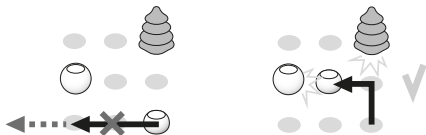


GAME RULES

- 1** Choose a challenge. Place your snowman parts and tree(s) on the game board, as indicated in the challenge booklet.
- 2** The object of the game is to stack the balls and build snowmen. In easy challenges you only need to build one complete snowman. In advanced challenges you need to build two or three snowmen. Each snowman should be made of three parts: a large ball at the bottom, a medium ball in the middle and a head with a hat on top.

RULES FOR MOVING THE PARTS:

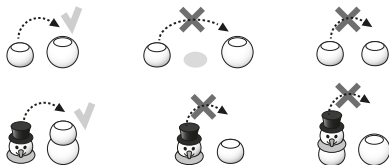
- A)** The large and medium balls move horizontally and vertically over the game board. These movements can only be stopped when an obstacle lies in the path of the ball (otherwise they would just keep rolling!). This obstacle can be another snowman part or a tree. A ball cannot be moved into a position if there is not an obstacle blocking further movement along the same path.



- B)** Once the movement of a ball is stopped, you can decide to move it in another direction or to move another puzzle piece.
- C)** The border of the game board does NOT stop the movement of the balls. Snowballs are not allowed to roll off the game board. A movement to a side of the game board where there is no obstacle is not allowed.
- D)** Trees are stationary and cannot be moved.
- E)** The head can never be moved like the large and medium ball to an empty place on the game board, because the carrot makes a rolling movement impossible. The head can only be stacked (see next rule).

F) When different snowmen parts are horizontally or vertically adjacent on the game board, they can sometimes be stacked:

- A medium snowball can be stacked on top of an adjacent large ball. A medium snowball cannot be stacked on top of other another medium snowball.
- The head can only be placed on top of an adjacent large + medium snowball stack. It cannot be stacked on a medium snowball that is not already stacked on a large snowball itself!
- Large snowballs can never be stacked.



G) Once snowballs are stacked, you are not allowed to move or to unstack them.

- 3** When all snowmen parts are used to make complete snowmen, you have solved the challenge! The shortest solution is shown at the end of the challenge booklet. Multiple solutions are sometimes possible, but the minimum number of moves needed is indicated next to the challenge number.

Hints:

- Plan before you start building snowmen! Heads cannot move except to complete a snowman. Therefore the end position of a snowman will always be 1 of the 4 adjacent places of the start position of the head.
- In case you get stuck, it's best to start all over.



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**SNOW
 PROBLEM!**

