

HABA

Rulebook • Spielanleitung

Logic! GAMES

AMANDA'S ALPACAS



Amandas Alpakas

SOLO GAME

Super-Smart Stacking
and Sorting

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AMANDA'S ALPACAS

SUPER-SMART STACKING AND SORTING

A smart logic and stacking game for 1 player aged 7 years and older.

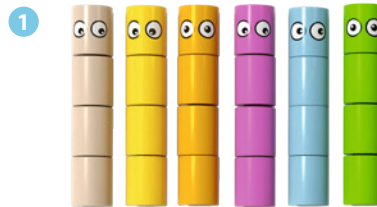
Author: Thade Precht · **Illustration:** Thies Schwarz

Alpacas simply love their long necks! Stretching, reaching up, looking around, and being seen – what a lot of fun! But unfortunately, the colorful alpaca necks keep getting all tangled up. This is where you come in. Help Amanda, the magical alpaca, to untangle the jumbled-up necks by stacking all the pieces correctly. The illustrated alpacas will be so grateful! You'll need a sharp mind, a keen eye, and a steady hand. The 60 template tasks have an increasing degree of difficulty from round to round. Can you solve them all?

This game requires brave stacking, logical thinking, and fine motor skills.

WHAT'S IN THE BOX:

- 1 24 colorful wooden cylinders
- 2 6 home bases
- 3 1 magic wand
- 4 6 magic wand tiles
- 5 1 spiral book with 60 tasks and solutions (including 1 sticker sheet)





QUICK REFERENCE GUIDE:

Select a **task** from the spiral book. Set up the game materials as shown in the template.

The aim of every task: Sort the cylinders onto the home bases of the same color. At the end, the cylinders with eyes must be at the top of the stack.

To do this, you must **restack** the cylinders or groups step by step – and sometimes even **turn over** entire stacks.

The following magic rules apply:

1. Once cylinders of the **same color** have been placed on top of one another, they **cannot be separated**. They form a **group** and from now on may only be moved together.
2. From each stack, only the **top cylinder** or **top group** may be moved. Cylinders or groups below these may not be moved (yet)!
3. A cylinder or group may only be stacked on a cylinder or group of the **same color** or an **empty home base** (of any color).
4. If the task shows one or more magic wand symbols, you may use the **magic wand** this many times to turn over stacks.

You can find a possible **solution** on the back of every task.

Once you've solved a task, you can reward yourself with a **star** from the sticker sheet. This way you can keep track of which tasks you have already solved – and which you still have to do.

RULEBOOK:

Dear Parents,

many of the tasks in this game are particularly challenging for younger children – and sometimes for adults too! Therefore, support and encourage your child when they start playing the game.



Hi, I'm Amanda!

I love logic games and am really looking forward to conjuring up a bit of tidiness with you today. After all, the jolly llamas need our help. Otherwise, in the terrible tangle of colorful necks, soon no one will know which way is up and which way is down.

To sort out the muddle, all you have to do is learn the following magic rules.

In the meantime, I'll dash off and tell the jolly llamas that you'll be right behind me. They can't wait to meet you! Have fun and good luck

Love, Amanda



BEFORE STARTING:

Select a task from the spiral book. It's best to start with task 1 and then work your way through the tasks in order.

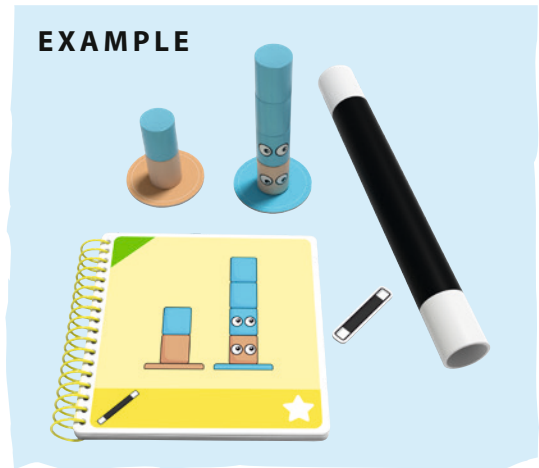


The first 30 tasks, each marked with a green triangle, are relatively easy and offer you a good introduction to the game. The next 20 medium difficulty tasks are marked with an orange triangle, and lastly the final 10 most difficult tasks in the book are marked with a red triangle.

Find the game materials shown in the task. Place them in front of you on the table or play area as shown. Make sure you select and arrange the home bases and cylinders correctly! This requires precise observation and matching – a very good, smart exercise!

If the task shows a gray home base, simply take one of the remaining home bases and turn it over. All home bases are gray on the back.

If the task shows one or more magic wand symbols, have this number of magic wand tiles (with the black side facing upwards) and the large magic wand ready.

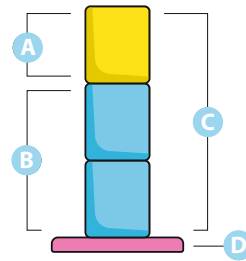


LET'S GET STARTED:

The aim of every task: Sort the llama necks onto the home bases of the same color. At the end, the cylinders with eyes must be at the top of the stack.

A brief explanation of some terms:

- A Cylinder:** An individual element that is not (yet) next to other cylinders of the same color.
- B Group:** 2 to 4 cylinders of the same color on top of one another.
- C Stack:** All cylinders and groups on a home base.
- D Home base:** Determines what color the complete llama neck standing on this home base at the end should be.



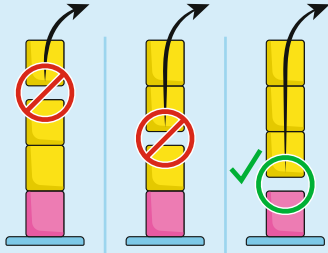
To solve the tasks, you must **restack** cylinders and groups step by step. You may already be familiar with this basic principle from some well-known app games. Our game adds to the enjoyment with a few fun extras.



THE FOLLOWING MAGIC RULES APPLY:

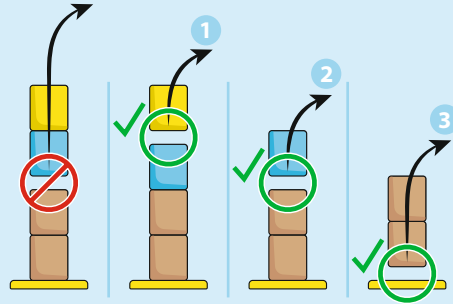
1. Connected colors:

Once cylinders of the same color have been placed on top of one another, they cannot be separated. They form a group and from now on may only be moved together.



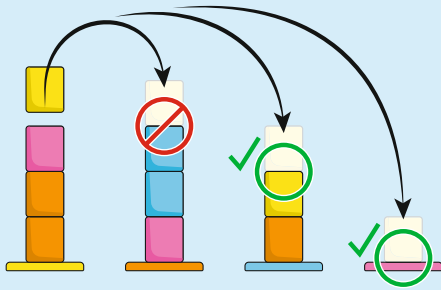
2. Move from the top:

From each stack, only the top cylinder or top group may be moved. Cylinders or groups below these may not be moved (yet)!



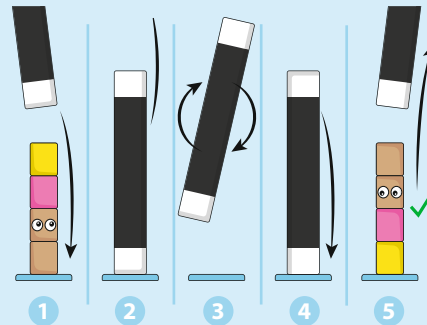
3. Back and forth:

A cylinder or group may only be stacked on a cylinder or group of the same color or an empty home base (of any color).



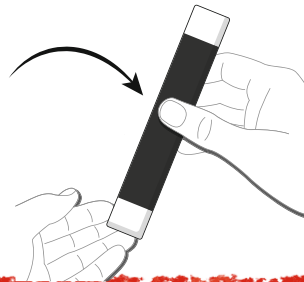
4. Time for some magic:

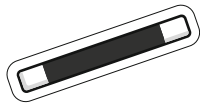
If the task shows one or more magic wand symbols, you may use the **magic wand** this many times to turn over stacks.



TIP:

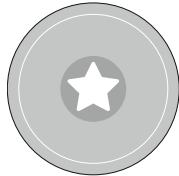
To stop the wooden pieces from slipping out too early when you lift, turn, and lower the magic wand, simply close the opening(s) with your fingers.





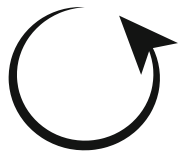
The magic wand tiles:

Each time you choose to use the large magic wand, turn over one of your magic wand tiles onto its light gray back. Once you've turned over all the magic wand tiles, you can't use the magic wand again.



Some tasks show a gray home base – what does that mean?

You can use gray home bases to move cylinders and groups back and forth as normal. At the end of the task, this home base simply remains empty, without a llama neck on it.



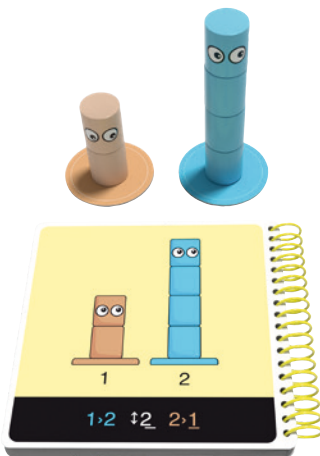
Are you stuck on a task and don't know what to do next?

Unfortunately, this means you must start again. Return the cylinders to their starting positions. Turn any magic wand tiles you've used face-up again. And let's have another go! After all, the great appeal of logic games lies in experimenting, puzzling things over, and trying other options. The greater the challenge, the greater the joy of having overcome it!



Task solved!

Have you sorted the llama necks onto the home bases of the same color and are all the eyes at the top of the stacks? Great! Each task page has an empty star space – you can reward yourself by marking the page with a star from the sticker sheet. This way you can keep track of which tasks you have already solved – and which you still have to do.



You will find the solution on the back of each task.

As many of the tasks allow multiple solutions, you may have found the solution a different, equally exciting way. The solution shown is always the one with the lowest number of moves and/or the most plausible sequence of moves. It is shown as a step-by-step sequence that you can follow line by line from left to right: the number on the left in each step shows the number of the stack from which the cylinder or group is taken; the number on the right shows the number of the stack on which the cylinder or group is placed. If the number on the right is white, the cylinder or group is placed on an empty home base. A white double arrow with a number means that the stack with this number is turned using the magic wand. An underlined number means that a llama has now reached its end position.



FOR EVEN MORE STACKING FUN:

Try to create your own tasks and surprise yourself, your friends, or your family with them!

Here's how to do it: First, place a few home bases in front of you. Stack a few cylinders in the same colors on top of these, all mixed up. Take a photo or draw a picture of these stacks. Now it's time to try out the task and check that it can actually be solved (which unfortunately is not always the case). Are you stuck on a task and don't know what to do next? Then use the magic wand to turn over a stack. Make a note of how often you use the magic wand. Task solved? Great! Set it up again using your photo or drawing and add the number of magic wand tiles you noted down. And your very own task is ready! So, who can now solve it?





Dear Children and Parents,
At www.haba-play.com/Ersatzteile it's easy to ask whether a missing part
of a toy or game is available.

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