

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.

**ESCALE À  
JEUX**

[escaleajeux.fr](http://escaleajeux.fr)

09 72 30 41 42

06 24 69 12 99

[escaleajeux@gmail.com](mailto:escaleajeux@gmail.com)





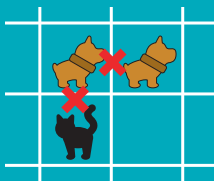
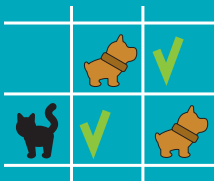
## GAME RULES

The object of Walk the Dog is to place all 4 dogs in the park with enough space between them to avoid animal fights!

- 1 Select a challenge. Place the Cat(s) and tree on the game board, if needed. These pieces must remain in place on the board. If a Cat or tree is not shown in the challenge, you don't need it in the solution.
- 2 Place all 4 Dogs on the game board so that the solution follows the rules given in the challenge:
  - A white Walker icon in the challenge indicates that a Walker must be placed on that spot on the gameboard. It can be any of the 3 Walkers.
  - A Dog icon indicates that a dog must be placed on that spot. It can be any of the 4 Dogs.
  - The orientation of the Dogs and Walkers shown in the challenge is not relevant, only their position matters. Dogs and Walkers can have a different orientation in the solution than the one shown in the challenge.
  - Earlier challenges sometimes give additional hints, such as the specific colour of a Walker. More difficult challenges offer fewer hints about the position of the Dogs and Walkers.

All Dogs must be placed on the game board, even when a challenge shows fewer than 4 Dogs! The remaining Dogs and Walkers can be placed anywhere on the board, following these rules:

- A)** Dogs can never be placed directly adjacent to other Dogs or Cats. This is how we avoid fights!



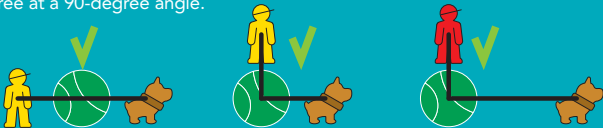
- B)** Three of the Dogs are always connected to a Walker by a leash. Leashes must form horizontal or vertical lines on the game board (diagonal lines are not allowed).



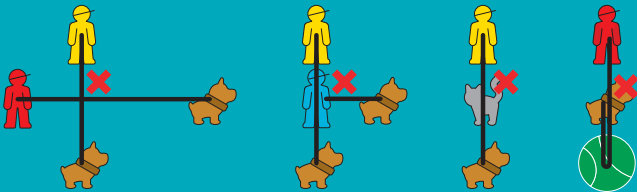
- C)** Leashes must always be straight and tense (the Dog is pulling hard, after all). The length of the connection is different for each Walker.



- D)** The leashes of the yellow and red Walkers can pass straight by or bend around the tree at a 90-degree angle.



- E)** Leashes can never cross each other or pass over Walkers, Dogs or Cats!



**3** There is only one solution which can be found at the back of the booklet.

# RÈGLES DU JEU

Lors de chaque défi vous devrez réussir à placer les QUATRE chiens, dont trois avec un maître, dans le parc en laissant suffisamment d'espace entre eux afin de laisser leur propriétaire les promener tranquillement.

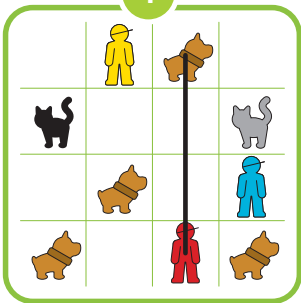
- 1 Choisissez un défi. Placez aux endroits indiqués sur le plan de jeu, s'ils apparaissent, la figurine de l'arbre et les chats (il peut y en avoir deux en jeu). Si l'arbre et les chats n'apparaissent pas dans le défi, ne les mettez pas en jeu.
- 2 La solution correcte au défi doit TOUJOURS prendre en compte le placement sur le plan de jeu des QUATRE chiens tout en respectant les règles de pose suivantes:
  - Si une silhouette blanche de promeneur apparaît dans le défi, elle est considérée comme «neutre», ce qui signifie que N'IMPORTE LEQUEL des trois promeneurs DEVRA occuper cet espace.
  - Une silhouette de chien indique qu'UN CHIEN DEVRA absolument occuper cet espace. Il pourra s'agir de n'importe lequel des QUATRE chiens, y compris le «solitaire», le seul chien n'a pas de maître.
  - L'orientation des silhouettes dans les défis n'a aucune importance. Il s'agit simplement d'une indication quant à l'emplacement que doivent occuper les figurines sur le plan de jeu.
  - Les défis les plus faciles donnent des indices aux joueurs afin de les aider à appréhender rapidement la mécanique du jeu. Par exemple en leur donnant la couleur spécifique de tel ou tel promeneur. Les défis plus difficiles en revanche ne vous proposeront que peu d'indices quant à la position des promeneurs et des chiens! À vous de les trouver...Seuls les chats sont toujours indiqués.

TOUS les chiens doivent trouver leur place sur le plan de jeu, même si le défi montre moins de QUATRE silhouettes de chiens! Les promeneurs et les autres chiens DEVRONT être placés sur le plan de jeu en suivant absolument les règles suivantes:

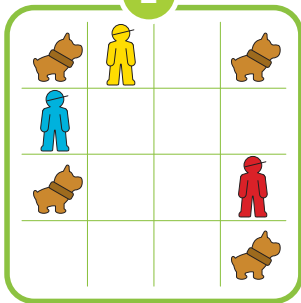
- A) AUCUN chien ne peut être adjacent orthogonalement à un AUTRE CHIEN ou à un CHAT. Nous voulons une promenade paisible.
  - B) Trois chiens sont promenés par leur maître qui les tient en laisse. Les emplacements des chiens et de leur maître doivent toujours se situer sur la même colonne ou sur la même ligne. Les deux figurines ne peuvent se retrouver en diagonale l'une par rapport à l'autre.
  - C) Les longueurs des trois laisses sont toutes différentes en fonction de la couleur de chaque promeneur. Chaque laisse DEVRA TOUJOURS être TENDUE. Pas de mou, le chien tire fort!
  - D) Les deux promeneurs jaune et rouge ont une laisse suffisamment longue pour vous autoriser à réaliser un angle de 90° autour du tronc d'arbre. Cette possibilité de jeu CORRECTE vous apportera des solutions pour résoudre certains défis. Cette règle explique la présence de l'arbre dans le jeu, au-delà du côté esthétique.
  - E) Les laisses NE DOIVENT JAMAIS : se croiser, passer au-dessus d'un espace occupé par un chien ou un chat ni se trouver dans les jambes d'un autre promeneur occupant un espace.
- 3 Il n'y a qu'une seule solution à chaque défi que vous trouverez à la fin de ce livret.



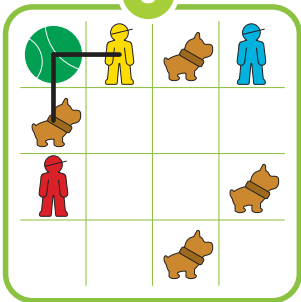
1



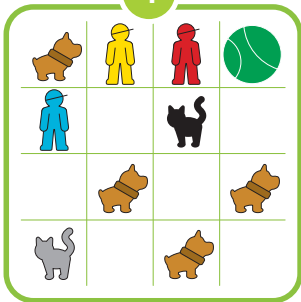
2



3

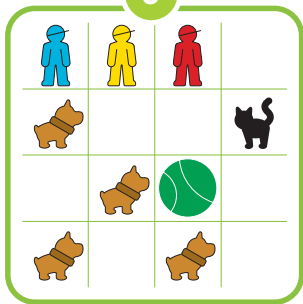


4

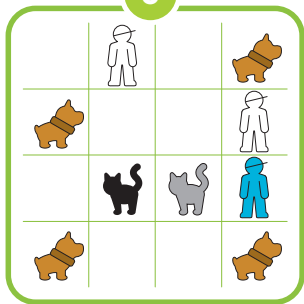


STARTER

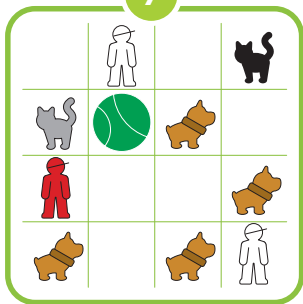
5



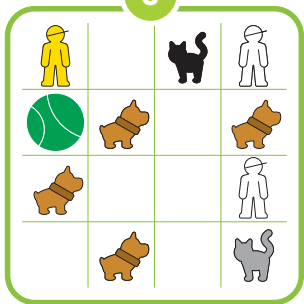
6



7



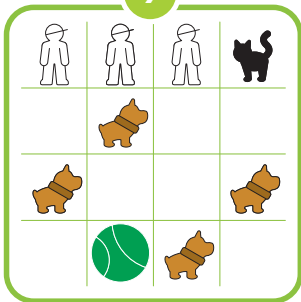
8



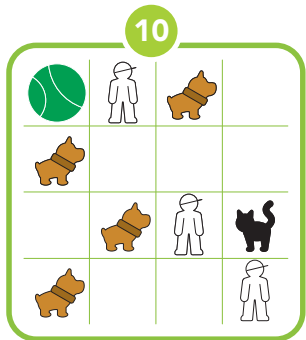
STARTER



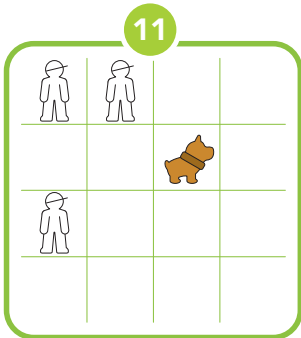
9



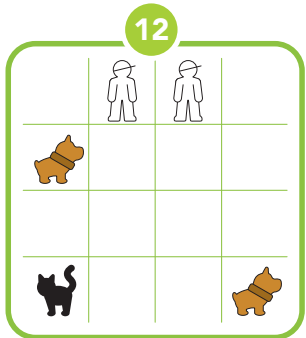
10



11



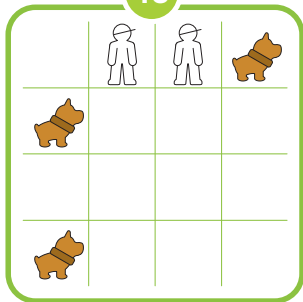
12



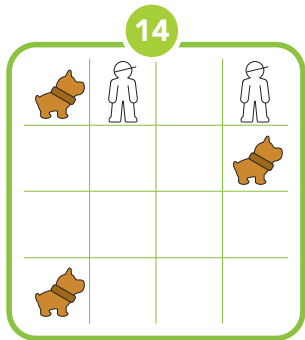
STARTER



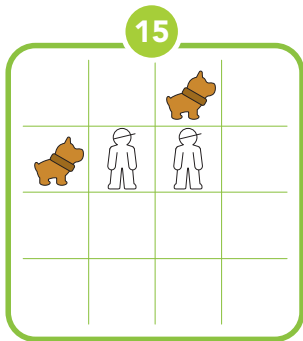
13



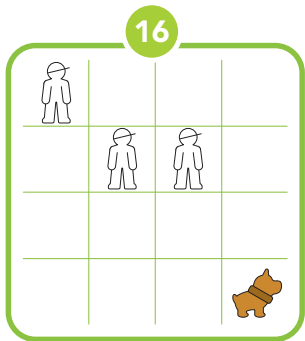
14



15



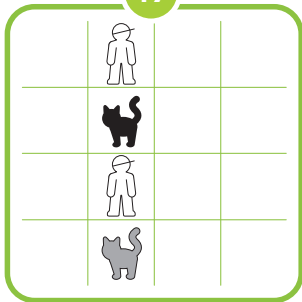
16



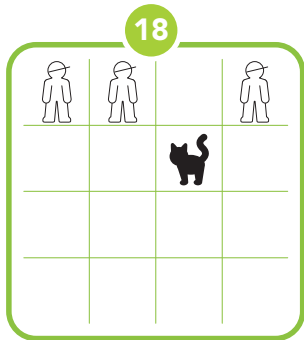
STARTER



17



18



19

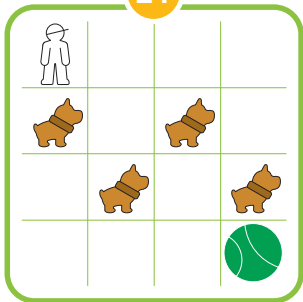


20

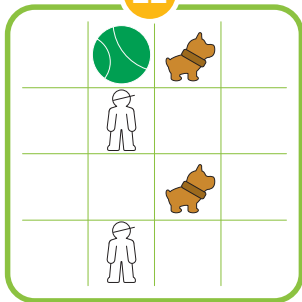


STARTER

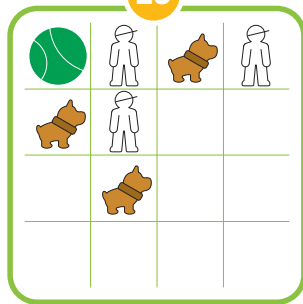
21



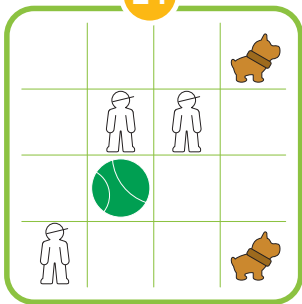
22



23



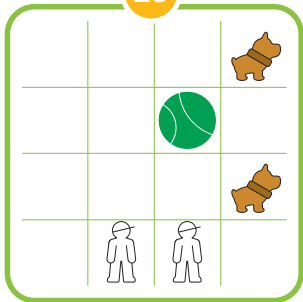
24



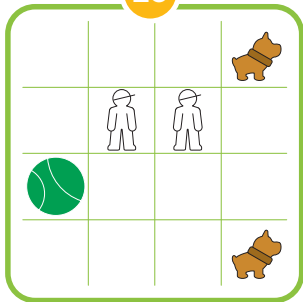
# JUNIOR



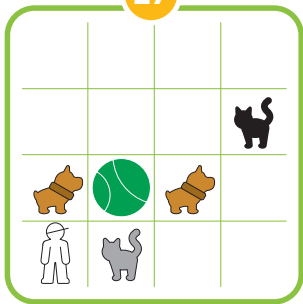
25



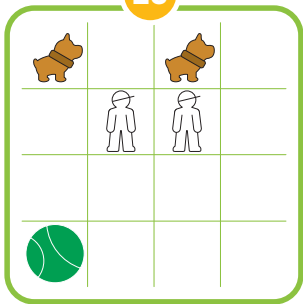
26



27

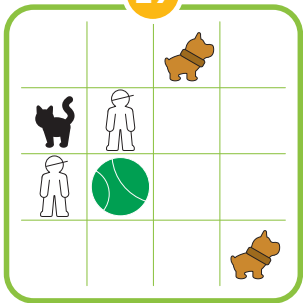


28

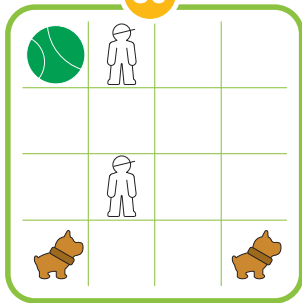


# JUNIOR

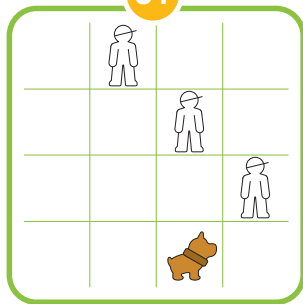
29



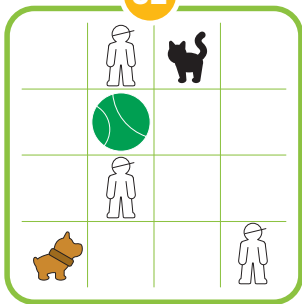
30



31



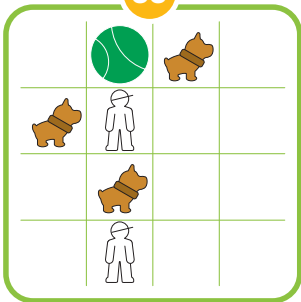
32



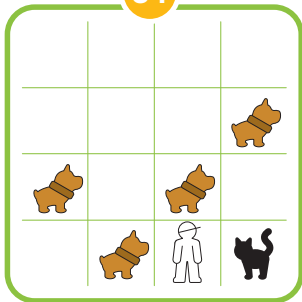
JUNIOR



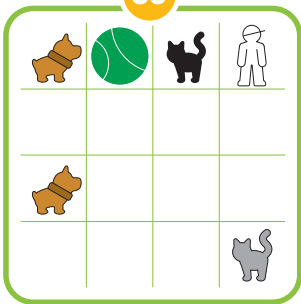
33



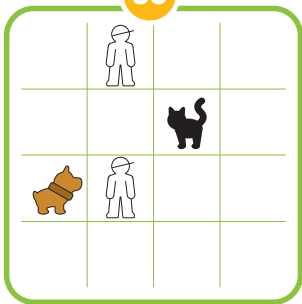
34



35

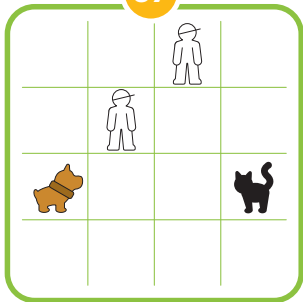


36

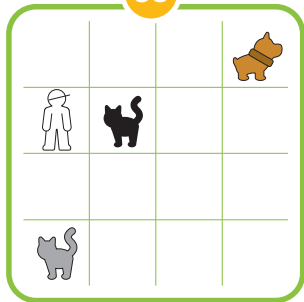


JUNIOR

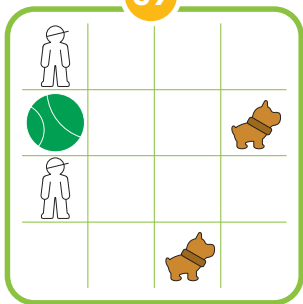
37



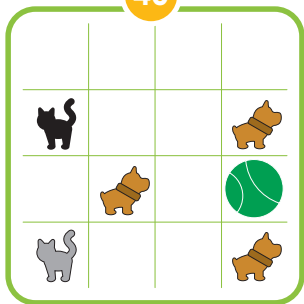
38



39



40

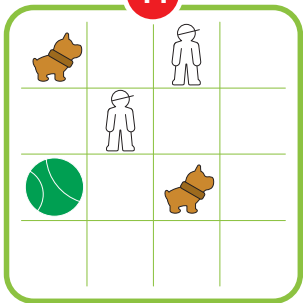


JUNIOR

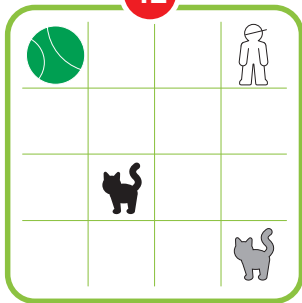




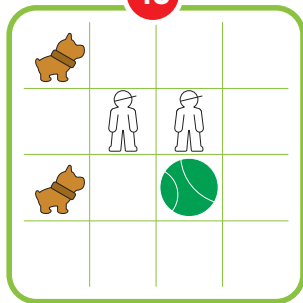
41



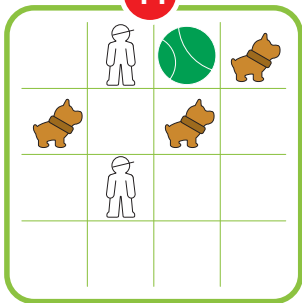
42



43

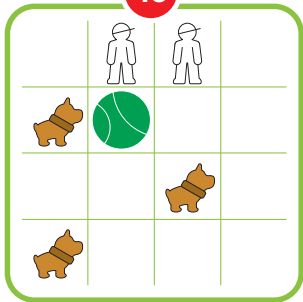


44

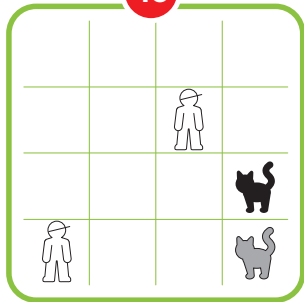


EXPERT

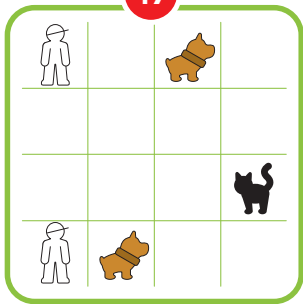
45



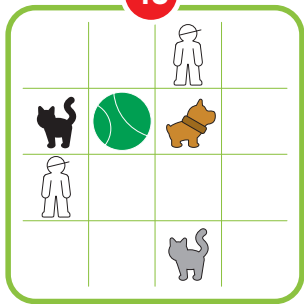
46



47



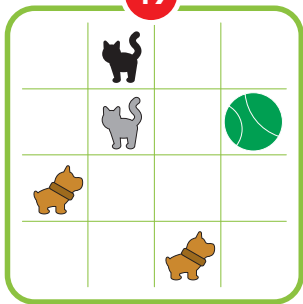
48



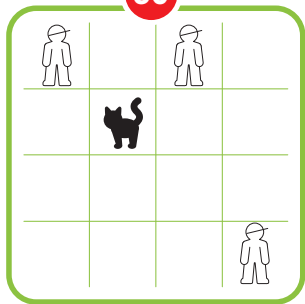
EXPERT



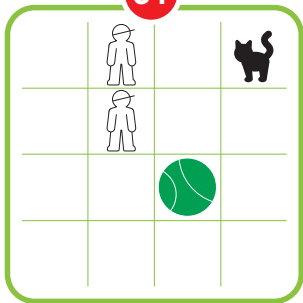
49



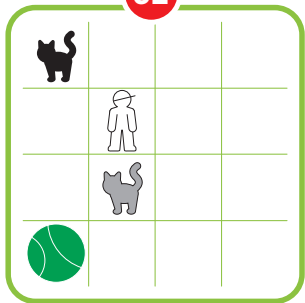
50



51

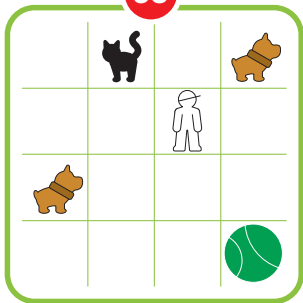


52

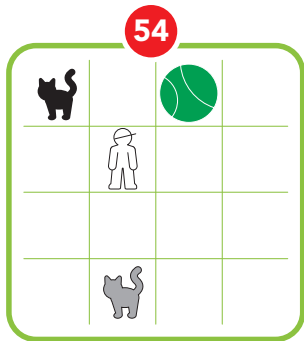


EXPERT

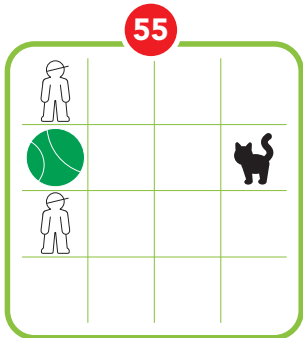
53



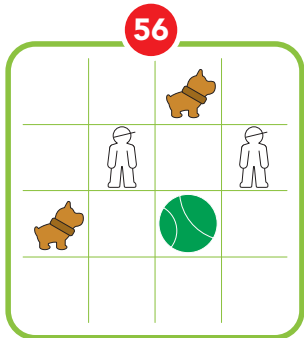
54



55



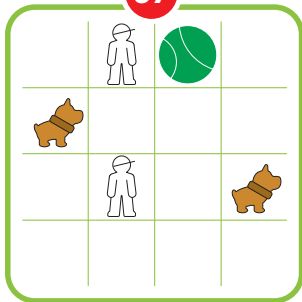
56



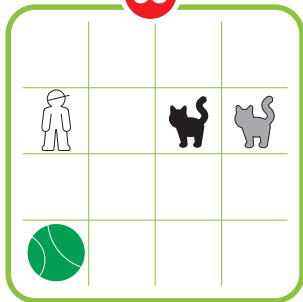
EXPERT



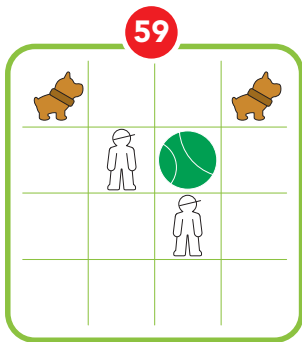
57



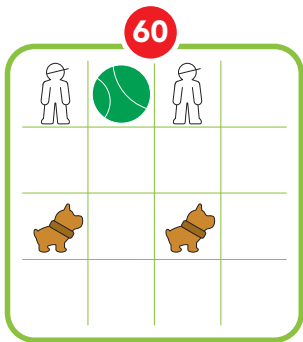
58



59

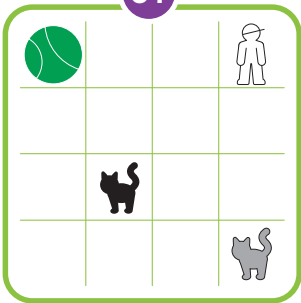


60

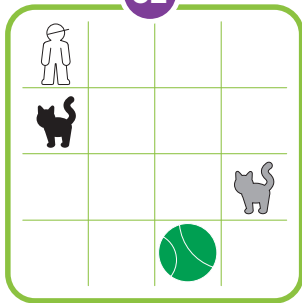


EXPERT

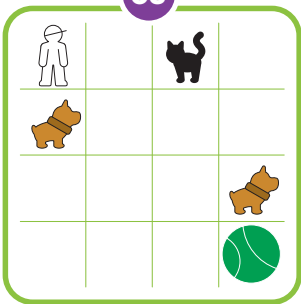
61



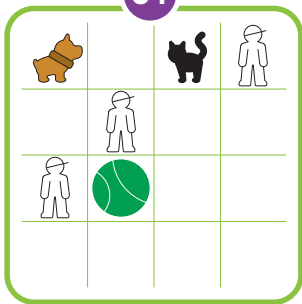
62



63



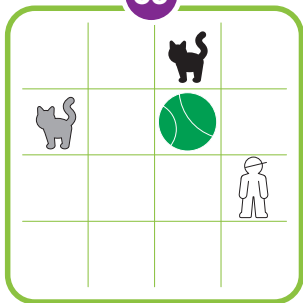
64



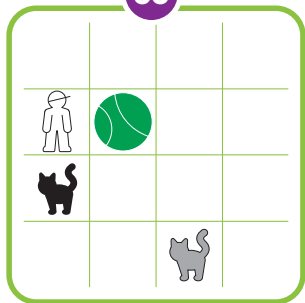
MASTER



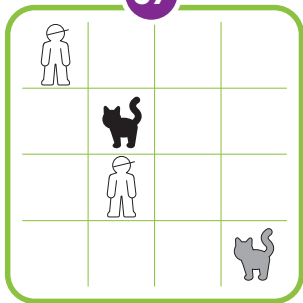
65



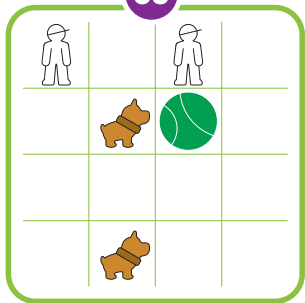
66



67



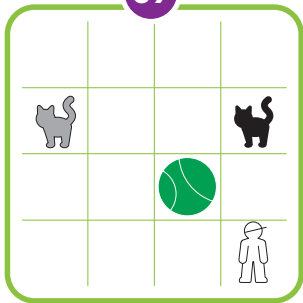
68



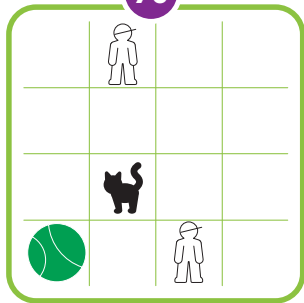
MASTER



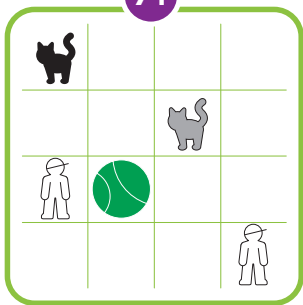
69



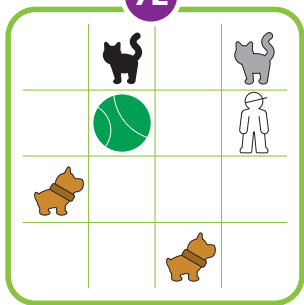
70



71



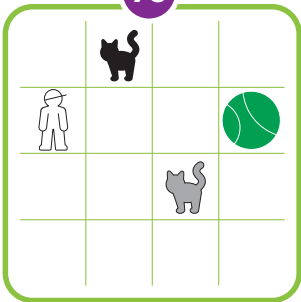
72



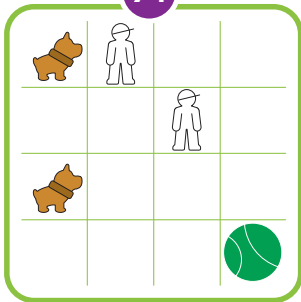
MASTER



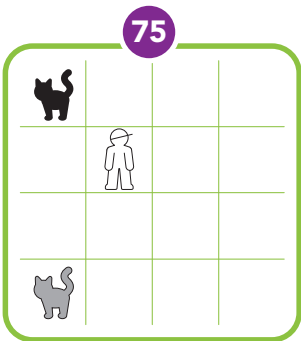
73



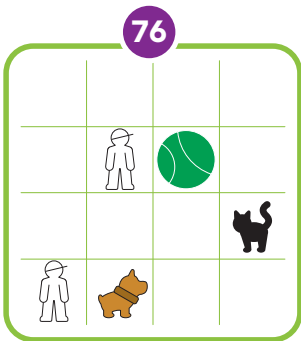
74



75

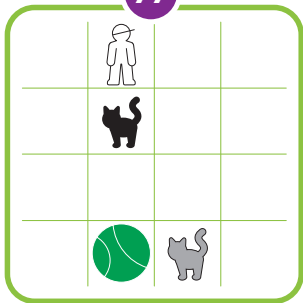


76

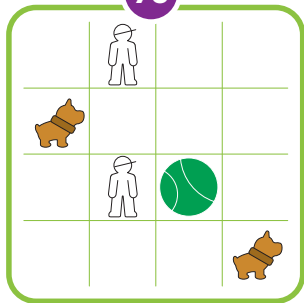


MASTER

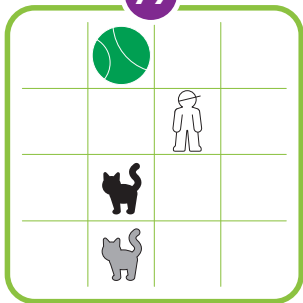
77



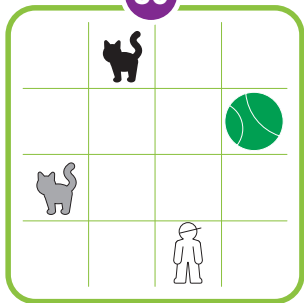
78



79



80

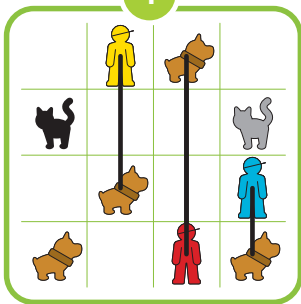


MASTER

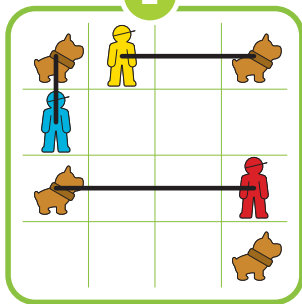


## SOLUTIONS

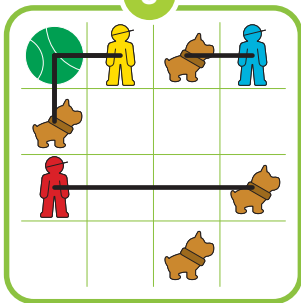
1



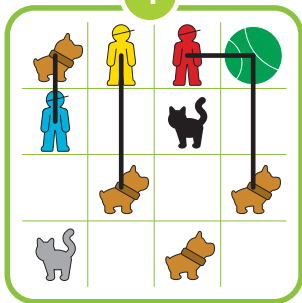
2



3

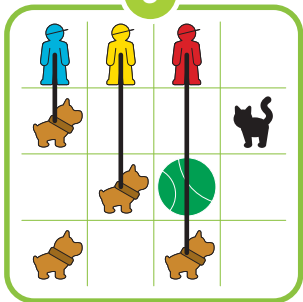


4

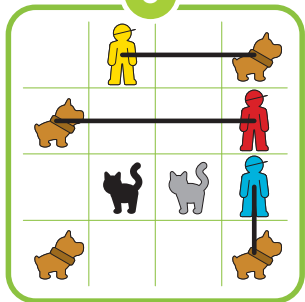


## SOLUTIONS

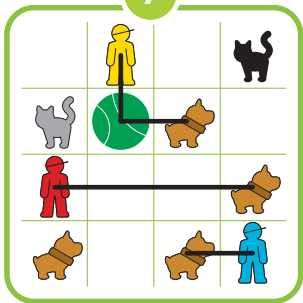
5



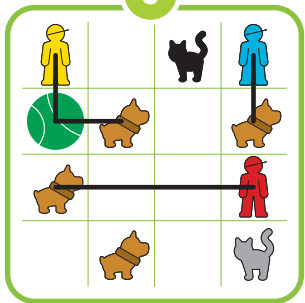
6



7

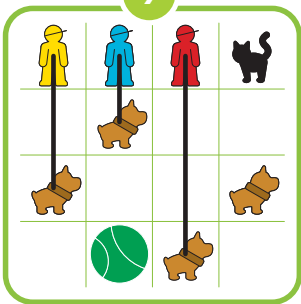


8

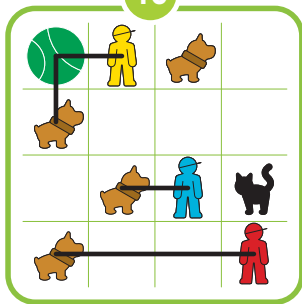


## SOLUTIONS

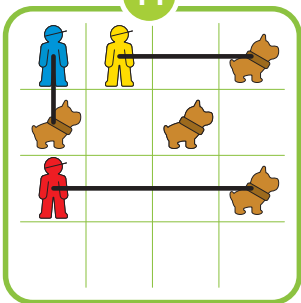
9



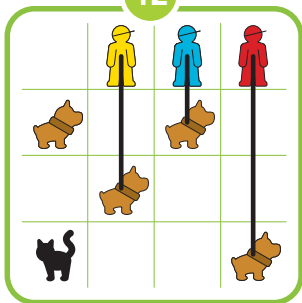
10



11

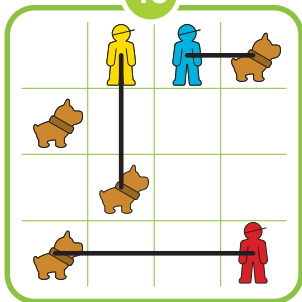


12

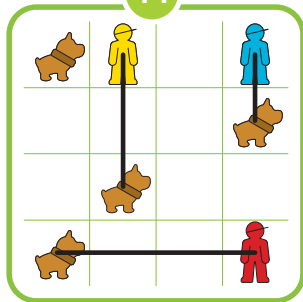


## SOLUTIONS

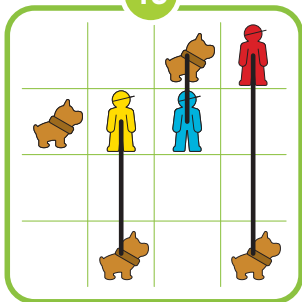
13



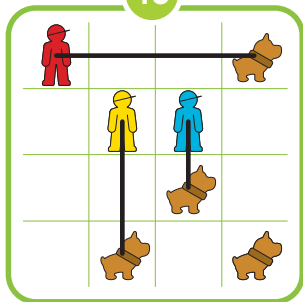
14



15



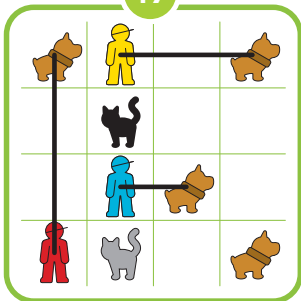
16



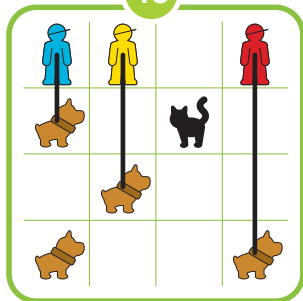


## SOLUTIONS

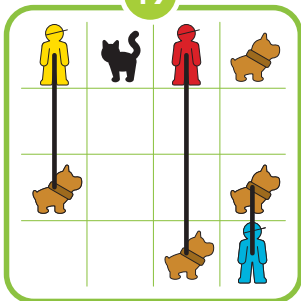
17



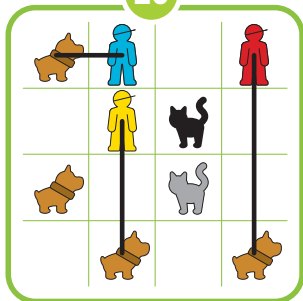
18



19

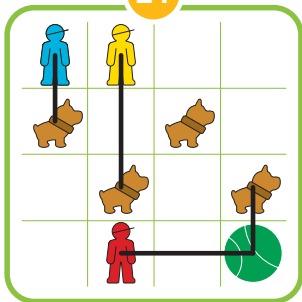


20

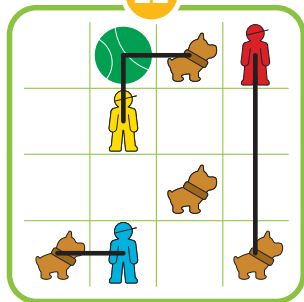


## SOLUTIONS

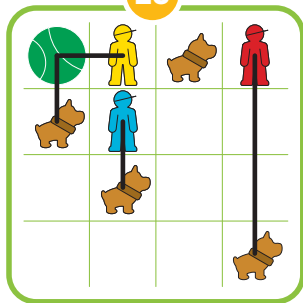
21



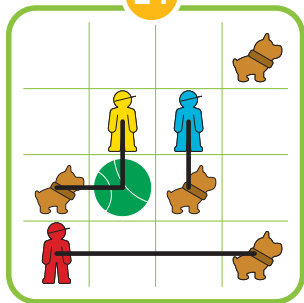
22



23

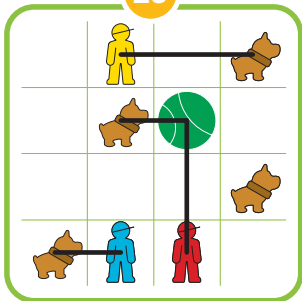


24

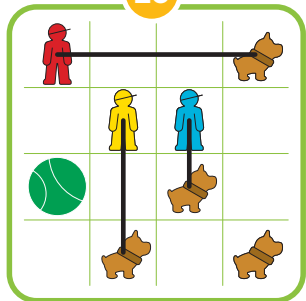


## SOLUTIONS

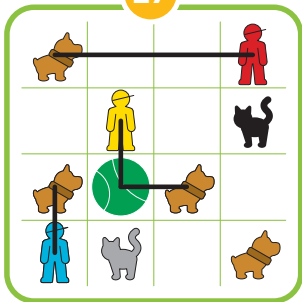
25



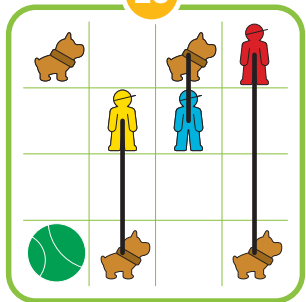
26



27

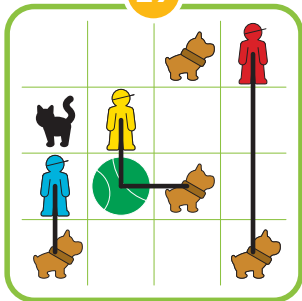


28

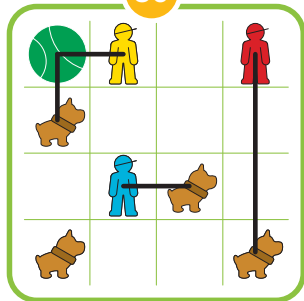


## SOLUTIONS

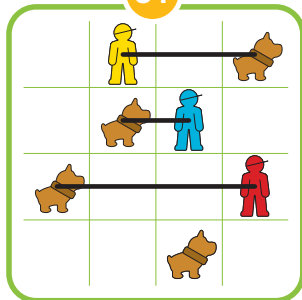
29



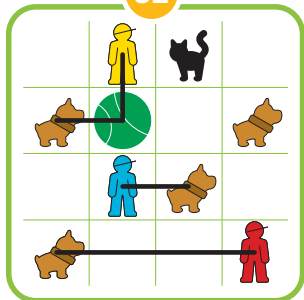
30



31

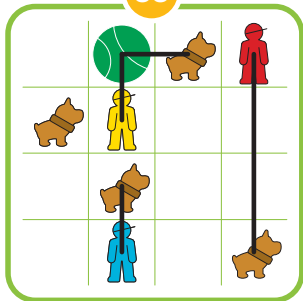


32

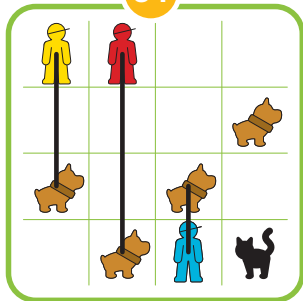


## SOLUTIONS

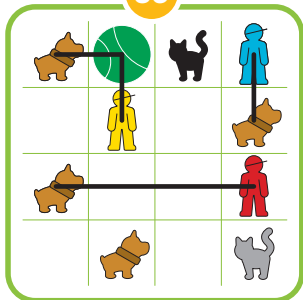
33



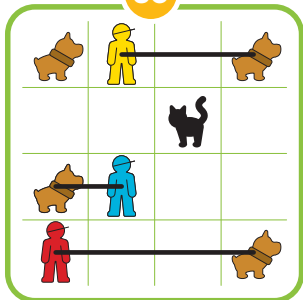
34



35

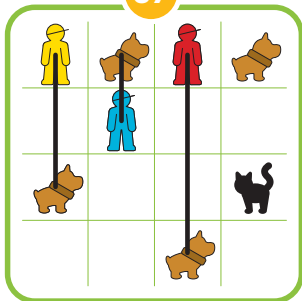


36

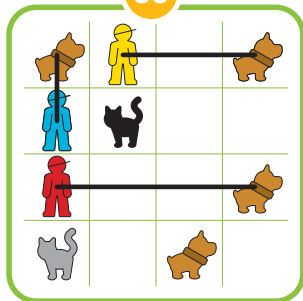


## SOLUTIONS

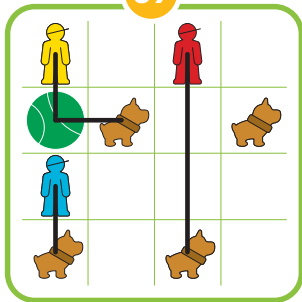
37



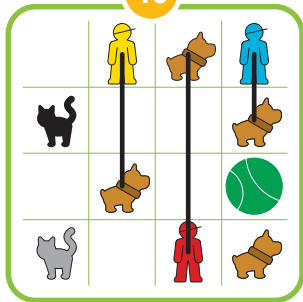
38



39

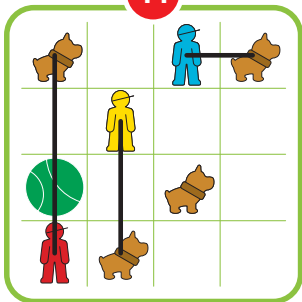


40

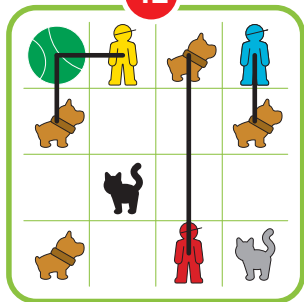


## SOLUTIONS

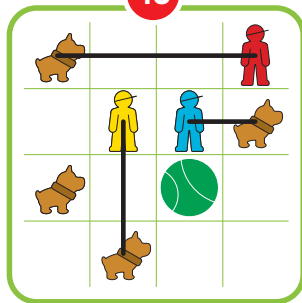
41



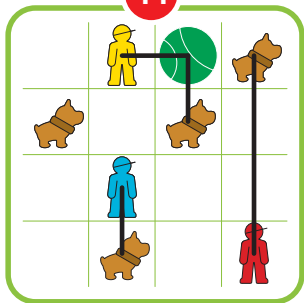
42



43

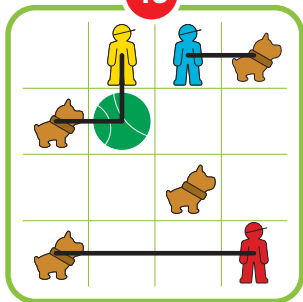


44

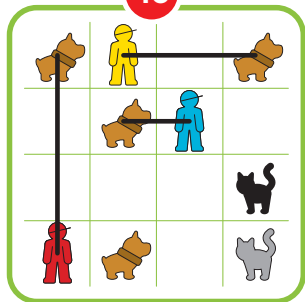


## SOLUTIONS

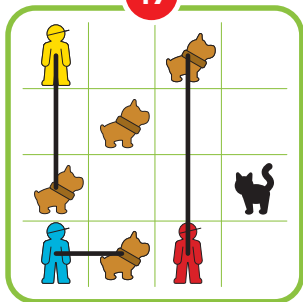
45



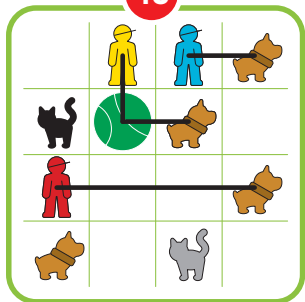
46



47



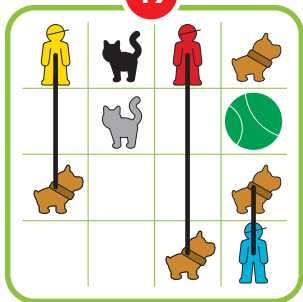
48



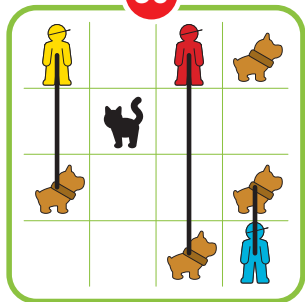


## SOLUTIONS

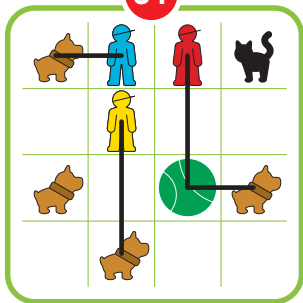
49



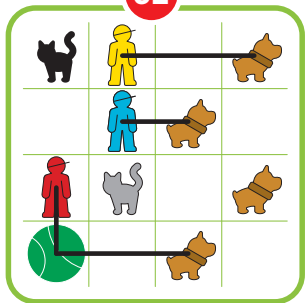
50



51

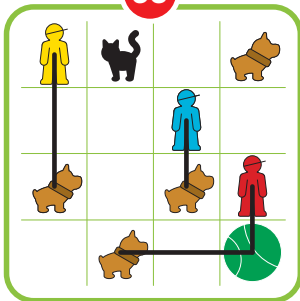


52

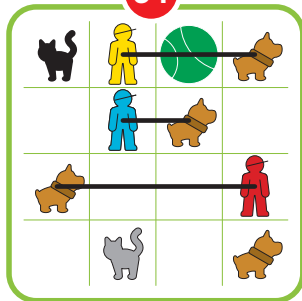


## SOLUTIONS

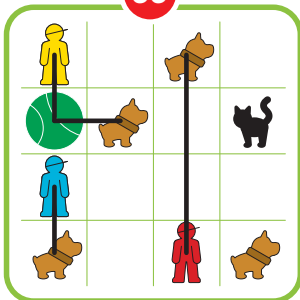
53



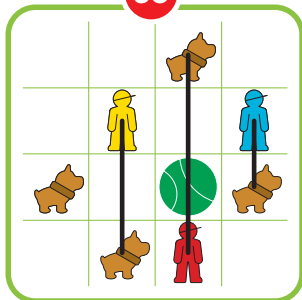
54



55

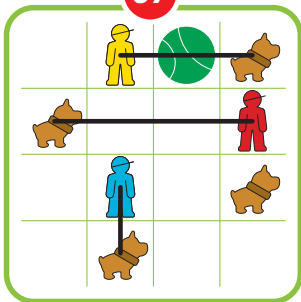


56

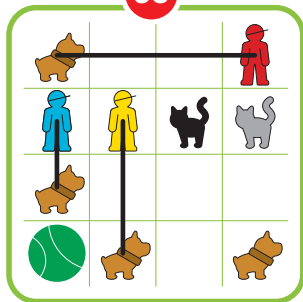


## SOLUTIONS

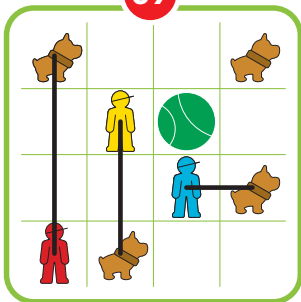
57



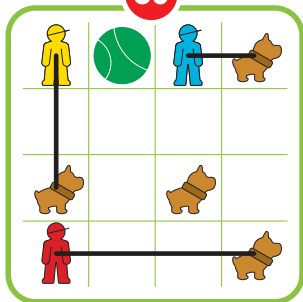
58



59

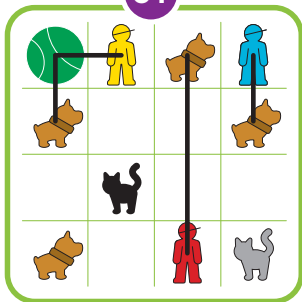


60

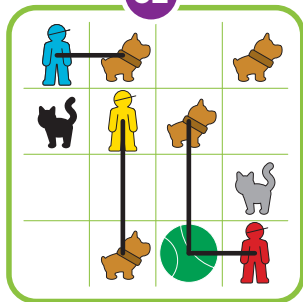


# SOLUTIONS

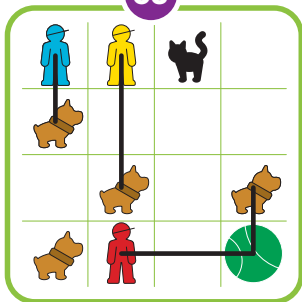
61



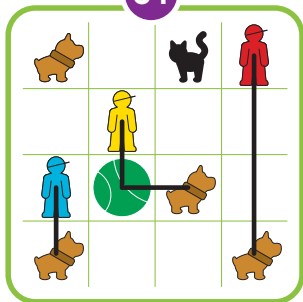
62



63

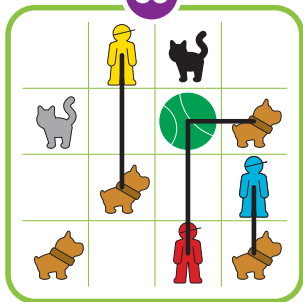


64

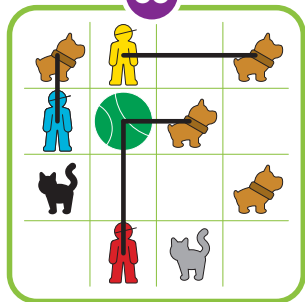


## SOLUTIONS

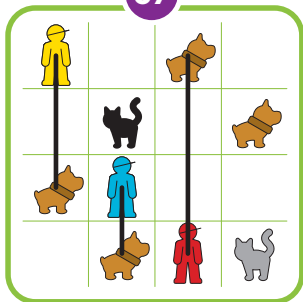
65



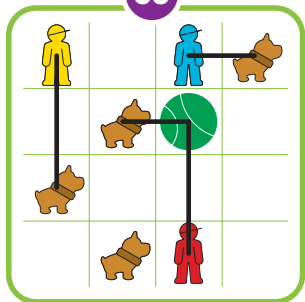
66



67

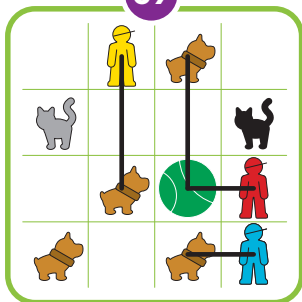


68

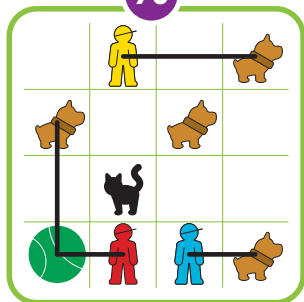


# SOLUTIONS

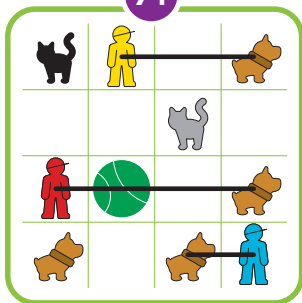
69



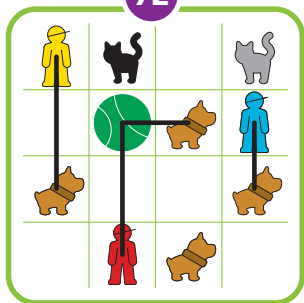
70



71

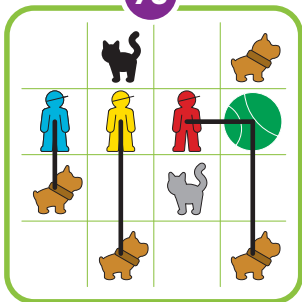


72

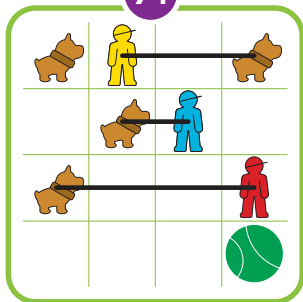


## SOLUTIONS

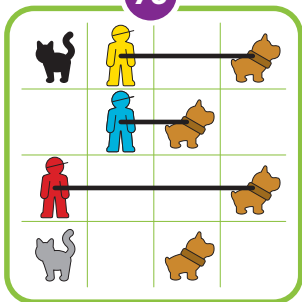
73



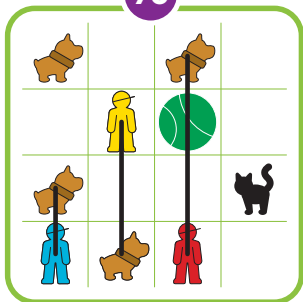
74



75

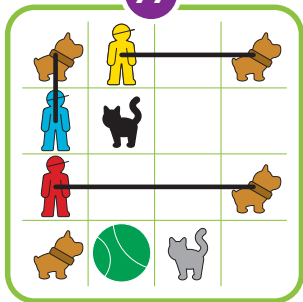


76

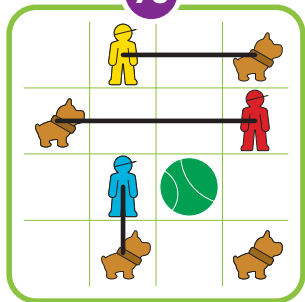


## SOLUTIONS

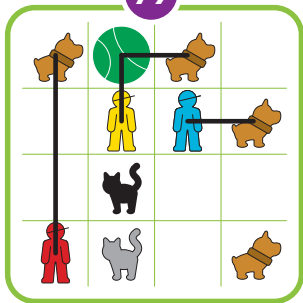
77



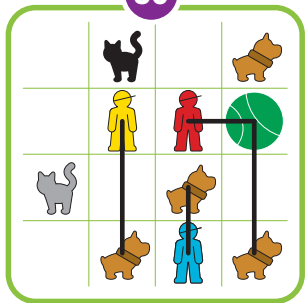
78



79



80







SMART  
GAMES

©2019-2020 Concept, game design  
& artwork: SMART - Belgium.

All rights reserved.

Designer: Raf Peeters

Original product name: Walk The Dog  
Neerveld 14, B-2550 Kontich, Belgium

info@smart.be [www.SmartGames.eu](http://www.SmartGames.eu)

dd 20210107B Made in China

