

MORE BUILDING RULES

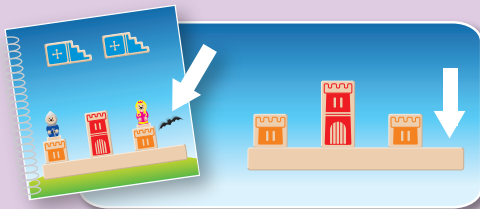
By Royal Decree

Neither the knight nor the princess may be moved until all blocks are placed. After that the knight and the princess must be able to walk directly over your construction to get to one another.

All blocks pictured in the challenge must be used. The round holes in the towers and on the building base are not obstacles. They are only used to position the towers correctly. The knight and the princess can walk over these holes at any time.

The Castle Bat

Some of the challenges show a bat hovering near one (or more) of the towers. The bat shows where a spot in the building base MUST stay empty.



DIFFICULTY LEVELS

There are 48 puzzle challenges at four different difficulty levels (Starter to Master). Challenges are arranged in order of difficulty within each level.

challenge 1-12	challenge 13-24	challenge 25-36	challenge 37-48
STARTER	JUNIOR	EXPERT	MASTER
4 years and up	5 years and up	6 years and up	7 years and up

We suggest that the challenges be solved in order. This way children will not miss important learning steps. If some of the challenges are still too difficult, your child can build some of the constructions while looking at the solutions.



© 2003-2008 concept, game design and artwork:
Smart nv/sa - Belgium
Designer: Raf Peeters
Original product name: Camelot Jr.
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ROYAL RESCUE™

EI-2956
Ages 5+
Grades K+

Instruction Guide



Contents:

- 8 castle blocks
- building base
- knight and princess figures
- Challenges and Solutions booklet

Multi-Level Game

Bridge-building logic game



WARNING:

CHOKING HAZARD—Small parts.
Not for children under three (3) years.

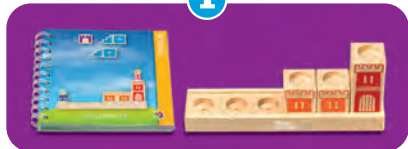
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The knight and the princess are locked in separate towers. Can you help the princess build a rescue route or the knight build a bridge so they can reunite?

HOW TO PLAY

1



Choose a challenge to build from the puzzle booklet. Place the red and orange towers in position as shown in the challenge.

2



Place the knight and princess in position as shown. Take the blocks used in the challenge shown at the top of the page. Put the remaining blocks aside. They must NOT be used to solve the challenge.

3



Use the blocks shown in the challenge to create a path for the knight and the princess to reunite. (In half the challenges, the knight rescues the princess. In the other half of the challenges, the princess saves the knight.)

Blocks must be placed according to the rules shown on the next page.

4

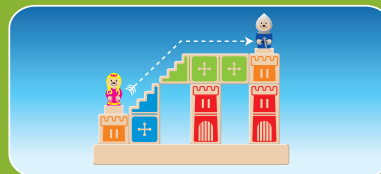


Turn the page to check your answer.

BUILDING RULES

Block Placement

ALLOWED



The knight and princess can only walk on stairways or on top of walls.



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

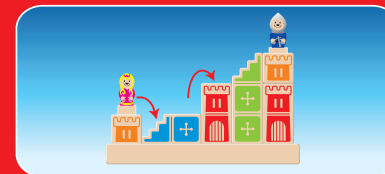


All blocks must be placed within an imaginary grid with the printed side toward you.



The final structure must be stable.

NOT ALLOWED



They cannot jump down or climb on walls.



The stairways must not be placed on their pointed edges.



Blocks may not be positioned outside the imaginary grid.



This means that your construction must stand on its own even if you were to take out all other blocks to the left and to the right.