



Instruction Guide - Guide d'instructions



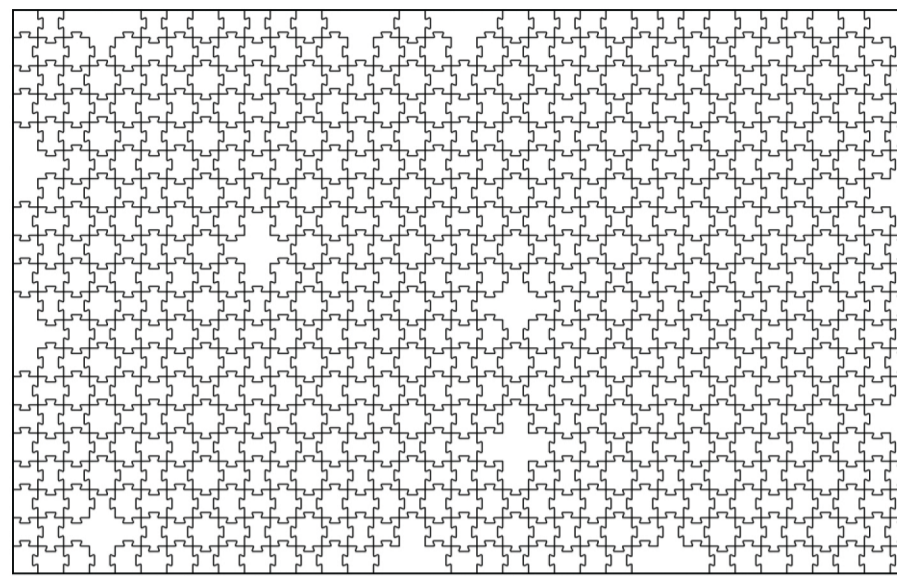
Product Content/ Contenu	Dimensions:
Layer 1 : 656 pcs	24" X 15" X 2"
Layer 2 : 369 pcs	609 mm x 381 mm x 51 mm
Layer 3 : Skyscrapers / Modèles - 88 pcs	
1 Time poster / Charte chronologique	
Double Side Tape / Ruban adhésif double-face	
Instructions	

Patented: 8,074,988 B2

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1 Layer 1 / Niveau 1

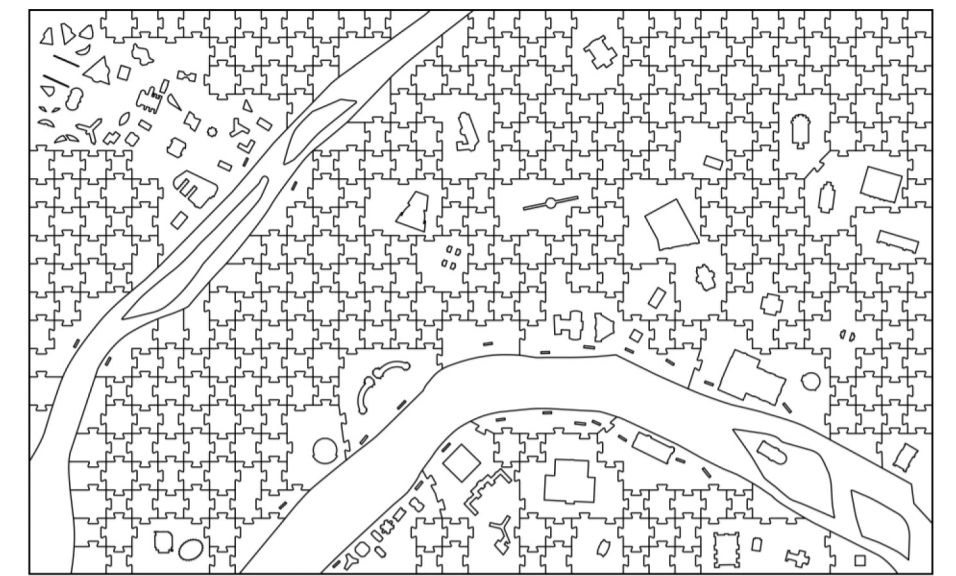
Historical Map Puzzle / Histoire Casse-tête paysager



Warning: Open and assemble each puzzle layer one at a time

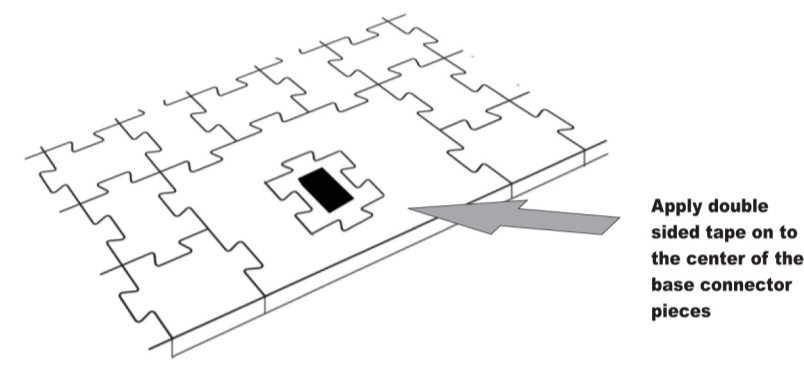
2 Layer 2 / Niveau 2

Landscape Puzzle / Île en casse-tête



Warning: Open and assemble each puzzle layer one at a time

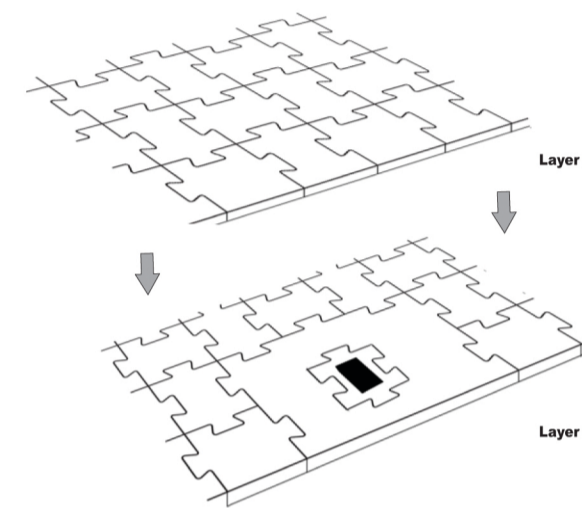
Apply Double-Sided Tape



Apply double sided tape on to the center of the base connector pieces

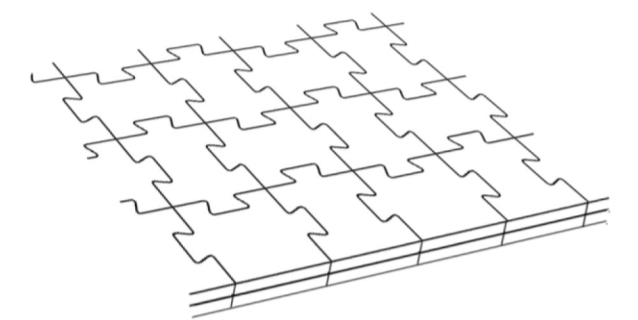
A) Apply double-sided tape to the bottom base layer pieces. Base layer pieces are identified by their larger jigsaw shape.

Merge Layer 1 and Layer 2



B) Position jigsaw Layer 2 on top of jigsaw Layer 1 and press together, forming the 3D map. Firmly press the jigsaw pieces from layer 2 to the pieces with double-sided tape on layer one

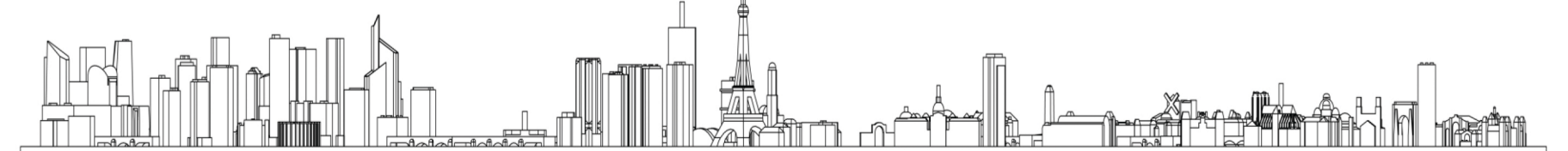
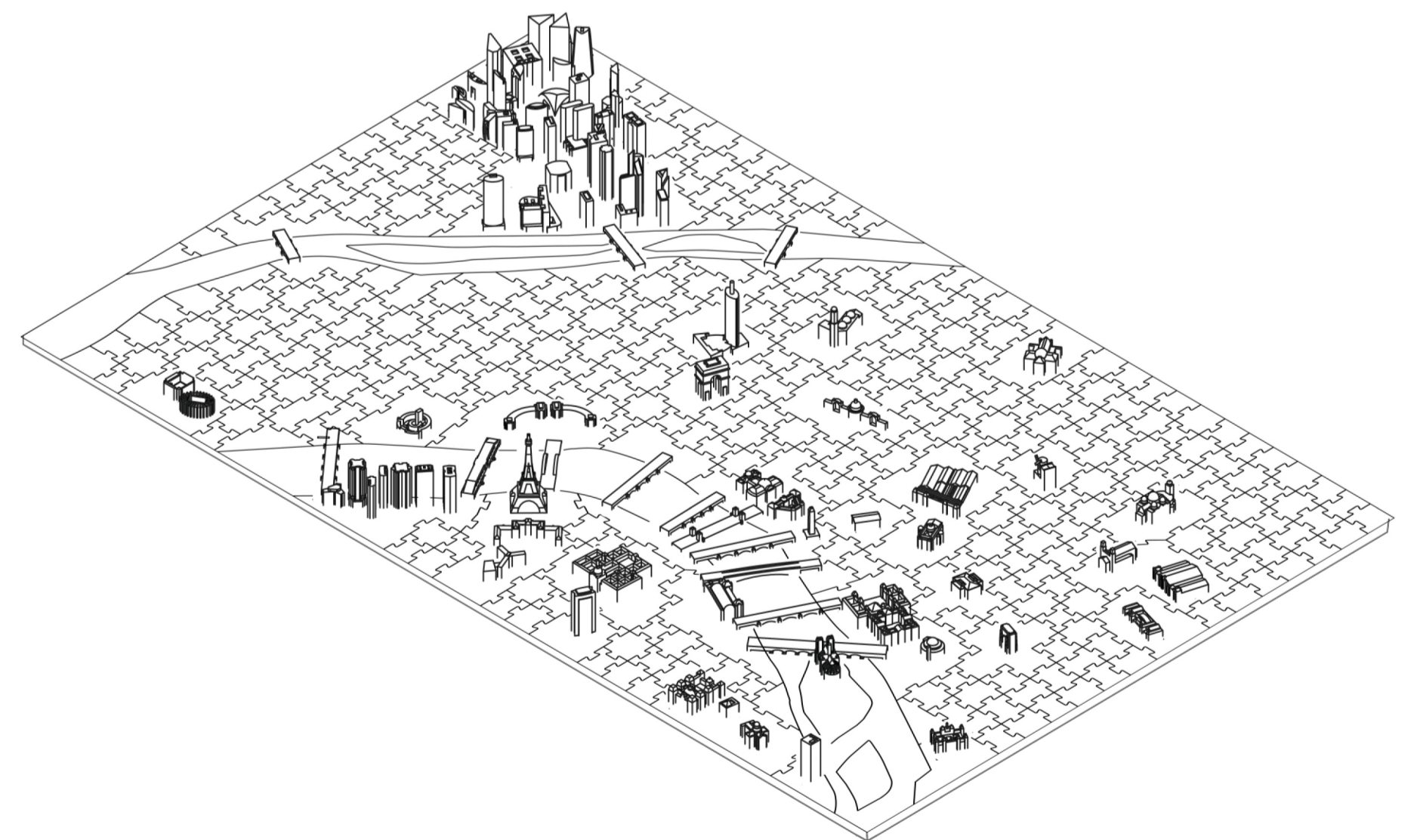
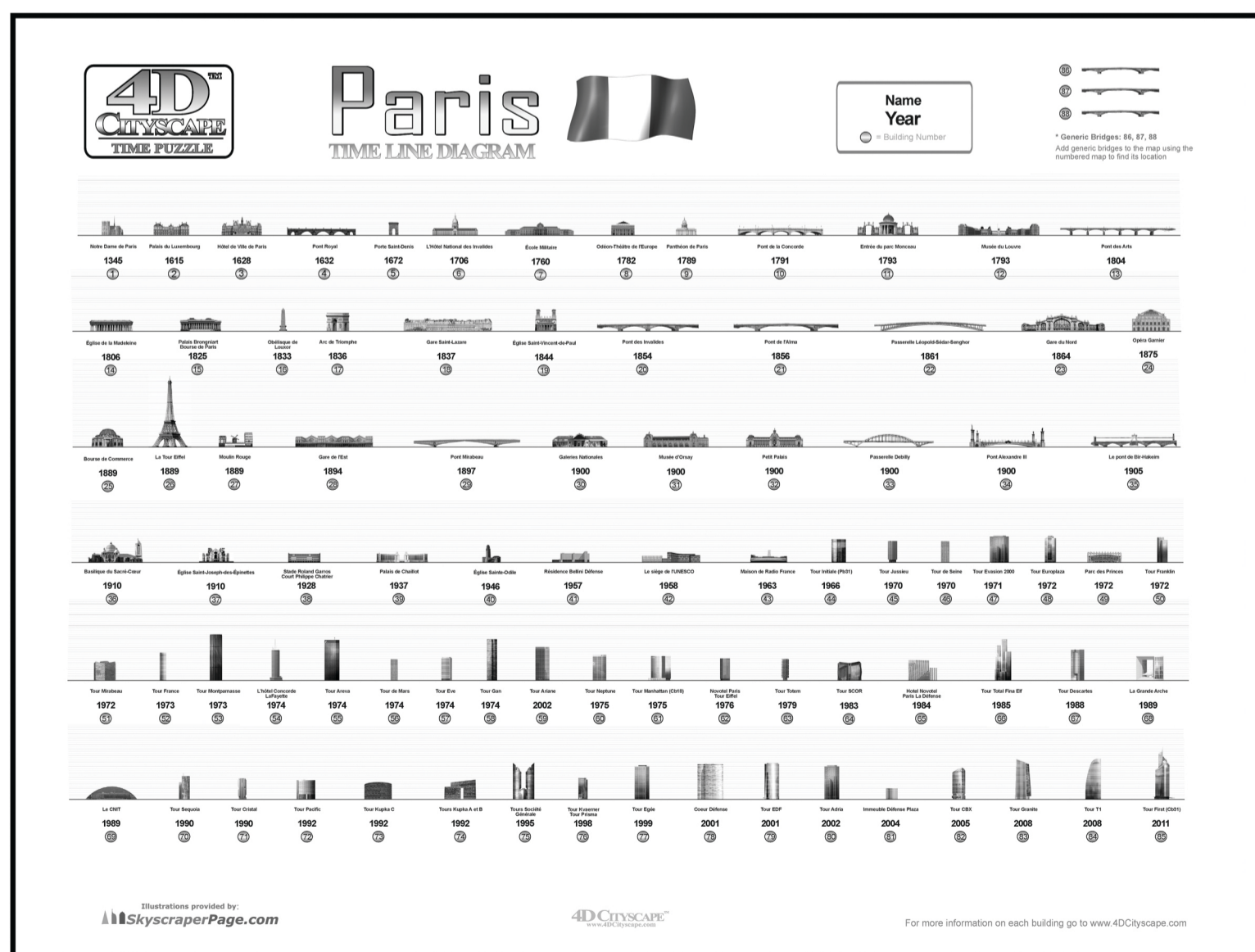
Press Layers Together



C) Pressing together the jigsaw pieces with the double-sided tape creates support pieces that hold the two layers together.

3 Layer 3

Skyscraper Time Puzzle / Casse-tête chronologique



- A** Use the 4D Cityscape Time Poster to rebuild the city's skyline in time sequence.
Utilisez la charte chronologique afin d'identifier l'ordre dans lequel vous devrez placer les édifices sur le casse-tête.
- B** Locate the building number from the poster.
Repérez l'année ainsi que numéro de l'édifice sur la charte chronologique.
- C** Find the actual model by matching the building number which is located on the bottom surface.
Trouvez le modèle réduit qui correspond au numéro de chaque édifice se trouvant sur la charte chronologique.
- D** Find the location on the geographic map by matching the building number.
Faites correspondre les formes afin de repérer l'emplacement géographique de chaque édifice.
- E** Match patterns and shapes to verify location on the puzzle.
Vérifiez les illustrations afin de confirmer l'emplacement choisi.
- F** Insert model into map.
Insérez l'édifice à l'emplacement correspondant sur la carte.