

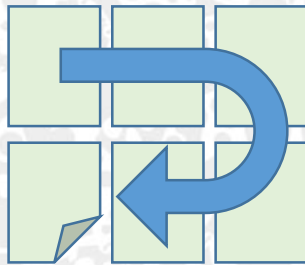
Rompecabezas

a puzzle by Joost Dantuma

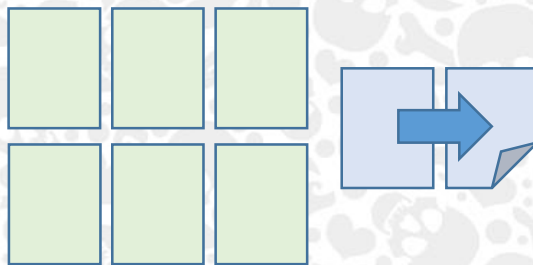
Manipulate 6 cards around a grid to fix the two heads.
But you can never move just one card at a time!

to play

- 1) **Shuffle** all cards together to have random card -sides and orientation as well as card order.
- 2) **Deal** the cards as you find them oriented in the pack. Deal the quarter symbol cards into a 3 by 2 grid clockwise from top left corner.



Deal the whole symbol cards as you get to them to one side next to each other (left card then right card). If necessary rotate the second card to be the same orientation as the first.



- 3) **Aim** to get the centres of the quarter-card grid to resemble the whole cards.

e.g.

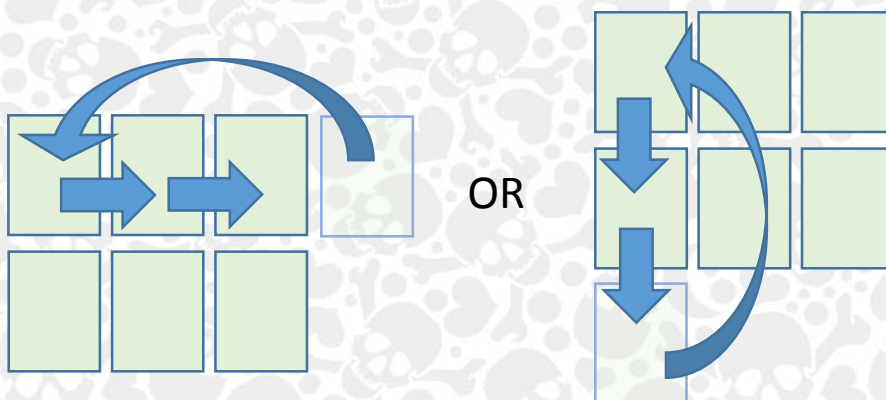


get
these
to look like
this

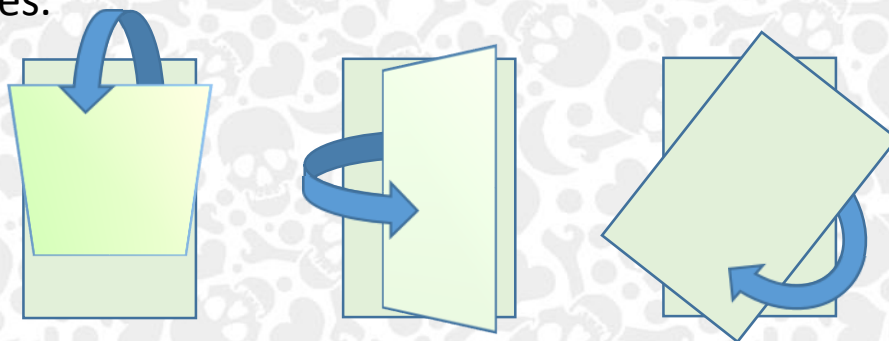


4) **Moving the cards**

You may slide cards along one space vertically or horizontally (and then place the extra card back into the grid).



You may also flip cards vertically or horizontally, or rotate them 180 degrees.



However, you must apply what you've done to each card in either a whole row or whole column. For example, if you want to rotate a card, you also have to rotate the other card in its column, or the other two cards in its row.



Rompecabezas
a puzzle of broken heads!

