

EI-3084

AGES 7-107

KANOODLE®

ULTIMATE CHAMPION

 **WARNING:**
CHOKING HAZARD - Small
parts. Not for children under 3 years.



Meet Kanoodle® Ultimate Champion

There are 500 2D and 3D puzzle challenges awaiting you. Set up the puzzle by following the diagram, then start the timer and solve the puzzle with the remaining pieces before time runs out to level up and become the Ultimate Kanoodle Champion!



ES Esto es Kanoodle Ultimate Champion

Hay 500 rompecabezas de 2 y 3 dimensiones esperándote. Prepara el rompecabezas siguiendo el diagrama, pon en marcha el cronómetro y resuelve el rompecabezas con el resto de piezas antes de que se acabe el tiempo para pasar al siguiente nivel y convertirte en el campeón de campeones de Kanoodle.

FR Présentation de Kanoodle Ultimate Champion

500 casse-têtes 2D et 3D vous attendent. Préparez le casse-tête en suivant le diagramme, puis démarrez le chronomètre. Résolvez le casse-tête avec les pièces restantes avant que le temps ne soit écoulé pour passer au niveau supérieur et devenir le champion ultime de Kanoodle.

DE Hier kommt Kanoodle Champion Pro

Auf dich warten 500 Knobelaufgaben im 2D- und 3D-Format. Der Spielaufbau erfolgt gemäß der Vorlage. Starte dann den Timer und löse das Knobelspiel mit den übrigen Bausteinen, bevor die Zeit abläuft. Arbeite dich Stufe für Stufe nach oben – bis zum Kanoodle Champion Pro.

A



B



C



D



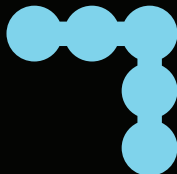
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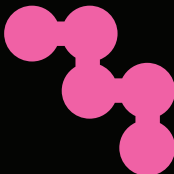
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G



H



I



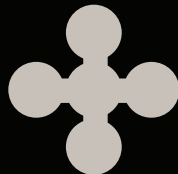
J



K



L



How to Play

- 1 Choose your puzzle
- 2 Set it up
- 3 Start the timer
- 4 Solve the puzzle
- 5 Stop the clock

1



2D

2



3

4



5

1



3D

2



3

4



5

ES Cómo jugar

- 1 Escoge un rompecabezas
- 2 Prepáralo
- 3 Pon en marcha el cronómetro
- 4 Resuelve el rompecabezas
- 5 Detén el cronómetro

FR Règle du jeu

- 1 Choisissez votre casse-tête.
- 2 Préparez-le.
- 3 Démarrez le chronomètre.
- 4 Résolvez le casse-tête.
- 5 Arrêtez le chronomètre

DE Spielanleitung

- 1 Aufgabe auswählen
- 2 Spiel nach Vorlage aufbauen
- 3 Timer starten
- 4 Aufgabe lösen
- 5 Stoppuhr anhalten

Using the Timer

The timer works as a stopwatch and countdown clock. After two minutes of inactivity, the timer will turn off.

Countdown

To set the countdown, press the  and  buttons. One second will be added with each press. Press and hold the  and  buttons to add or remove 10 seconds. Set the timer to a time you want to try to beat, then press the  button and start solving!

Press the  button when you solve the puzzle to stop the timer. Press and hold the  button to reset the timer.

Stopwatch

To use the stopwatch, press the  button when the timer is at 00:00. Start playing, then press the  button again when you solve the puzzle to see your time!



ES Cómo usar el cronómetro

El cronómetro funciona como un temporizador con cuenta atrás. Para programarlo presiona los botones + y -. Cada vez que los presiones se añadirá un segundo. Mantén presionados los botones + y - para añadir o borrar 10 segundos de una vez. Programa el cronómetro con el tiempo que quieras intentar batir y luego presiona el botón play/pause (activar/pausar) y empieza a resolver tu rompecabezas.

Presiona el botón play/pause cuando acabes de resolver el rompecabezas para detener el cronómetro. Mantén pulsado el botón play/pause para reiniciar el cronómetro.

El cronómetro se apagará después de 2 minutos de inactividad.

FR Mode d'emploi du chronomètre

La minuterie fonctionne comme un chronomètre et un compte à rebours. Pour la régler, appuyez sur les boutons + et -. Une seconde est ajoutée à chaque fois que vous

appuyez. Maintenez les boutons + et - enfoncés pour ajouter ou supprimer 10 secondes. Réglez-la avec un temps que vous voulez essayer de battre et appuyez sur le bouton Jeu/Pause pour commencer à résoudre le casse-tête !

Appuyez sur le bouton Jeu/Pause lorsque vous avez résolu le casse-tête pour arrêter le chronomètre. Maintenant le bouton Jeu/Pause enfoncé pour réinitialiser le chronomètre.

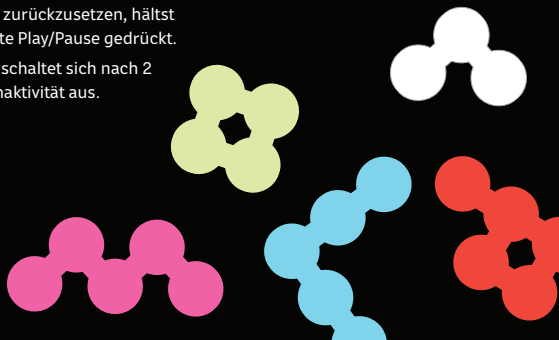
La minuterie s'éteindra après 2 minutes d'inactivité.

DE Verwendung des Timers

Der Timer ist eine Art Stoppuhr und zählt rückwärts. Zum Einrichten des Timers die Tasten + und - betätigen. Mit jeder Betätigung wird eine Sekunde hinzugefügt. Um 10 Sekunden hinzuzufügen oder zu entfernen, die Tasten + und - gedrückt halten. Stelle im Timer die gewünschte Zeit ein, die du schlagen willst. Drücke dann die Taste Play/Pause, um mit dem Tüfteln zu beginnen!

Hast du die Aufgabe gelöst, drückst du erneut die Taste Play/Pause, um den Timer wieder zu stoppen. Um den Timer zurückzusetzen, hältst du die Taste Play/Pause gedrückt.

Der Timer schaltet sich nach 2 Minuten Inaktivität aus.



□001



□002



□003



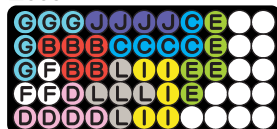
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□005



□006



□007



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□010



□011



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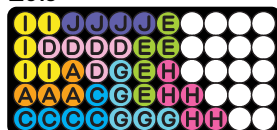
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□023



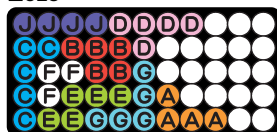
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□040



□041



□042



□043



□044



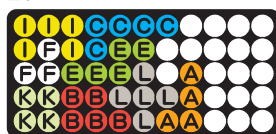
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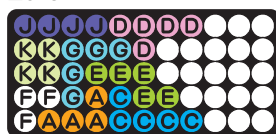
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□047



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□054



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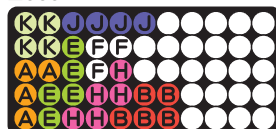
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□064



□065



□066



□067



□068



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□070



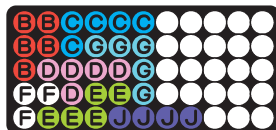
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□072



□073



□074



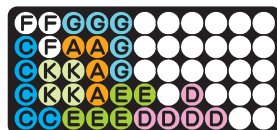
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□081



□082



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□084



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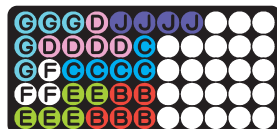
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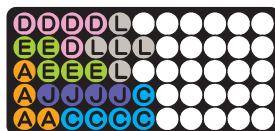
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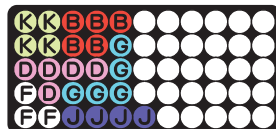
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□101



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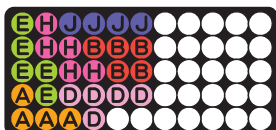
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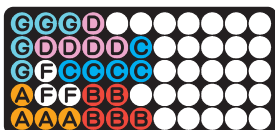
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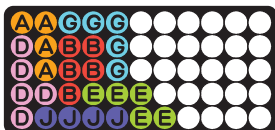
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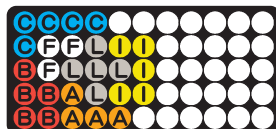
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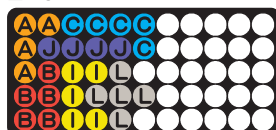
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□123



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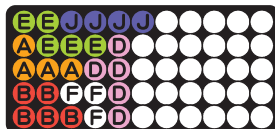
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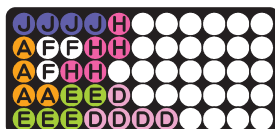
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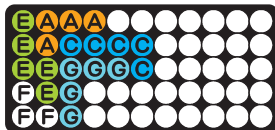
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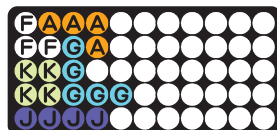
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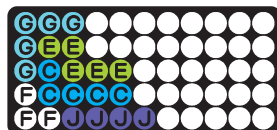
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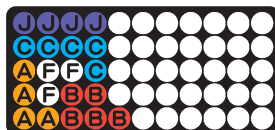
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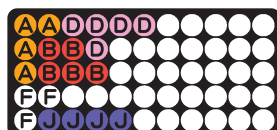
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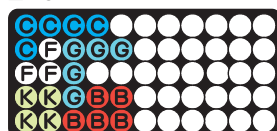
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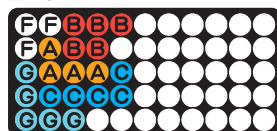
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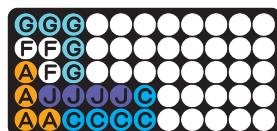
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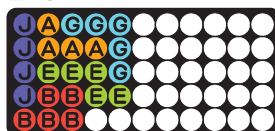
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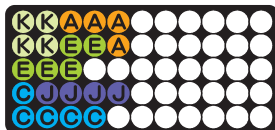
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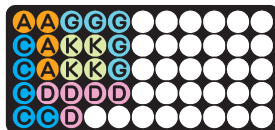
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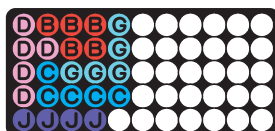
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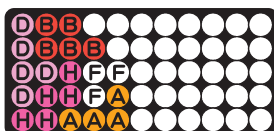
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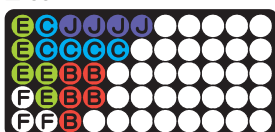
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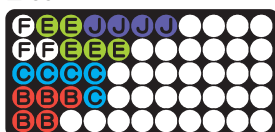
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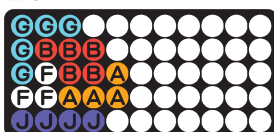
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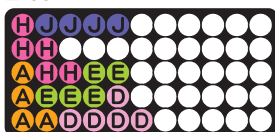
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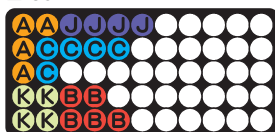
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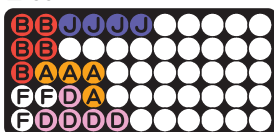
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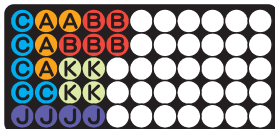
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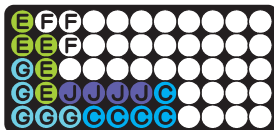
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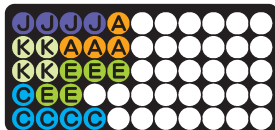
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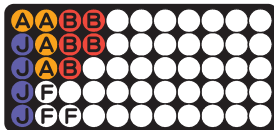
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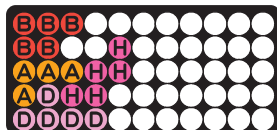
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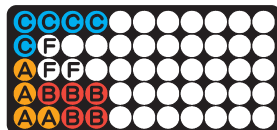
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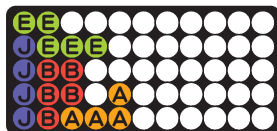
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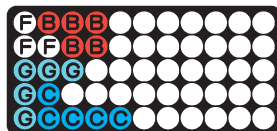
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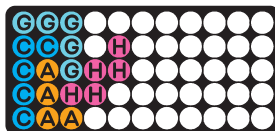
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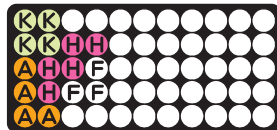
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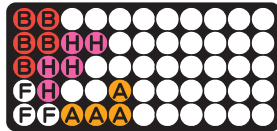
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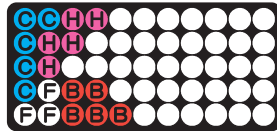
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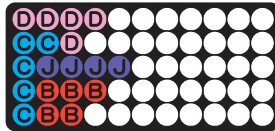
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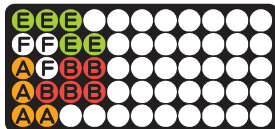
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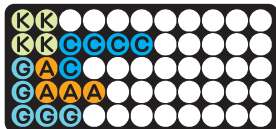
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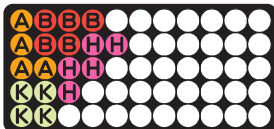
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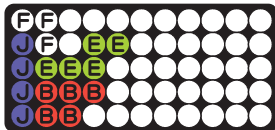
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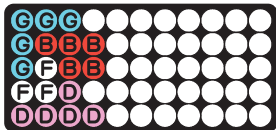
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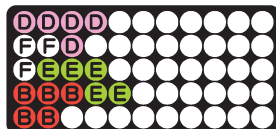
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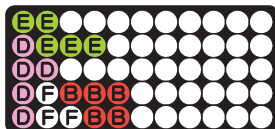
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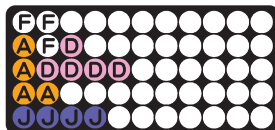
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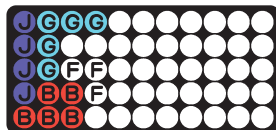
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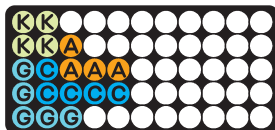
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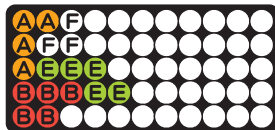
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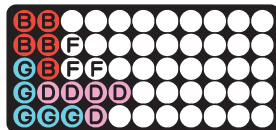
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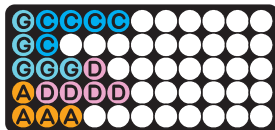
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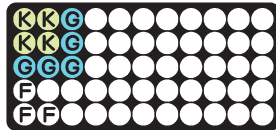
□205



□206



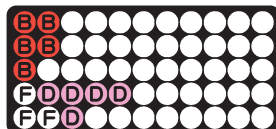
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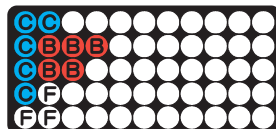
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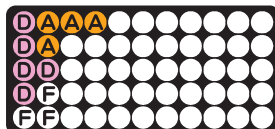
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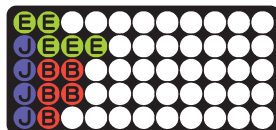
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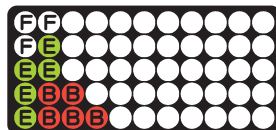
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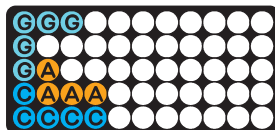
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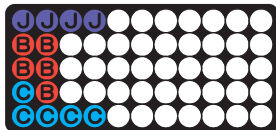
□213



□214



□215



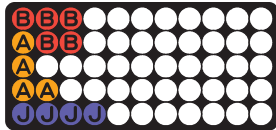
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□217



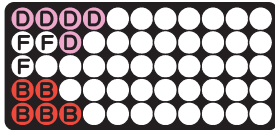
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□219



□220



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□222



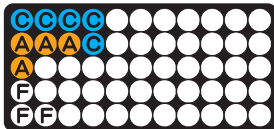
□223



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□226



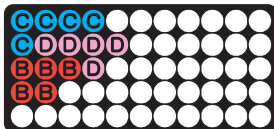
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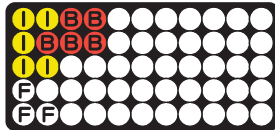
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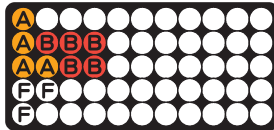
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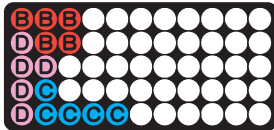
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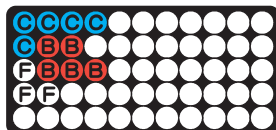
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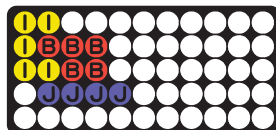
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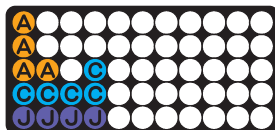
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□234



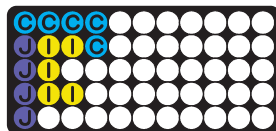
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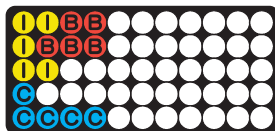
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□237



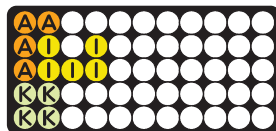
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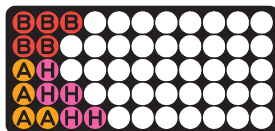
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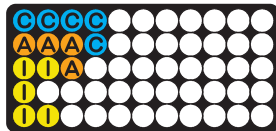
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□241



□242



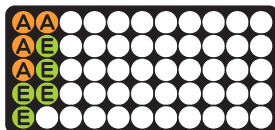
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□244



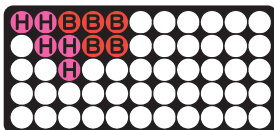
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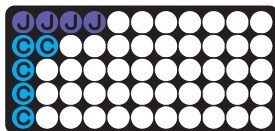
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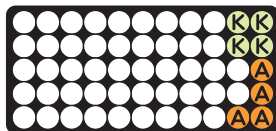
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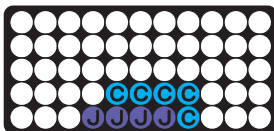
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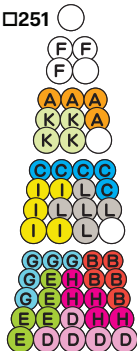
□249



□250



□251



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□253



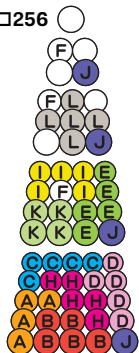
□254



□255



□256



□257



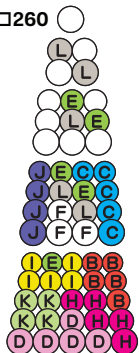
□258



□259



□260



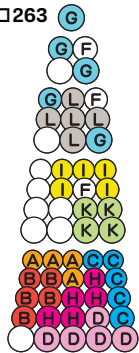
□261



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□267



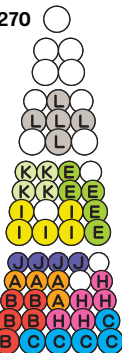
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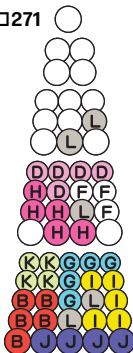
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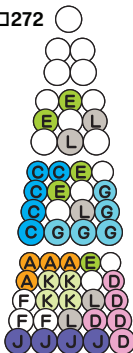
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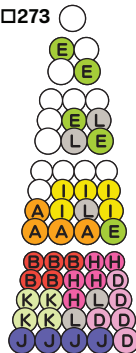
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□272



□273



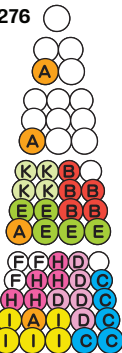
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□275



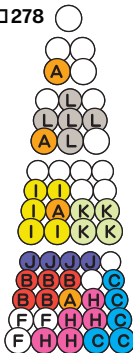
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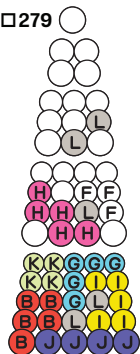
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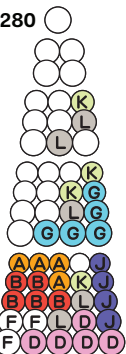
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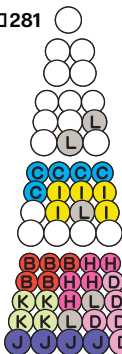
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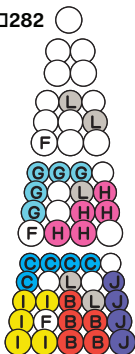
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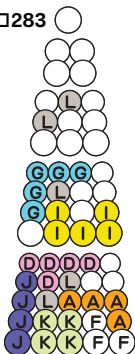
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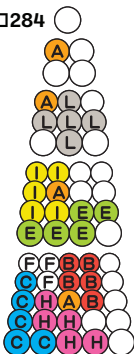
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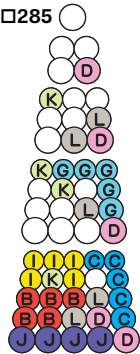
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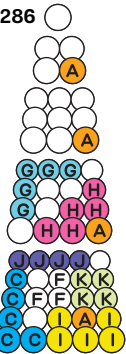
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□285



□286



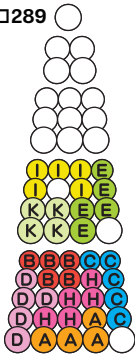
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□288



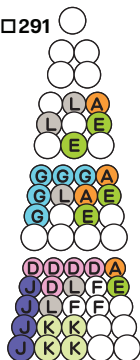
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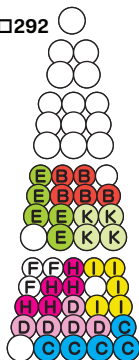
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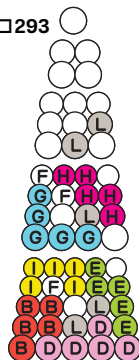
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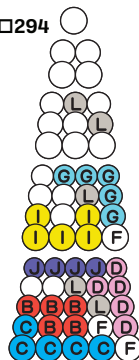
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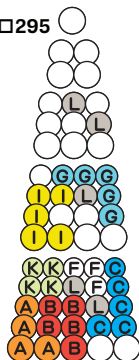
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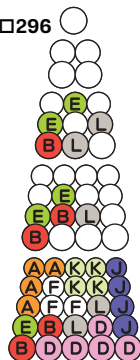
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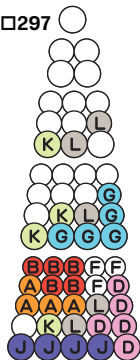
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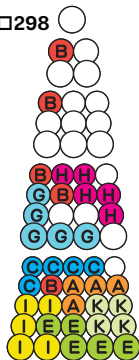
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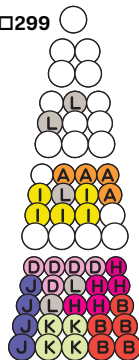
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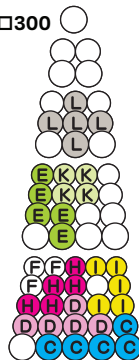
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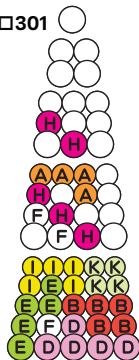
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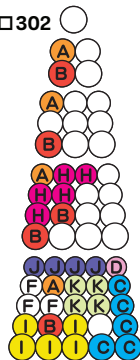
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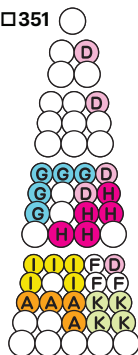
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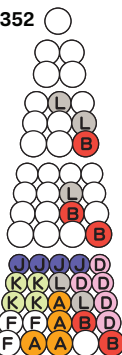
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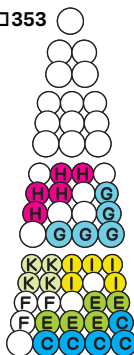
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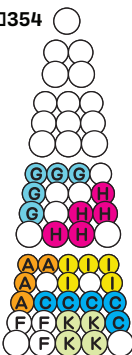
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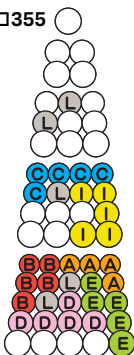
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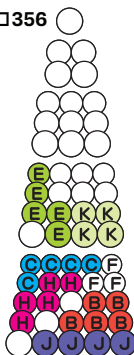
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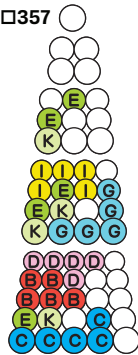
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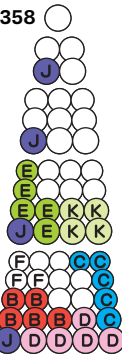
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□357



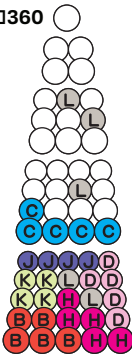
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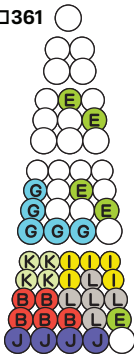
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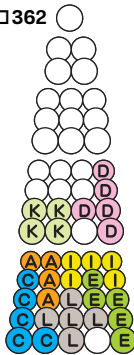
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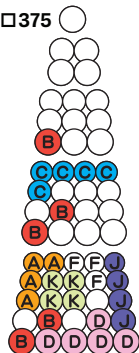
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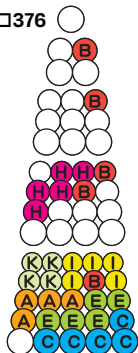
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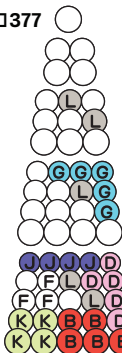
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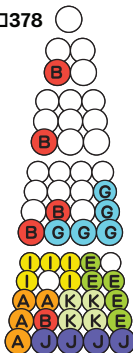
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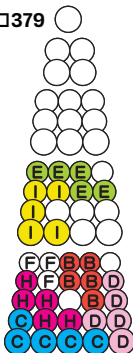
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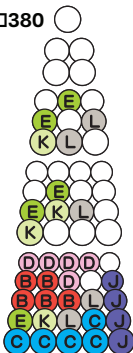
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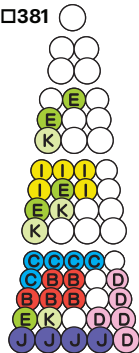
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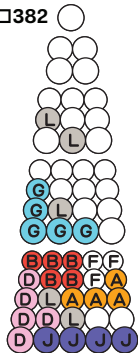
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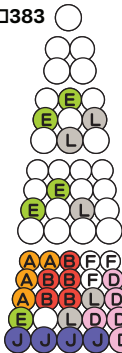
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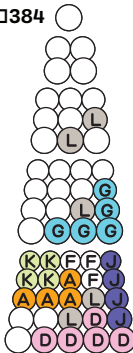
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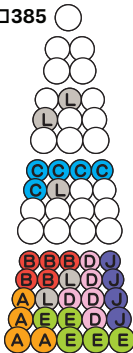
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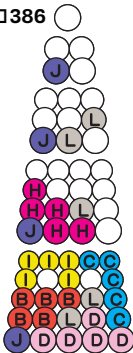
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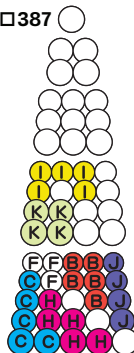
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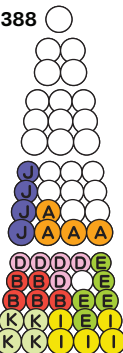
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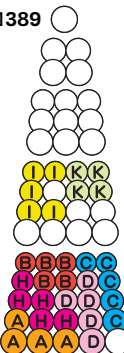
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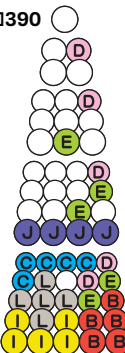
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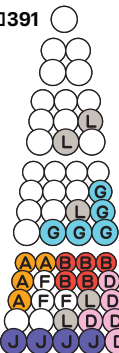
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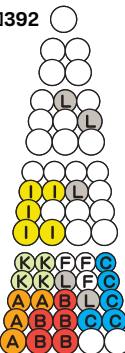
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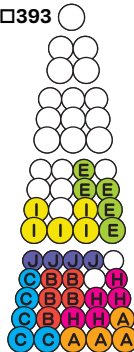
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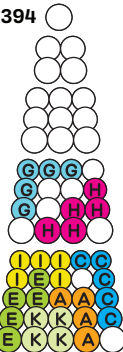
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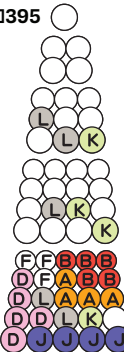
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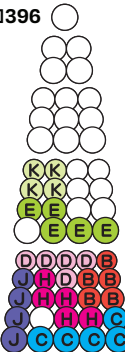
□394



□395



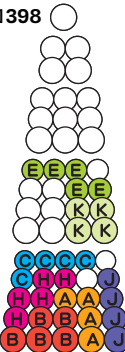
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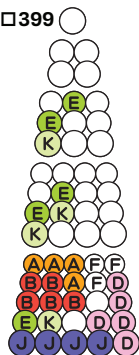
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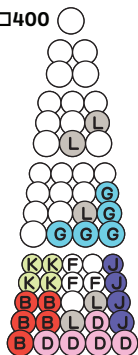
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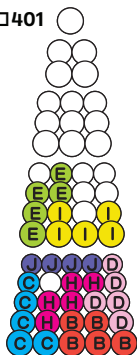
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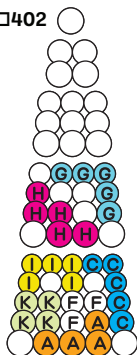
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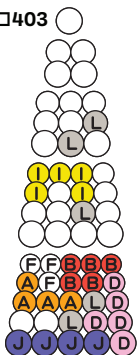
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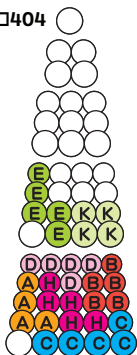
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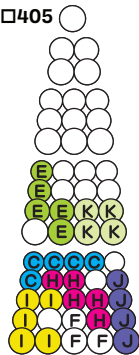
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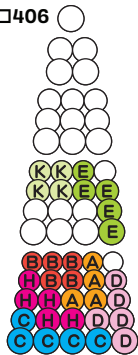
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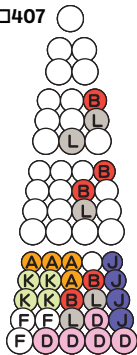
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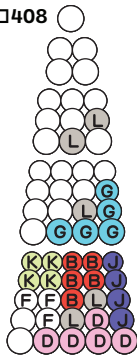
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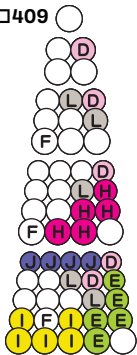
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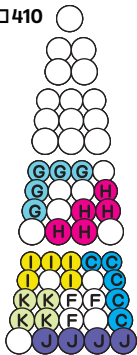
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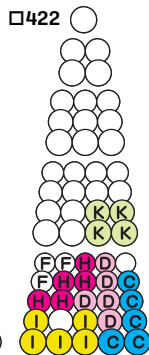
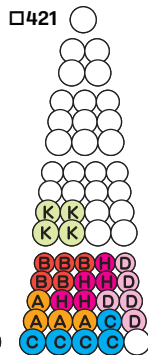
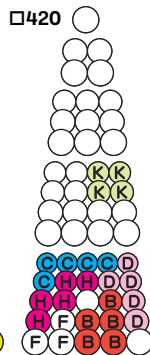
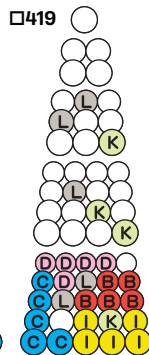
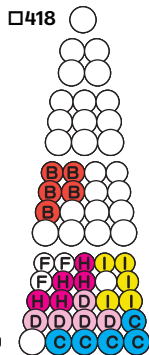
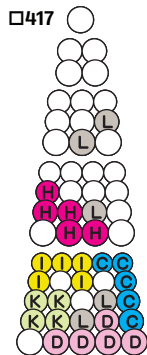
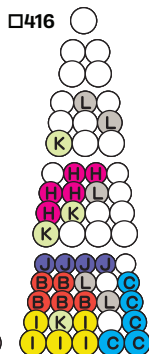
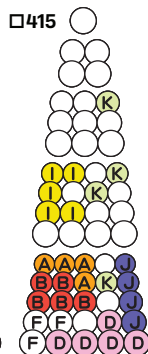
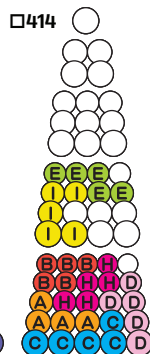
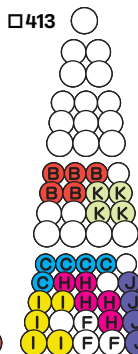
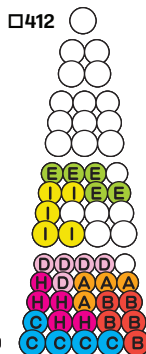
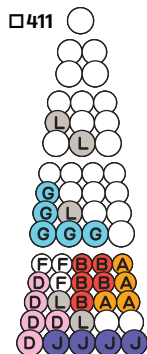


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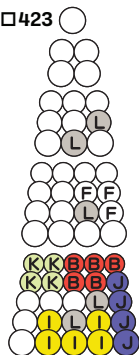


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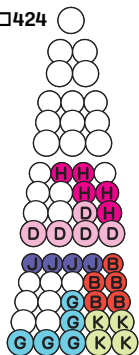




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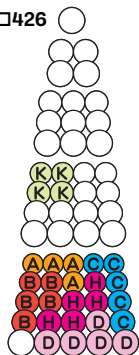
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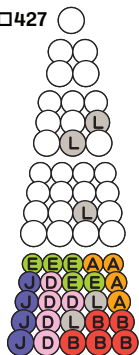
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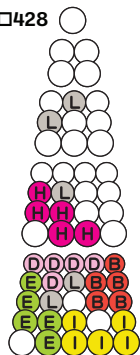
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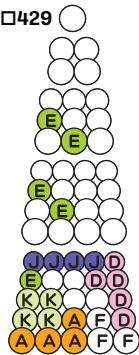
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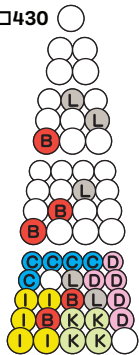
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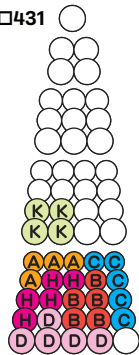
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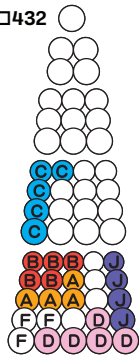
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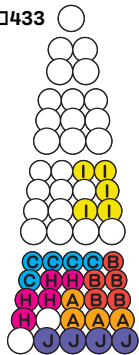
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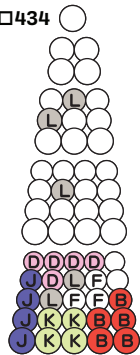
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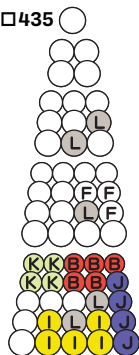
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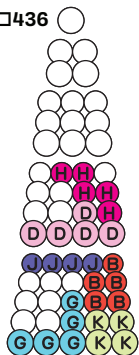
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□435



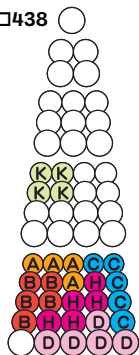
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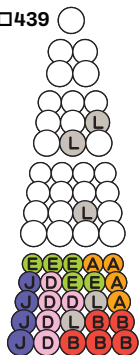
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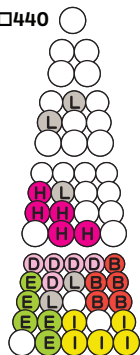
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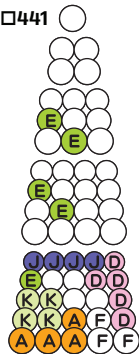
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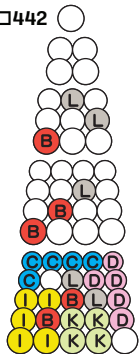
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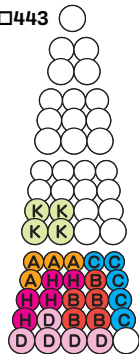
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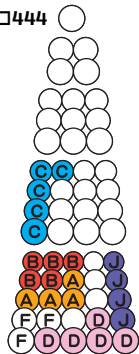
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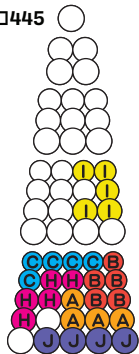
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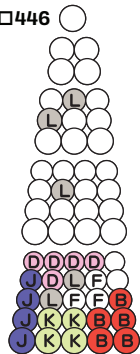
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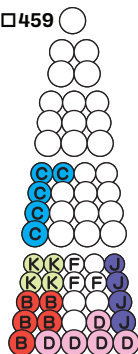
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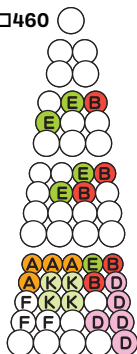
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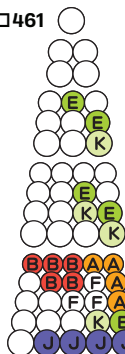
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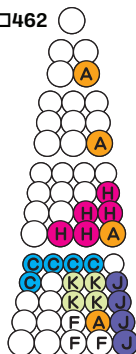
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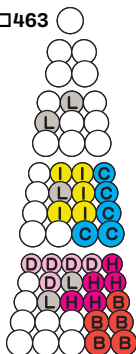
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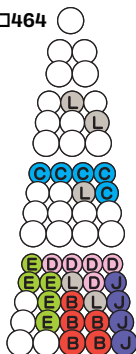
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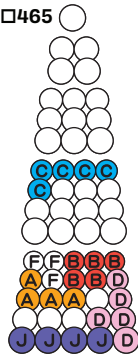
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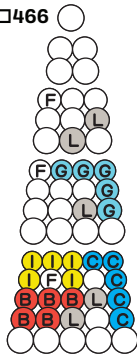
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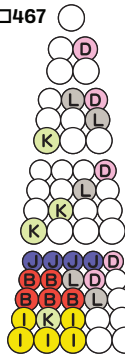
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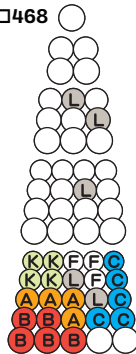
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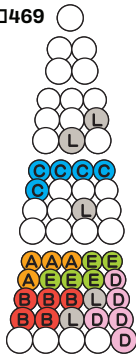
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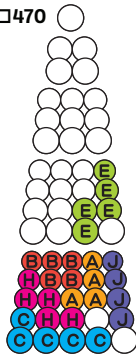
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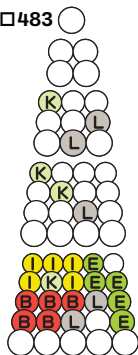
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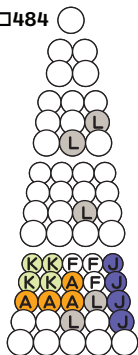
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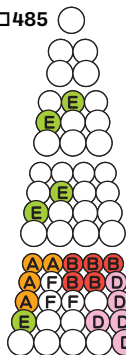
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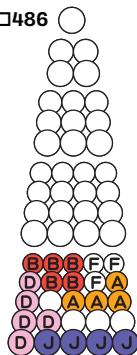
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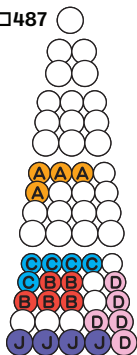
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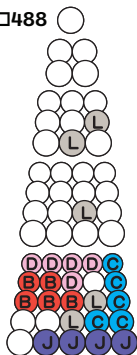
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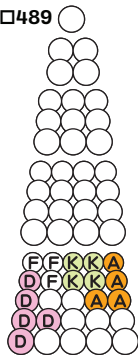
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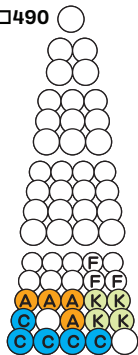
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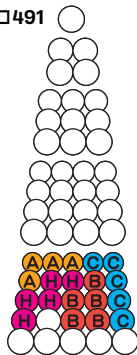
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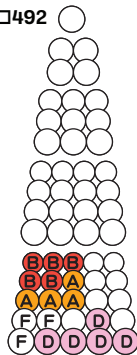
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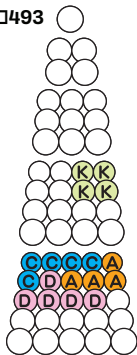
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□492



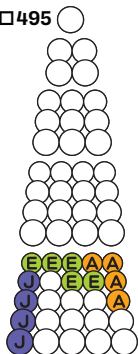
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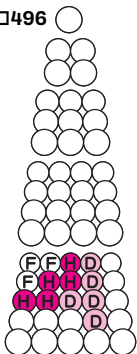
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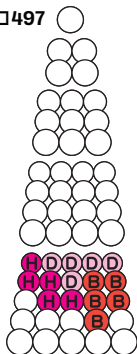
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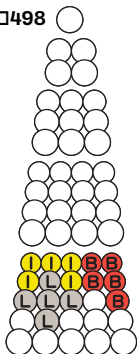
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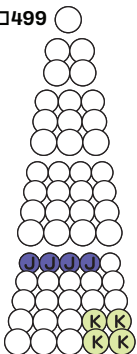
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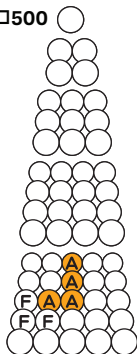
□498



□499



□500



Battery Installation



- Use a Phillips-head screwdriver to loosen the battery door screw.
- Kanoodle Ultimate Champion requires 2 AAA batteries (not included).
- Batteries must be inserted with the correct polarity.
- Do not mix old and new batteries.
- Do not recharge non-rechargeable batteries.
- Do not mix different types of batteries: alkaline, standard (carbon zinc), or rechargeable batteries.
- Only use batteries of the same or equivalent type.
- Remove exhausted batteries from the toy.
- Do not short-circuit the supply terminals.
- Only charge rechargeable batteries under adult supervision.
- Remove rechargeable batteries from the toy before charging.
- To prevent corrosion and possible damage to the product, it is recommended to remove the batteries from the toy if they will not be used for more than two weeks.
- Please retain these instructions for future reference.

ES Colocación de las pilas

- Desatornilla la tapa del compartimento de las pilas con un destornillador de estrella.
- Necesita 2 pilas AAA (no incluidas).
- Las pilas se deben introducir con la polaridad correcta.
- No mezcle pilas viejas y nuevas.
- No recargue pilas no recargables.
- No mezcle distintas clases de pilas: alcalinas, estándar (zinc-carbono) o pilas recargables.
- Usa solo pilas de la misma clase o equivalentes.
- Retira las pilas gastadas de la unidad.

rechargeables sous la supervision d'un adulte.

- Retirer les piles rechargeables du jouet avant de les charger.
- Afin d'éviter toute corrosion et dégât potentiel du produit, il est recommandé de retirer les piles de la perceuse si elle n'est pas utilisée pendant plus de deux semaines.
- Veuillez conserver ces instructions pour toute référence ultérieure.

DE Batterien einsetzen

- Verwenden Sie zum Öffnen der Schraube am Batteriefach einen Kreuzschlitzschraubenzieher.
- Benötigt 2 AAA-Batterien (nicht enthalten).

- No cortocircuite los terminales de corriente.
- Carga las pilas recargables solo bajo la supervisión de un adulto.
- Retira las pilas recargables del juguete antes de recargarlas.
- Para evitar corrosión y posibles daños al producto, se recomienda retirar las pilas de la taladradora si no se va a usar durante más de dos semanas.
- Guarda estas instrucciones para futuras consultas.

FR Installation des piles

- Ouvrir le compartiment des piles à l'aide d'un tournevis cruciforme.

- Beim Einsetzen der Batterien auf die richtige Ausrichtung der Pole achten.
- Nicht alte und neue Batterien zusammen verwenden.
- Nicht versuchen, nichtaufladbare Batterien aufzuladen.
- Nicht unterschiedliche Batterietypen (Alkaline, herkömmliche (Zink-Kohle) und wiederaufladbare Batterien) zusammen verwenden.
- Nur Batterien desselben oder eines geeigneten Typs verwenden.
- Verbrauchte Batterien aus den Geräten entfernen.
- Anschlüsse nicht kurzschließen.
- Wiederaufladbare Batterien nur unter Aufsicht Erwachsener aufladen.

- Fonctionne avec 2 piles AAA (non fournies).
- Insérer les piles en respectant la polarité.
- Ne pas mélanger les piles neuves et usagées.
- Ne pas recharger les piles non rechargeables.
- Ne pas mélanger différents types de piles : alcalines, standard (carbomezinc) ou rechargeables.
- Utiliser uniquement des piles du même type ou de type équivalent.
- Retirer les piles usagées des appareils.
- Ne pas court-circuiter les bornes d'alimentation.
- Charger uniquement les piles

- Wiederaufladbare Batterien vor dem Aufladen aus dem Spielgerät entnehmen.
- Zum Schutz vor Korrosion und einer möglichen Beschädigung des Produkts wird empfohlen, die Batterien bei Nichtgebrauch von über zwei Wochen aus dem Bohrer zu entfernen.
- Bewahren Sie diese Anleitung bitte gut auf.

Take the #KanoodleChallenge



Try the quick-thinking, randomized puzzle challenge you can play again and again. To play, place any Kanoodle piece on the game board, close it, then shake it up! Solve it with the remaining pieces without moving the original piece! Don't forget to time yourself!

Post your successes and fails and tag us **@KanoodleOfficial.**
#KanoodleChallenge #ShakeChallenge

BEGINNER



KANOODLE®

INTERMEDIATE



KANOODLE® COSMIC

ADVANCED



KANOODLE® EXTREME

Congratulations! You're a Kanoodle Ultimate Champion!
Ready for your next challenge?



This device complies with Part 15 of the FCC rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference and (2) this device must accept any interference received, including interference that may cause undesired operation.

ADVERTENCIA: PELIGRO DE ATRAGANTAMIENTO.

Partes pequeñas. No conviene para niños menores de tres años.

ATTENTION: DANGER D'ÉTOUFFEMENT.

Petits éléments. Ne convient pas aux enfants de moins de trois ans.

ACHTUNG: ERSTICKUNGSGEFAHR.

Kleine Teile. Nicht für Kinder unter drei Jahren geeignet.

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