

ONE  
PLAYER

MULTIPLE  
SOLVER

RUSH

HOUR



# Sudoku jr. 4x4

## HOW TO PLAY

### THE OBJECT:

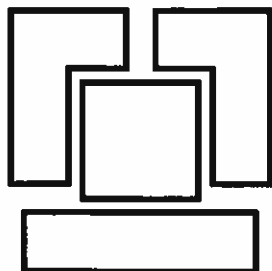
Place a numbered token on every empty square so that each row, column, and each of the colored regions, contain all four numbers from 1-4, without any numbers repeating.

### TO PLAY:

- 1.) Pick a Sudoku Jr.™ Challenge Card and place it into the game pocket. (The Sudoku number tokens are magnetic and will stick to this surface.) Each card contains a combination of numbers and blank squares on a background colored grid.
- 2.) Place a like-colored number token on each printed number on the card.
- 3.) Place the remaining tokens in the matching colored regions, keeping in mind that each row, column, and region must contain the numbers 1 to 4.

### REMEMBER:

- 1.) Each puzzle can be solved using a logical strategy. For the earlier puzzles, the strategy is more simple and for the later puzzles it is harder, but you should be able to think your way through to every solution.
- 2.) There is only one solution to each puzzle.
- 3.) If you get stuck, the challenge solutions are at the end of the booklet.



THE FOUR SUDOKU 4X4 REGIONS



COMPLETED ROW



COMPLETED COLUMN



COMPLETED REGION



HOPPERS

8

SOLITAIRE

CHESS

9

# STAR TO THE CENTER

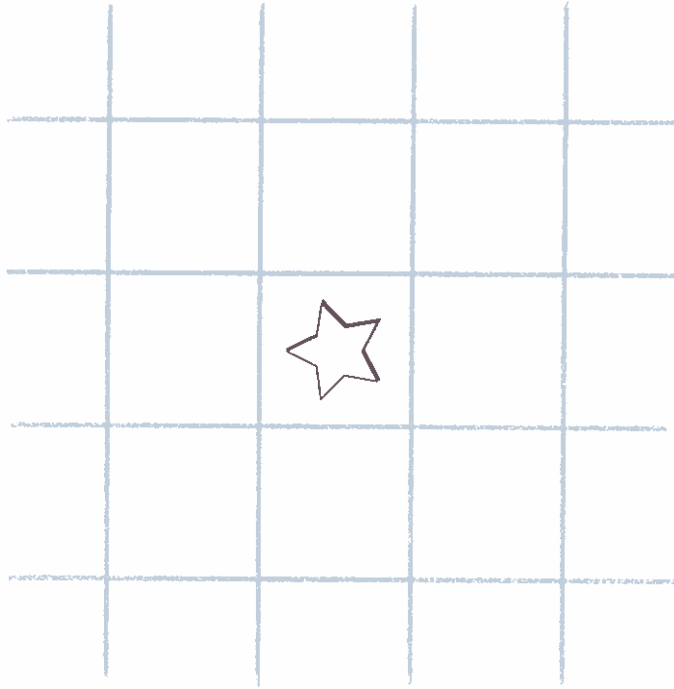
## GAME RULES

- Star to the Center is a one player game. To play, you move your tokens as a team, trying to get your leader—the Yellow Token—to land on the center board square, the Star Square. When the leader reaches the center, YOU WIN!
- To Play: Select a Challenge Card and place the tokens on the game grid as shown on the card. Yellow token for the leader (Star), Blue tokens for the helpers.

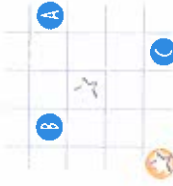
### 3. Piece Movements:

- Tokens may move up-down or sideways. No diagonal movements allowed.
- The only way a token may move is towards another token in the same row or column. Once a token moves, it may stop only on the board square directly in front of the token it is moving towards.

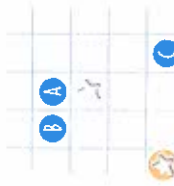
- Your challenge is to find the right sequence of moves to get the Yellow Star Token to land on the center Star Square. You'll need a clear strategy as you look ahead and plan your moves. Good luck!



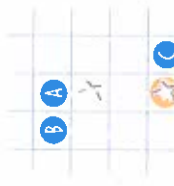
## Sample Challenge and Solution



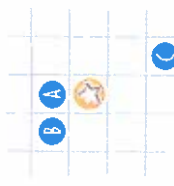
Starting Position for Sample Challenge.



Token A moves next to Token B.



Star Token moves next to Token C.



Star Token moves next to Token A—and over the center Star Square. You Win!

THIS IS LUNAR LOCKOUT

10

MATHS

