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-  **STARTER**
-  **JUNIOR**
-  **EXPERT**
-  **MASTER**




Game rules - Exterior challenges:

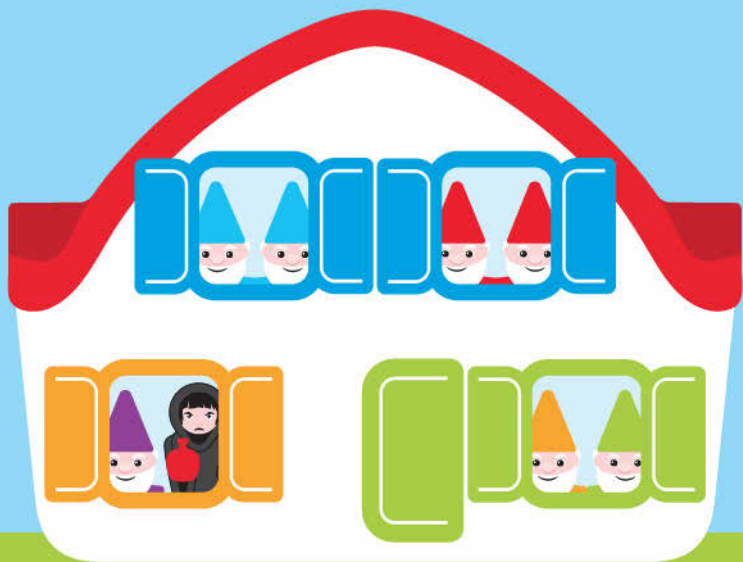
Position the house with the exterior facing you. Place Snow White, the Seven Dwarfs and the Evil Queen outside the house.

- 1** Choose a challenge. Open or close the door and windows as indicated in the challenge. Place the characters inside the house as shown in the challenge.
- 2** Determine the correct position of all other characters in the house, based on the clues provided in the challenge:
 - All characters must be placed inside the house, although some will not be visible because they are behind a closed window or door.
 - Twin dwarfs (blue and red) will always occupy 2 places adjacent to each other. For that reason they can never be placed behind the door.
- 3** There is only 1 possible solution. The solution is shown on the backside of each challenge. To check your solution, open all windows and the door of the house.

Symbols:

The **JUNIOR**, **EXPERT** and **MASTER** levels include extra rules about the correct position of the characters, using these symbols (at the top of the page):

-  A colored square indicates that a character must be placed in a room of that color. It can be any of the places in that room. The house has 3 rooms:
 - The **blue** room with 4 places - this room comprises the full upstairs level of the house
 - The **green** room downstairs with 3 places (2 behind the window, 1 behind the door)
 - The **orange** room downstairs with 2 places
-  A colored square which is crossed out indicates that a character can NOT be in the room with that color.
-  A "plus" symbol between characters indicates that these characters need to be in the same room. They don't need to be adjacent to each other or in a specific order.

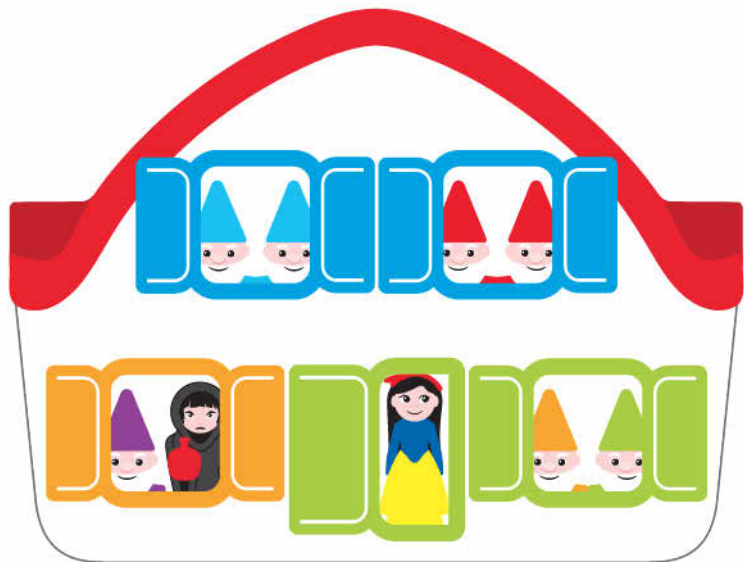


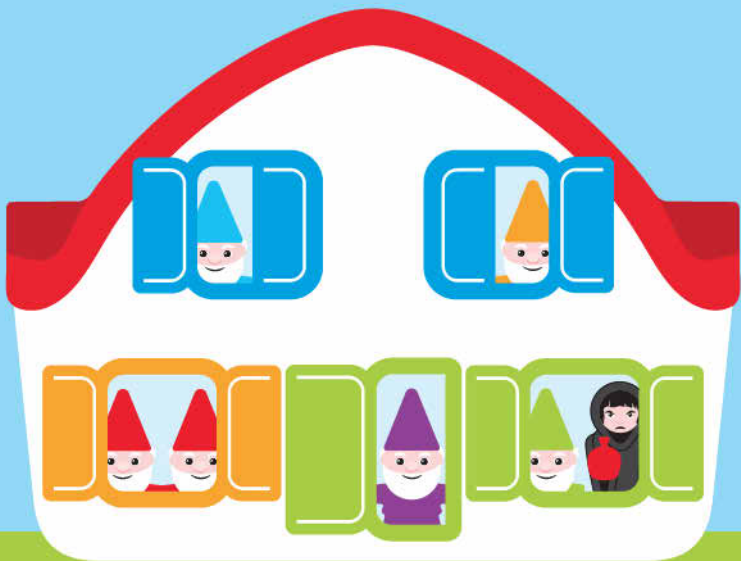
STARTER 1





SOLUTION 1





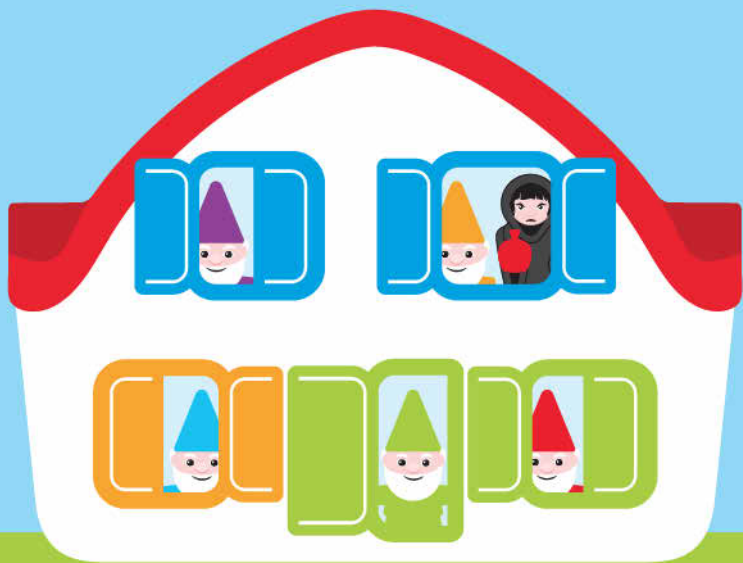
STARTER 2





SOLUTION 2





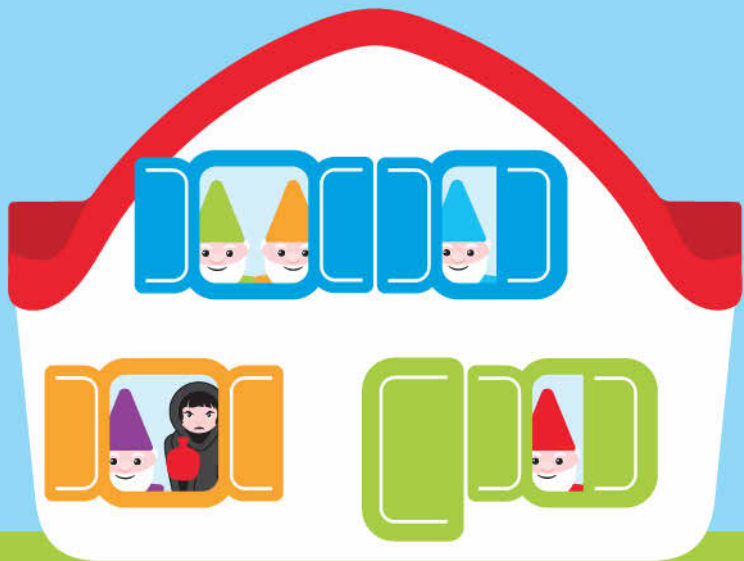
STARTER 3





SOLUTION 3



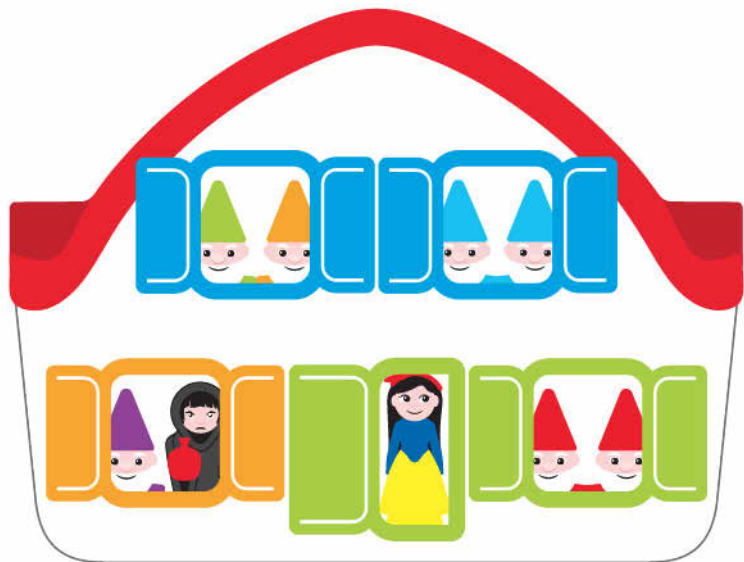


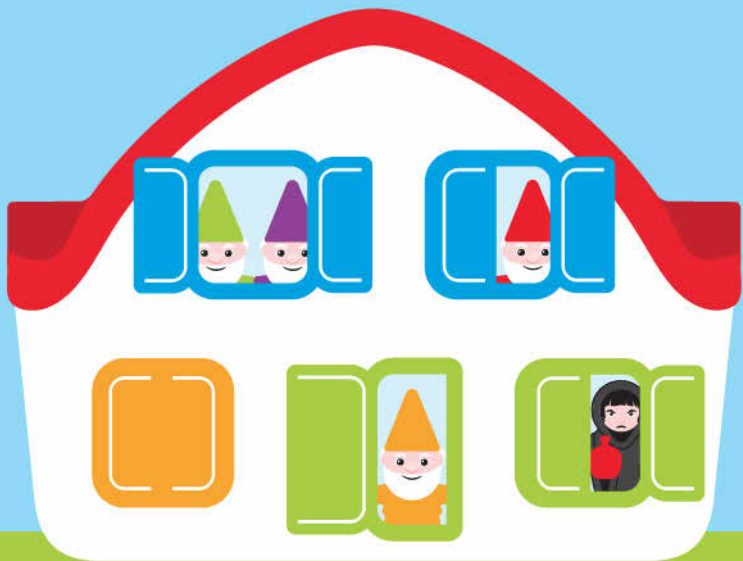
STARTER 4





SOLUTION 4





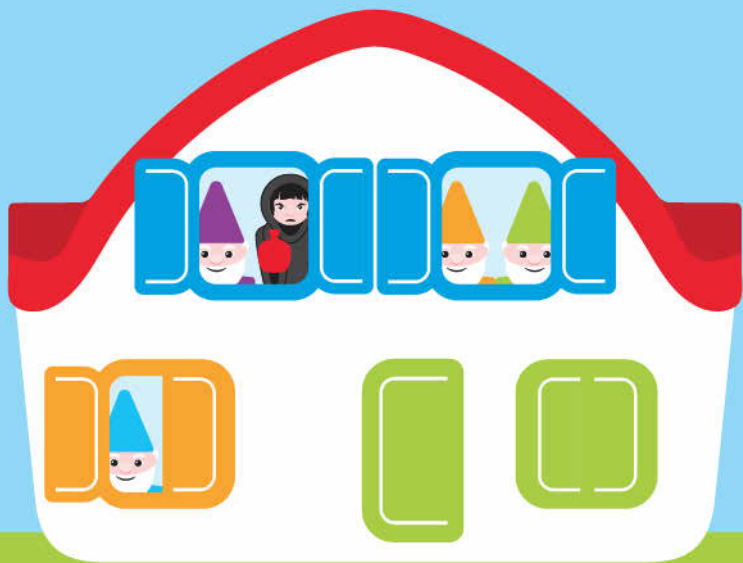
STARTER 5





SOLUTION 5



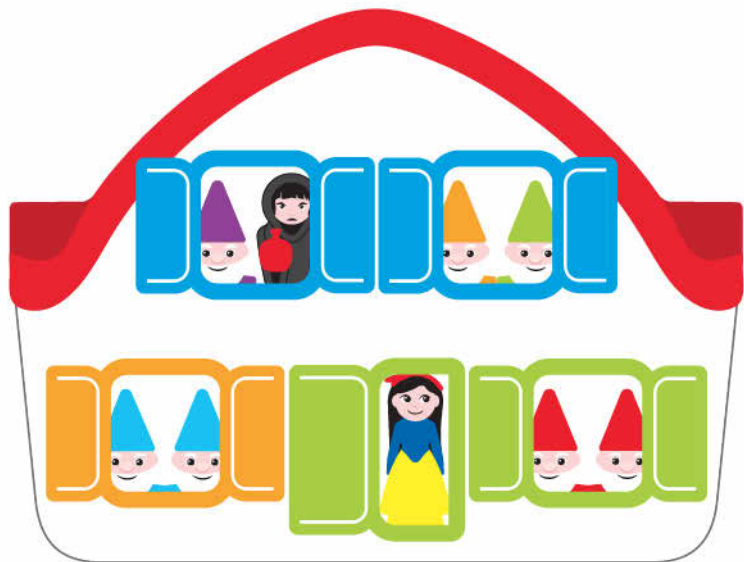


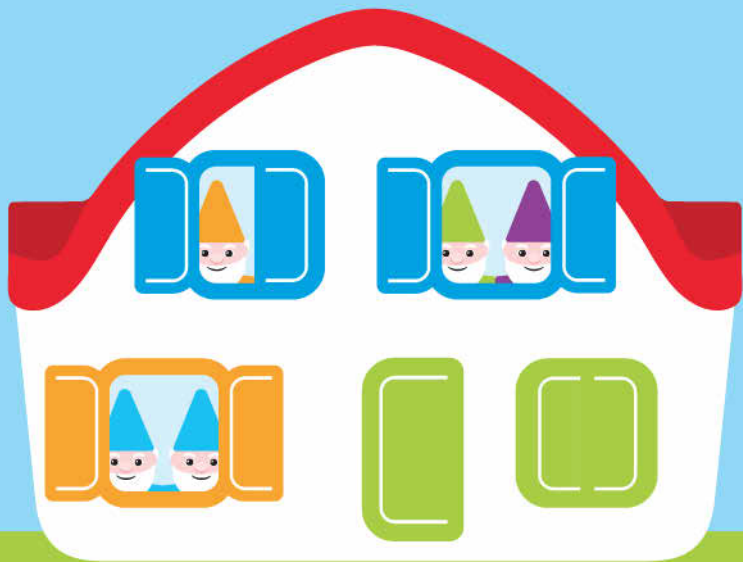
STARTER 6





SOLUTION 6





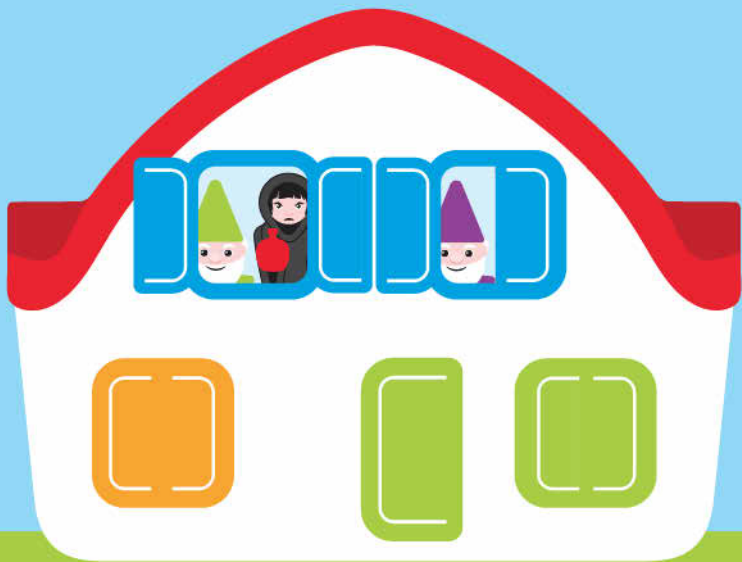
JUNIOR 7





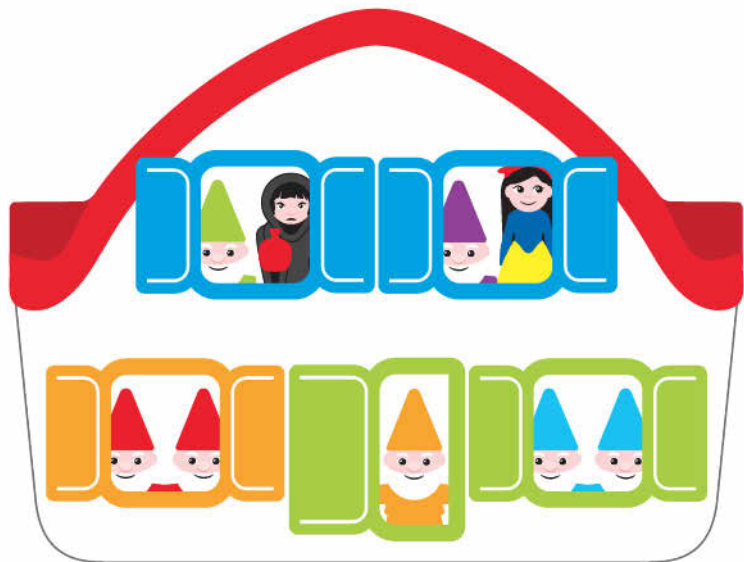
SOLUTION 7

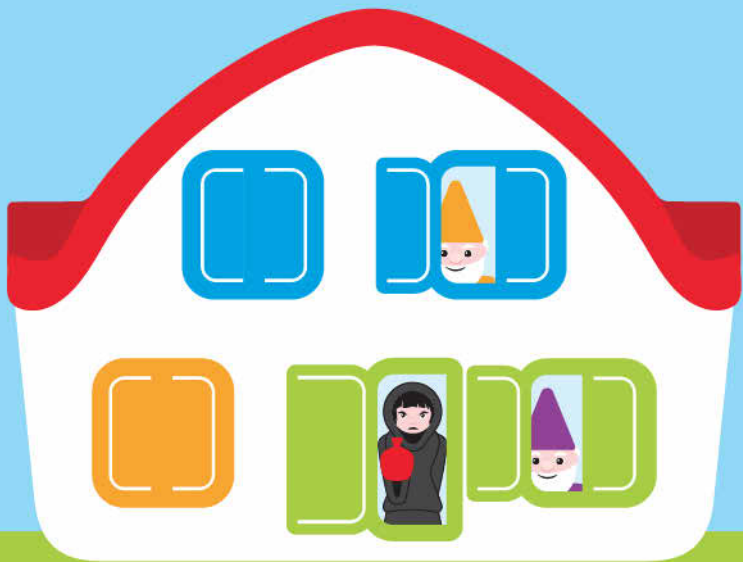






SOLUTION 8



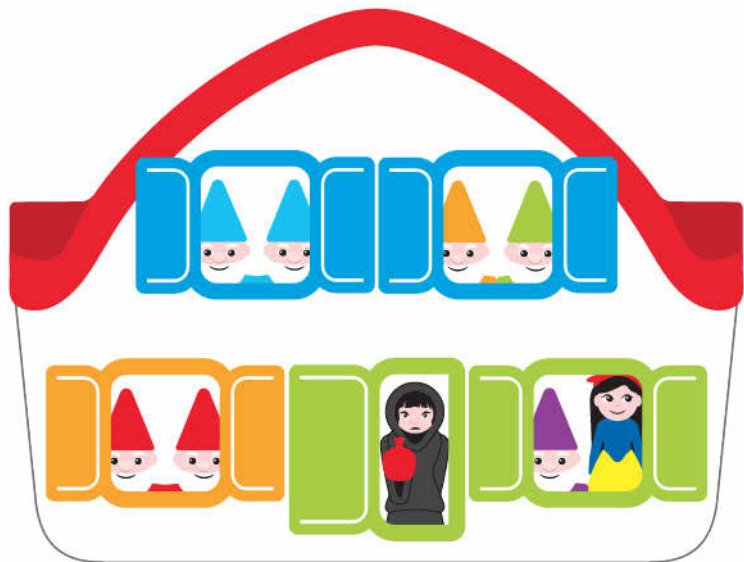


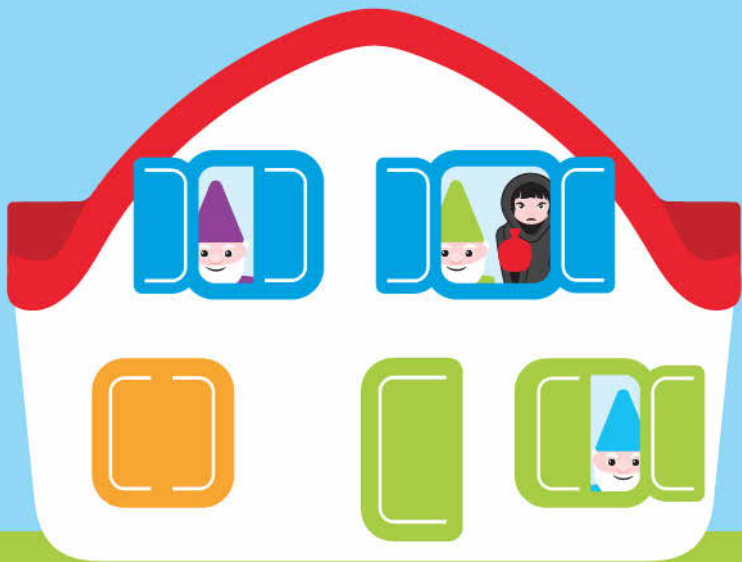
JUNIOR 9





SOLUTION 9



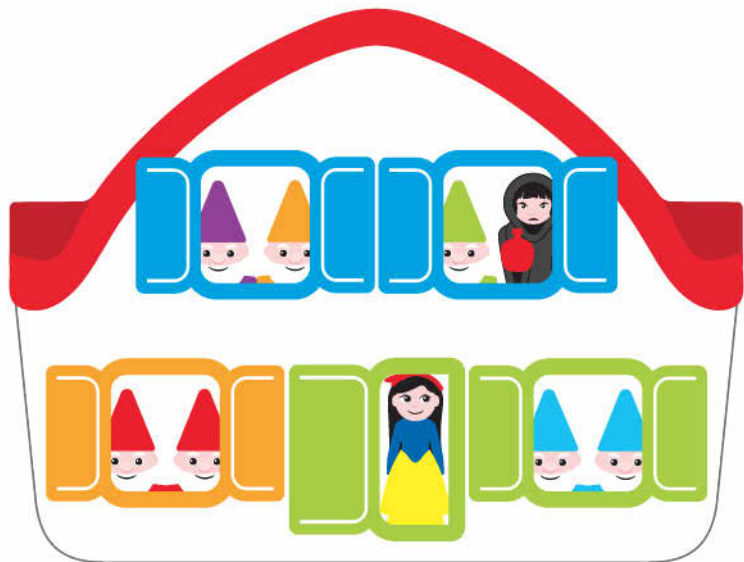


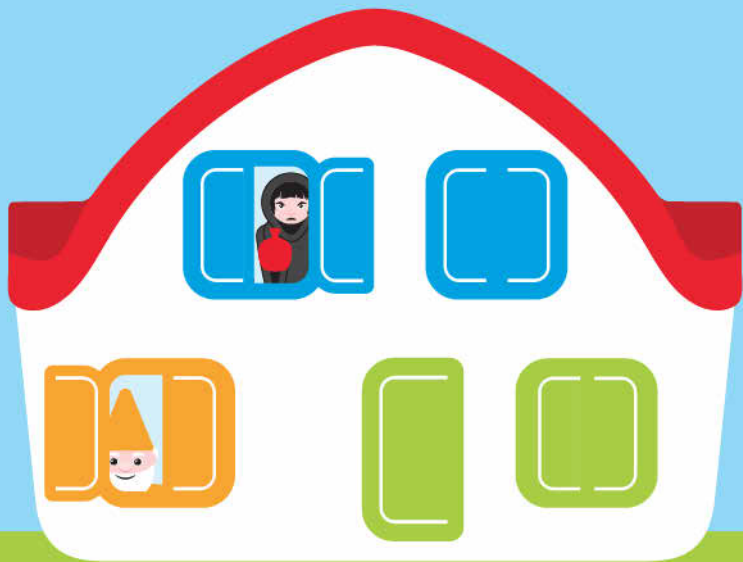
JUNIOR 10





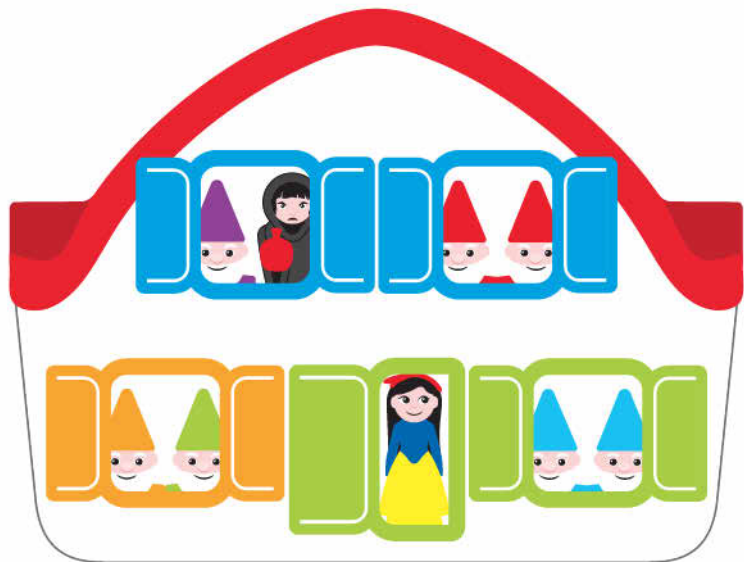
SOLUTION 10

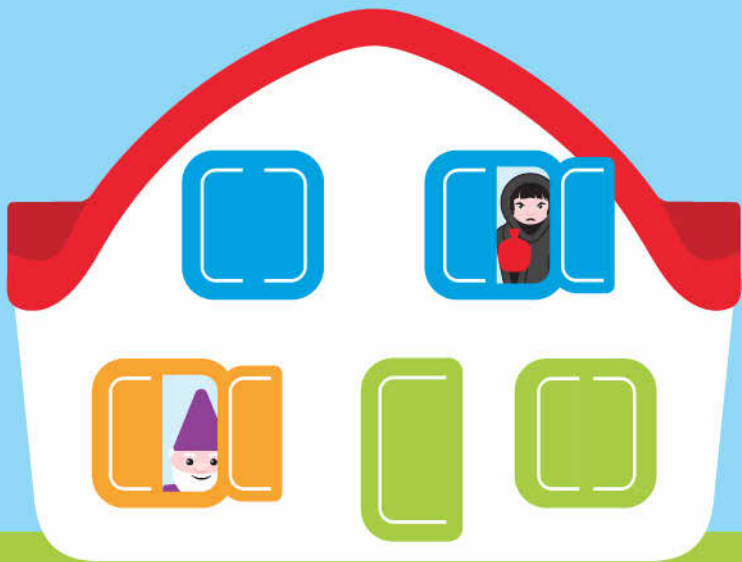






SOLUTION 11

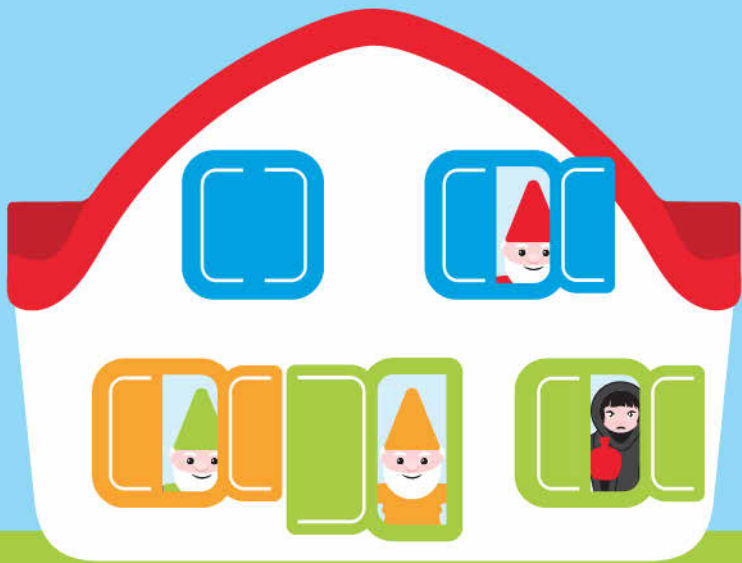






SOLUTION 12



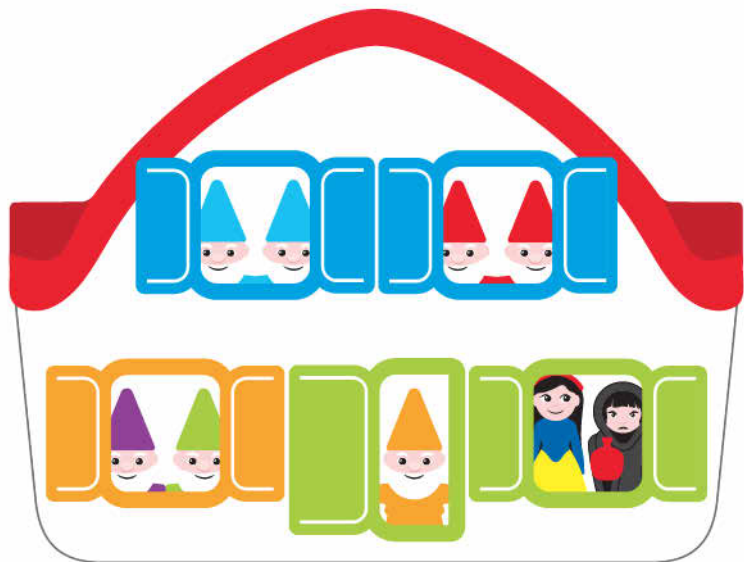


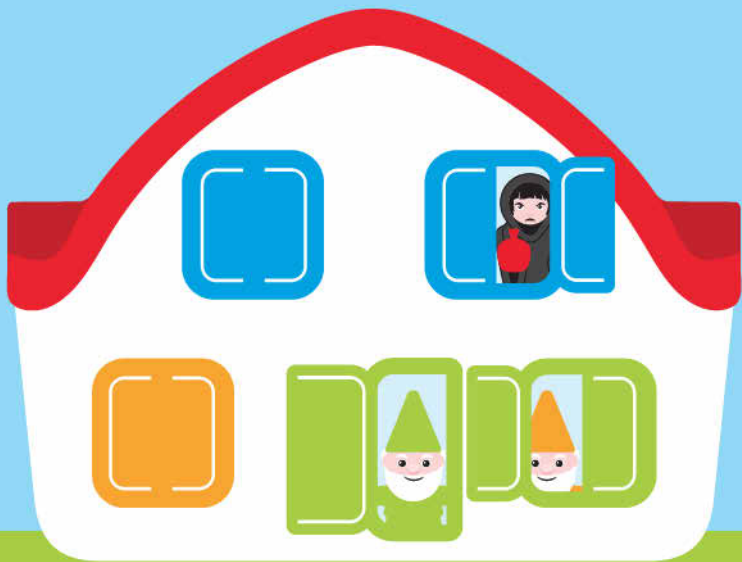
MASTER 13





SOLUTION 13



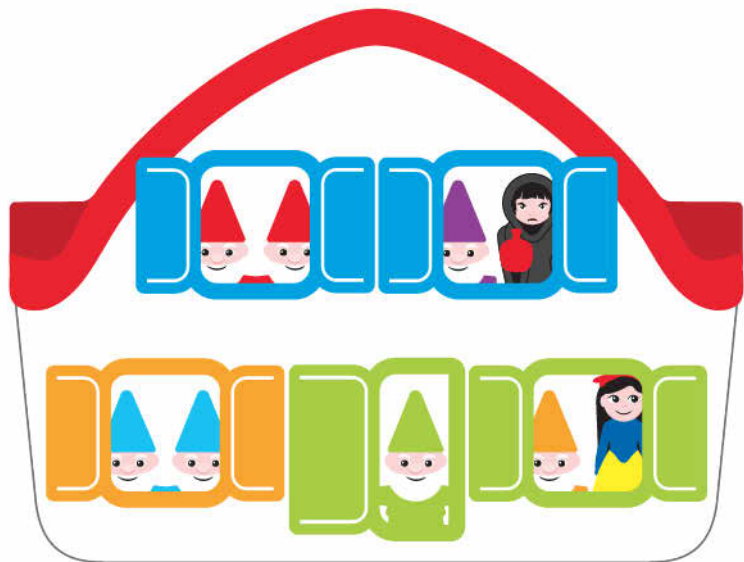


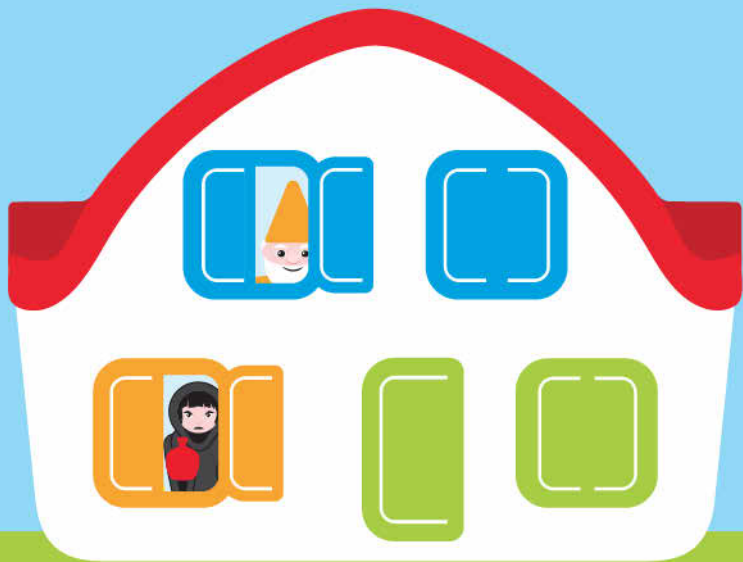
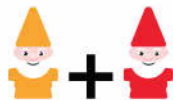
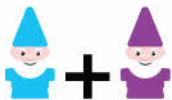
EXPERT 14





SOLUTION 14





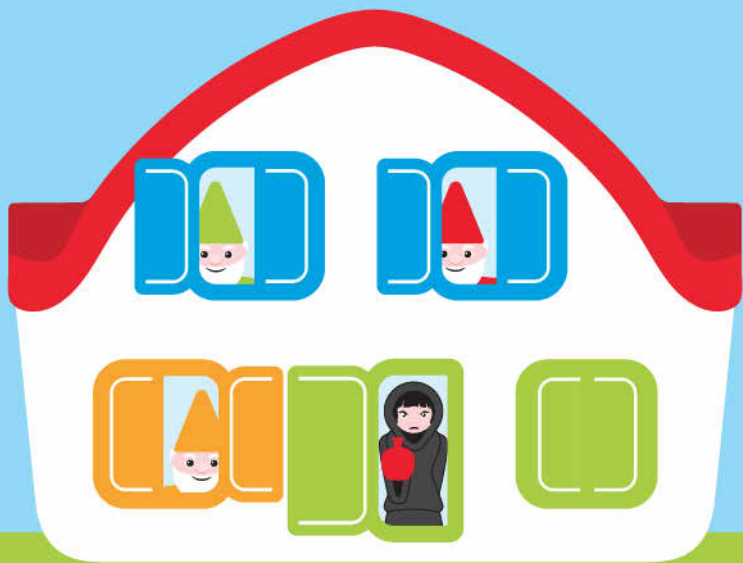
EXPERT 15





SOLUTION 15





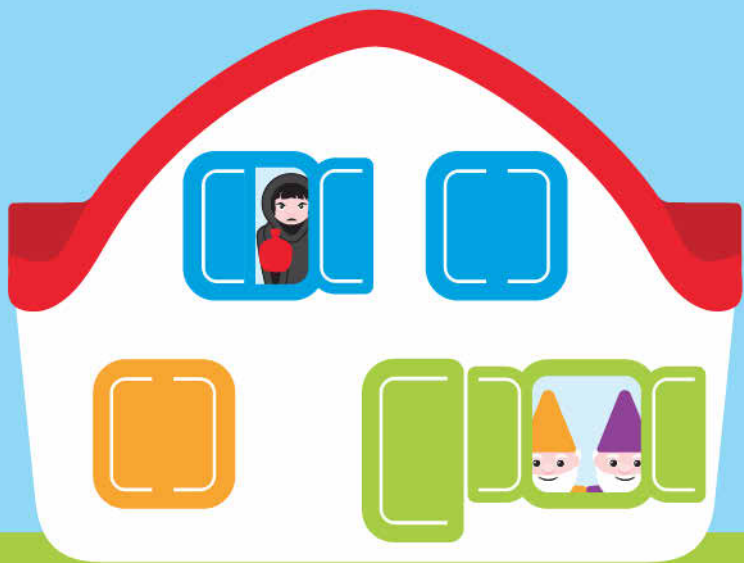
EXPERT 16





SOLUTION 16





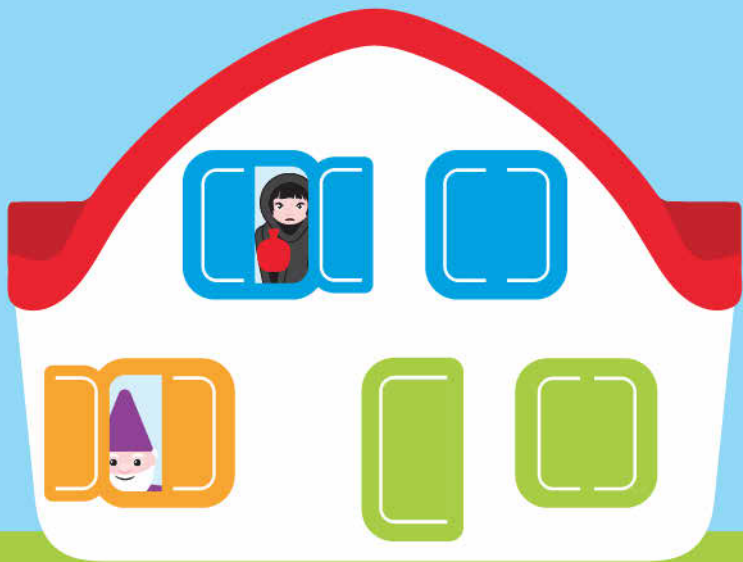
EXPERT 17





SOLUTION 17



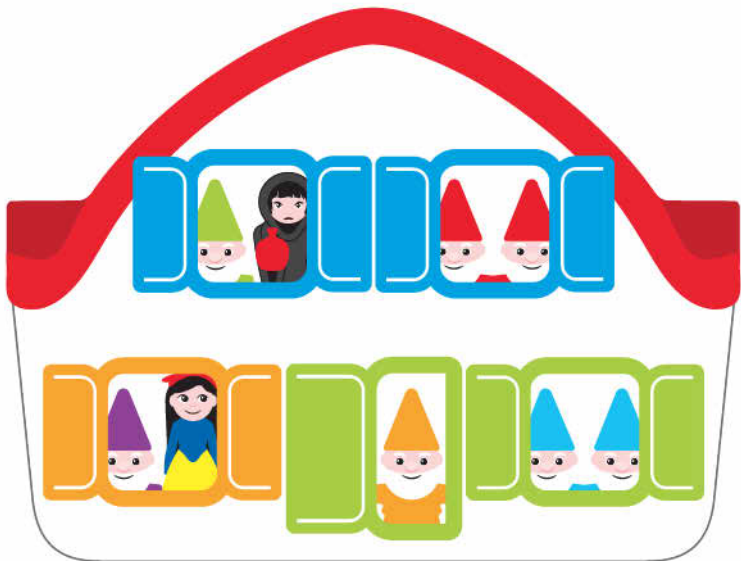


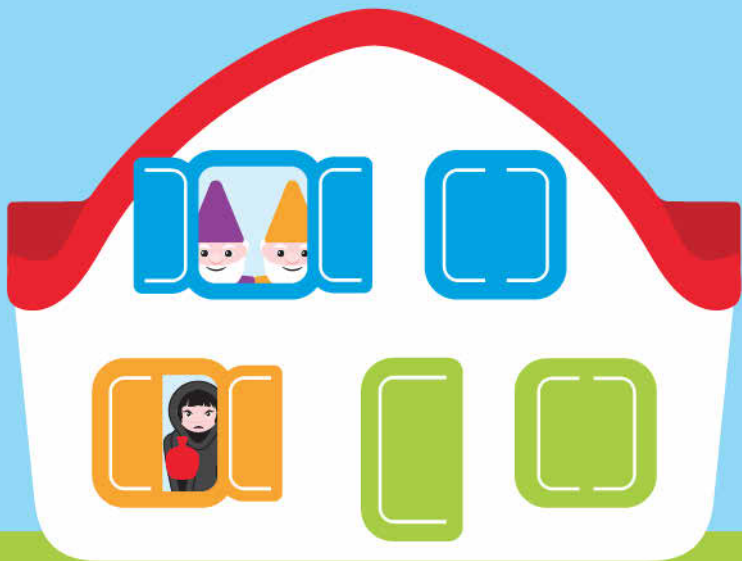
EXPERT 18





SOLUTION 18





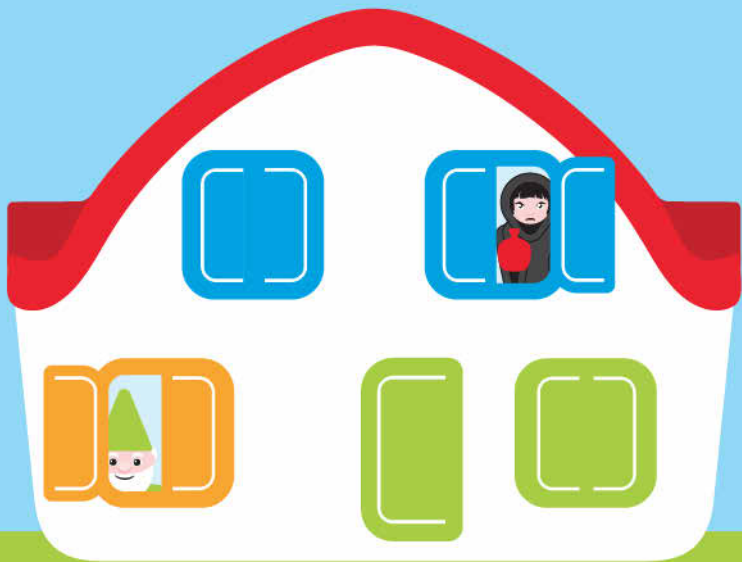
MASTER 19





SOLUTION 19



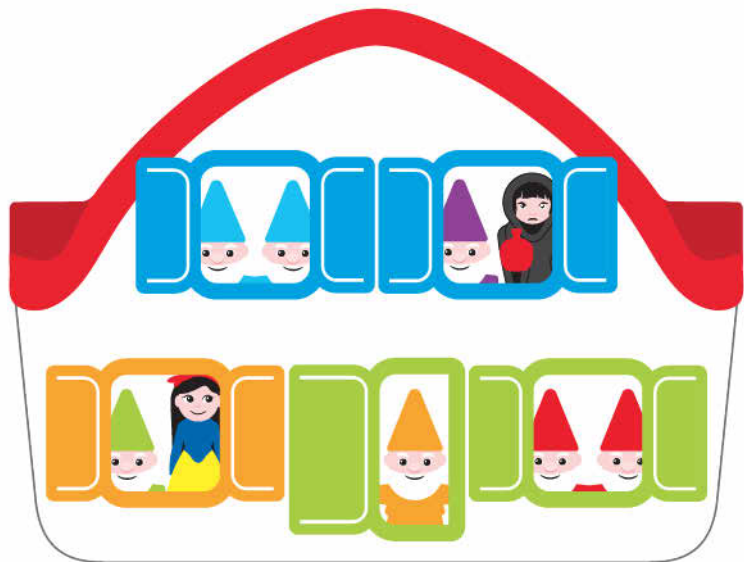


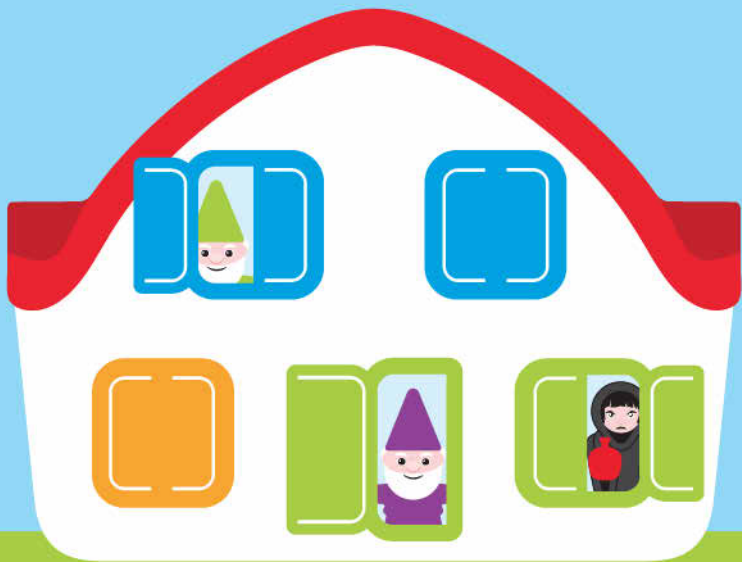
MASTER 20





SOLUTION 20





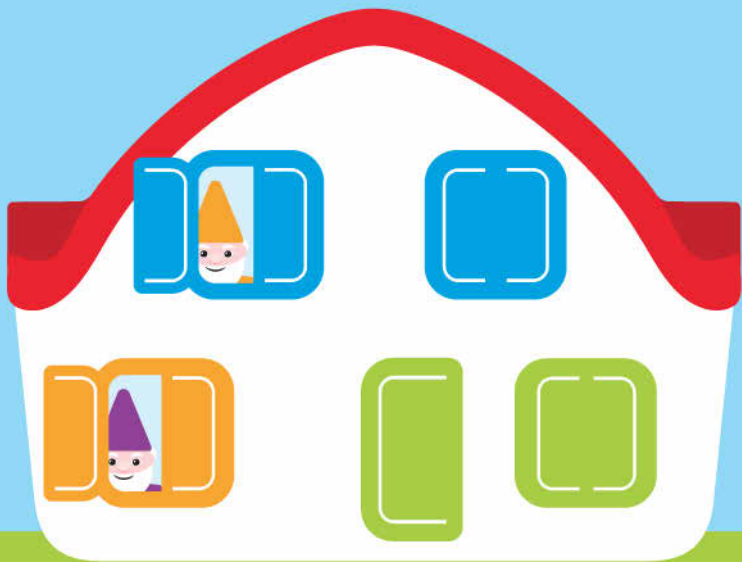
MASTER 21





SOLUTION 21



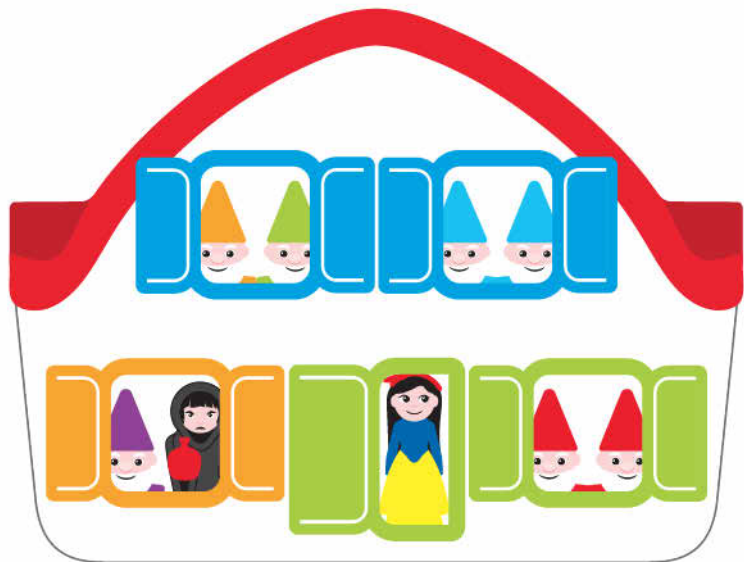


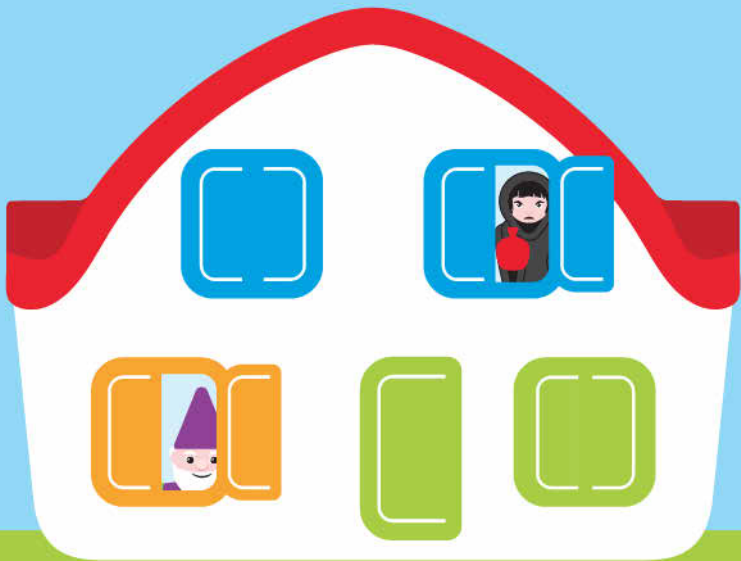
MASTER 22





SOLUTION 22



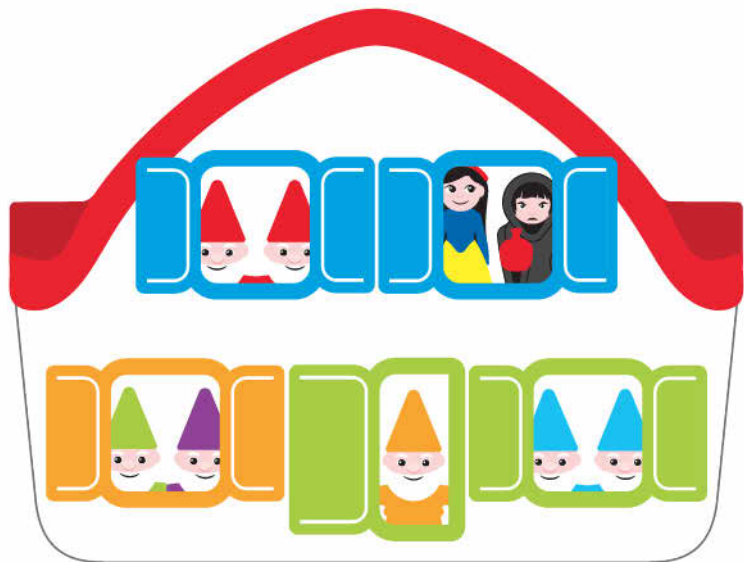


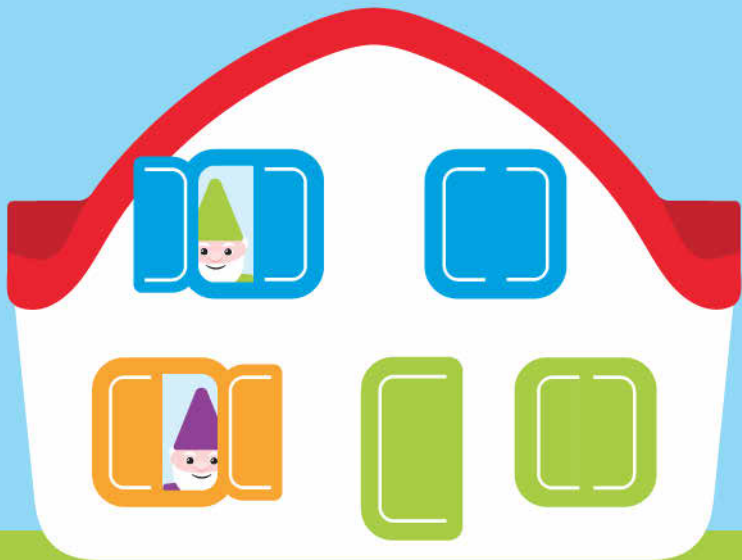
MASTER 23





SOLUTION 23





MASTER 24





SOLUTION 24

