



CHIP THEORY Kids

SUDOKU FOREST

RULEBOOK



AGES
3-99



PLAYERS

1



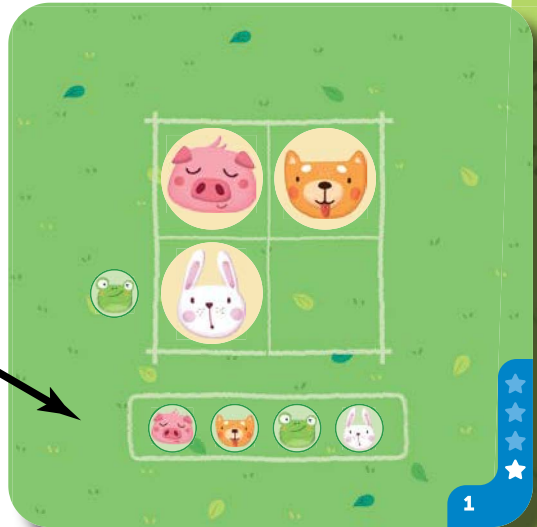
10+
MINS



90 PUZZLES

How To Play

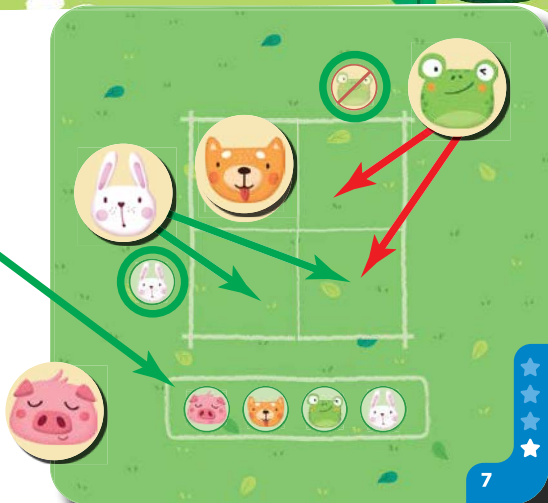
- 1. Choose a Puzzle.** Play in the lid so the magnets stick. The number of stars in the corner of each puzzle shows how hard it is. One is easiest, four is hardest.
- 2. Which Animals Do You Need?** Early puzzles only use some of the animals. Choose the animals from the rectangle at the bottom of the puzzle. If there's no rectangle, use all nine animals!
- 3. Some Animals Have an Assigned Space.** For any animal in a square, put their magnet there. Those are the easy ones!
- 4. You Need to Figure Out the Rest!**
 - a. Some animals **must go** in a certain row or column.
 - b. Some animals **can't go** in a certain row or column.



1

Must Go & Can't Go

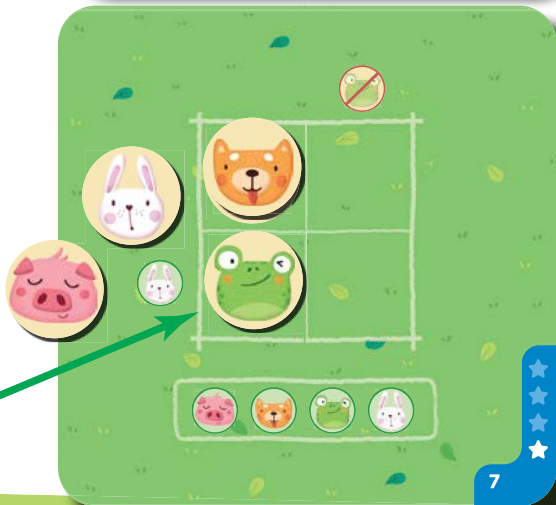
- This puzzle uses Pig, Dog, Frog, and Rabbit.
- Frog **can't go** in the right column.
- Rabbit **must go** in the bottom row.



2

Figure it Out!

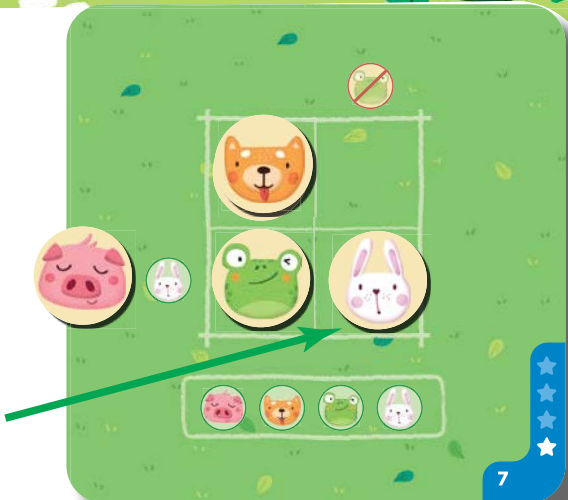
- Frog is one of the animals in the rectangle, so Frog has to go somewhere.
- Since Frog **can't go** in the right column, Frog must go in the left column.
- Frog **can't go** in the top left box because Dog is already there...
- ...so Frog **must go** in the bottom left box!



3

What Next?

- Rabbit is in the rectangle, so Rabbit must go somewhere.
- Rabbit must go in the bottom row. And since Frog is in the bottom left...
- ...then Rabbit must go in the bottom right!



4

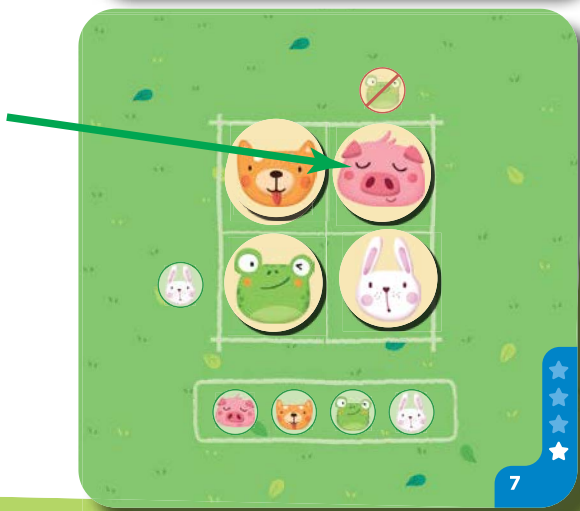
Now It's Easy!

- There's just one animal left, and one empty square. That's where Pig goes!

HINT



You can't stack animals on top of each other — don't be silly! Only one animal per square!



Solutions

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