

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 m² pour jouer, ripailler et dormir.

**ESCALE À
JEUX**

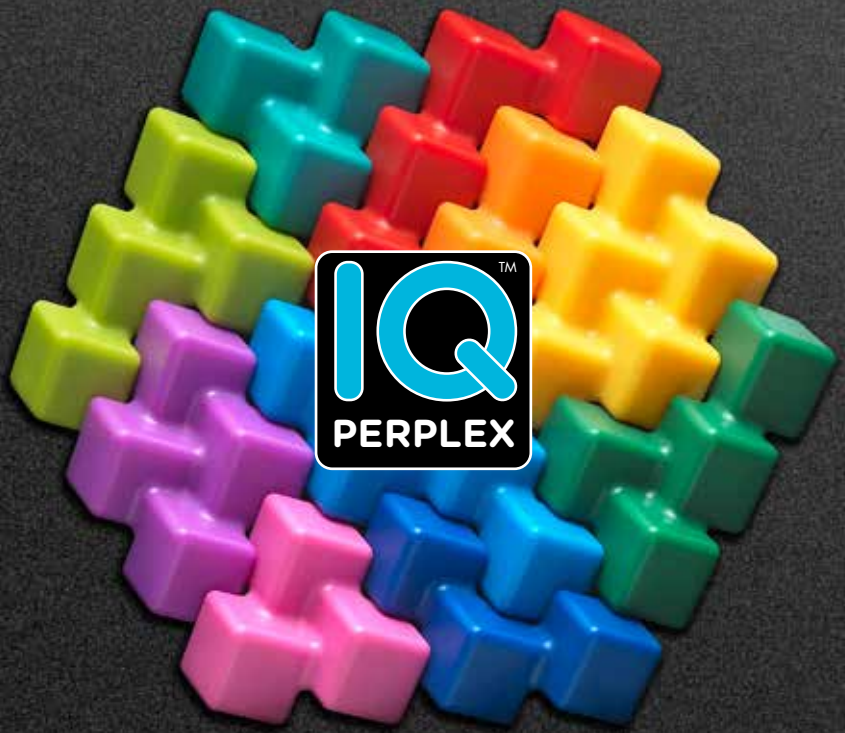
escaleajeux.fr

09 72 30 41 42

06 24 69 12 99

escaleajeux@gmail.com





GAME RULES

- 1 Choose a challenge. Place the puzzle pieces on the game board as shown.
- 2 Fit all remaining puzzle pieces on the game board. Puzzle pieces overlap each other so players are allowed to lift pieces on the game board to add new ones.
- 3 You have found the solution when all the pieces fit on the game board AND the surfaces of the cubes are aligned with each other (see hints below). There is only one solution, found at the end of the challenge booklet.

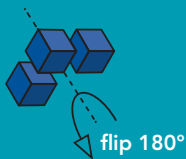


HINTS: Each puzzle piece is made of cubes. When placing the puzzle pieces on the board the cubes should fit completely inside the triangular cut-outs on the game board so that the sides of the cubes of all pieces are angled the same way.

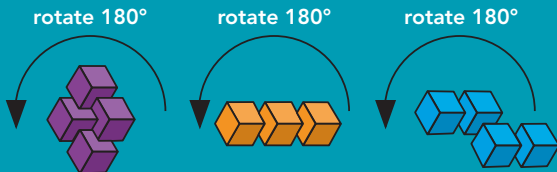
Before you start playing, experiment with the different puzzle pieces on the game board to get familiar with the possibilities and limitations of each piece. Some pieces can only be orientated in a single way, other pieces have 3 or 6 different orientations!

Note that some of puzzle pieces can be rotated or flipped to place them on the gameboard correctly, while others cannot:

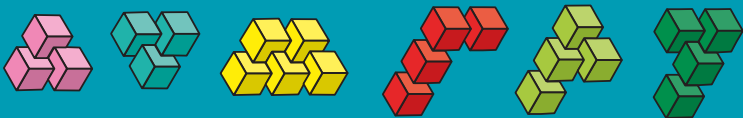
A) This piece can be flipped to make it fit correctly.



B) These pieces can be rotated 180° to make them fit correctly.



C) If these pieces don't fit correctly, rotating them 180° or flipping them will not help. You will need to find another position and orientation to make them fit correctly.

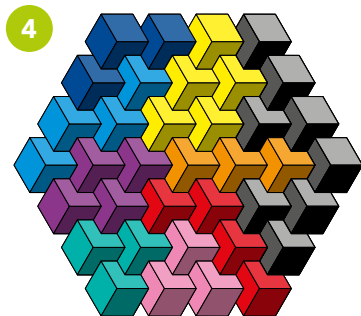
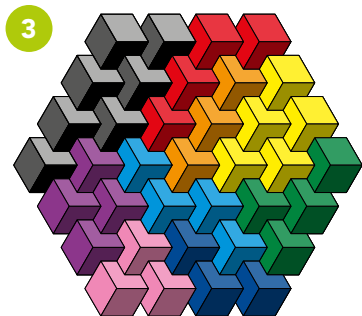
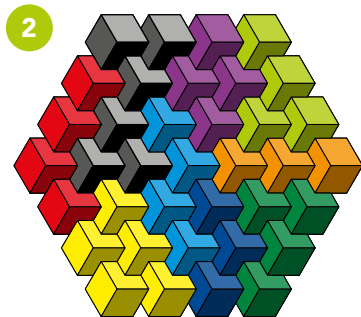
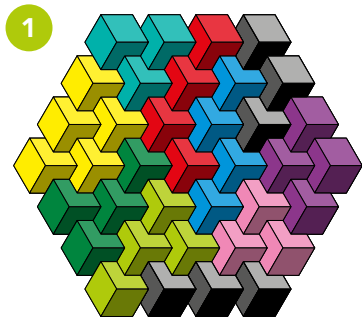


RÈGLES DU JEU

- 1 Choisissez un défi. Placez les pièces comme indiqué sur le défi.
- 2 Placez toutes les pièces restantes dans le plateau de jeu. Les pièces s'imbriquent les unes dans les autres, les joueurs sont donc autorisés à soulever certaines pièces pour en placer de nouvelles.
- 3 Vous avez trouvé la solution lorsque toutes les pièces sont sur le plateau de jeu ET lorsque les côtés des cubes sont alignés les uns avec les autres (voir les conseils ci-dessous). Chaque défi n'a qu'une solution que vous trouverez en fin de livret.

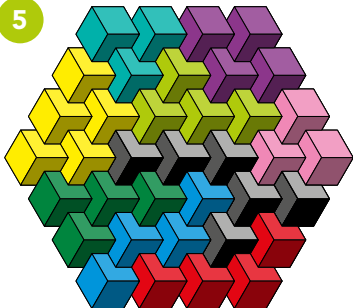
CONSEILS:

- *Chaque pièce du jeu est constituée de cubes. Lorsque vous placez une pièce sur le plateau de jeu, les cubes qui la constituent doivent rentrer parfaitement dans les cavités triangulaires du plateau. Ainsi tous les cubes auront leurs côtés parallèles aux côtés des autres cubes.*
- *Avant de commencer à jouer, essayer de placer les différentes pièces du jeu sur le plateau afin de vous familiariser avec les possibilités et les impossibilités de placement de chaque pièce. Certaines pièces ne peuvent être orientées que d'une manière, alors que d'autres pièces ont 3 ou 6 orientations différentes !*

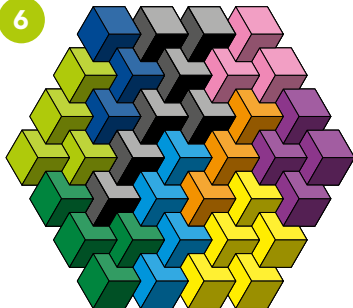


STARTER

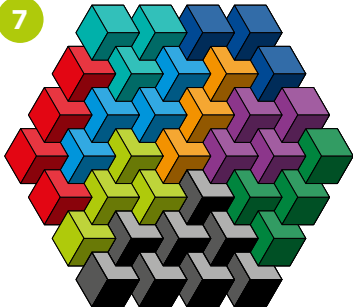
5



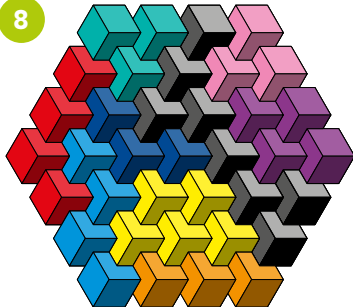
6



7



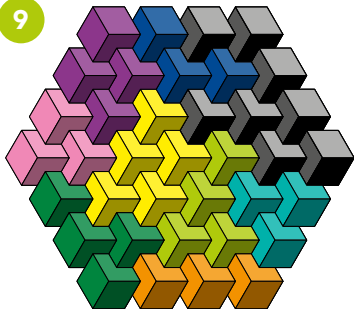
8



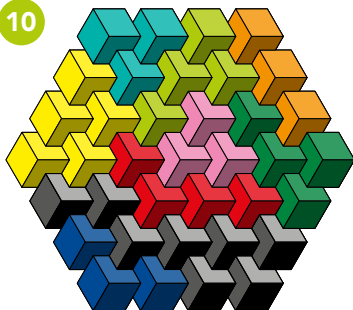
STARTER



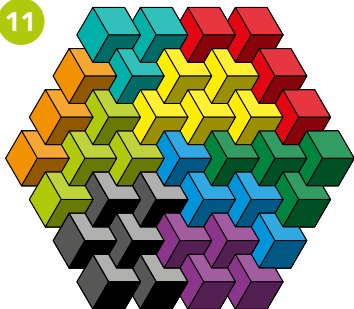
9



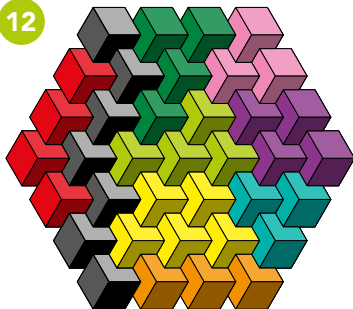
10



11

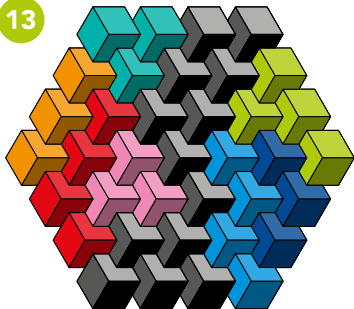


12

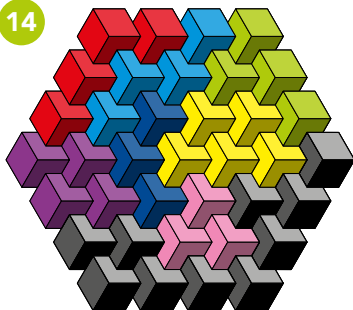


STARTER

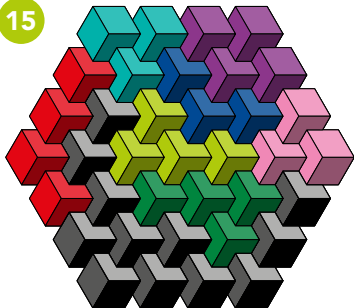
13



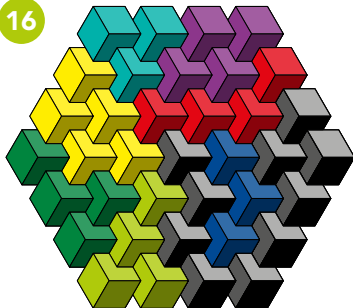
14



15



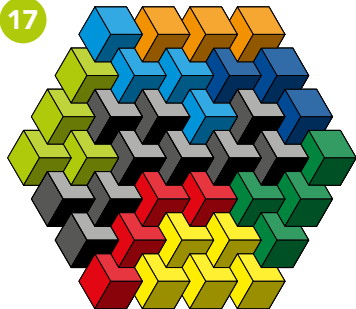
16



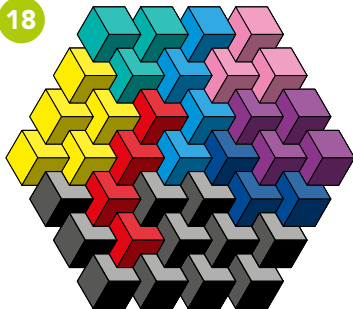
STARTER



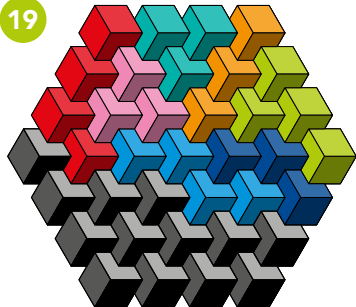
17



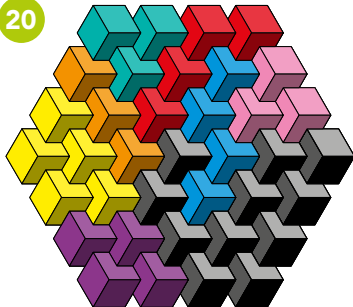
18



19

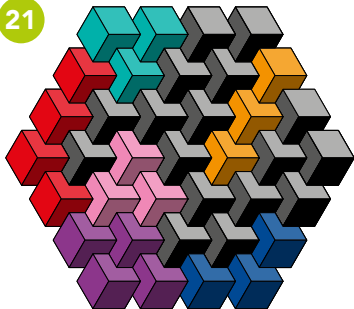


20

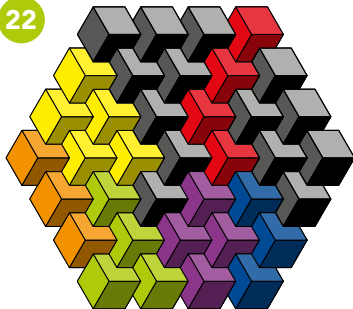


STARTER

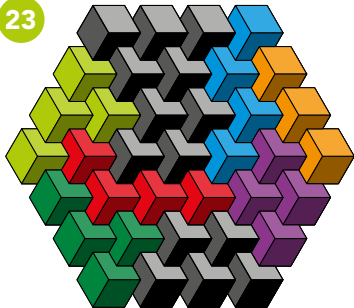
21



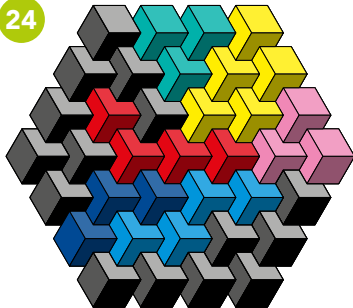
22



23



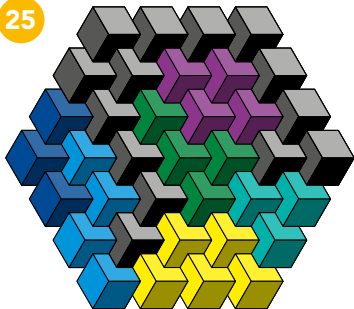
24



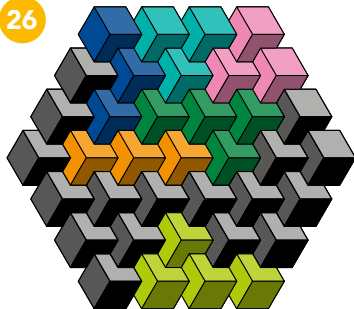
STARTER



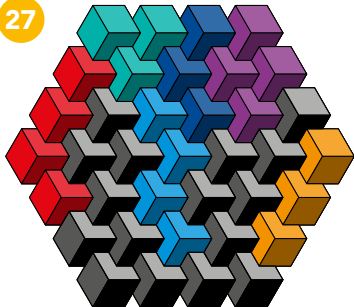
25



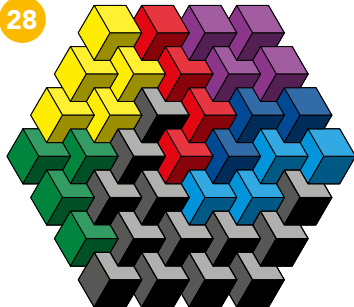
26



27

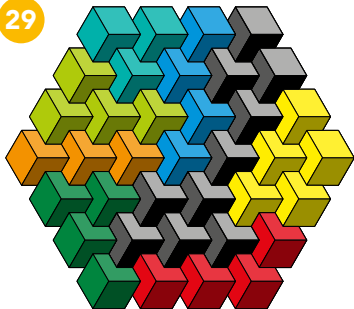


28

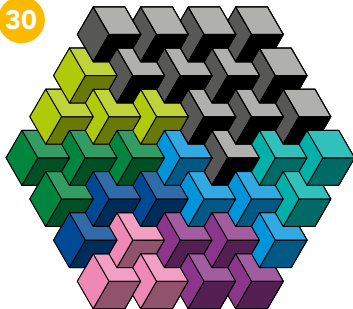


JUNIOR

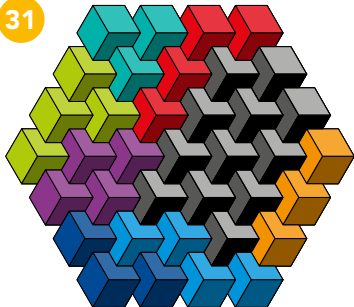
29



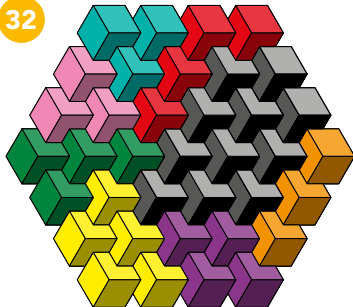
30



31



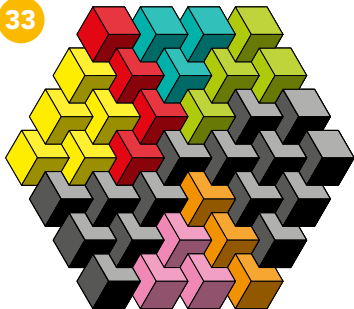
32



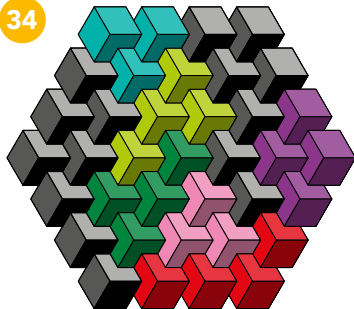
JUNIOR



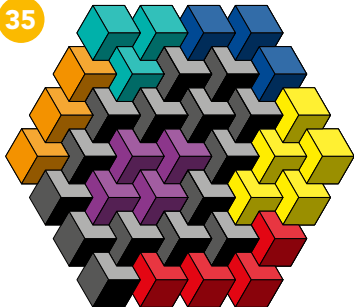
33



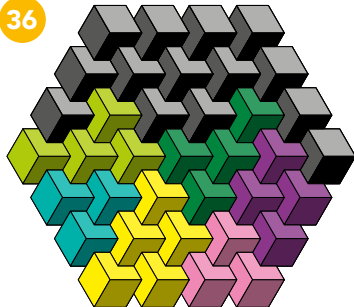
34



35

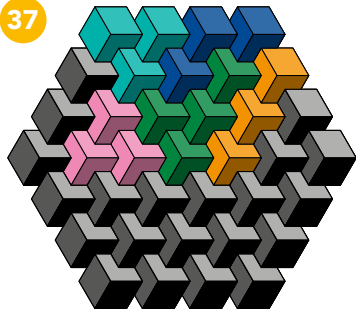


36

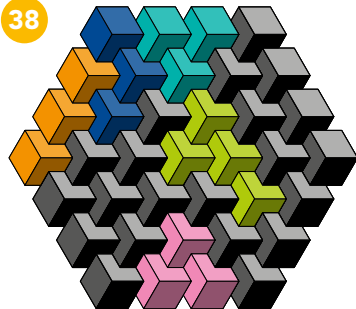


JUNIOR

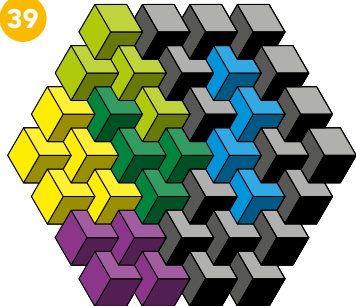
37



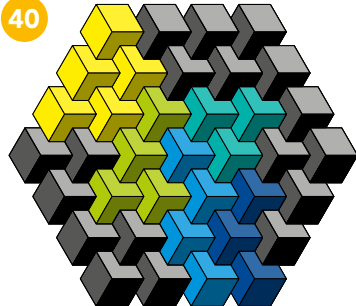
38



39



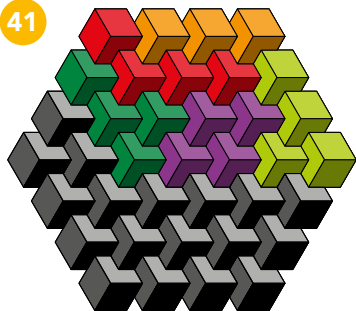
40



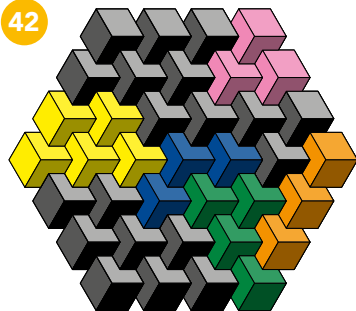
JUNIOR



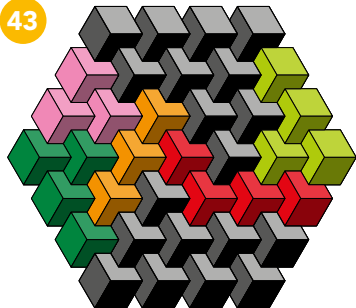
41



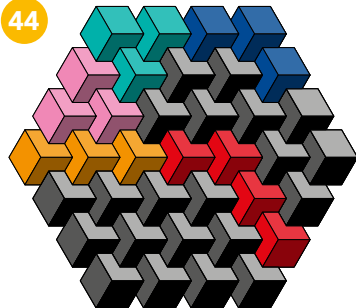
42



43

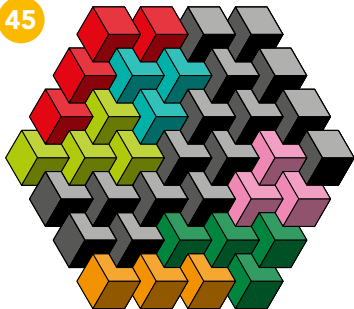


44

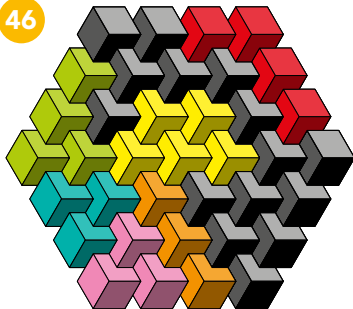


JUNIOR

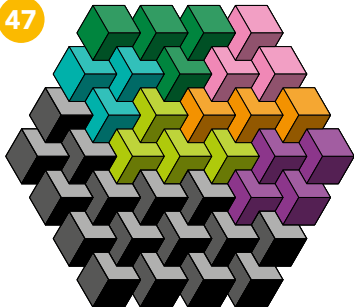
45



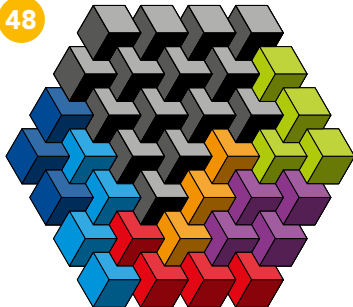
46



47



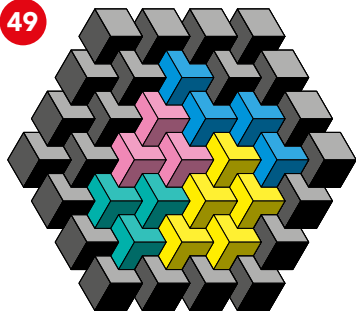
48



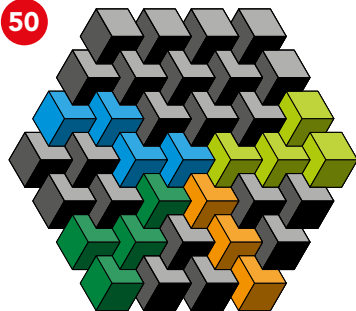
JUNIOR



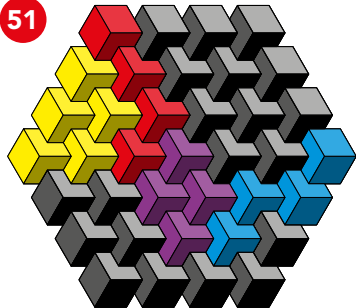
49



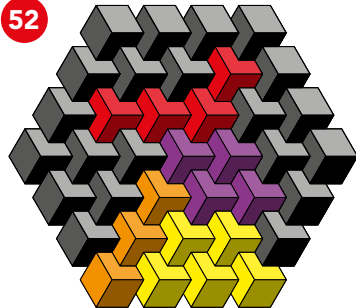
50



51

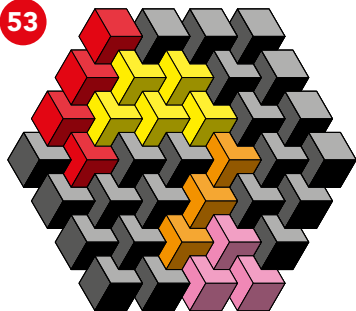


52

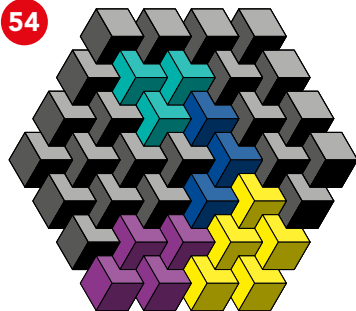


EXPERT

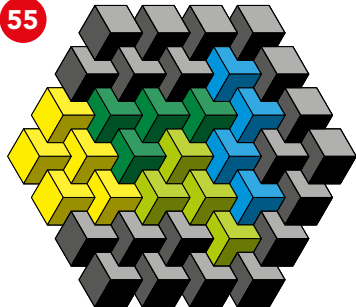
53



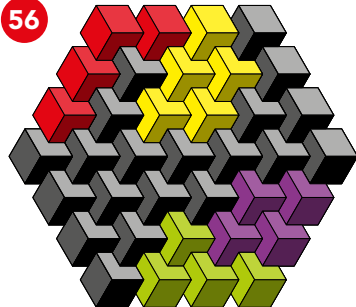
54



55



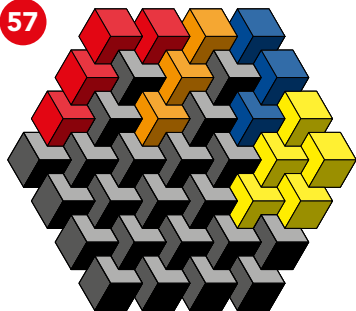
56



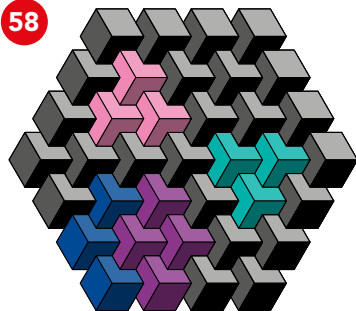
EXPERT



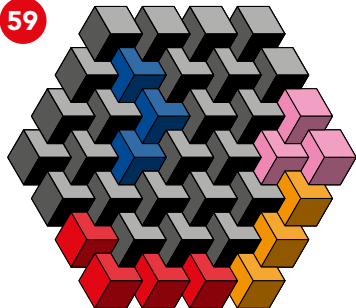
57



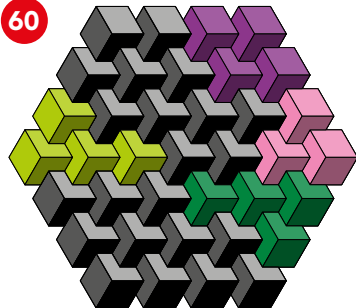
58



59

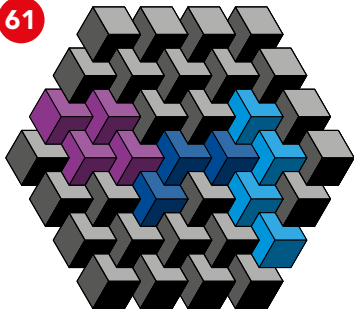


60

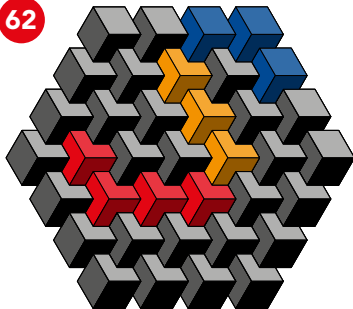


EXPERT

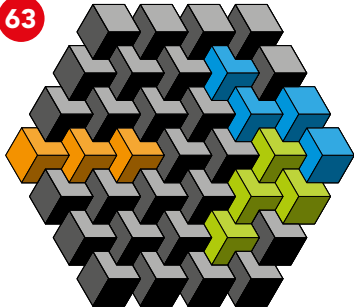
61



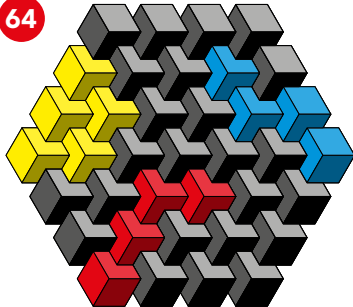
62



63



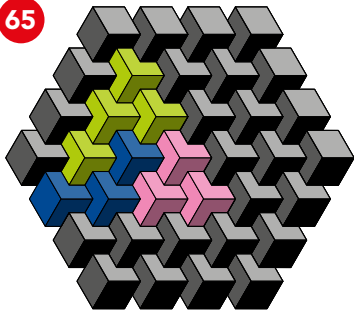
64



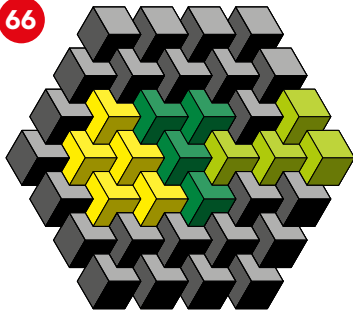
EXPERT



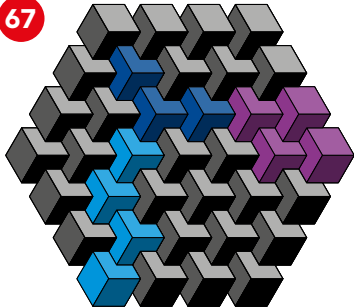
65



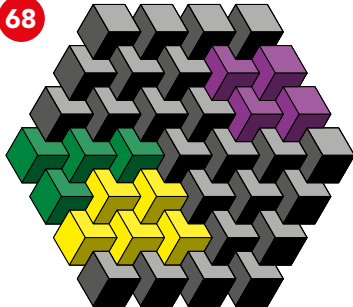
66



67

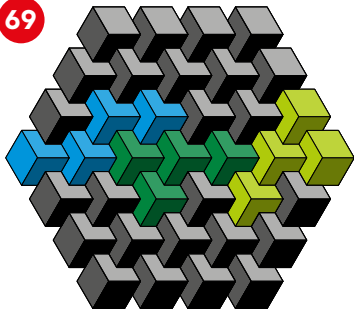


68

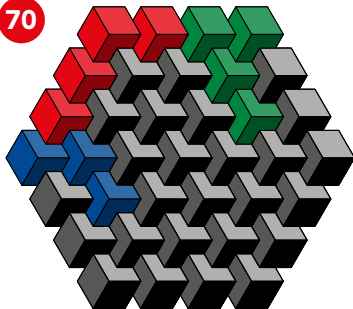


EXPERT

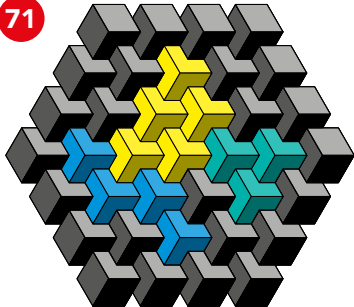
69



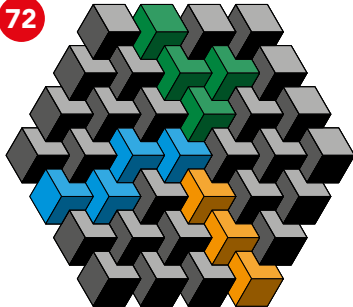
70



71



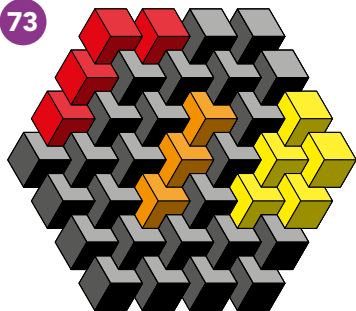
72



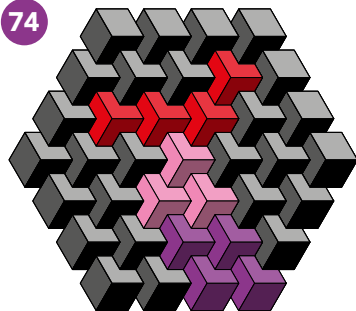
EXPERT



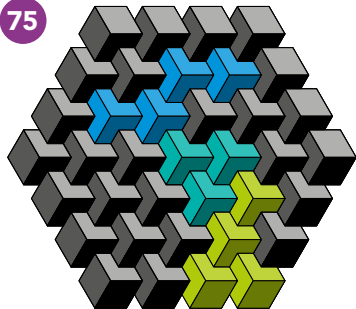
73



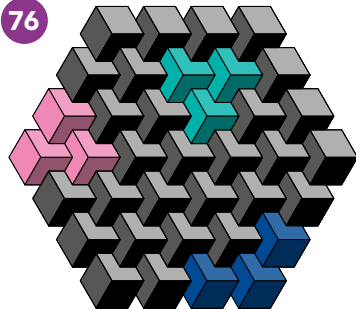
74



75

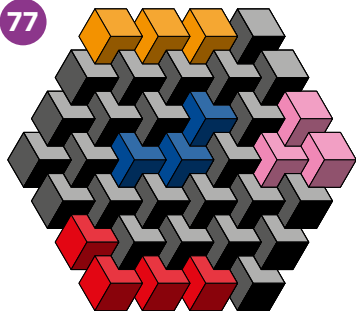


76

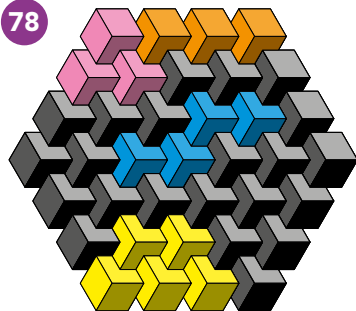


MASTER

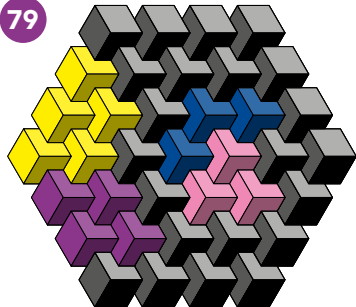
77



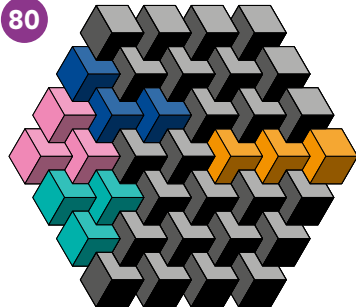
78



79



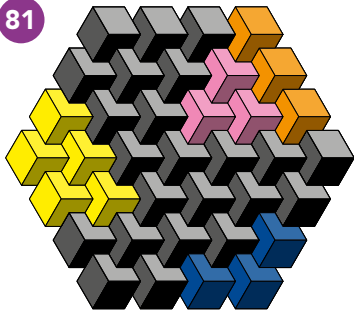
80



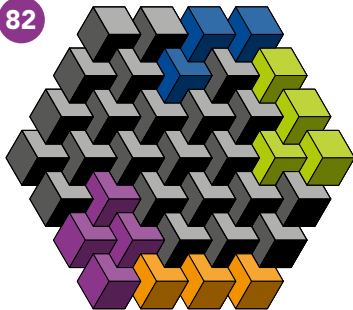
MASTER



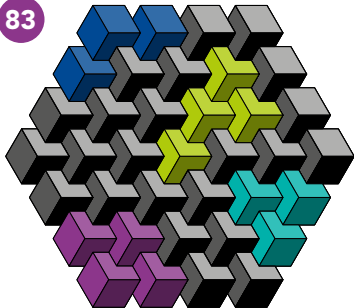
81



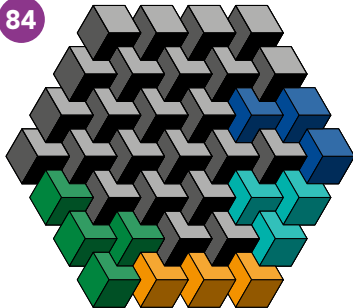
82



83

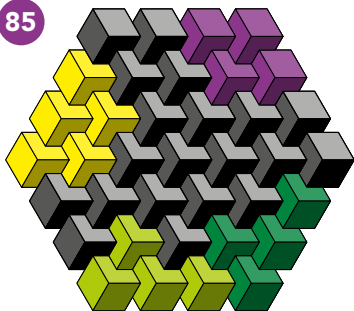


84

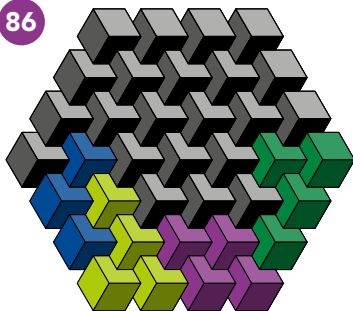


MASTER

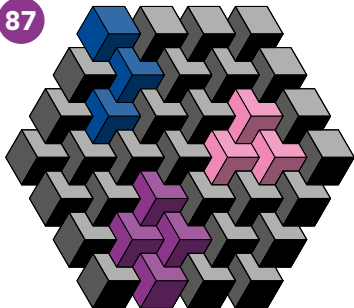
85



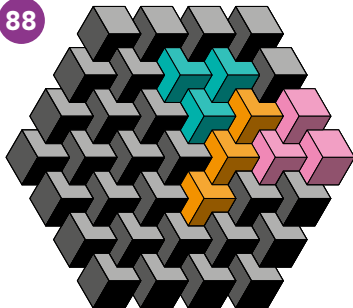
86



87



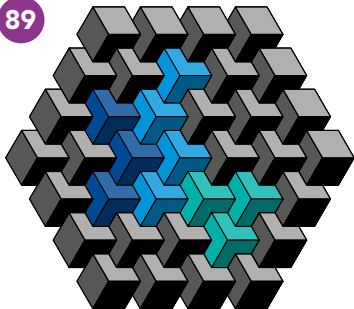
88



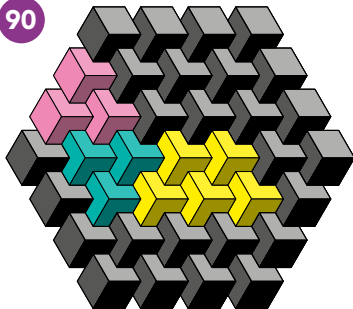
MASTER



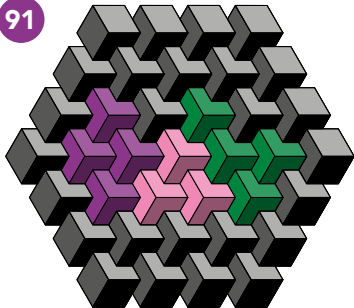
89



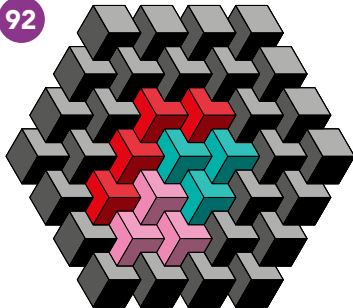
90



91

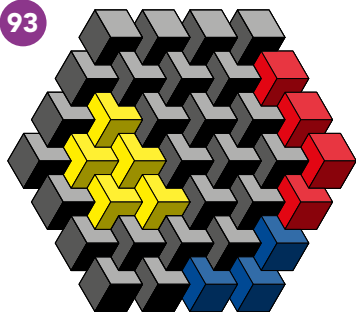


92

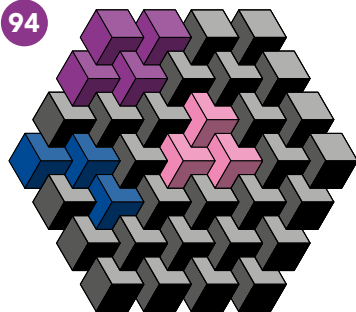


MASTER

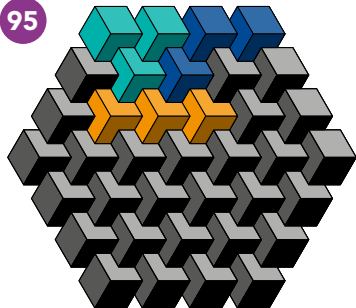
93



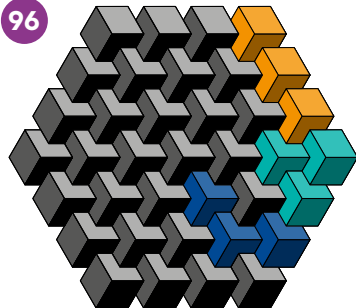
94



95



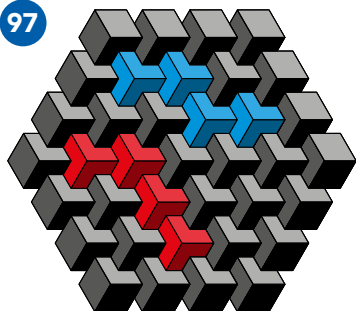
96



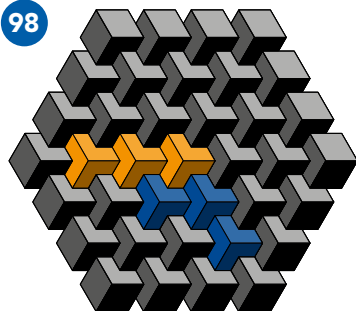
MASTER



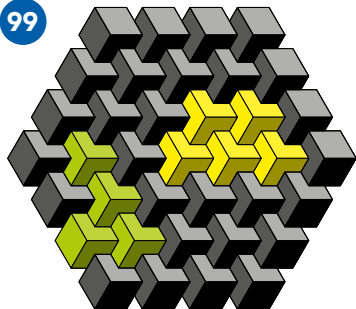
97



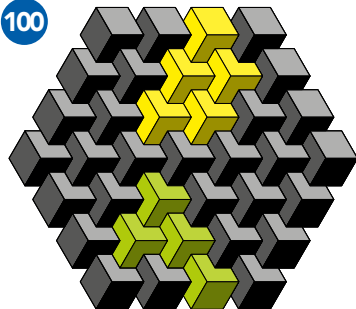
98



99

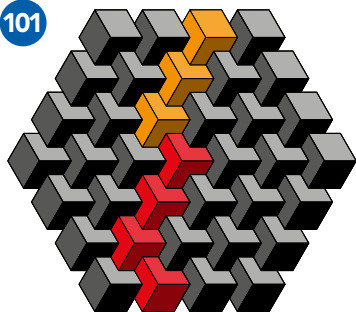


100

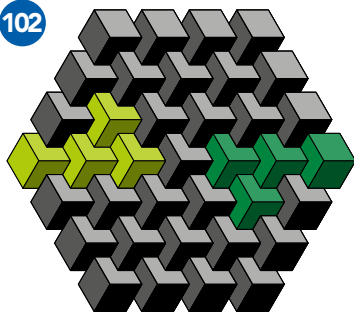


WIZARD

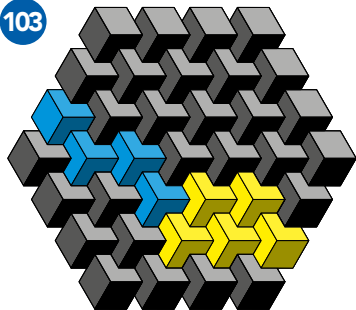
101



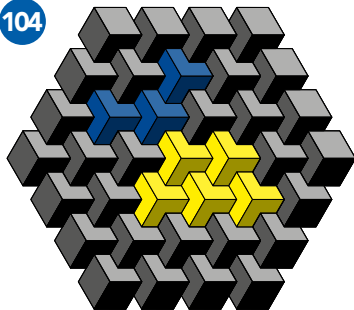
102



103



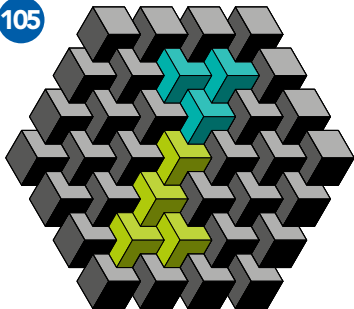
104



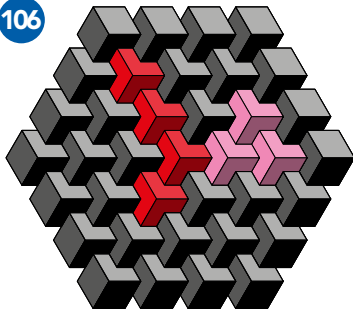
WIZARD



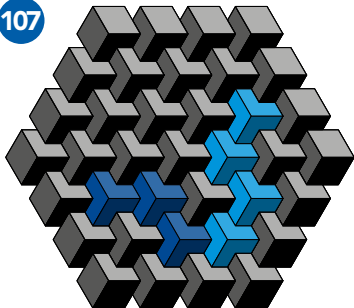
105



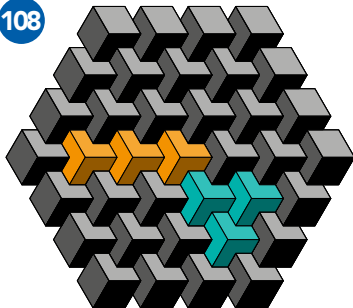
106



107

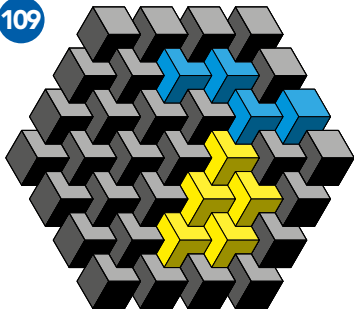


108

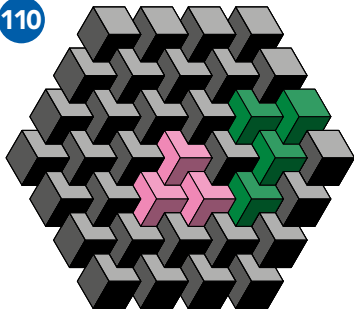


WIZARD

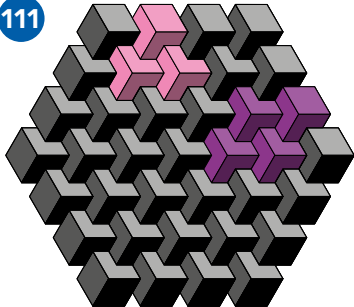
109



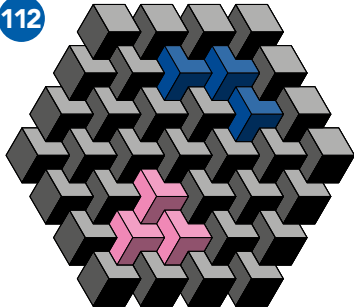
110



111



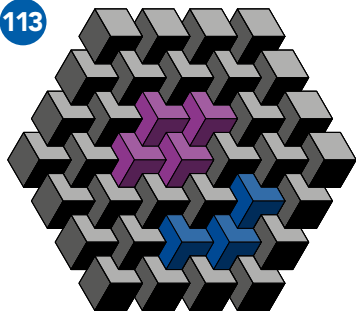
112



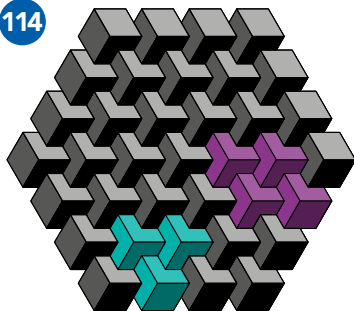
WIZARD



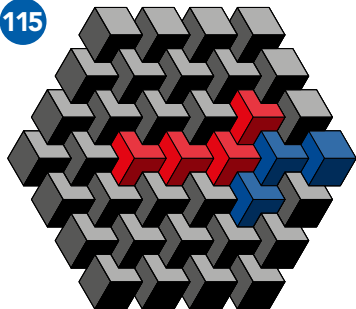
113



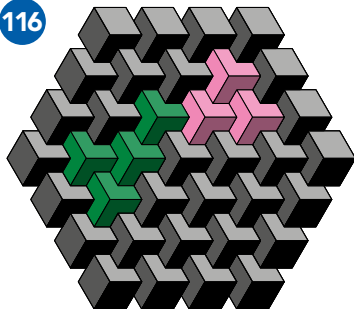
114



115

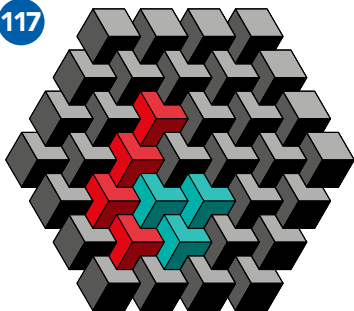


116

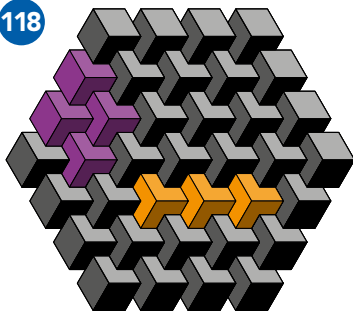


WIZARD

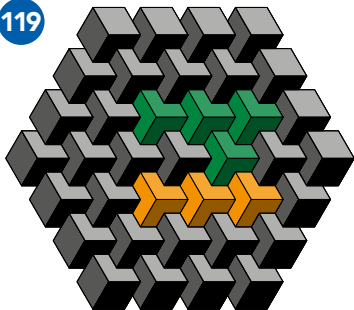
117



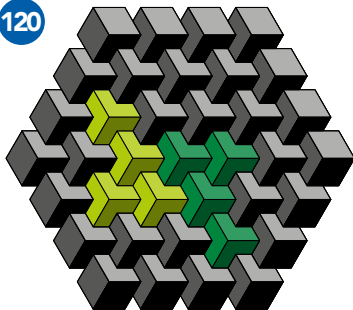
118



119



120

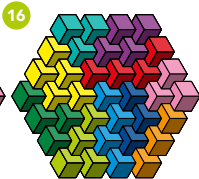
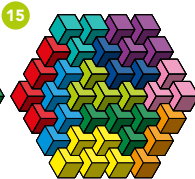
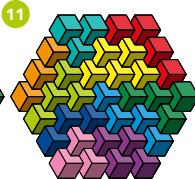
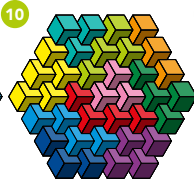
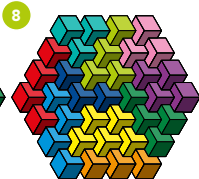
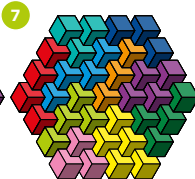
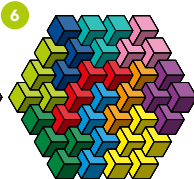
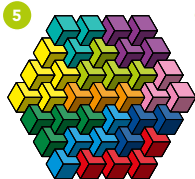
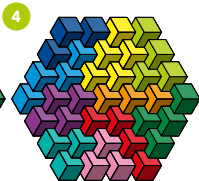
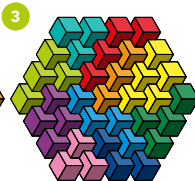
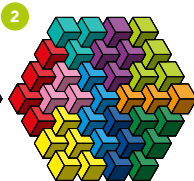
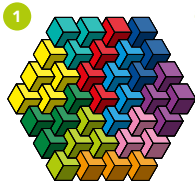


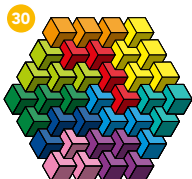
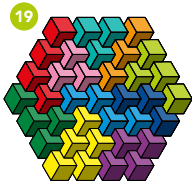
WIZARD

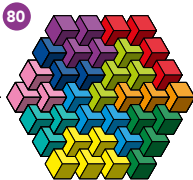
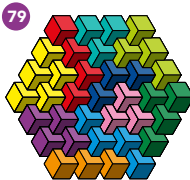
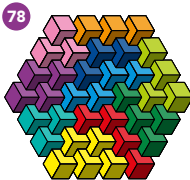
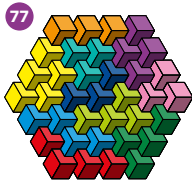
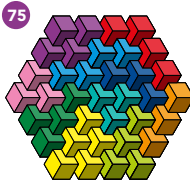
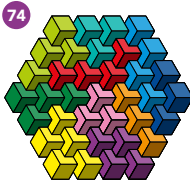
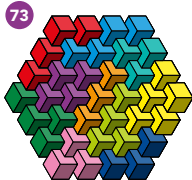
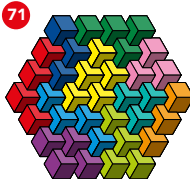
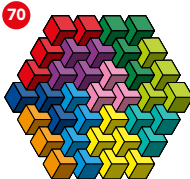
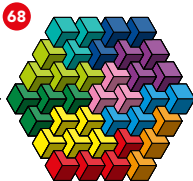
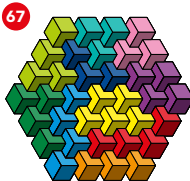
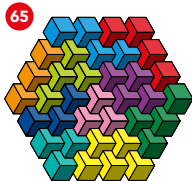


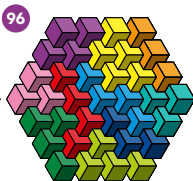
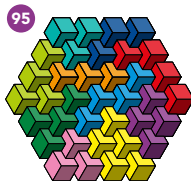
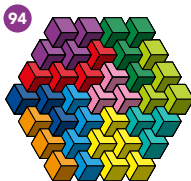
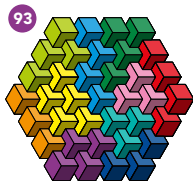
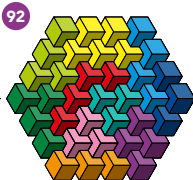
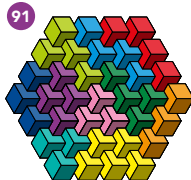
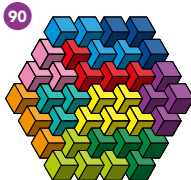
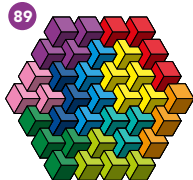
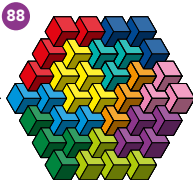
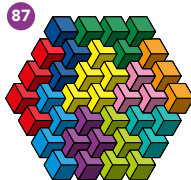
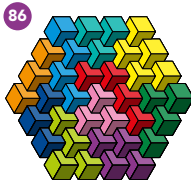
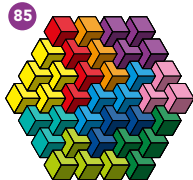
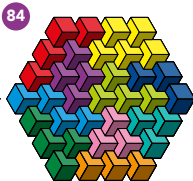
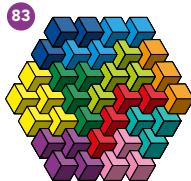
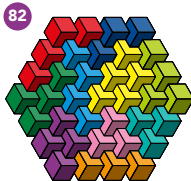
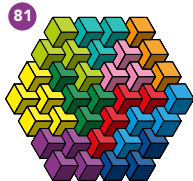


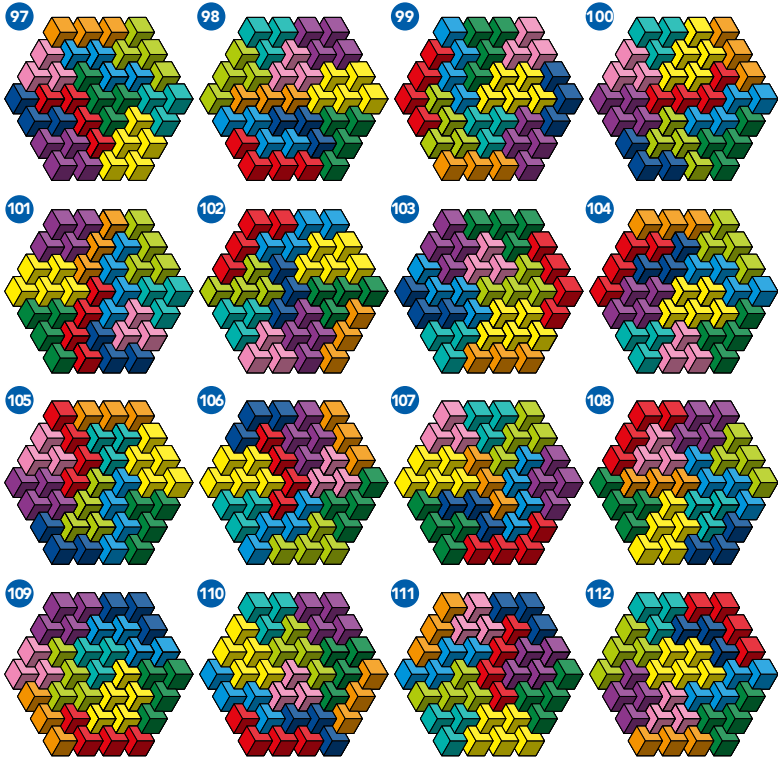
SOLUTIONS



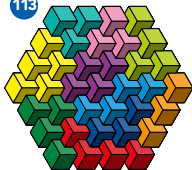




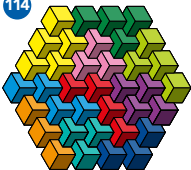




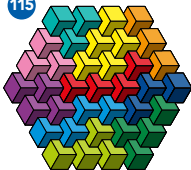
113



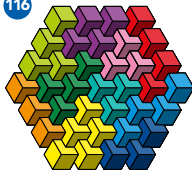
114



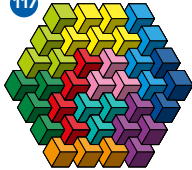
115



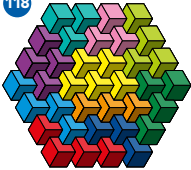
116



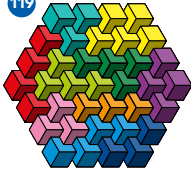
117



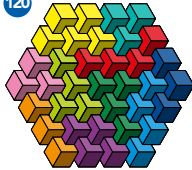
118



119



120



SG 305-A



SG 305-B



SG 305-C



SG 305-D



SG 305-E



SG 305-F



SG 305-G



SG 305-H



SG 305-I



SG 305-J





© 2021 Concept, game design & artwork:
SMART - Belgium. All rights reserved.
Designer: Raf Peeters
Original product name: IQ Perplex
Manufacturer: SMART nv.
Neerveld 14, 2550 Kontich, Belgium
info@smart.be
www.smartgames.eu

dd 20220516B Made in China

