

Vous venez de trouver une règle mise en ligne par des collectionneurs qui partagent leur passion et leur collection de jeux de société sur Internet depuis 1998.

Imaginez que vous puissiez accéder, jour et nuit, à cette collection, que vous puissiez ouvrir et utiliser tous ces jeux.

# Ce rêve est devenu réalité !

Chantal et François ont créé l'Escale à jeux en 2013. Depuis l'été 2022, Isabelle et Raphaël leur ont succédé. Ils vous accueillent à Sologny (Bourgogne du sud), au cœur du Val Lamartinien, entre Mâcon et Cluny, à une heure de Châlon-sur-Saône ou de Lyon, une heure et demi de Roanne ou Dijon, deux heures de Genève, Grenoble ou Annecy et quatre heures de Paris (deux heures en TGV).

L'Escale à jeux est un ludogîte, réunissant un meublé de tourisme ★★★ modulable de 2 à 15 personnes et une ludothèque de plus de 9000 jeux de société.

Au total, 320 m<sup>2</sup> pour jouer, ripailler et dormir.

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 **STARTER**

 **JUNIOR**

 **EXPERT**

 **MASTER**

 **WIZARD**

## GAME RULES

- 1** Place the high tower on the game board as indicated in the challenge. Make sure to pay attention to the correct orientation of the game board and the tower piece!

Note you will only use the stairway pieces shown at the top of the challenge (put all other stairway pieces aside, you are not allowed to use them for the solution). The harder the challenge, the more stairway pieces you will need to use.

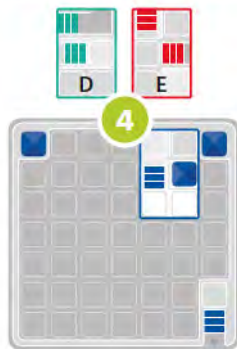
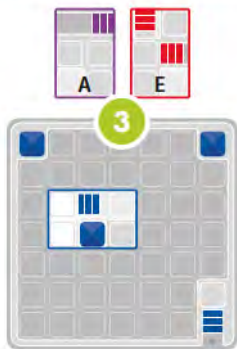
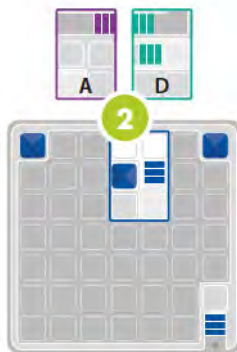
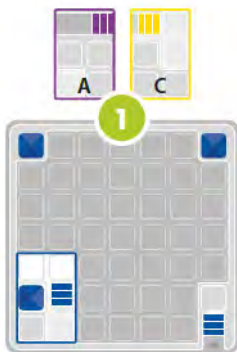
- 2** Use the stairway puzzle pieces to create a path from the door of the high tower to the exit on the game board:
  - A path can run from one adjacent square to another if they are on the same horizontal level. You can not move diagonally.
  - You can only progress from one floor to another by using a stairway. A stairway can only be entered directly from the front; you cannot enter or exit a stairway on one of its sides!
  - In some challenges you will need to stack the puzzle pieces to build them higher. However, each of the 6 parts of a puzzle piece on a higher floor must be supported completely by parts of other puzzles pieces underneath it. These supporting parts can be a solid base, a corridor, a stairway or a tunnel. Overhanging parts or parts of puzzle pieces that are not supported are not allowed, no matter how stable your construction is.
  - Some puzzle parts feature a bridge/ tunnel. You can pass over or go underneath it.
  - The path can pass on the ground floor of the game board.
  - The path can connect to one of the squares on the third floor of the tower or to the square above the tunnel on the second floor. However a connection to the first floor of the tower doesn't solve the challenge, as there is no stairway running from this square to top of the tower.
- 3** There is only 1 solution, shown at the end of the challenge booklet.

# RÈGLES DU JEU

- 1** Choisissez un défi et placez la pièce «Haute Tour» tel qu'indiqué à l'intérieur du plan de jeu. Veillez à ce que la tour soit bien orientée !

Vous devez uniquement utiliser les pièces du puzzle avec les escaliers indiqués en haut sur la carte du défi. Mettez les autres pièces du puzzle de côté. Plus le défi est difficile, plus vous aurez besoin de pièces de puzzle.

- 2** Trouvez quel chemin emprunter afin de rejoindre le port, en partant du sommet de la «Haute Tour», après avoir placé les différents quartiers de la ville donnés.
  - Le chemin peut aller d'une case à n'importe quelle case adjacente du même étage. Le chemin n'est jamais en diagonale.
  - Vous pouvez changer d'étage en utilisant un escalier. Vous ne pouvez monter ou descendre un escalier que par les cases qui se trouvent devant ou derrière l'escalier. Vous ne pouvez donc jamais emprunter l'escalier par les côtés !
  - Dans les défis difficiles, vous serez amené à empiler des pièces de puzzle avec des escaliers. Chaque pièce de puzzle se compose de 6 cases. Vous ne pouvez placer une pièce de puzzle sur d'autres pièces de puzzle que si chacune de ces 6 cases est posée sur des cases d'autres pièces de puzzle. Les cases d'appui peuvent être pleines, se composer de couloirs, d'escaliers ou d'un tunnel. Les pièces de puzzle qui ne sont pas entièrement soutenues ne sont donc pas autorisées. Peu importe la stabilité de votre construction.
  - Certaines pièces de puzzle ont un tunnel. Vous pouvez marcher dessus où à travers.
  - Le chemin peut commencer soit à partir de la place du troisième étage (devant la porte de la tour), soit à partir de la place du deuxième étage, au pied de l'escalier menant à la tour. Une connexion avec la case du premier étage, au pied de la tour, n'offre cependant pas de solution, car aucun escalier ne monte de cette case.
- 3** Il n'y a qu'une seule solution, que vous trouverez à la fin du livret.





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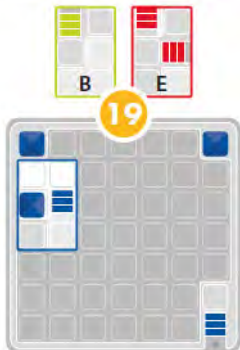
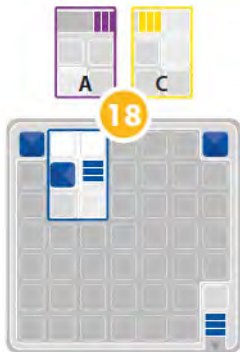
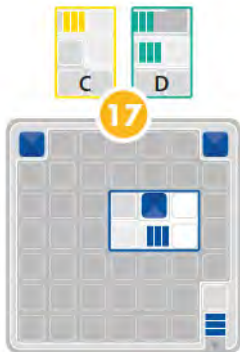
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EXPERT

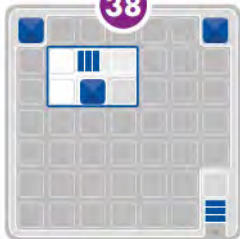




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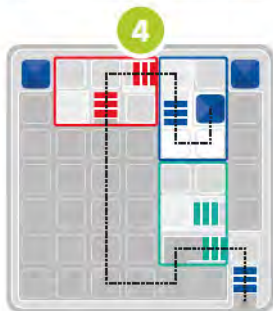
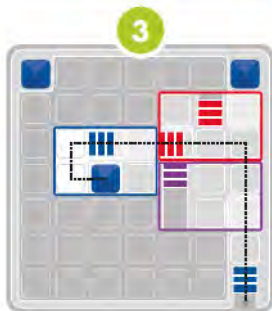
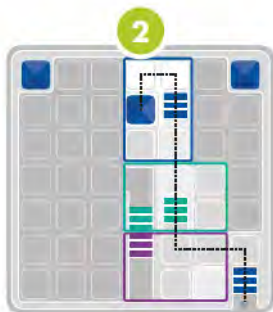
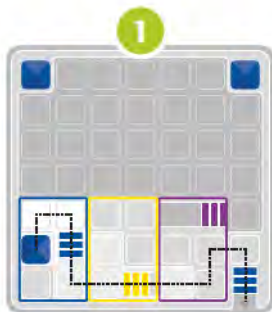


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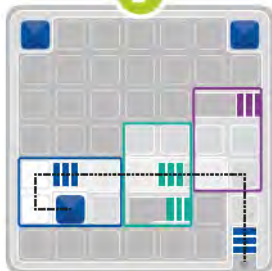


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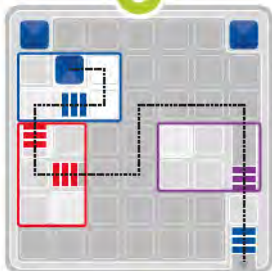




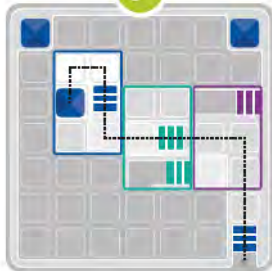
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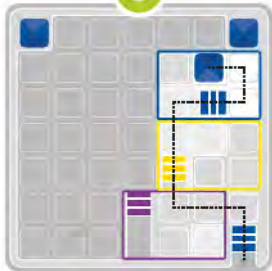
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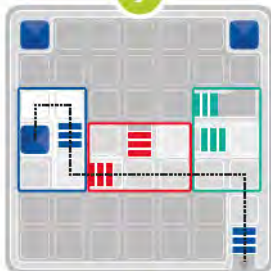
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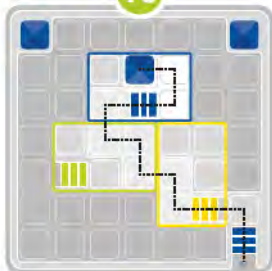
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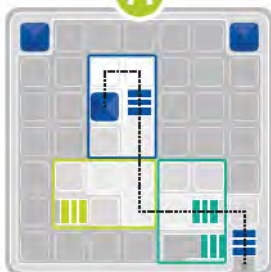
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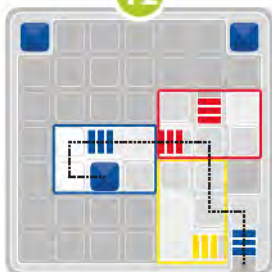
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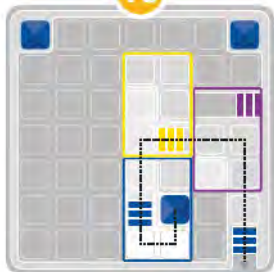
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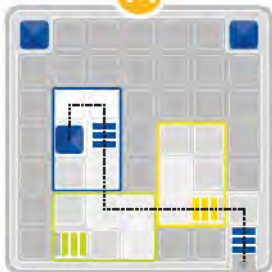
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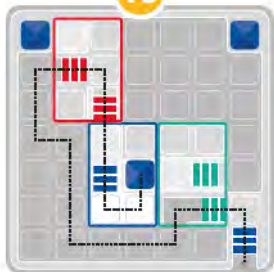
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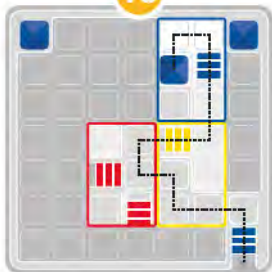
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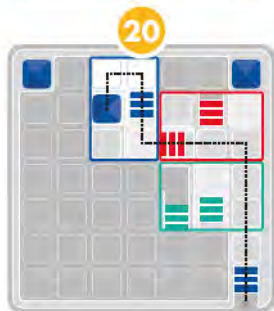
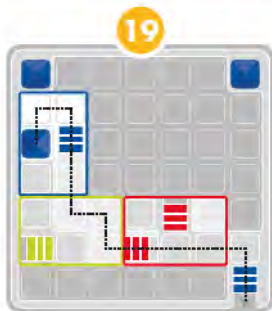
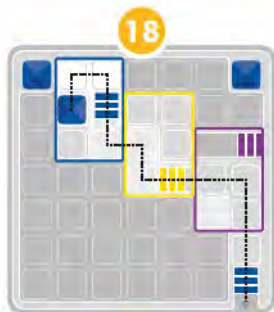
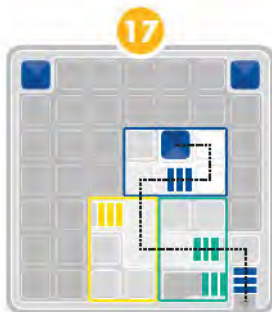


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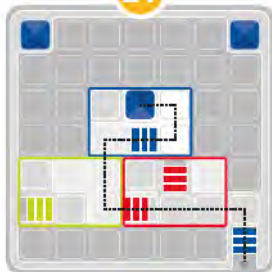
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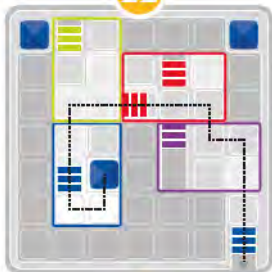




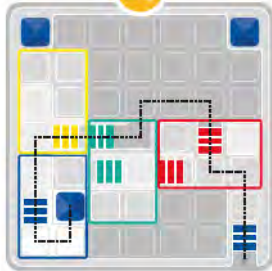
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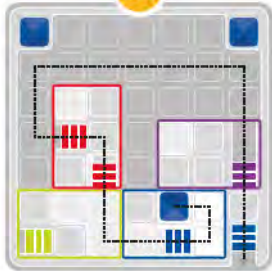
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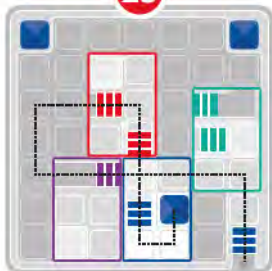
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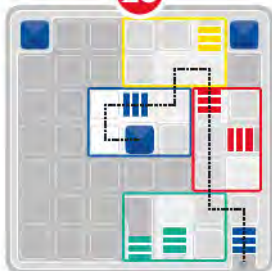
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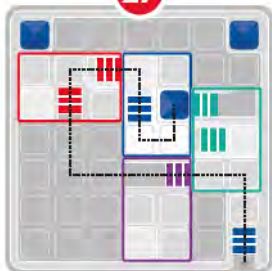
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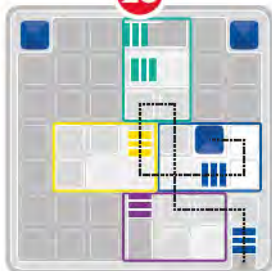
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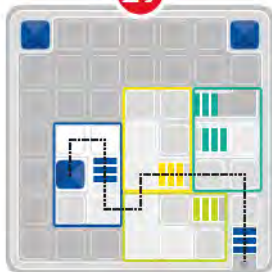
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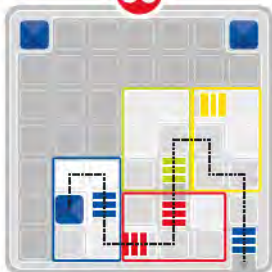
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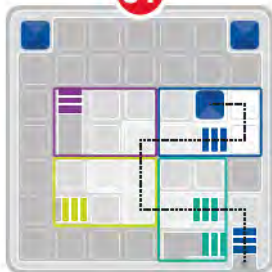
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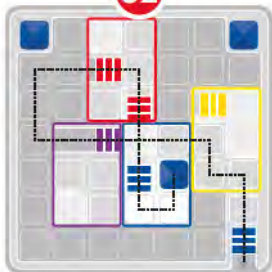
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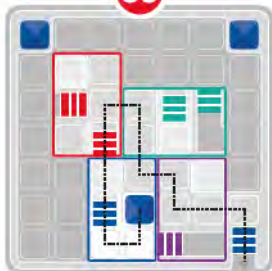
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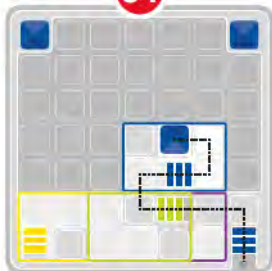
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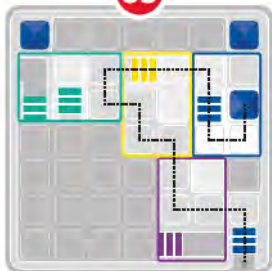
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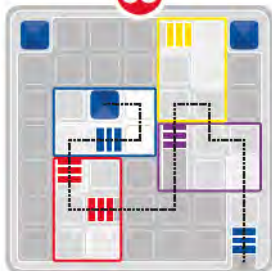
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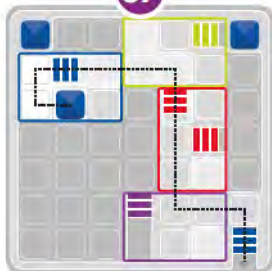
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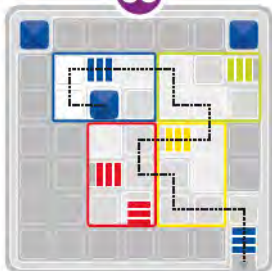
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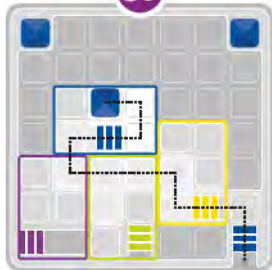
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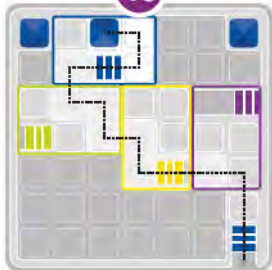
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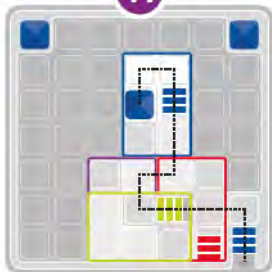
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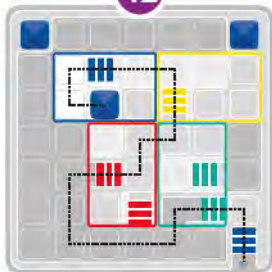
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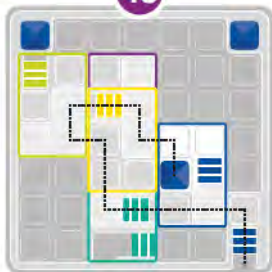
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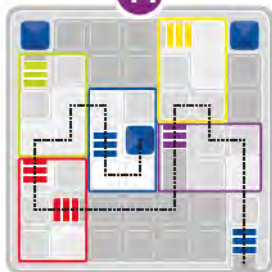
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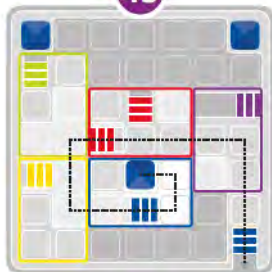
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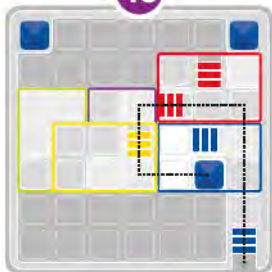
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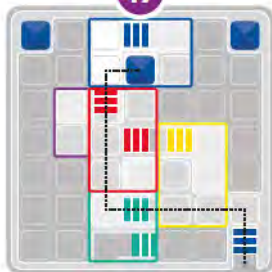
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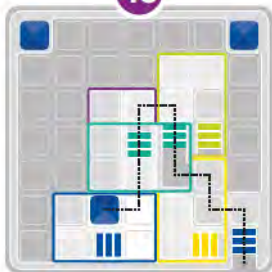
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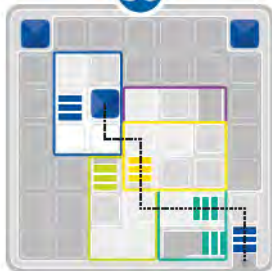
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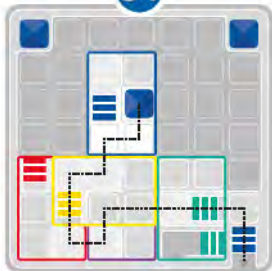




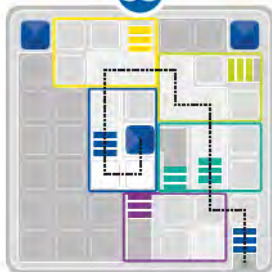
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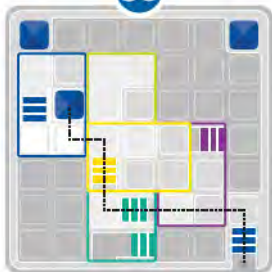
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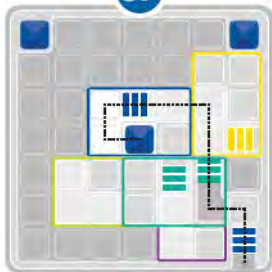
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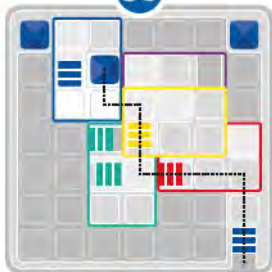
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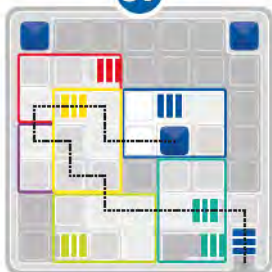
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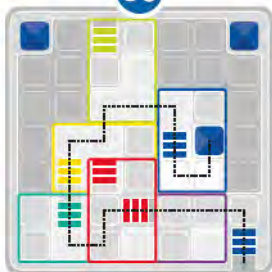
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SG 442-A



SG 442-B



SG 442-C



SG 442-D



SG 442-E



SG 442-F





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