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# From 7 to 9 years



#### Contents:

9 animal tokens (3 buffaloes, 3 jaguars, 3 monkeys), 30 challenge cards (of increasing levels of difficulty).

### Object:

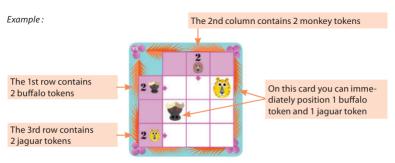
To fill the arid with the 9 tokens.

#### Playing the game:

Place the 9 tokens on the table and lay the challenge cards to one side.

Take one challenge card and try to fill the grid with the 9 tokens, respecting the indications given:

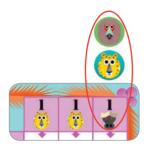
- If an animal is already drawn on the grid, place one of the 3 tokens of that animal on the square.
- The indication (number + animal) on the margin of the grid indicates the exact number of tokens of that animal contained in the row or column.



Checking the solution: After filling the grid, check that **ALL** of the indications around the margins have been followed.

There is only one, unique solution to each grid. Solutions can be found at the end of the booklet.

#### Some methods of reasoning:



## 1 Example 1

#### Here.

- we know that there is only 1 jaguar in the first column and only 1 jaguar in the second column:
  so the third jaguar must be in the third column!
- In the third column we also know that there is only 1 buffalo, and 1 jaguar: so the remaining square must be occupied by a monkey.



# 2 Example 2

Here, we know that the first row contains 2 monkeys and the second column also contains 2 monkeys: as there are only 3 monkey tokens, this means that there must be a monkey at the intersection of the row and the column.













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