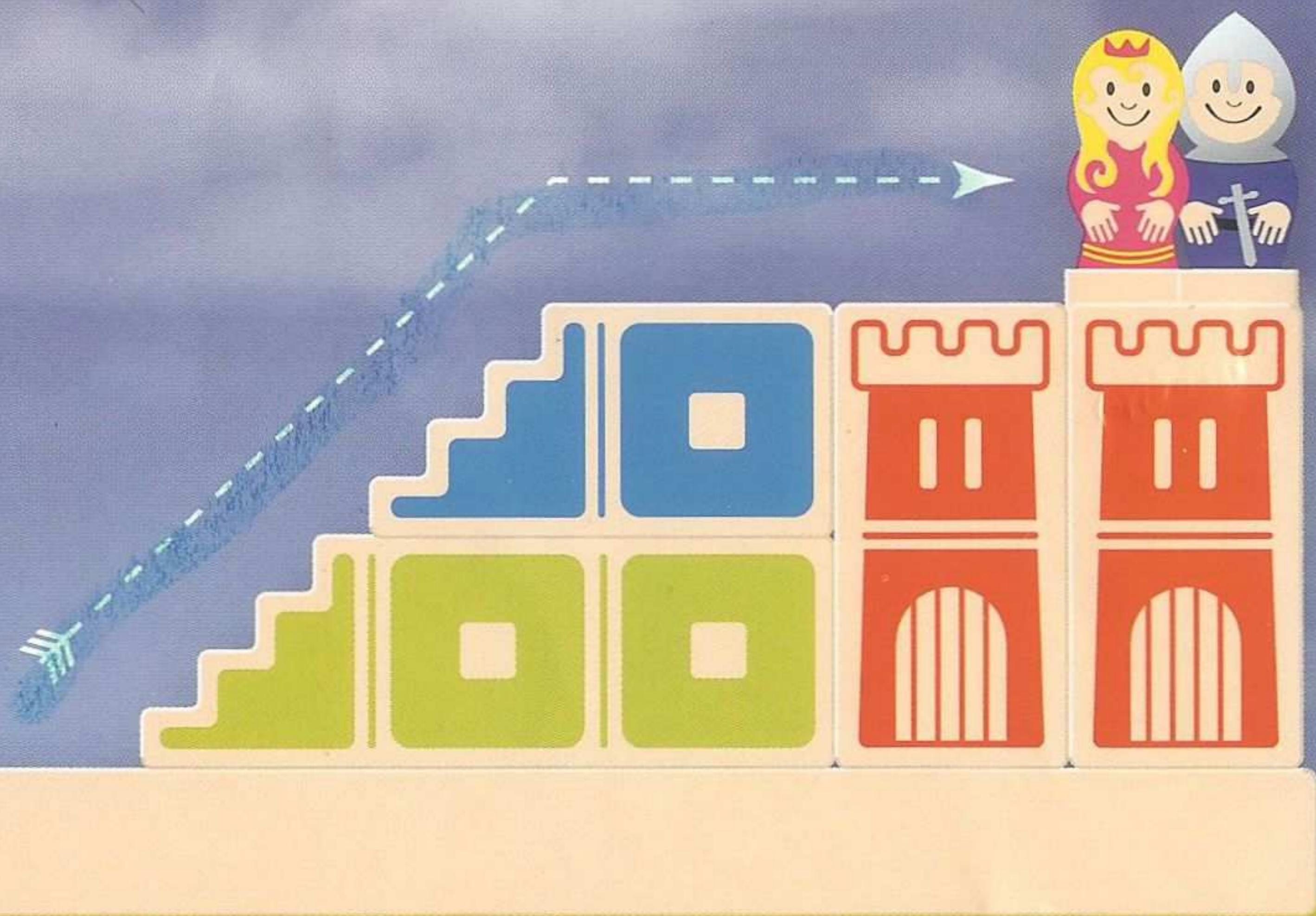


SOLUTION I I



CHALLENGE 12

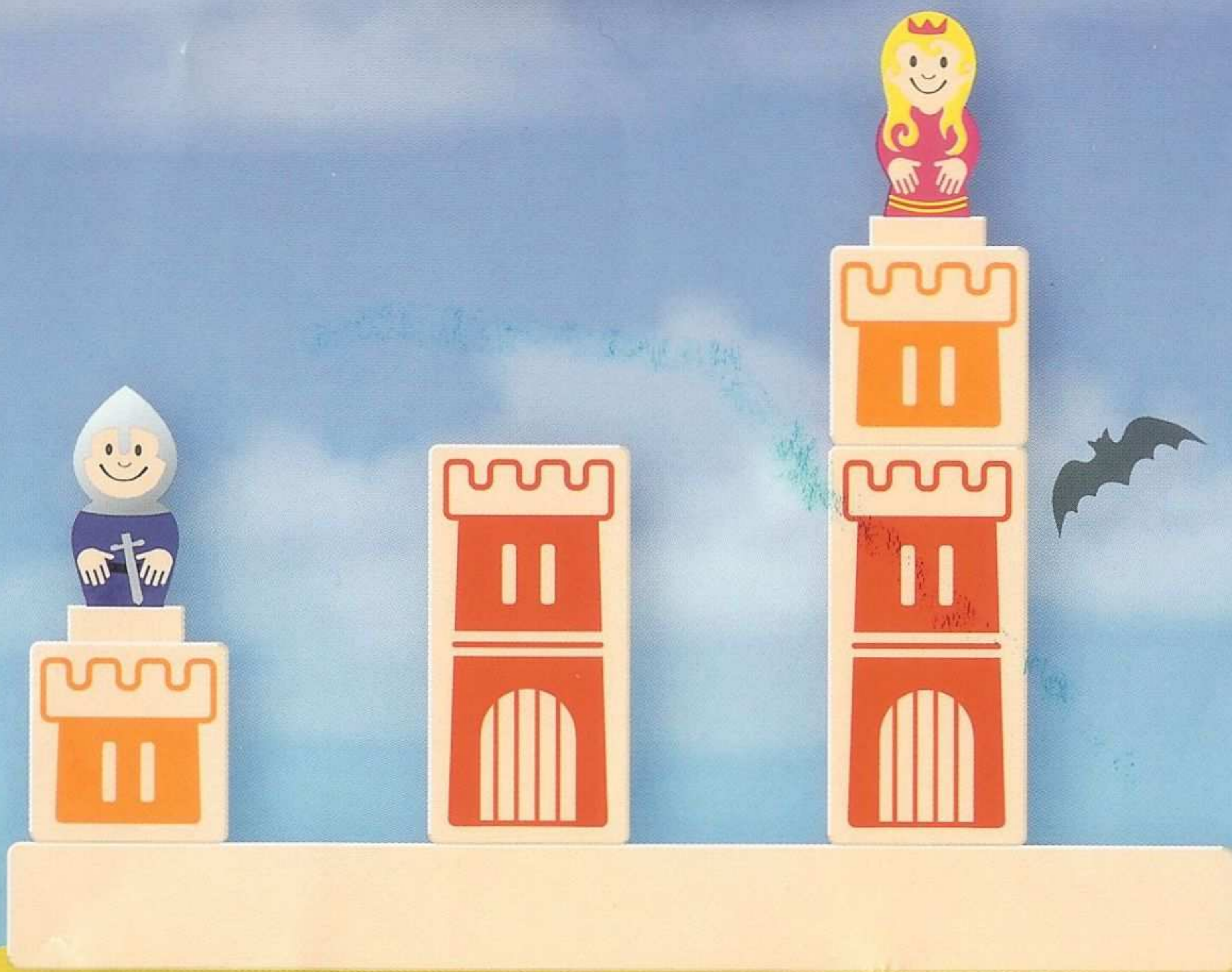
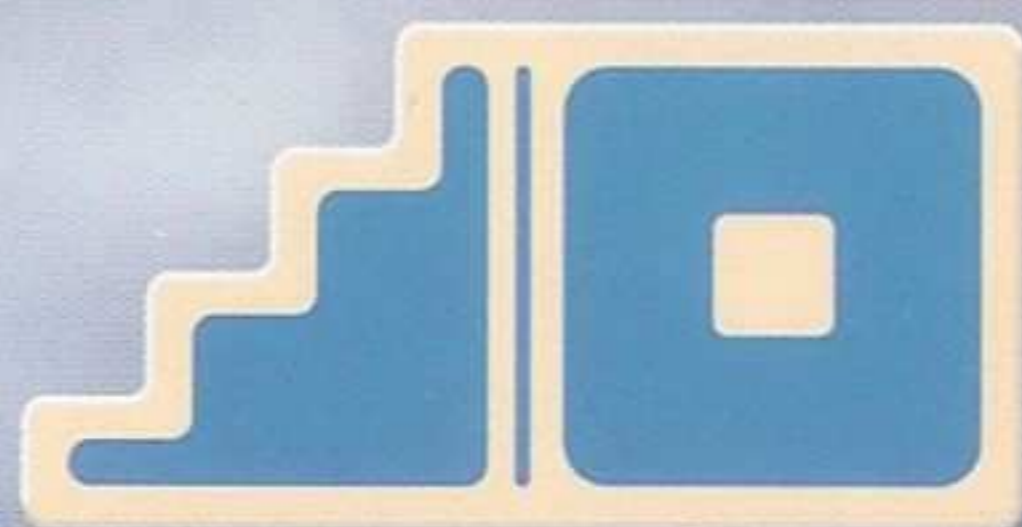
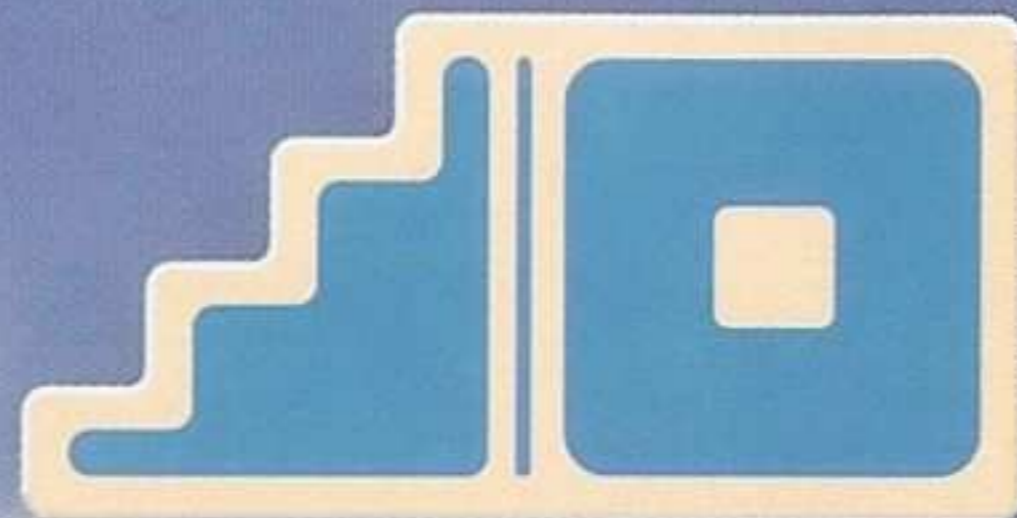




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SOLUTION 12



CHALLENGE 13



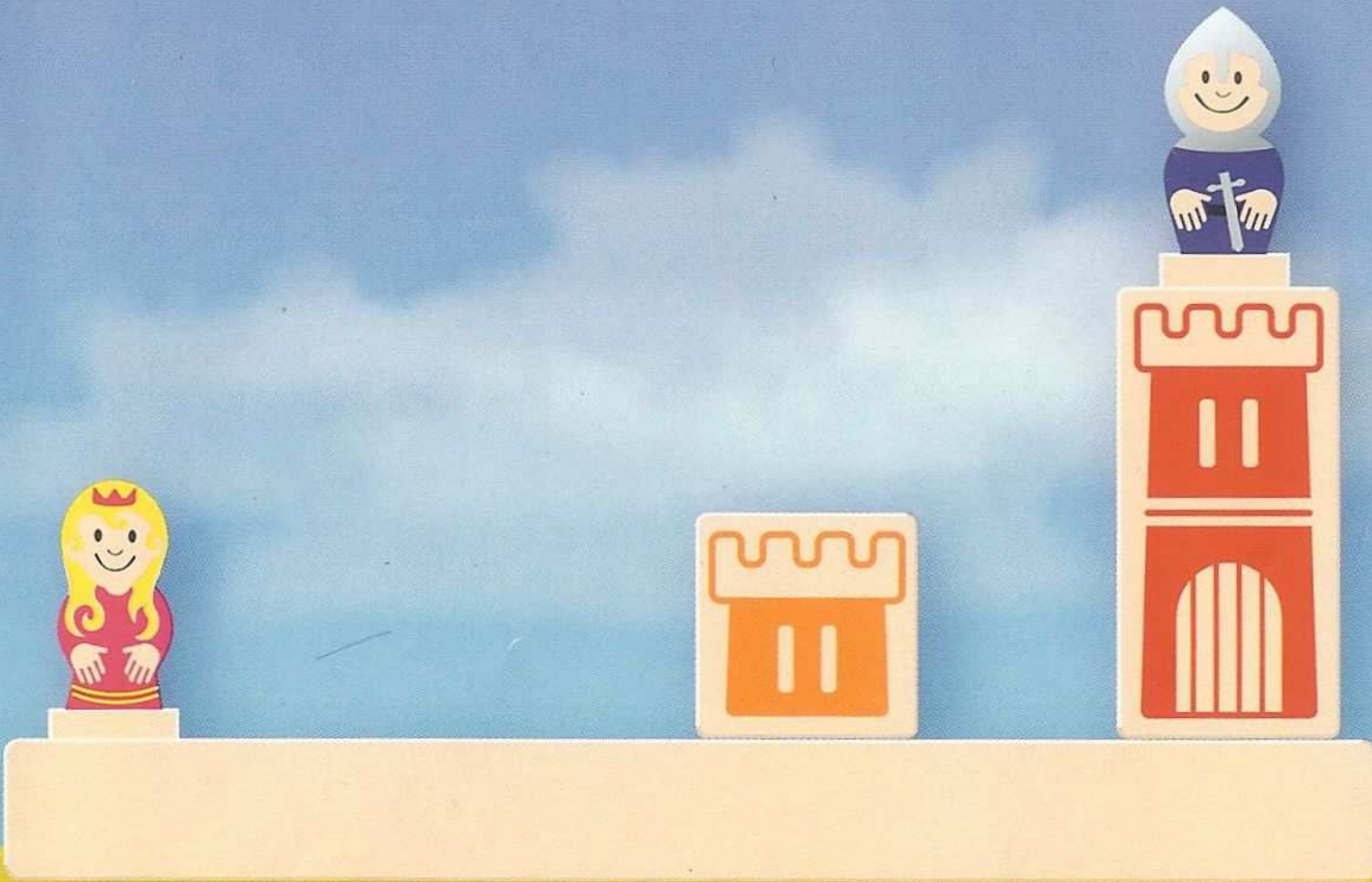
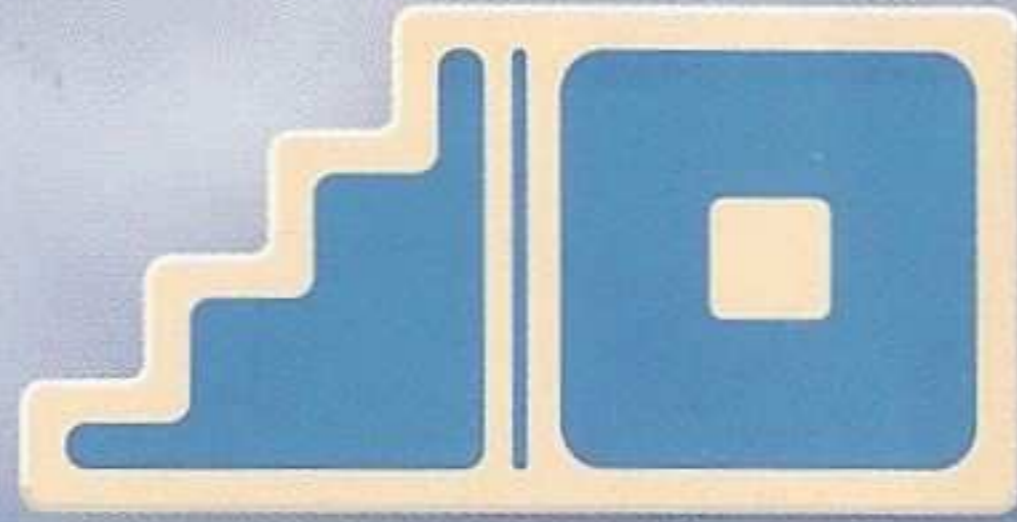
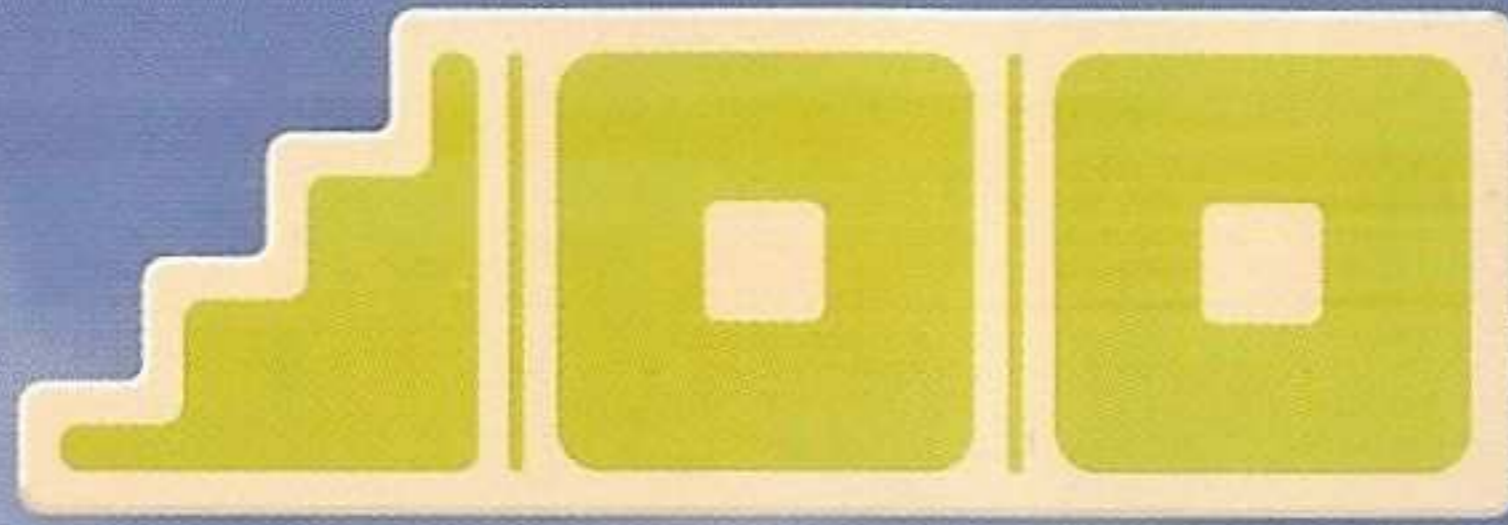
JUNIOR



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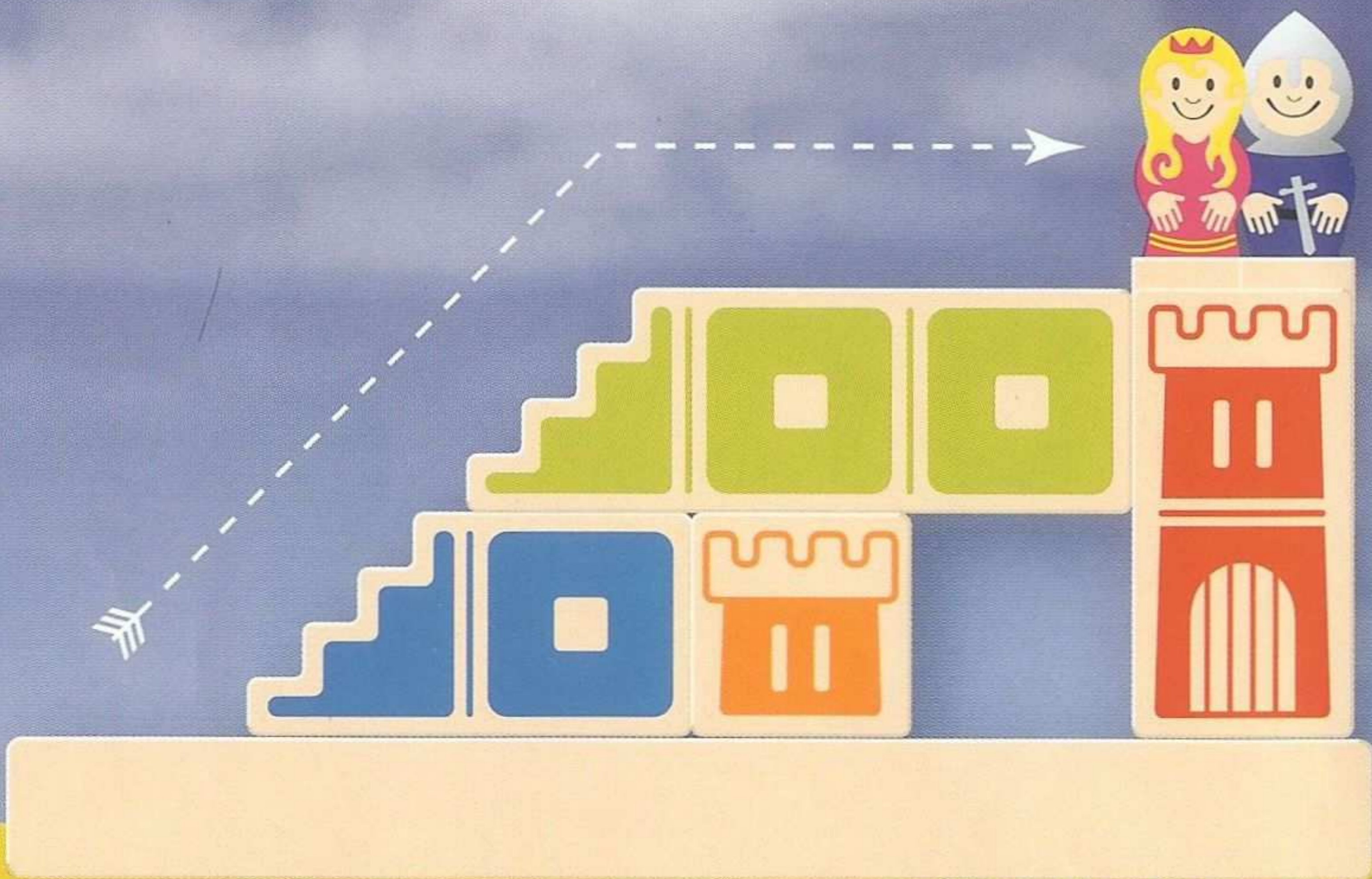


SOLUTION 13



CHALLENGE 14

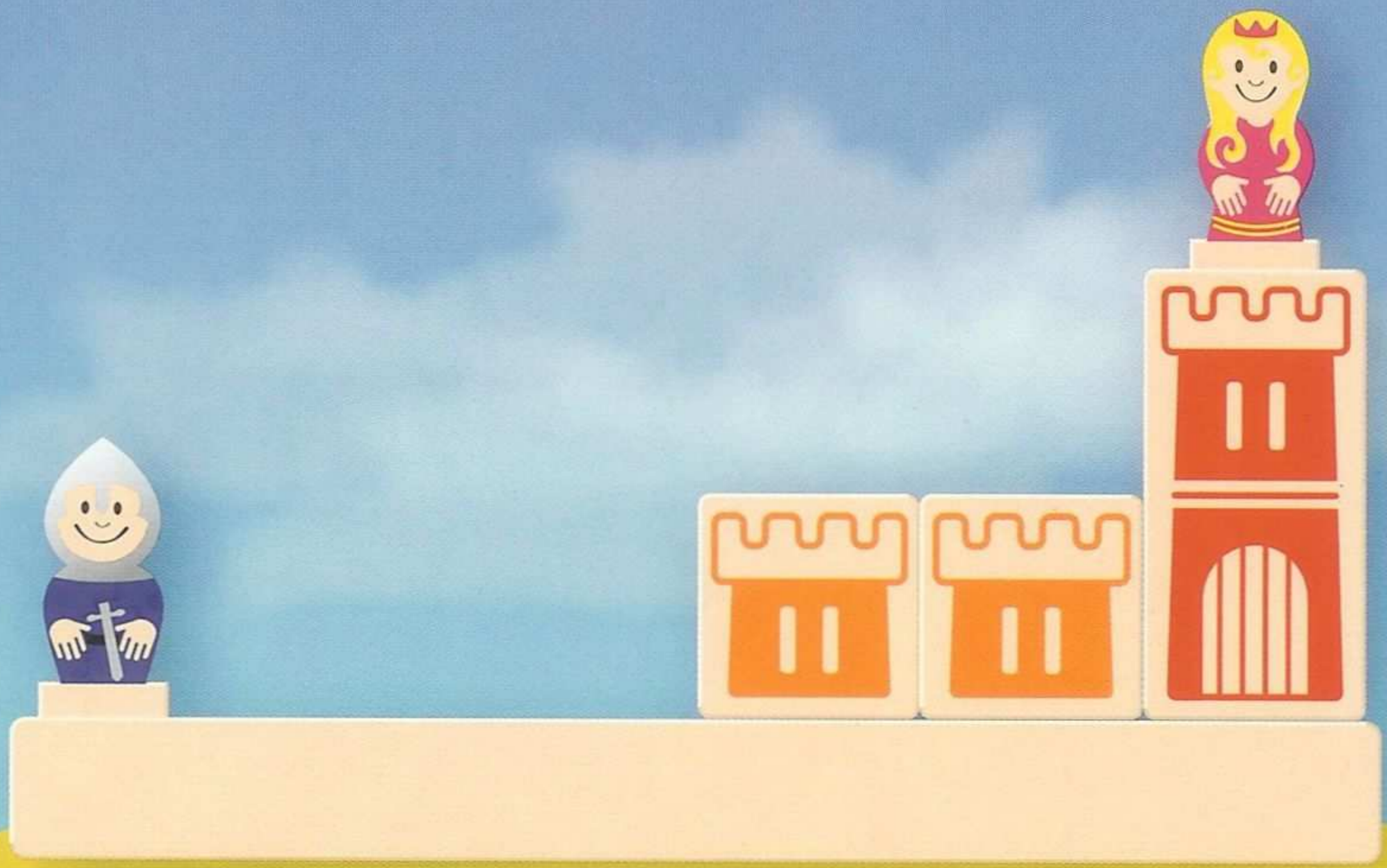
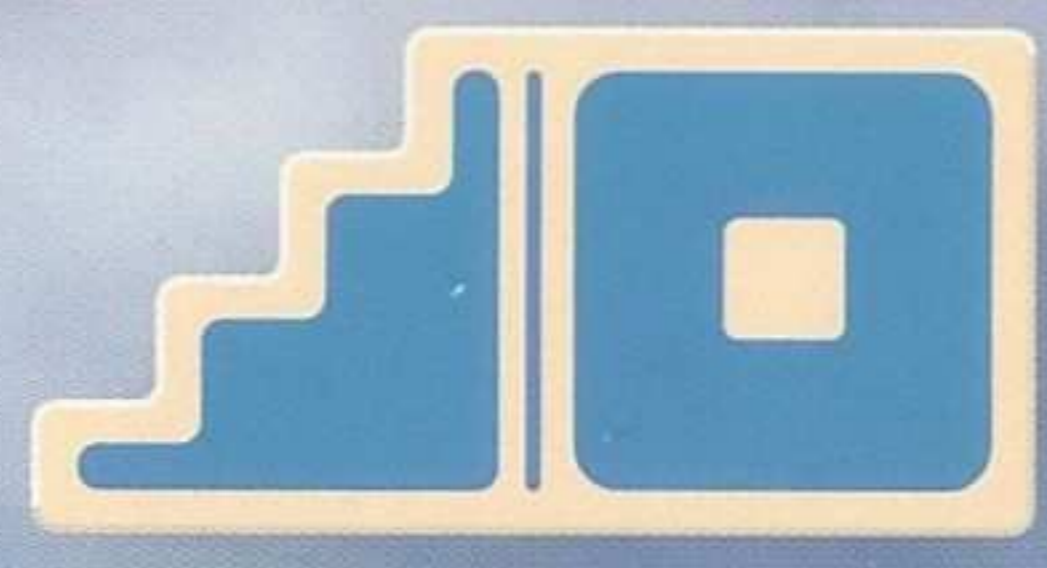




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SOLUTION 14



CHALLENGE 15



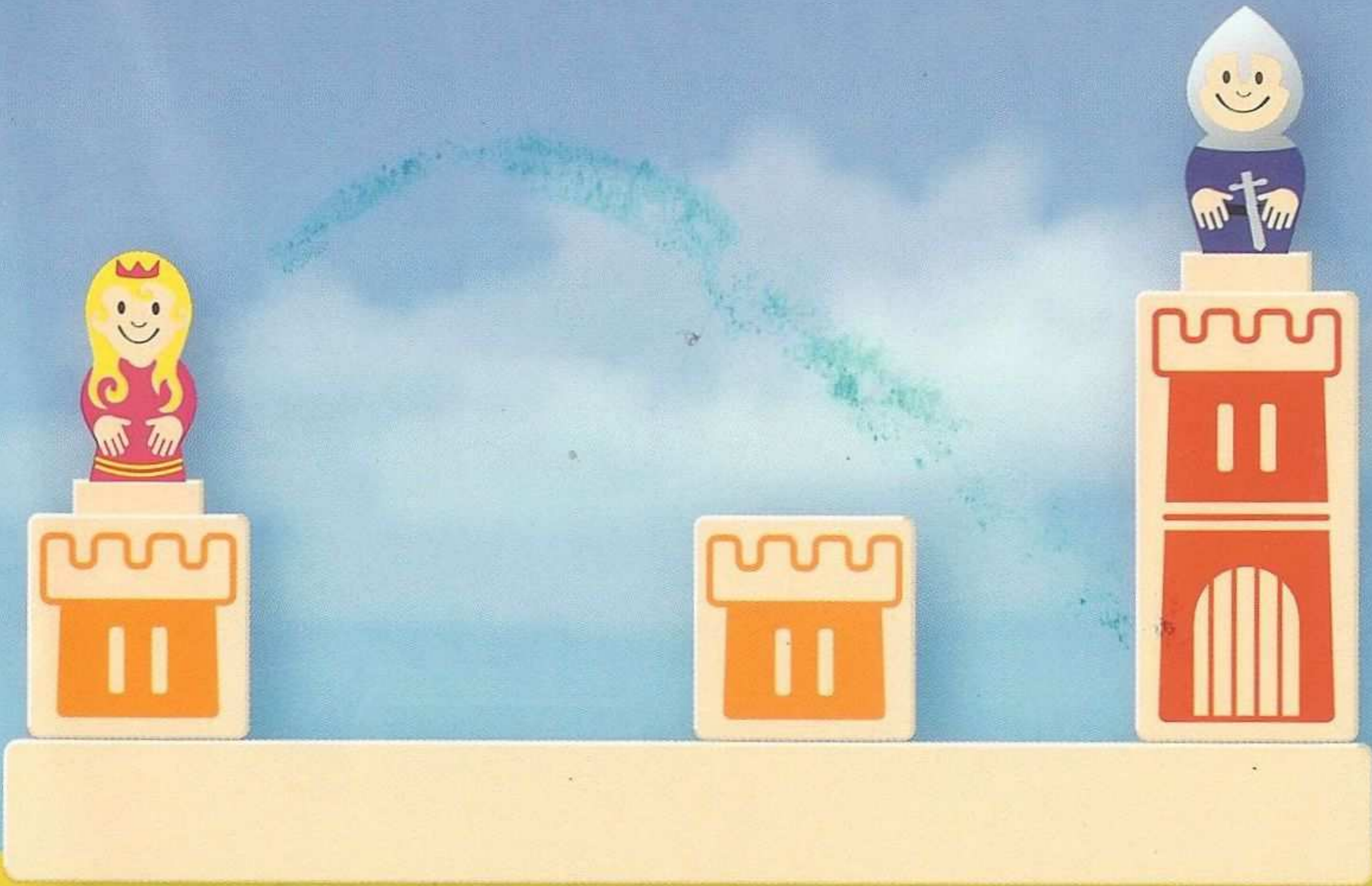
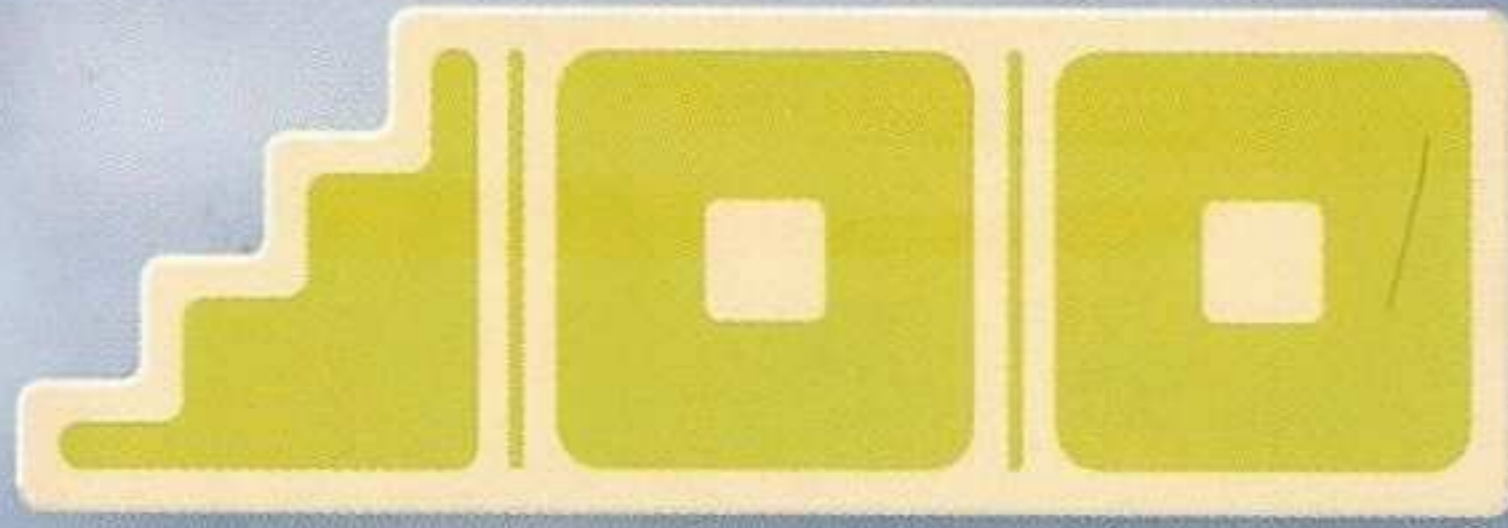
JUNIOR



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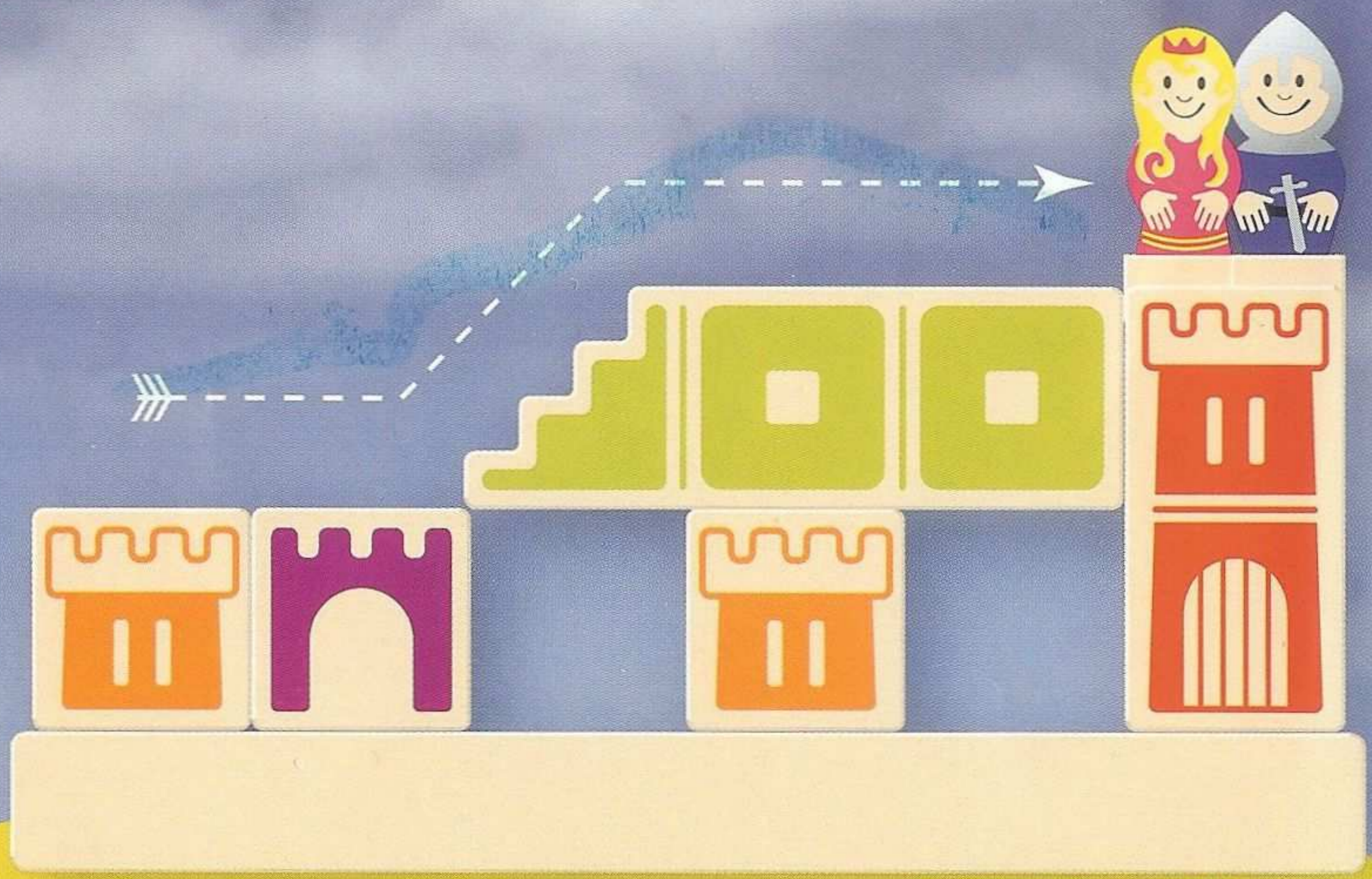


SOLUTION 15



CHALLENGE 16

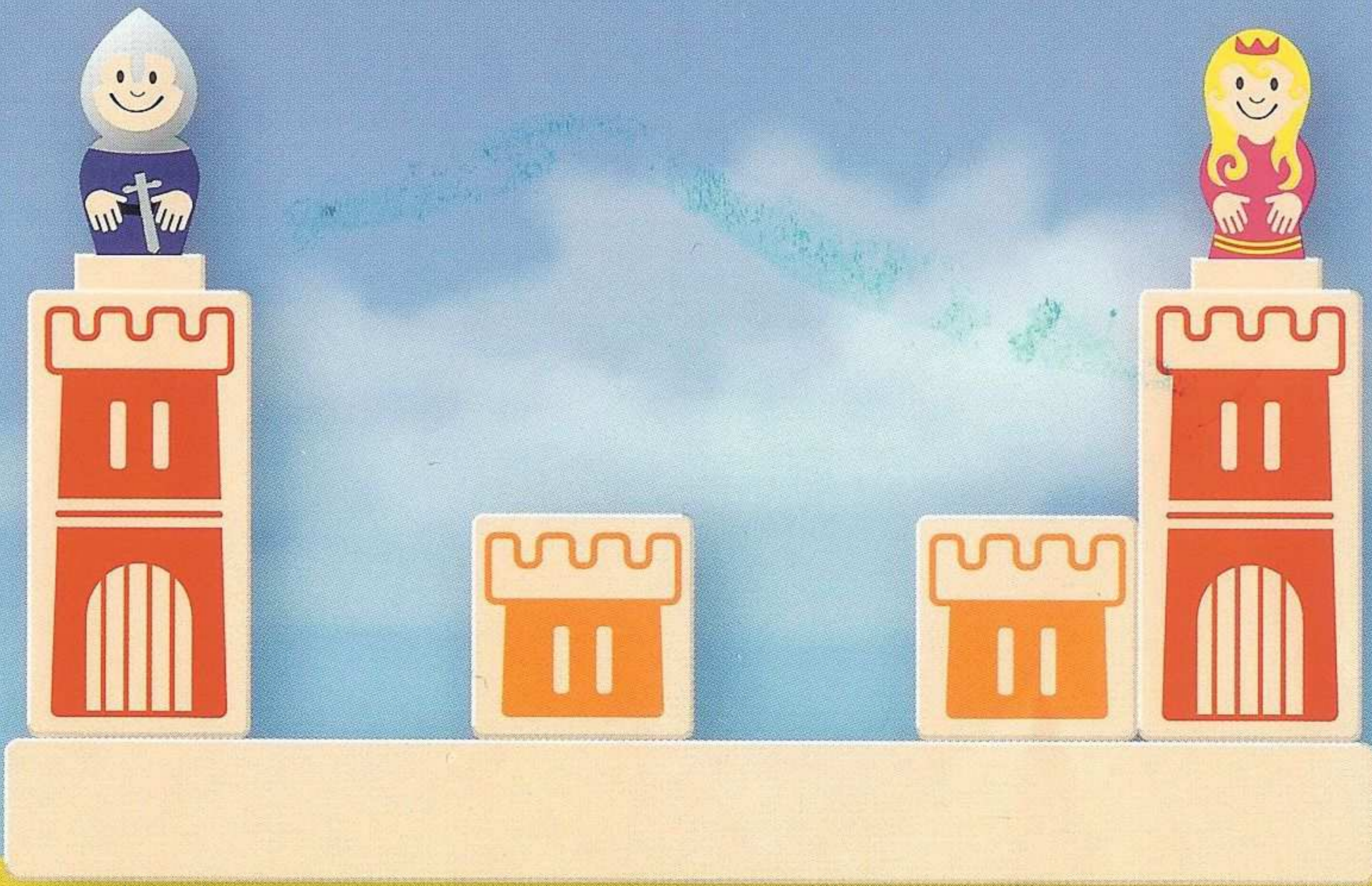
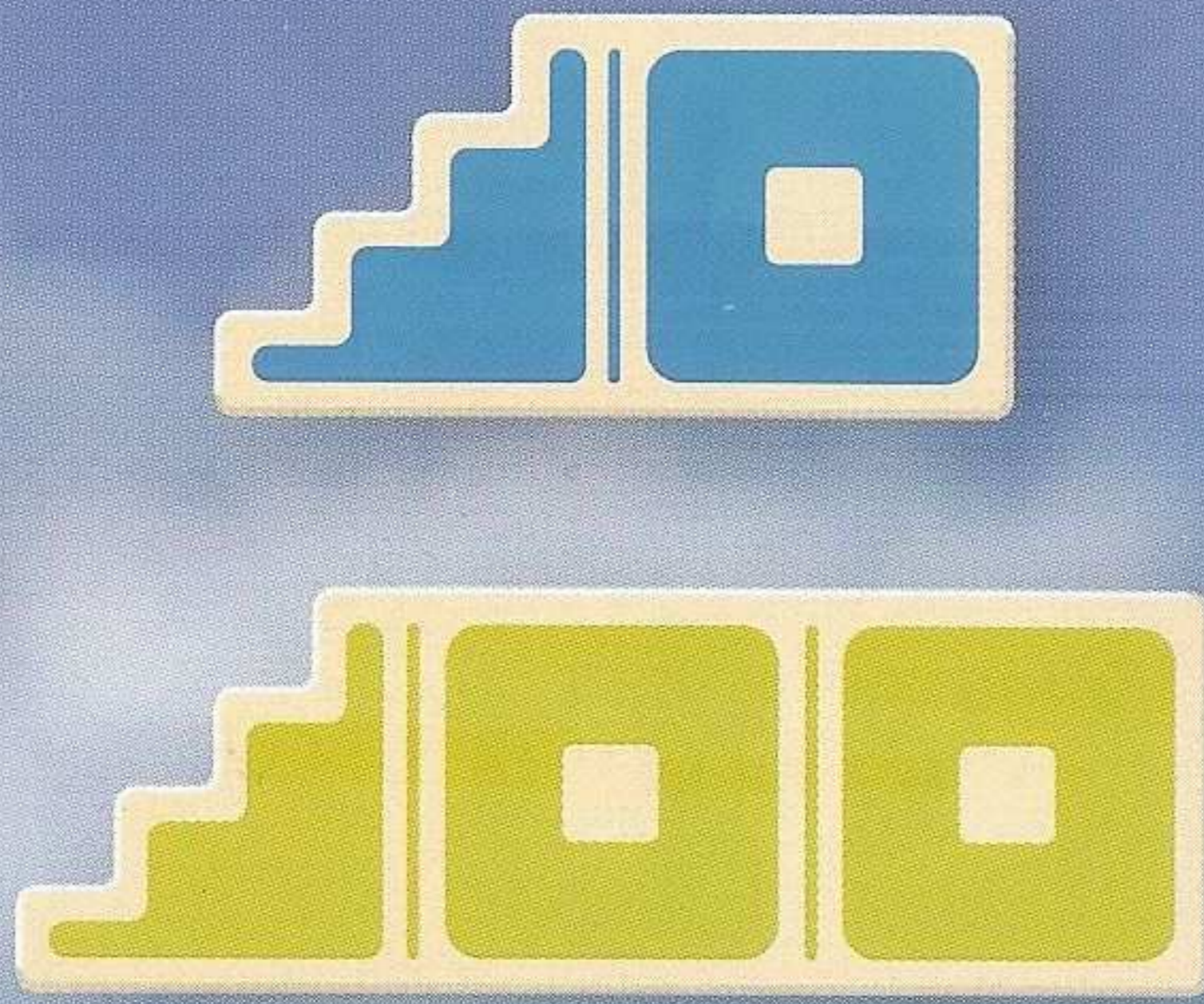




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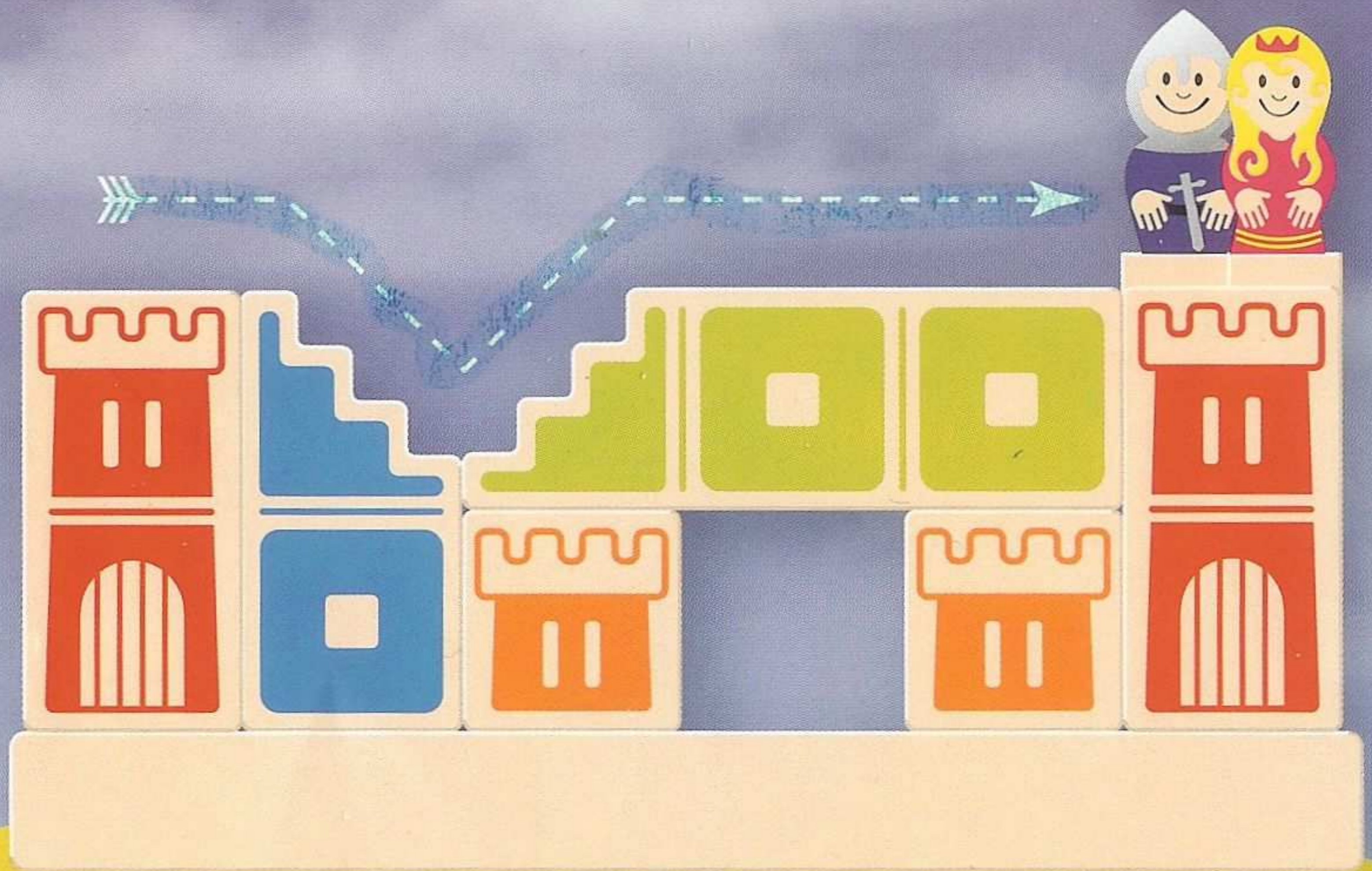


SOLUTION 16



CHALLENGE 17

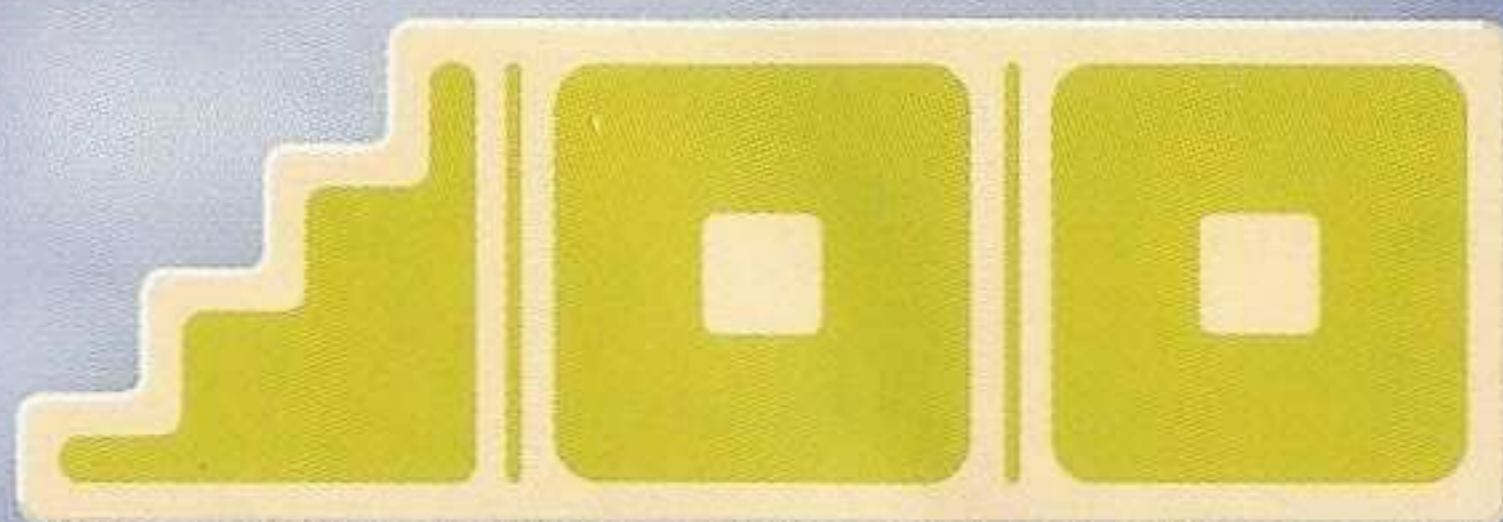
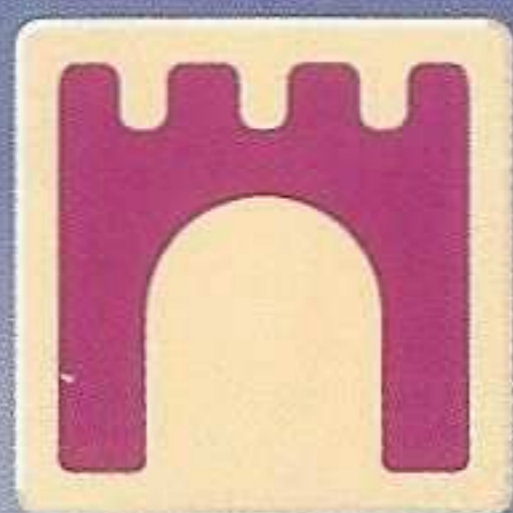




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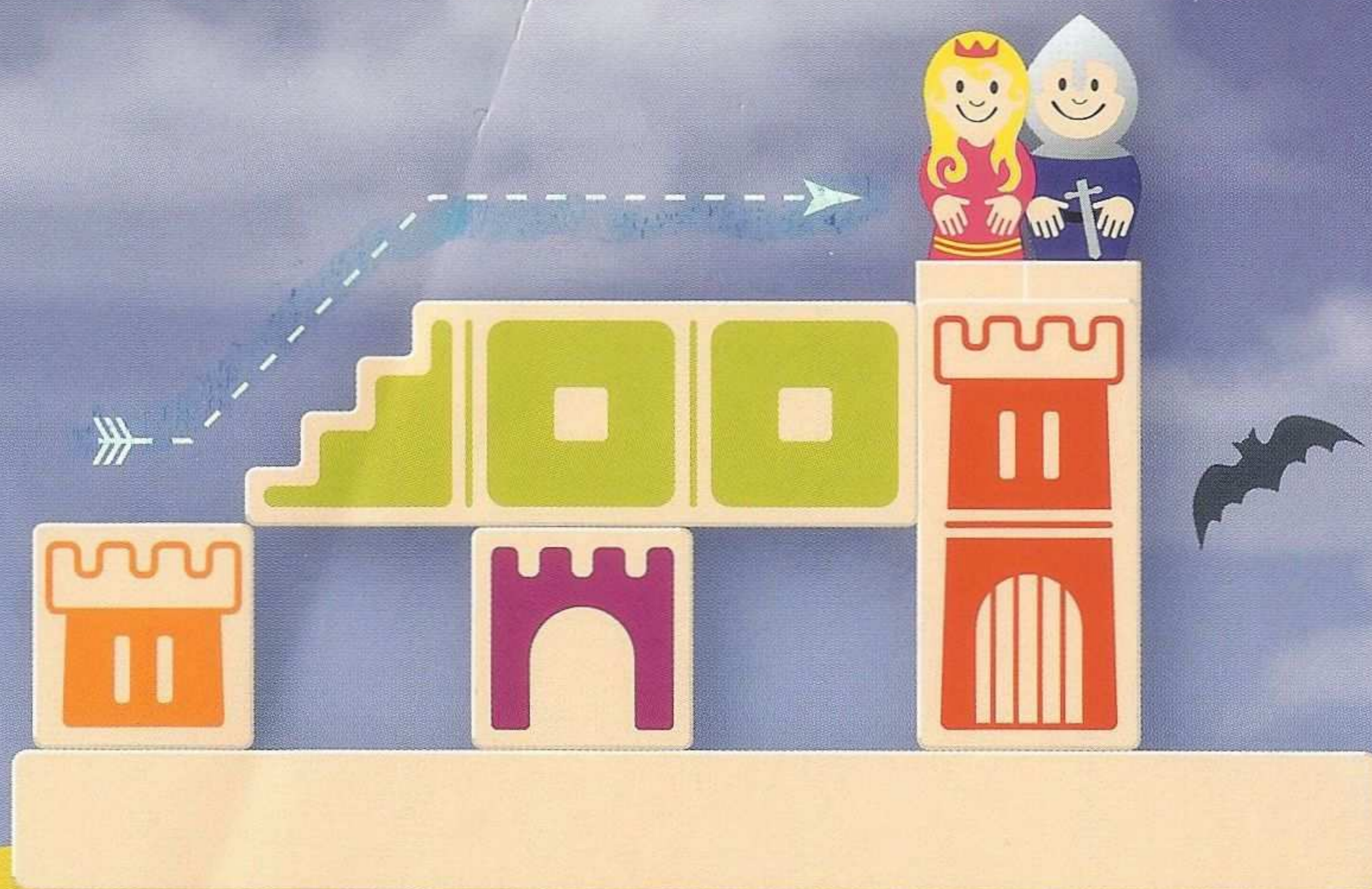
SOLUTION 17



CHALLENGE 18



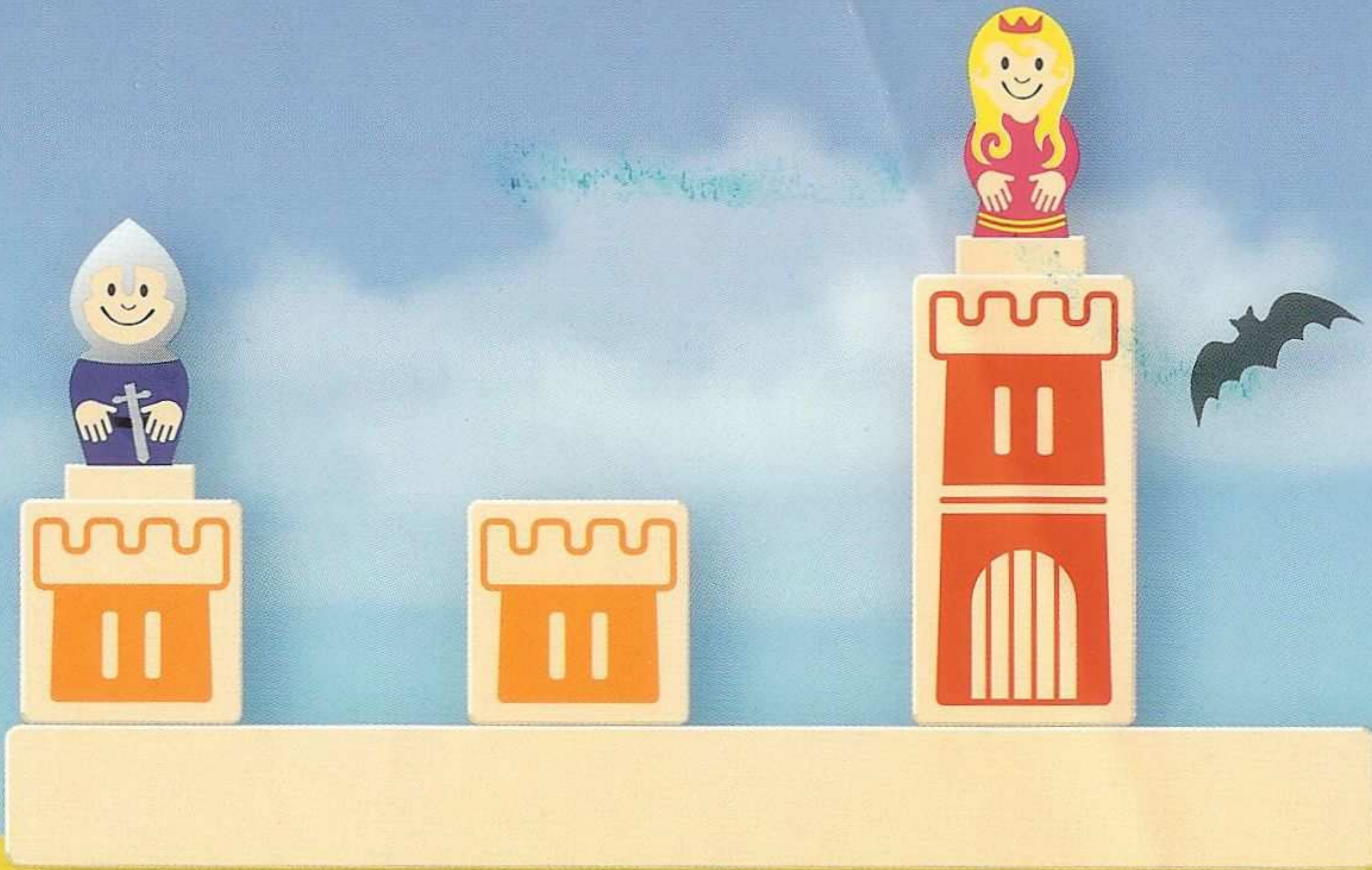
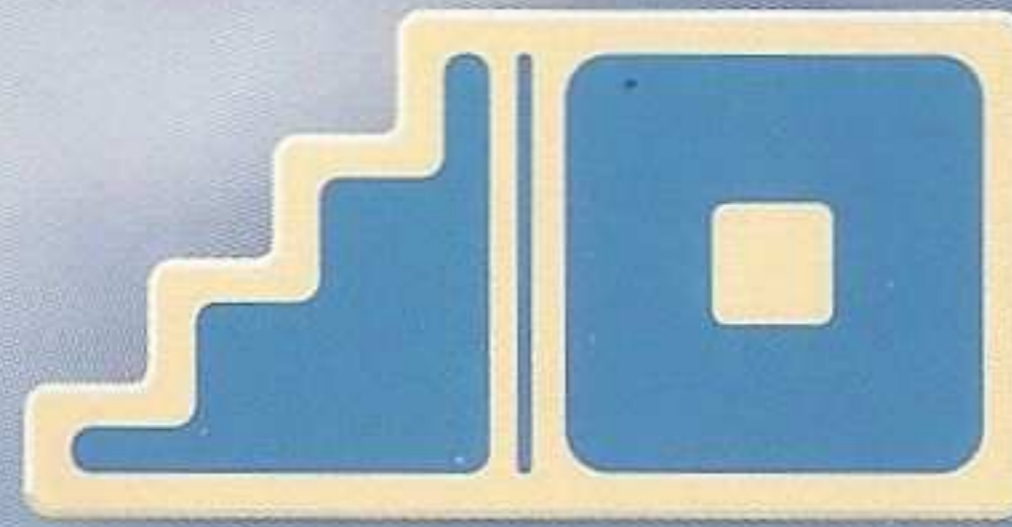
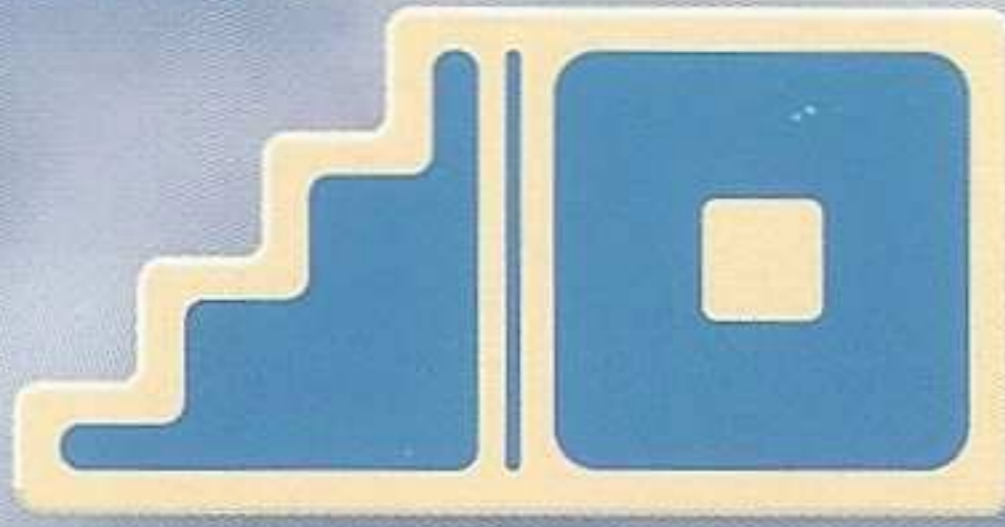
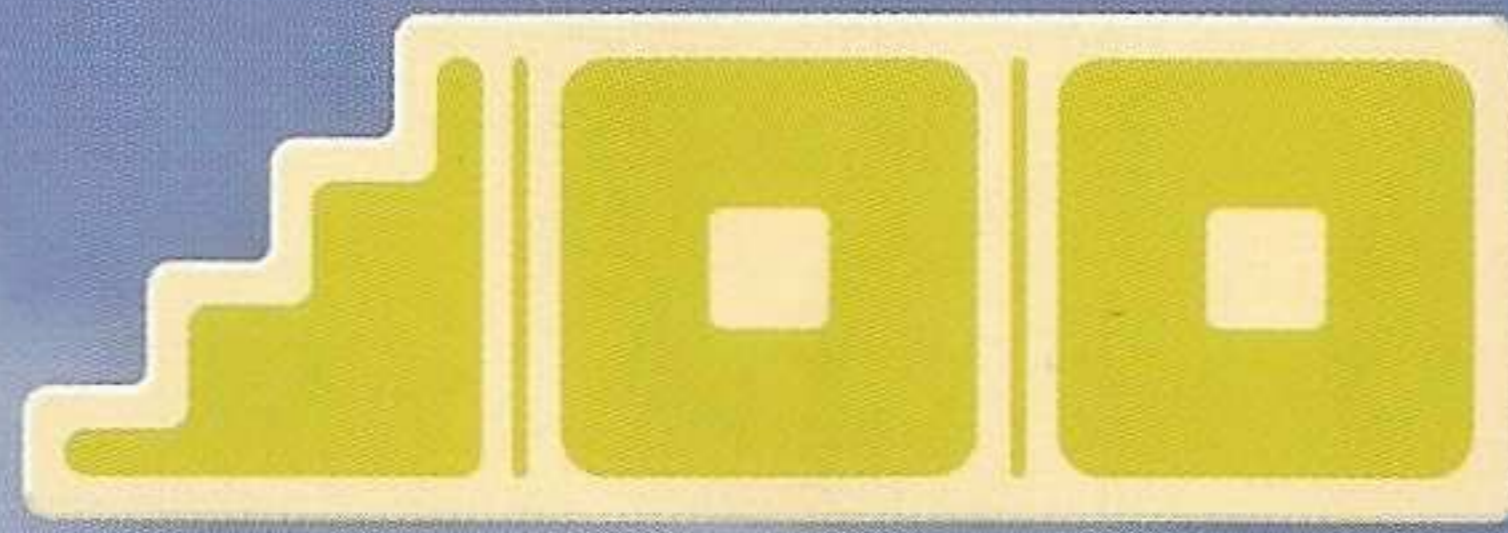
JUNIOR



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SOLUTION 18



CHALLENGE 19



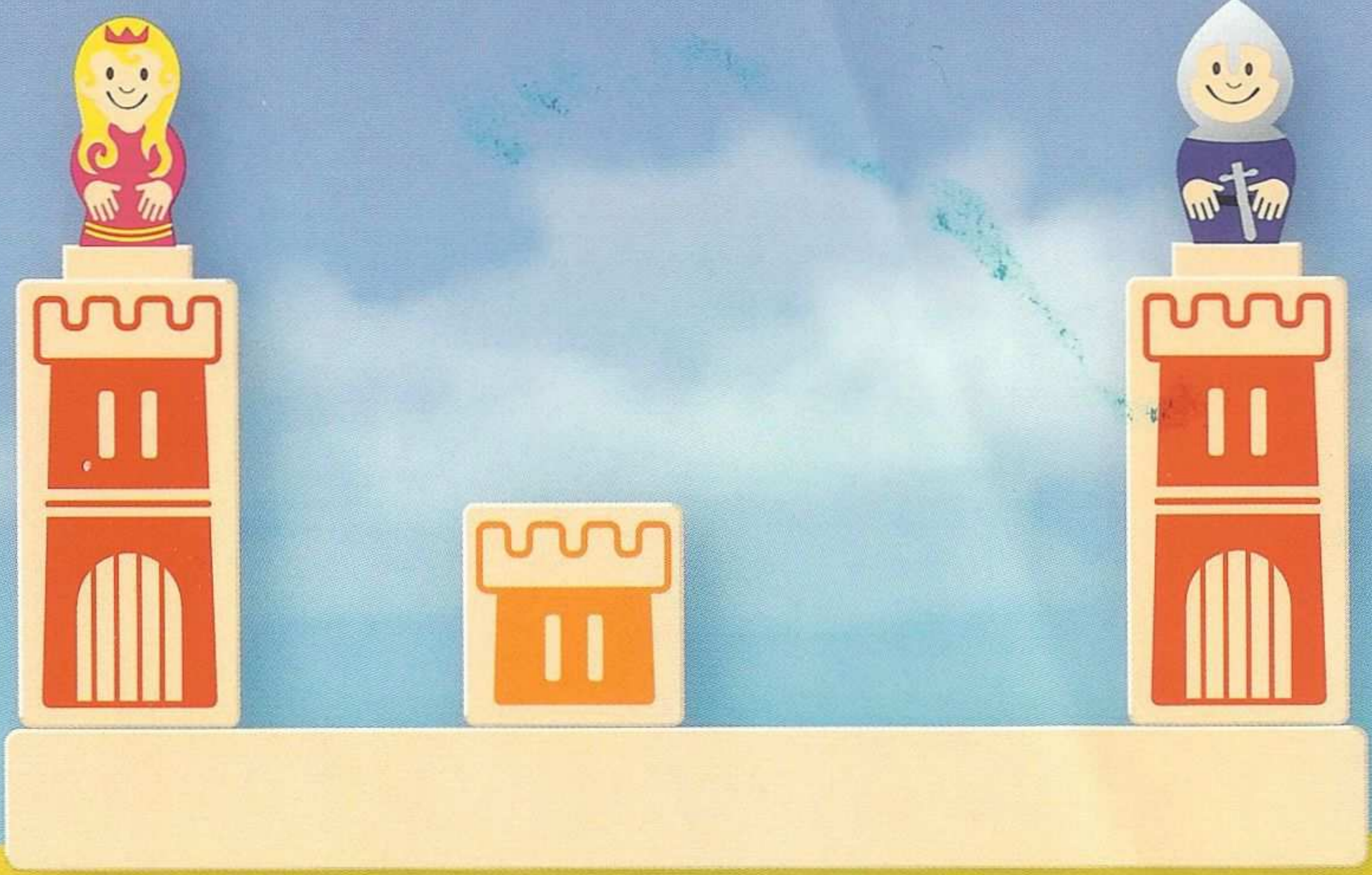
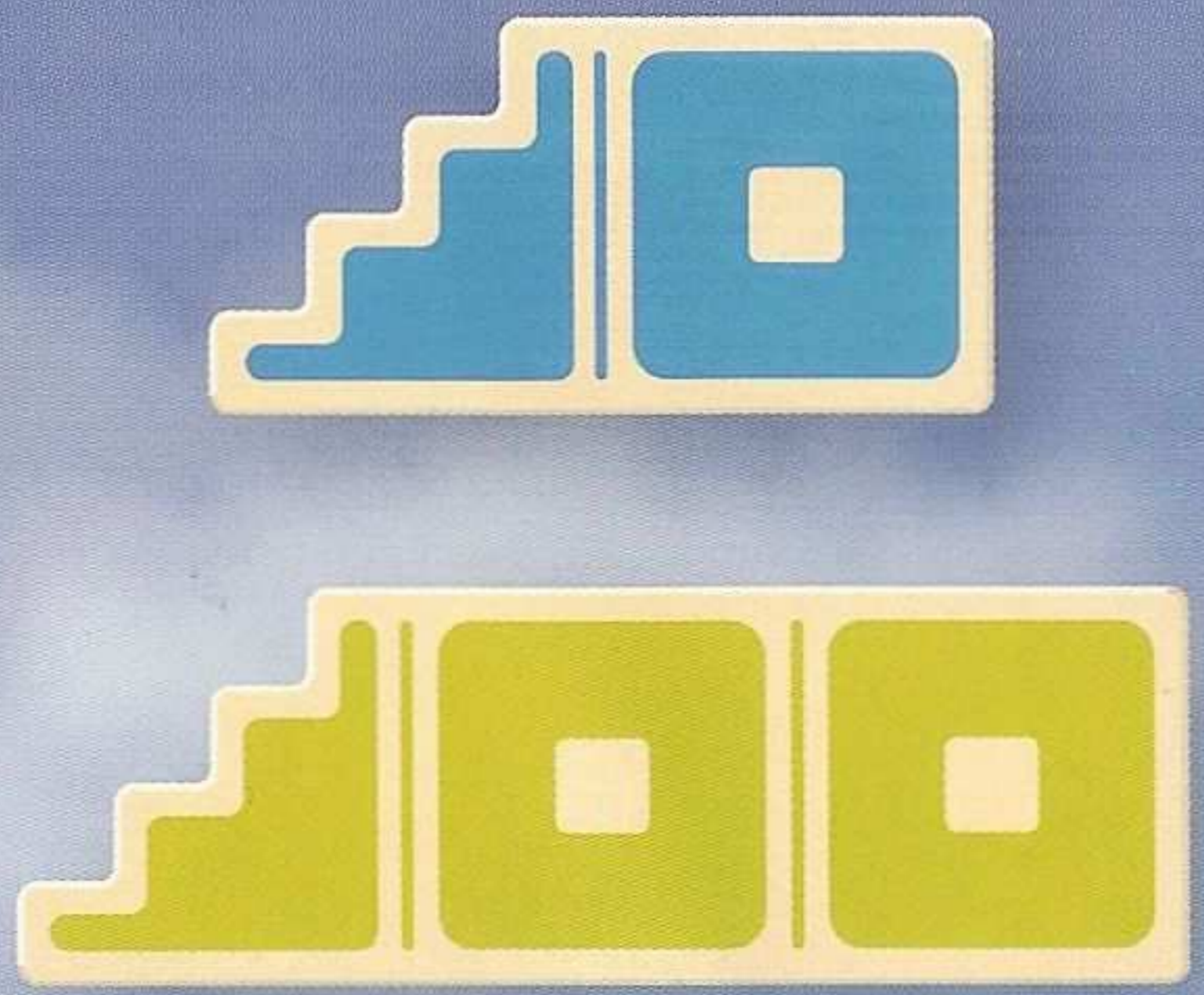
JUNIOR



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SOLUTION 19



CHALLENGE 20



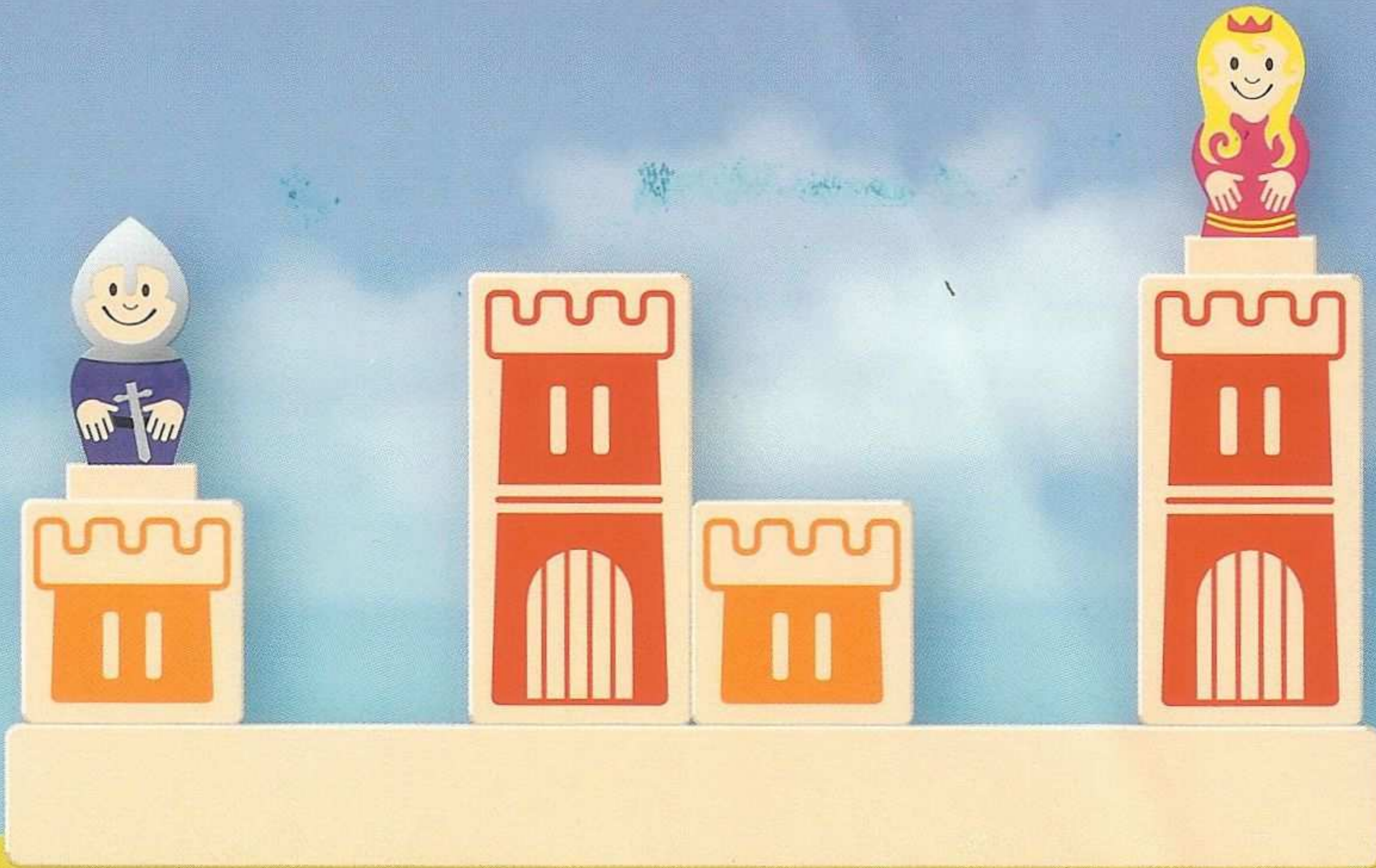
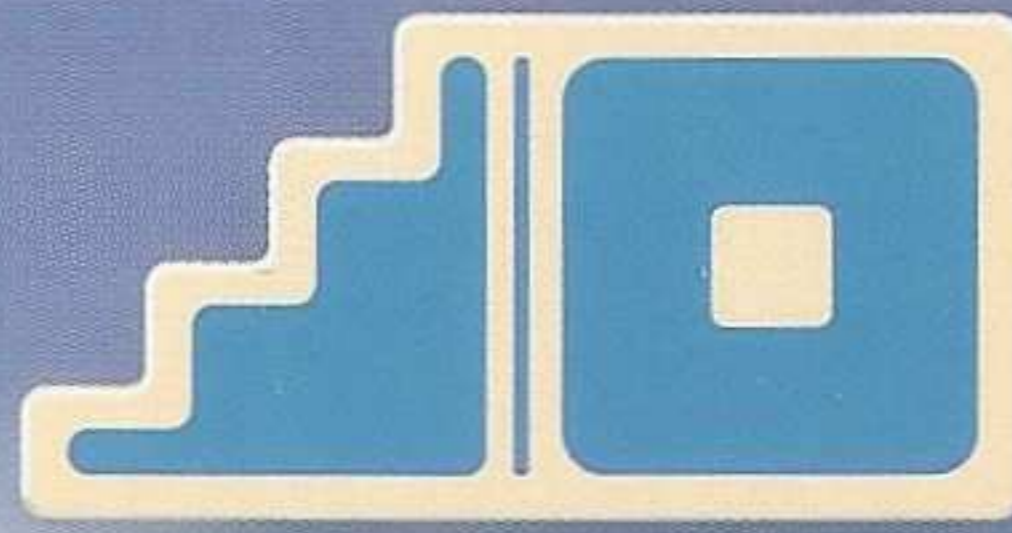
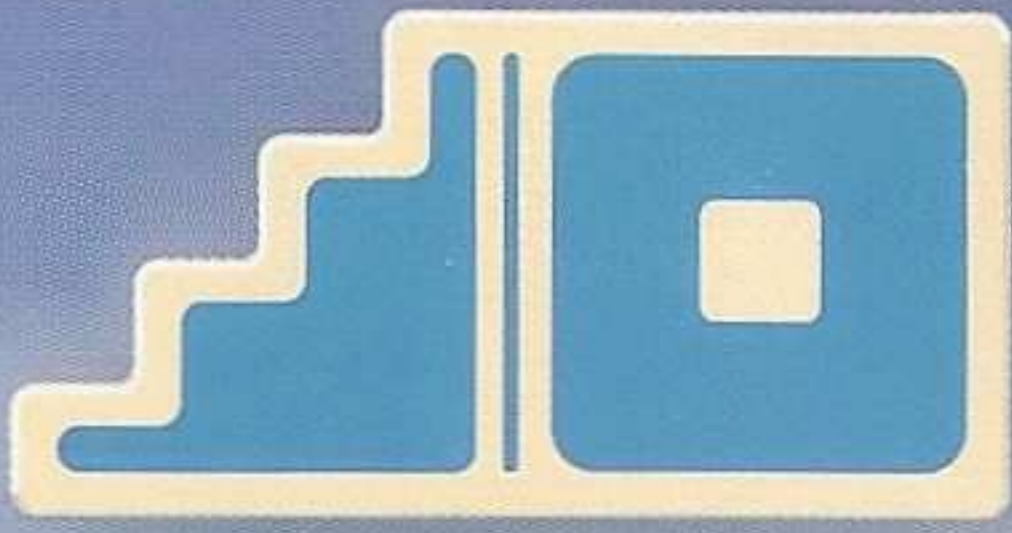
JUNIOR



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SOLUTION 20



CHALLENGE 21



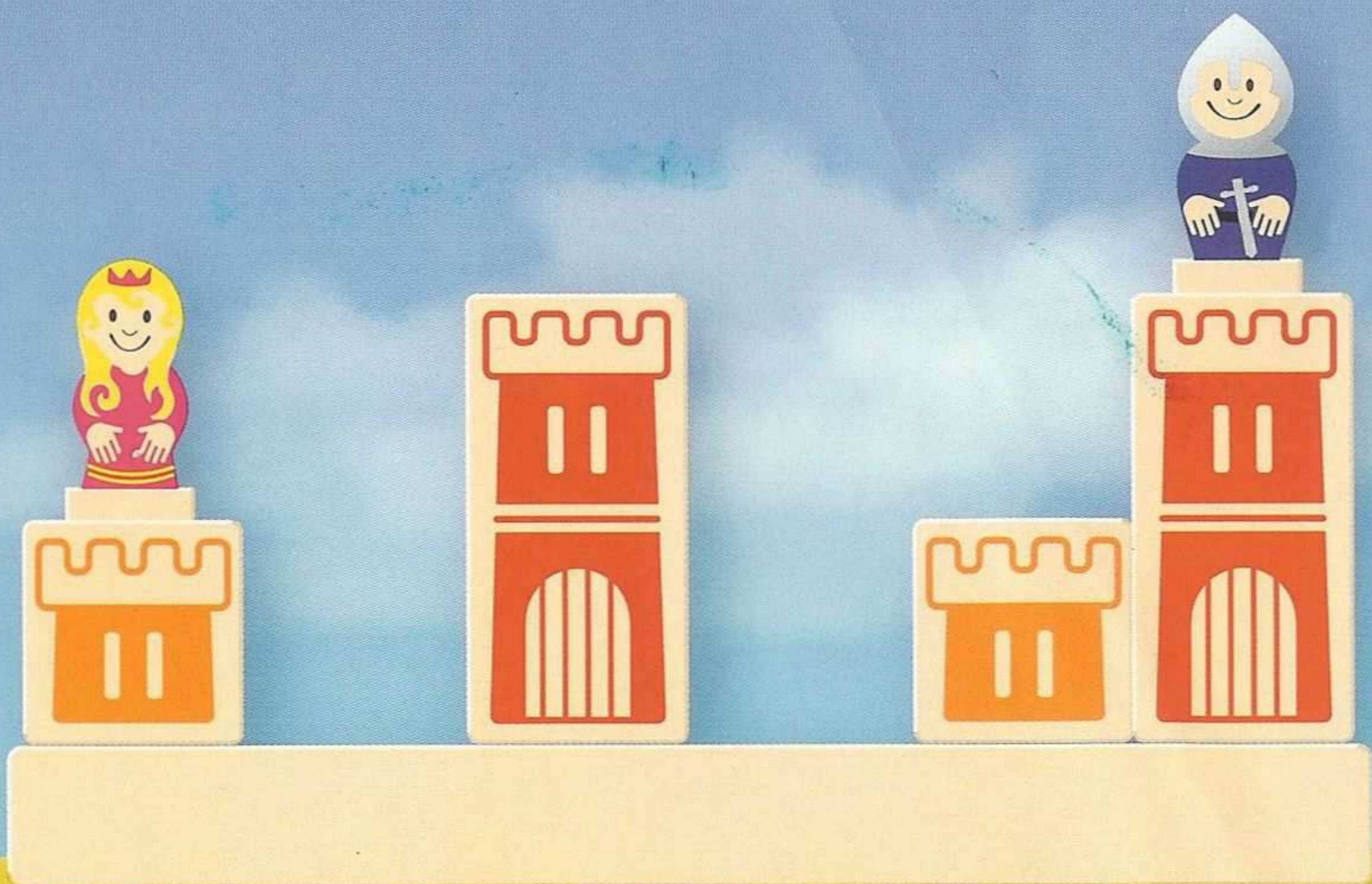
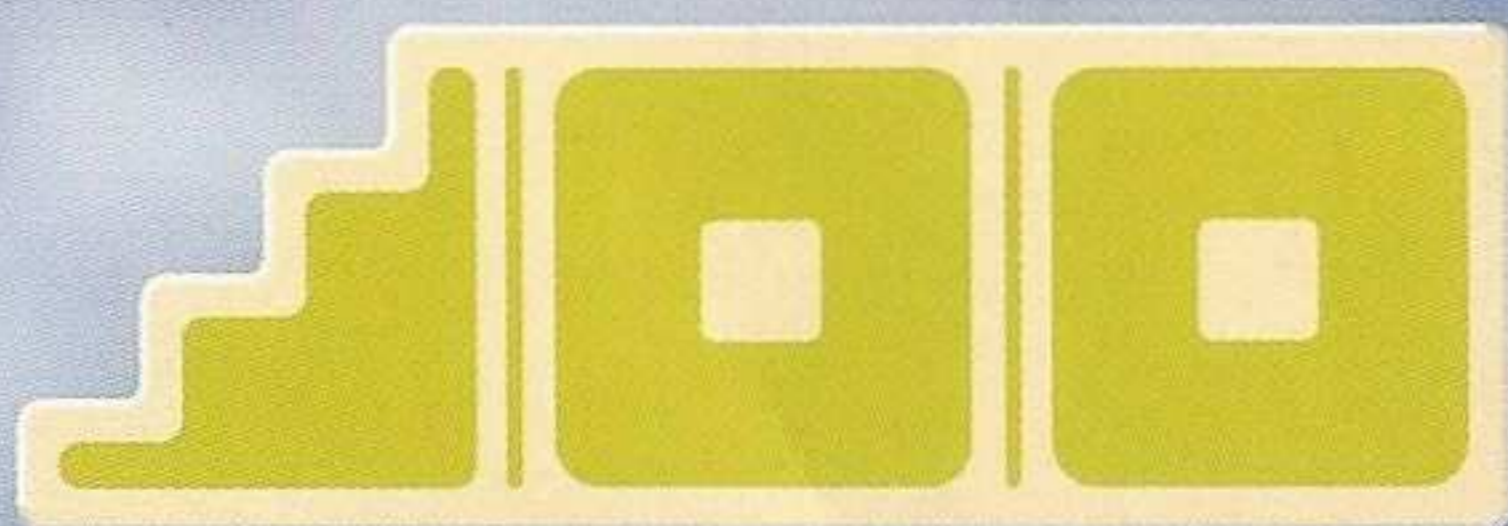
JUNIOR



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SOLUTION 2 I



CHALLENGE 22



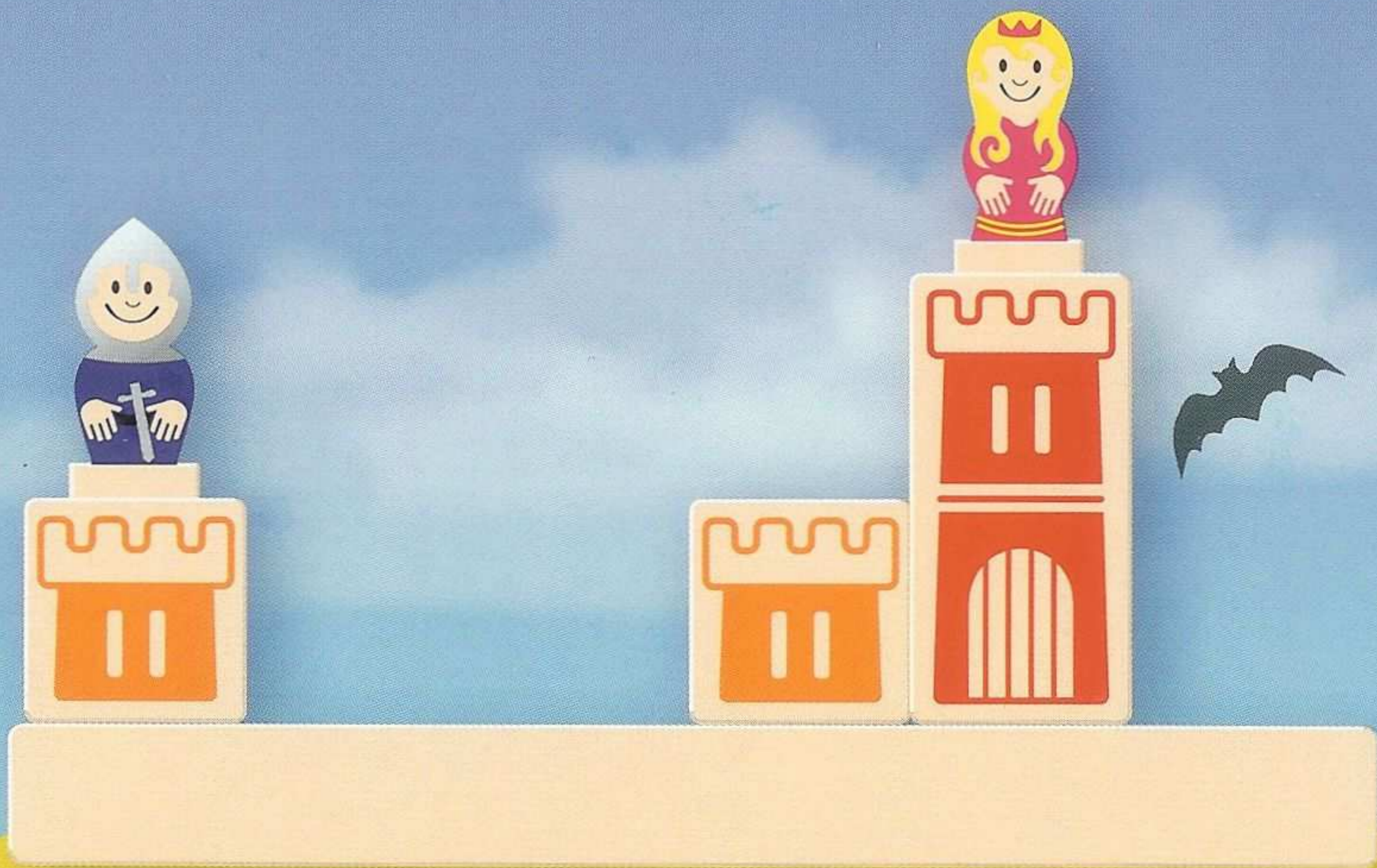
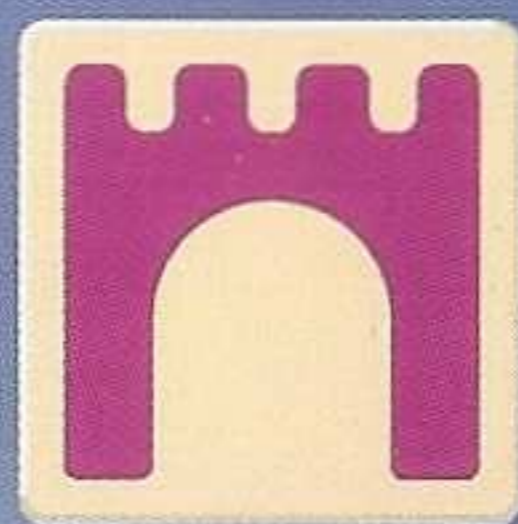
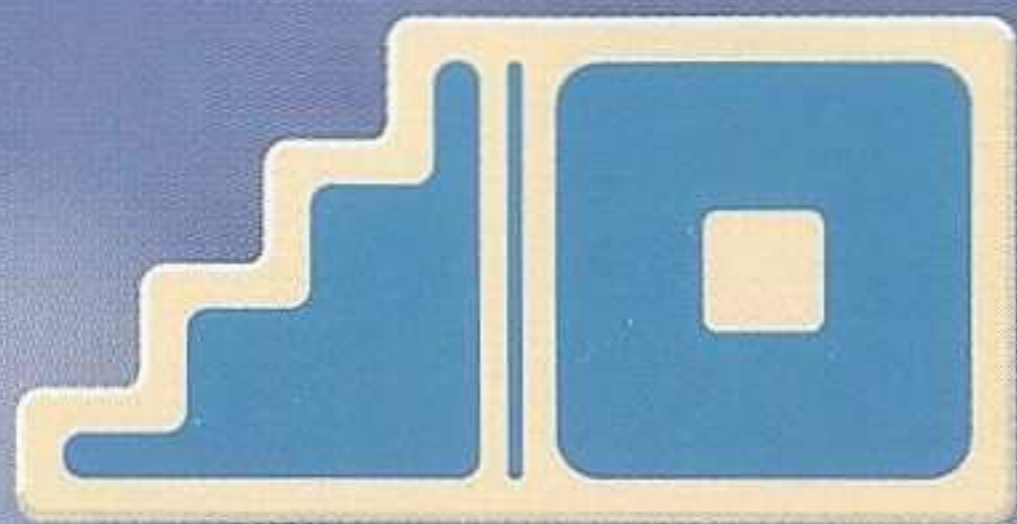
JUNIOR



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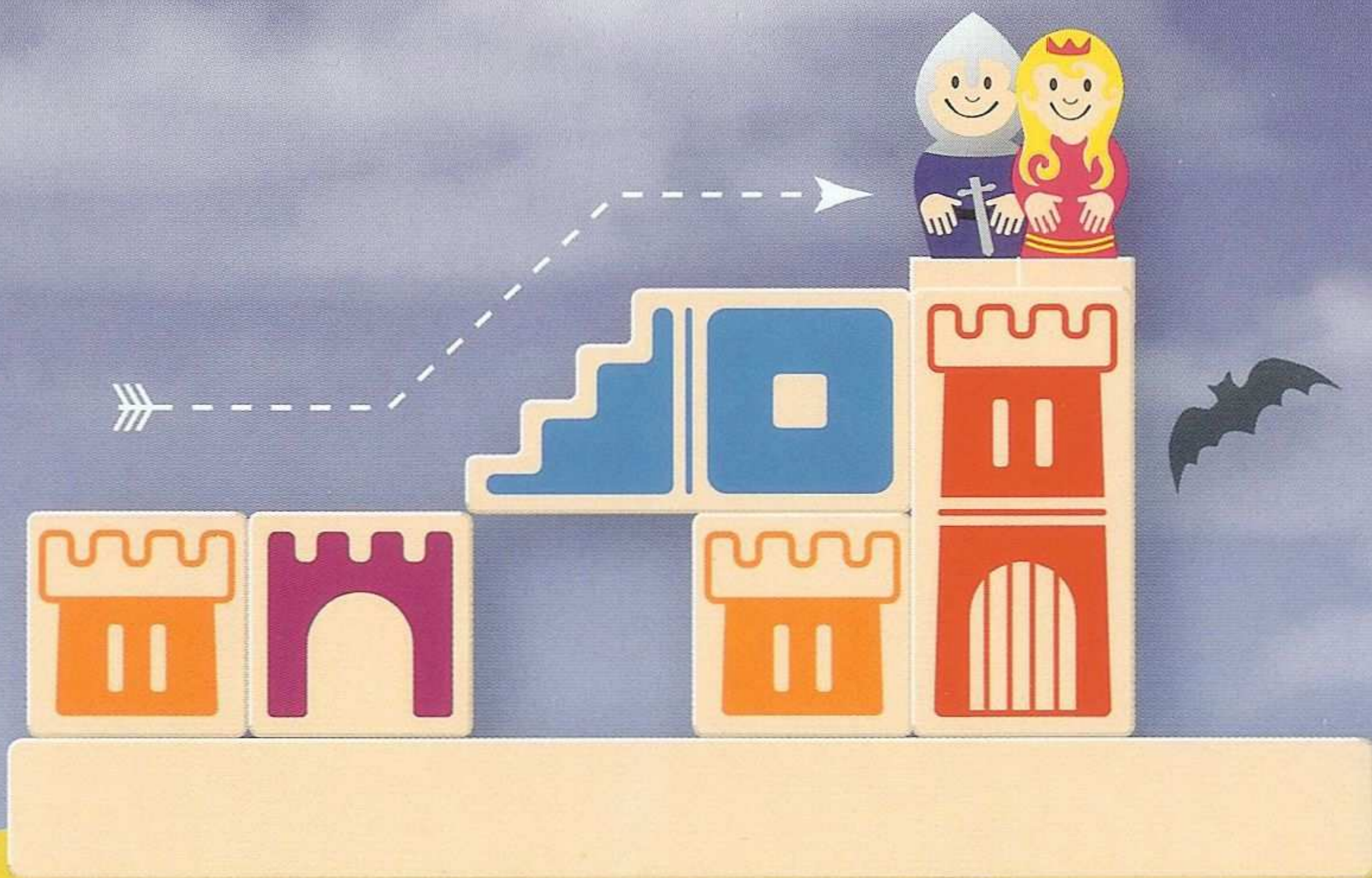
SOLUTION 22



CHALLENGE 23



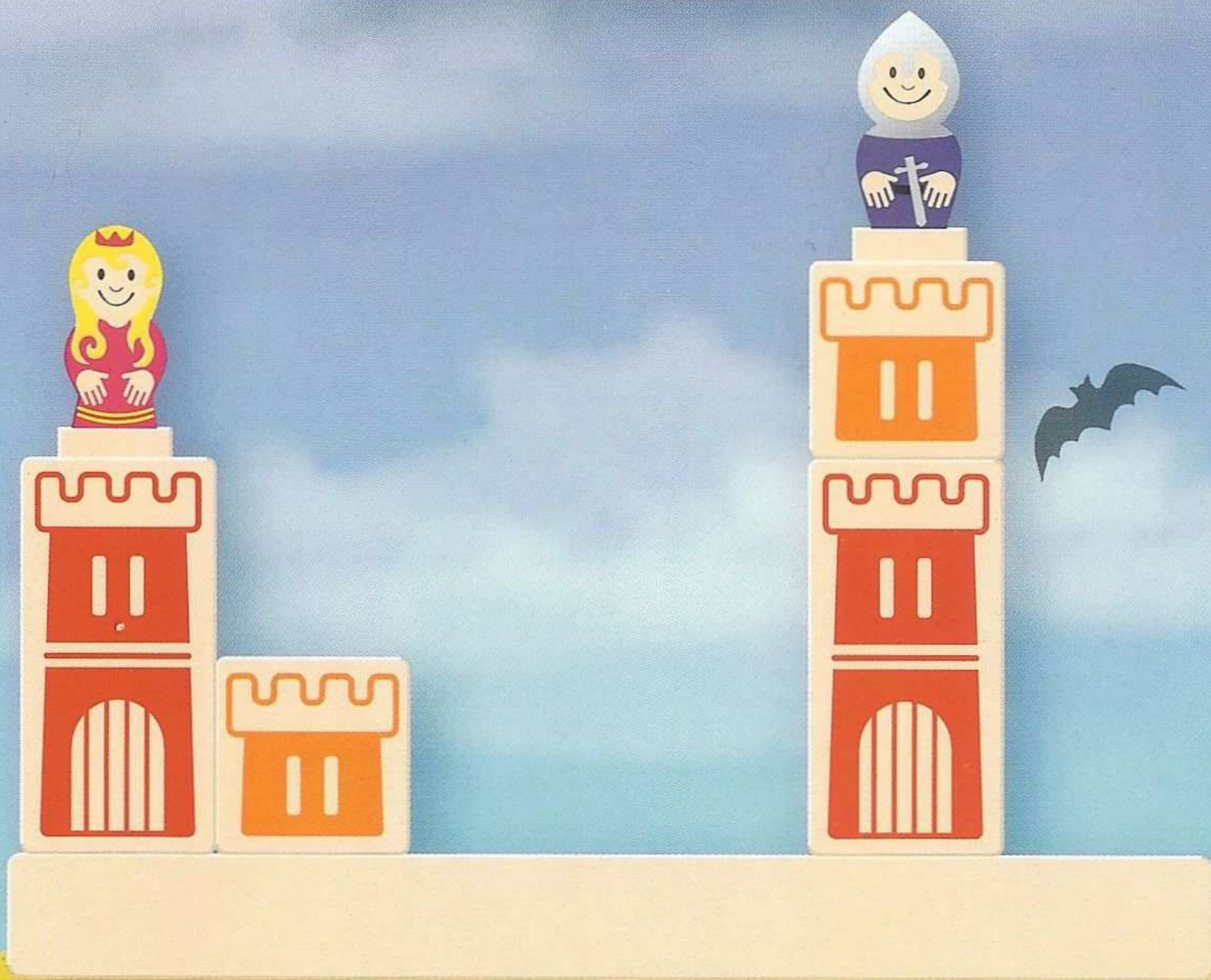
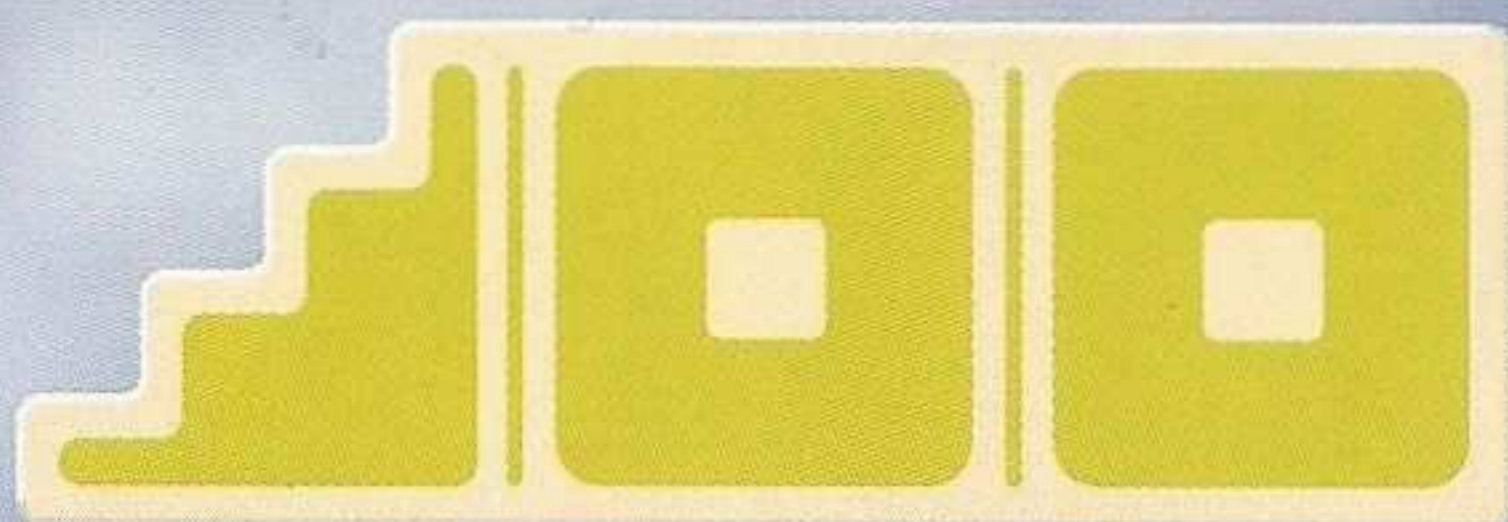
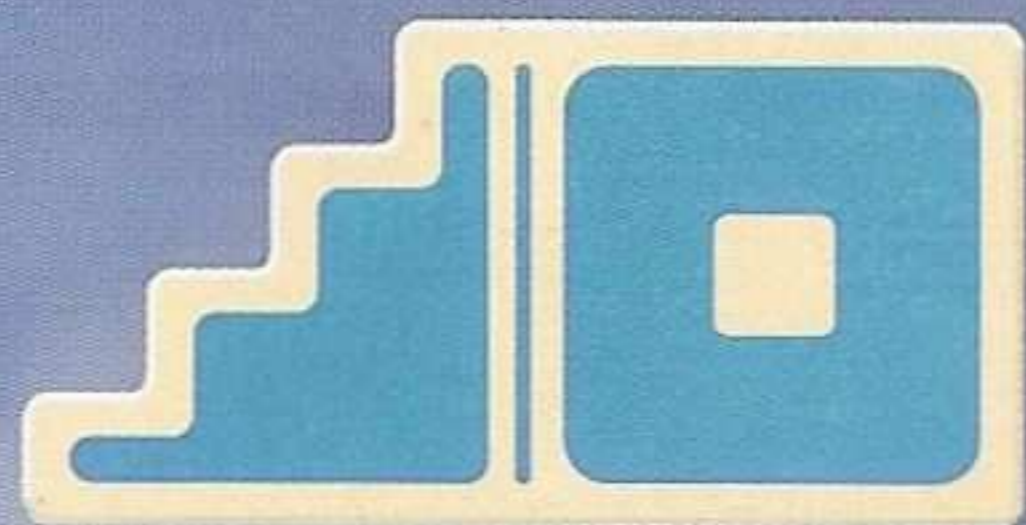
JUNIOR



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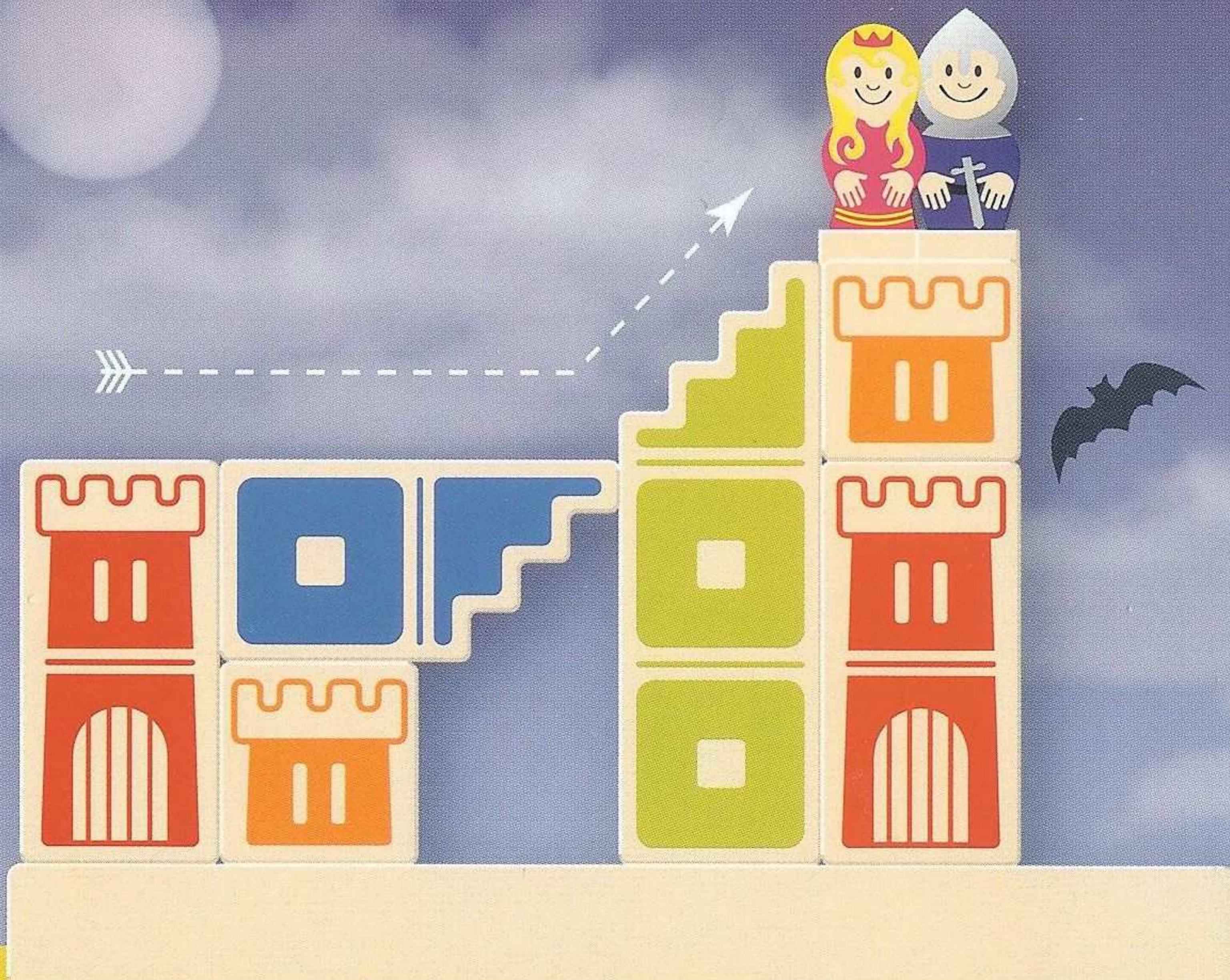
SOLUTION 23



CHALLENGE 24



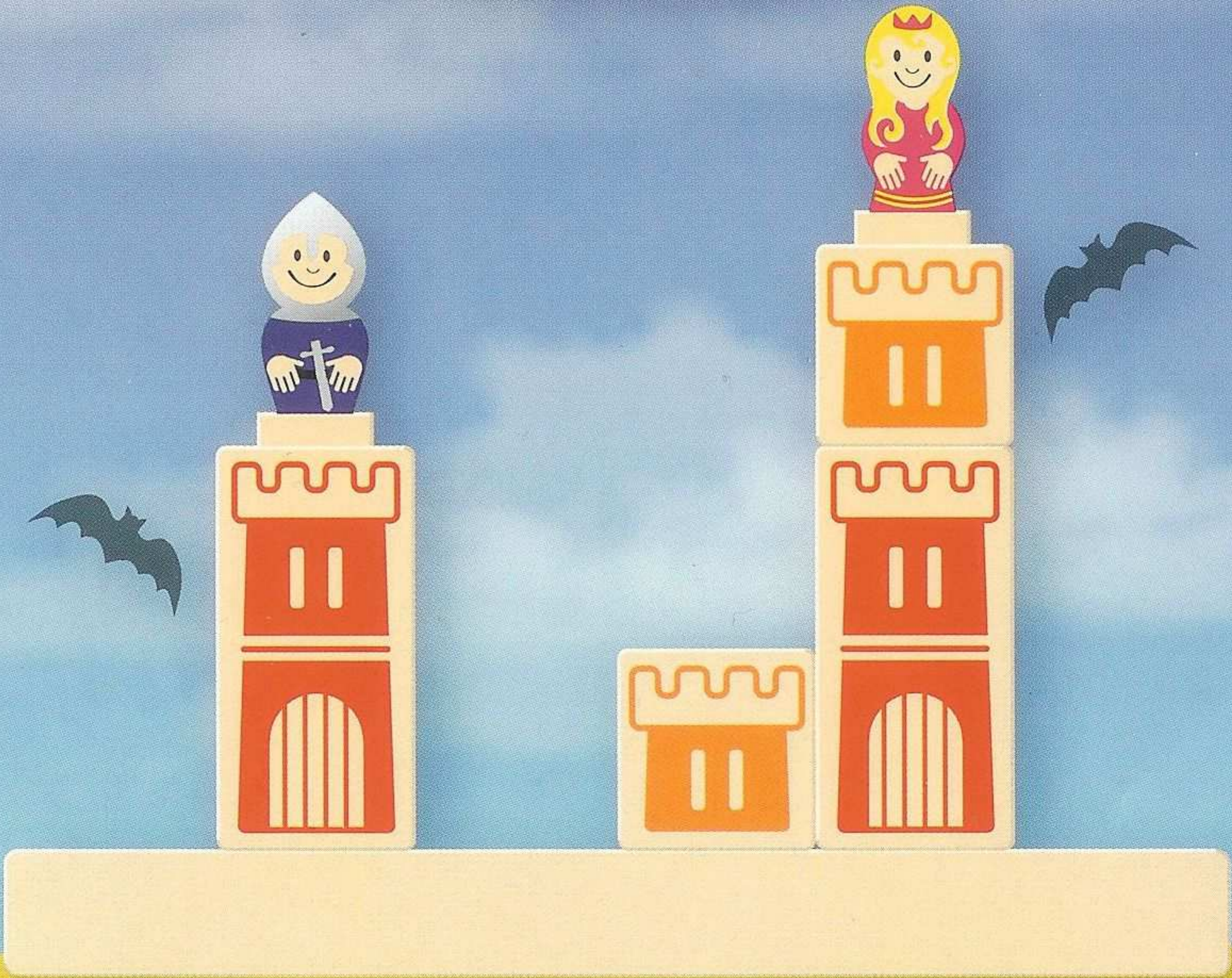
JUNIOR



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SOLUTION 24



CHALLENGE 25

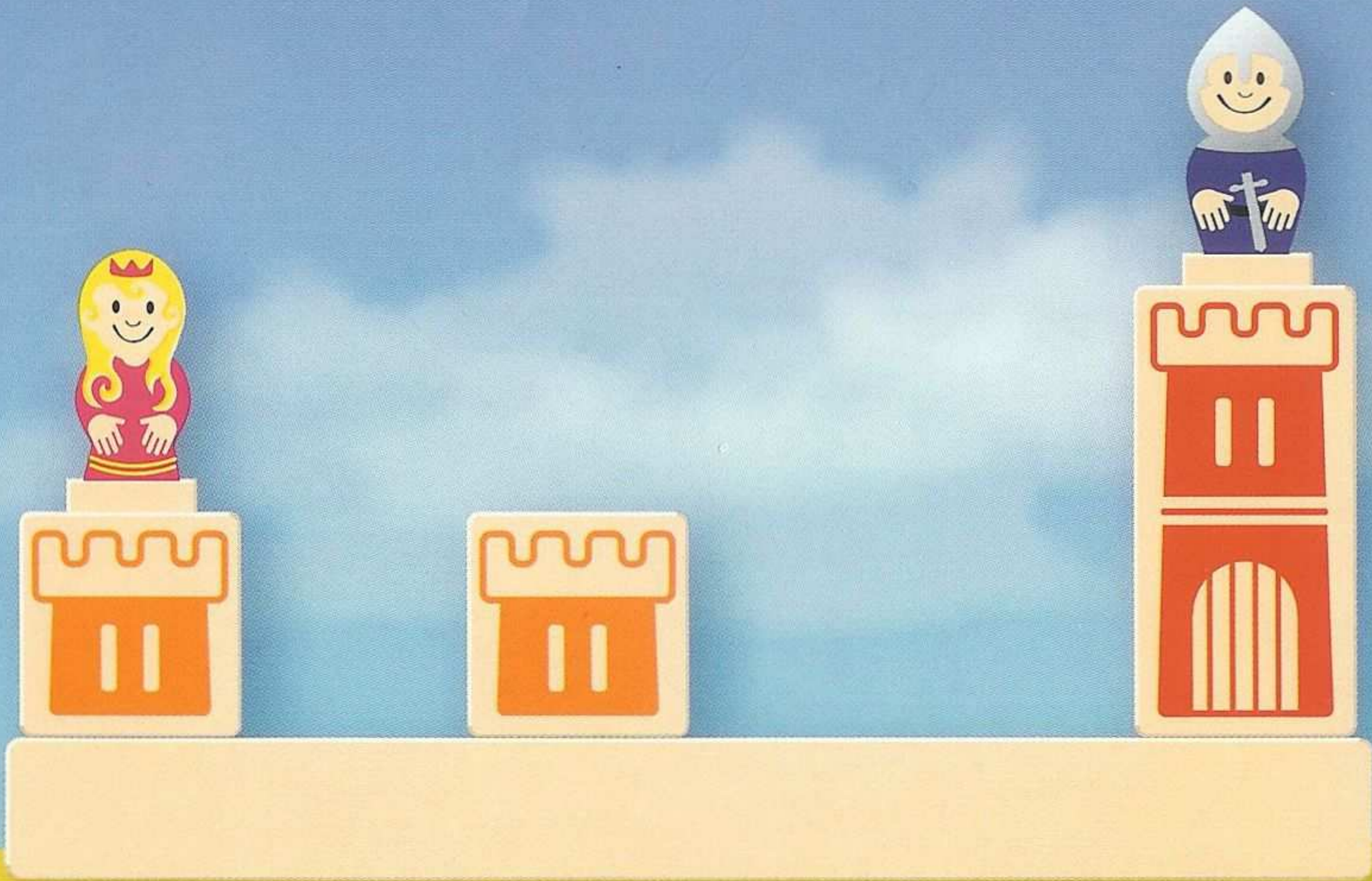
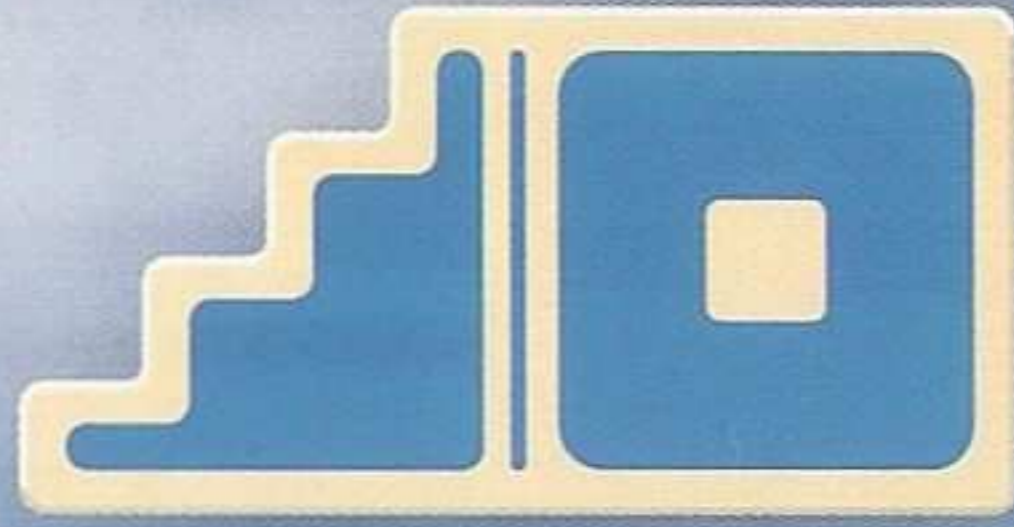
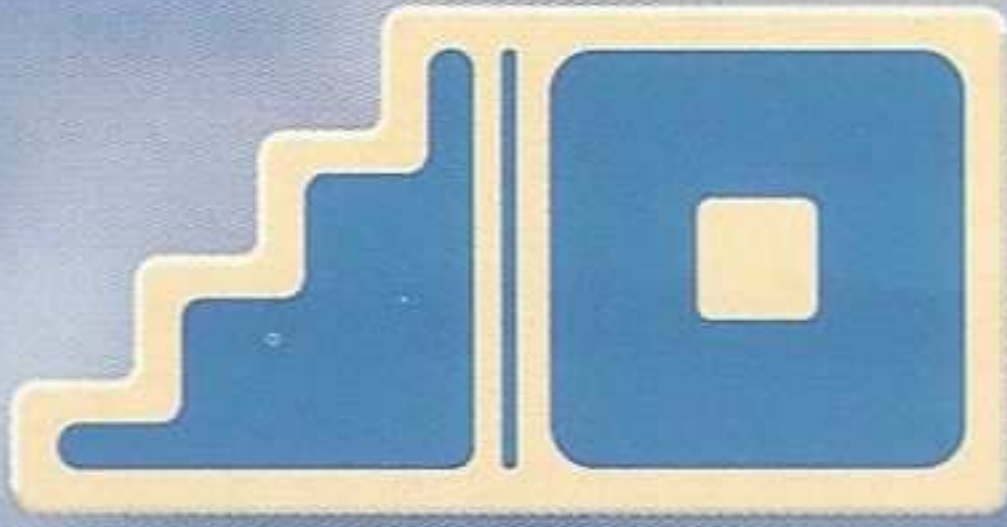
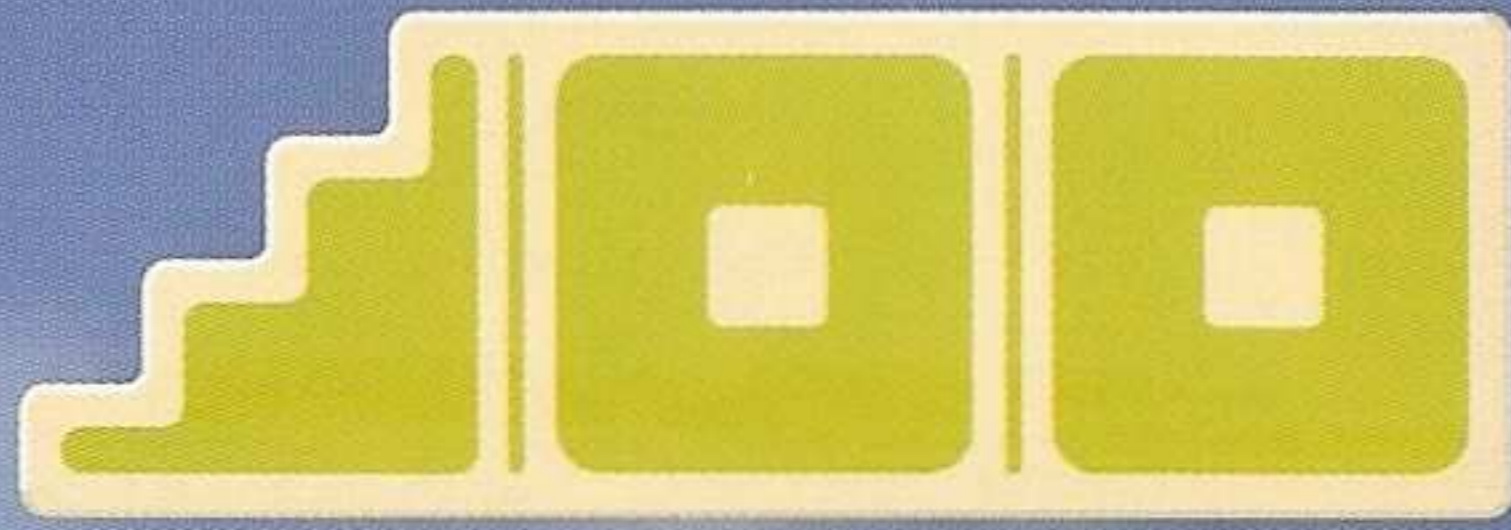




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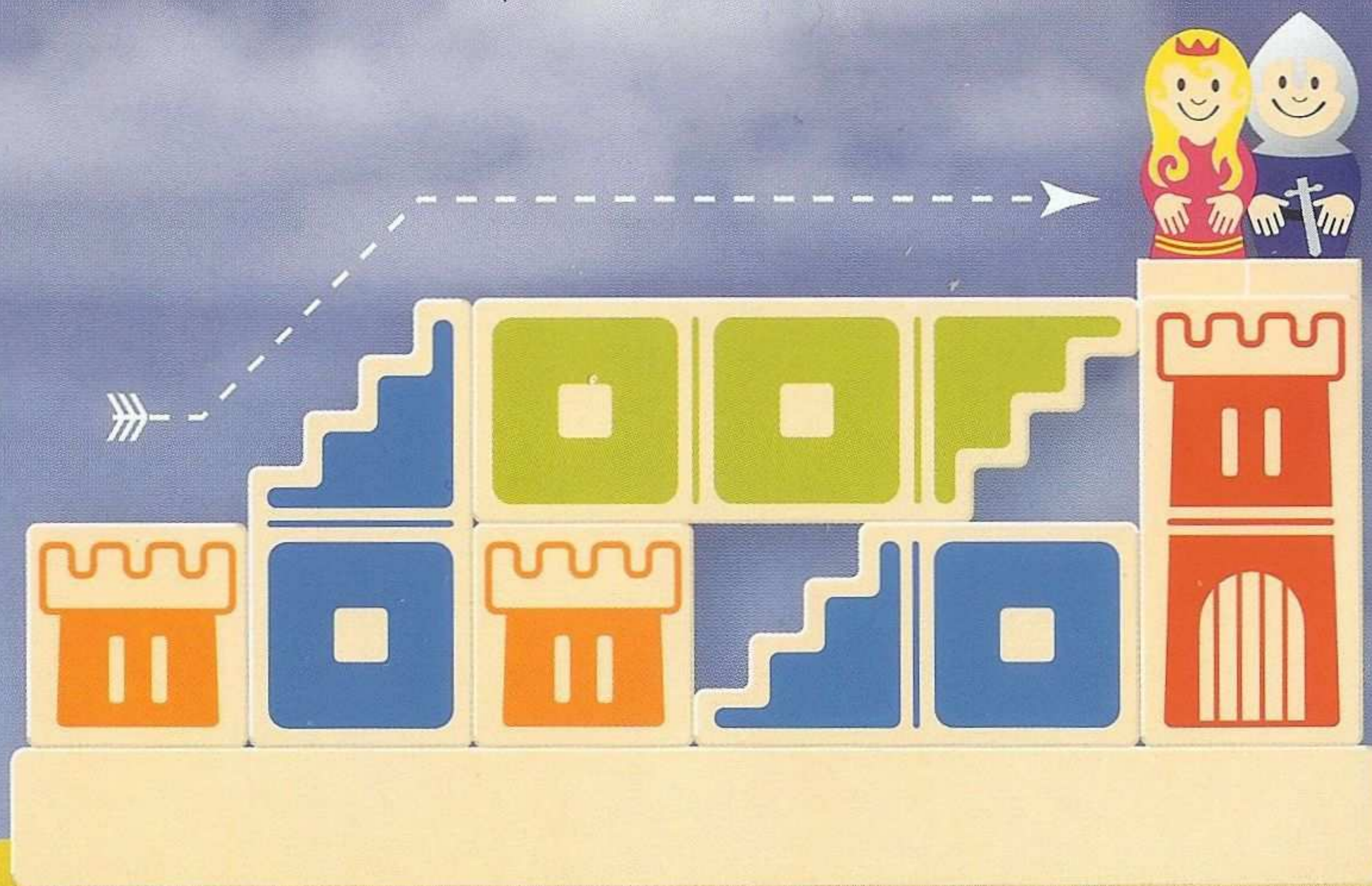


SOLUTION 25



CHALLENGE 26

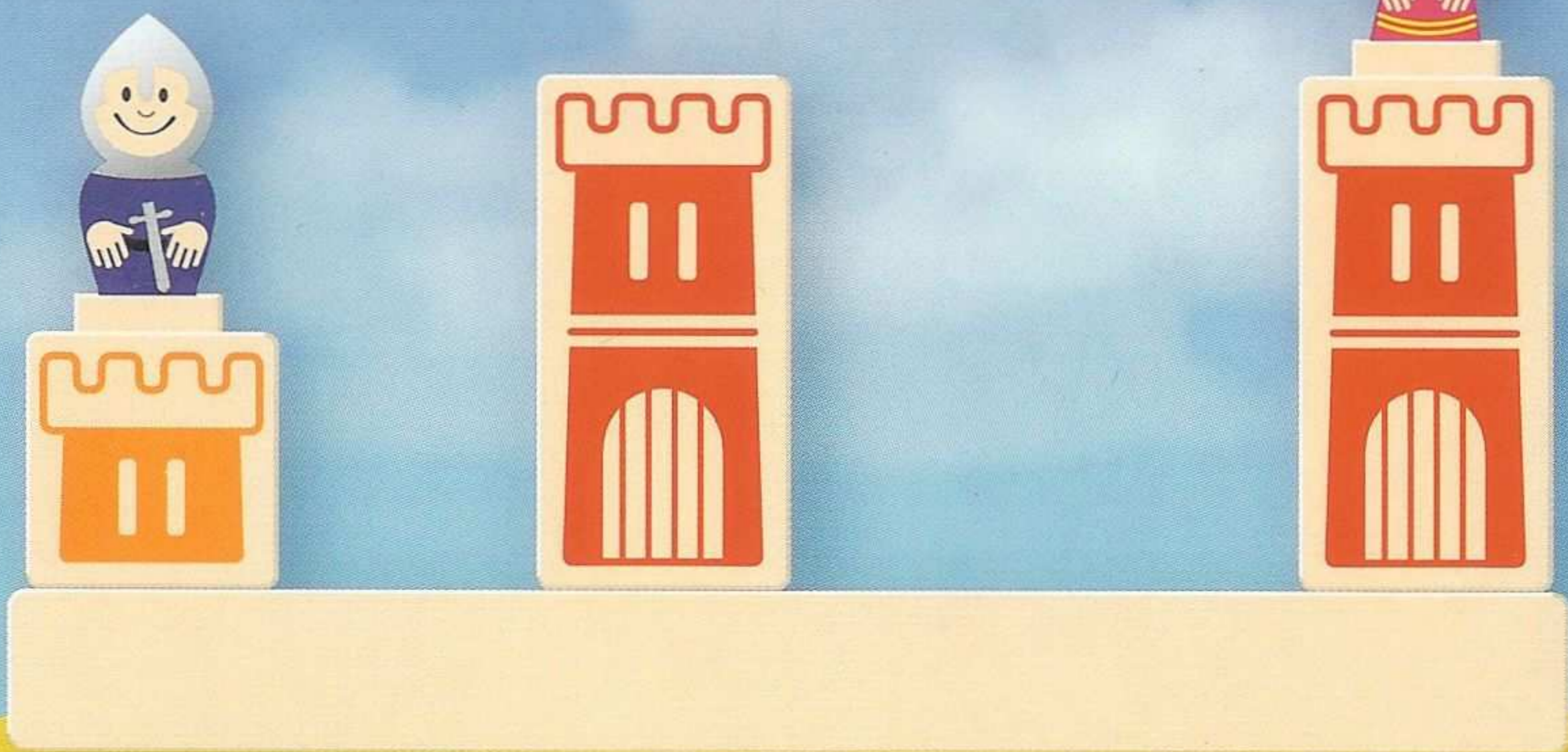
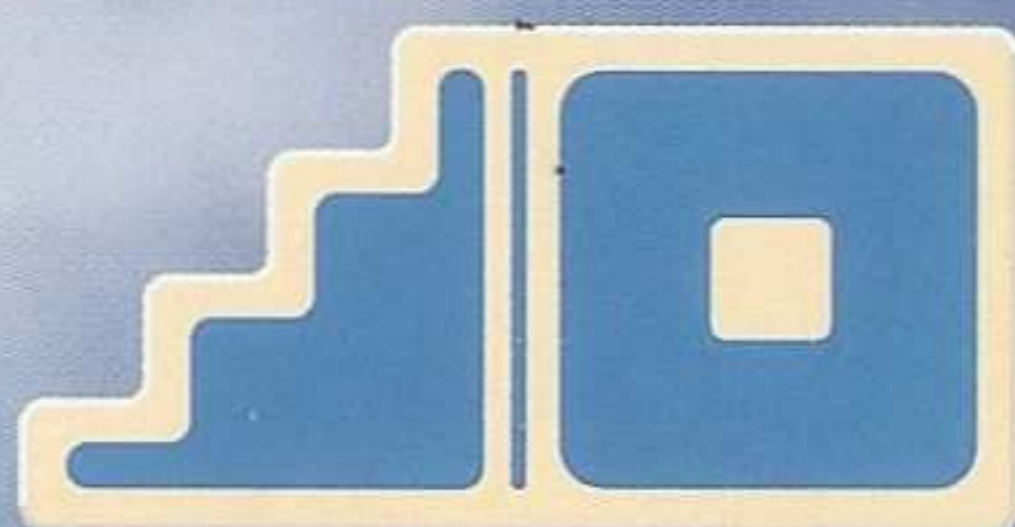
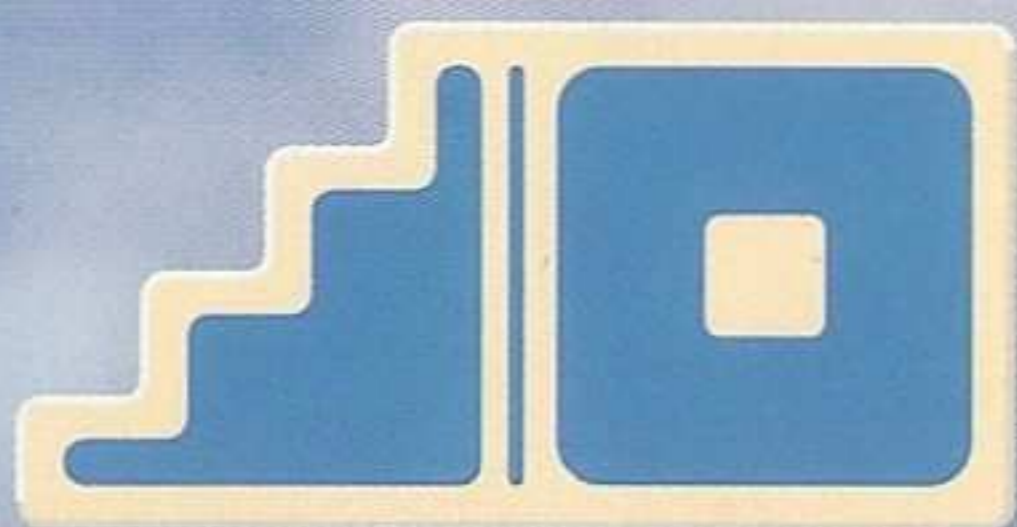
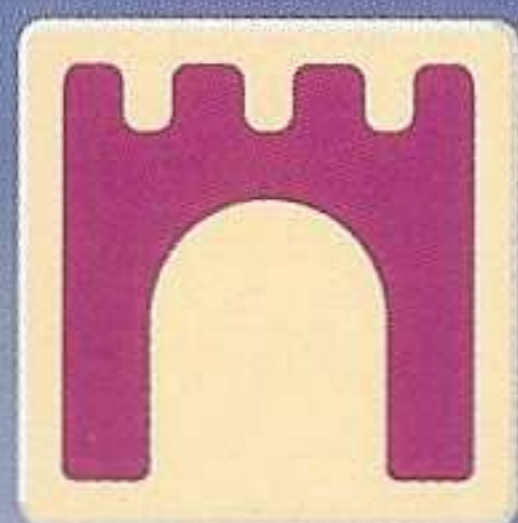




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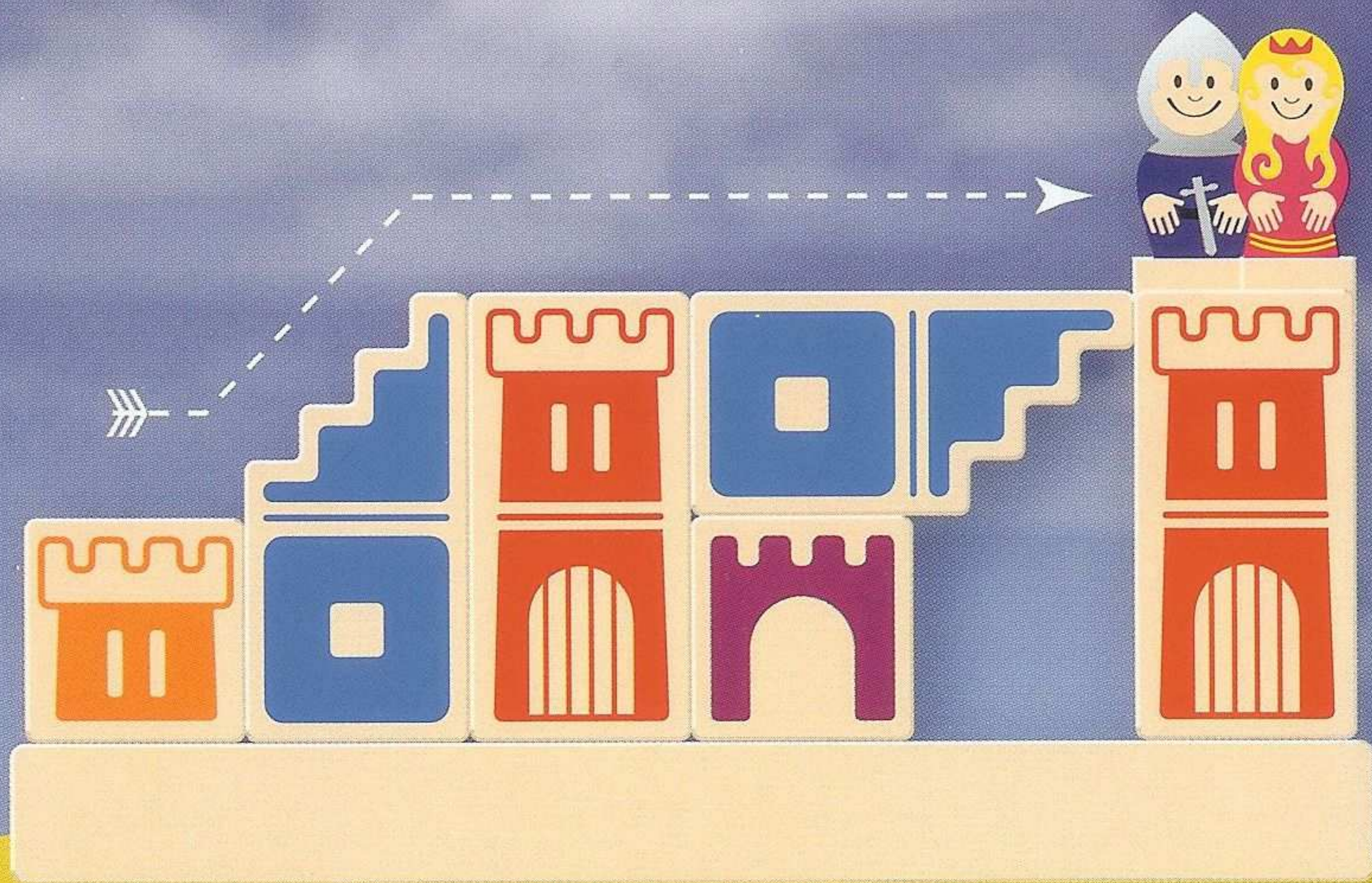
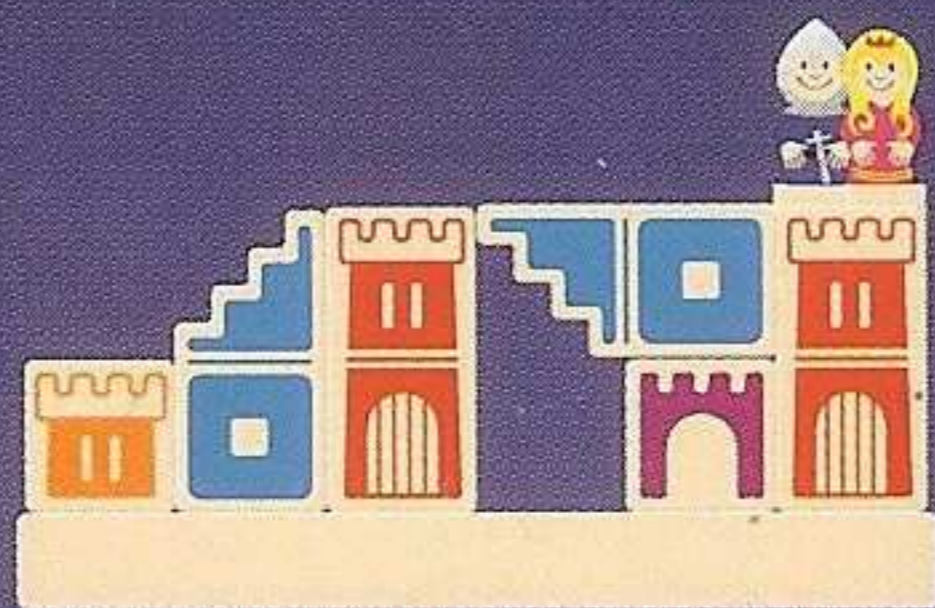


SOLUTION 26



CHALLENGE 27

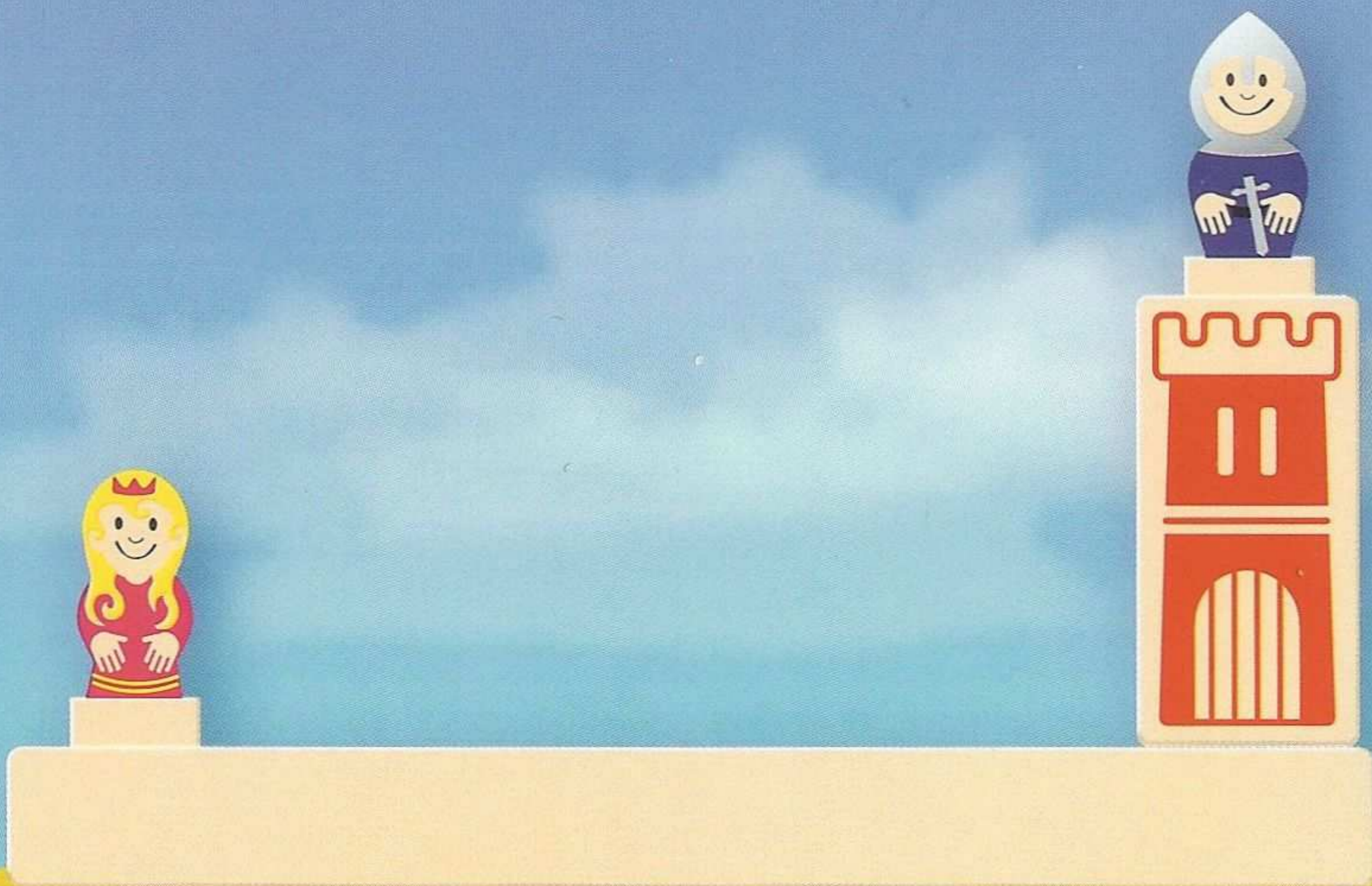
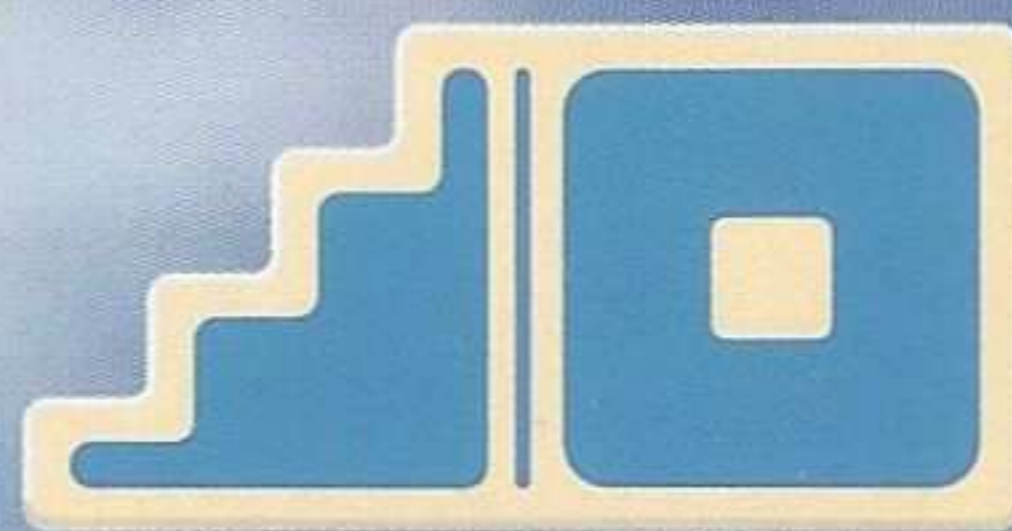
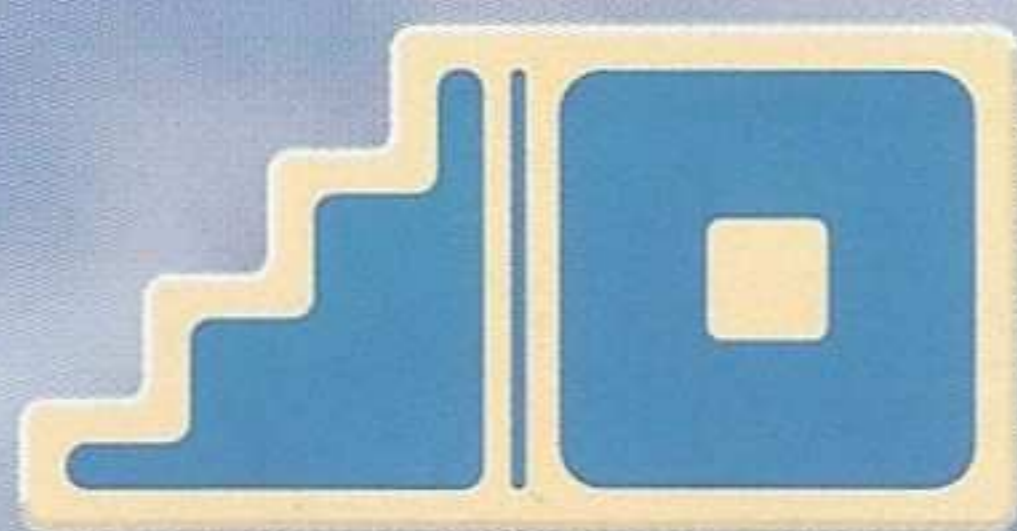
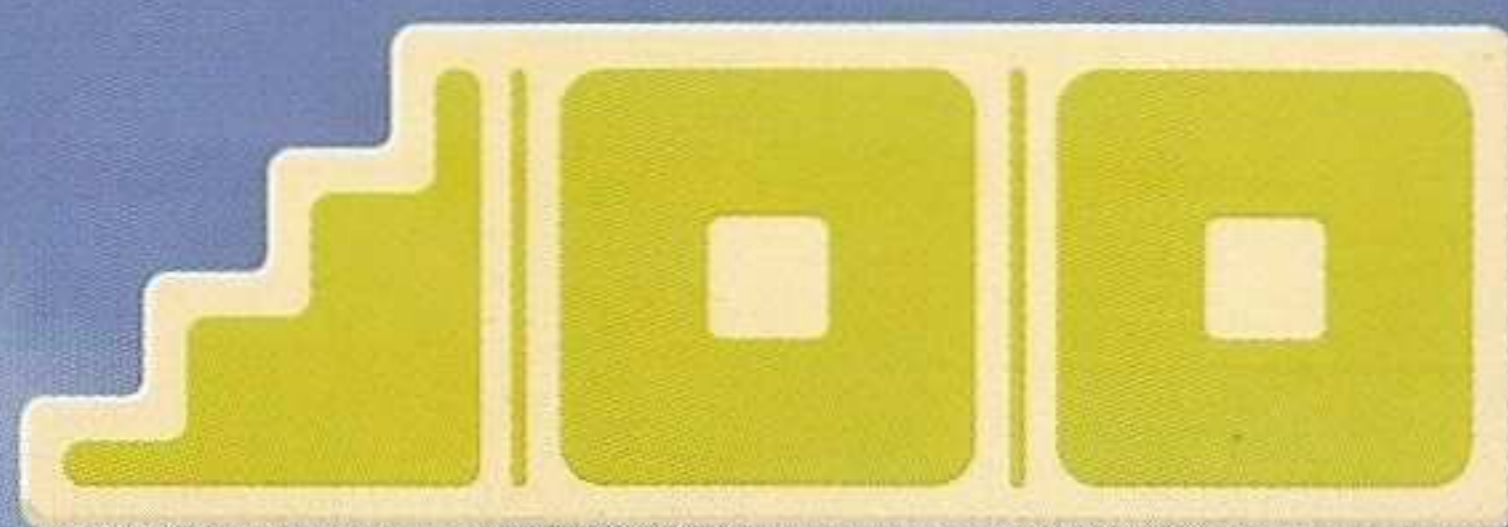




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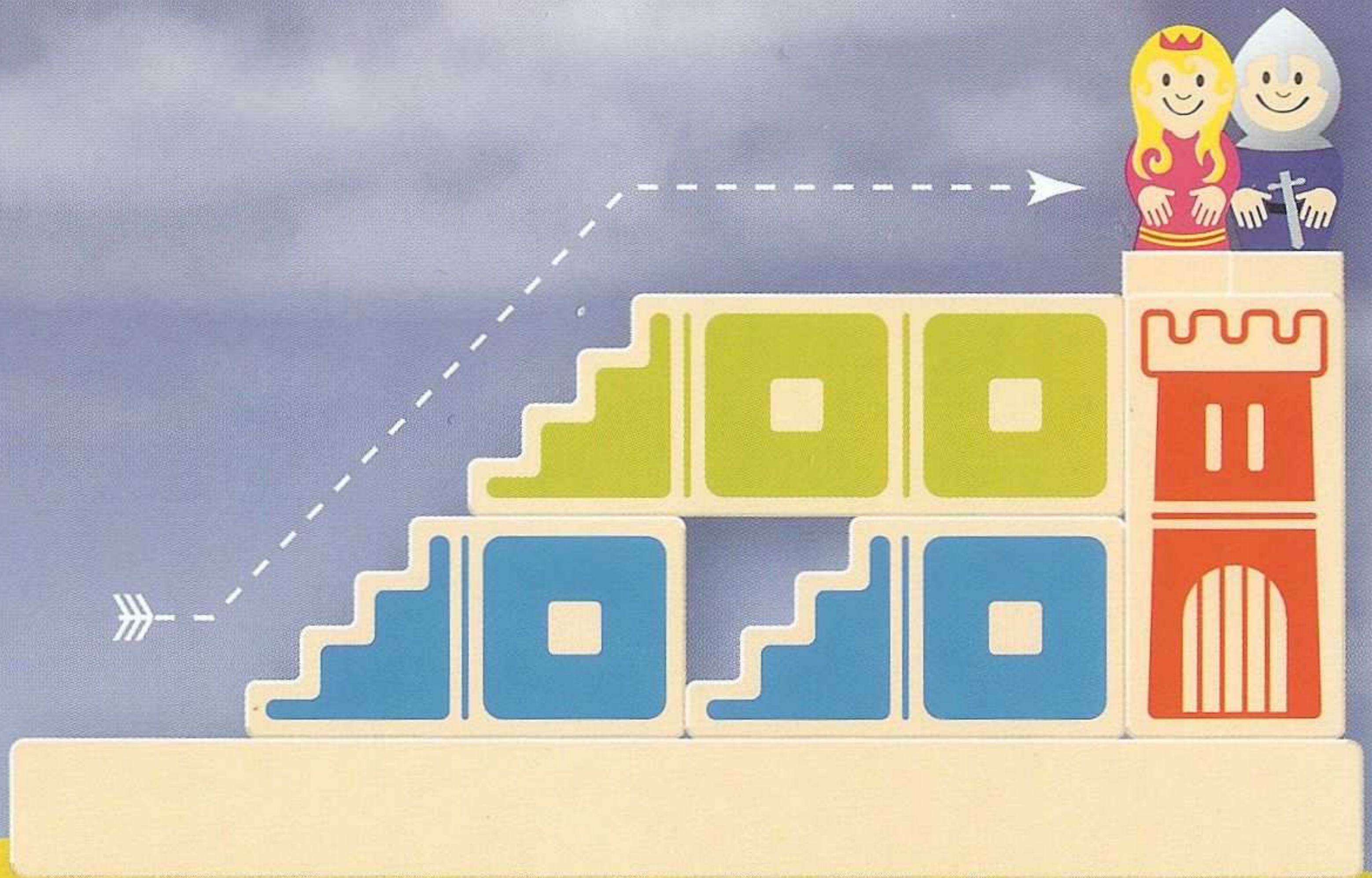
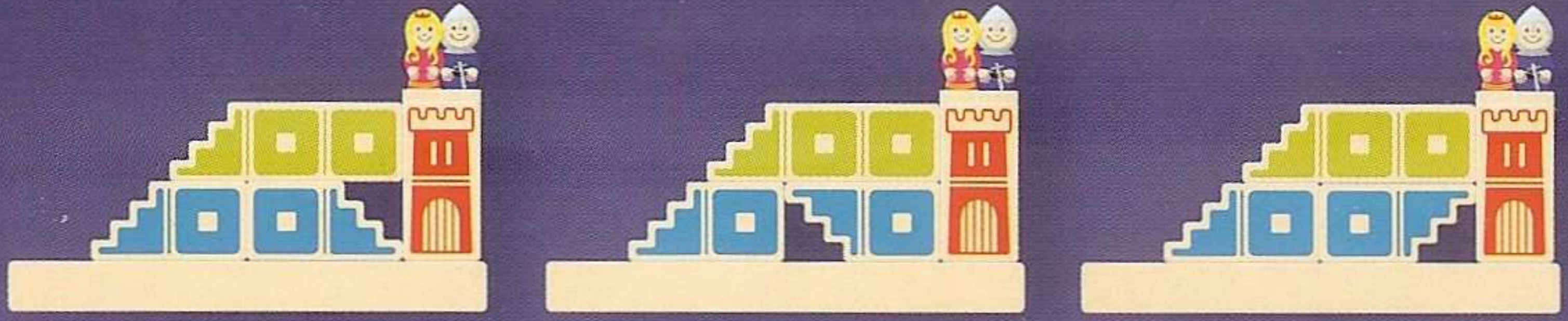


SOLUTION 27



CHALLENGE 28

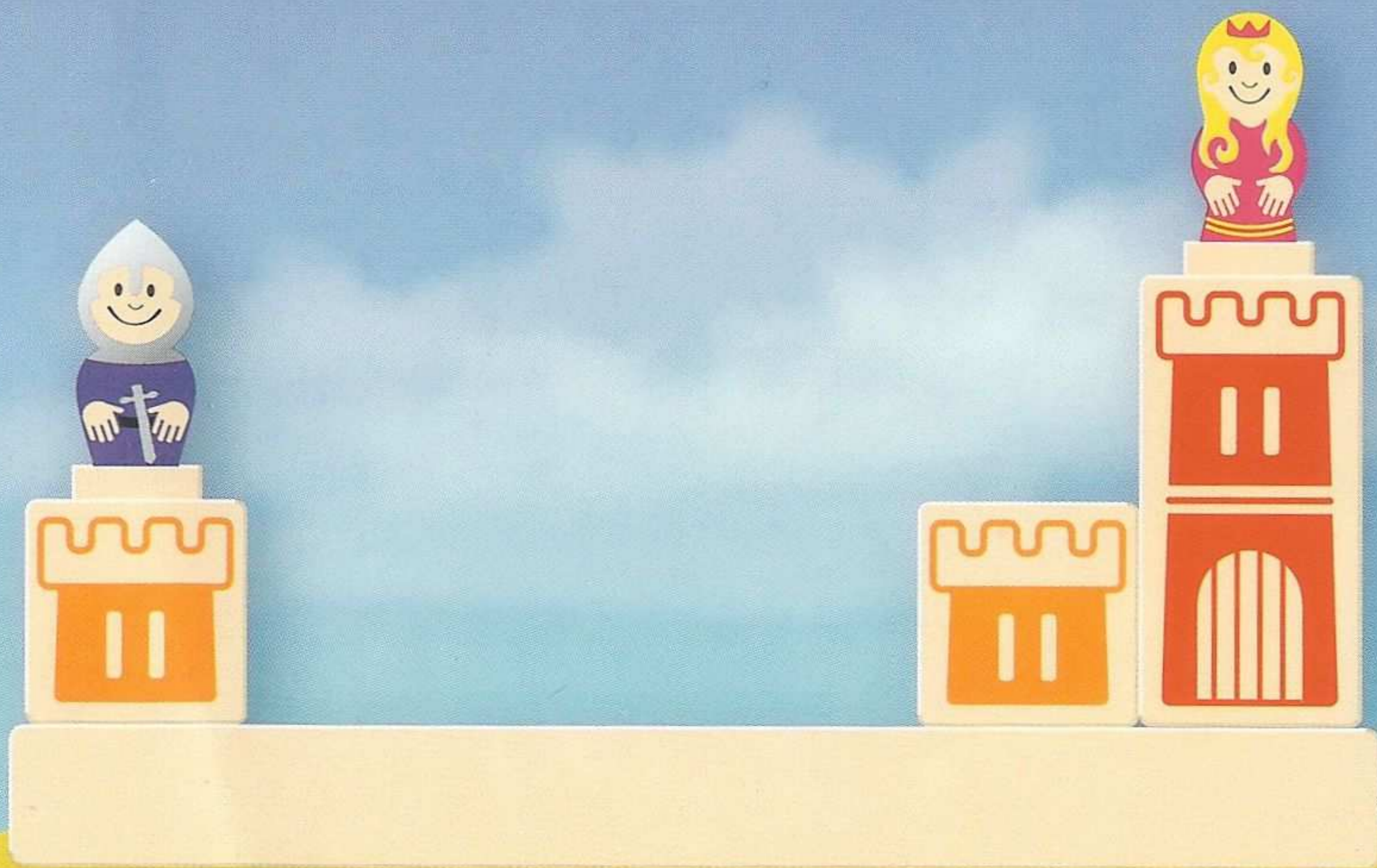
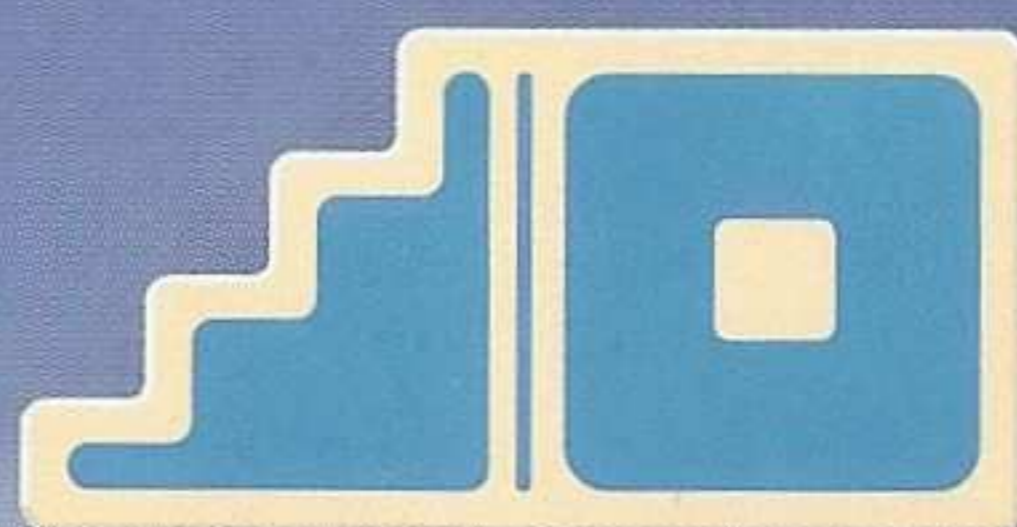
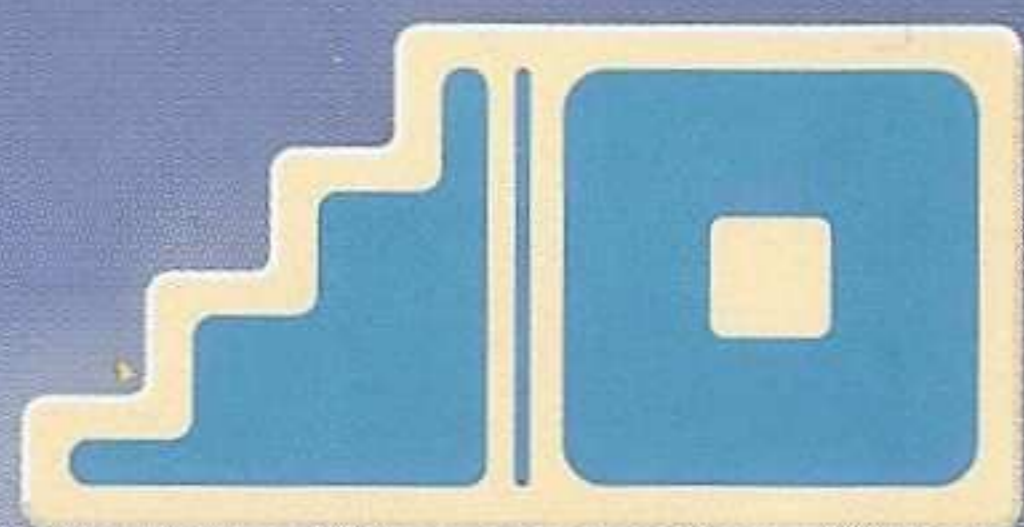




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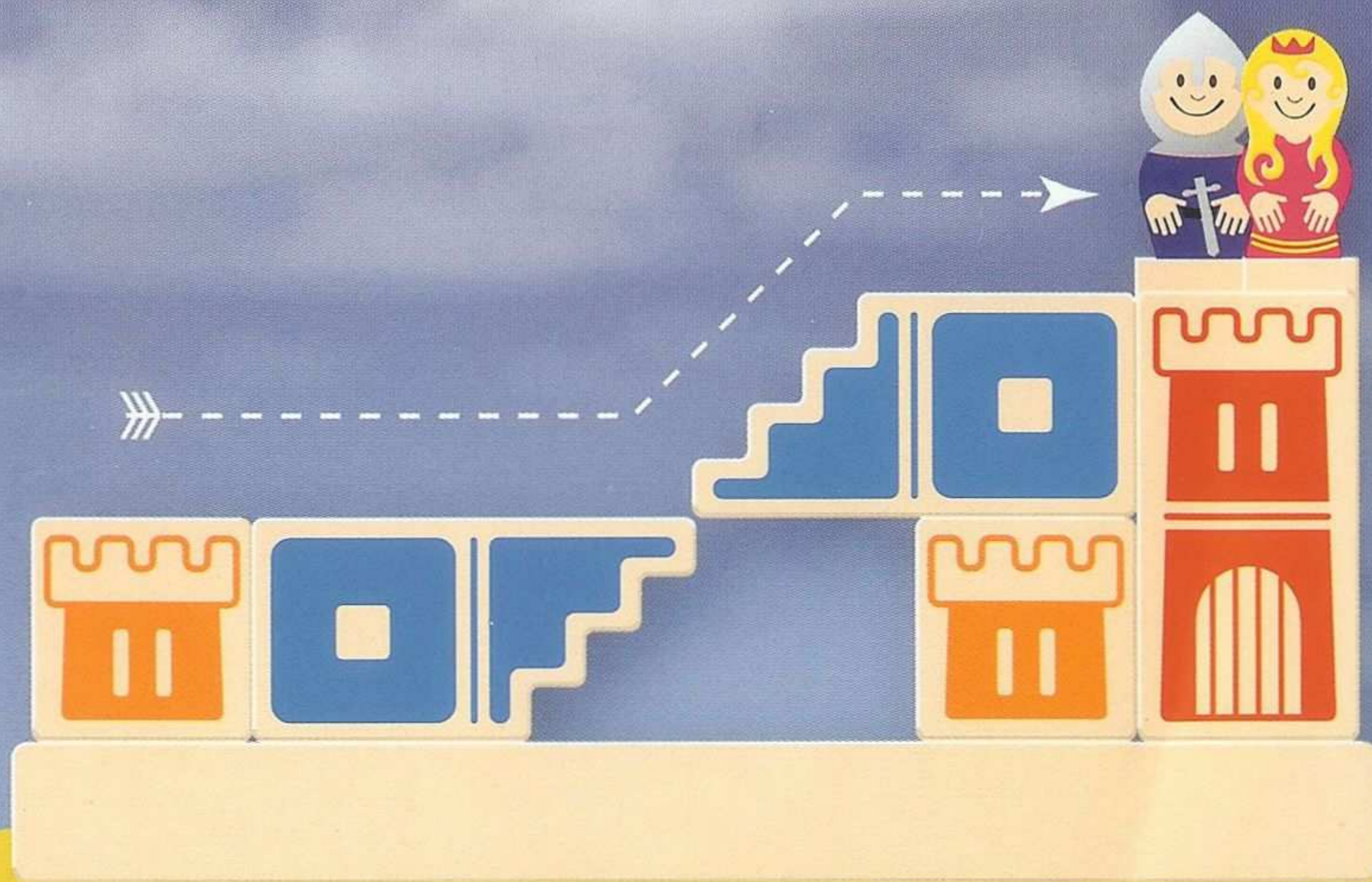
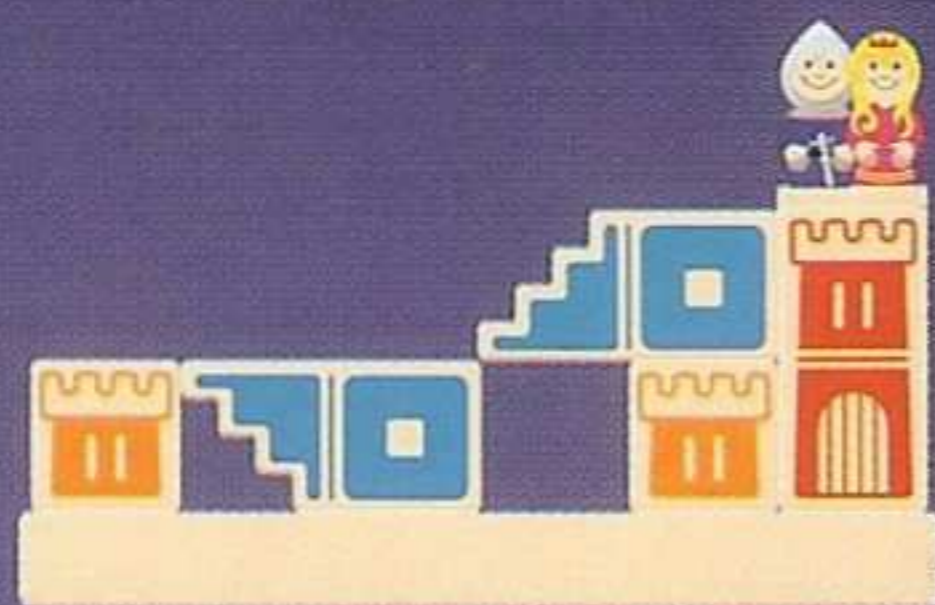


SOLUTION 28



CHALLENGE 29

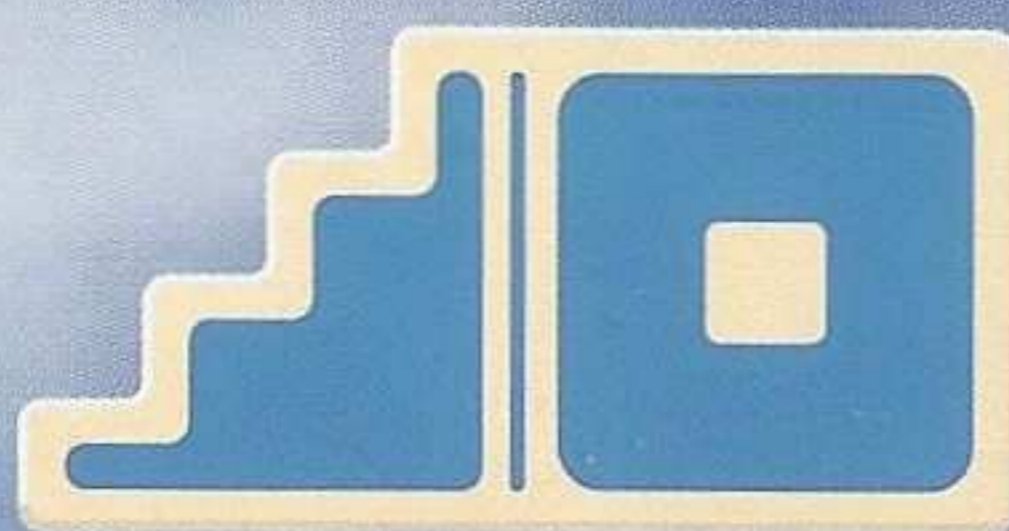
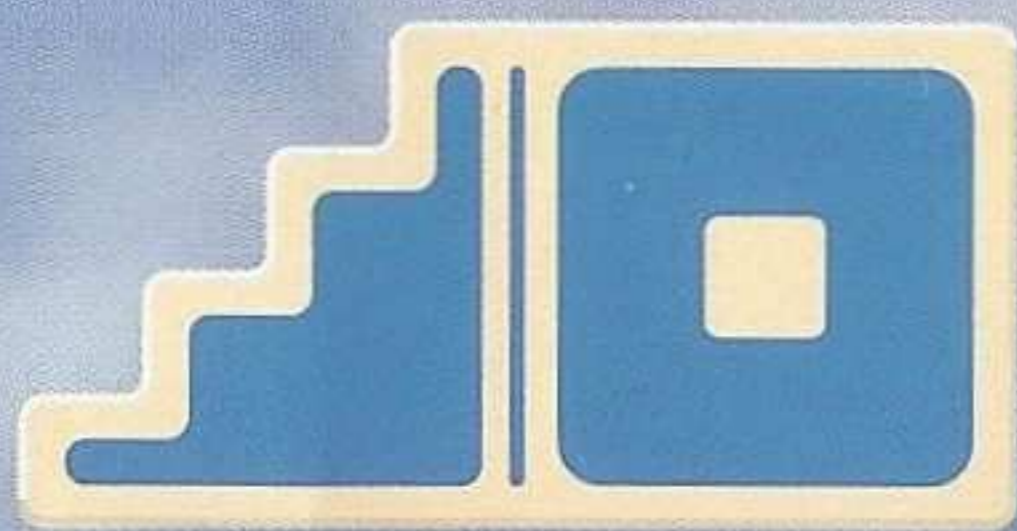
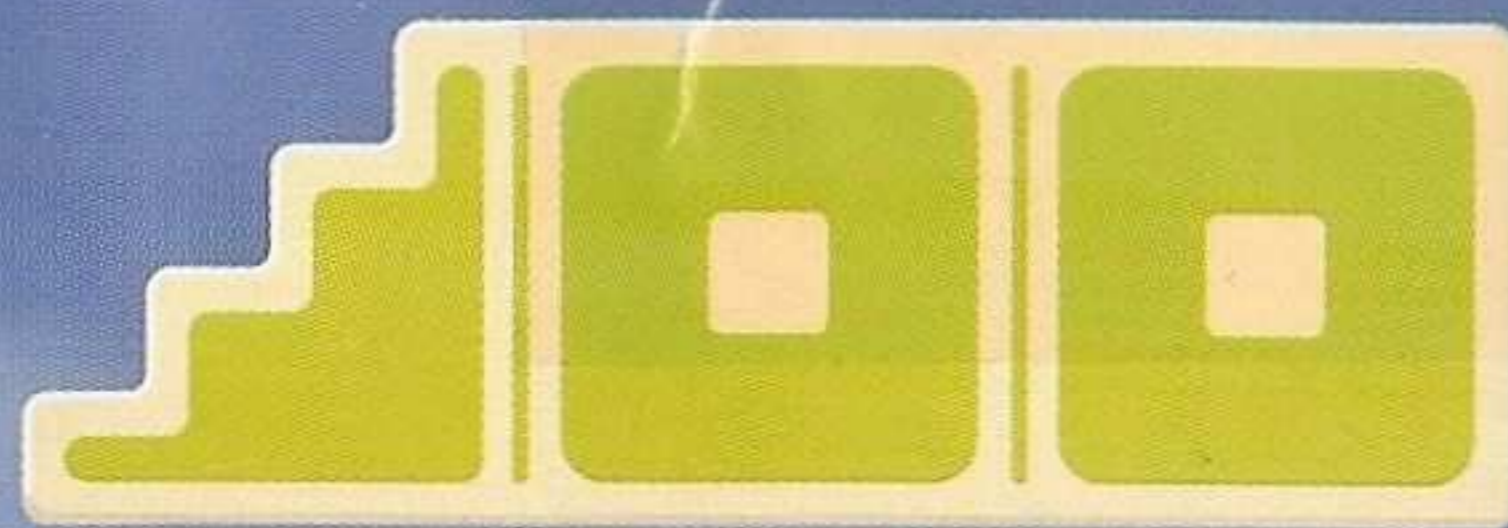




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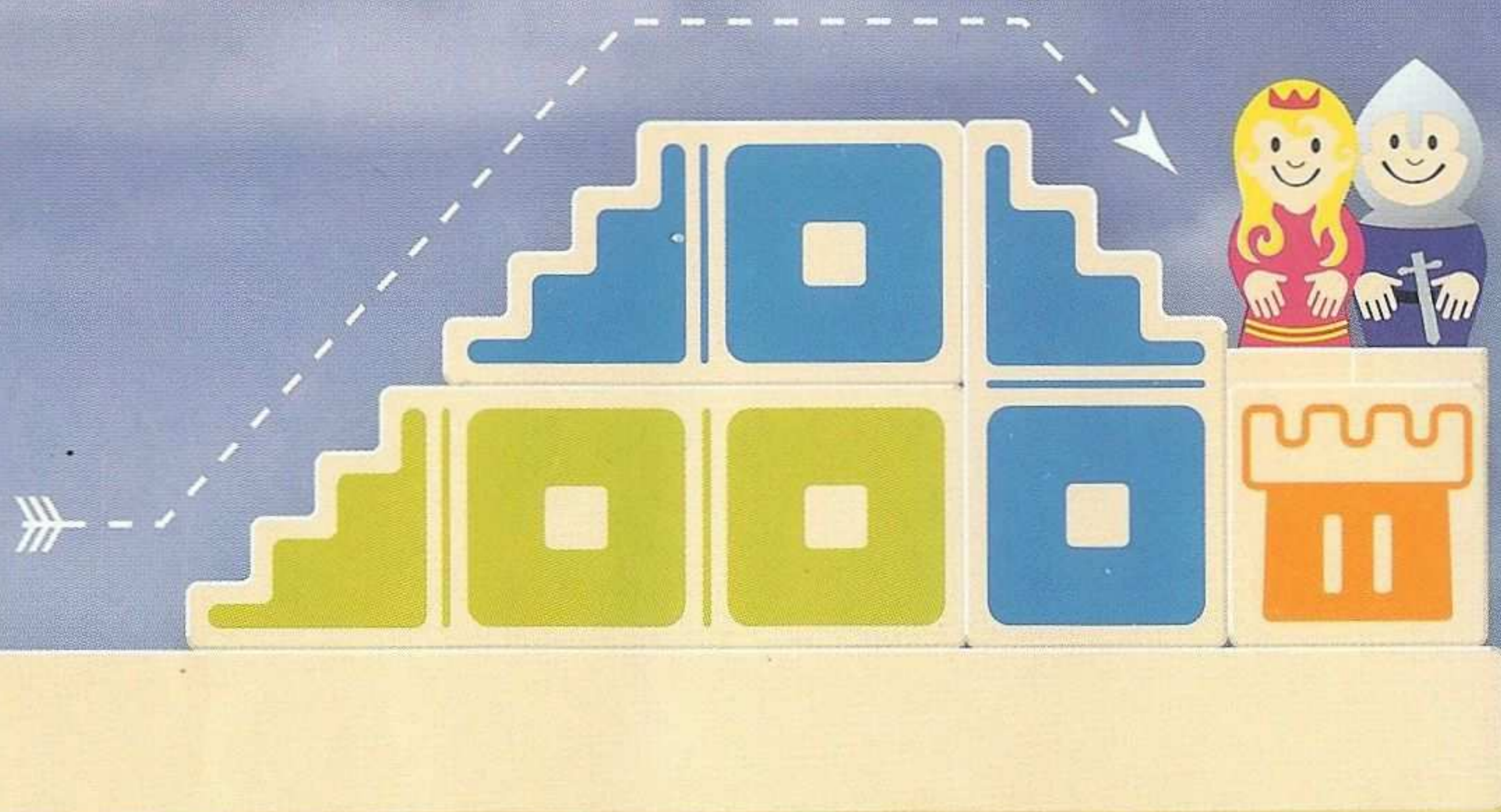
SOLUTION 29



CHALLENGE 30



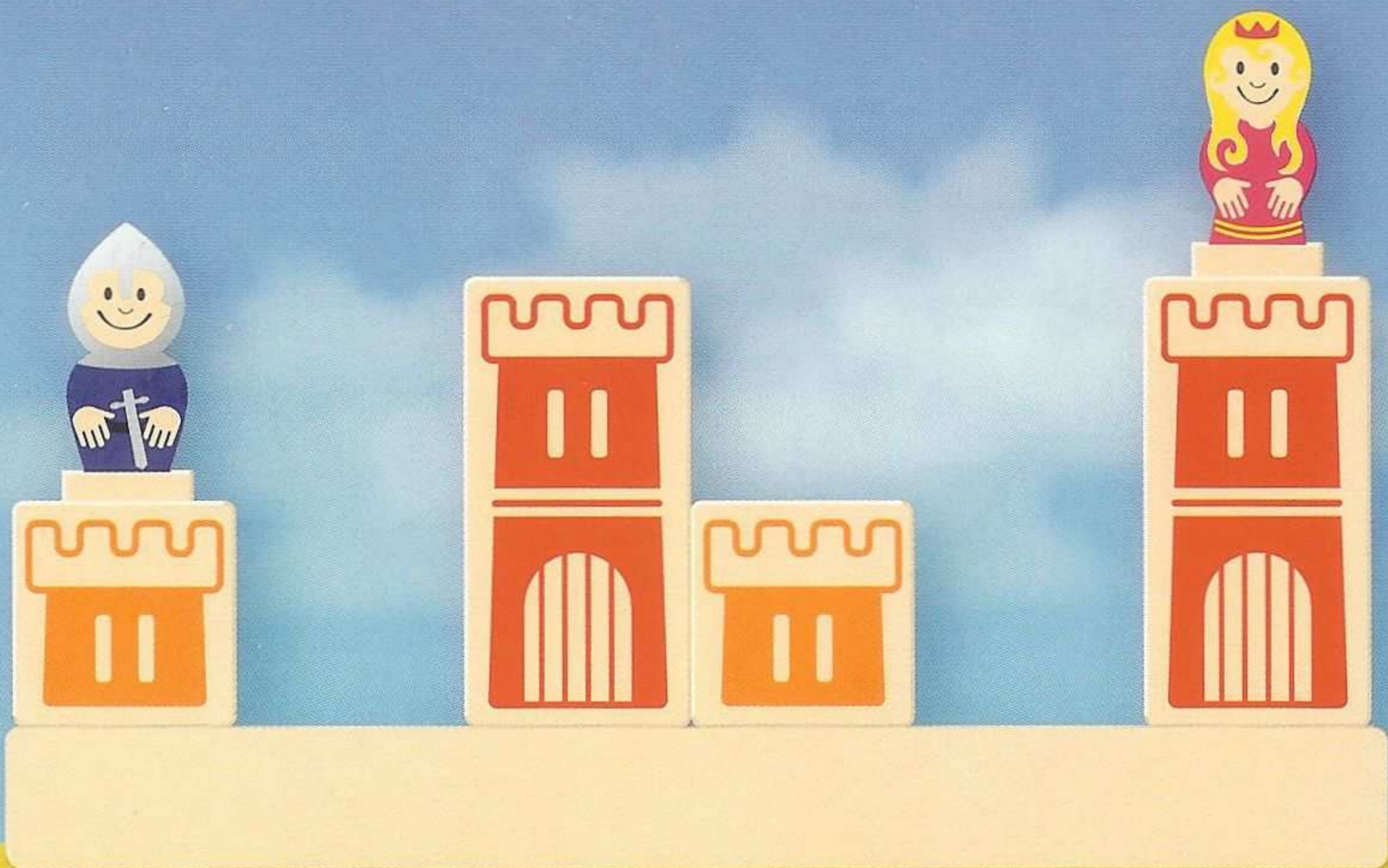
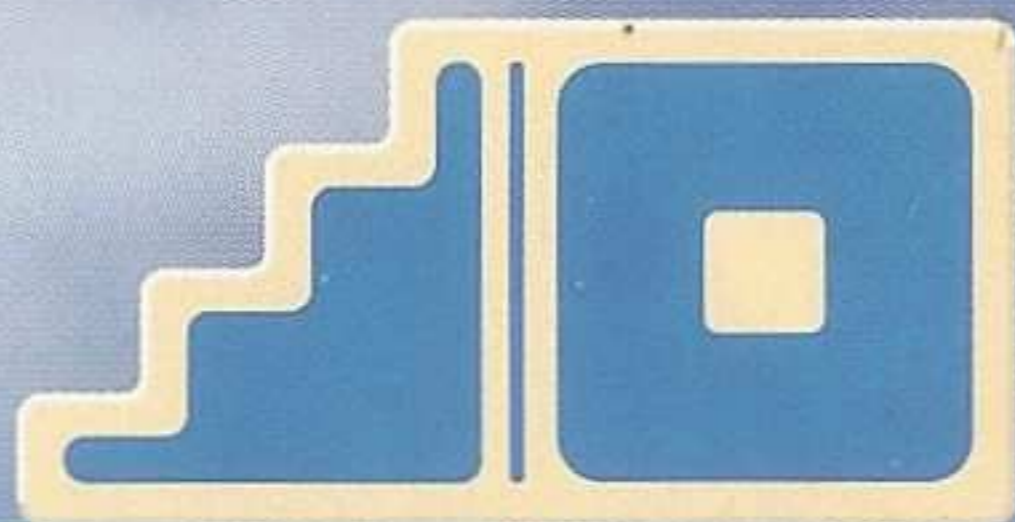
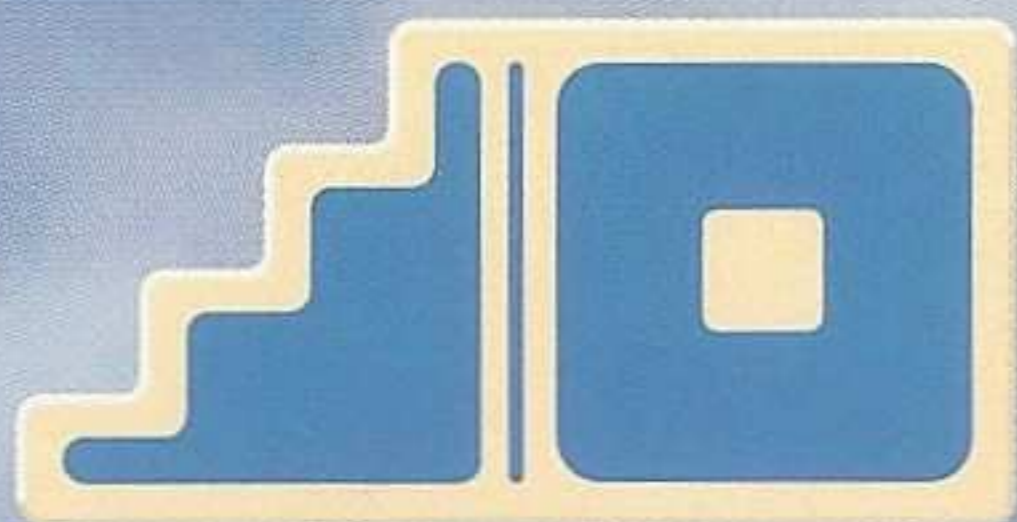
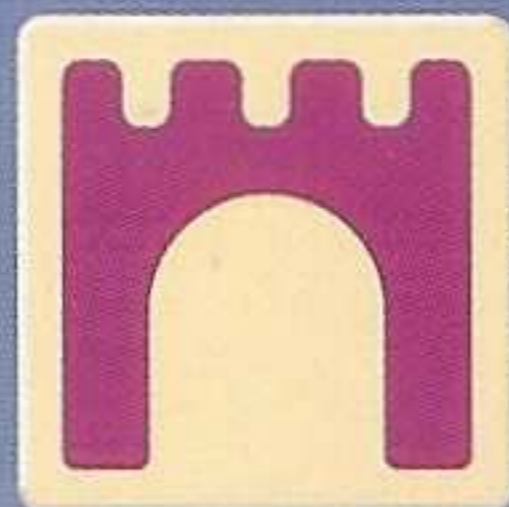
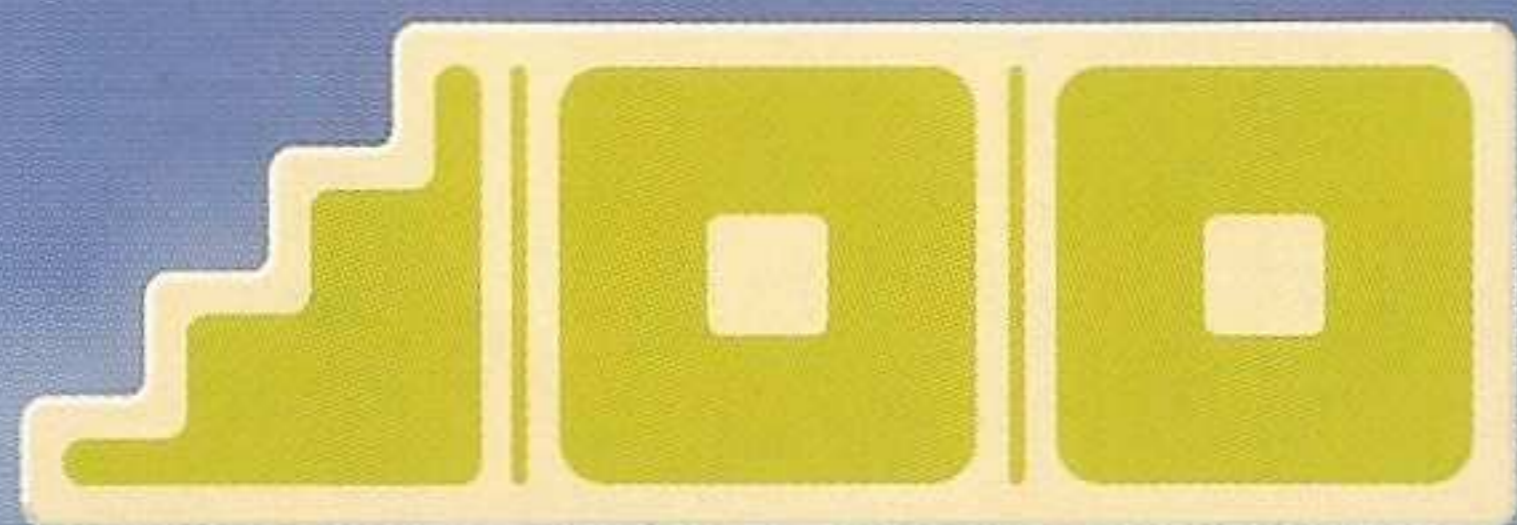
EXPERT



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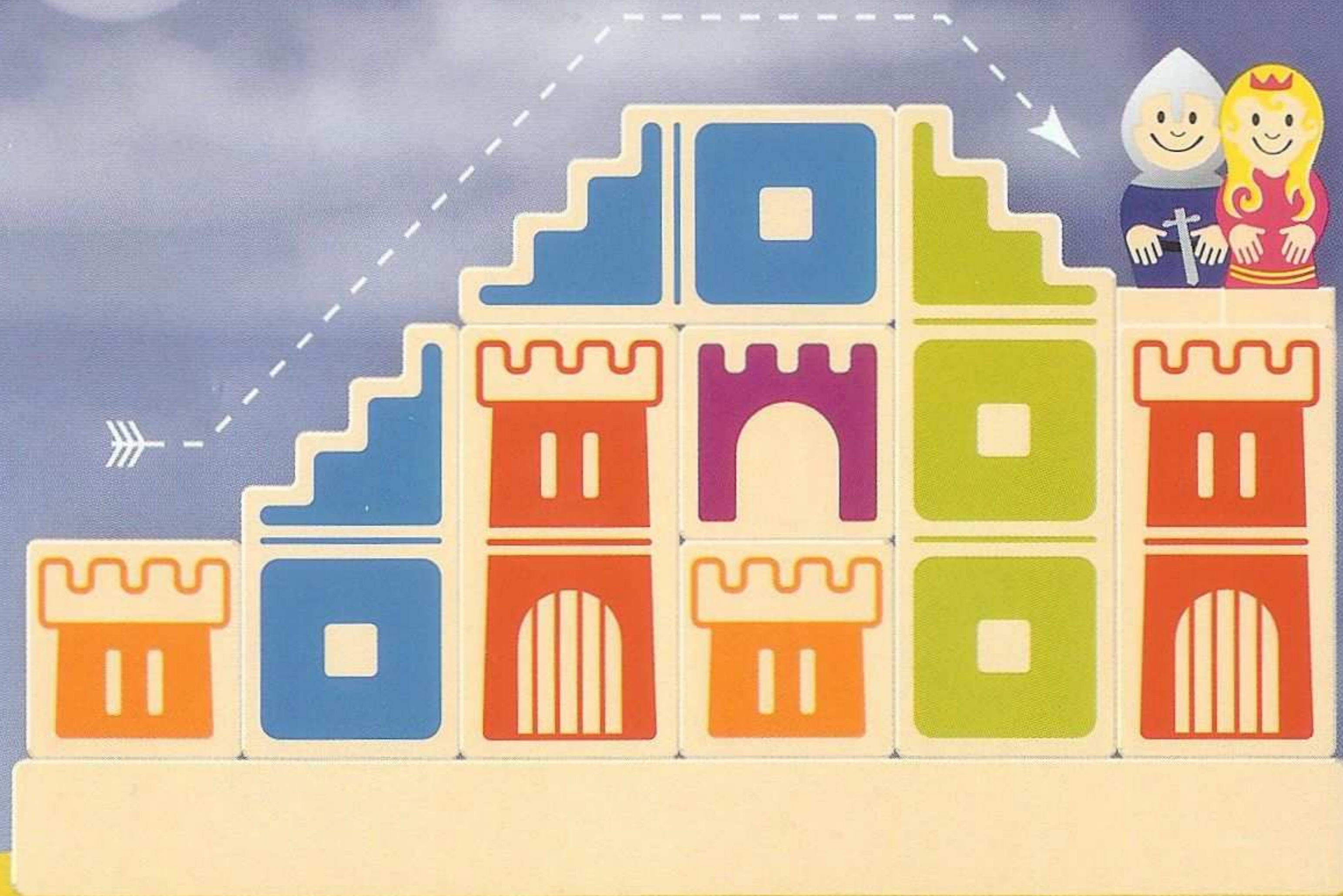
SOLUTION 30



CHALLENGE 3 I



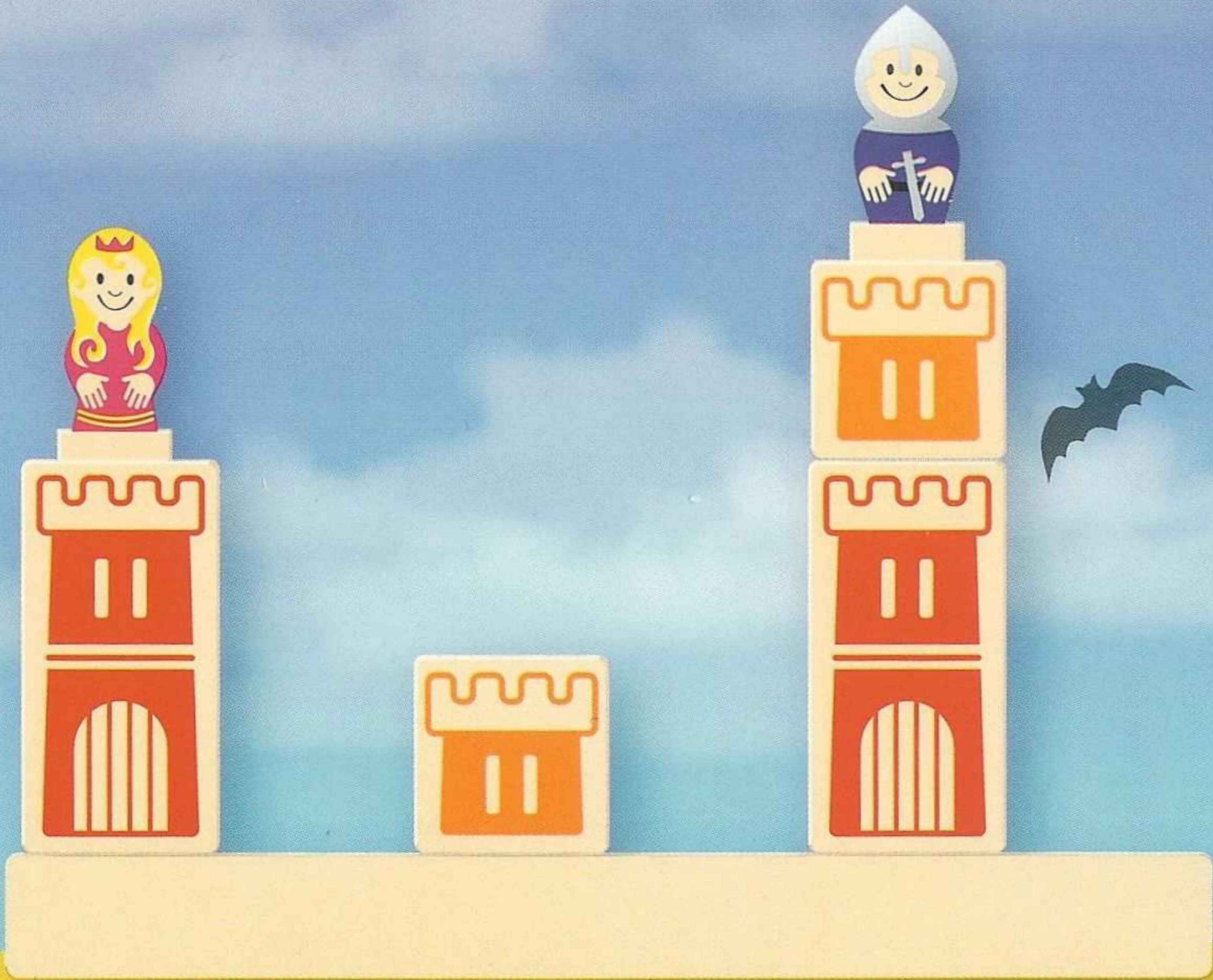
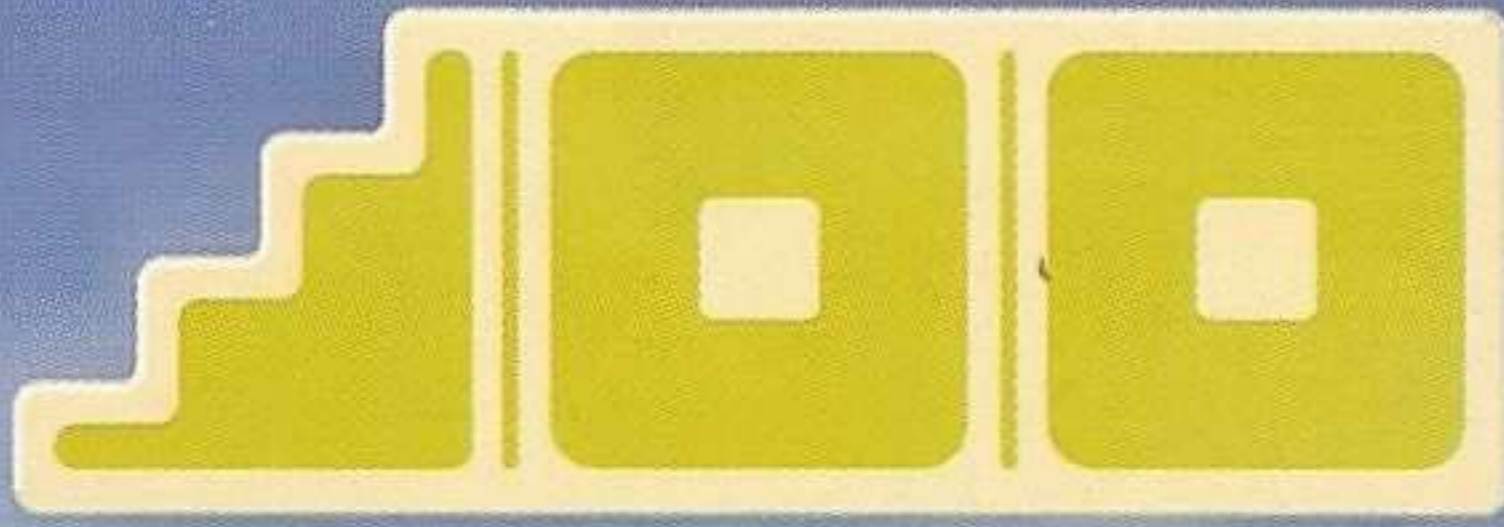
EXPERT



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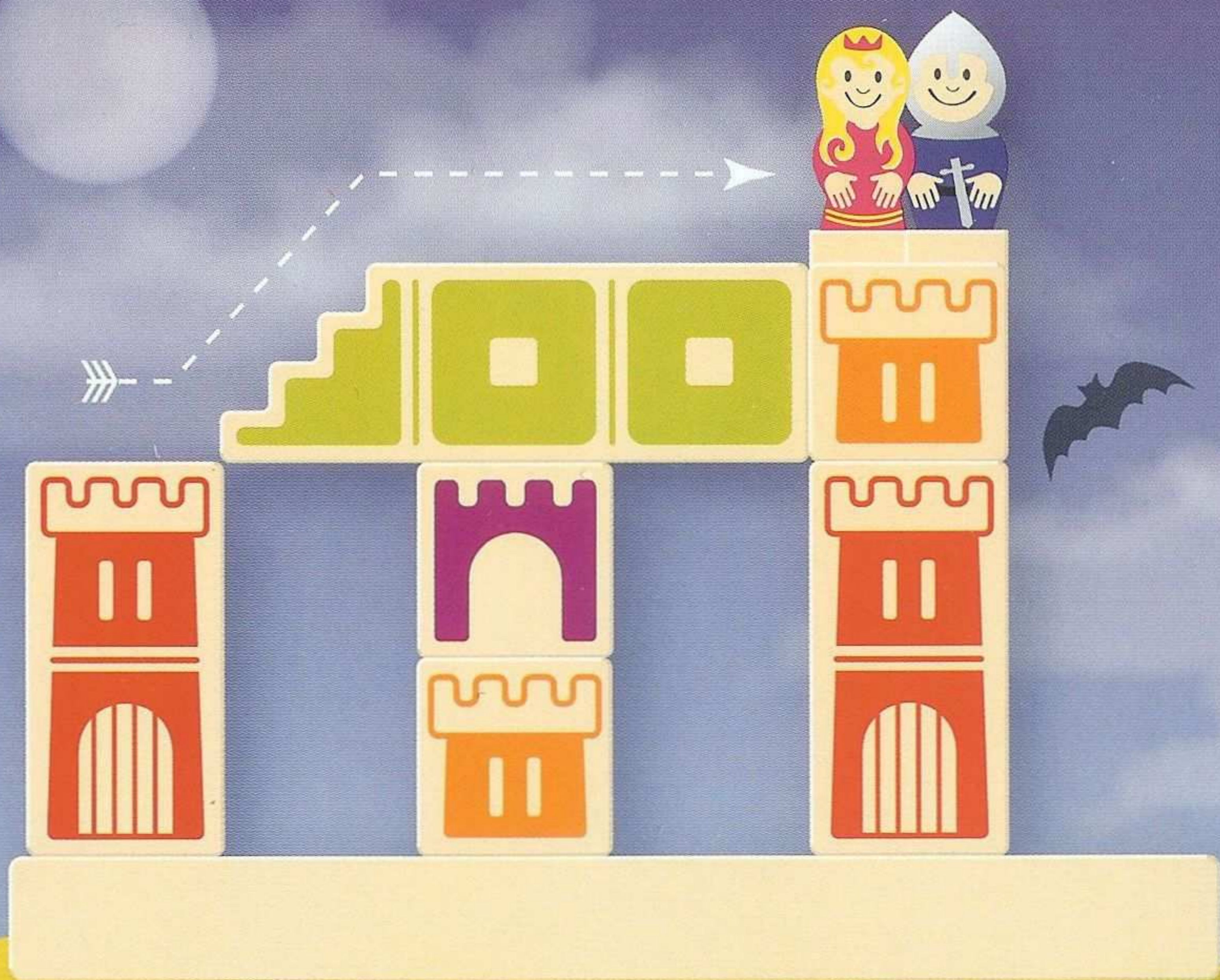


SOLUTION 3 I



CHALLENGE 32

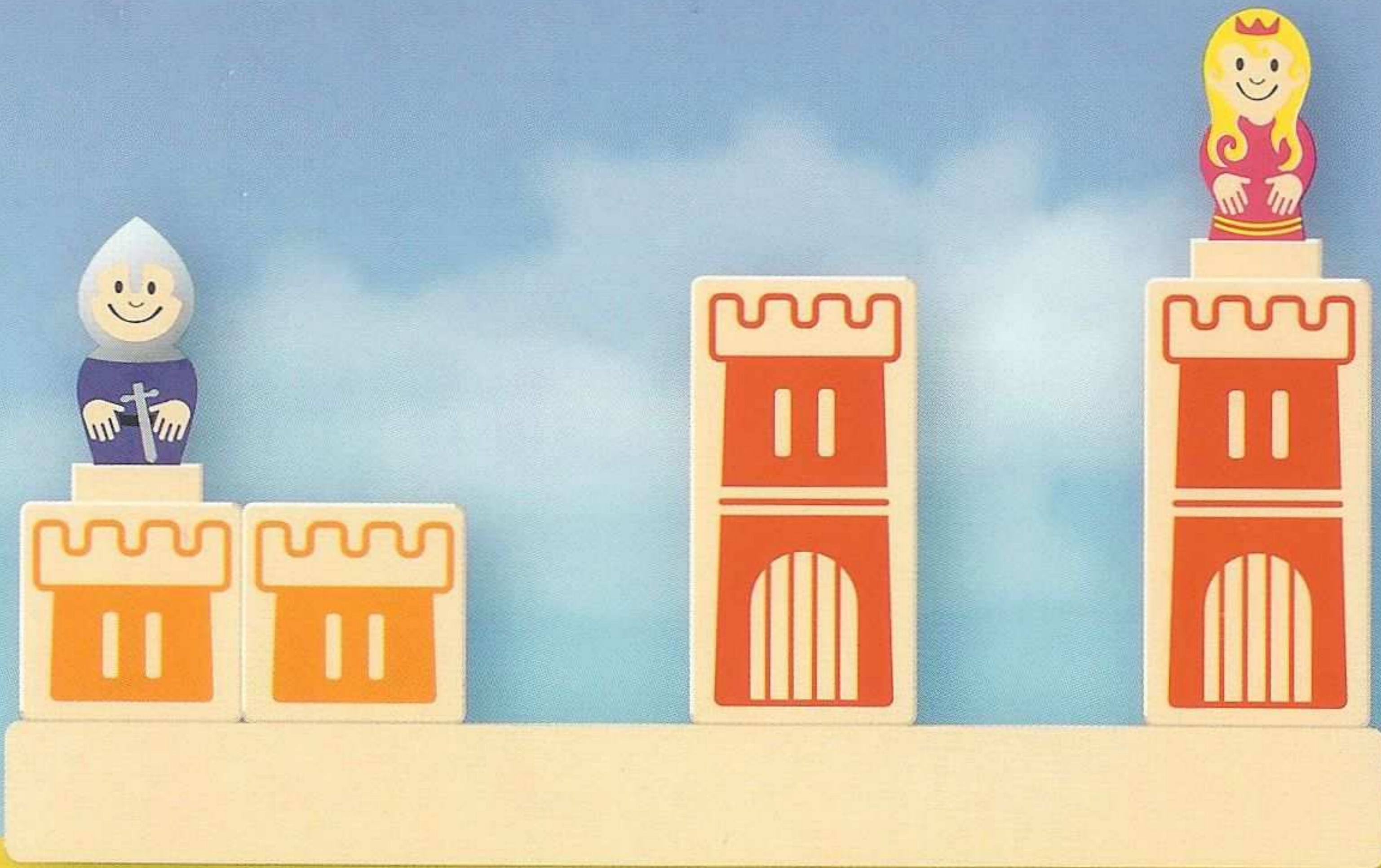
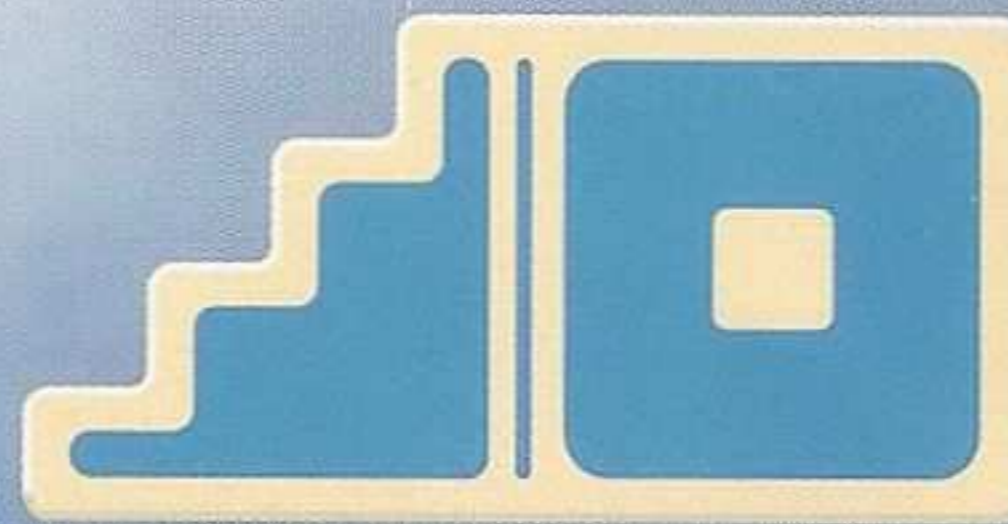
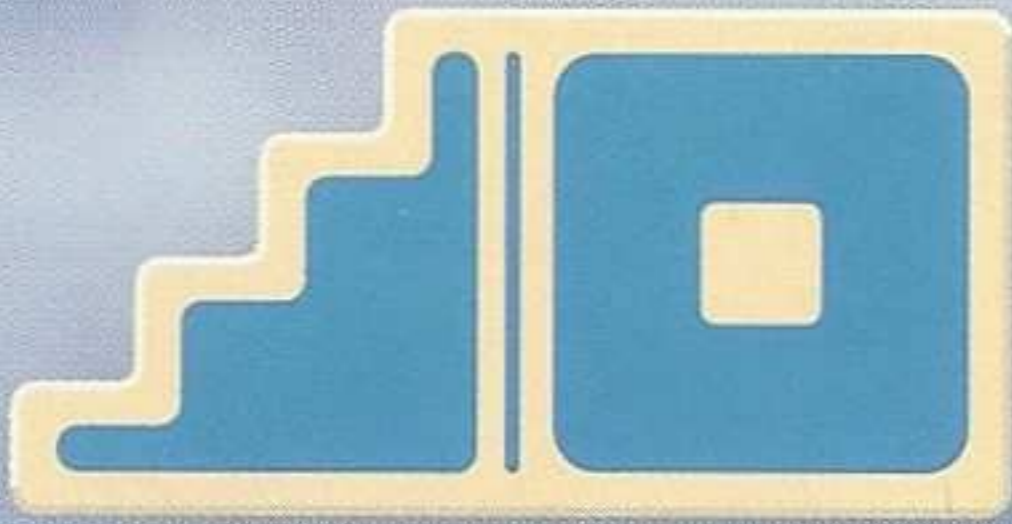
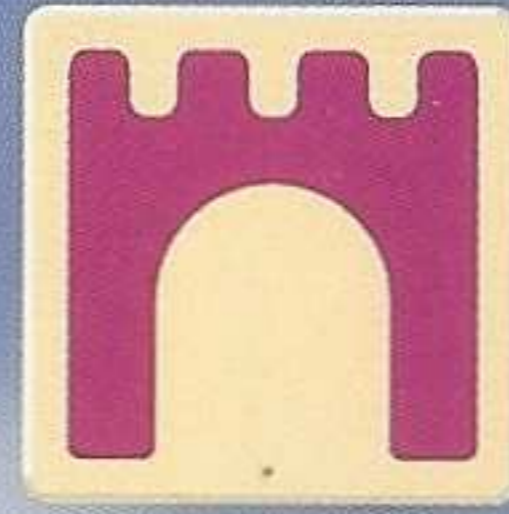
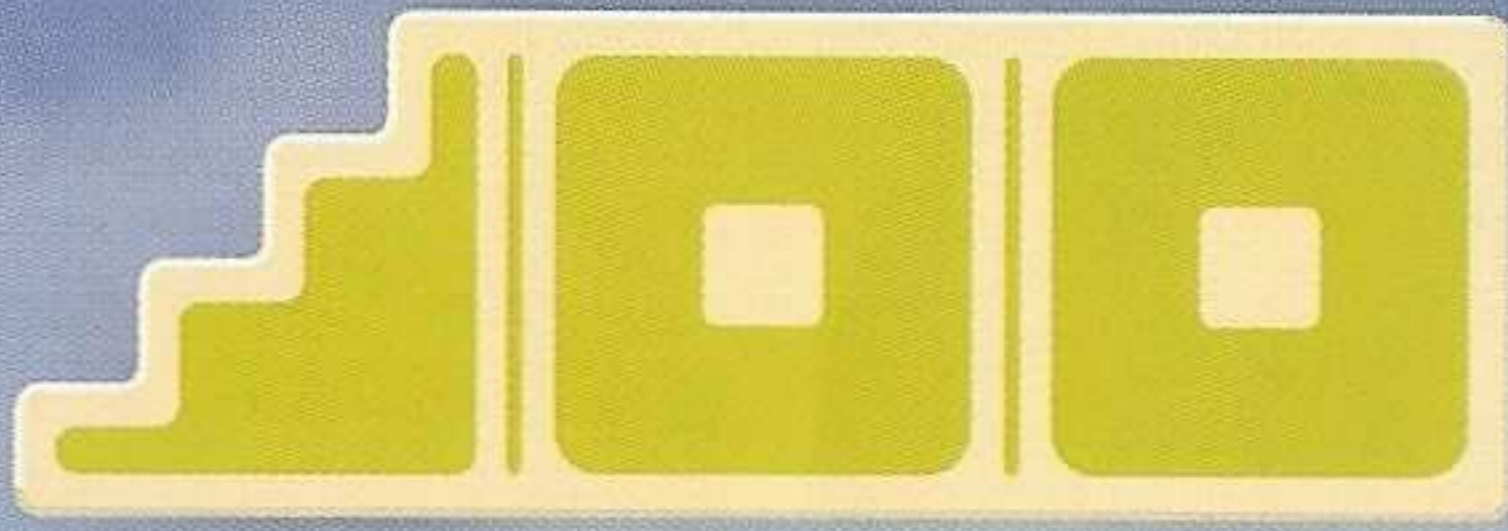




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SOLUTION 32



CHALLENGE 33

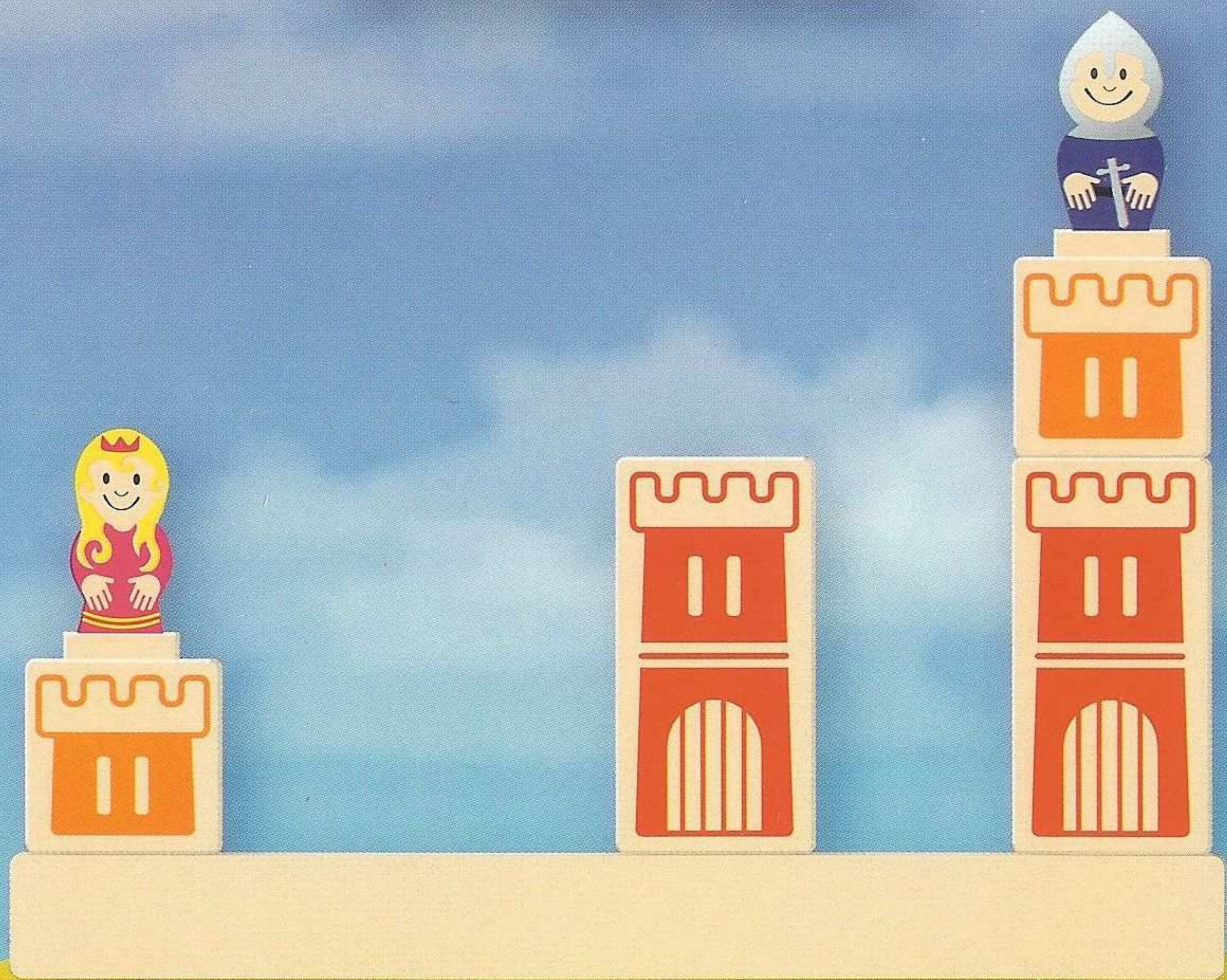




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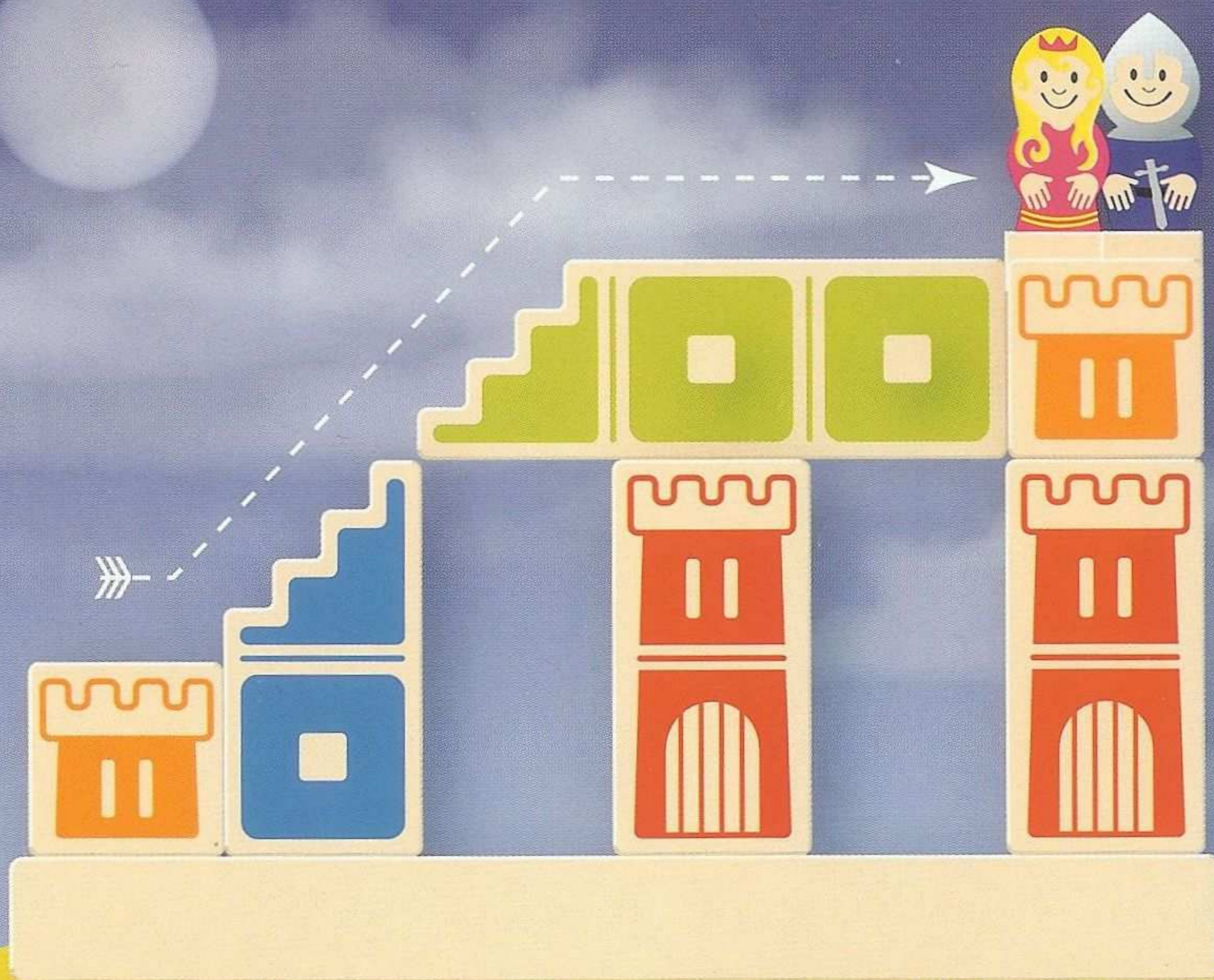


SOLUTION 33



CHALLENGE 34

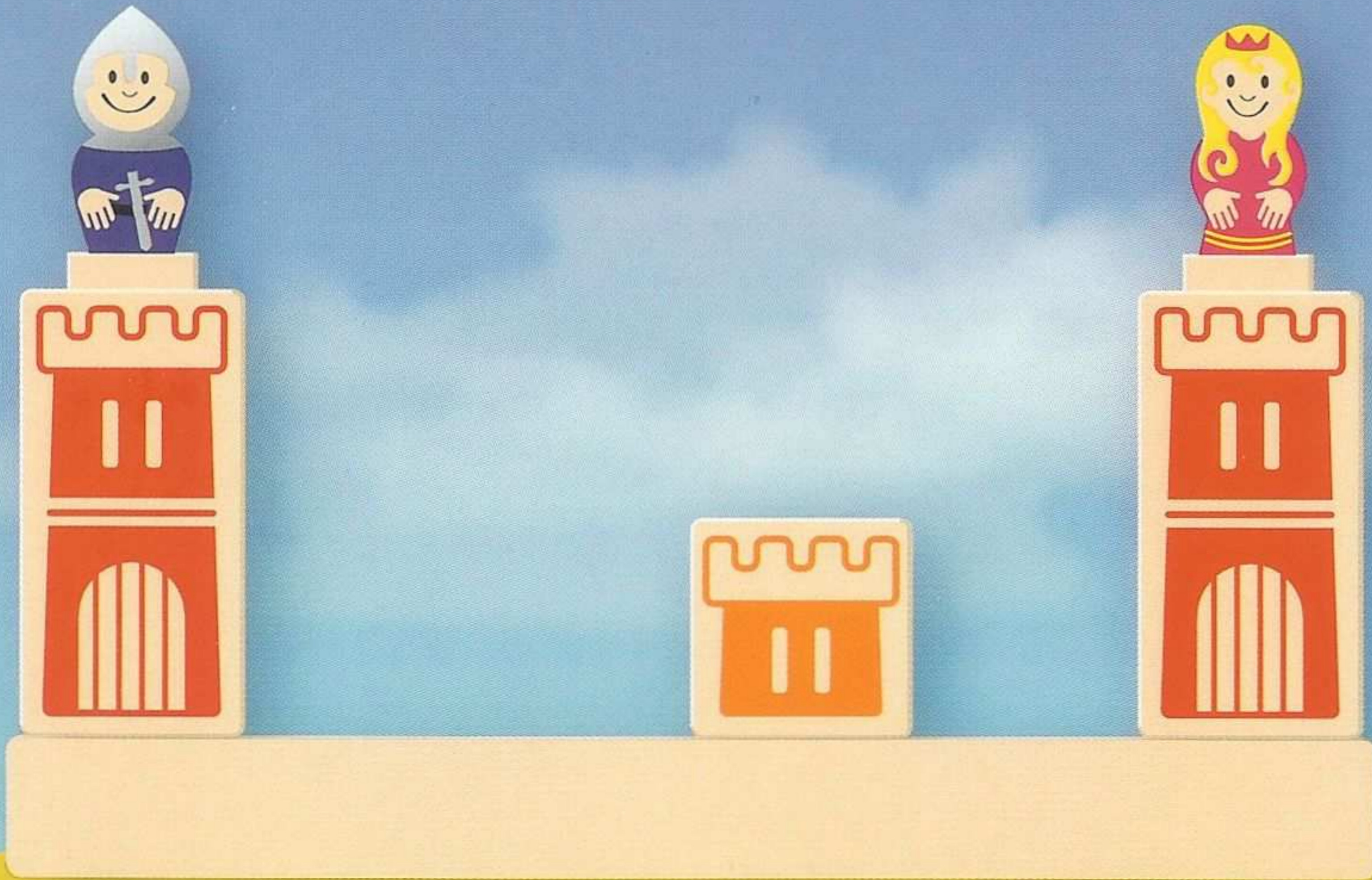
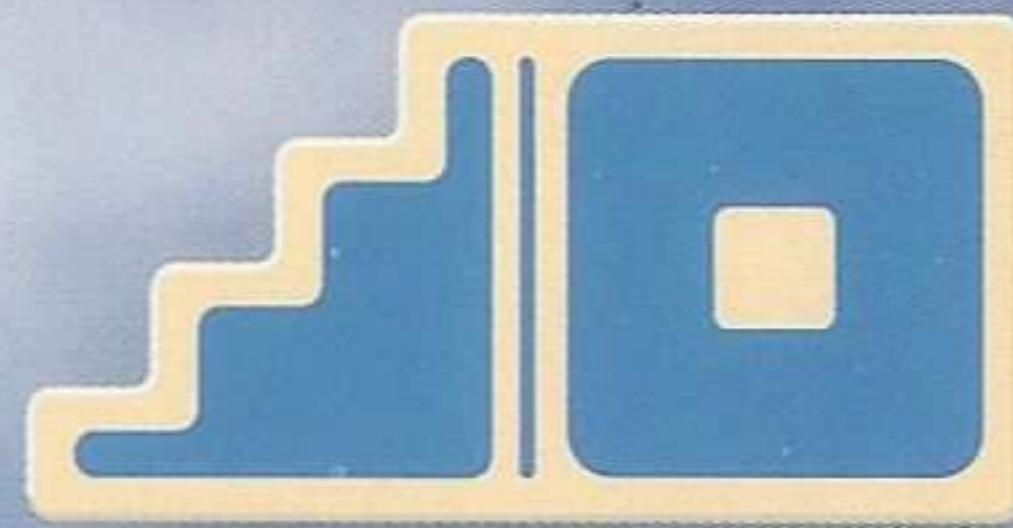
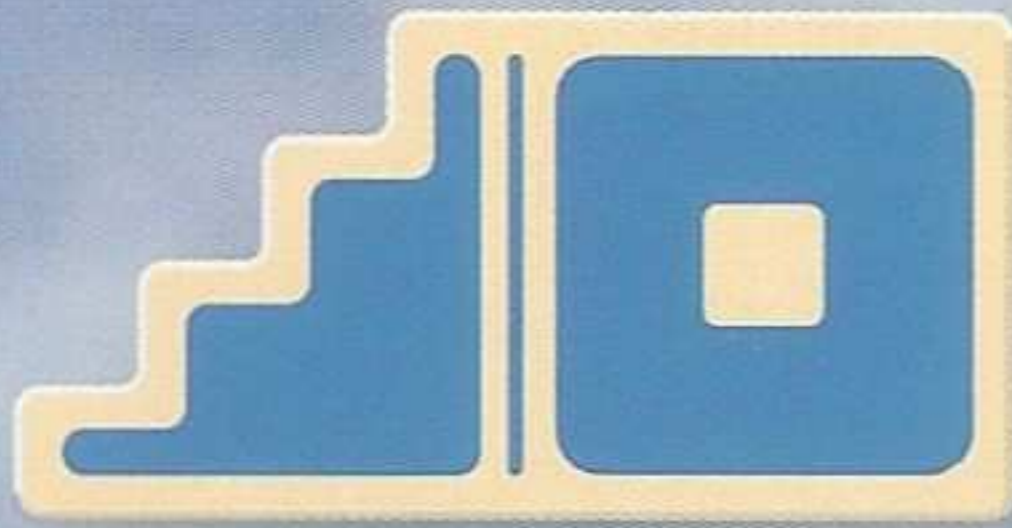
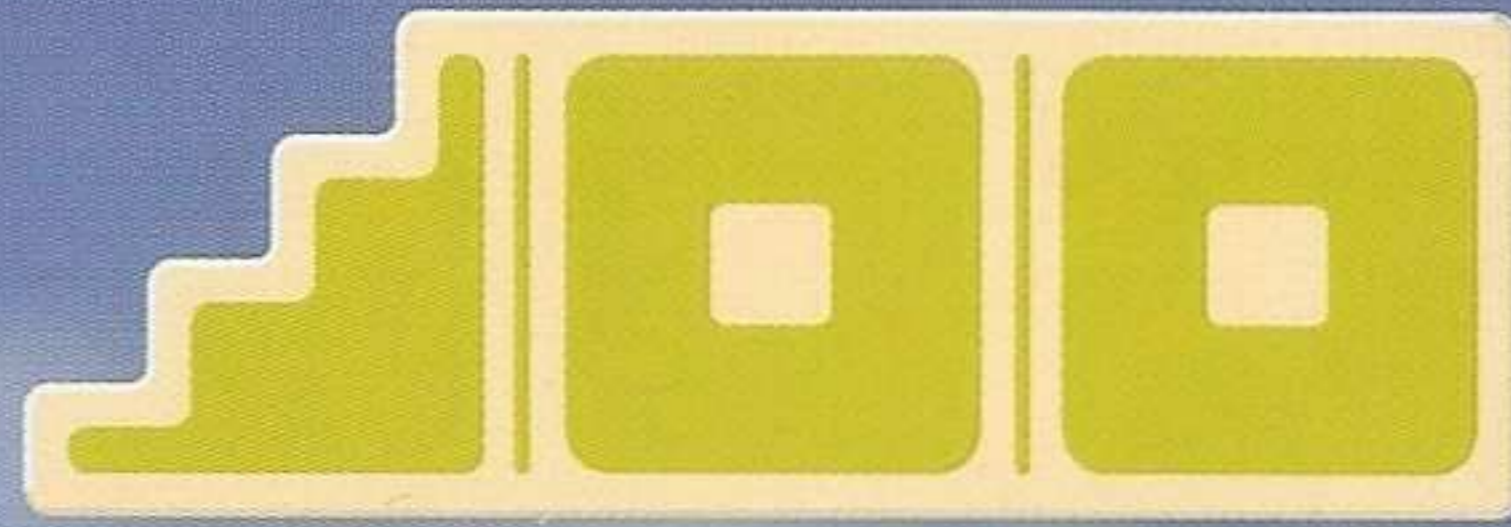




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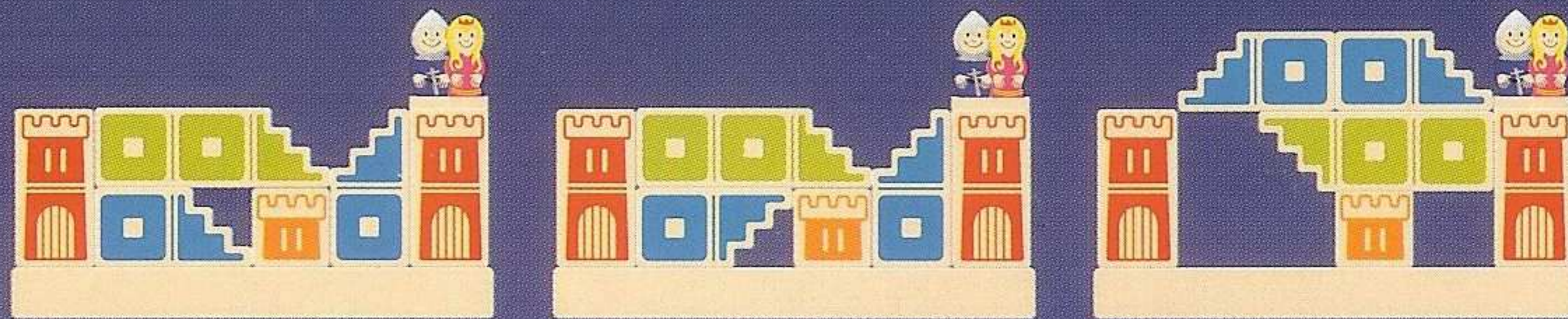


SOLUTION 34



CHALLENGE 35

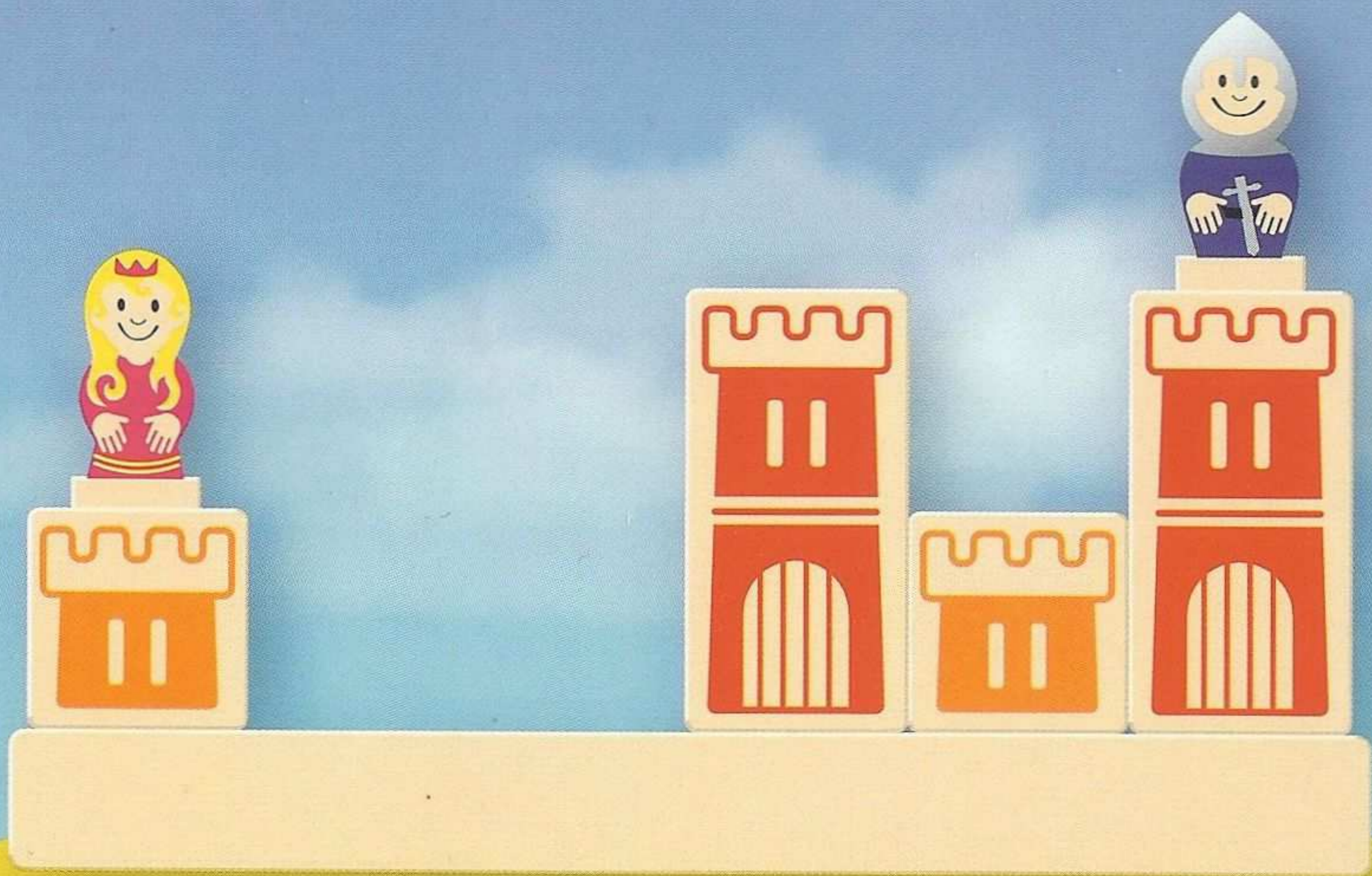
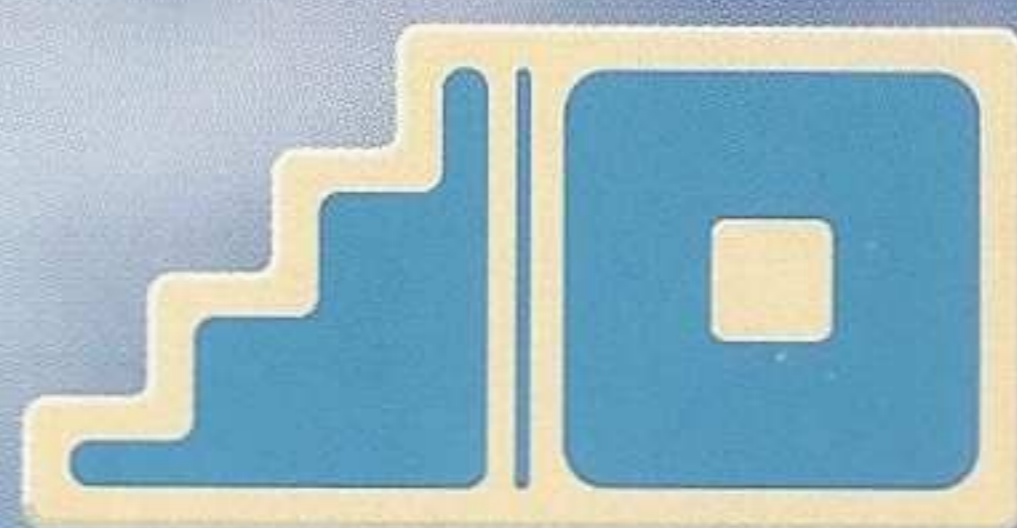
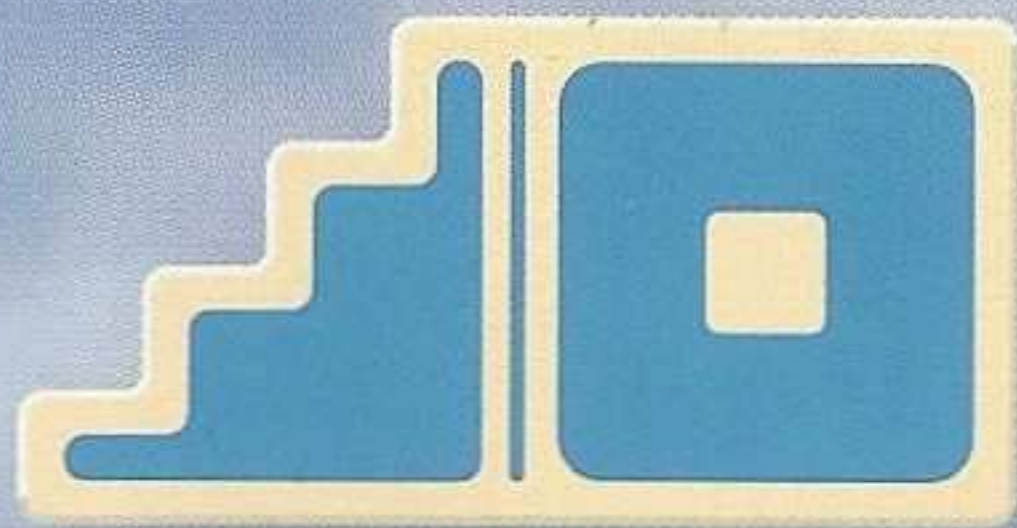
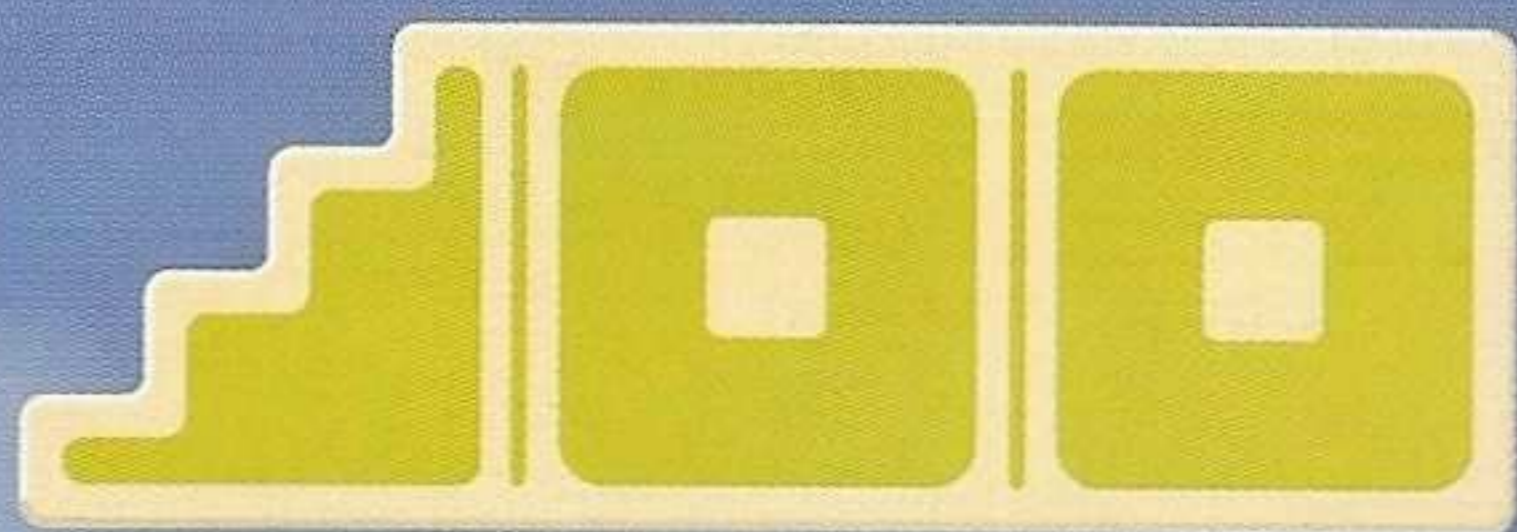




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SOLUTION 35



CHALLENGE 36

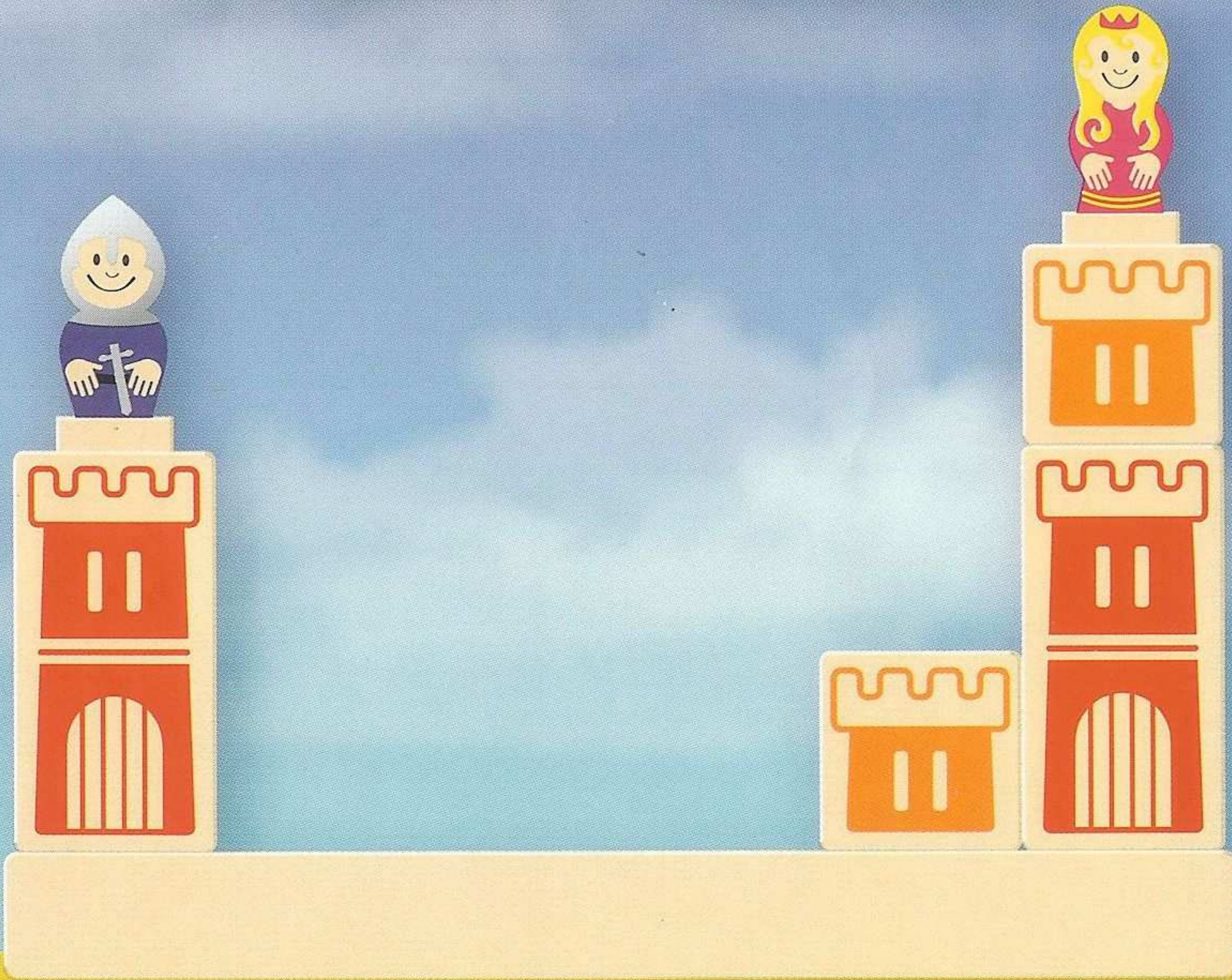
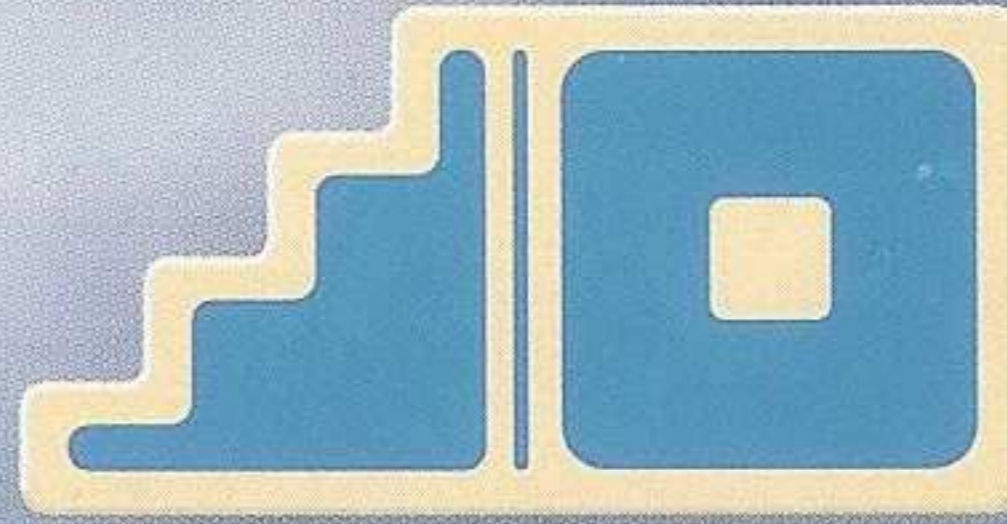
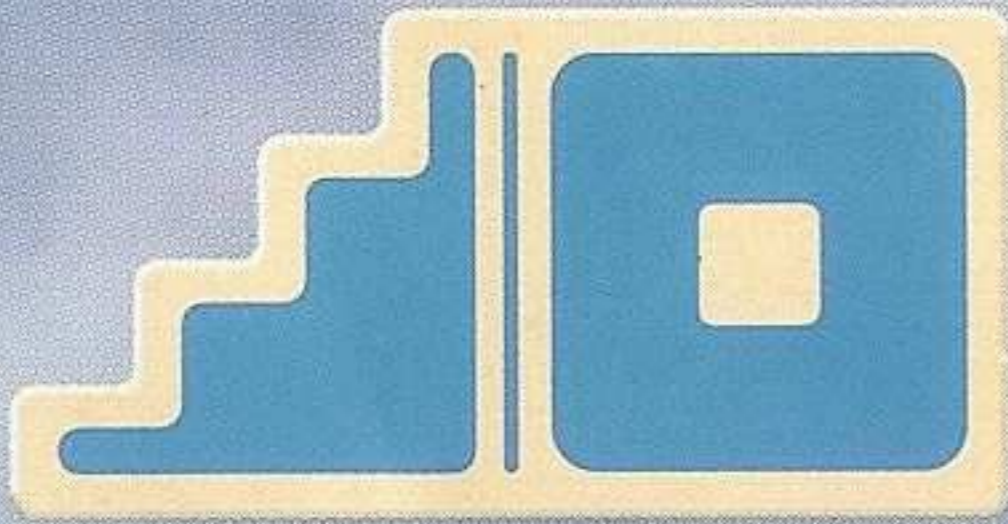
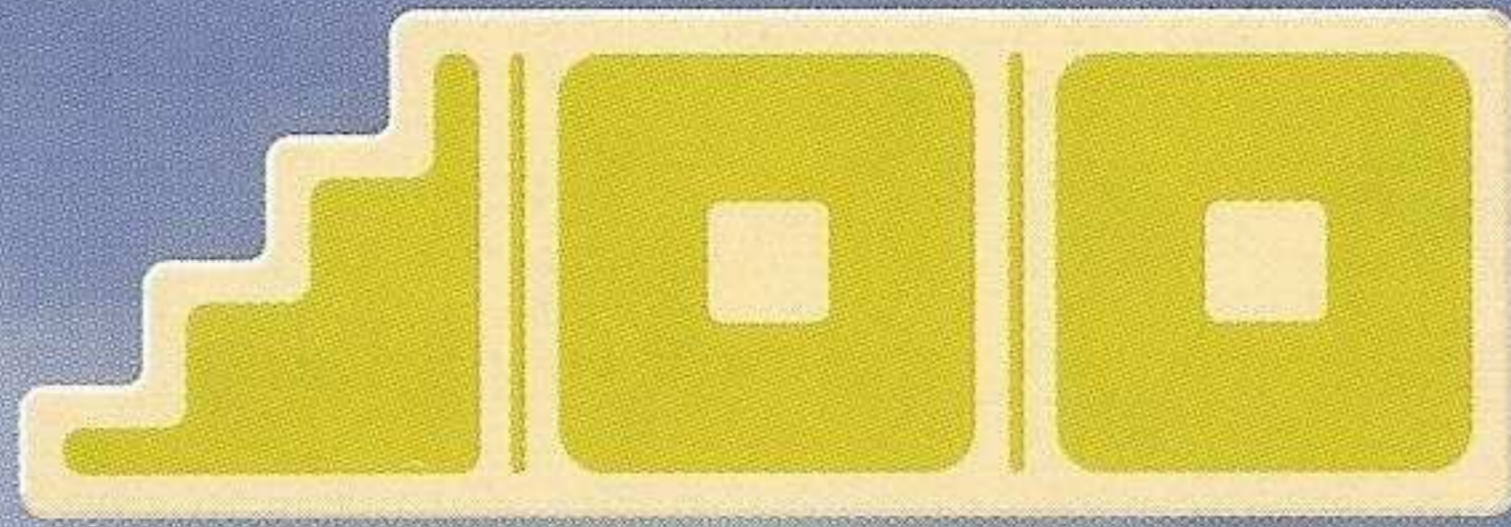




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SOLUTION 36



CHALLENGE 37

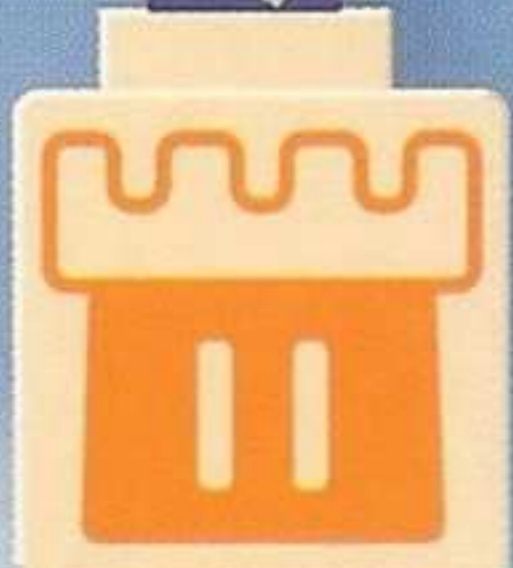
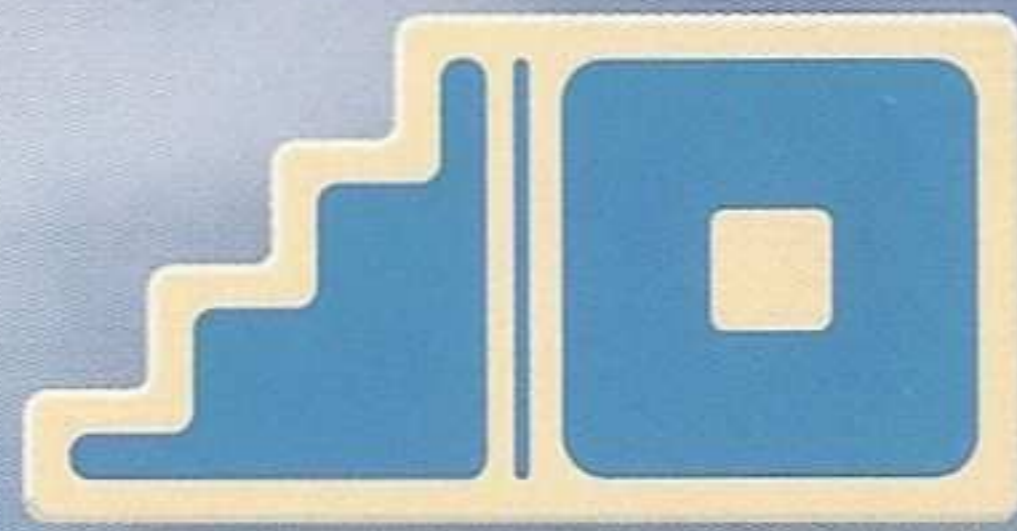
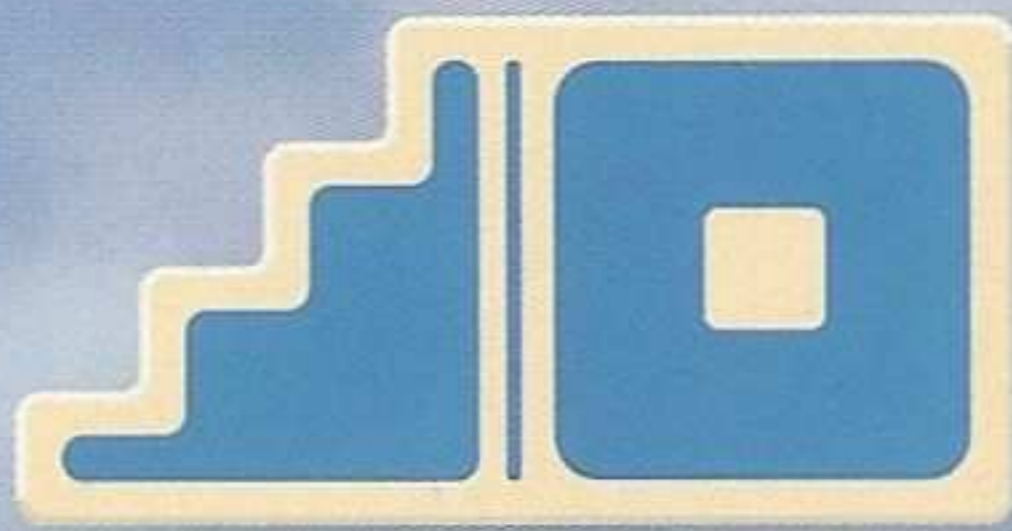
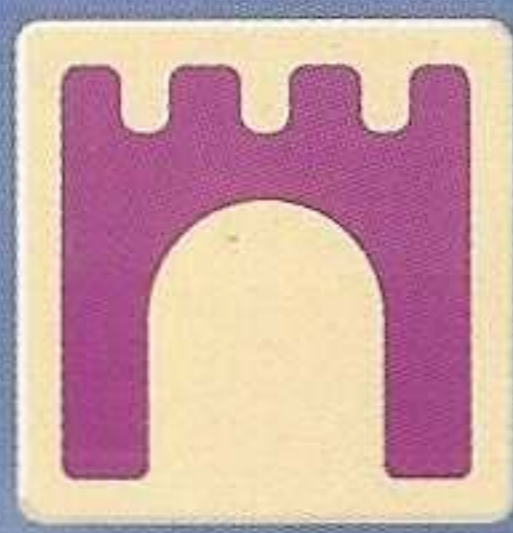
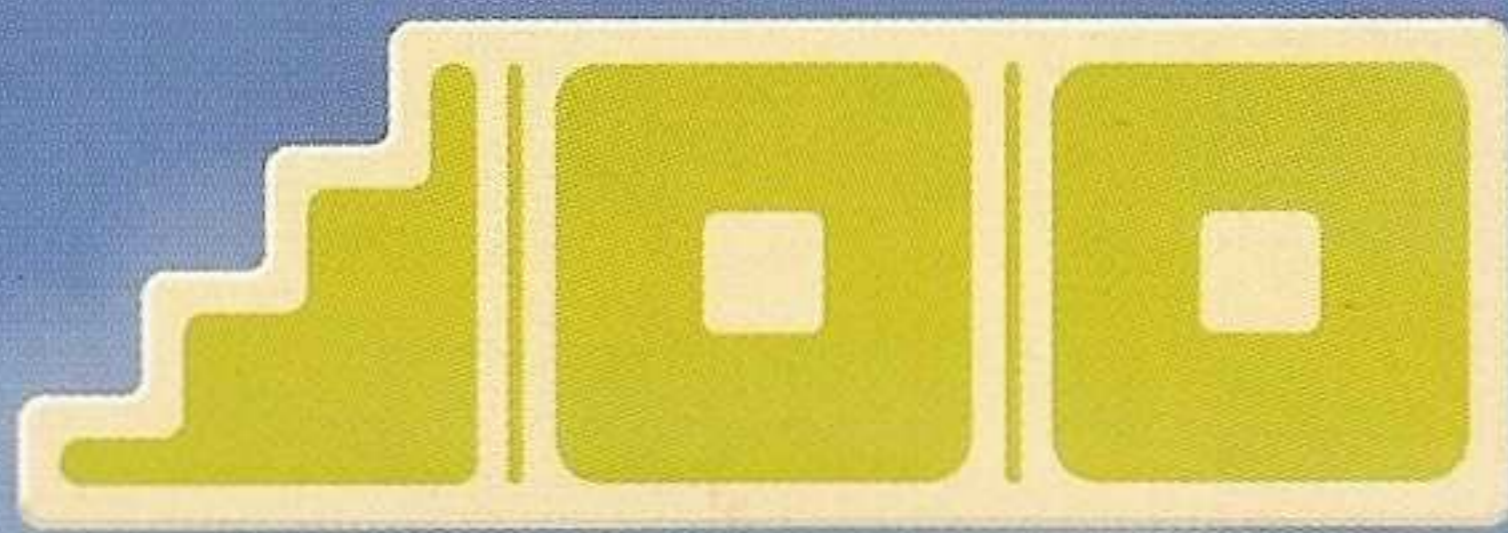




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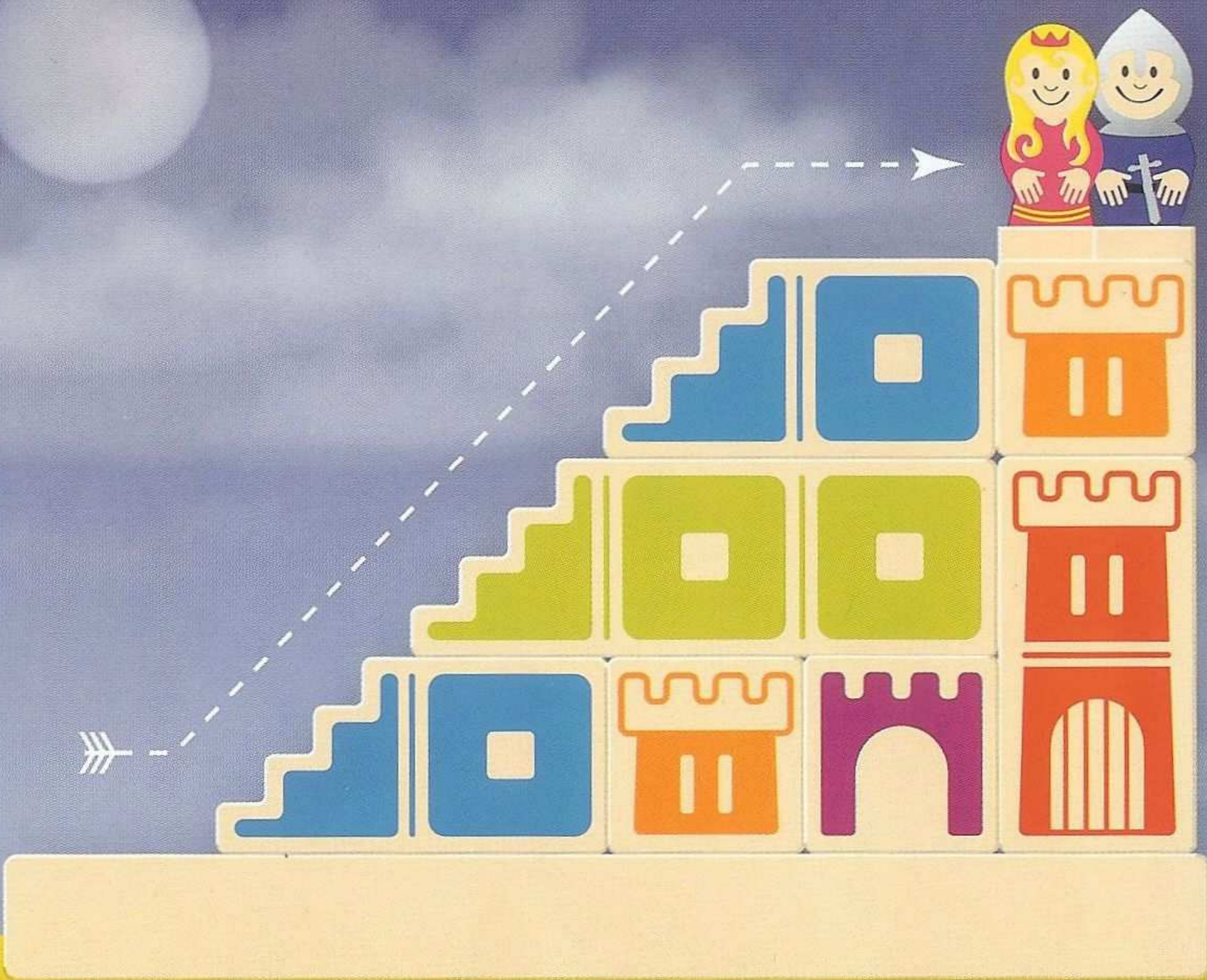


SOLUTION 37



CHALLENGE 38

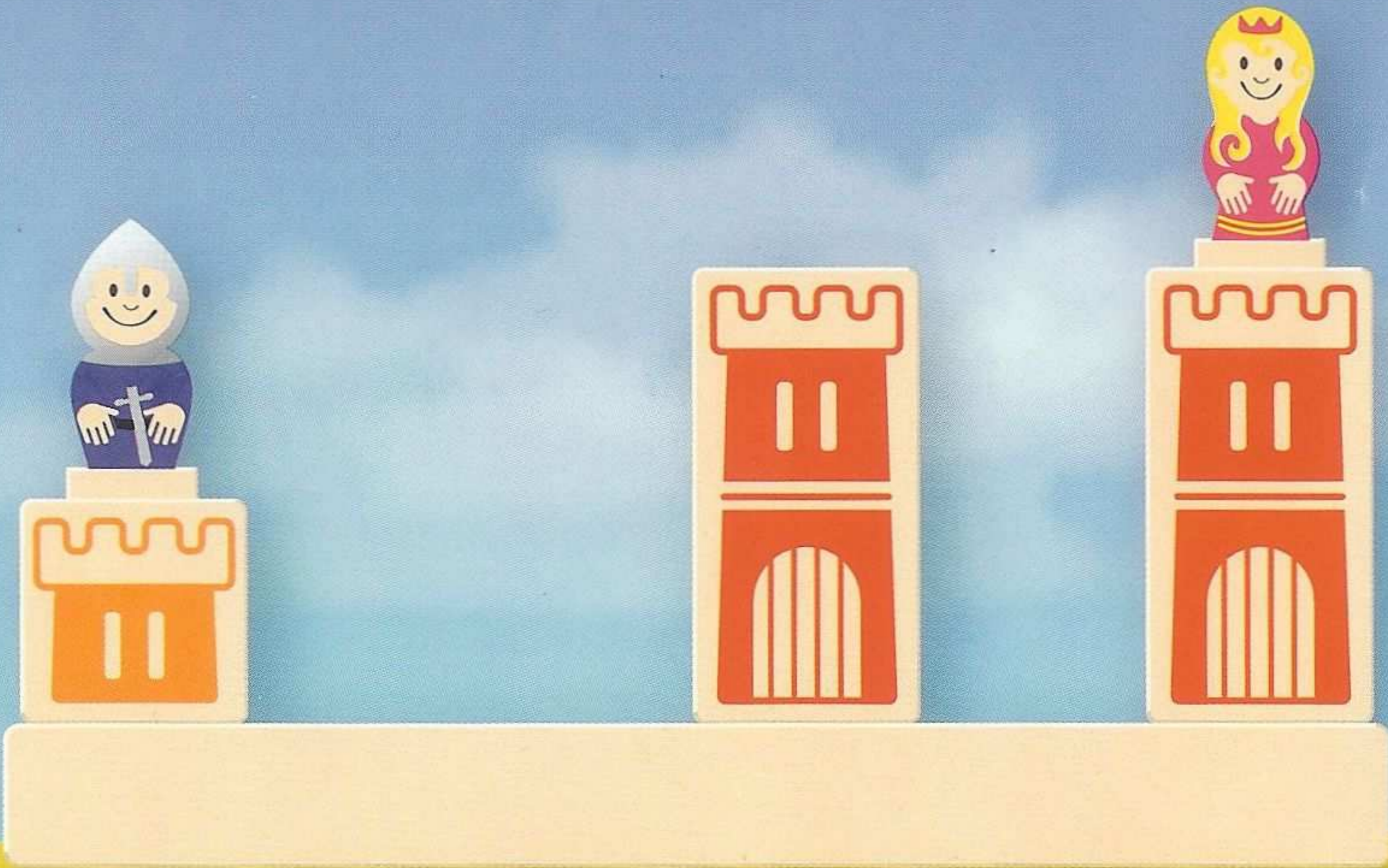
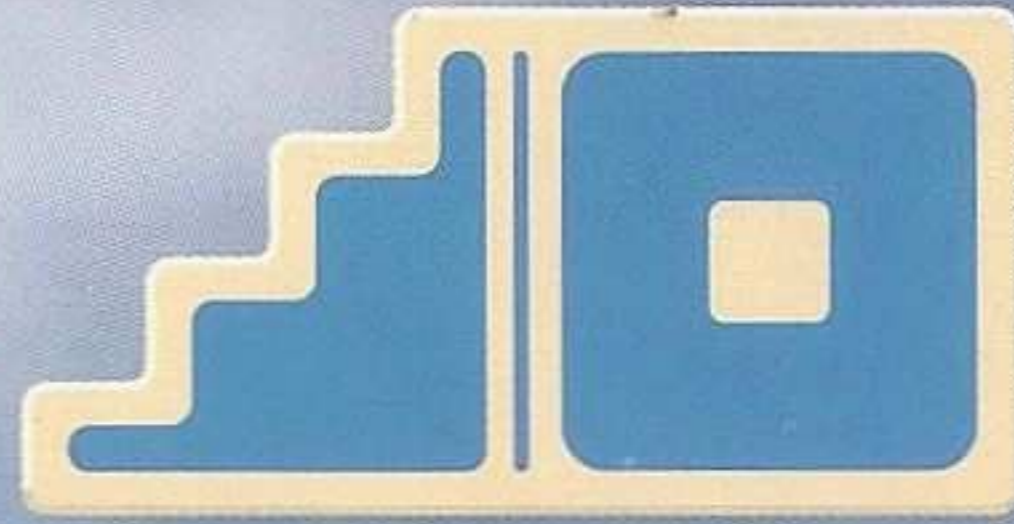
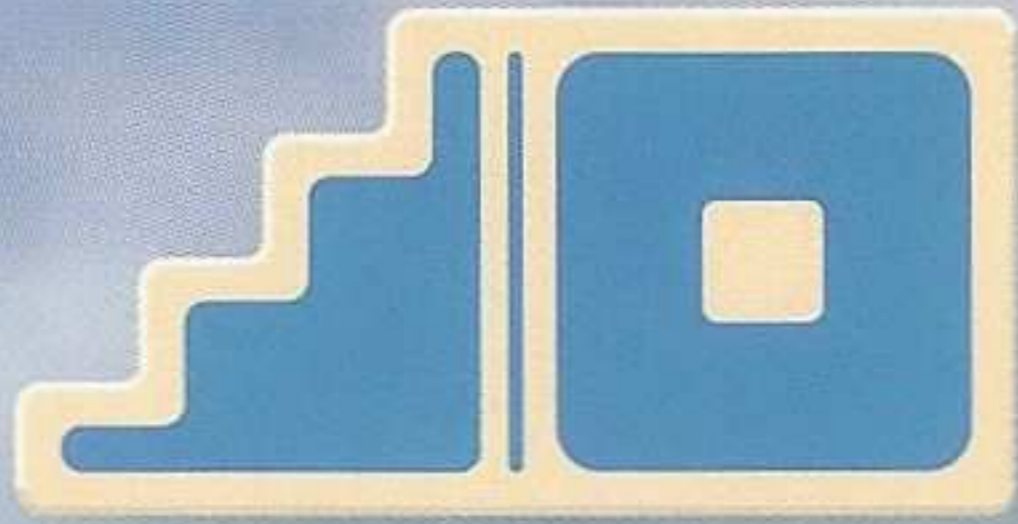
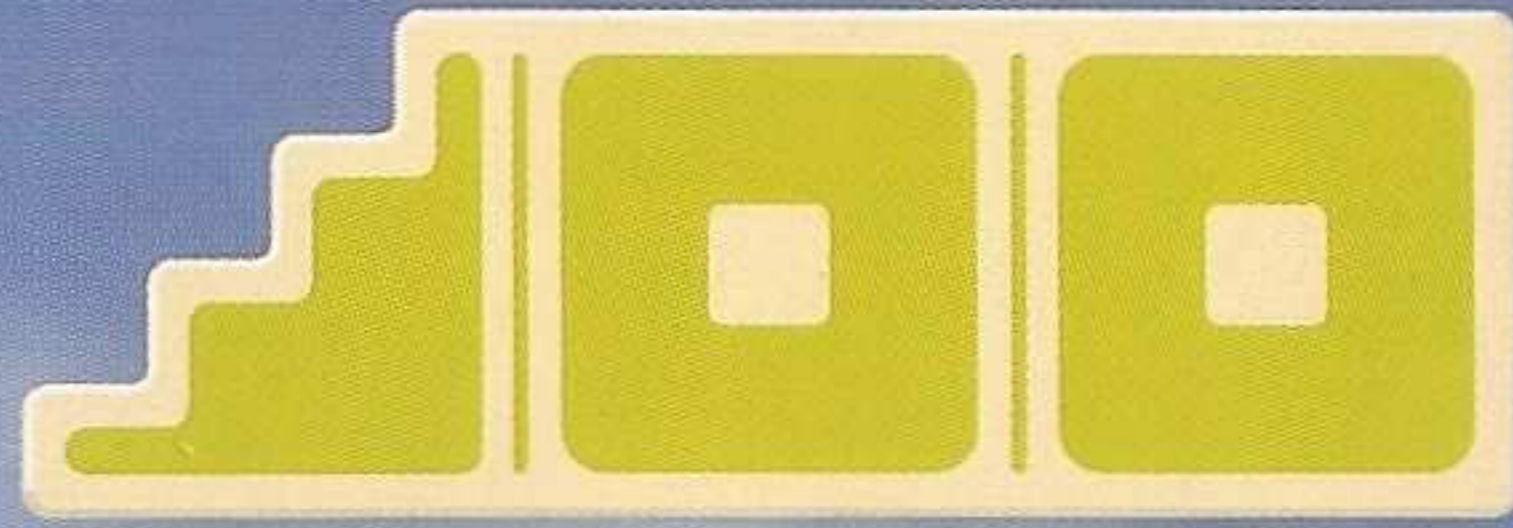




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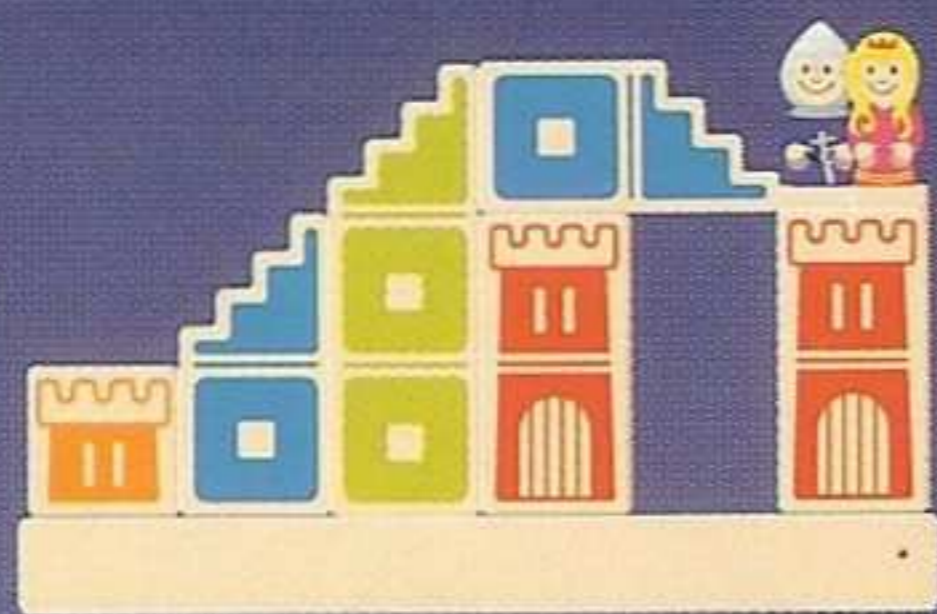


SOLUTION 38



CHALLENGE 39

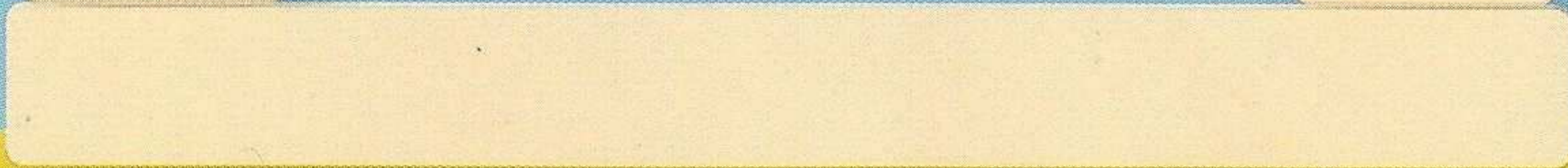
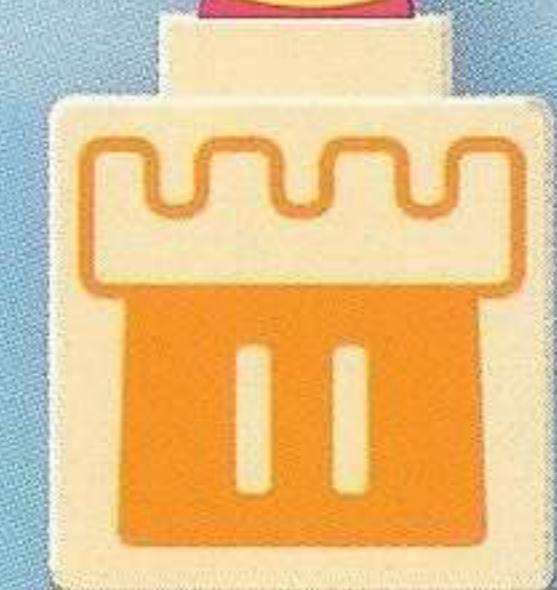
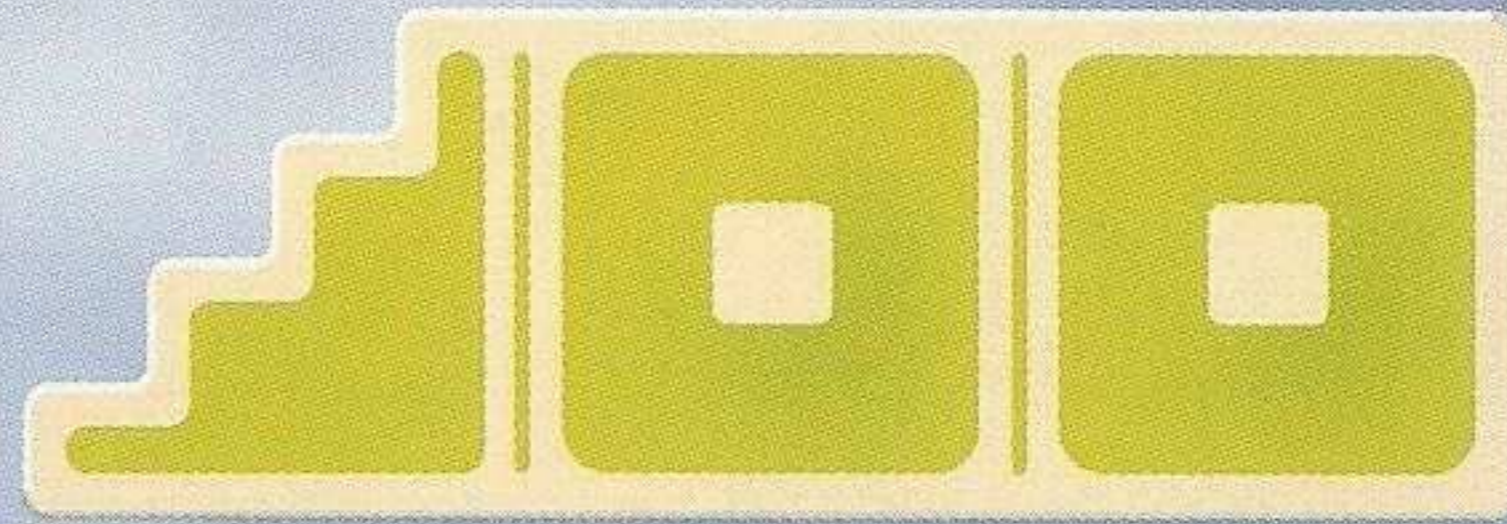
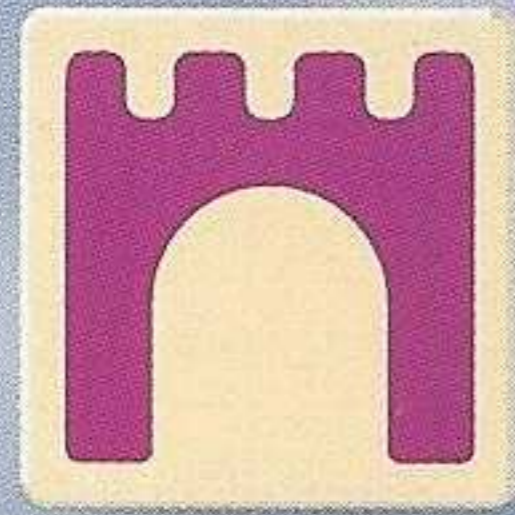
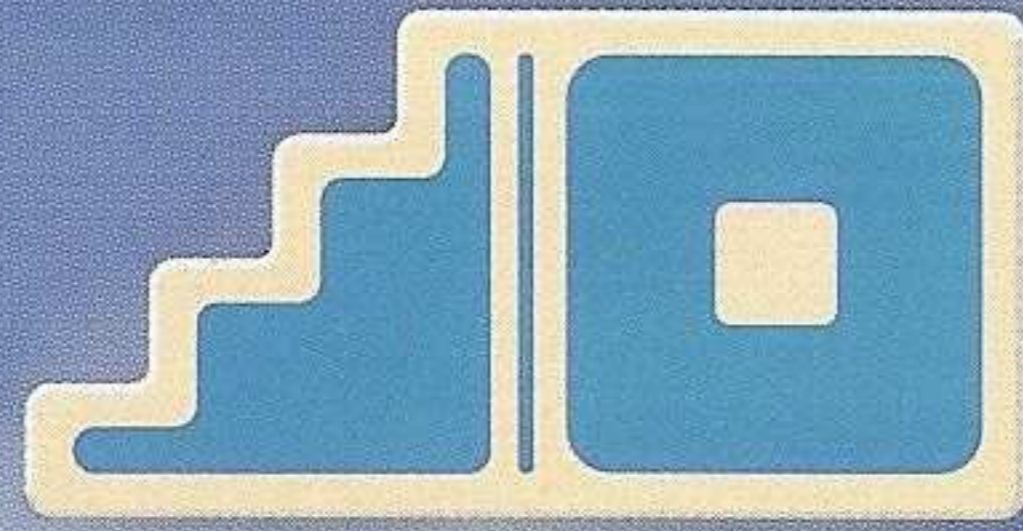




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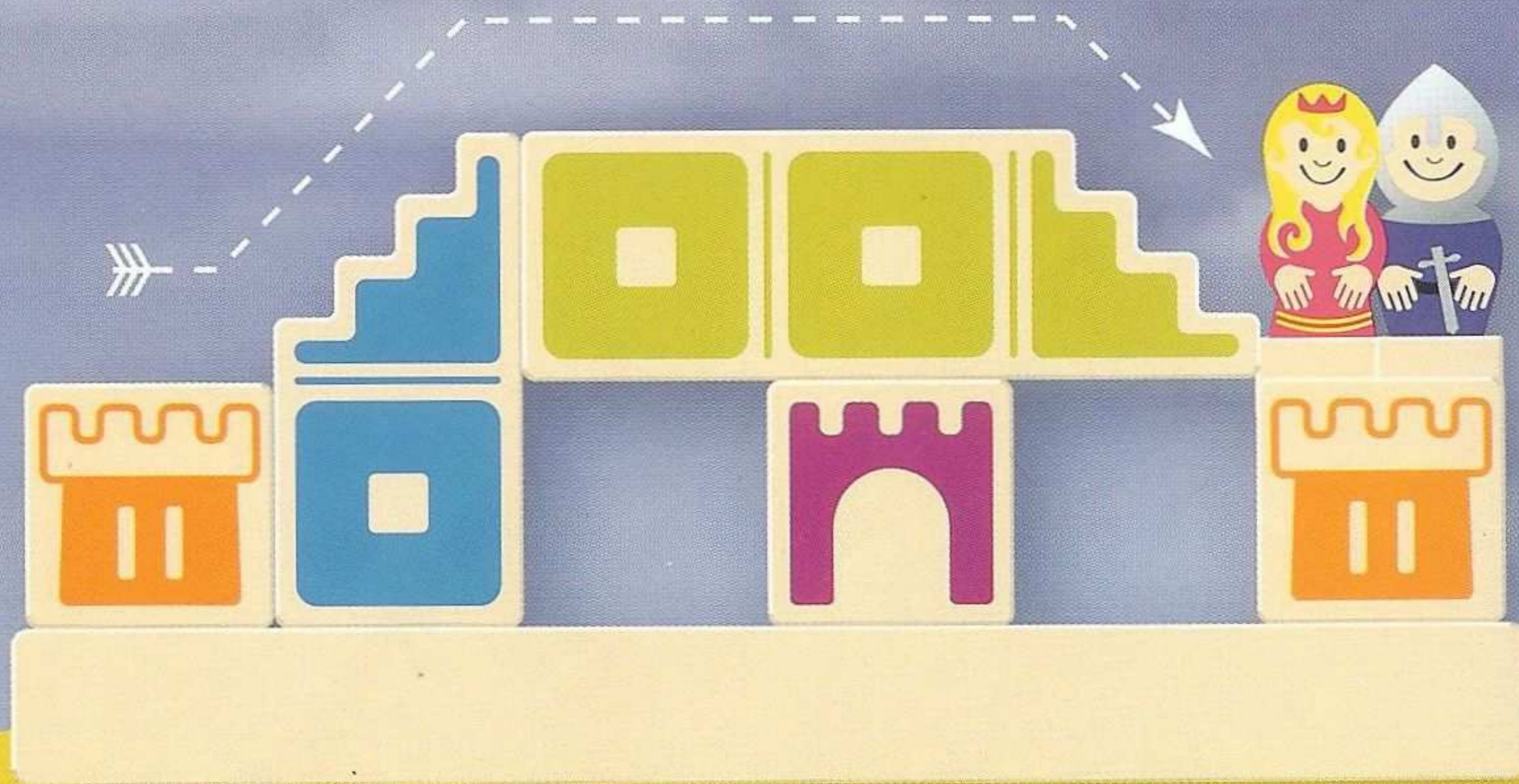
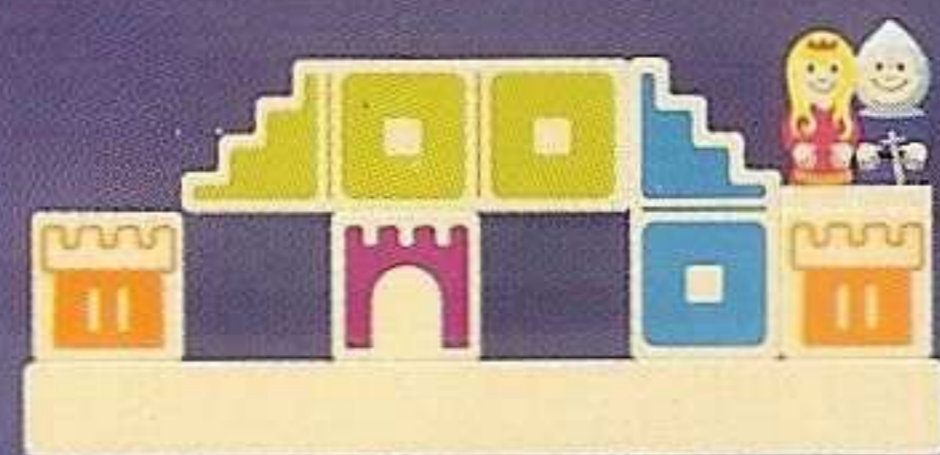


SOLUTION 39



CHALLENGE 40

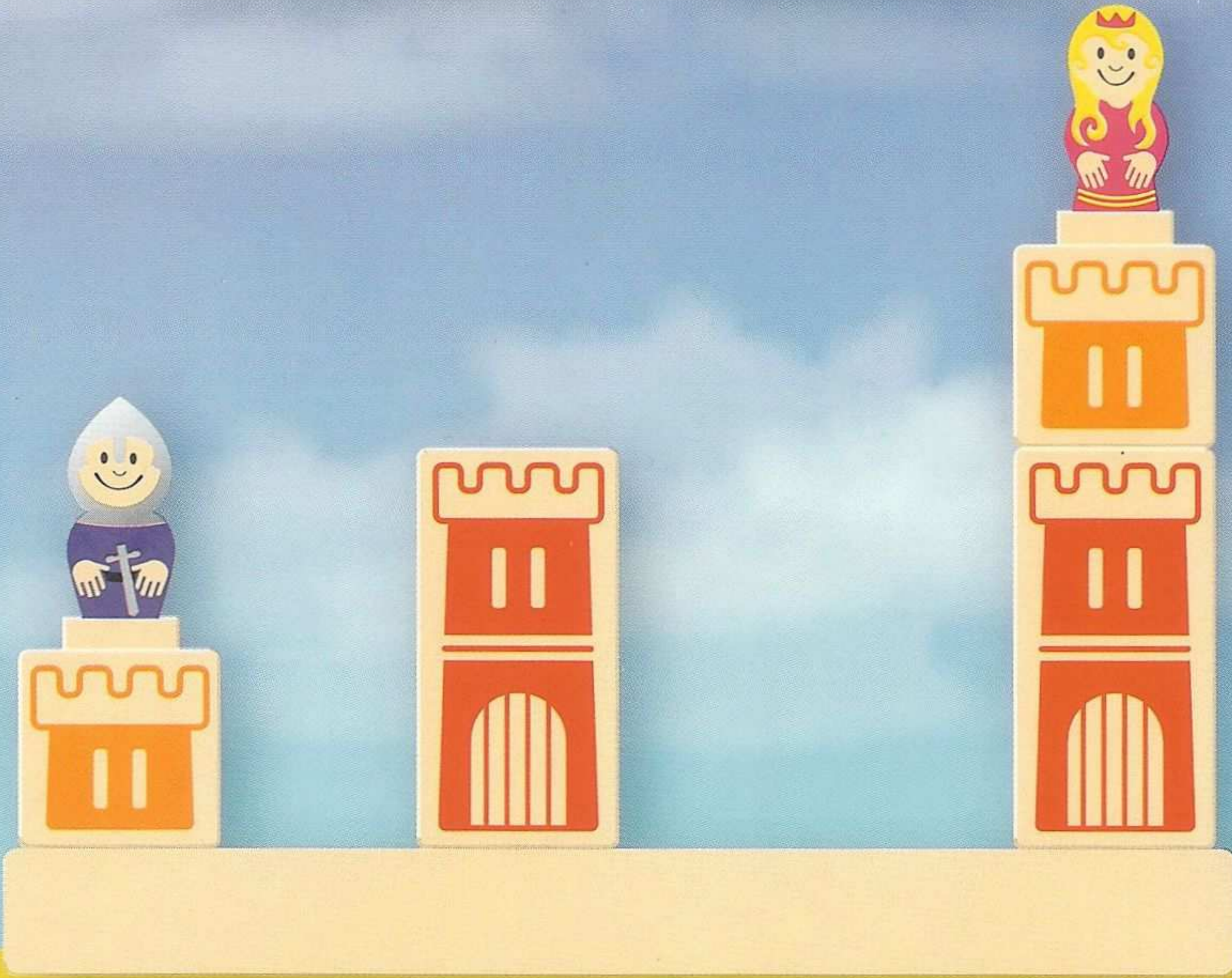




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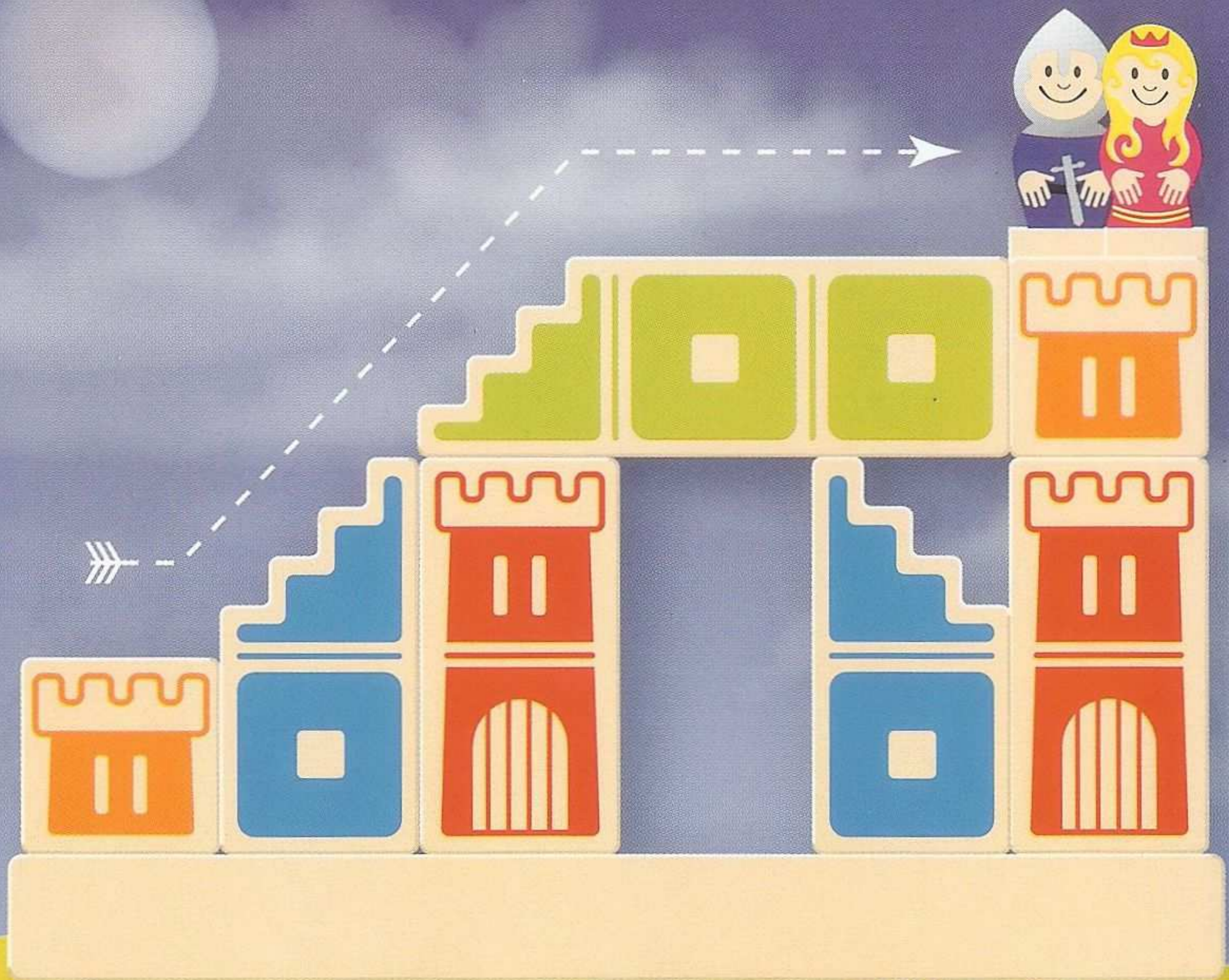
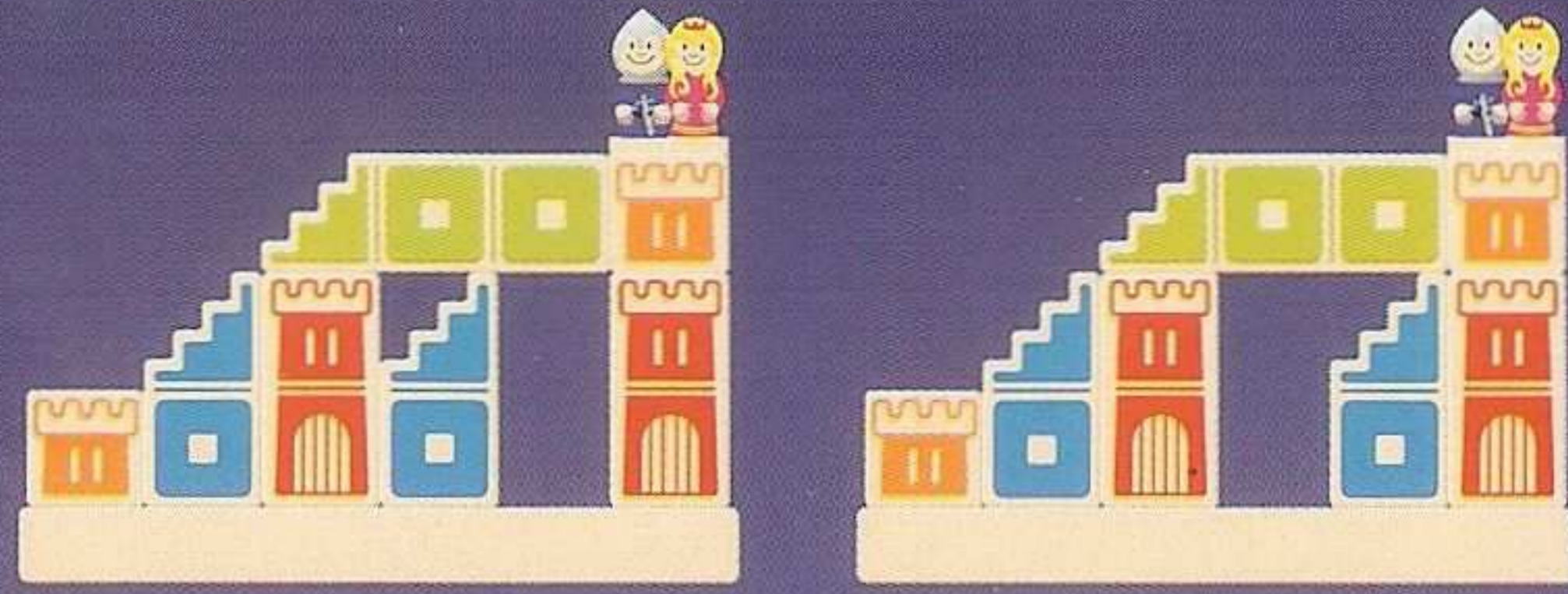
SOLUTION 40



CHALLENGE 4 I



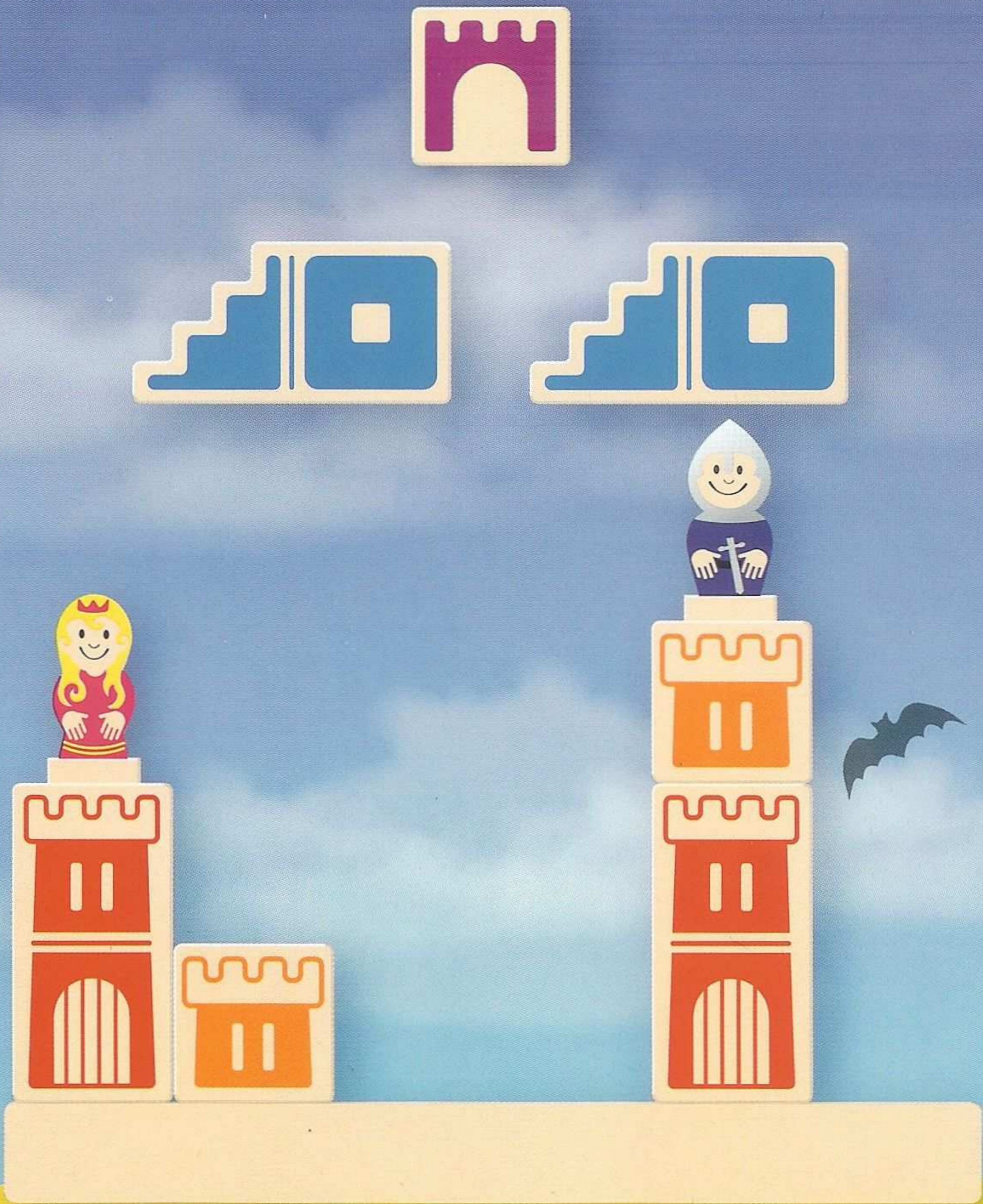
MASTER



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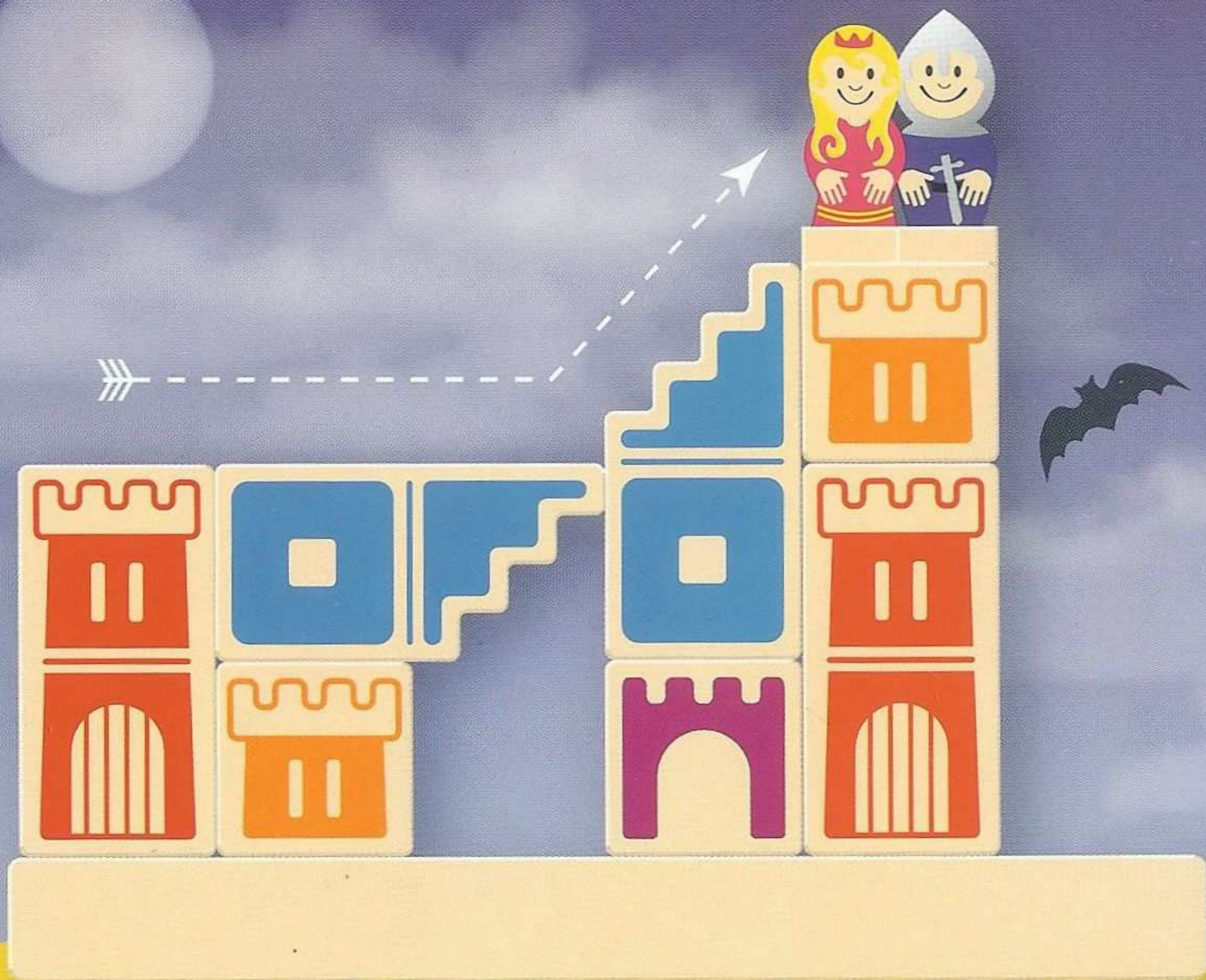


SOLUTION 4 I



CHALLENGE 42

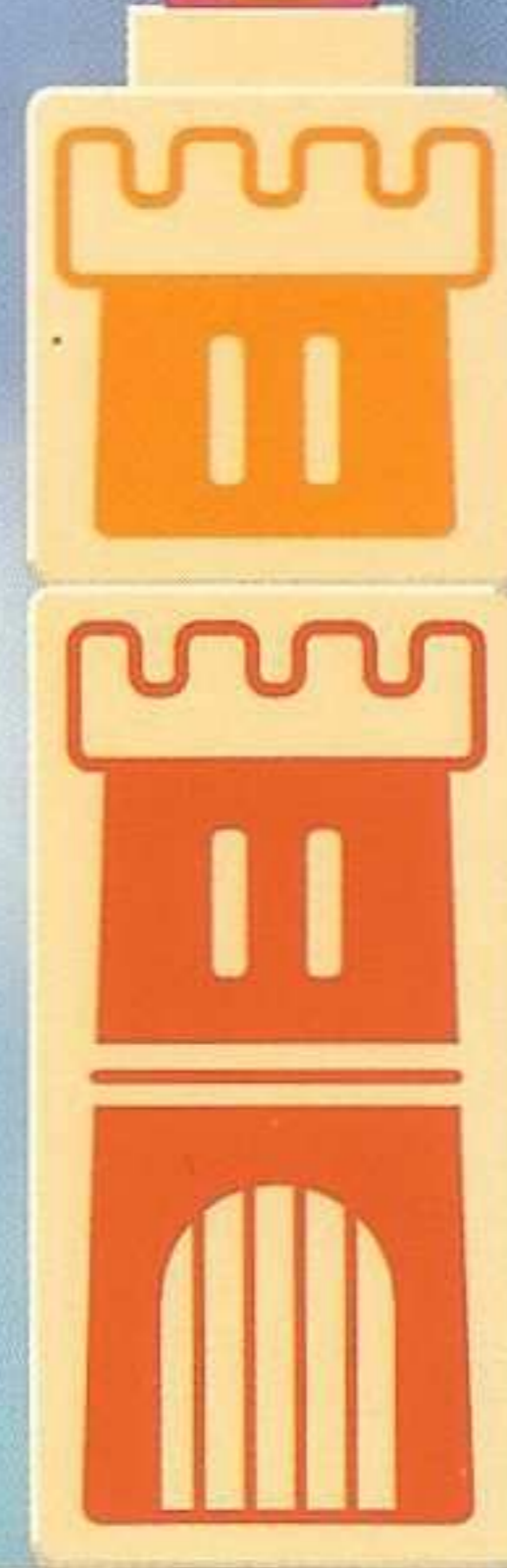
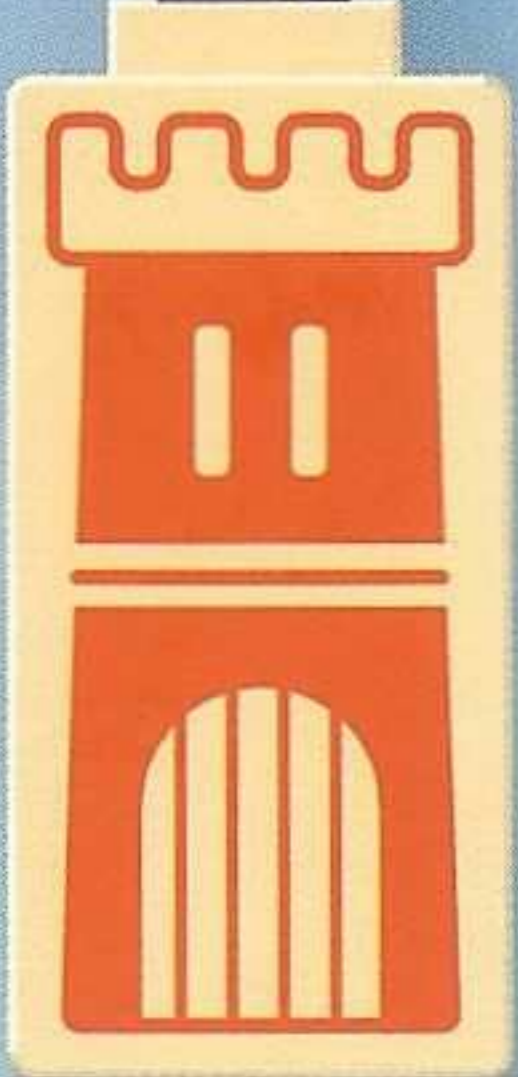
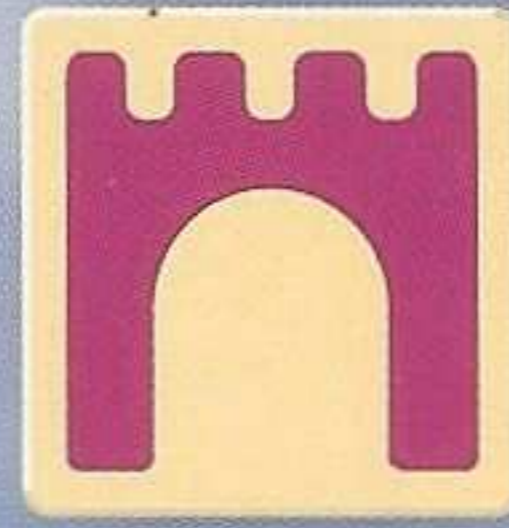
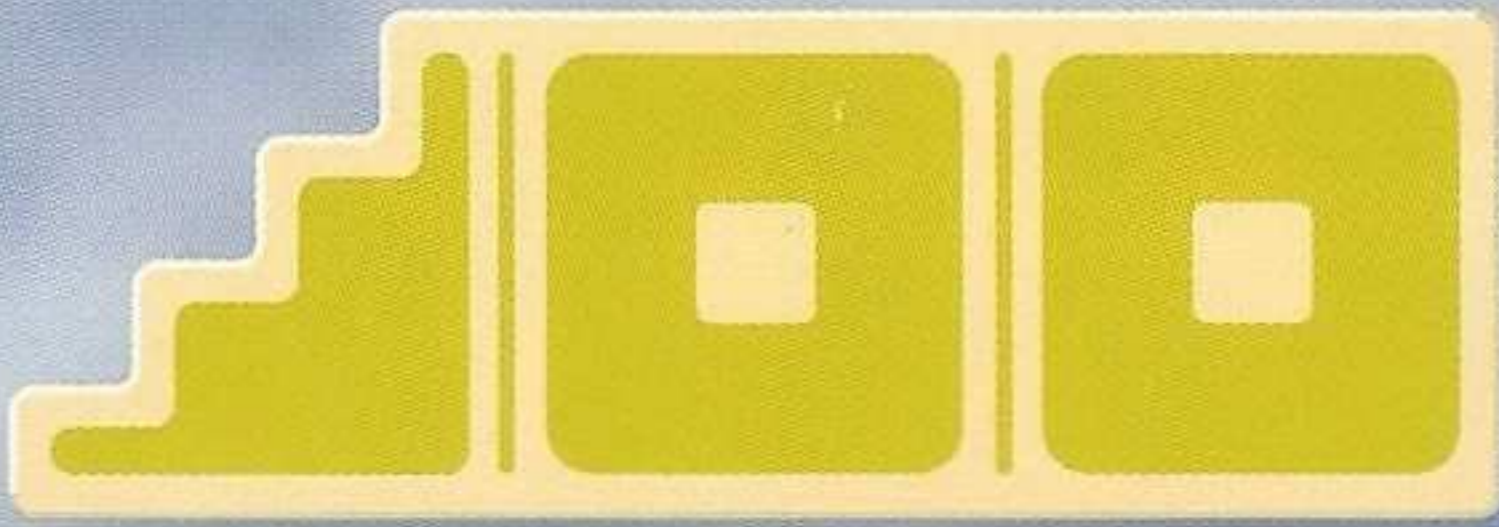
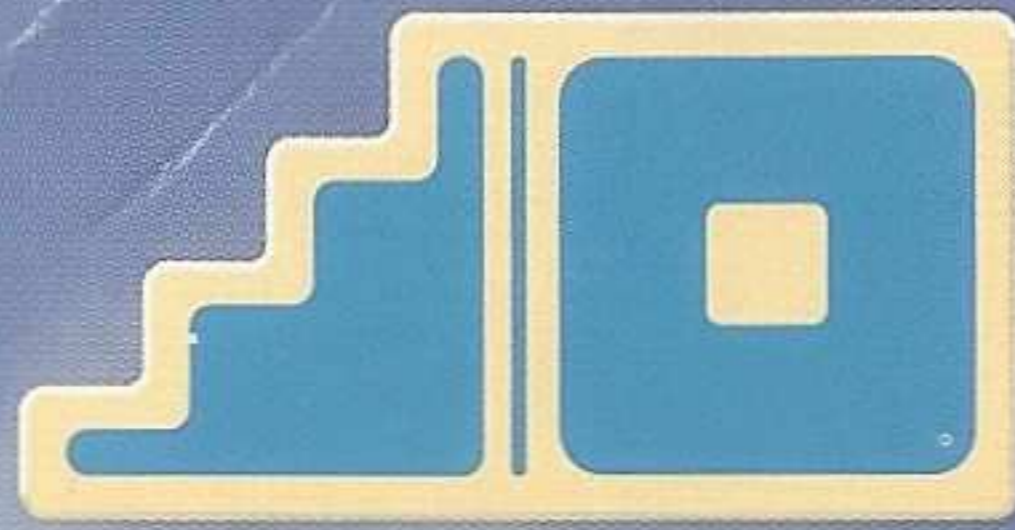




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SOLUTION 42



CHALLENGE 43

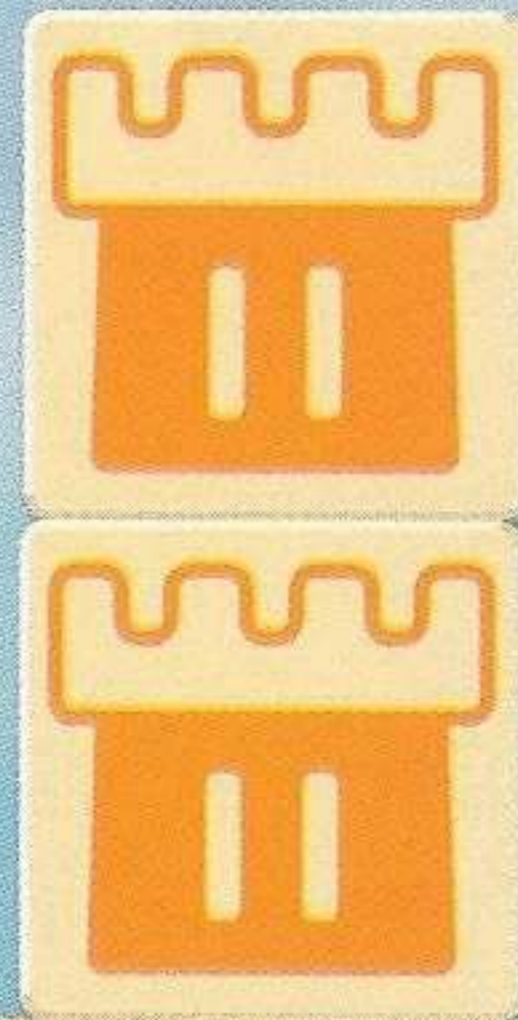
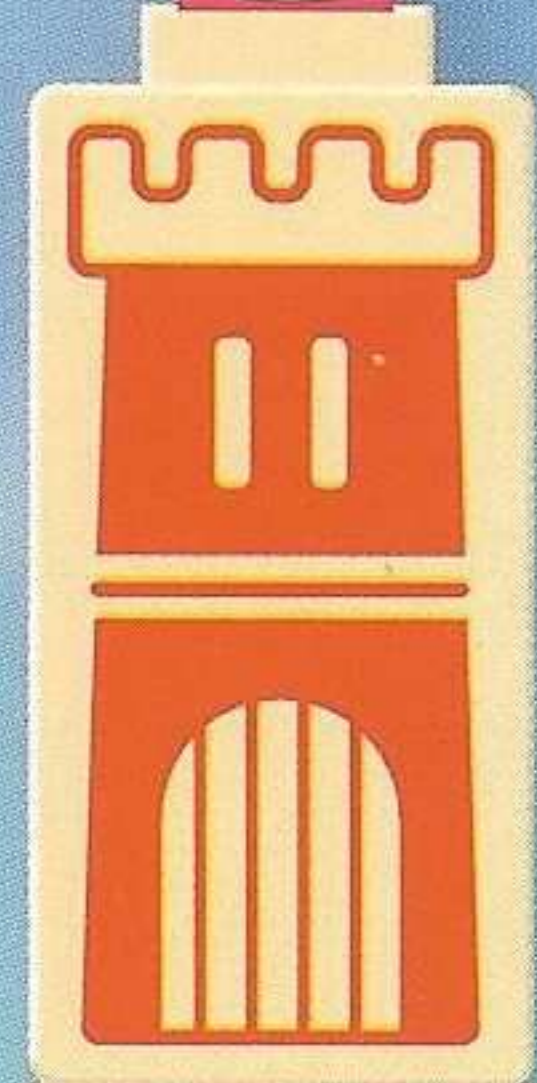
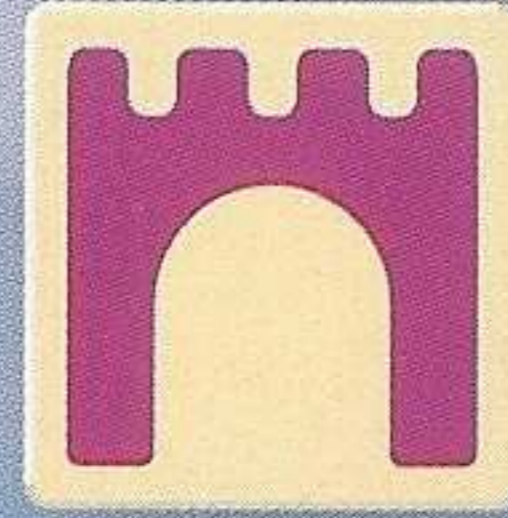
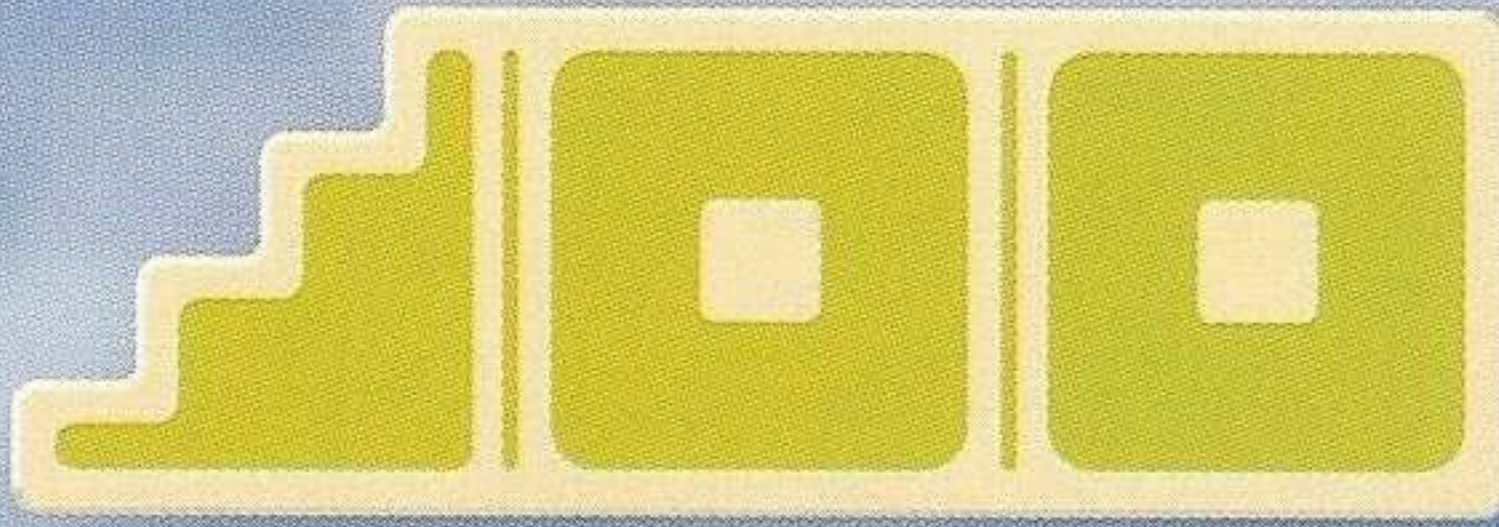
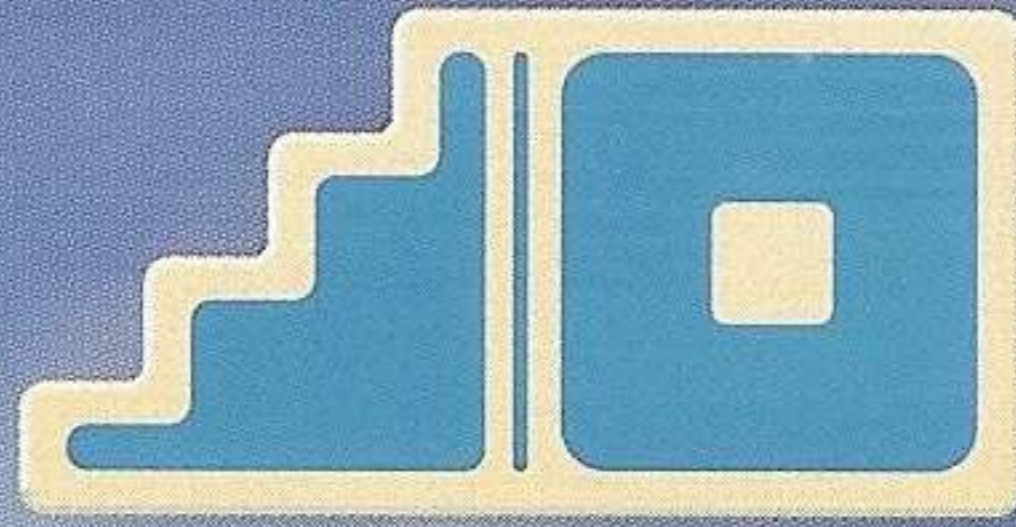




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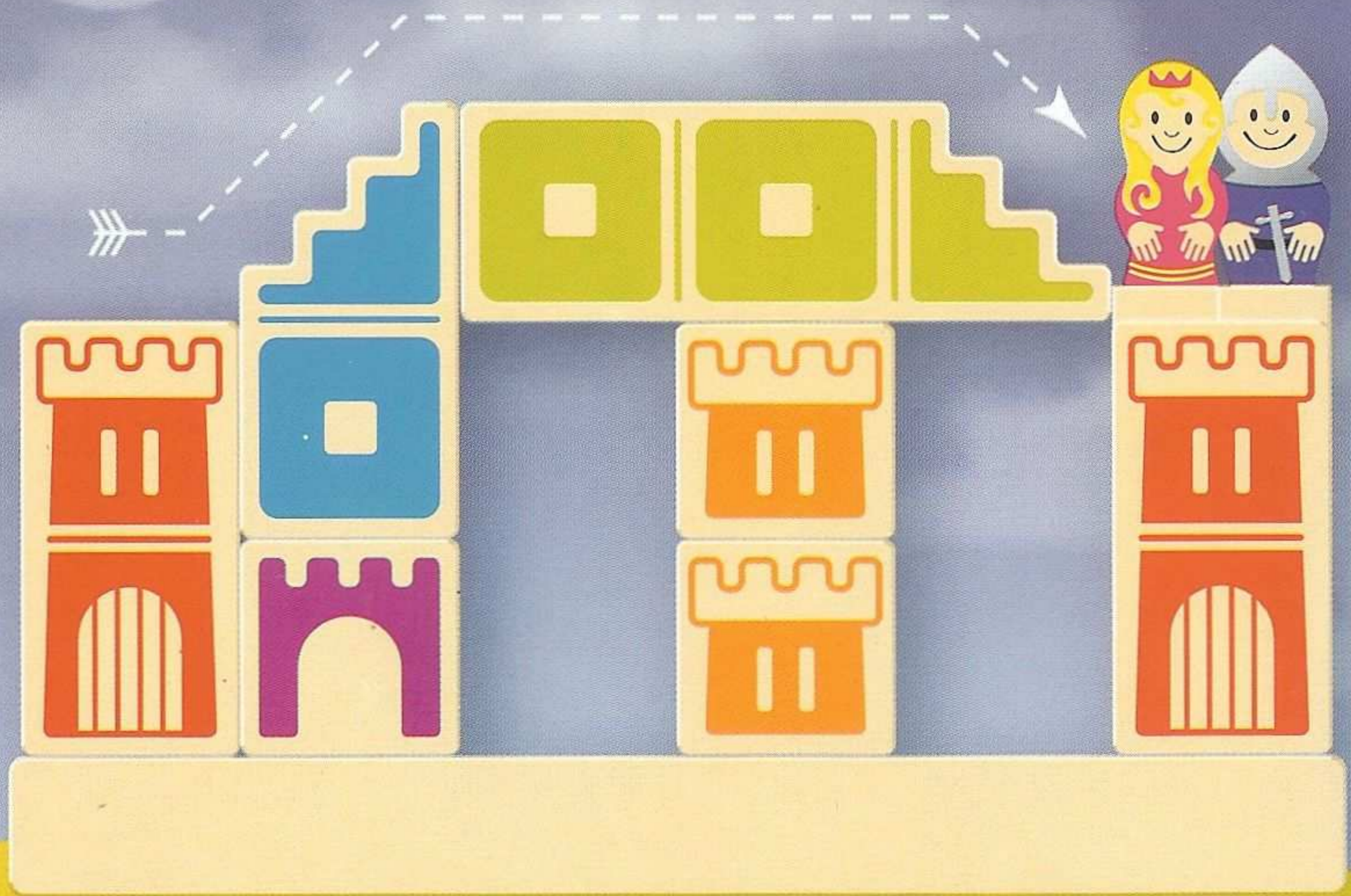


SOLUTION 43



CHALLENGE 44

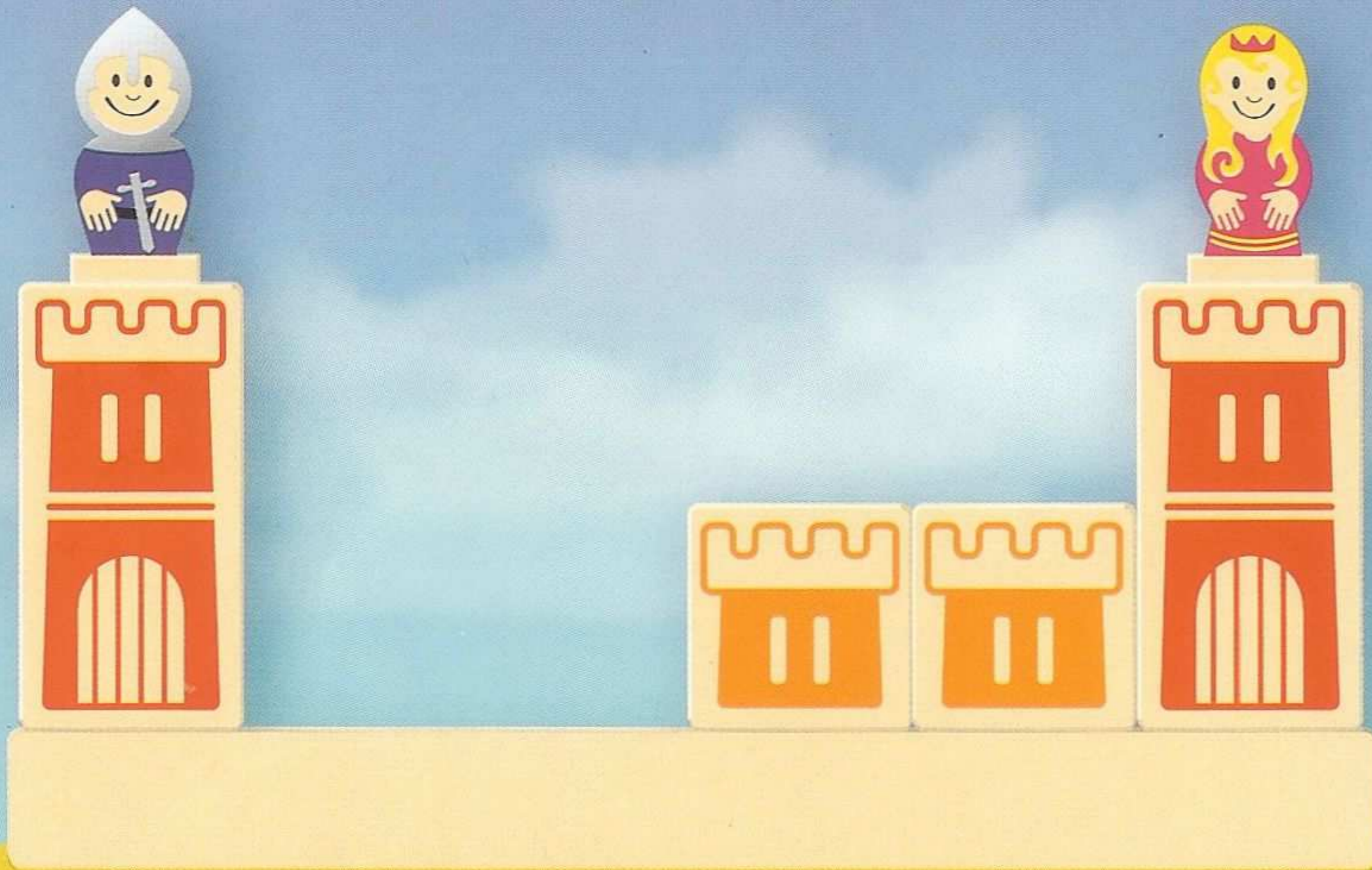
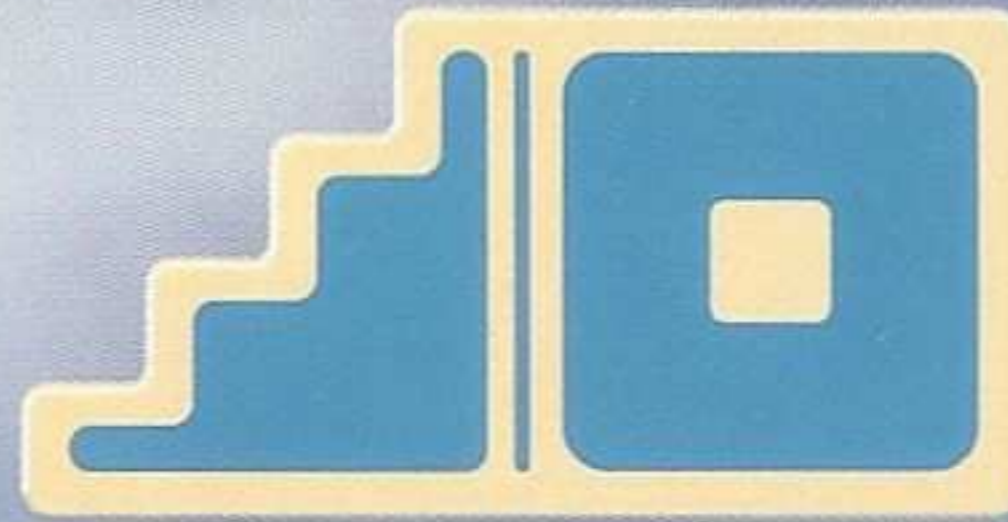
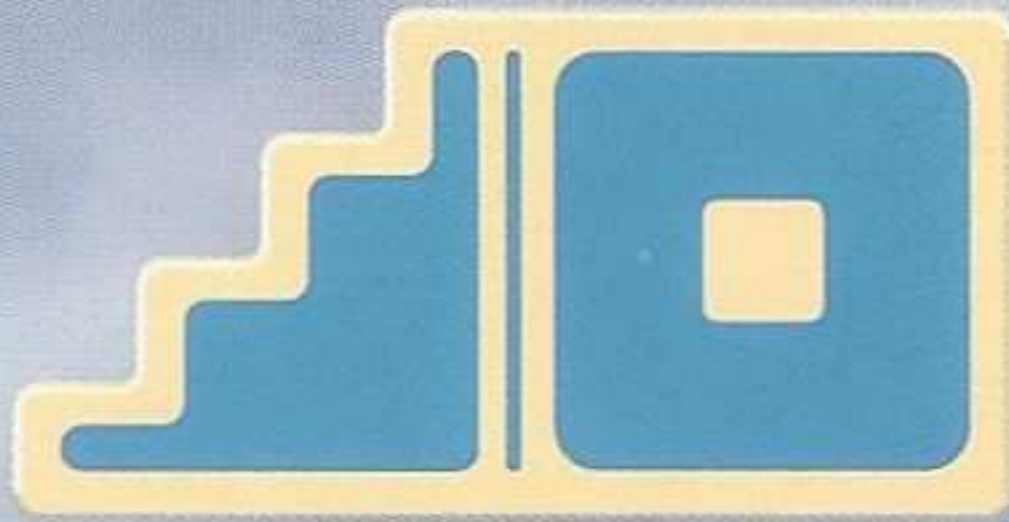
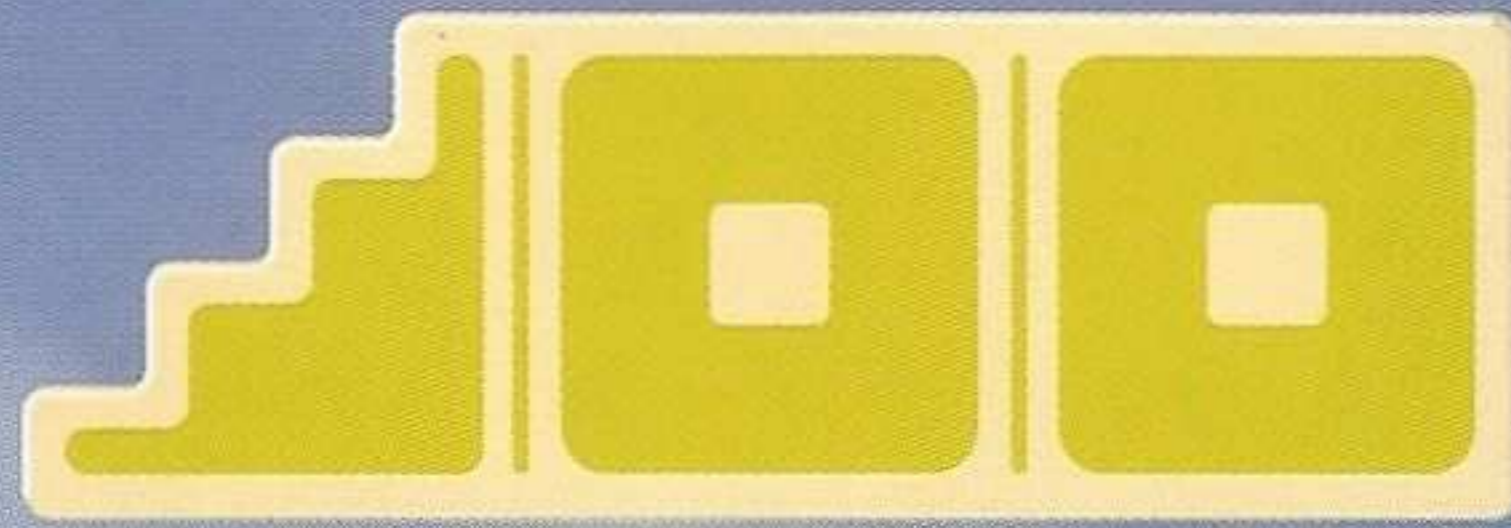




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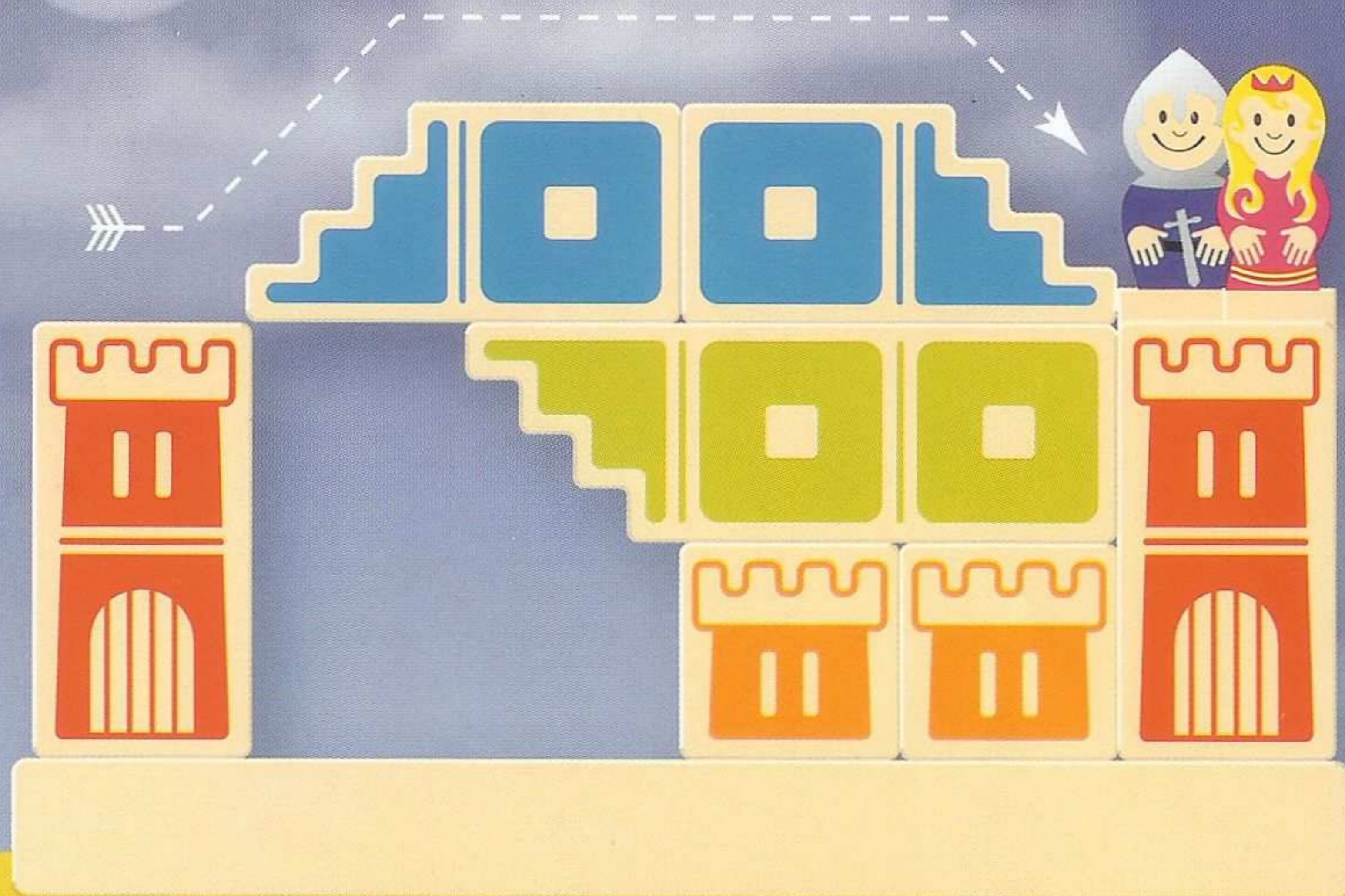
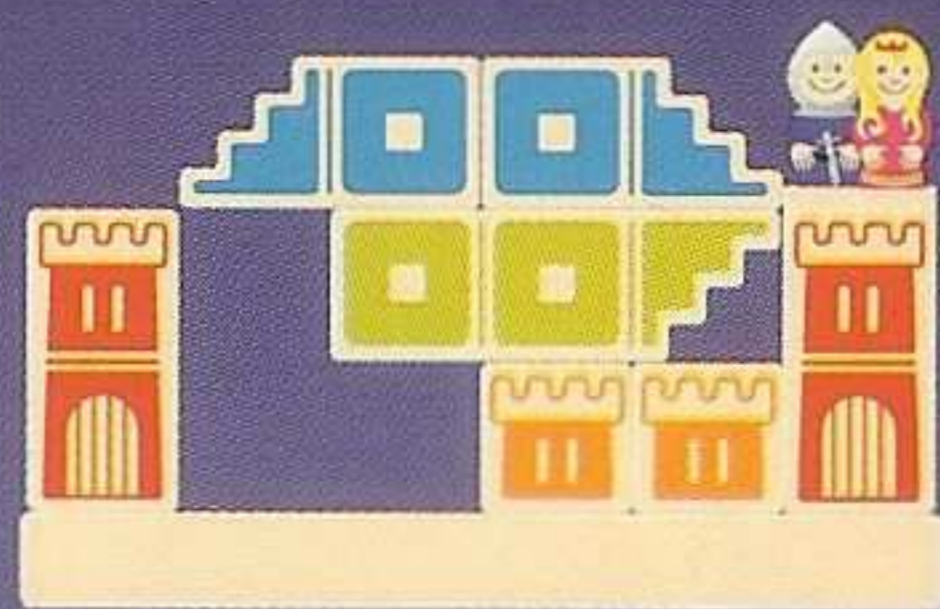


SOLUTION 44



CHALLENGE 45

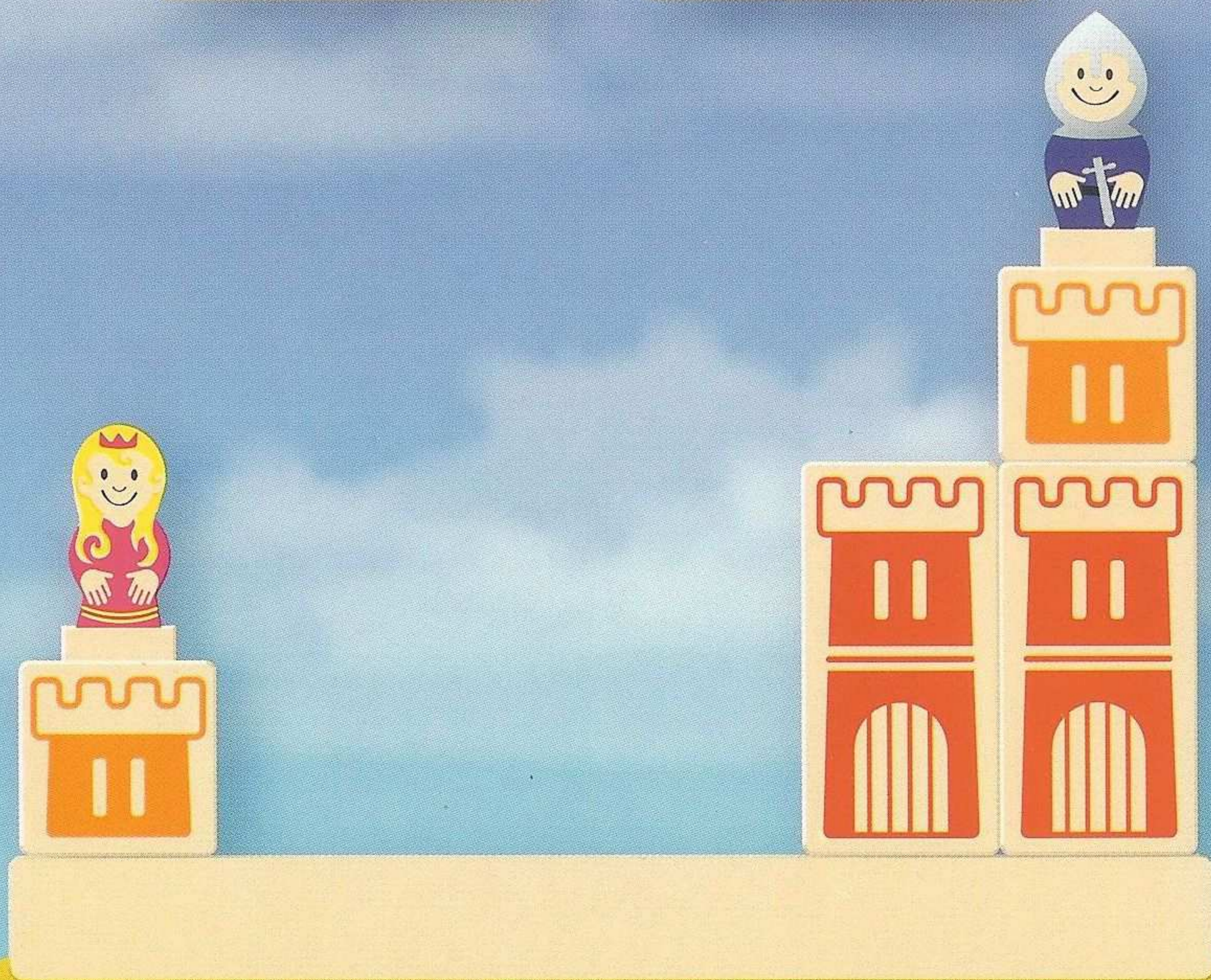




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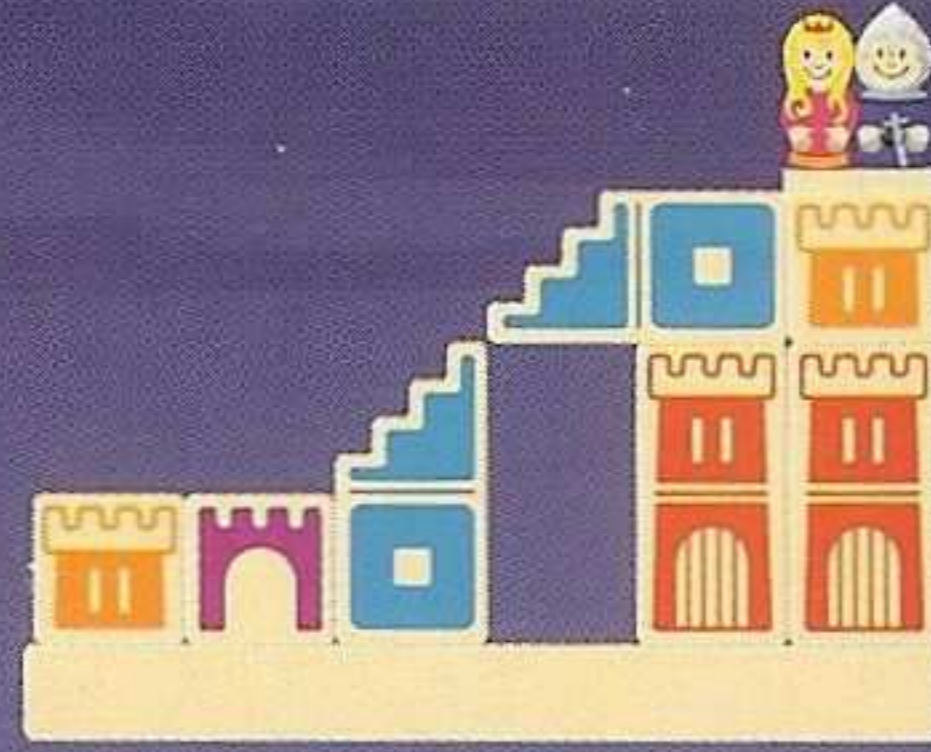


SOLUTION 45



CHALLENGE 46

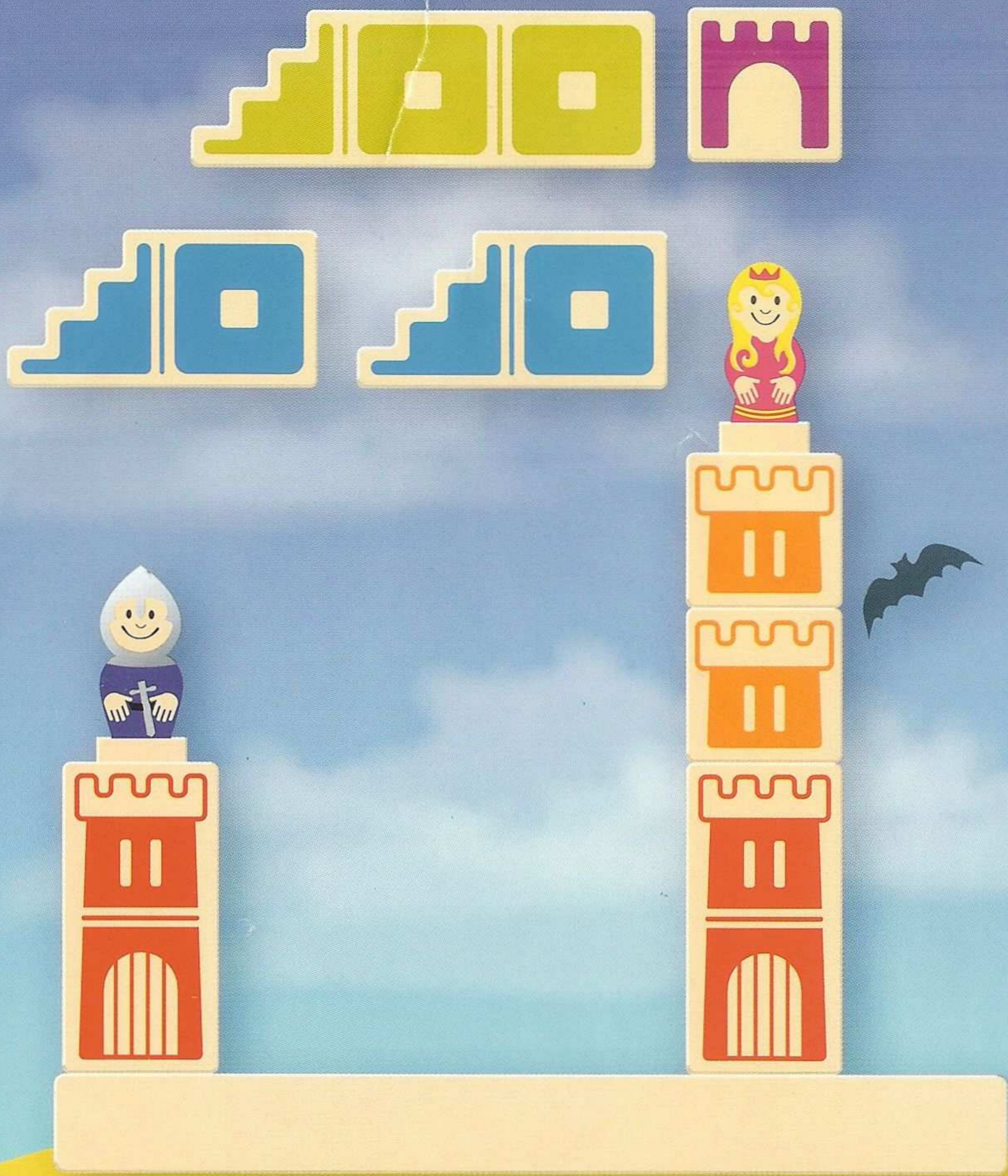




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SOLUTION 46



CHALLENGE 47



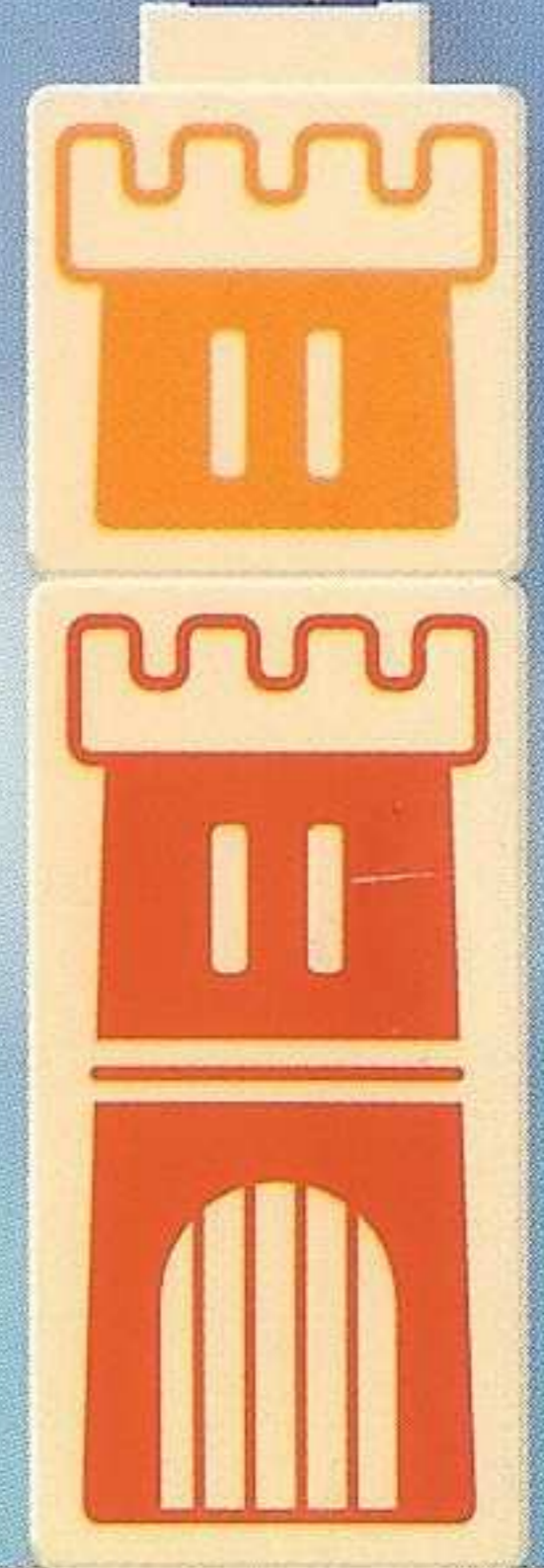
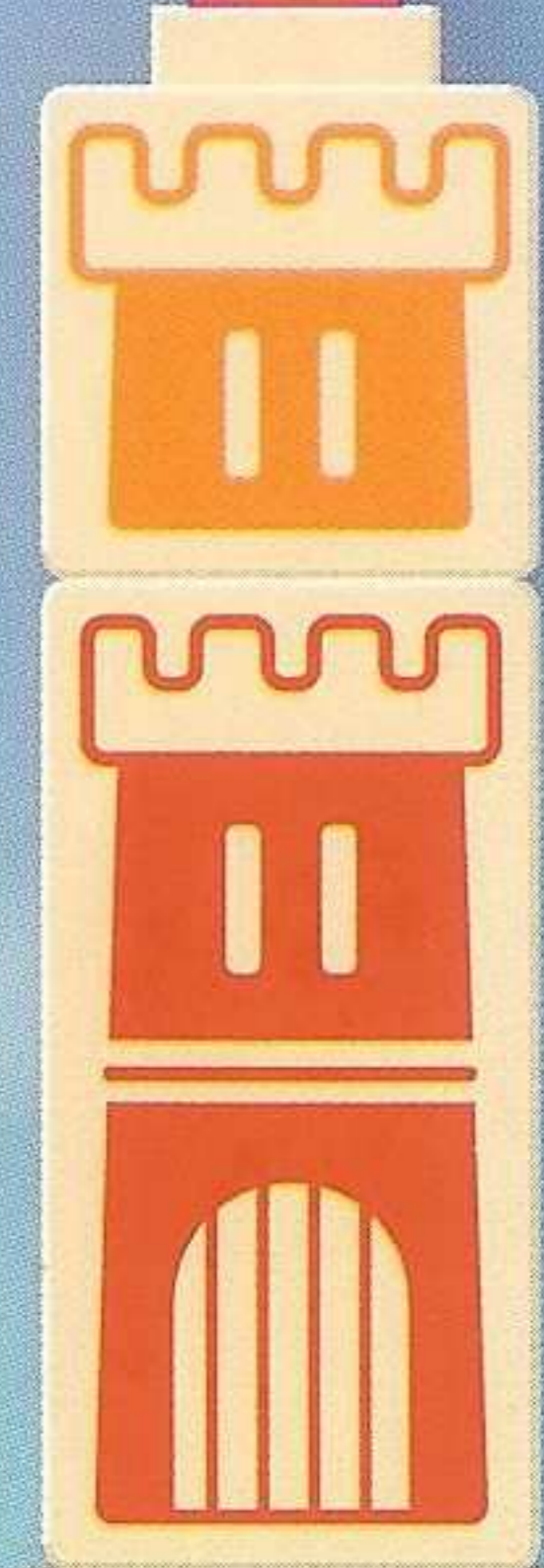
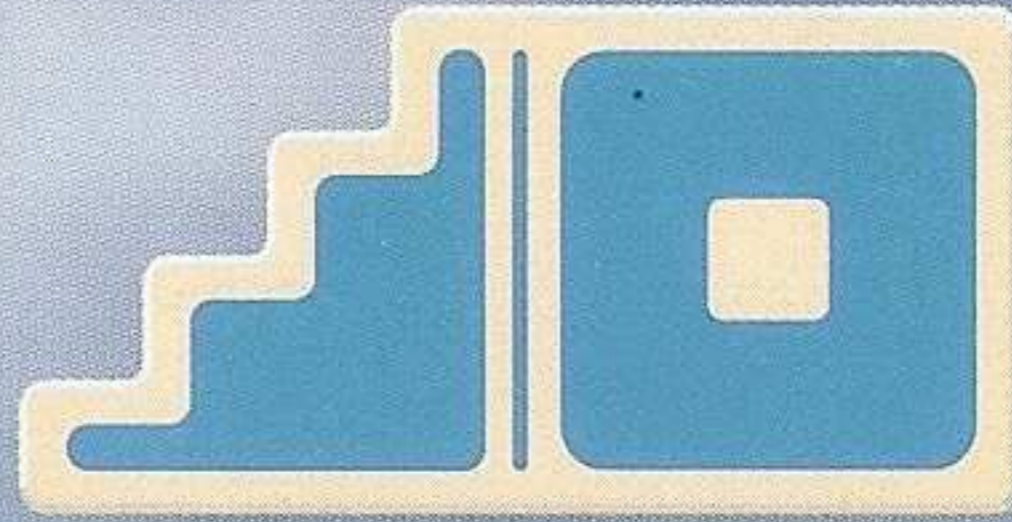
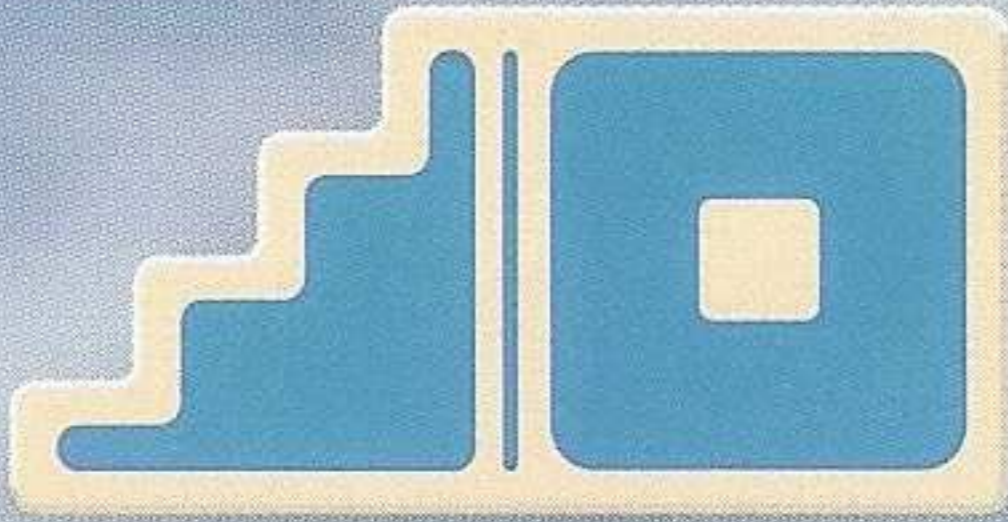
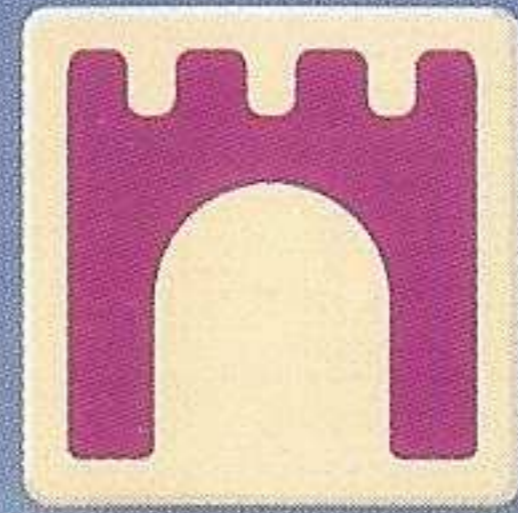
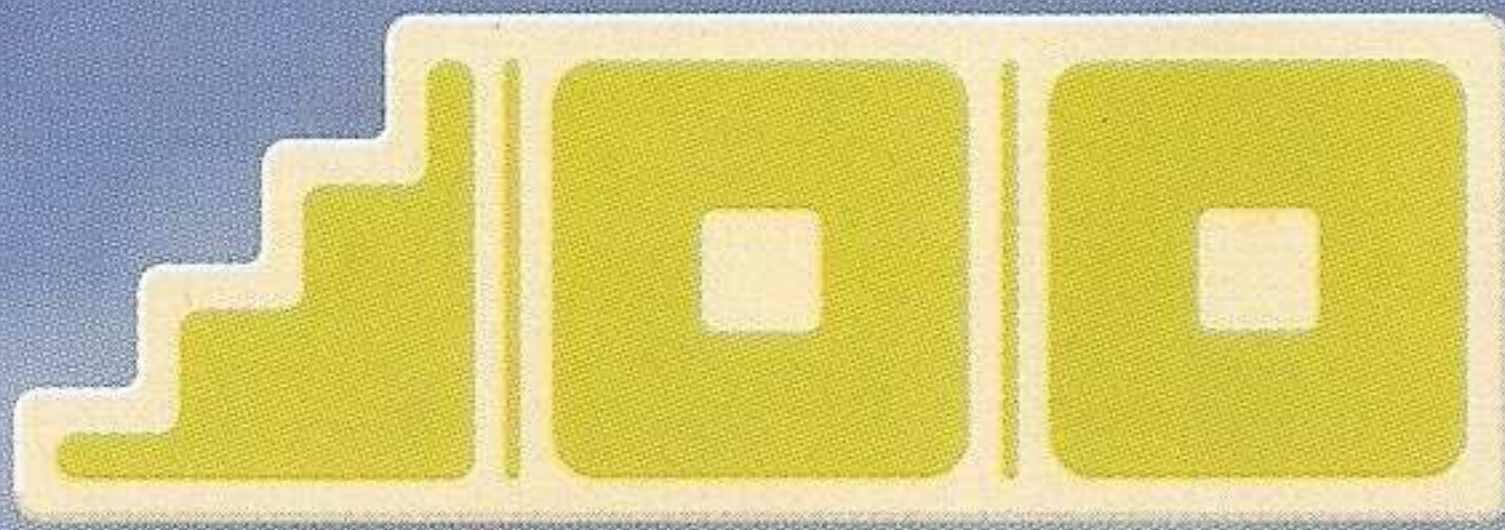
MASTER



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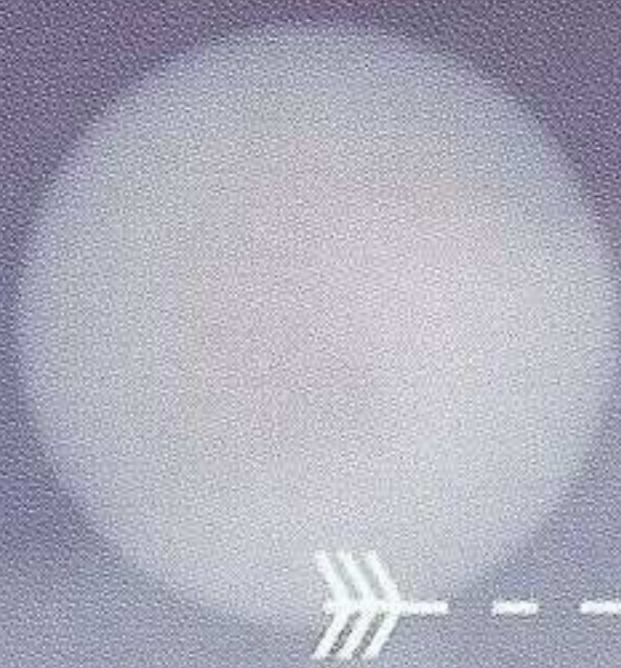
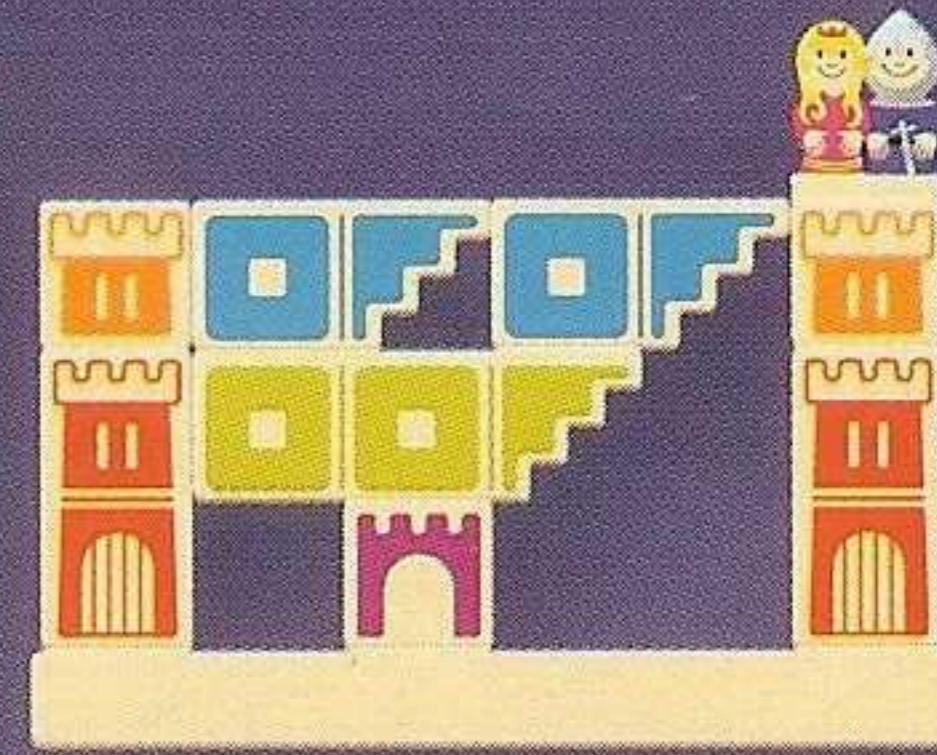
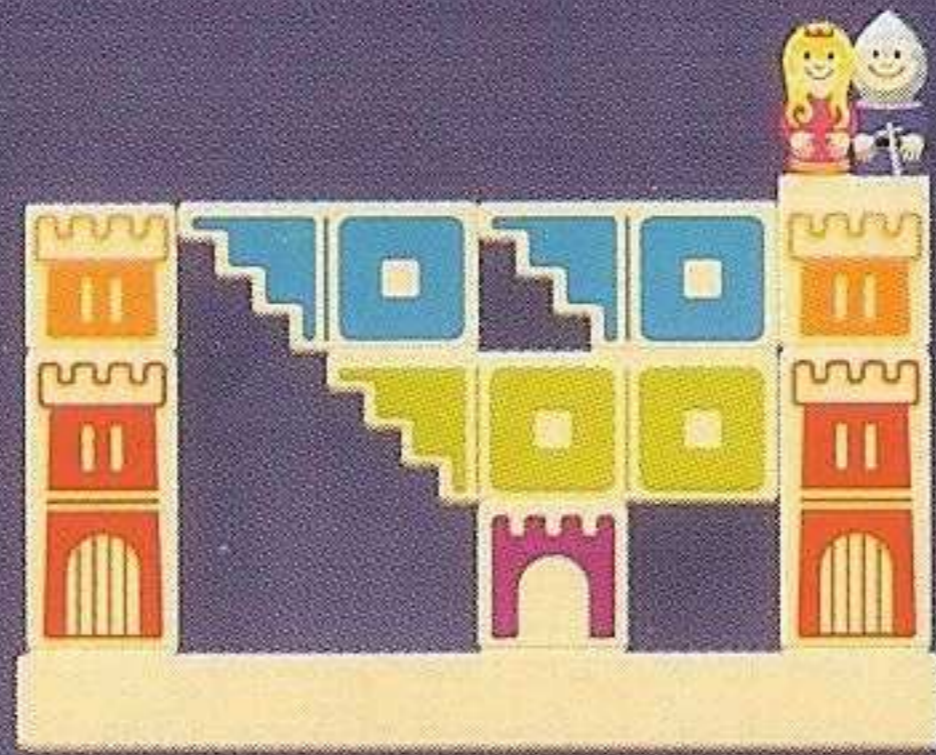
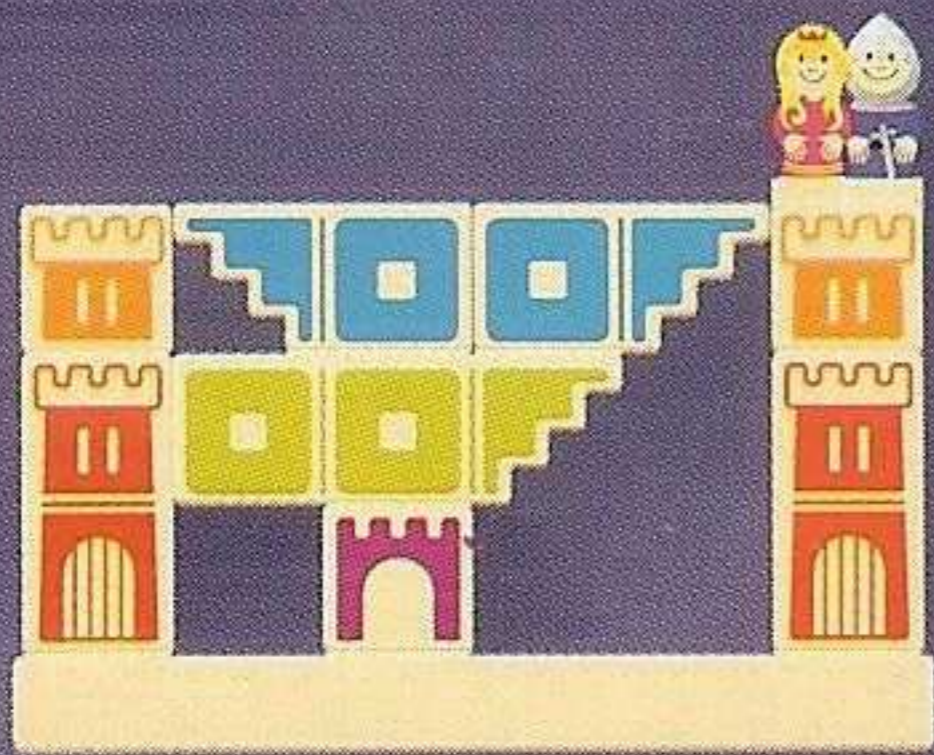
SOLUTION 47



CHALLENGE 48



MASTER



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SOLUTION 48

keep on playing



**SMART
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Designer: Raf Peeters

Original product name: Camelot JR

www.smartgames.eu

info@smart.be

dd: 20090414



