SMART
GAMES

GAME RULES

Before you start

Gnome Sweet Gnome doubles as a game and a toy to playfully discover stacking, hiding, counting, and sizes for young children. The challenges and game rules below are suited for children aged 3 and up.

1. Choose a challenge according to the player's skill level.
2. Arrange the playing pieces to construct the scene shown on your challenge card. Depending on the difficulty of the challenge it is either in detail or only outlined.
3. Compare it carefully to the scene shown on your challenge card: it should match it exactly.

Hints for parents and teachers:

This game can be hard for children when they are new to logic and deduction games. Things like left/right, up/down, and visible/invisible might seem obvious for adults but are not for young children. Encourage children to find the solution themselves by practicing language skills and asking questions like:

- Where does the red gnome go and why?
- Can you see on the card where the gnome lives? What's the size of the gnome?

Logic and deduction can be a challenging 'concept' for a child to understand and will need practice. Don't focus on age, every child learns new things at their own pace.

If a challenge seems too hard, turn to the solution, and try working backwards from there. Looking at the solution helps them build their understanding. Children learn new building techniques that help them understand more fully what is and what isn't possible while playing the game.

This garden is home to 3 cheeky gnomes:

The blue gnome is the smallest gnome of all.

The yellow gnome is the biggest gnome of all.

The red gnome is neither the biggest nor the smallest gnome.
He is perfectly in between.

They like to set up their home in our flowerpots.

The blue flowerpot is the shallowest pot of them all.

The yellow flowerpot is the deepest pot of all.

The red flowerpot is neither the shallowest nor the deepest pot.
He is perfectly in between.

© 2023 SMART - Belgium

STARTER 2

© 2023 SMART - Belgium

STARTER 3

© 2023 SMART - Belgium

STARTER 4

© 2023 SMART - Belgium

© 2023 SMART - Belgium

STARTER 6

© 2023 SMART - Belgium

© 2023 SMART - Belgium

STARTER 8

© 2023 SMART - Belgium

© 2023 SMART - Belgium

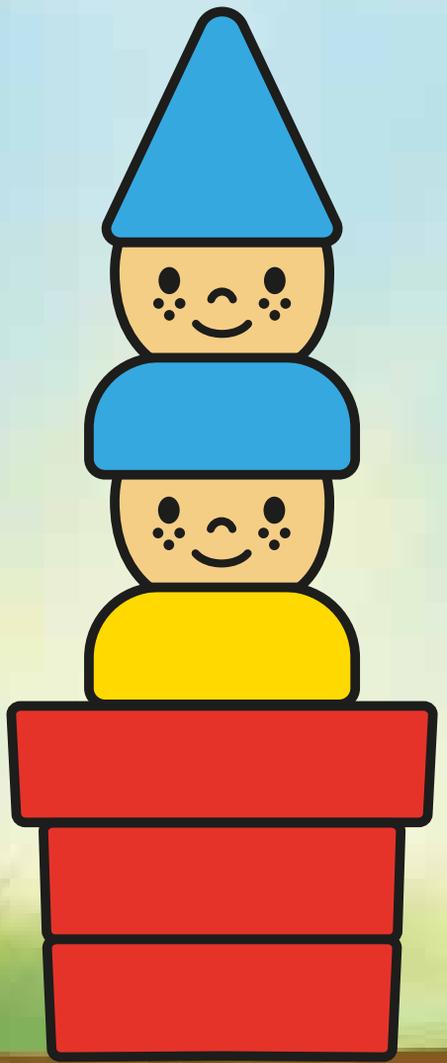
STARTER 10

© 2023 SMART - Belgium

© 2023 SMART - Belgium

STARTER 12

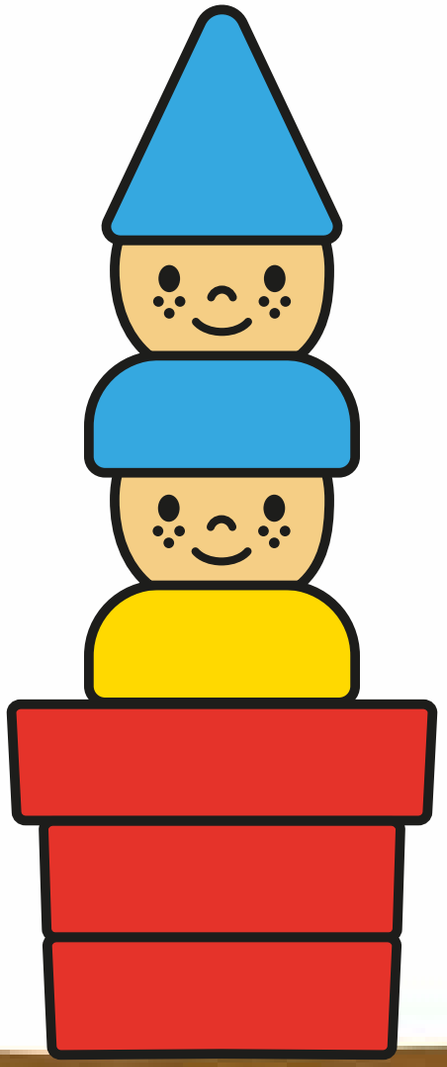
© 2023 SMART - Belgium



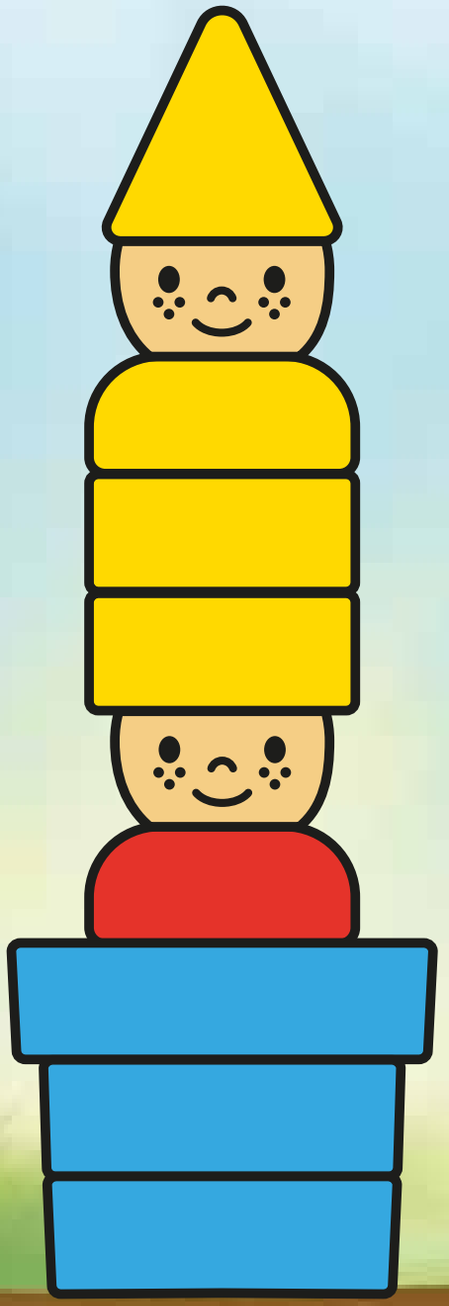
JUNIOR 13

© 2023 SMART - Belgium

SOLUTION 13



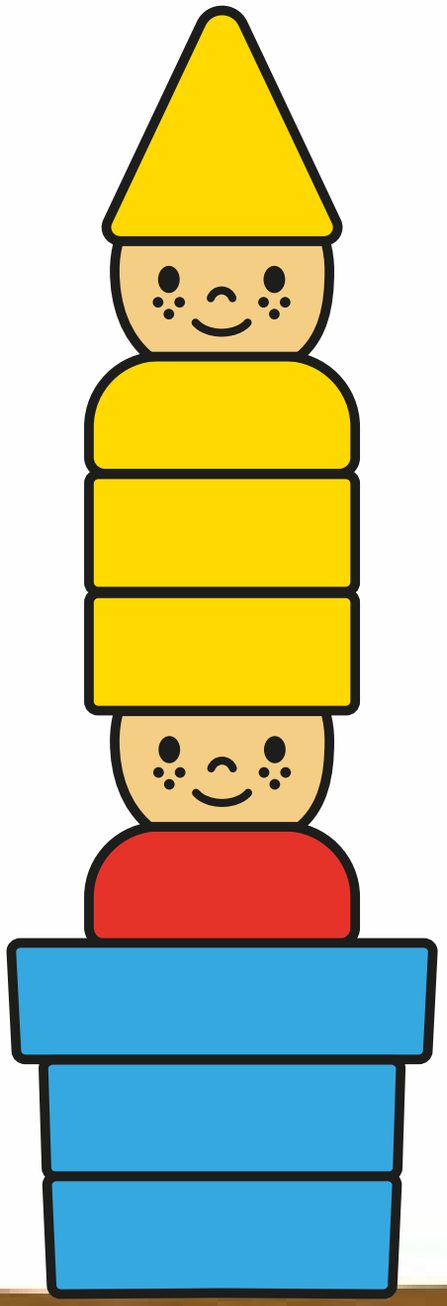
© 2023 SMART - Belgium



JUNIOR 14

© 2023 SMART - Belgium

SOLUTION 14

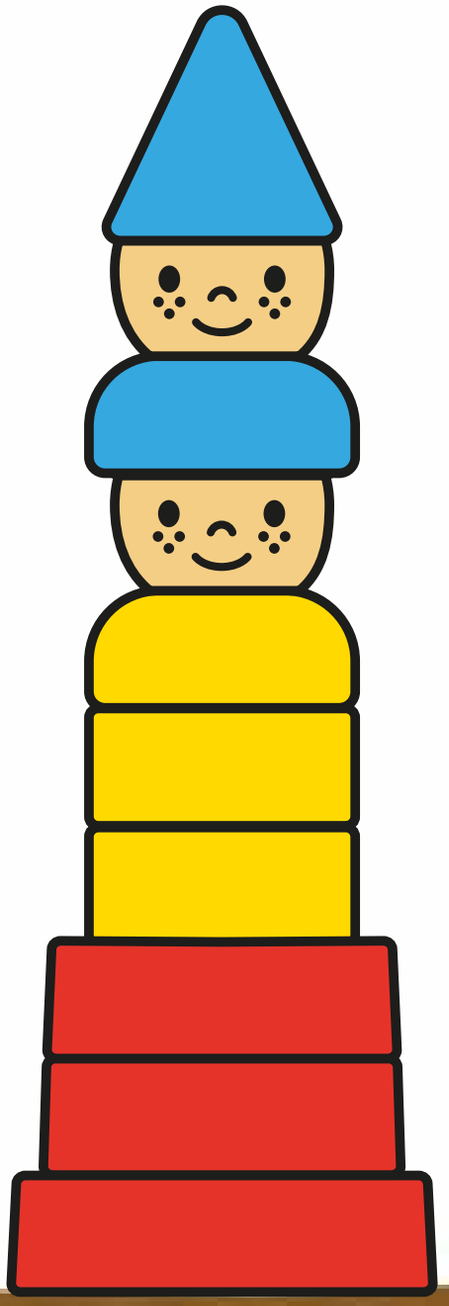


© 2023 SMART - Belgium

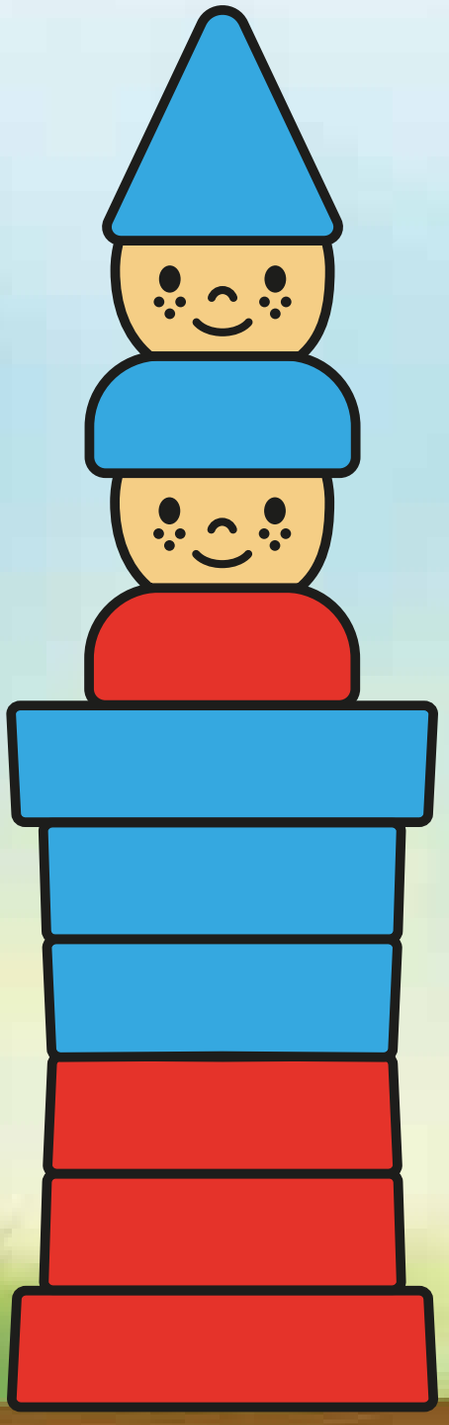
JUNIOR 15

© 2023 SMART - Belgium

SOLUTION 15



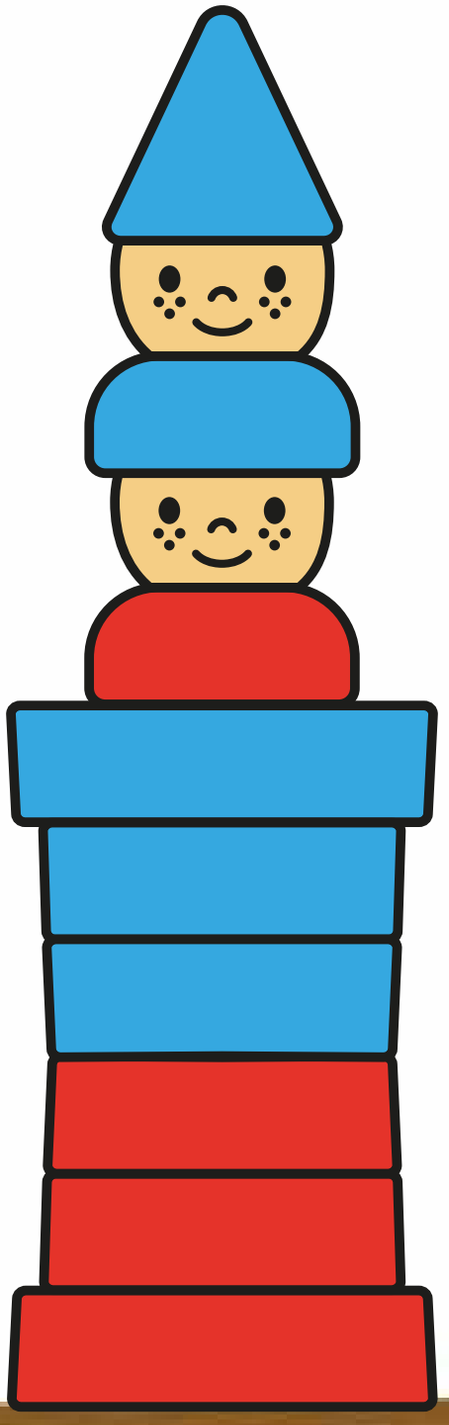
© 2023 SMART - Belgium



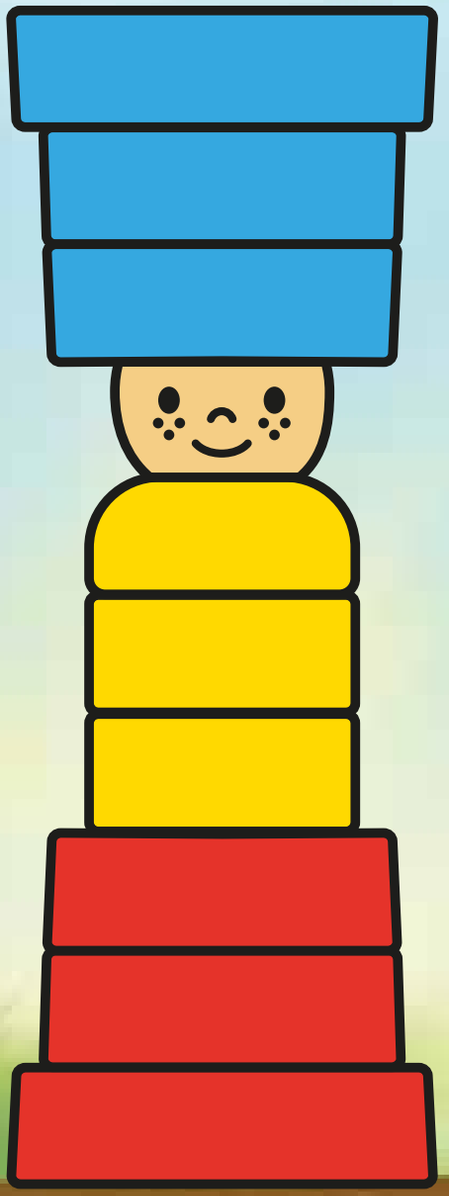
JUNIOR 16

© 2023 SMART - Belgium

SOLUTION 16



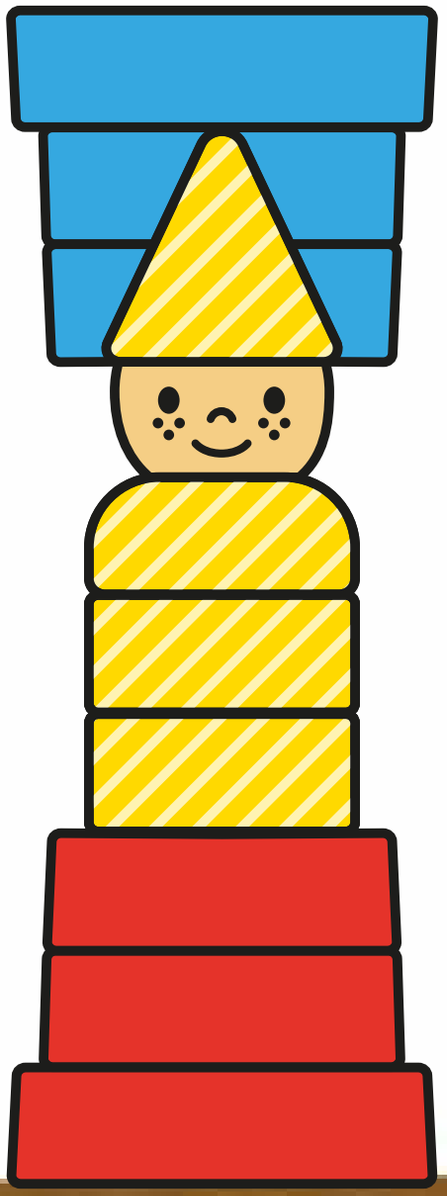
© 2023 SMART - Belgium



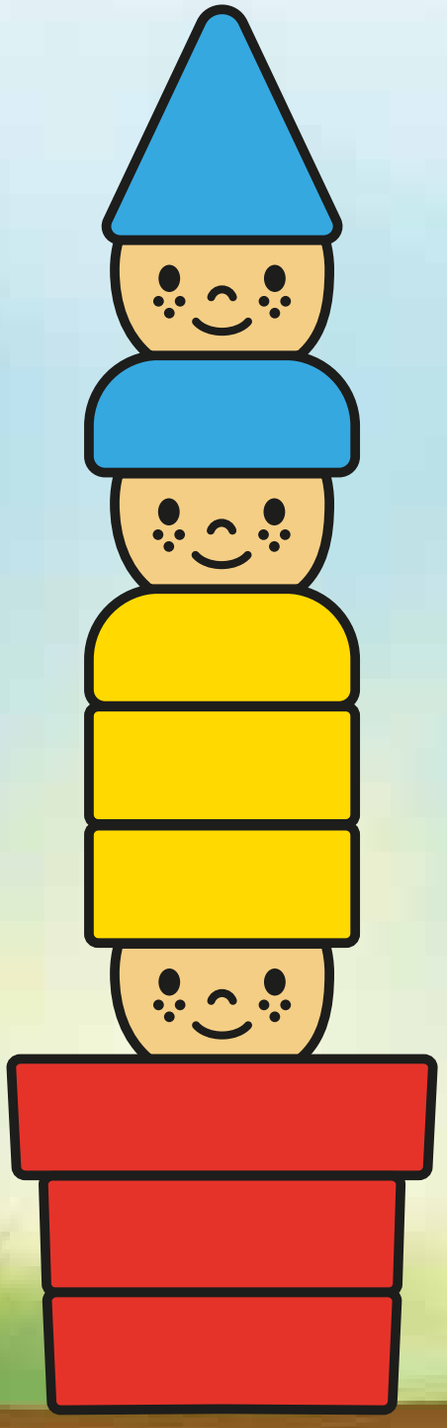
JUNIOR 17

© 2023 SMART - Belgium

SOLUTION 17



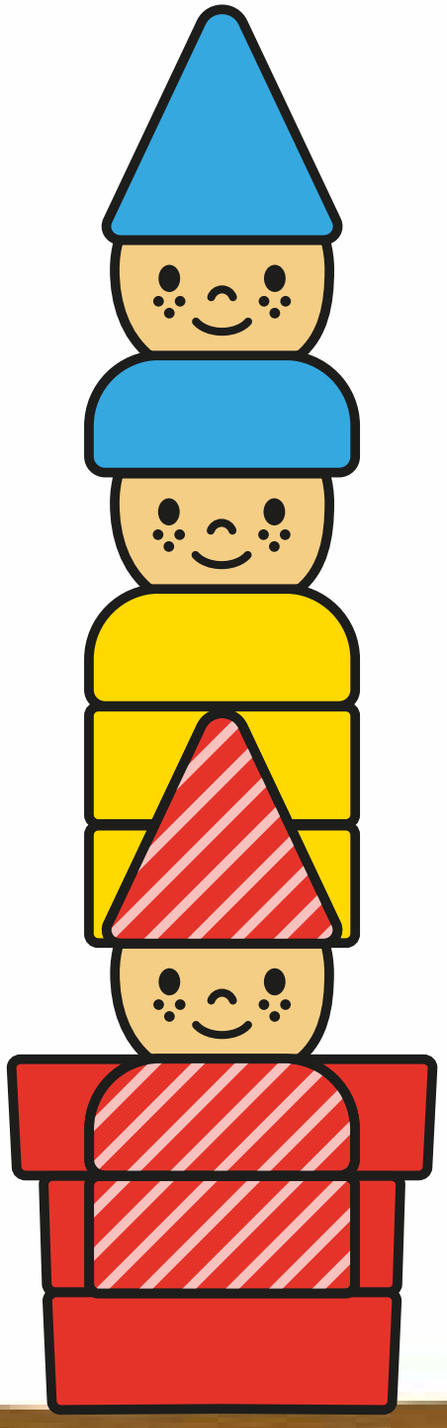
© 2023 SMART - Belgium



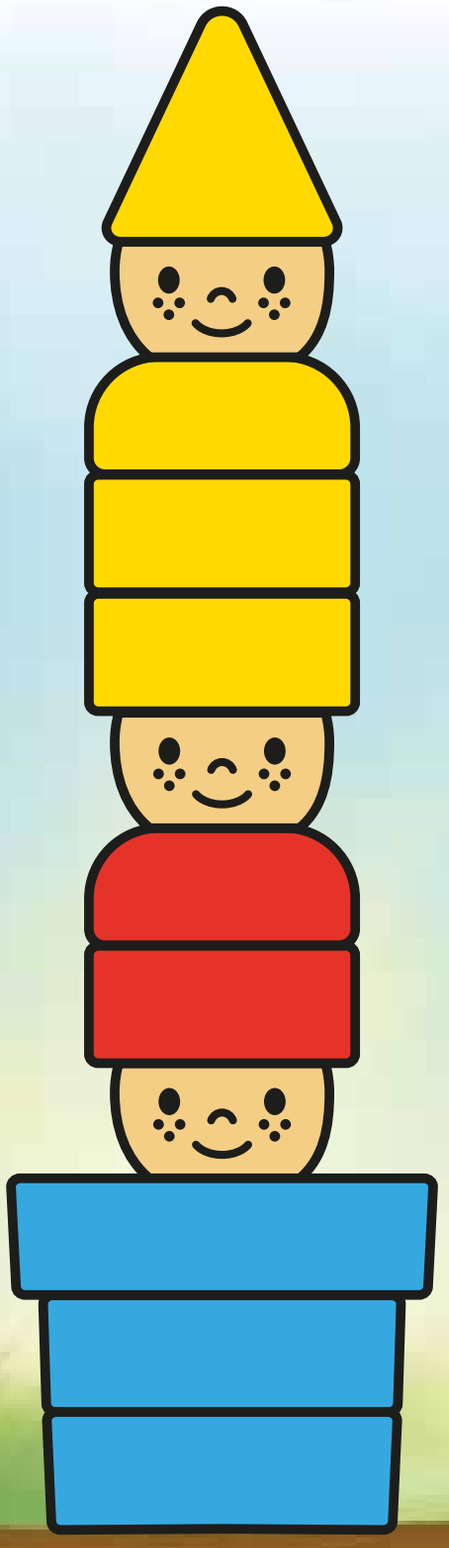
JUNIOR 18

© 2023 SMART - Belgium

SOLUTION 18



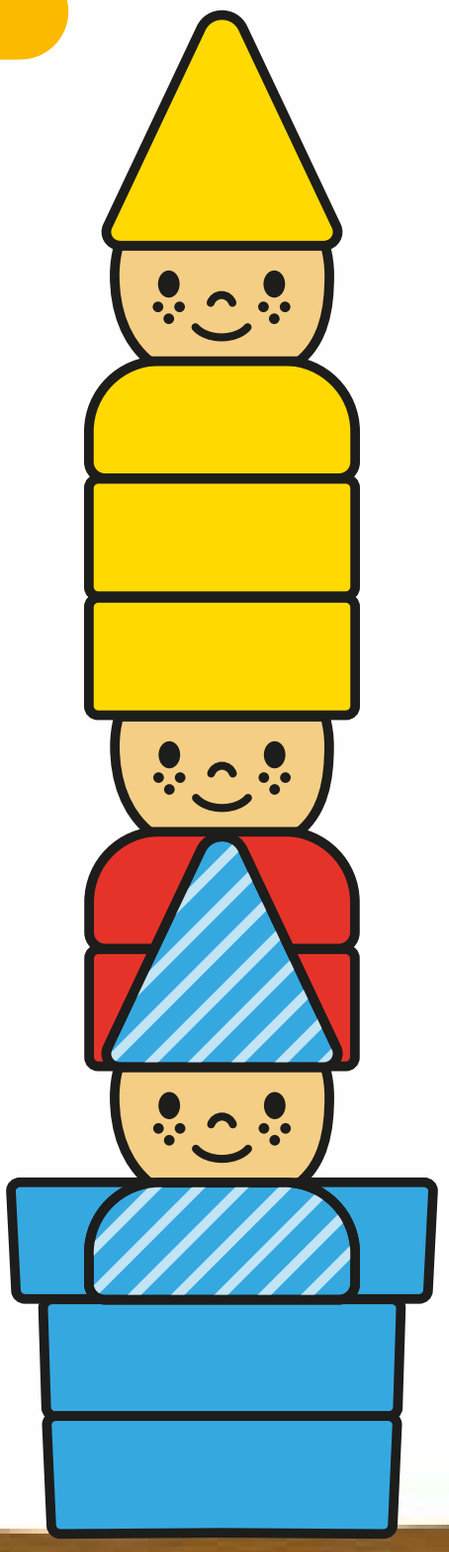
© 2023 SMART - Belgium



JUNIOR 19

© 2023 SMART - Belgium

SOLUTION 19



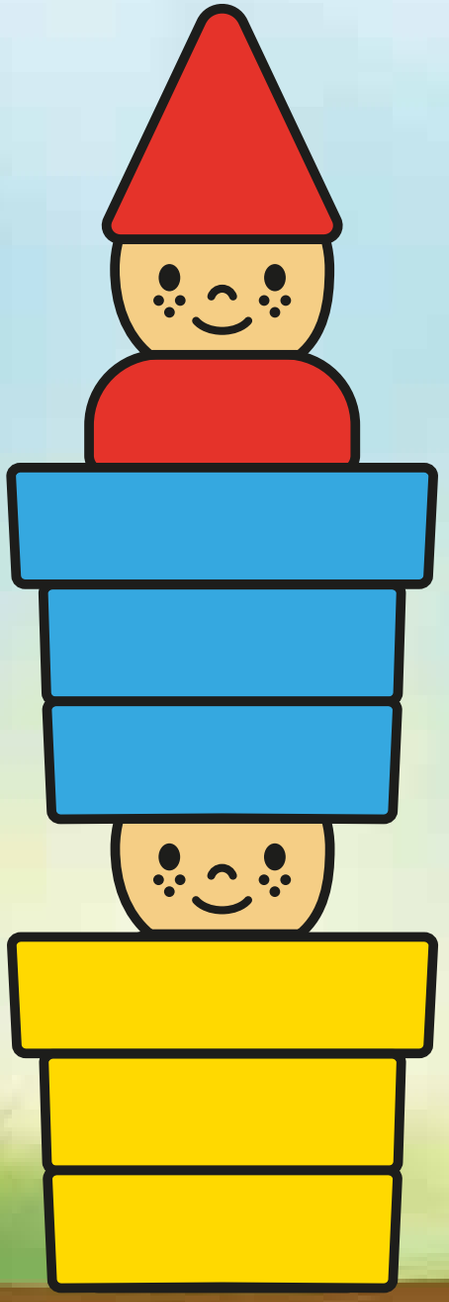
© 2023 SMART - Belgium

JUNIOR 20

© 2023 SMART - Belgium

SOLUTION 20

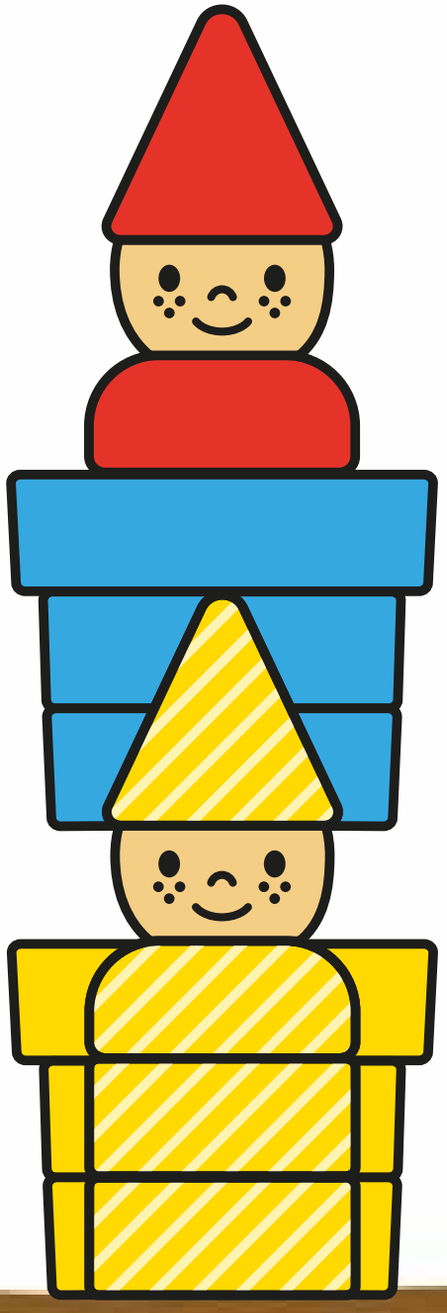
© 2023 SMART - Belgium



JUNIOR 21

© 2023 SMART - Belgium

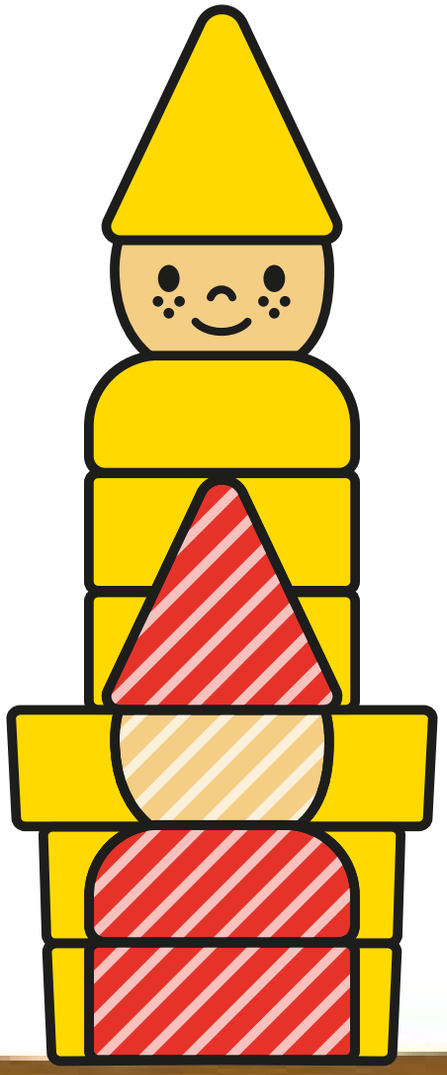
SOLUTION 21



© 2023 SMART - Belgium

© 2023 SMART - Belgium

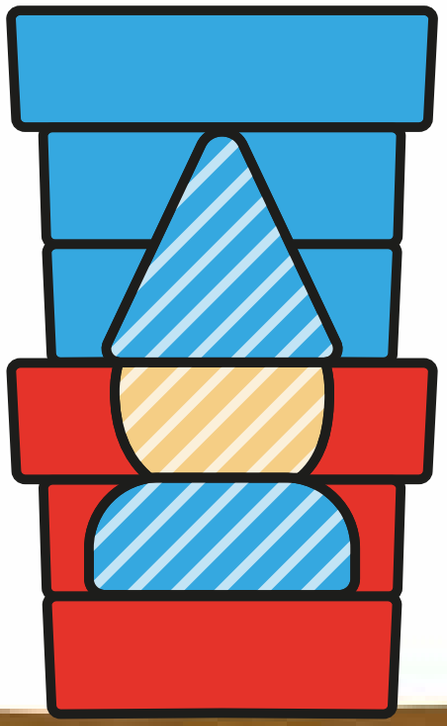
SOLUTION 22



© 2023 SMART - Belgium

© 2023 SMART - Belgium

SOLUTION 23

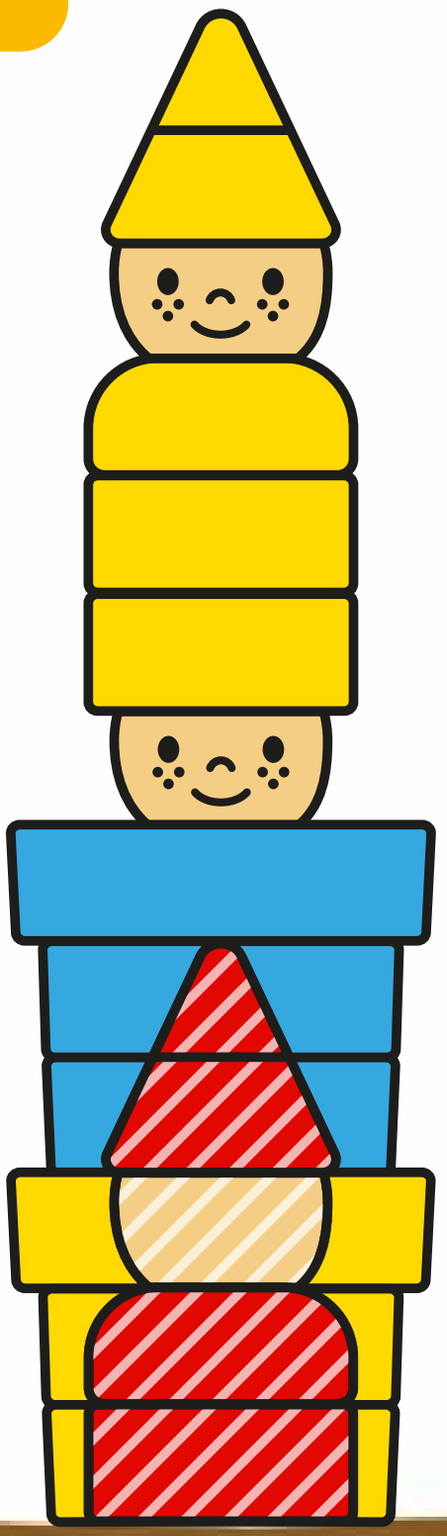


© 2023 SMART - Belgium

JUNIOR 24

© 2023 SMART - Belgium

SOLUTION 24



© 2023 SMART - Belgium

© 2023 SMART - Belgium

Night has fallen over our garden

and we can't see colours anymore in the dark.

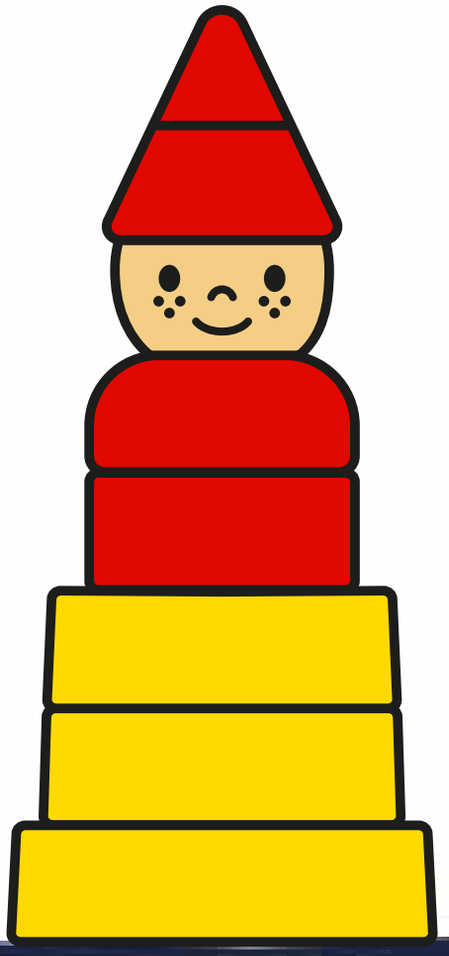
Can you figure out where the gnomes are sleeping?

Recreate the images you see in the night time garden pictures.

© 2023 SMART - Belgium

© 2023 SMART - Belgium

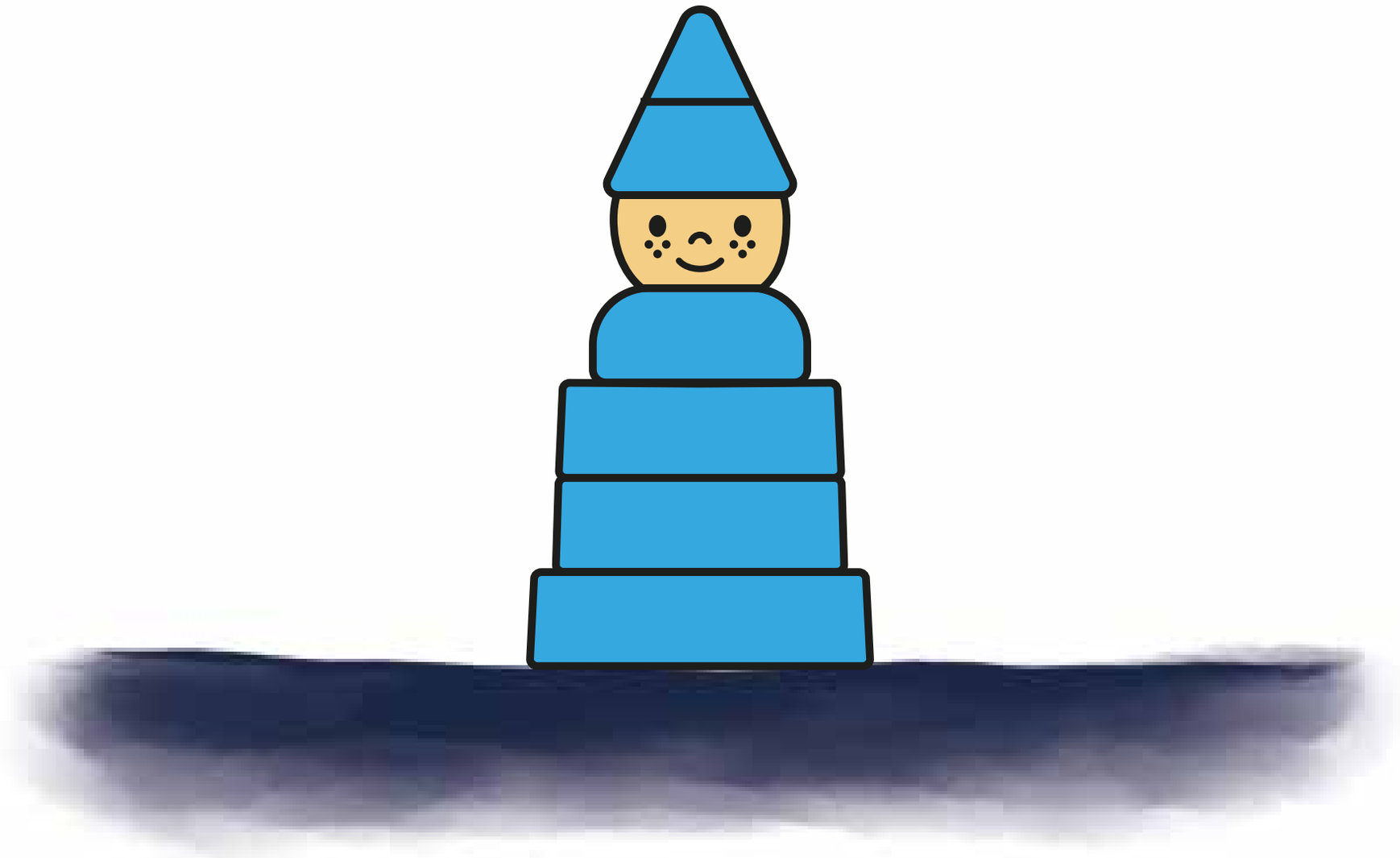
SOLUTION 25



© 2023 SMART - Belgium

© 2023 SMART - Belgium

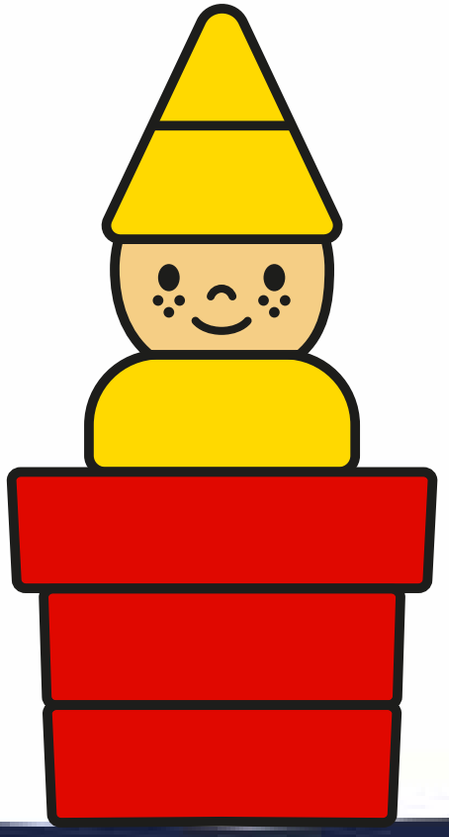
SOLUTION 26



© 2023 SMART - Belgium

© 2023 SMART - Belgium

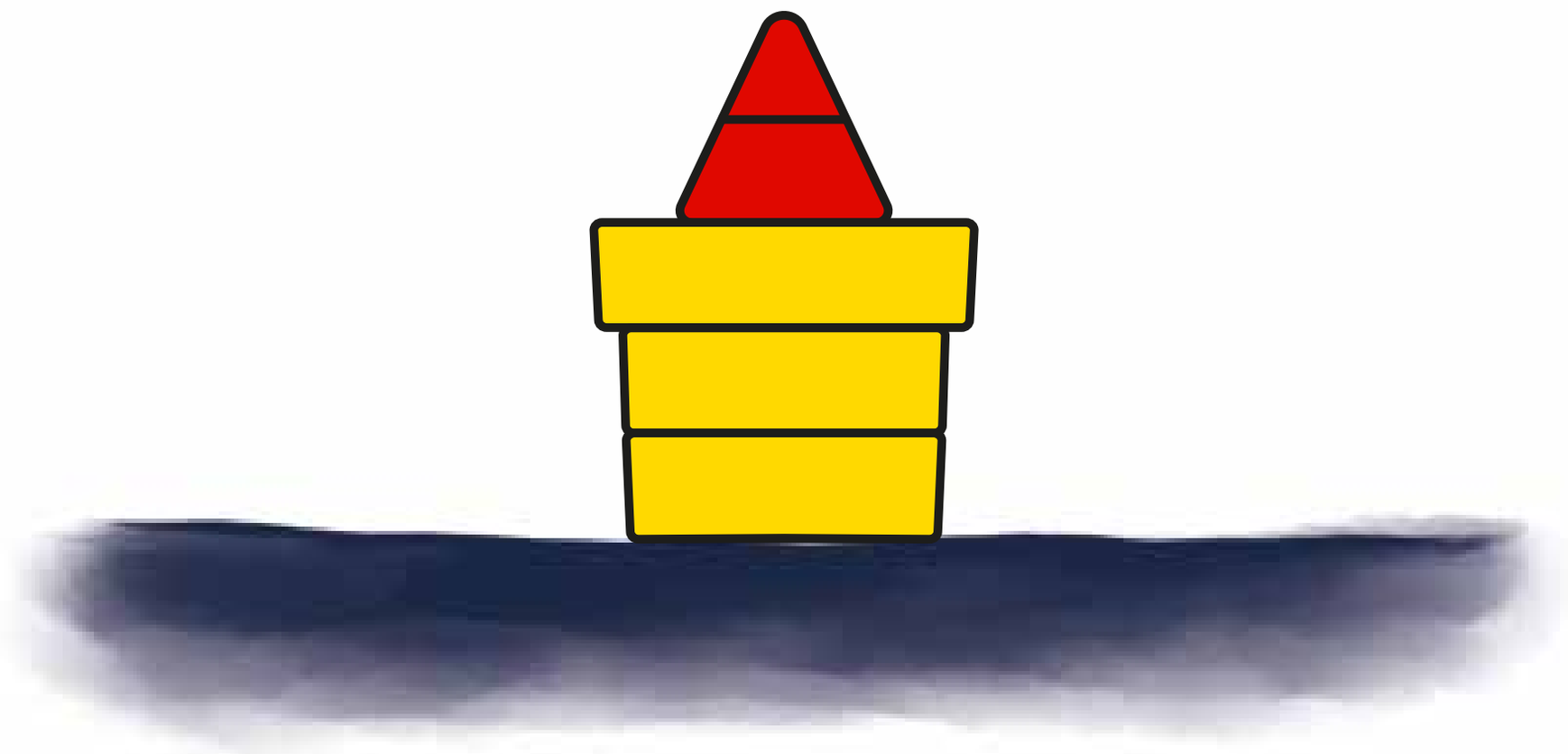
SOLUTION 27



© 2023 SMART - Belgium

© 2023 SMART - Belgium

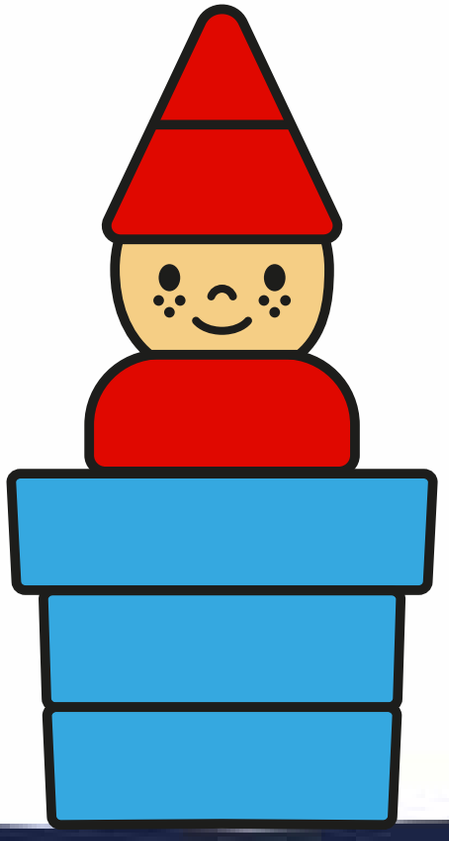
SOLUTION 28



© 2023 SMART - Belgium

© 2023 SMART - Belgium

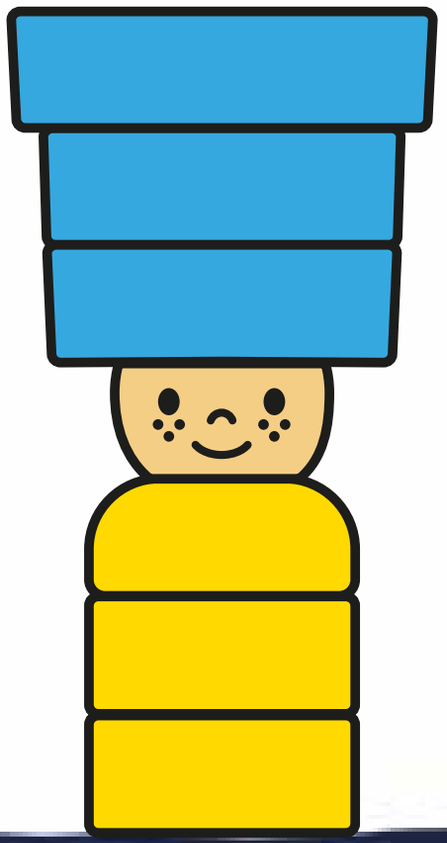
SOLUTION 29



© 2023 SMART - Belgium

© 2023 SMART - Belgium

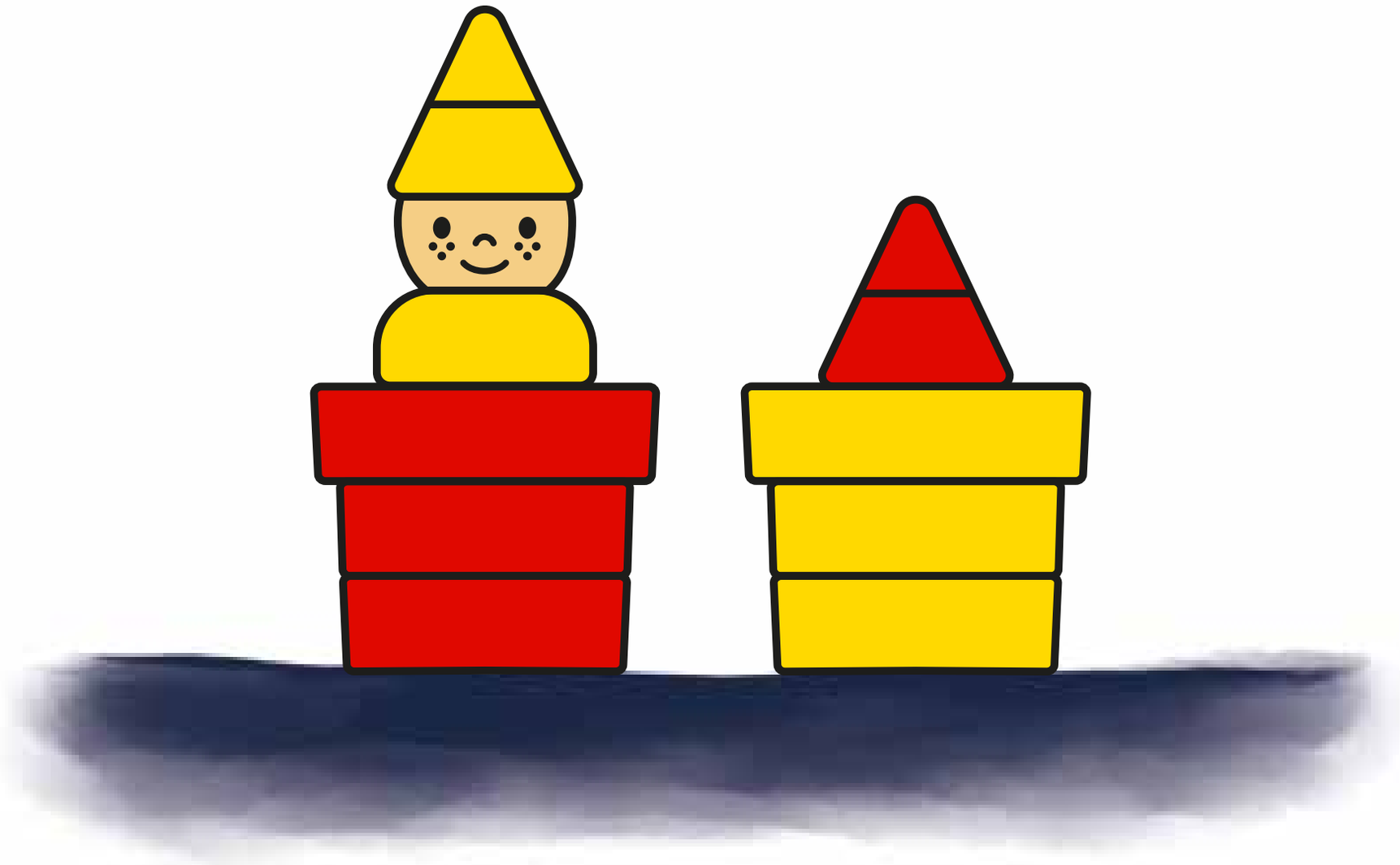
SOLUTION 30



© 2023 SMART - Belgium

© 2023 SMART - Belgium

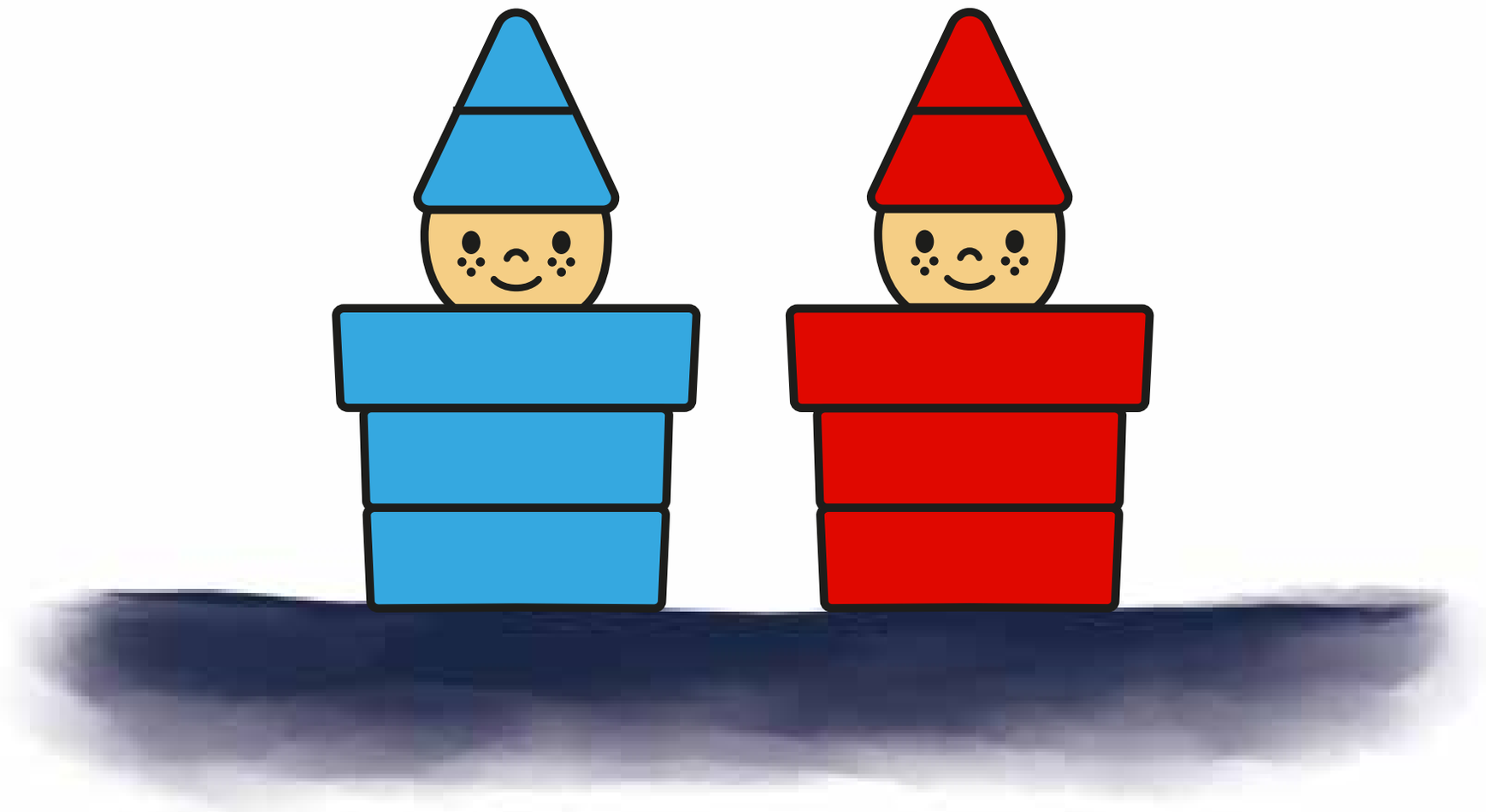
SOLUTION 31



© 2023 SMART - Belgium

© 2023 SMART - Belgium

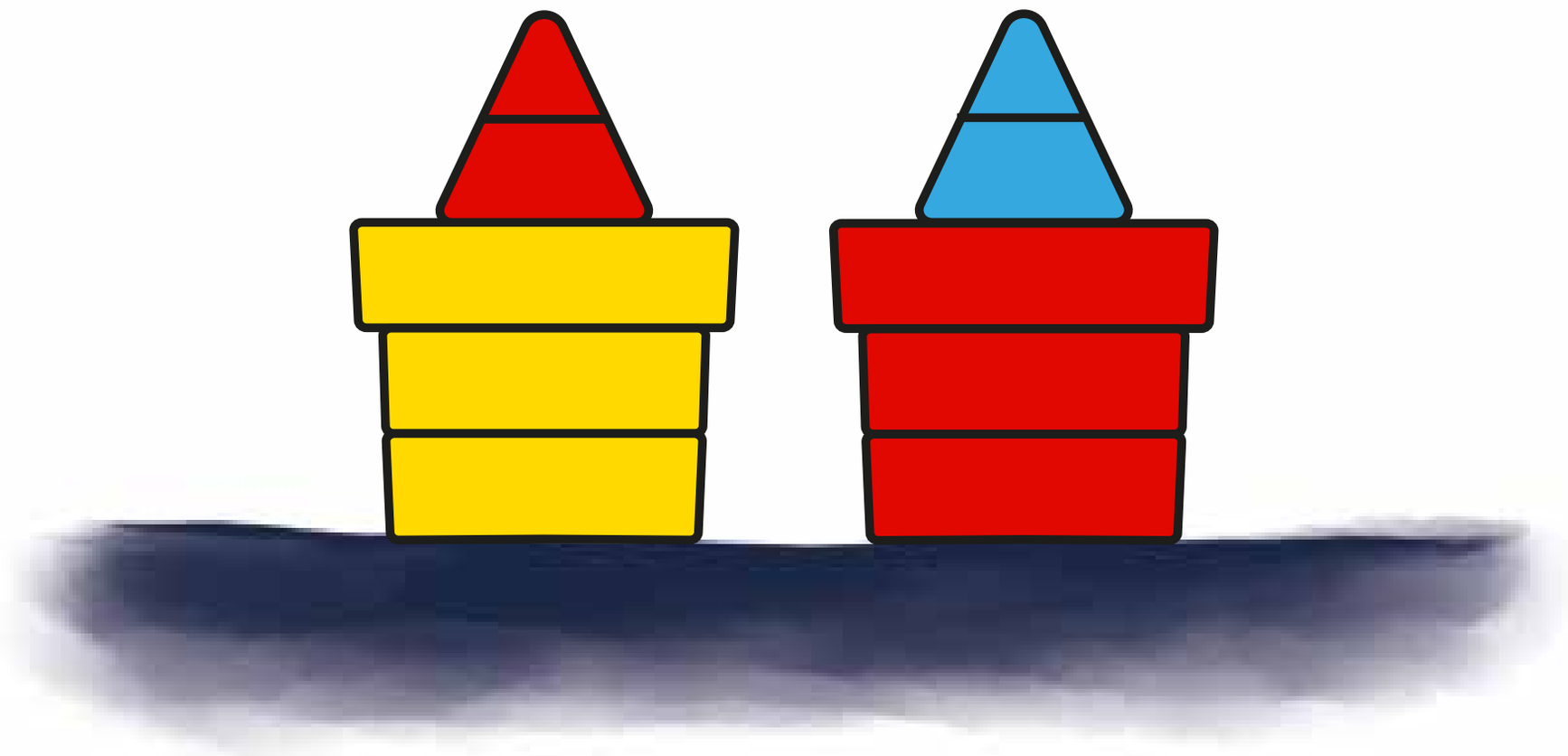
SOLUTION 32



© 2023 SMART - Belgium

© 2023 SMART - Belgium

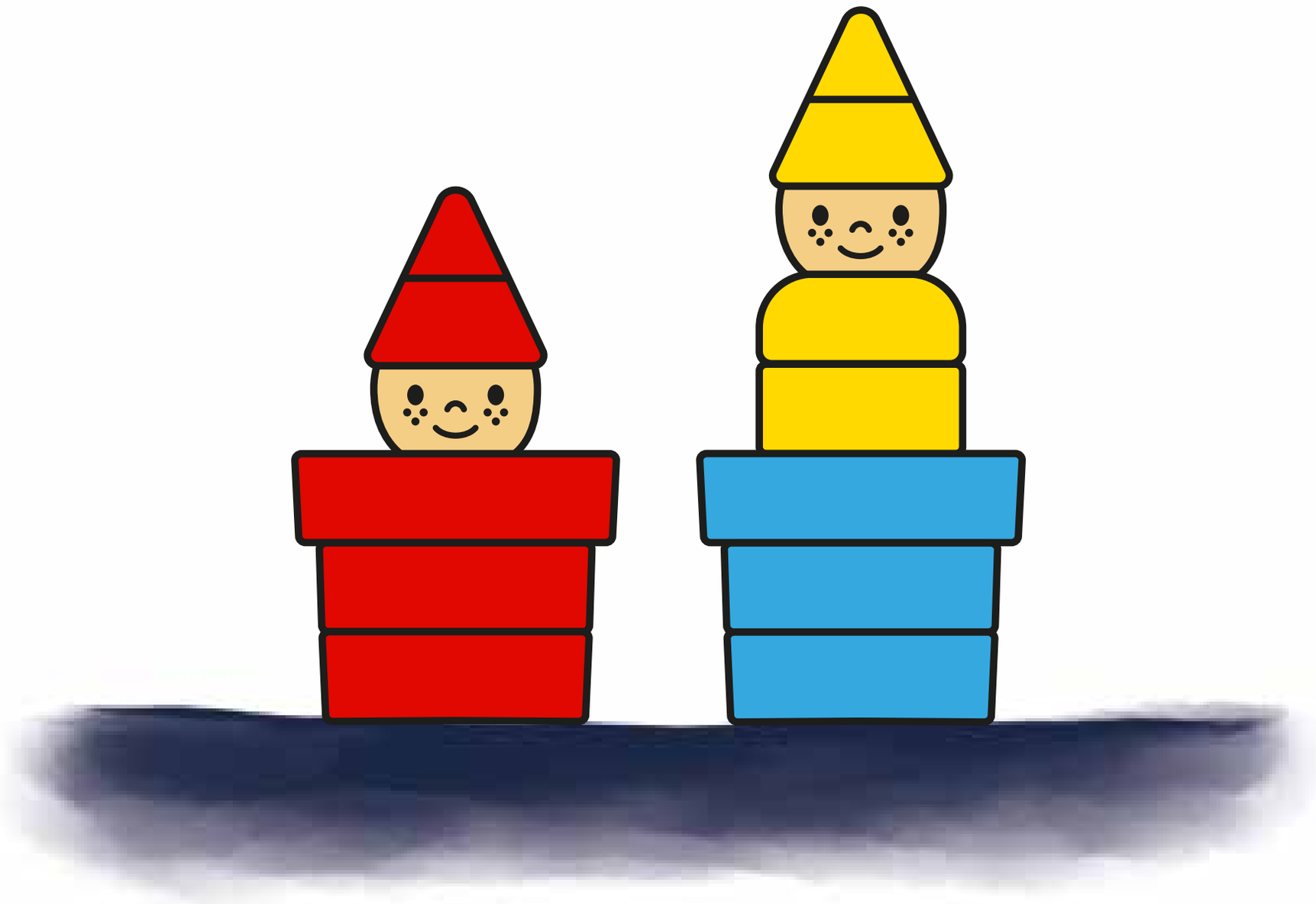
SOLUTION 33



© 2023 SMART - Belgium

© 2023 SMART - Belgium

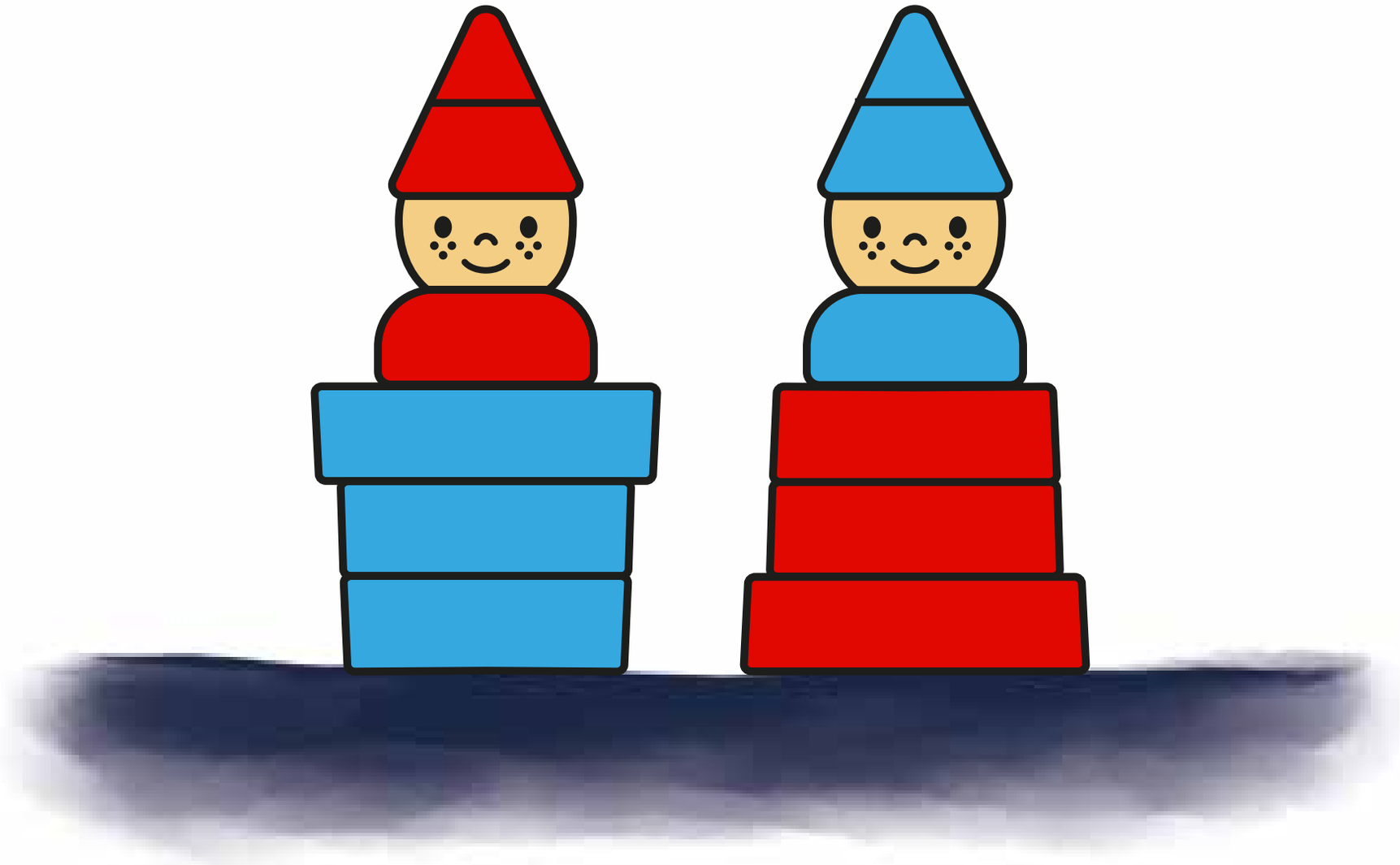
SOLUTION 34



© 2023 SMART - Belgium

© 2023 SMART - Belgium

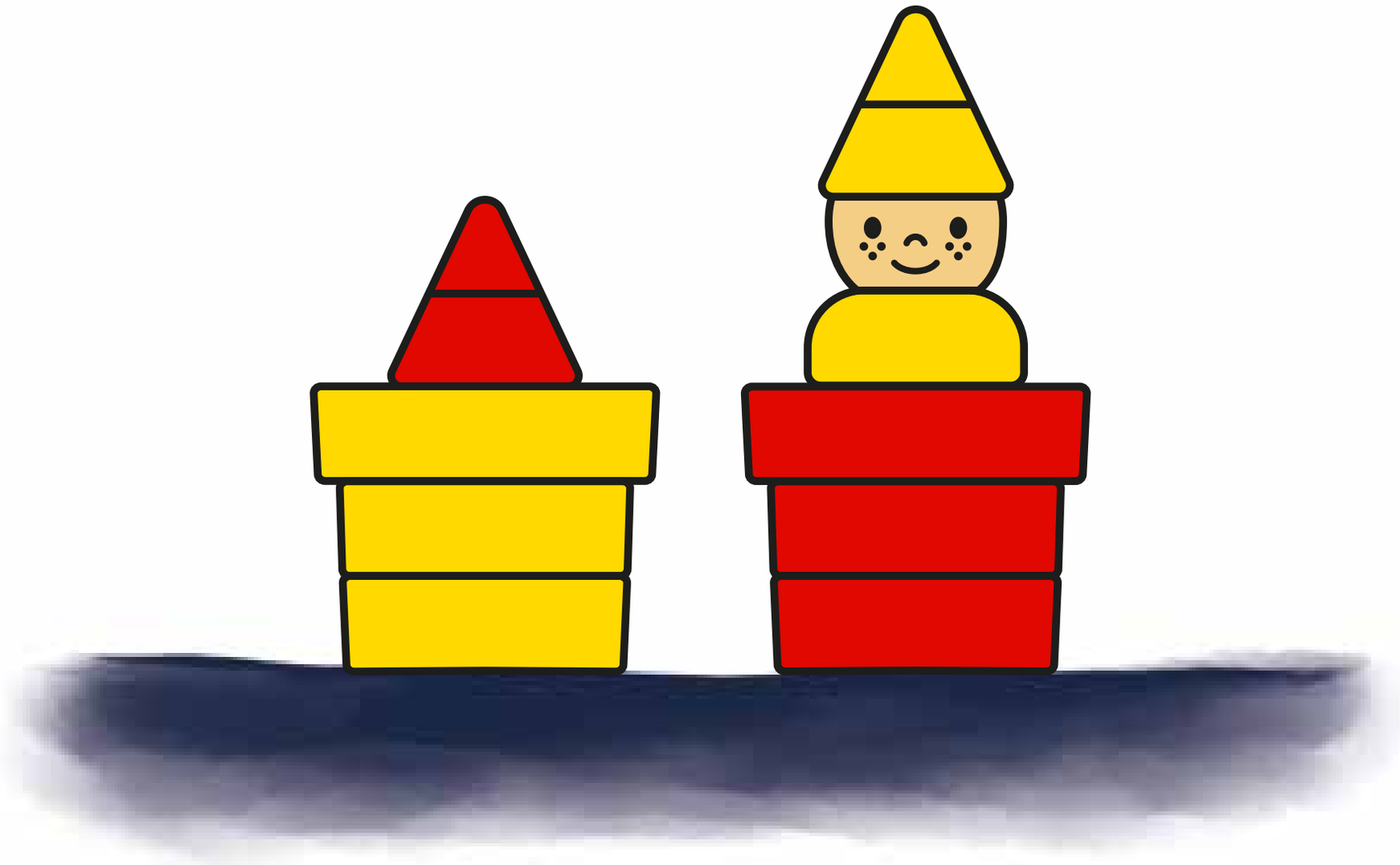
SOLUTION 35



© 2023 SMART - Belgium

© 2023 SMART - Belgium

SOLUTION 36

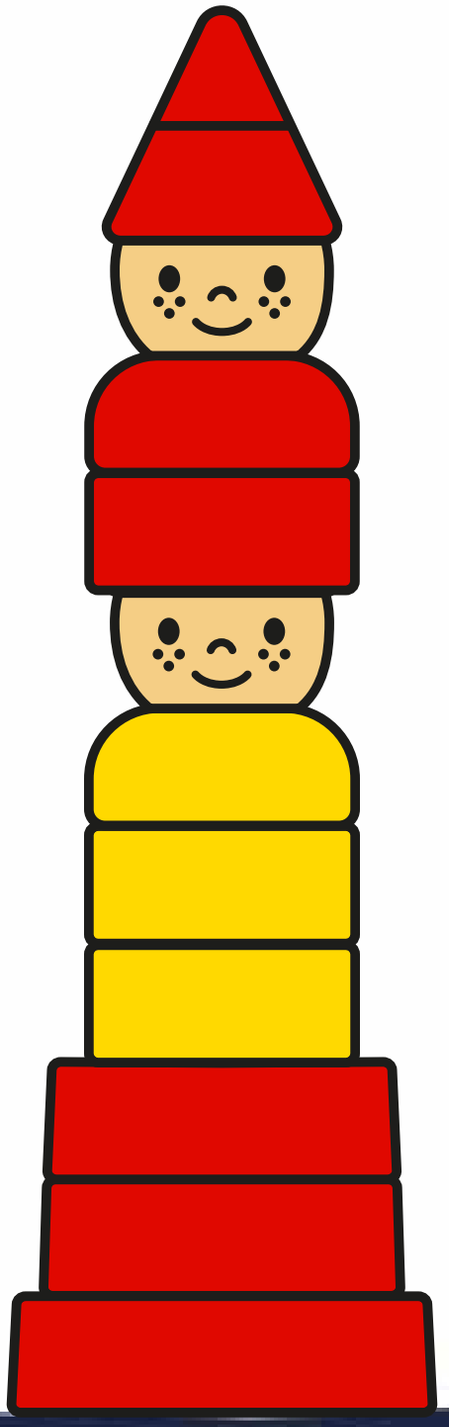


© 2023 SMART - Belgium

MASTER 37

© 2023 SMART - Belgium

SOLUTION 37

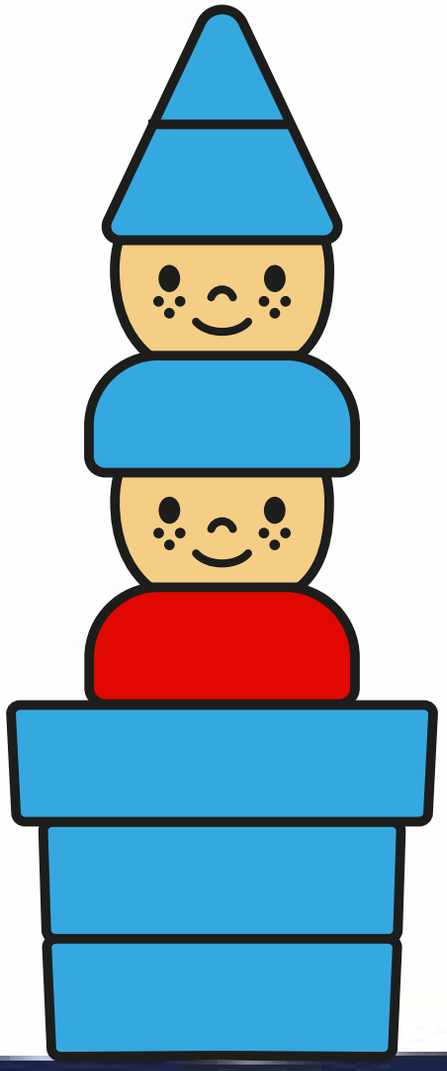


© 2023 SMART - Belgium

MASTER 38

© 2023 SMART - Belgium

SOLUTION 38

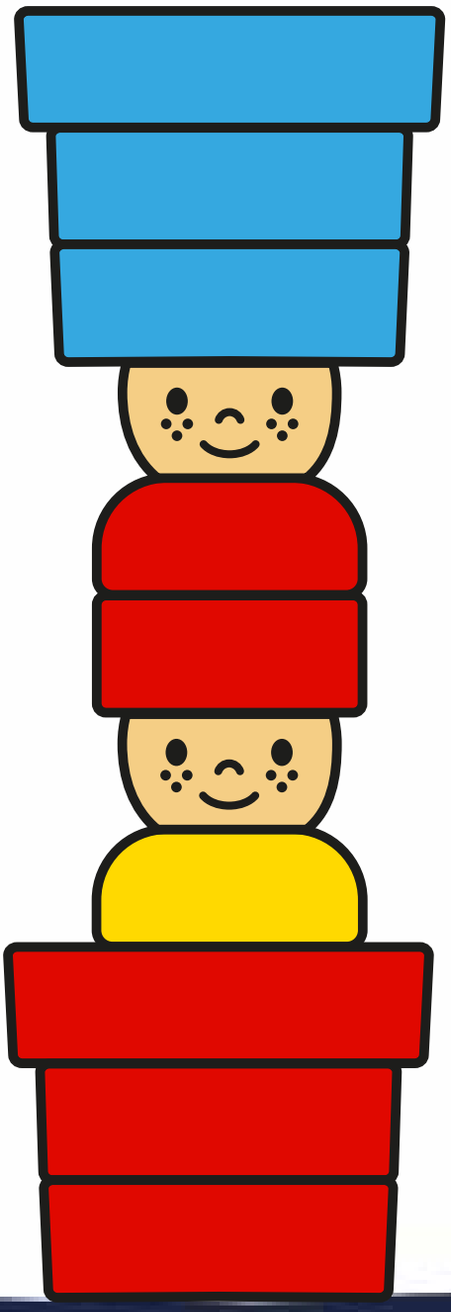


© 2023 SMART - Belgium

MASTER 39

© 2023 SMART - Belgium

SOLUTION 39

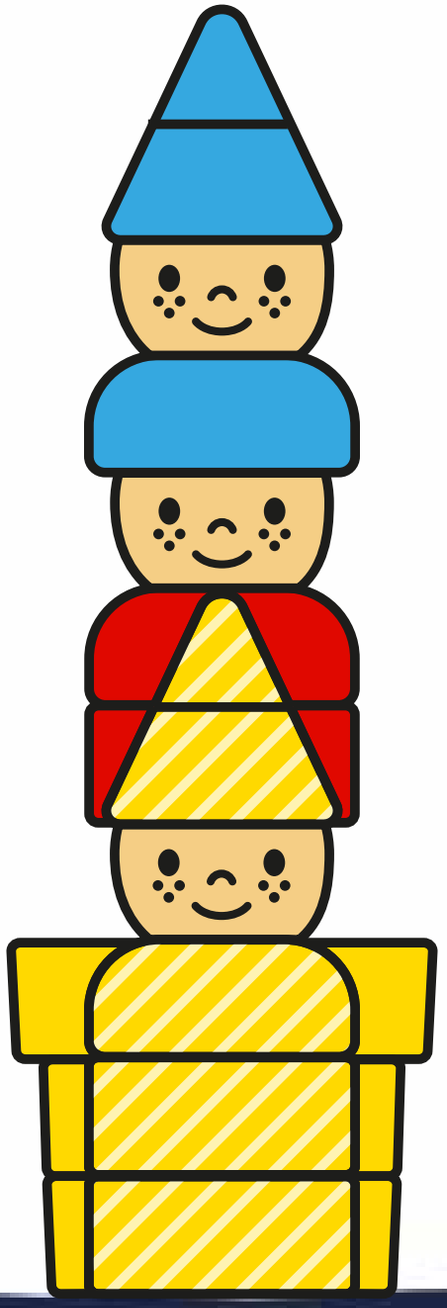


© 2023 SMART - Belgium

MASTER 40

© 2023 SMART - Belgium

SOLUTION 40

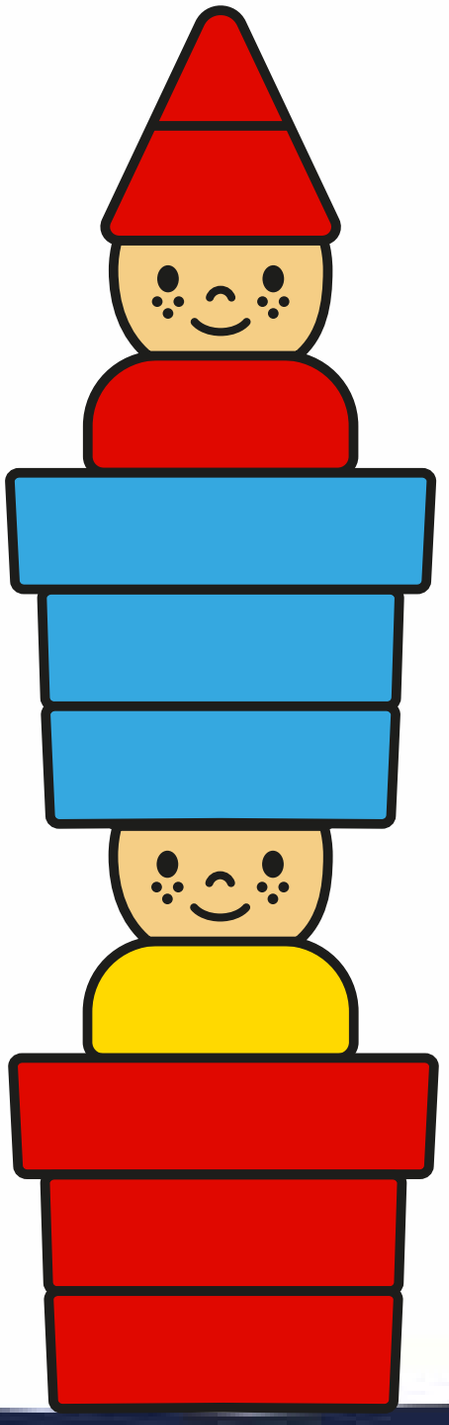


© 2023 SMART - Belgium

MASTER 41

© 2023 SMART - Belgium

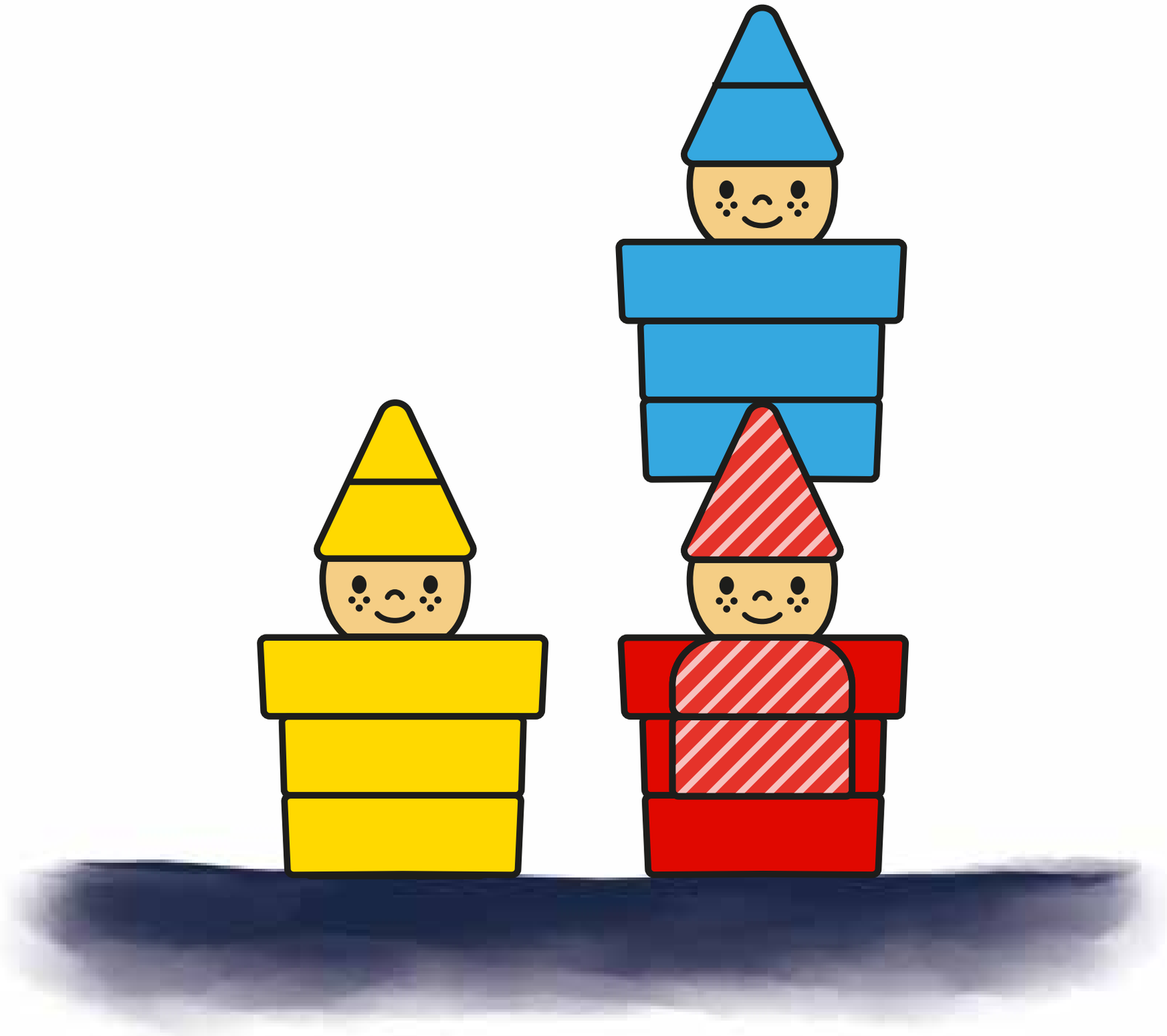
SOLUTION 41



© 2023 SMART - Belgium

© 2023 SMART - Belgium

SOLUTION 42

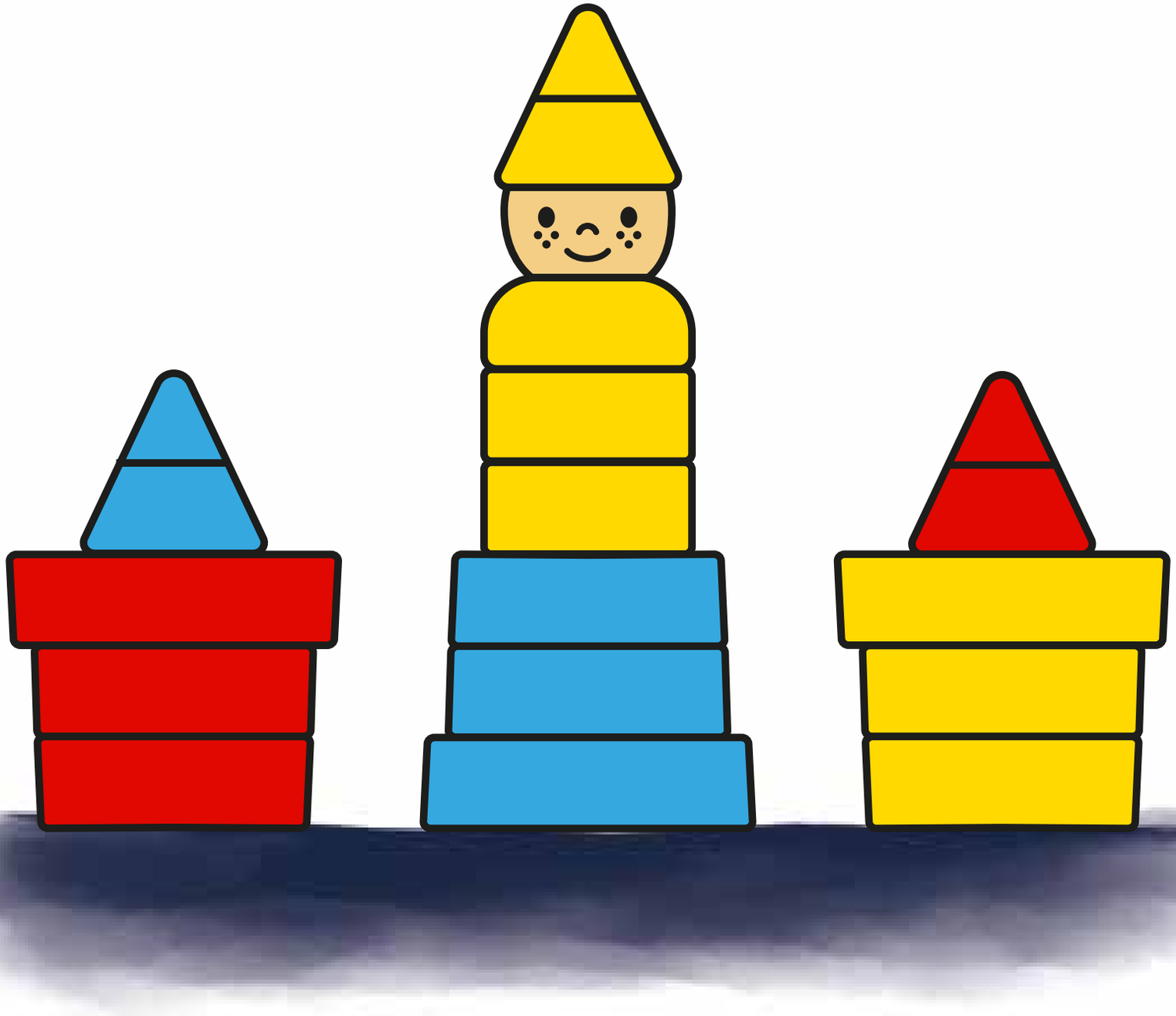


© 2023 SMART - Belgium

MASTER 43

© 2023 SMART - Belgium

SOLUTION 43

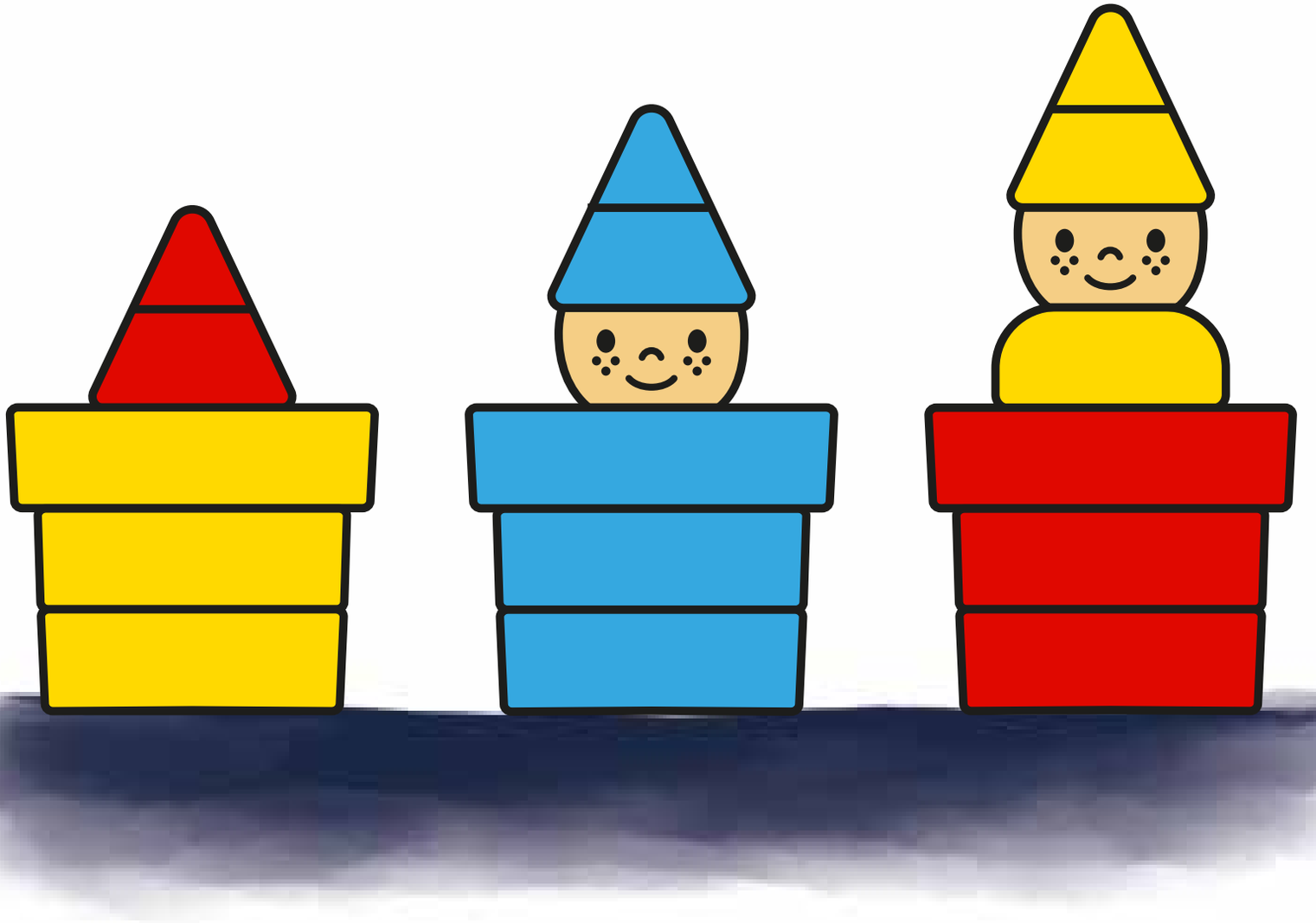


© 2023 SMART - Belgium

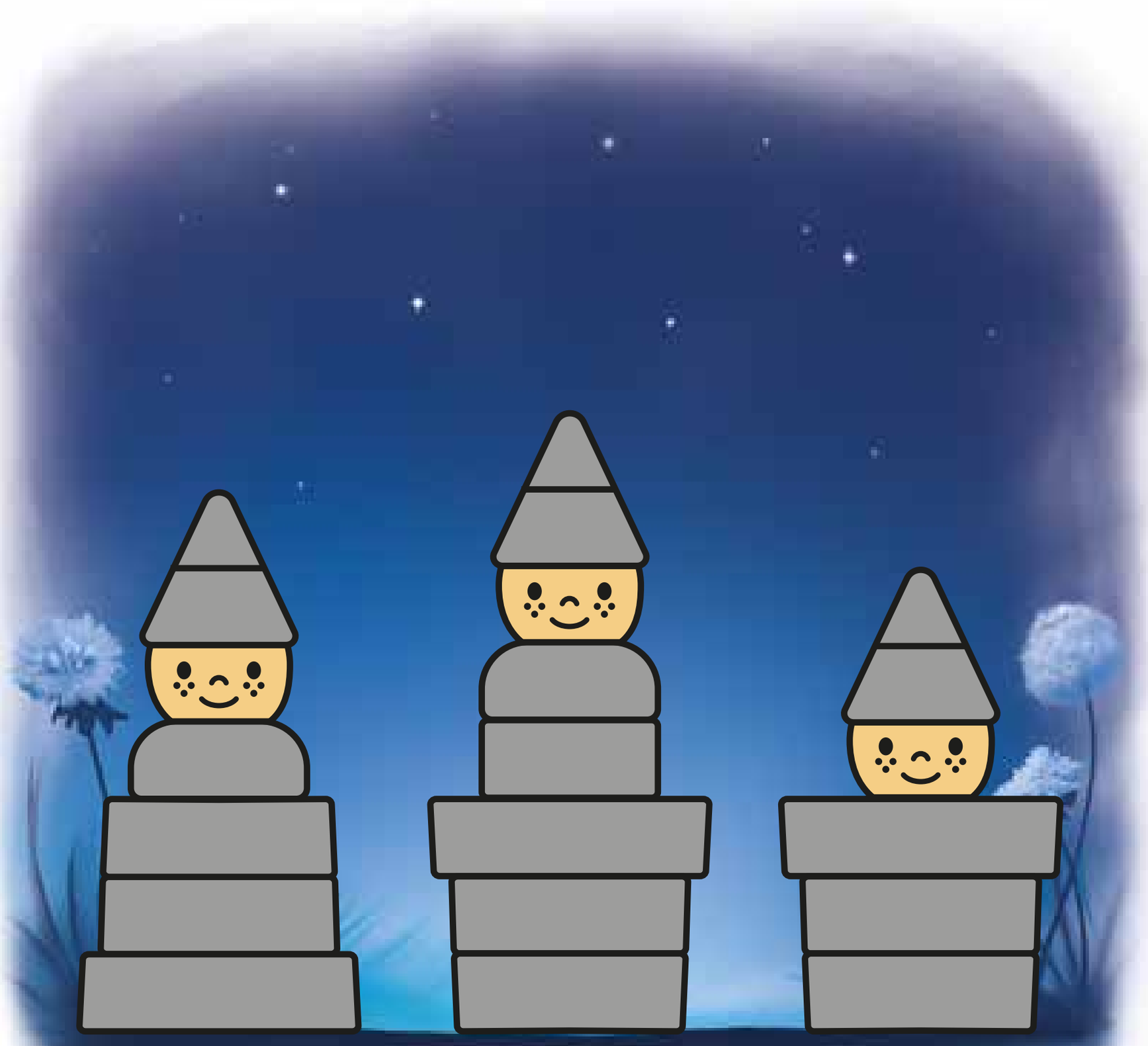
MASTER 44

© 2023 SMART - Belgium

SOLUTION 44



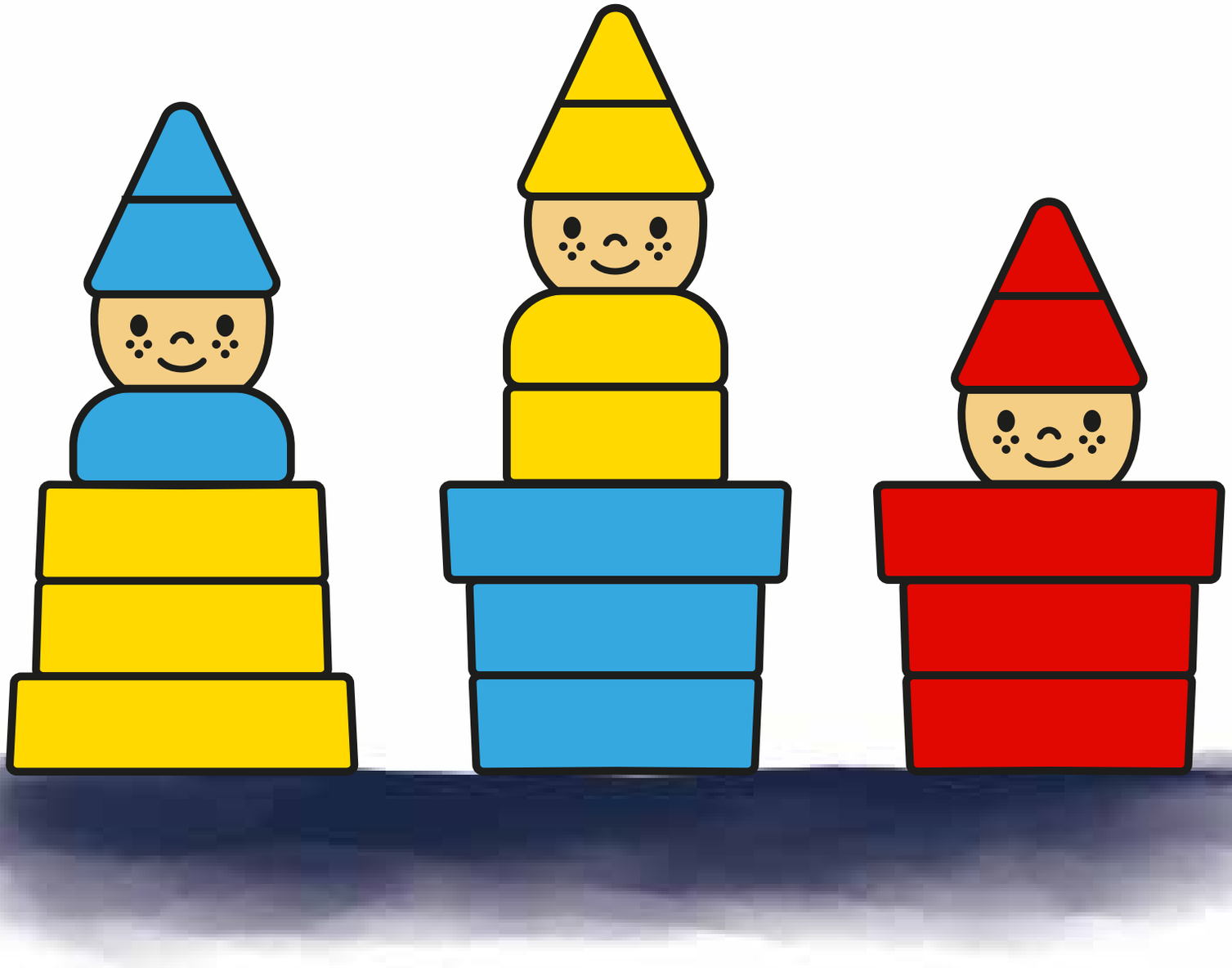
© 2023 SMART - Belgium



MASTER 45

© 2023 SMART - Belgium

SOLUTION 45

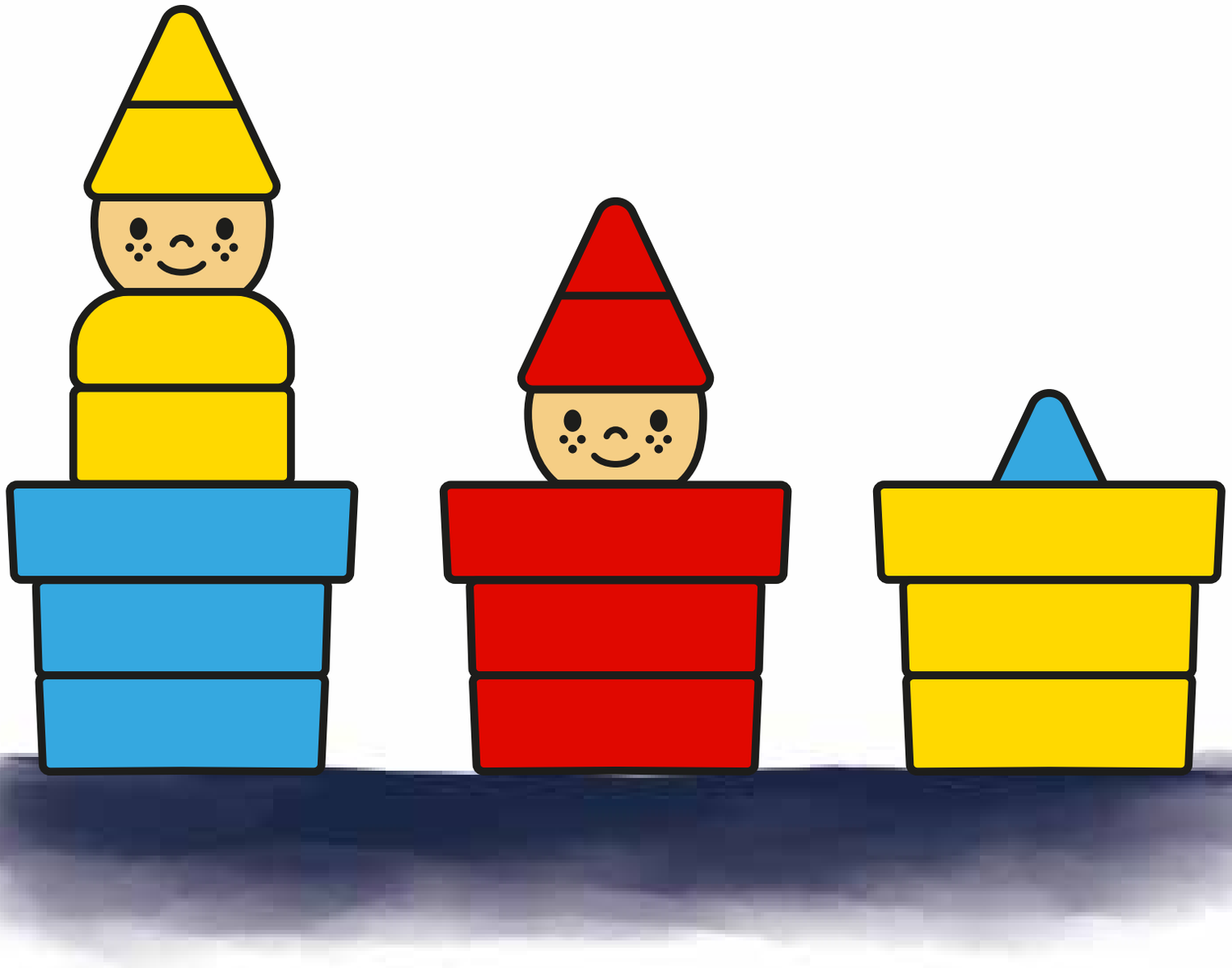


© 2023 SMART - Belgium

MASTER 46

© 2023 SMART - Belgium

SOLUTION 46

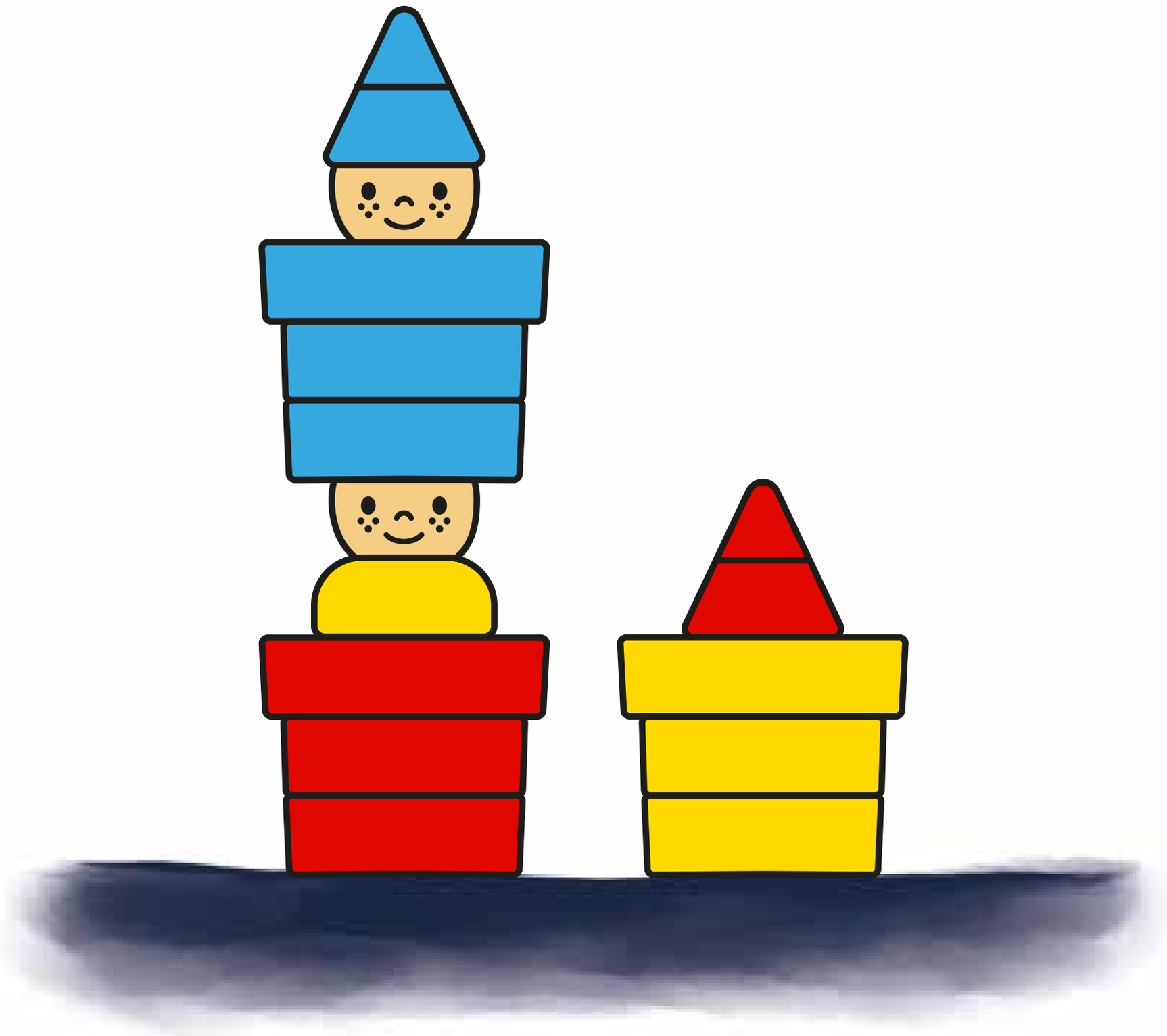


© 2023 SMART - Belgium

MASTER 47

© 2023 SMART - Belgium

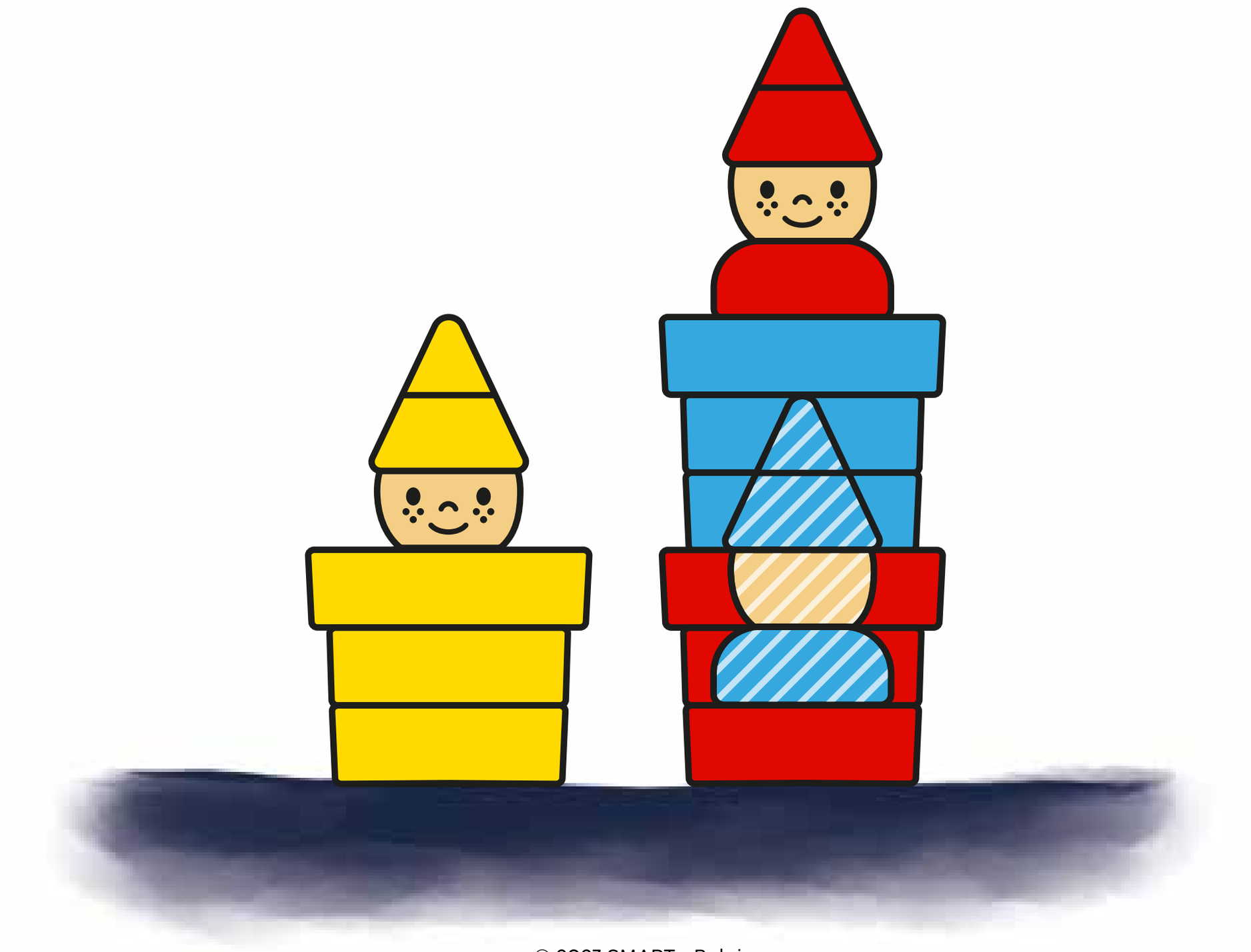
SOLUTION 47



© 2023 SMART - Belgium

© 2023 SMART - Belgium

SOLUTION 48



© 2023 SMART - Belgium

SG 038-A

SG 038-B

SG 038-C

SG 038-D

SG 038-E

SG 038-F

©2023 Concept, game design & artwork:
SMART - Belgium. All rights reserved.
Designer: Emma Ribbens
Illustrations: Jeanne Ribbens
Original product name: Gnome sweet Gnome
Neerveld 14, B-2550 Kontich, Belgium
info@smart.be
www.SmartGames.eu

dd 20231129M Made in China
5 414301 525622