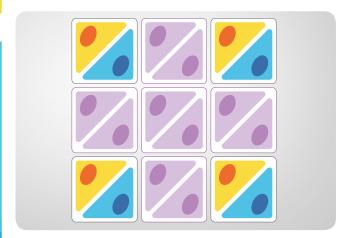


For this solo mode, prepare at random:

- 4 operation cards
- 4 operation cards "x2"
- 1 operation card "x3"
- Numbers deck (complete)

Place the 4 operation cards at random in the corners of a 3x3 square and the rest of the operation cards face down, as the example shows.



Follow the general mechanics of the game to solve all the operations. The hidden cards will be revealed when you complete an operation that is just adjacent to one of its sides (never diagonally).

Solve the operations of the cards by following these rules until all the operation cards are removed:

- Resolve only outermost operations, never an objective whose two sides are covered by other cards.
- All the operation cards **must have** one of their sides adjacent to another card, they cannot be connected to another card by a corner.

If you're unable to solve operations, remove a number card and take a new one. In return, turn and place face down one of the cards that were facing up. You can do this up to twice.

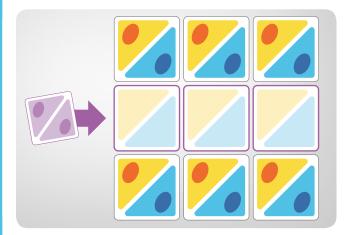
And if you like challenges, time yourself in any of the Solo modes and do not forget to write it down.

Solo Minus

For this solo mode, prepare at random:

- 6 operation cards
- 3 operation cards "x2"
- Numbers deck (complete)

Set the 6 operation cards in two lines of three, face up. Next, place between those two lines a third one, with the 3 operation cards "x2", face down.



Follow the general mechanics of the game to solve all the operations. The hidden cards will be revealed when you complete an operation that is on one of its sides (never diagonally).

Solve the operations of the cards by following these rules until all the *operation cards* are removed:

- · Resolve only outermost operations, never an objective whose **two sides** are covered by other cards.
- All the operation cards **must have** one of their sides next to another card, they cannot be connected to another card by a corner.

Children can change the "x2" operation cards for normal operation cards.







