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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 ★★☆☆ modifiable de 2 à 15 personnes et une ludothèque de plus de 10 000 jeux de société.

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



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JEUX**

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## Les défis sans le dragon (à partir de trois ans)

- 1 Choisissez un défi parmi ceux proposés dans cette section du livret. Placez les quatre grandes tuiles vertes qui composent le labyrinthe tel qu'indiqué par le défi à l'intérieur de la grande enceinte verte. Une fleur de couleur différente est associée à chaque tuile afin de vous aider à les placer correctement. Prêtez bien attention à l'orientation de chaque tuile. Encastrez ensuite le château à l'intérieur de la tuile à la fleur rouge de telle manière que l'escalier débouche sur le labyrinthe. Placez maintenant le prince à l'entrée du labyrinthe, en bas de l'escalier. Placez la Belle à l'entrée du château.
- 2 Vous jouerez quinze défis avec le prince et les quinze autres avec la Belle :
  - Flèche Bleue (le prince) : Trouvez quel chemin vous mènera de l'entrée du labyrinthe jusqu'à la Grand-porte du château, sans vous perdre dans ses méandres...
  - Flèche jaune (la Belle) : Trouvez quel chemin vous mènera de la Grand-porte du château jusqu'à l'entrée du labyrinthe.Le prince comme la Belle doivent toujours suivre le chemin sans être soulevés. Ils seront donc déplacés par la tête. Ils ne peuvent en aucun cas passer par-dessus les murs !
- 3 Vous avez trouvé la solution lorsque l'un des deux personnages arrive au bout du chemin : l'entrée du château ou celle du labyrinthe. La solution propose le chemin le plus direct.

## Les défis avec le dragon (à partir de cinq ans)

- 1 Choisissez un défi parmi ceux proposés dans cette section du livret. Placez les quatre grandes tuiles vertes qui composent le labyrinthe tel qu'indiqué par le défi à l'intérieur de la grande enceinte verte. Une fleur de couleur différente est associée à chaque tuile afin de vous aider à les placer correctement. Prêtez bien attention à l'orientation de chaque tuile. Encastrez ensuite le château à l'intérieur de la tuile à la fleur rouge de telle manière que l'escalier débouche sur le labyrinthe. Placez maintenant le prince à l'entrée du labyrinthe, en bas de l'escalier. Placez la Belle à l'entrée du château.
- 2 Ces défis vous proposent d'incarner le dragon bien décidé à barrer la route au prince ! Vous devrez trouver quel emplacement il devra occuper afin de toujours empêcher le prince de rejoindre le château. La grande pièce du dragon doit parfaitement s'insérer entre les murs du labyrinthe (comme une pièce de puzzle). Certains défis proposent plusieurs voies d'accès au château, d'autres plusieurs emplacements pour le dragon. Il n'existe en revanche qu'un seul emplacement qui barrera toutes les routes vers le château et la Belle !
- 3 Vous aurez trouvé la solution lorsqu'il vous sera impossible d'atteindre le château avec le prince sans rencontrer le dragon. Il n'y a qu'une seule solution à chaque défi pour le dragon, présentée dans le livret des défis.

### Conseils aux parents et enseignants :

- Prêtez bien attention à ce que la construction du labyrinthe soit correcte en expliquant aux enfants comment procéder. Une erreur à cette étape peut rendre le défi insoluble.
- Les défis liés au dragon sont beaucoup plus complexes que les autres. Si les enfants ont du mal à placer correctement le dragon, n'hésitez pas à les aider dans leur réflexion. Vous pouvez par exemple placer le dragon et demander à l'enfant de jouer le prince devant trouver un accès jusqu'au château (que l'emplacement soit le bon ou non...).
- Les défis avec le dragon pourraient être joués sans lui ! Il suffit alors pour l'enfant de trouver le chemin menant au château comme pour les trente premiers défis.



 **STARTER**

 **JUNIOR**

 **EXPERT**

 **MASTER**

## Game rules - without the Dragon (3+):

- 1** Select a challenge. Place the 4 maze pieces inside the border of the game board as shown in the challenge. Each maze piece features a flower with a different color in one of the corners to help you place it in the correct position.

Place the castle on the puzzle piece with the red flower. Place the knight at the entrance of the maze and Sleeping Beauty at the gate of the castle.

- 2** In half of the challenges you play with the knight, in the other half you play with Sleeping Beauty:



**BLUE ARROW (Knight):** Find the path from the entrance of the maze to the gate of the castle by moving the knight through the maze.



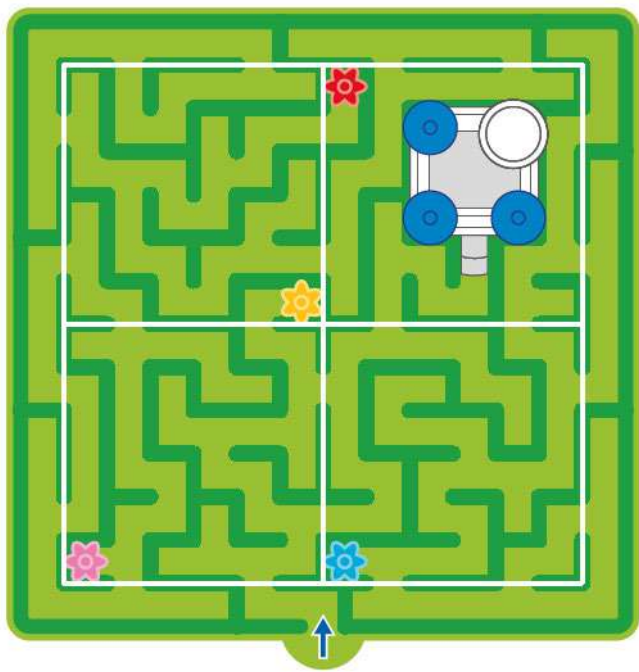
**YELLOW ARROW (Sleeping Beauty):** Find the path from the gate of the castle to the entrance of the maze by moving Sleeping Beauty through the maze.

You are not allowed to lift the knight or Sleeping Beauty. They can't climb over walls.

- 3** You have found the solution when the knight reaches the gate of the castle or Sleeping Beauty reaches the entrance of the maze. The shortest solution is shown in the challenge booklet. Longer solutions are sometimes possible.

### **Hint for parents and teachers:**

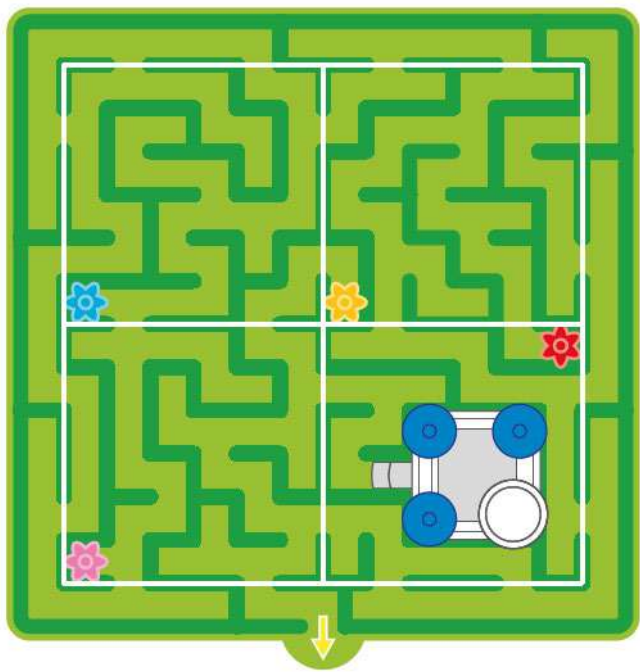
*As they set up the game, young children may need assistance assuring that all four maze pieces are in the correct position for each challenge.*



**STARTER 1**



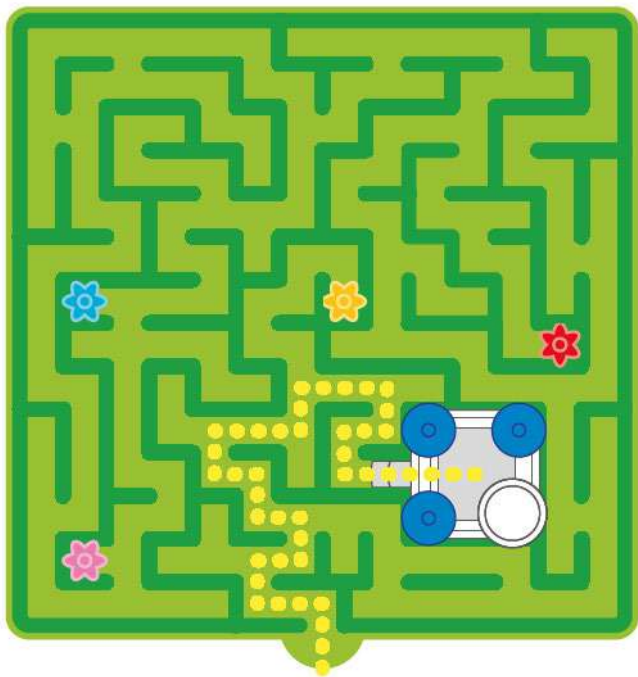




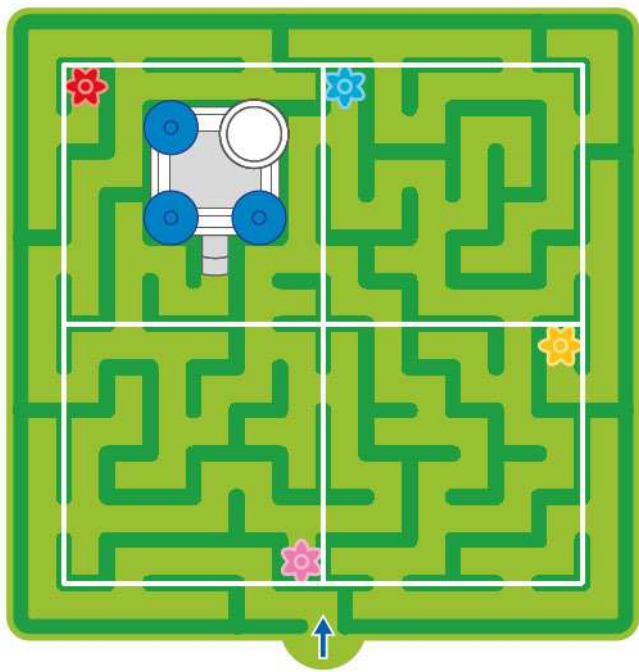
**STARTER 2**



## SOLUTION 2



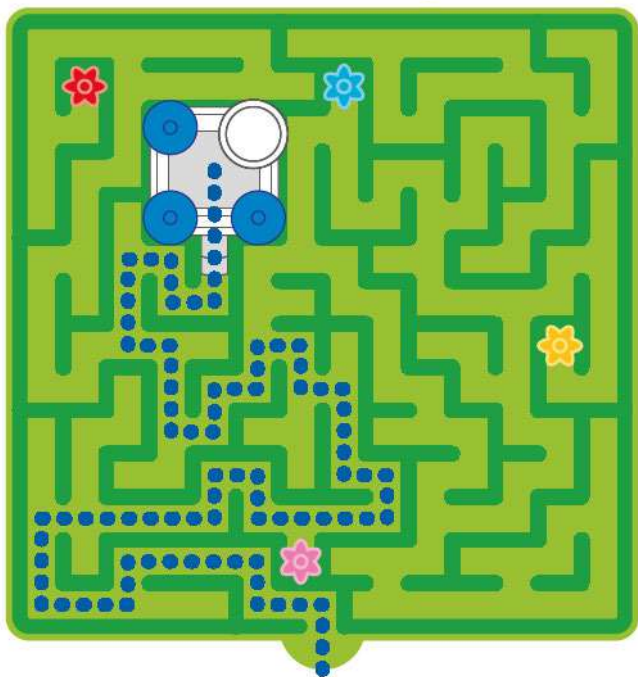


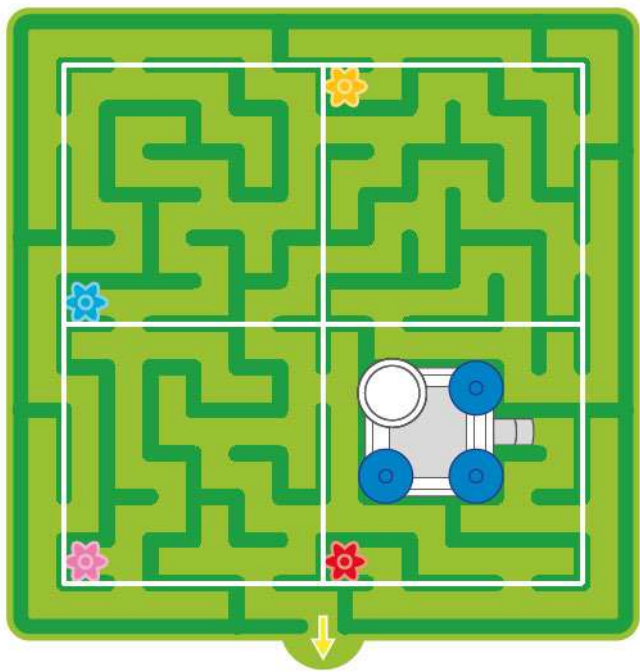


STARTER 3



## SOLUTION 3

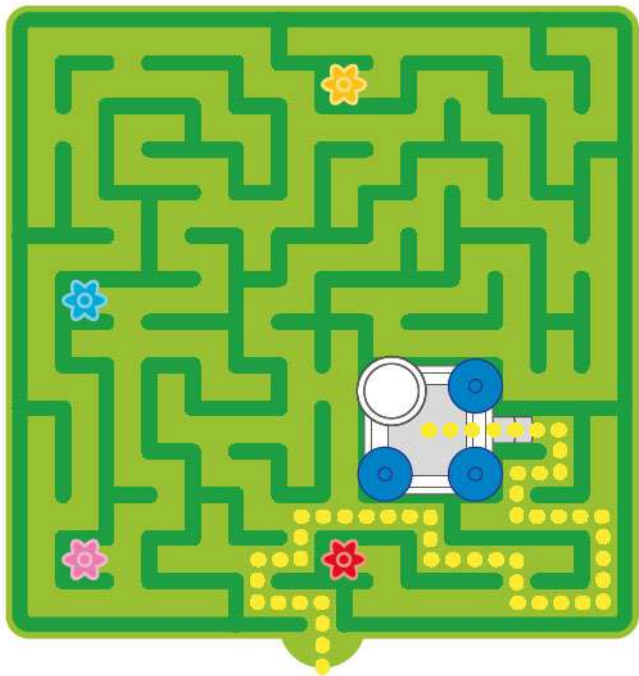


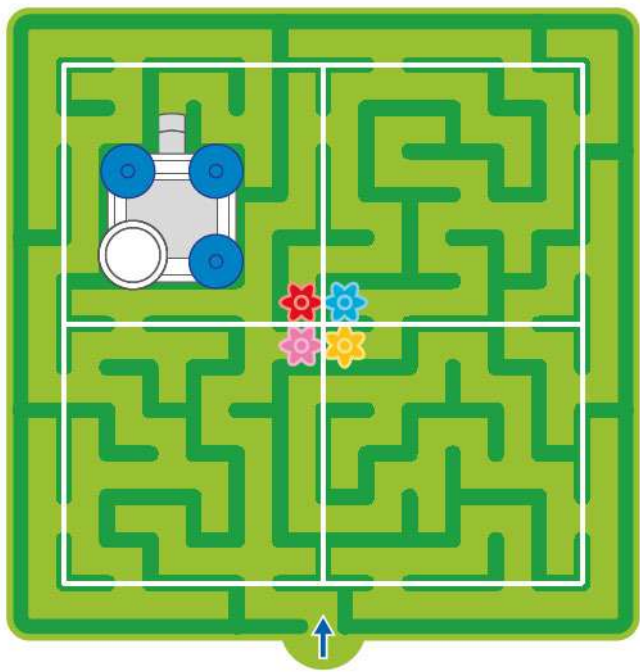


STARTER 4



## SOLUTION 4

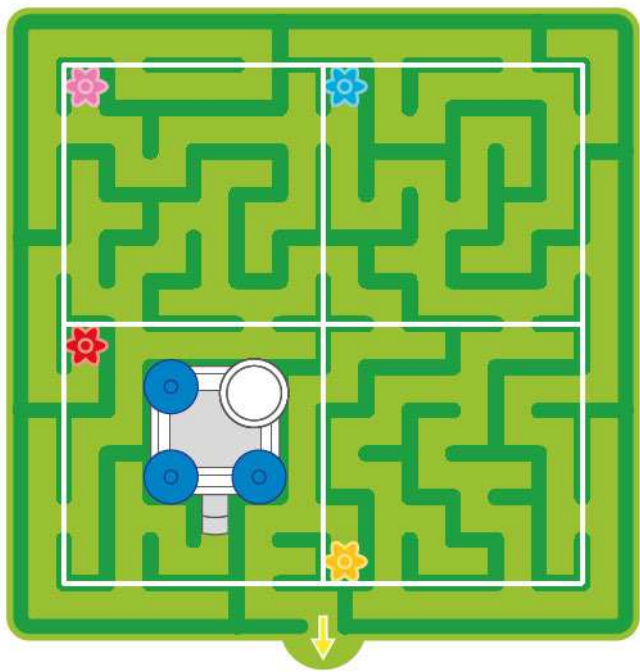




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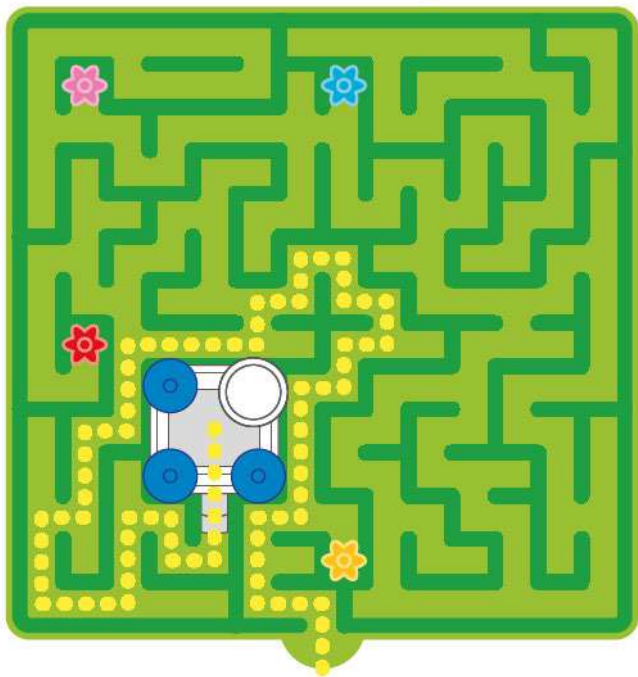




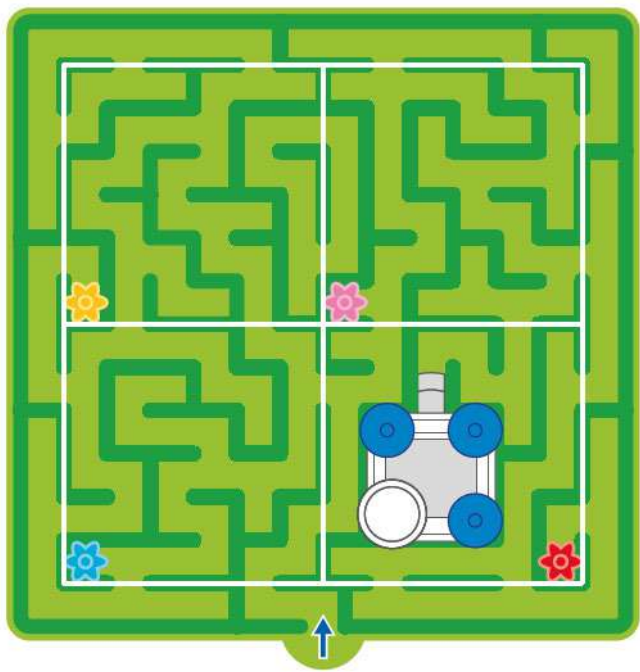
**STARTER 6**



## SOLUTION 6



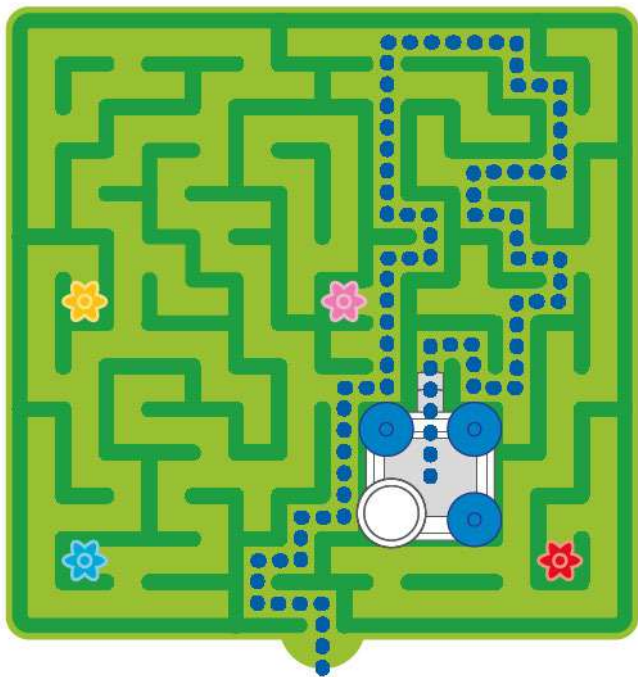


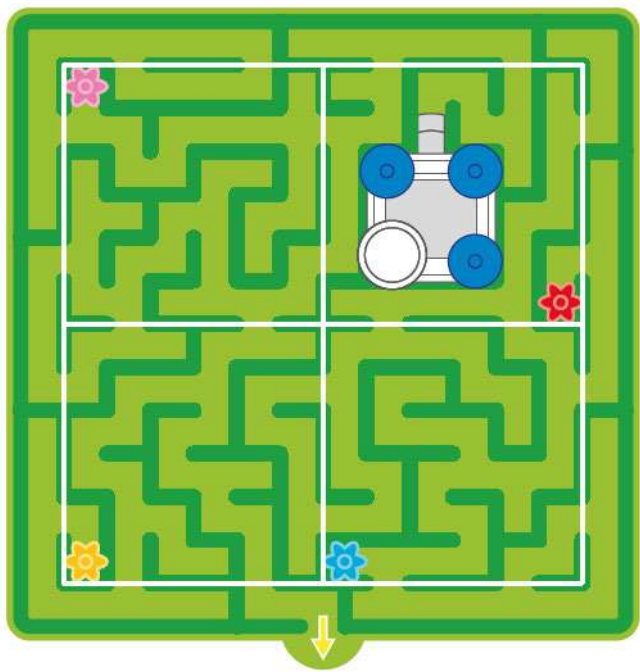


**STARTER 7**



## SOLUTION 7

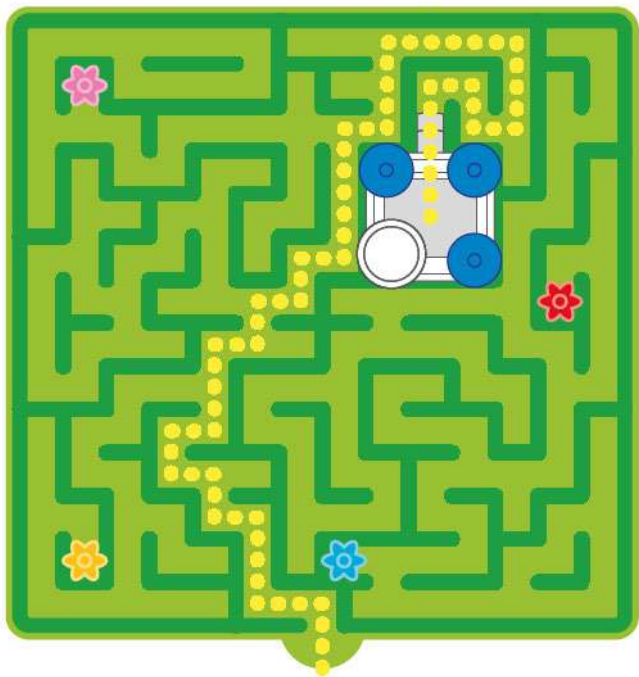


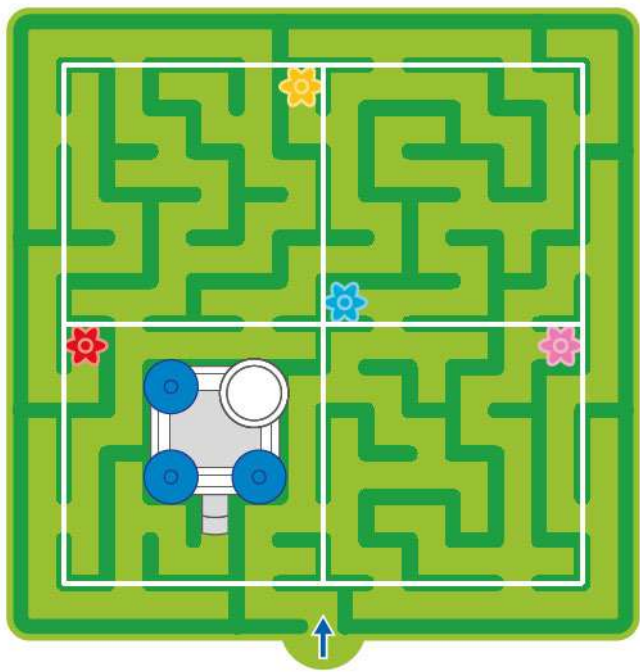


**STARTER 8**



## SOLUTION 8

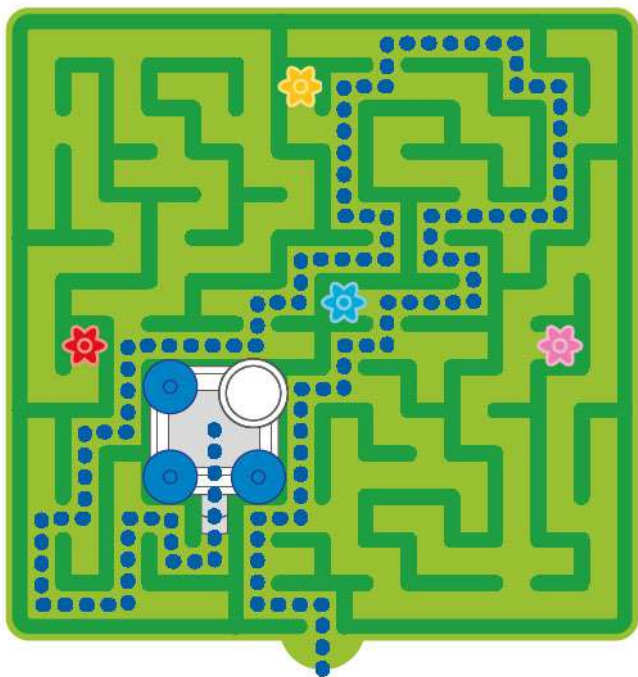


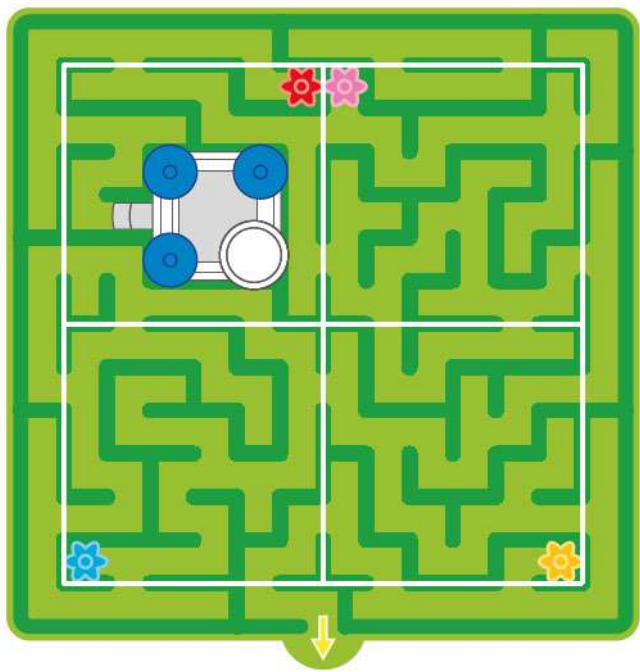


JUNIOR 9



## SOLUTION 9



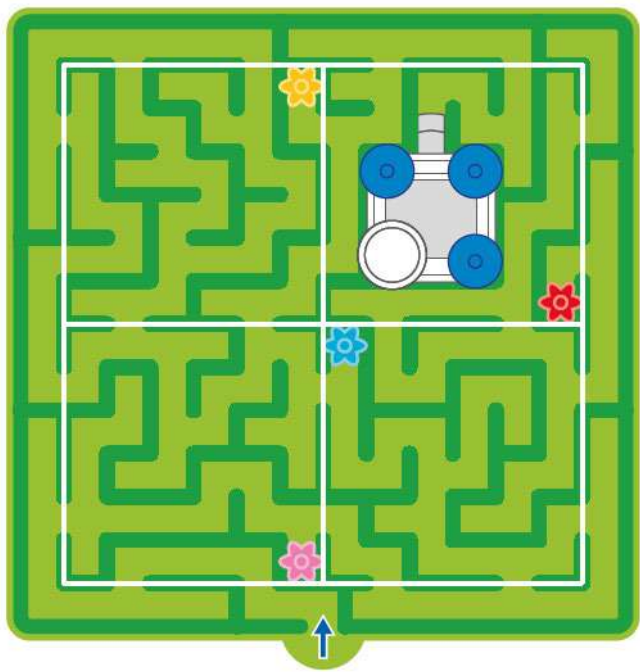


JUNIOR 10





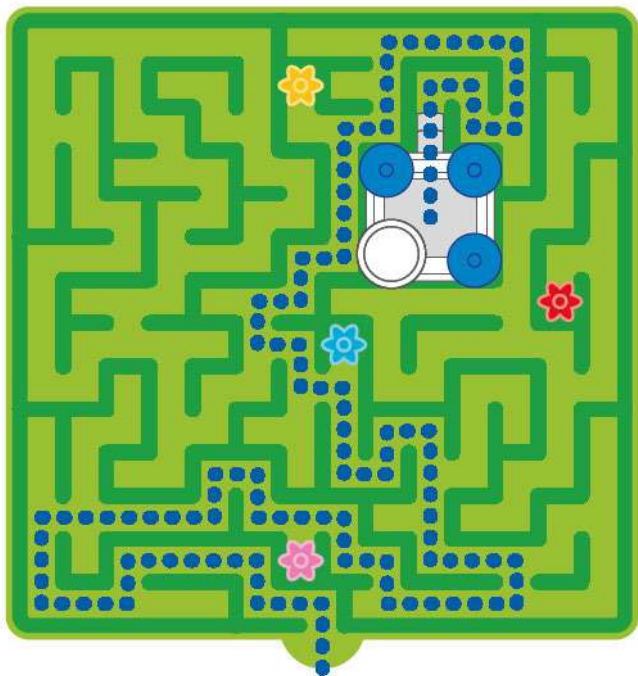


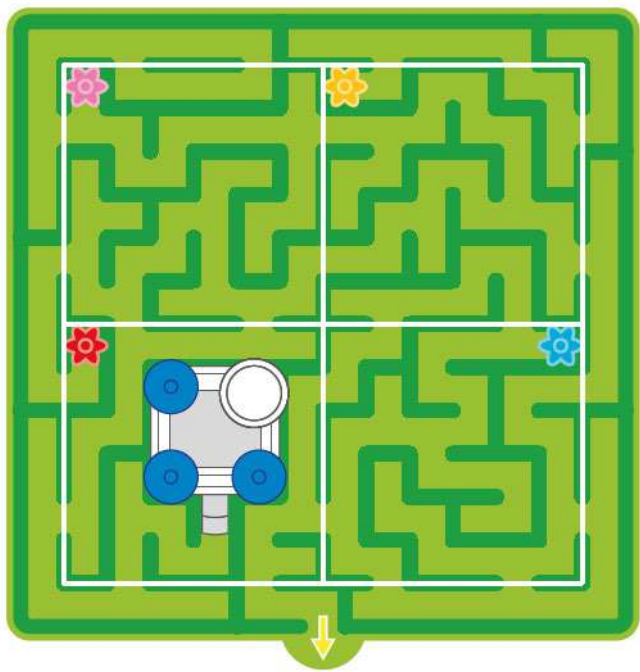


JUNIOR 11



# SOLUTION 11

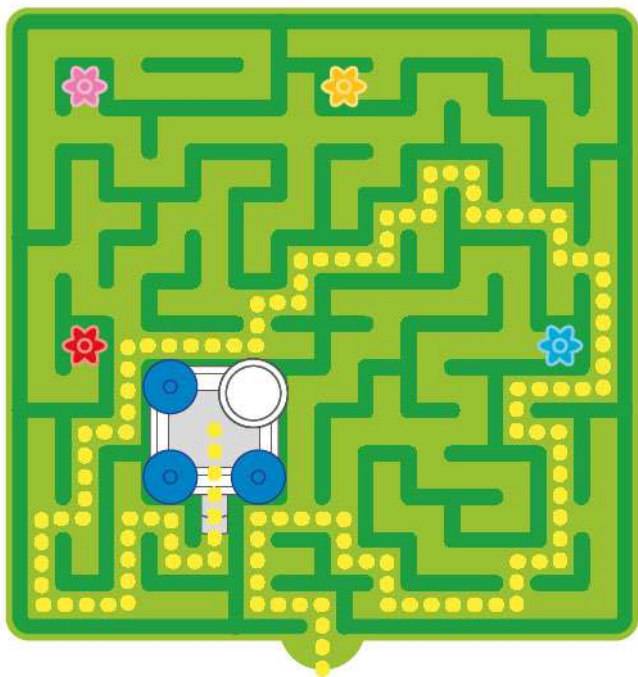


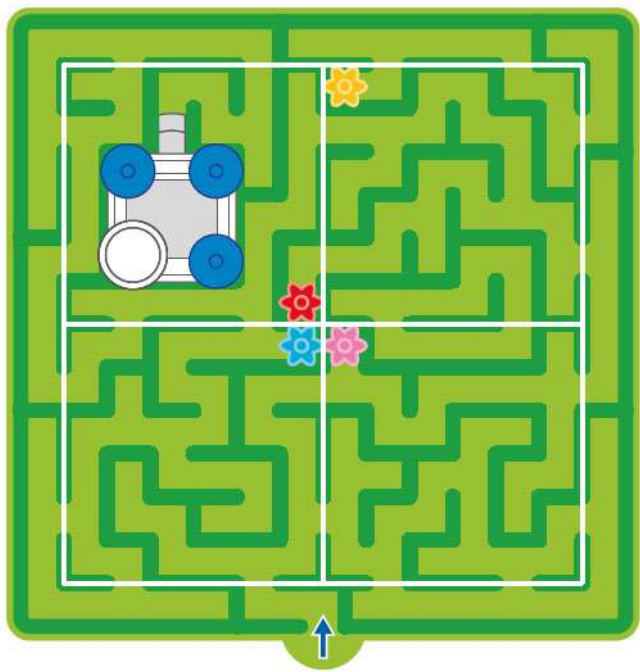


JUNIOR 12



## SOLUTION 12

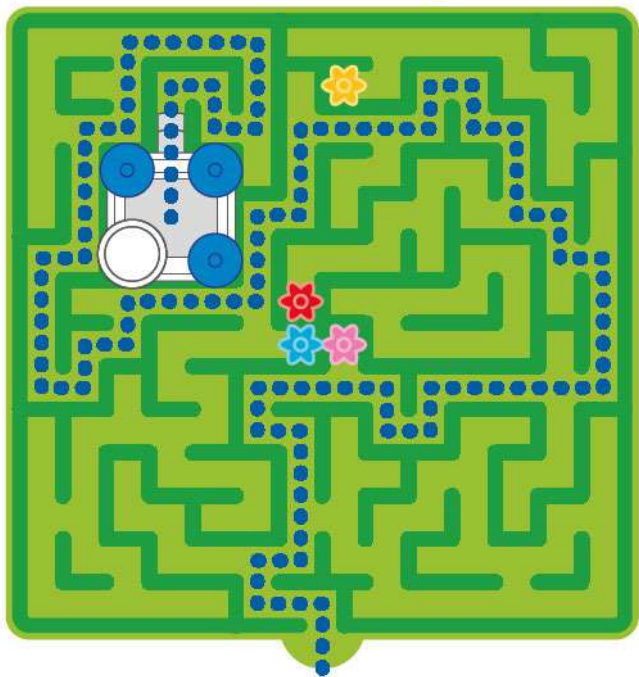


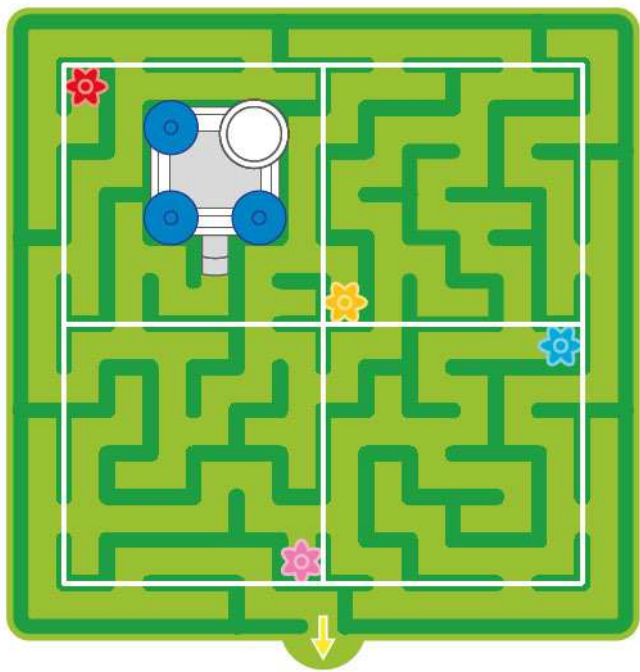


JUNIOR 13



## SOLUTION 13

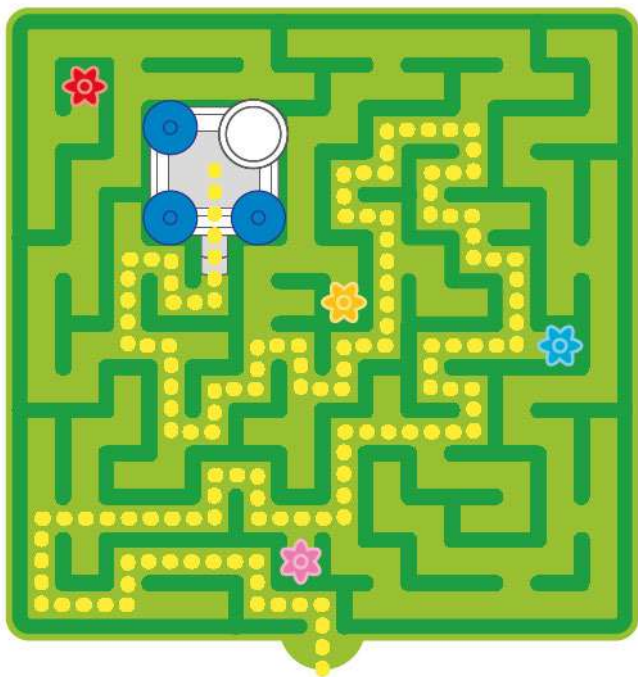




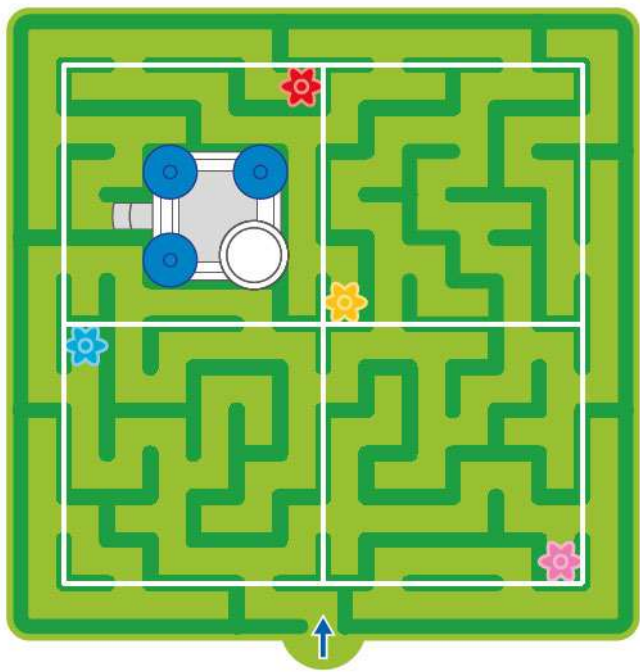
JUNIOR 14



## SOLUTION 14



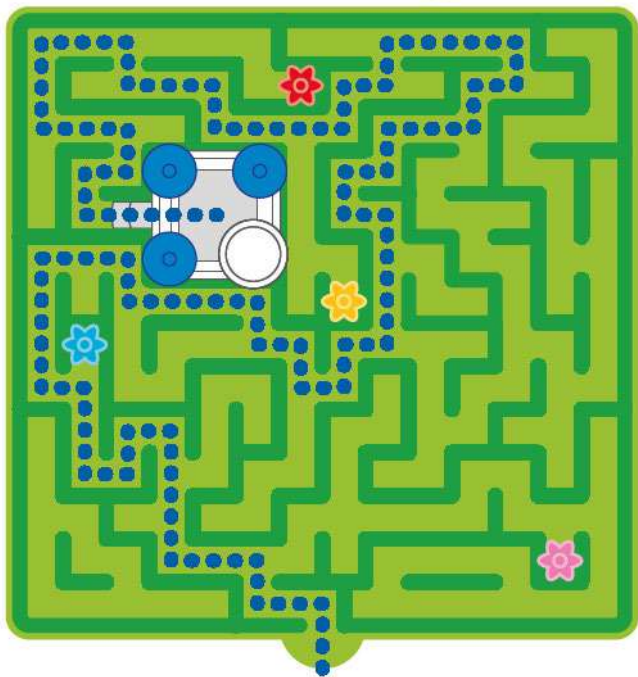


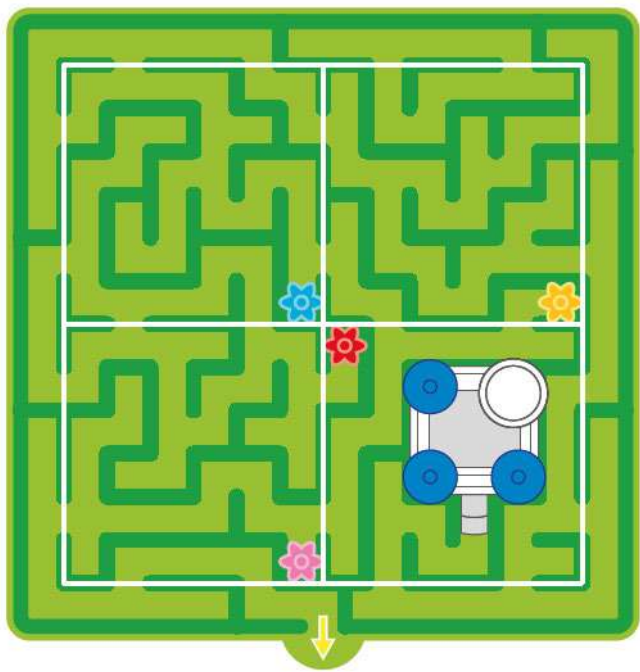


JUNIOR 15

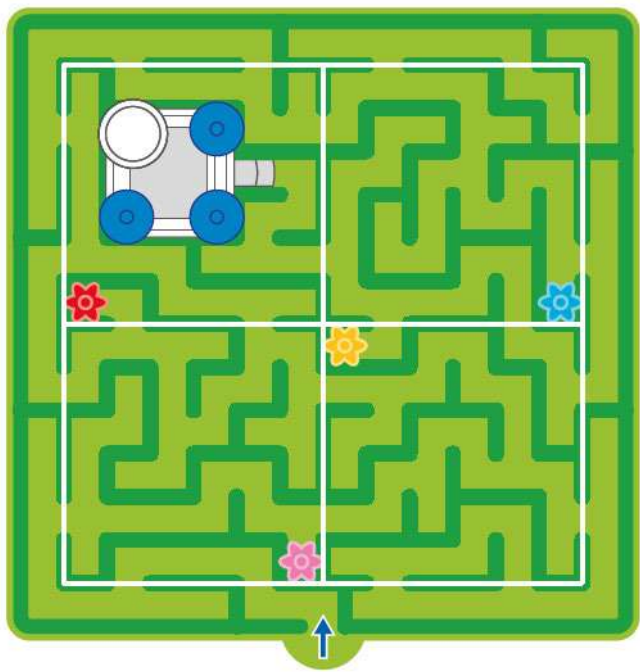


## SOLUTION 15





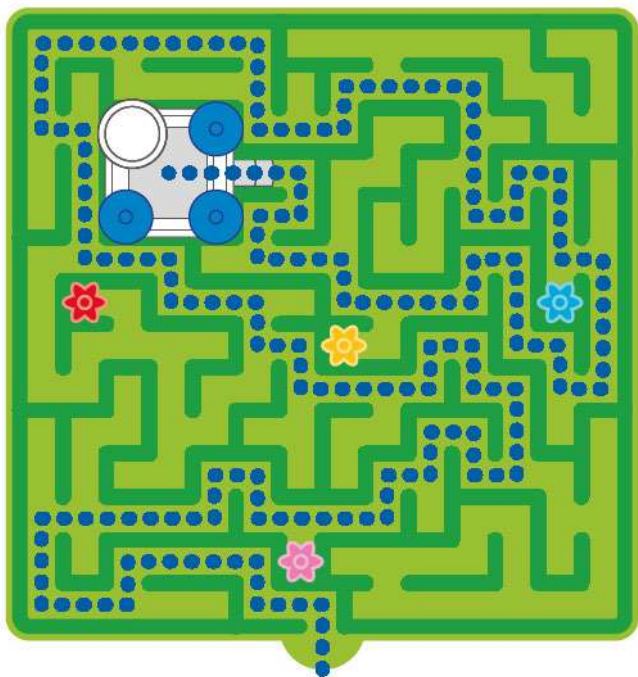


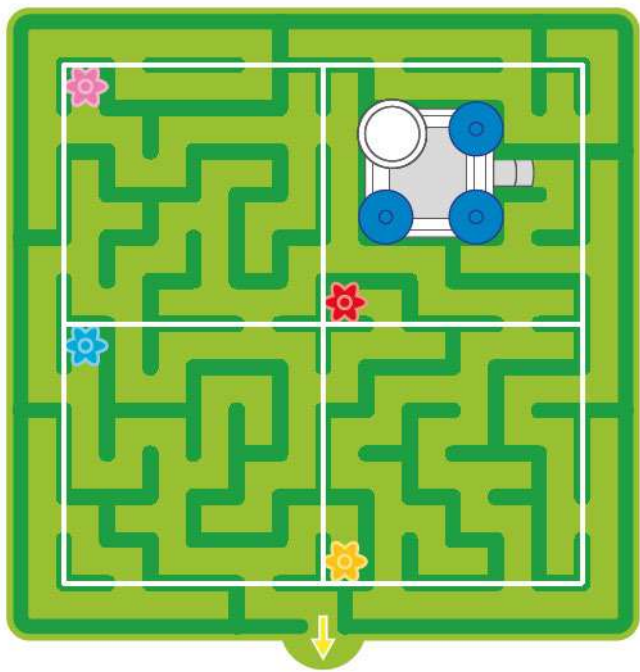


**EXPERT 17**



## SOLUTION 17

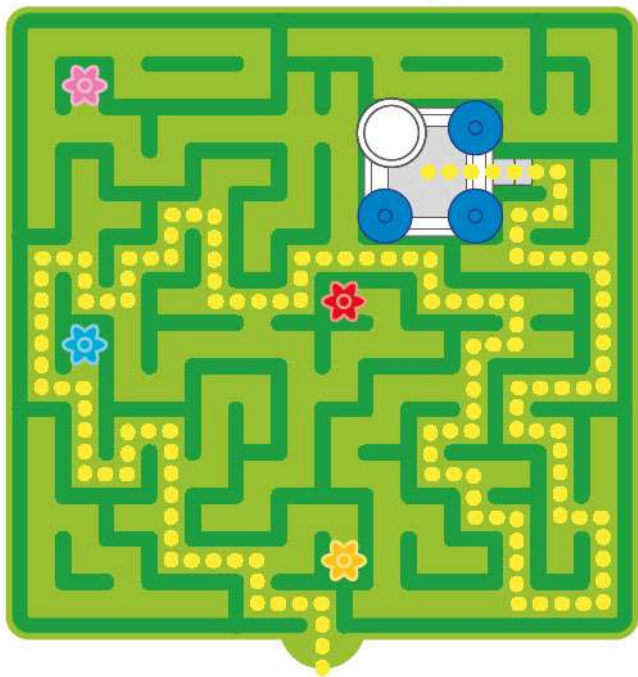




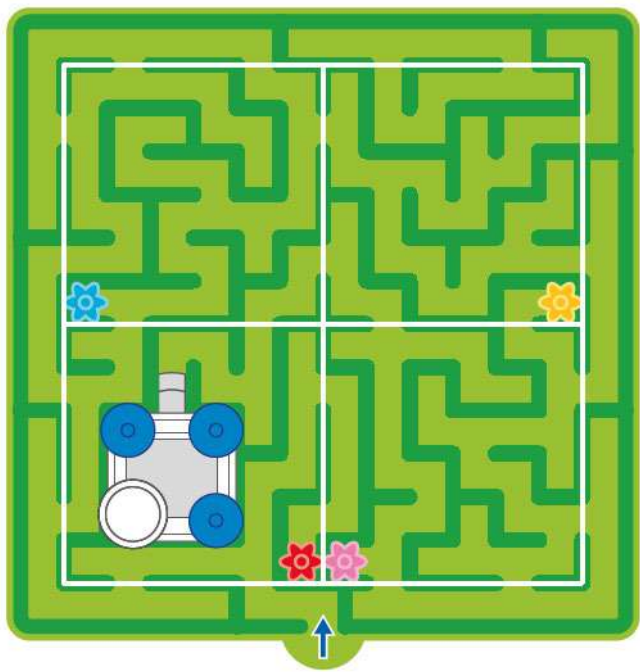
**EXPERT 18**



## SOLUTION 18





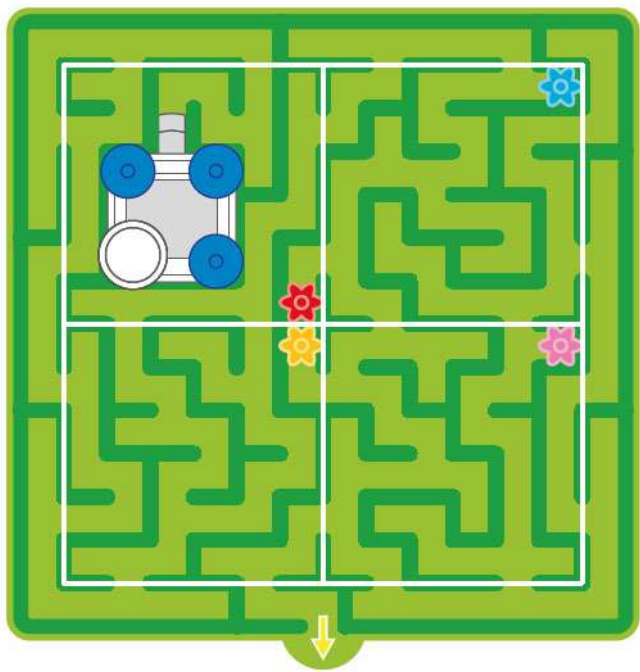


**EXPERT 19**



## SOLUTION 19

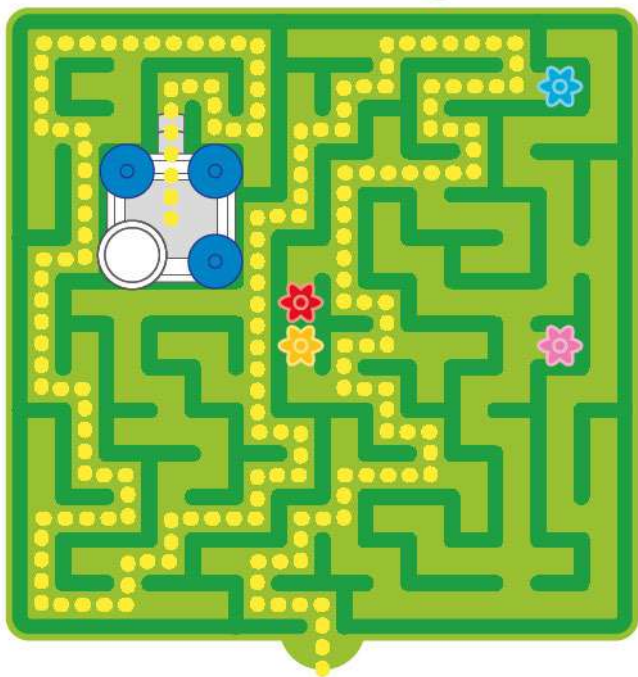


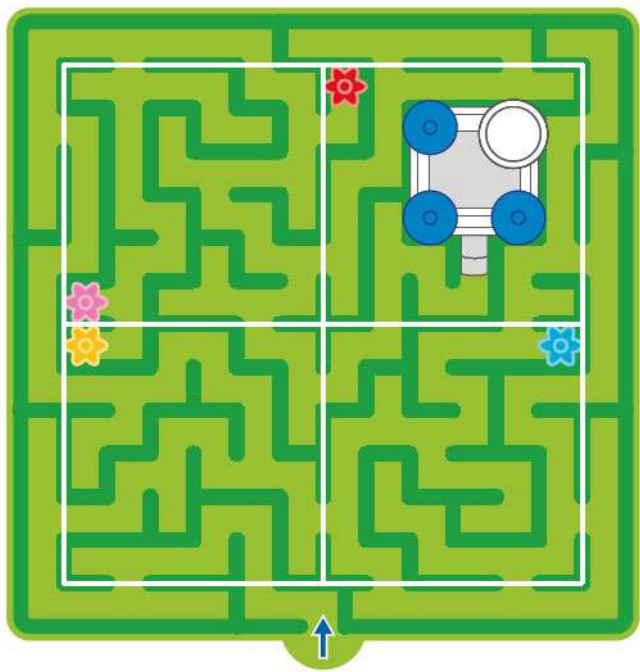


**EXPERT 20**



## SOLUTION 20

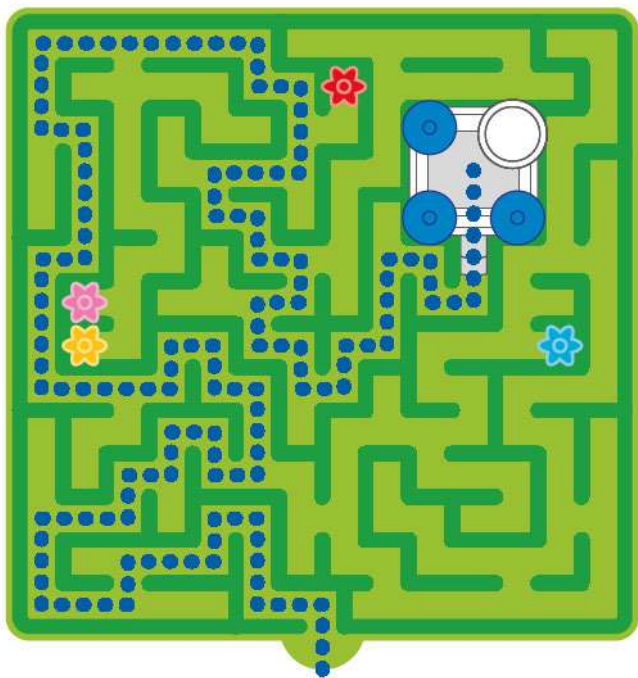


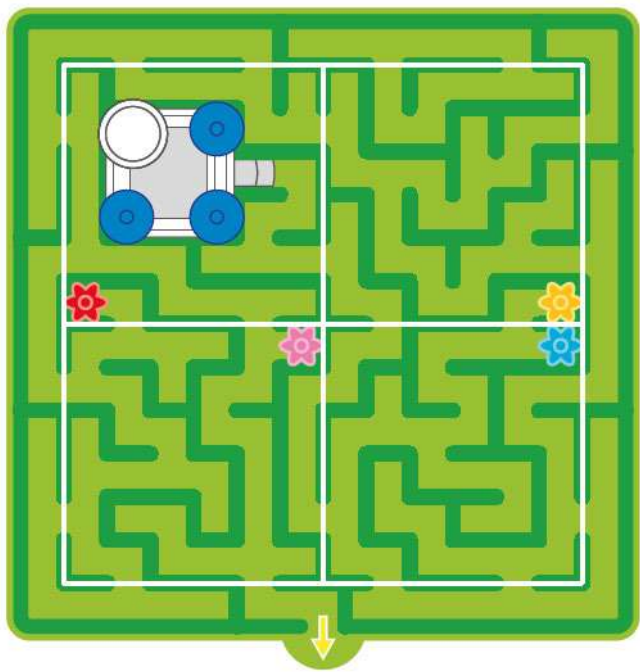


**EXPERT 21**



## SOLUTION 21

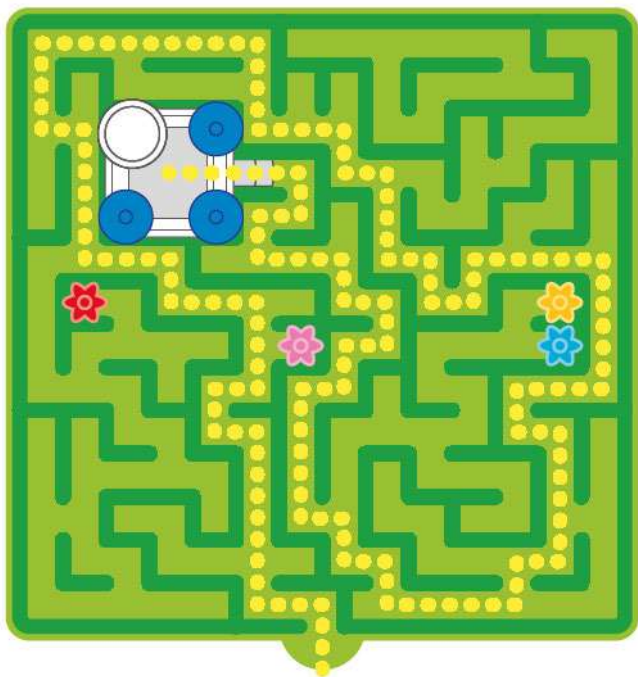




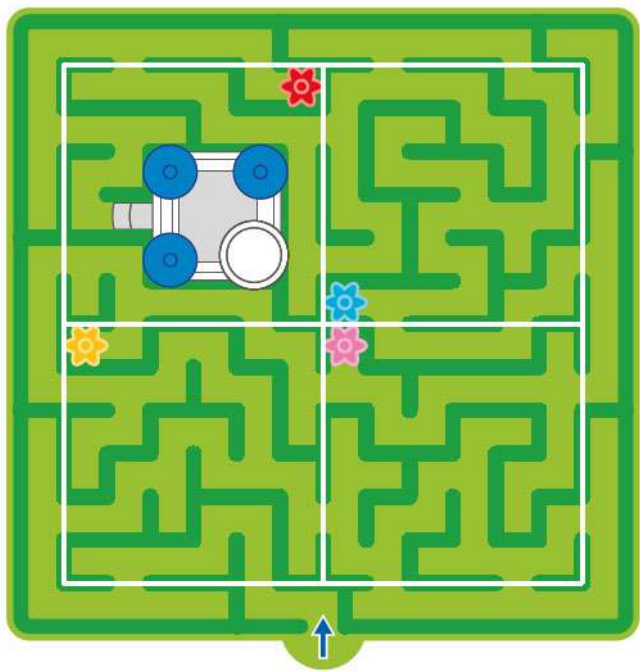
**EXPERT 22**



## SOLUTION 22



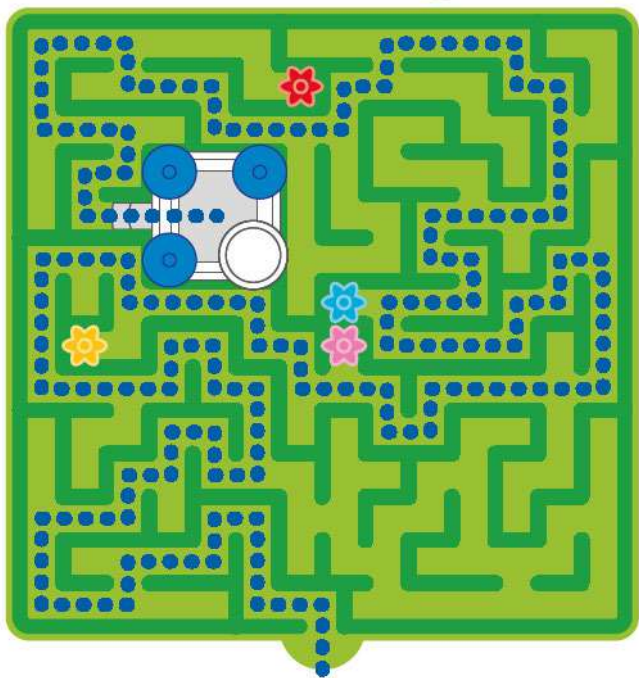


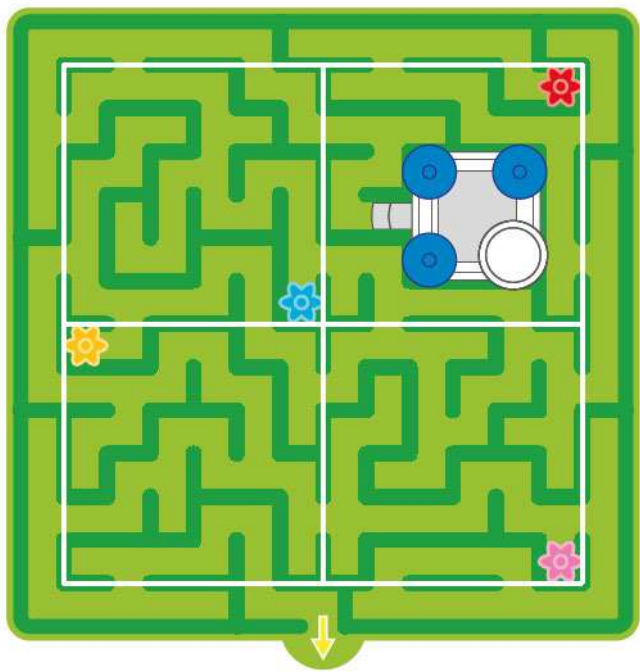


**EXPERT 23**



## SOLUTION 23

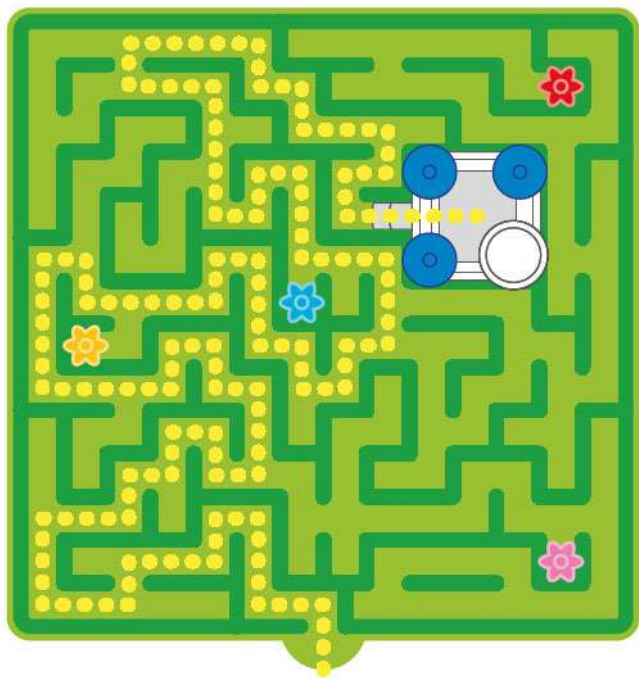


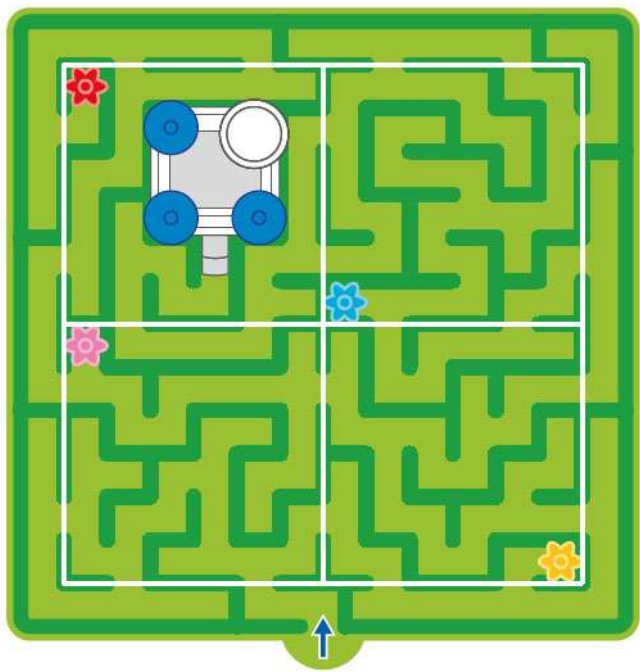


**EXPERT 24**



## SOLUTION 24

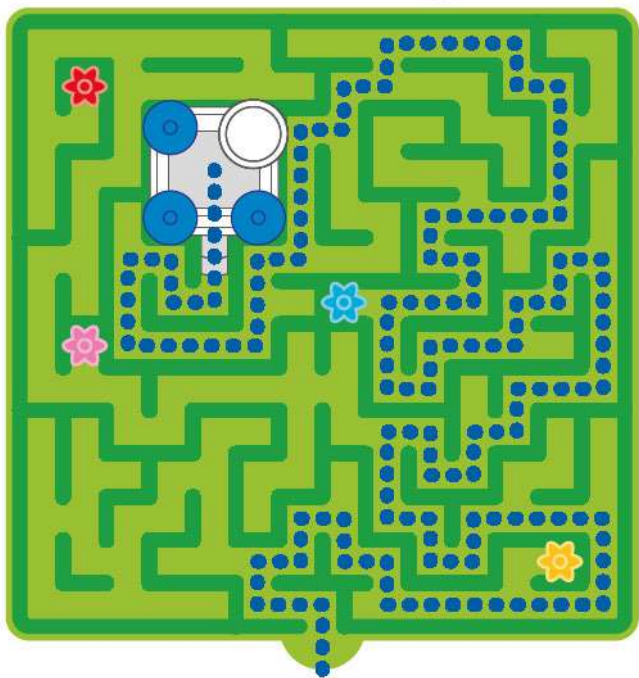


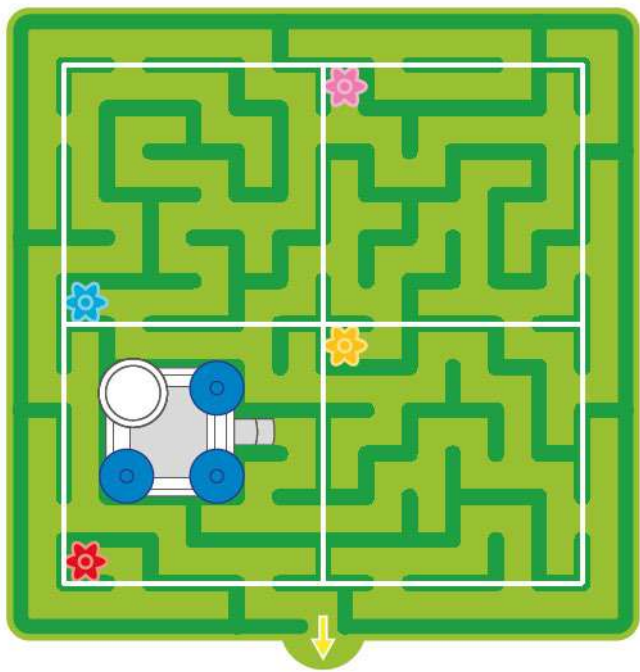


**MASTER 25**



## SOLUTION 25

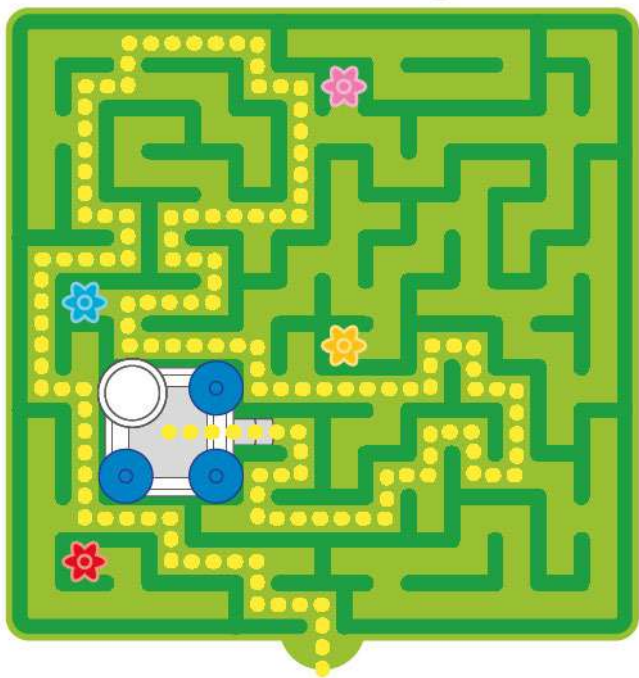




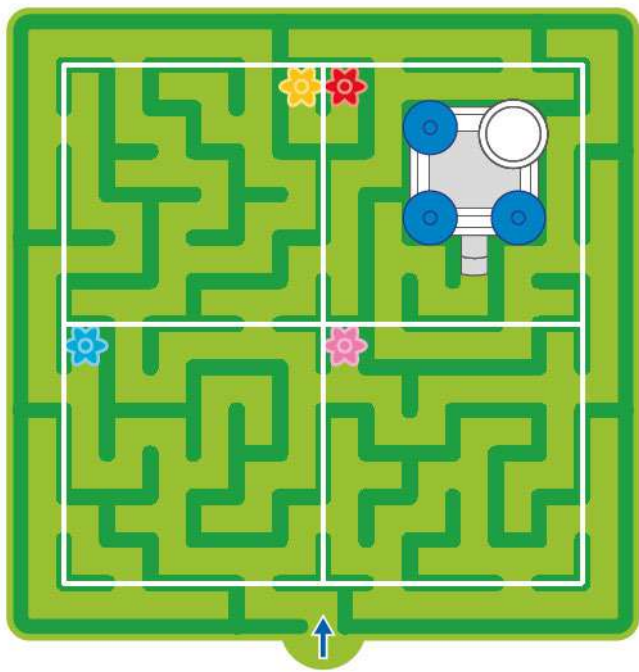
**MASTER 26**



## SOLUTION 26



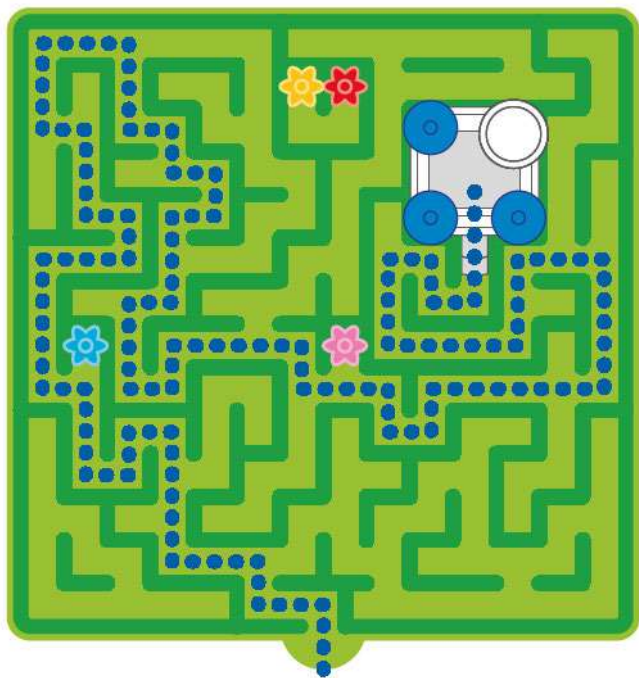


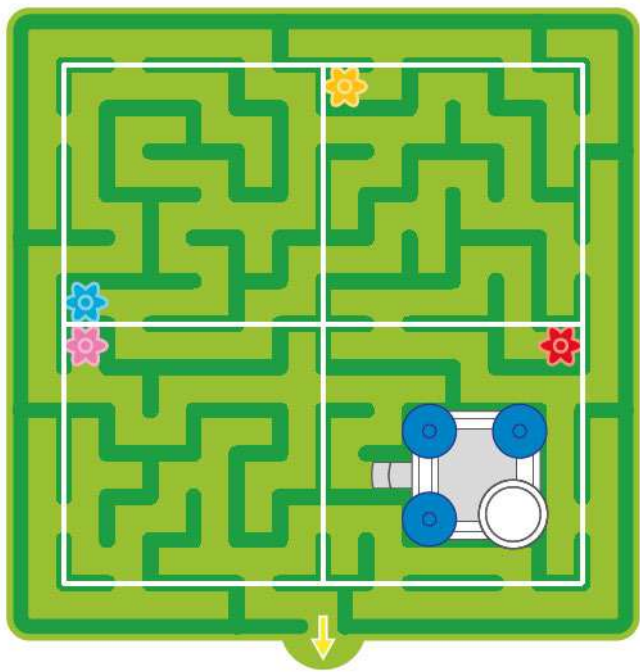


**MASTER 27**



## SOLUTION 27

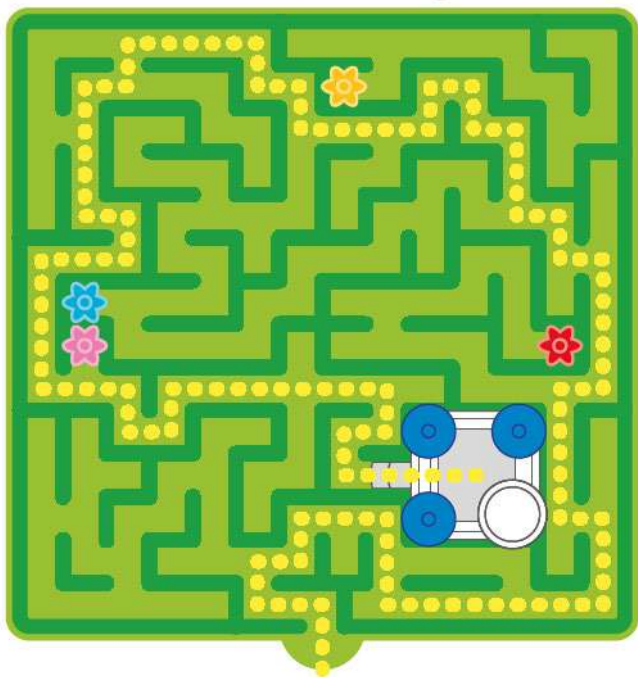


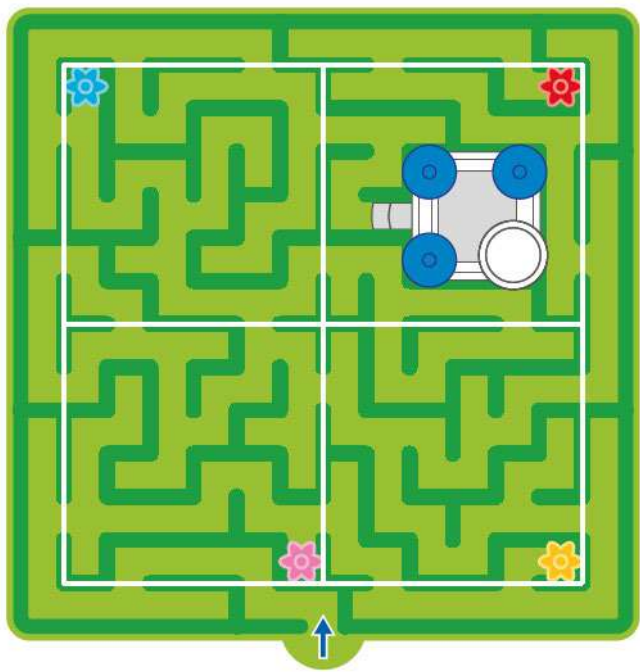


**MASTER 28**

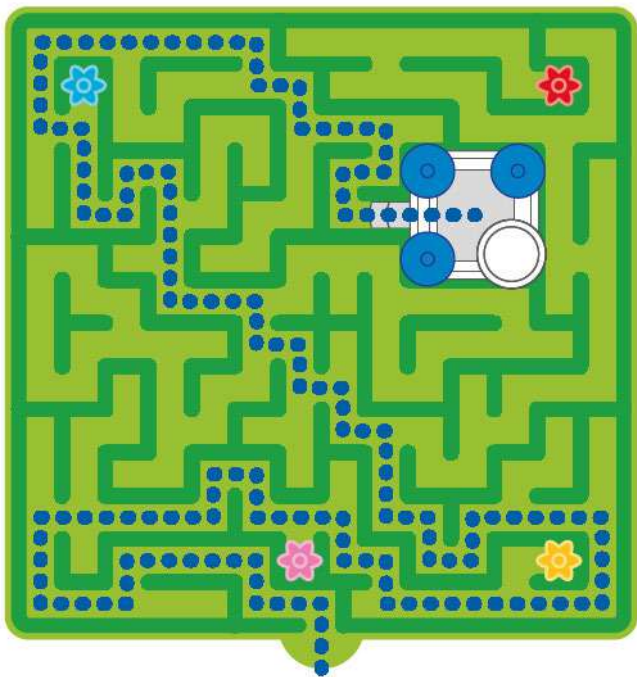


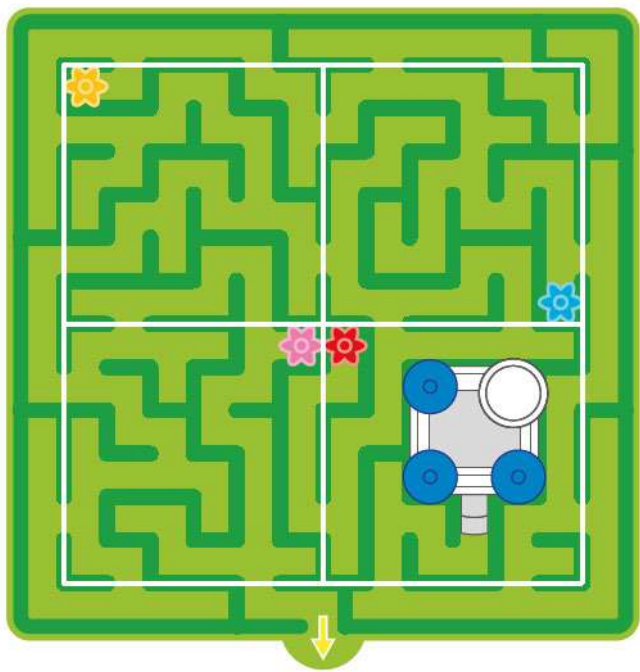
## SOLUTION 28





## SOLUTION 29

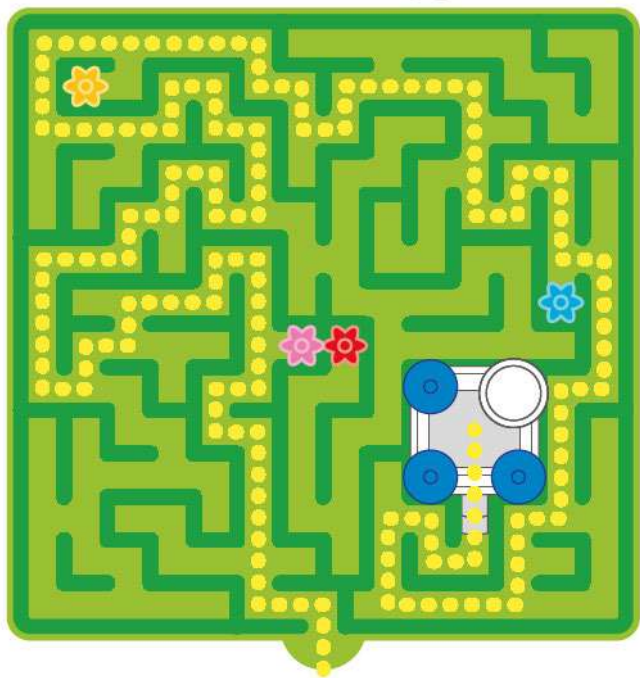




**MASTER 30**



## SOLUTION 30





5

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ddl 20160614B - Made in China



**SMART  
GAMES**



**STARTER**



**JUNIOR**



**EXPERT**



**MASTER**

## Game rules - with the Dragon (5+):

- 1** Select a challenge. Place the 4 maze pieces inside the border of the game board as shown in the challenge. Each maze piece features a flower with a different color in one of the corners to help you place it in the correct position.

Place the castle with Sleeping Beauty on the puzzle piece with the red flower. Place the knight at the entrance of the maze and Sleeping Beauty at the gate of the castle.

- 2** In these challenges you play as the Dragon! Find a place on the game board where the puzzle piece of the Dragon fits in entirely in between the walls of the maze.

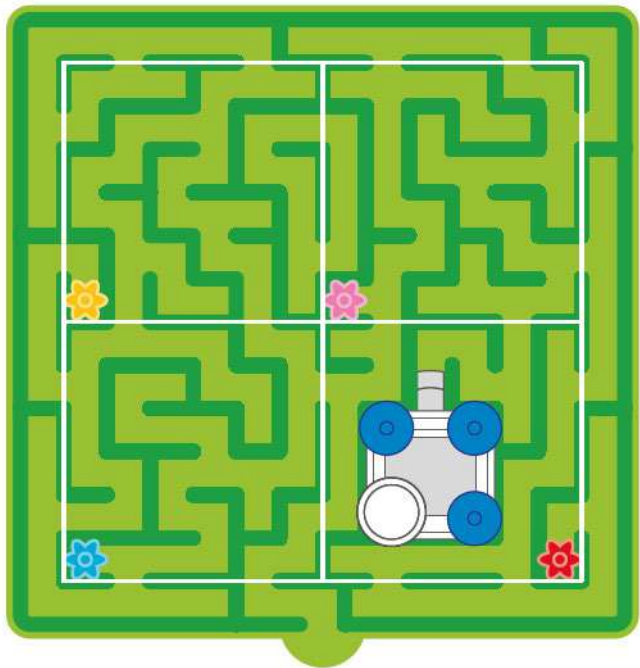
Sometimes there are multiple paths to the castle! Sometimes there are multiple places where the Dragon fits. But there is only one position of the Dragon will block all paths to the castle.

- 3** You have found the solution when the knight cannot reach the castle without meeting the dragon.

There is only 1 solution for the dragon, shown in the challenge booklet.

### **Hint for parents and teachers:**

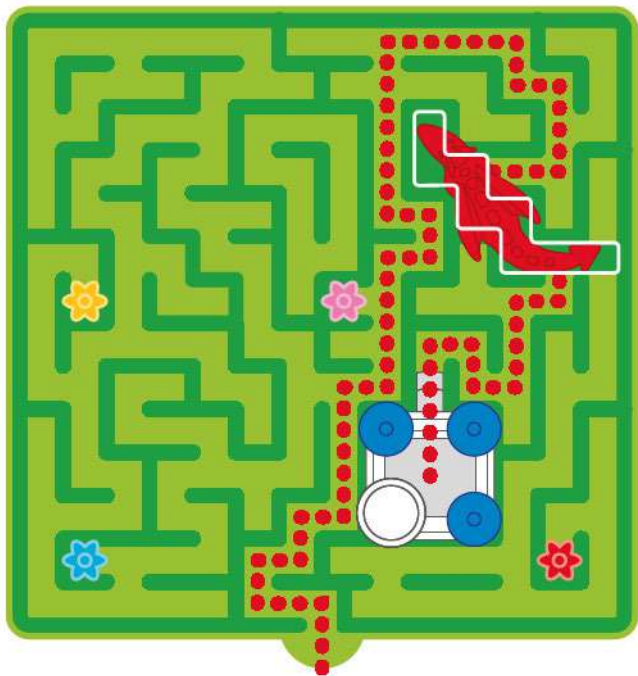
- As they set up the game, young children may need assistance assuring that all four maze pieces are in the correct position for each challenge.
- The challenges with the Dragon are much more difficult than the ones without! If kids struggle with the Dragon challenges, try to play together. For example: The adult can play the as dragon and the child can check if all paths to the castle are blocked.
- Challenges with the Dragon can also be played without him: In these cases the object of the game is to find the path to the castle, as in the 30 first challenges.

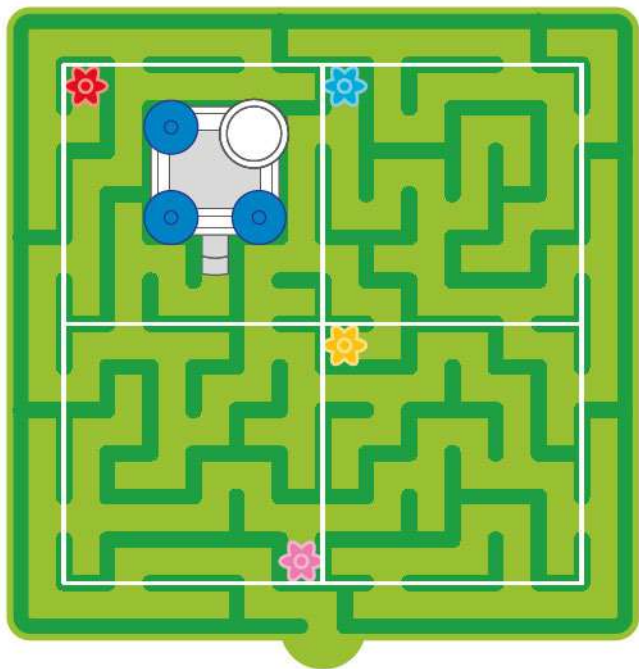


STARTER 1



# SOLUTION 1

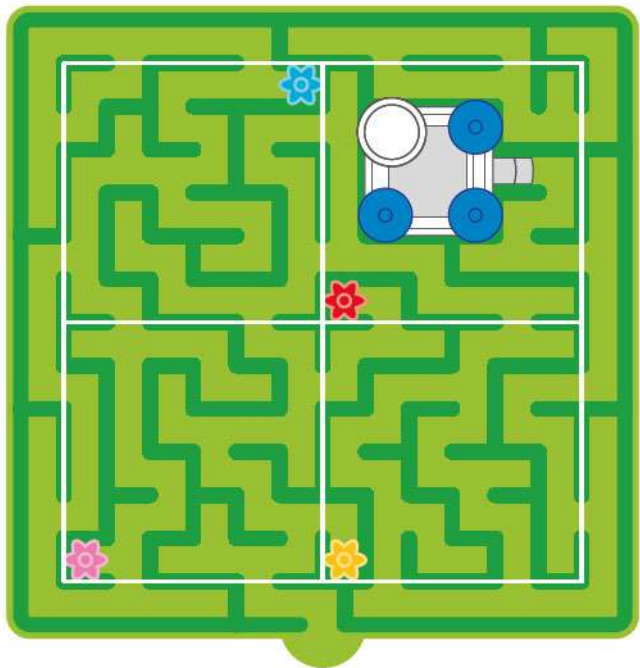




STARTER 2



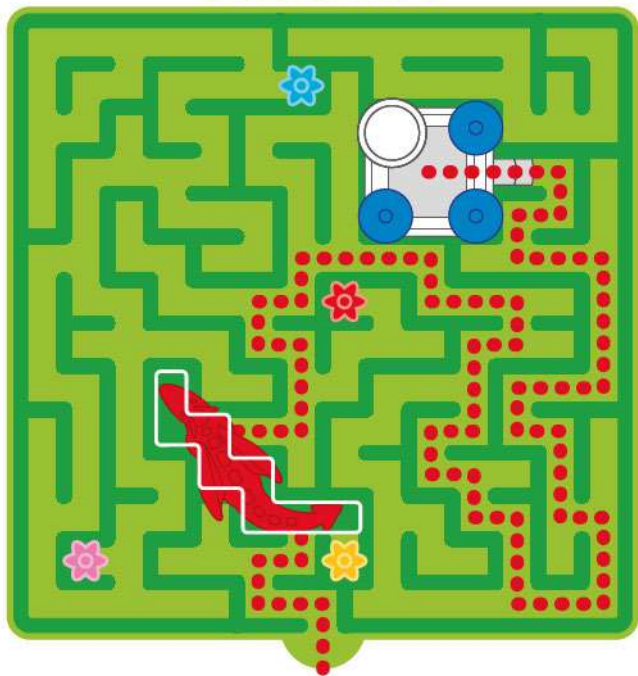




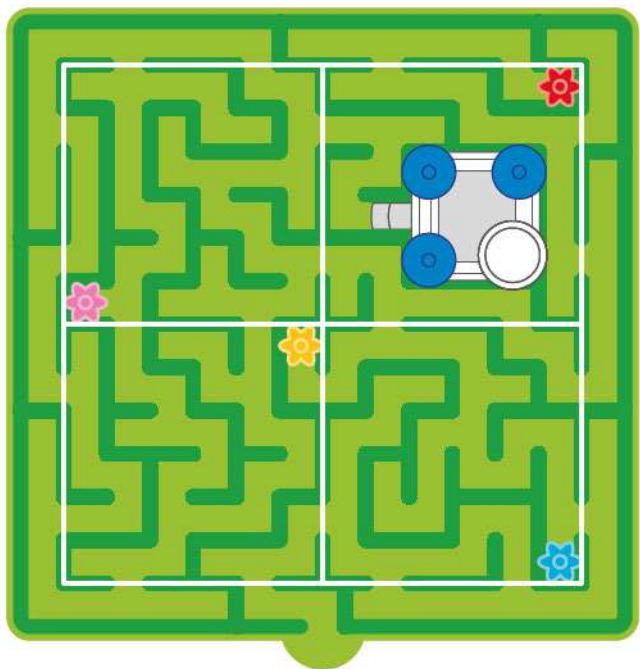
STARTER 3



## SOLUTION 3





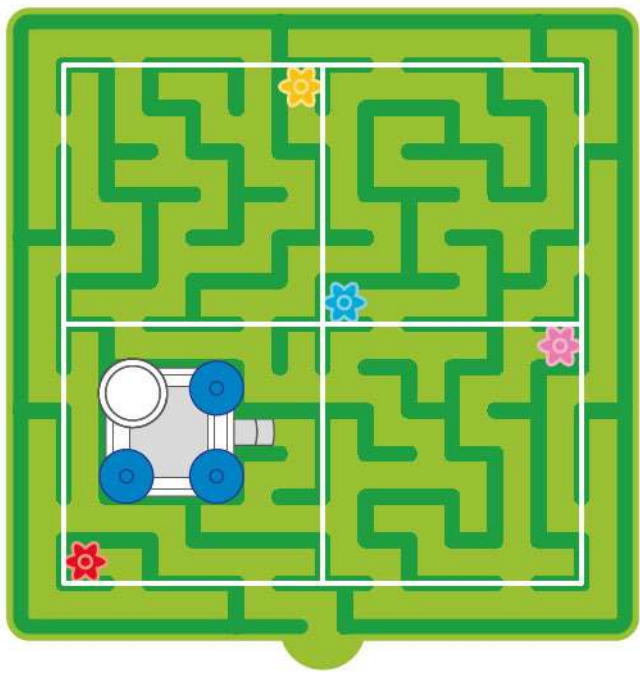


STARTER 4



## SOLUTION 4

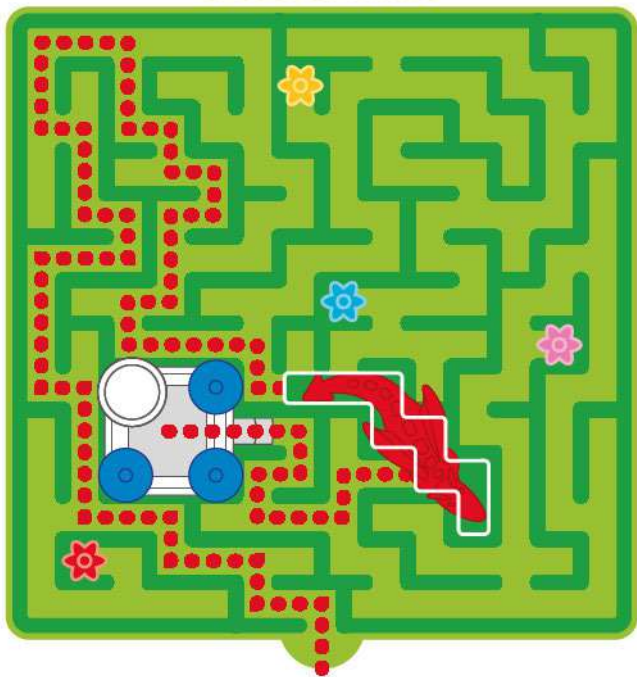


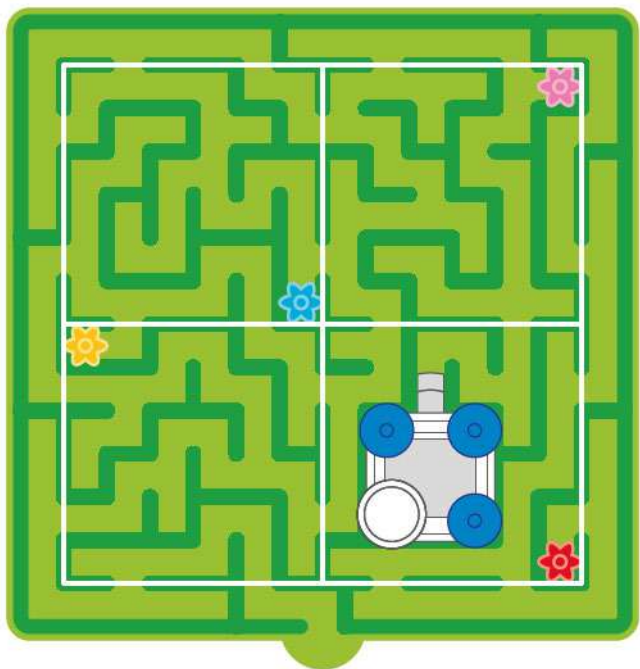


STARTER 5



## SOLUTION 5

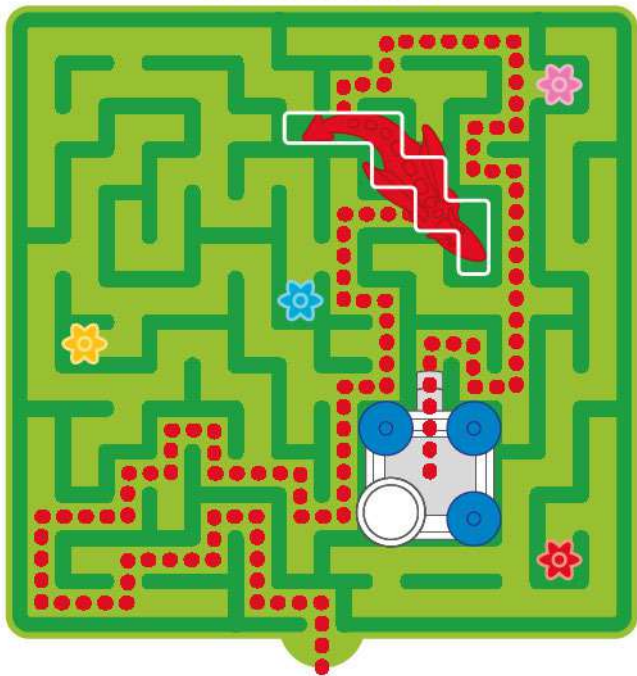


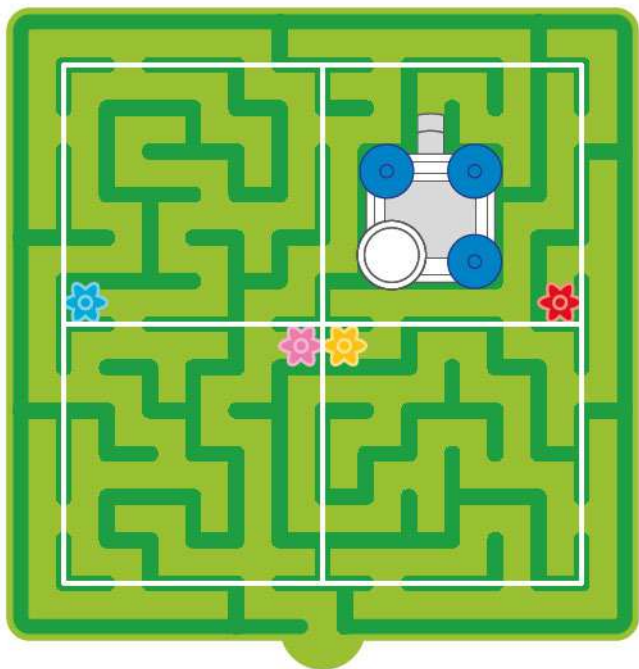


**STARTER 6**



## SOLUTION 6

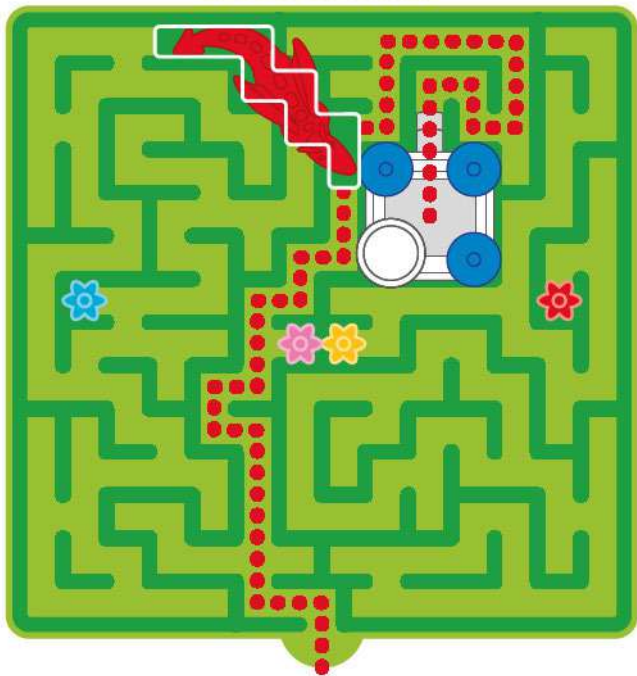




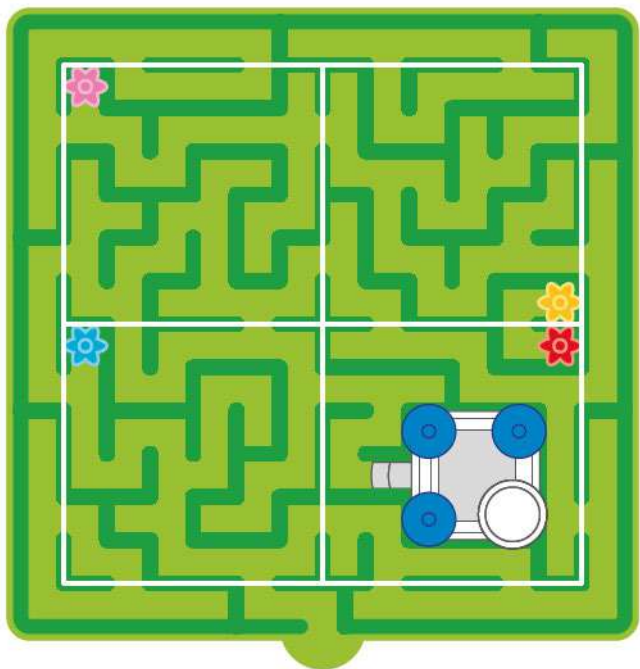
**STARTER 7**



# SOLUTION 7



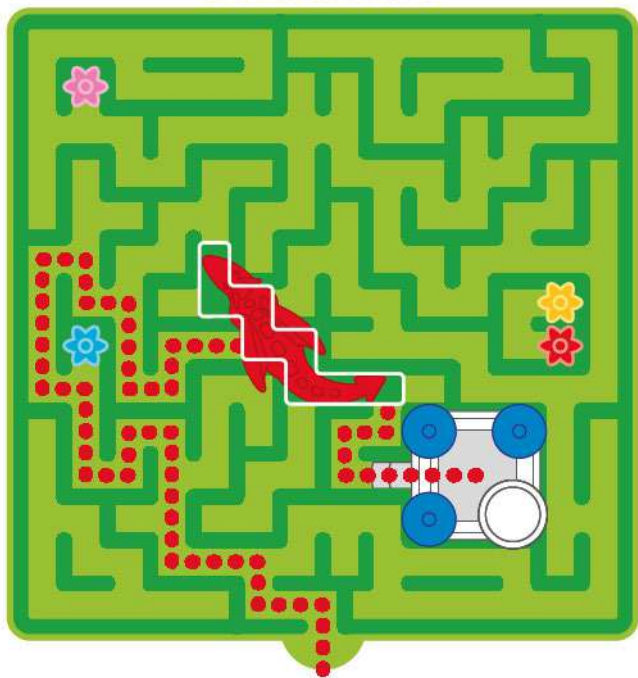


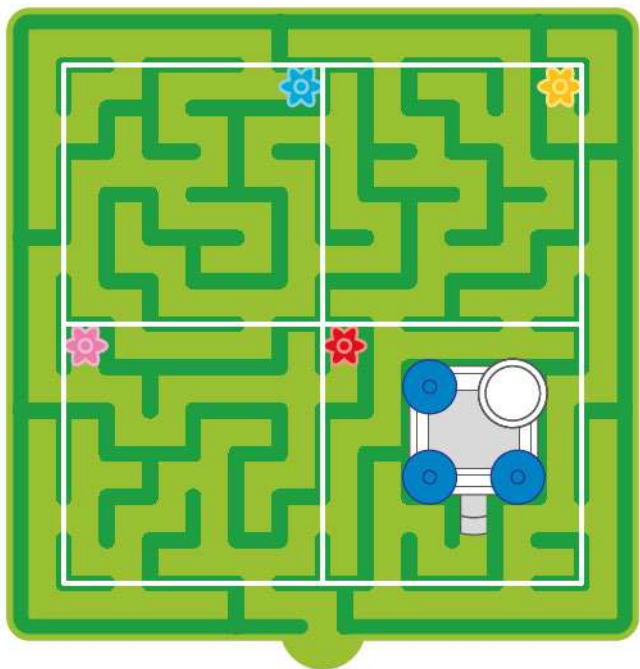


**STARTER 8**

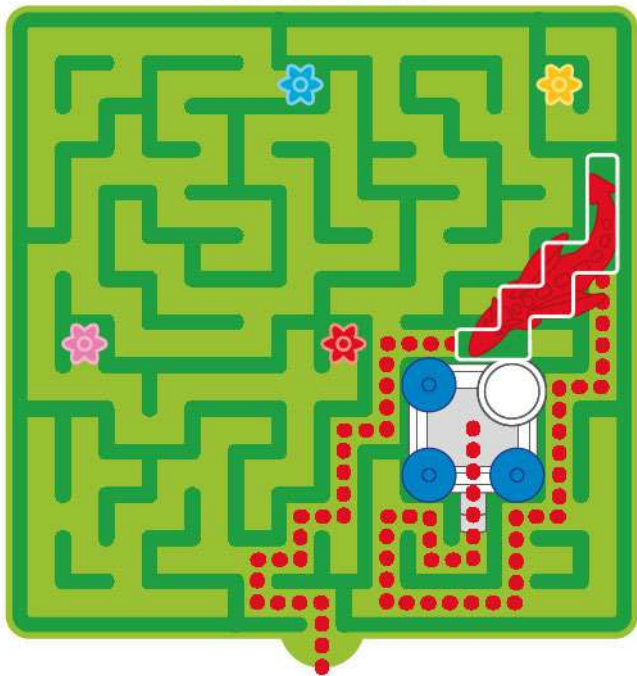


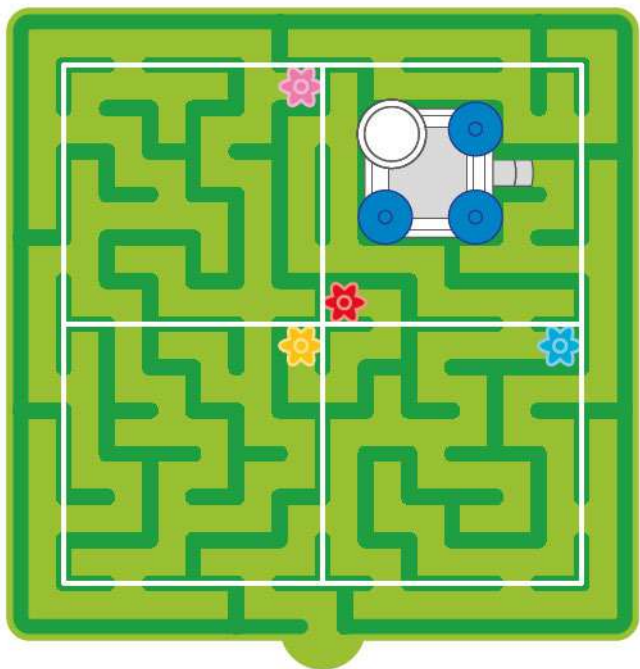
## SOLUTION 8





## SOLUTION 9

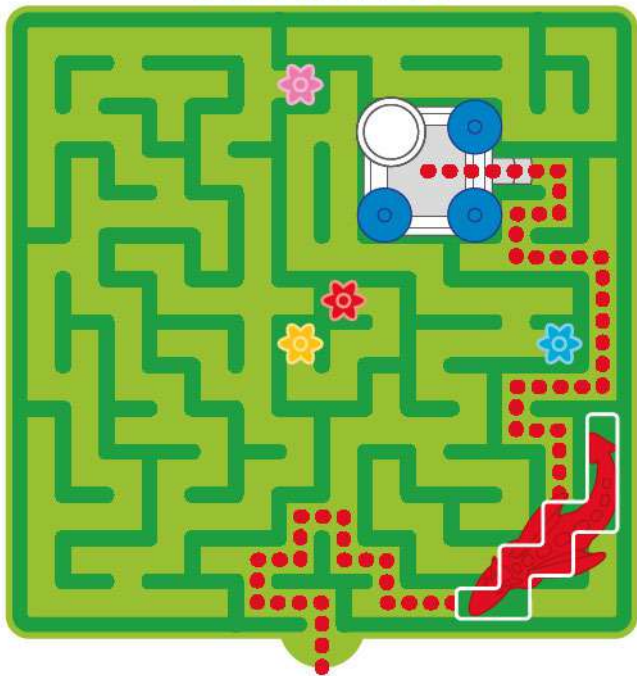


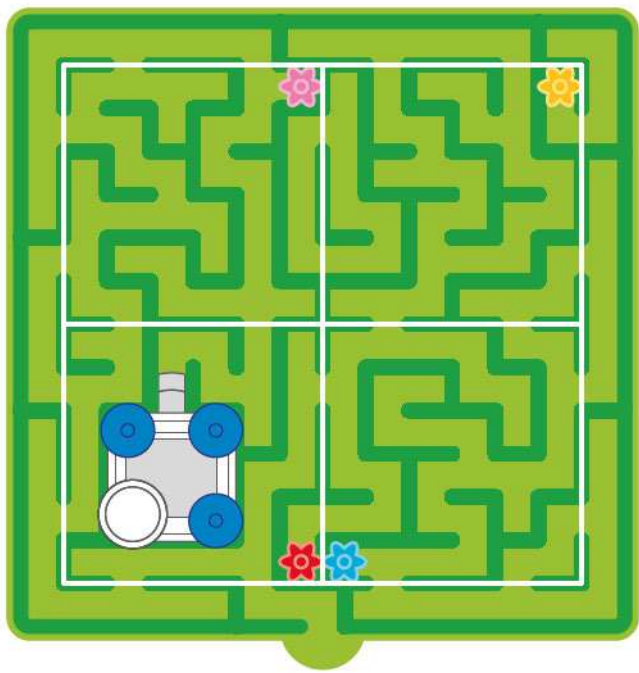


JUNIOR 10



# SOLUTION 10



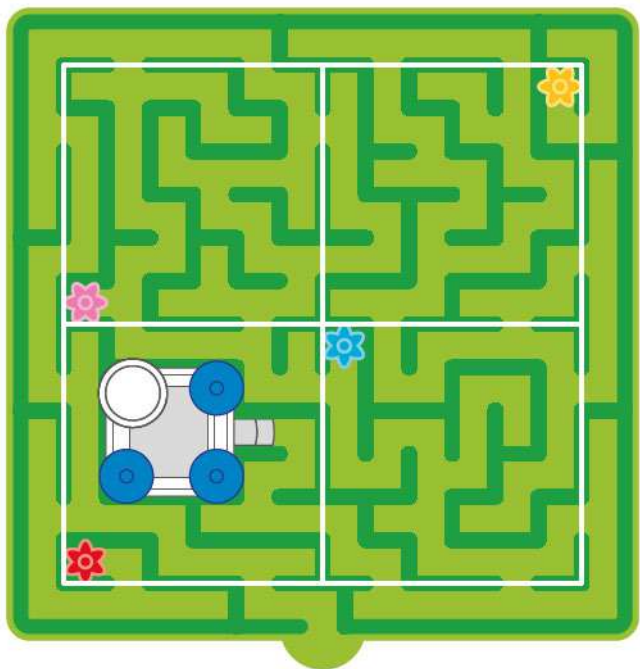


JUNIOR 11

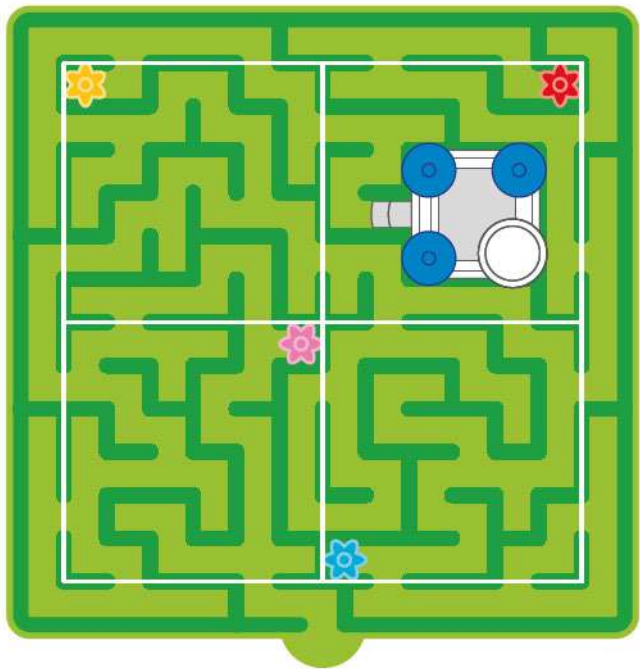








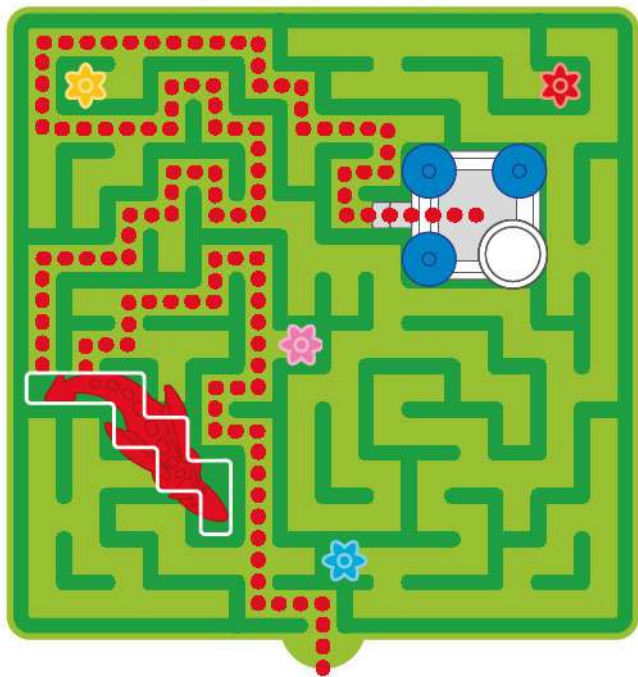


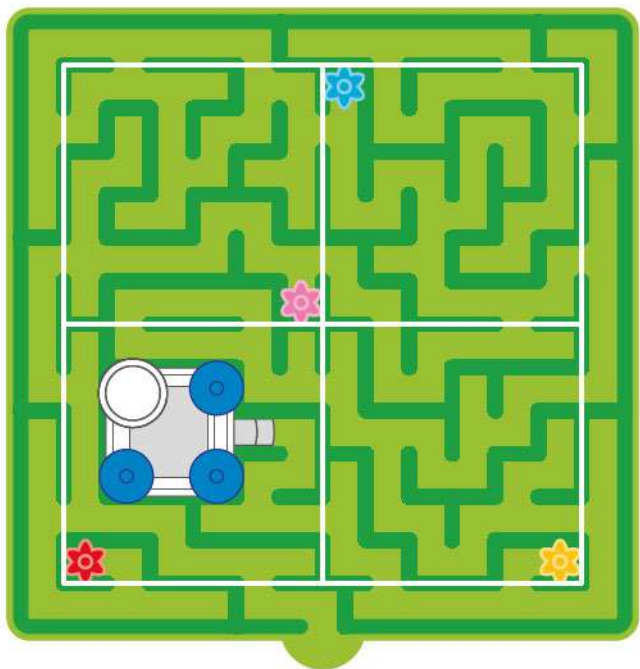


JUNIOR 13



## SOLUTION 13

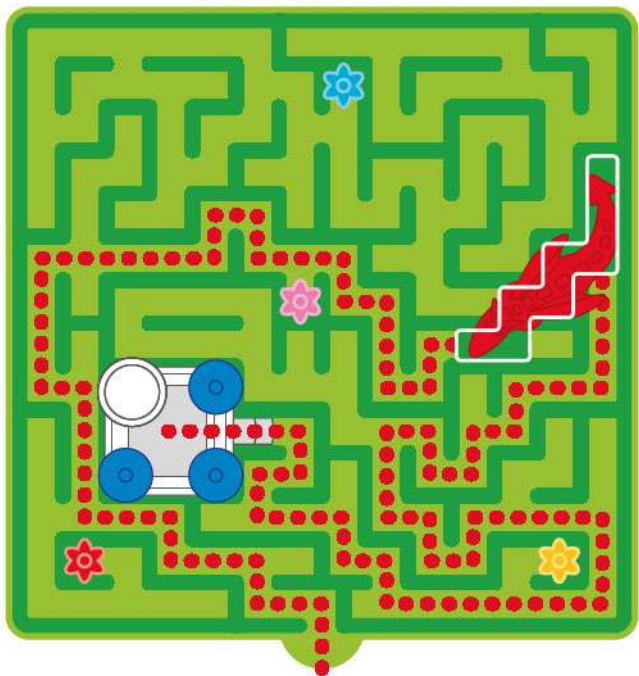


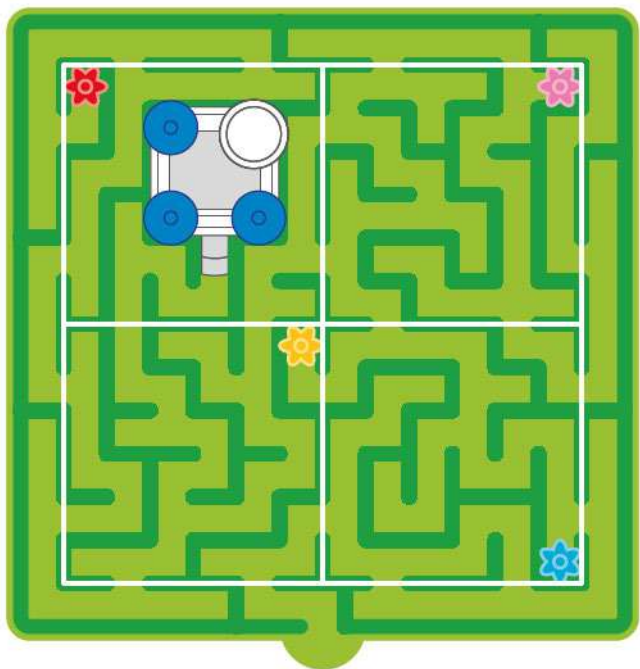


JUNIOR 14



# SOLUTION 14

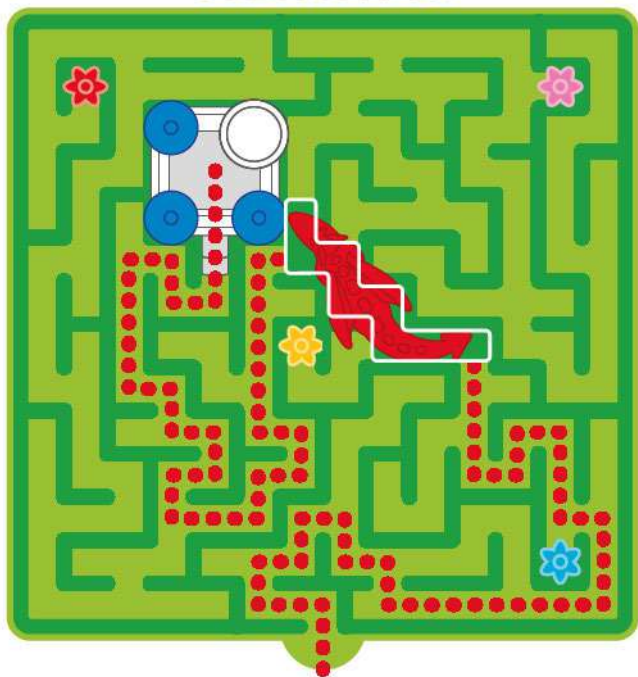




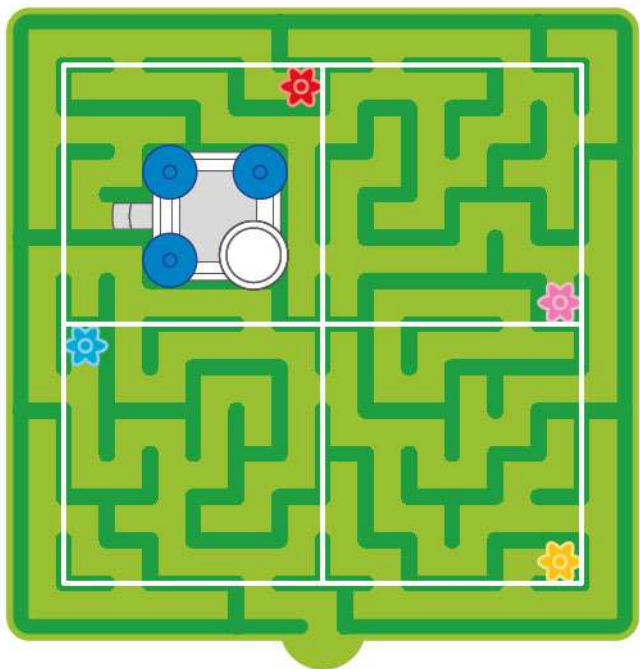
JUNIOR 15



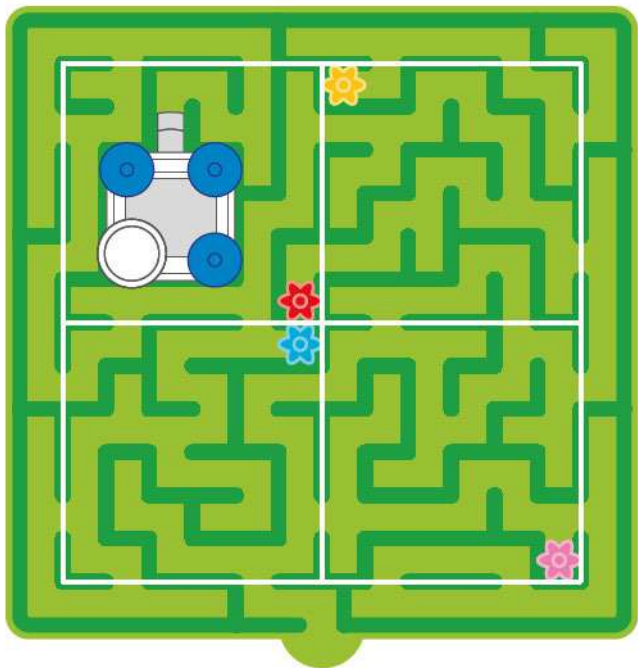
## SOLUTION 15







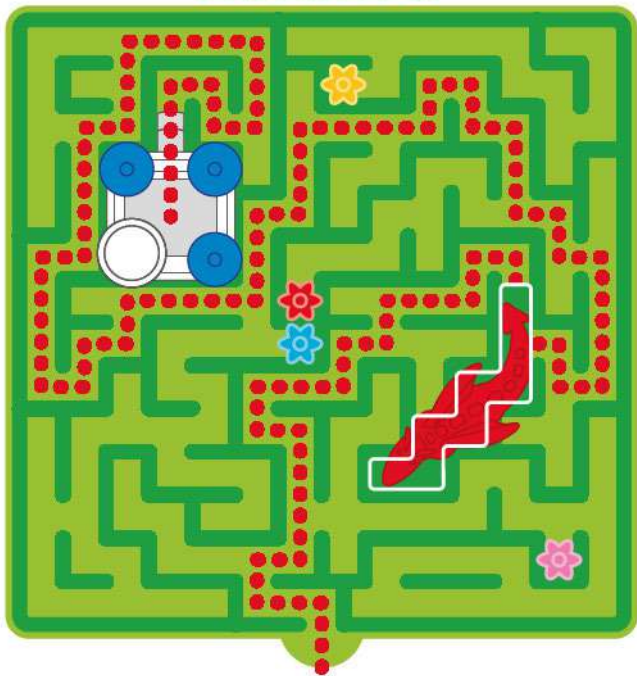


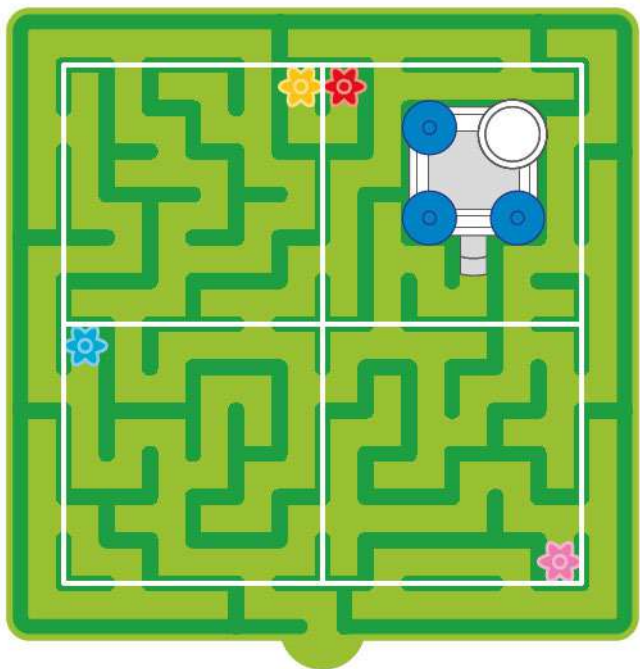


**EXPERT 17**



# SOLUTION 17

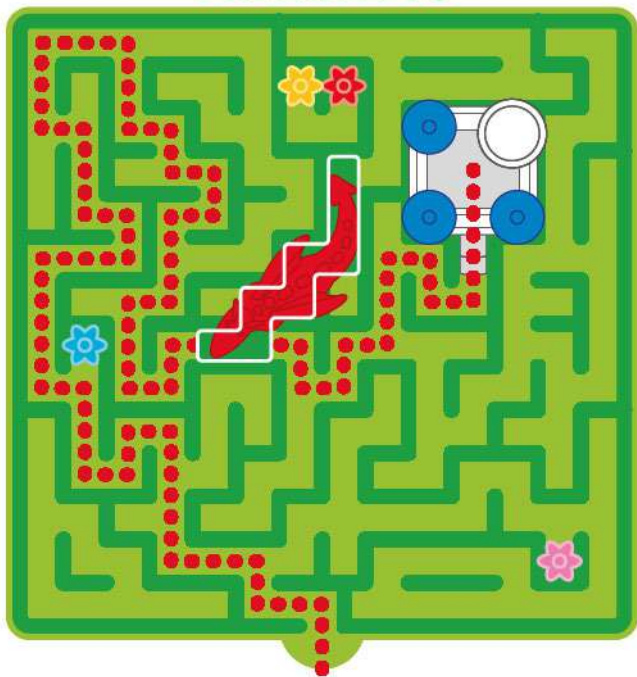


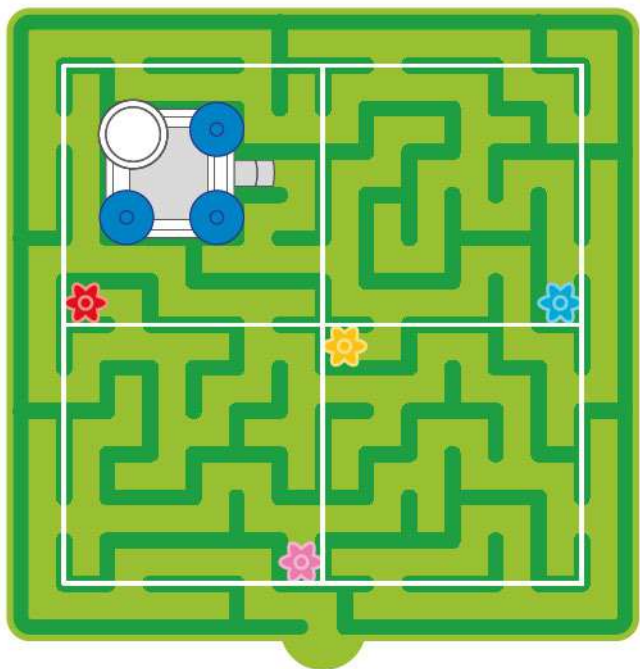


**EXPERT 18**



## SOLUTION 18

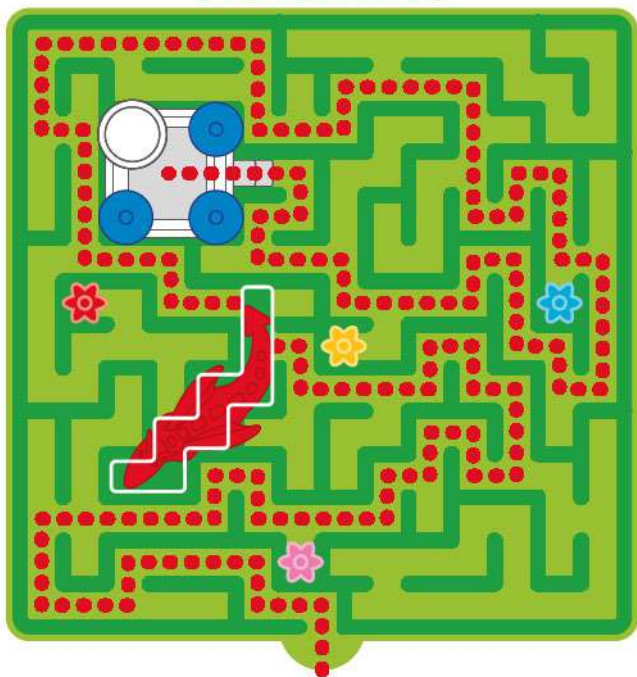




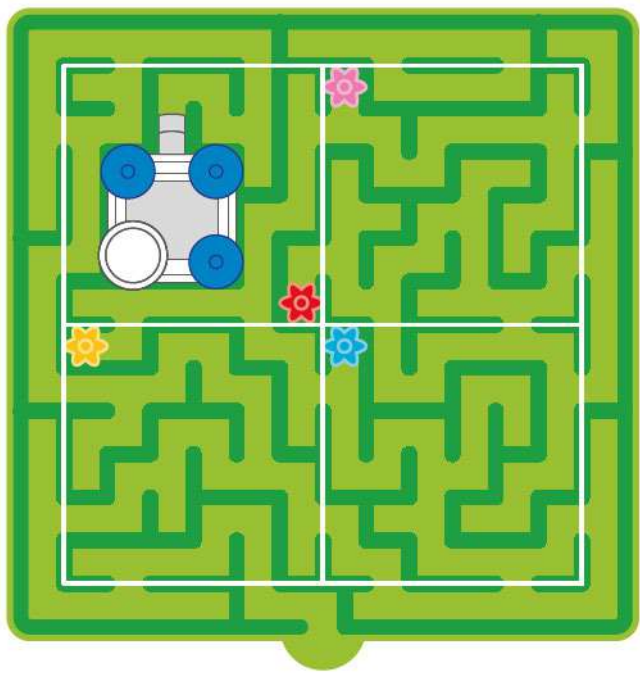
**EXPERT 19**



# SOLUTION 19



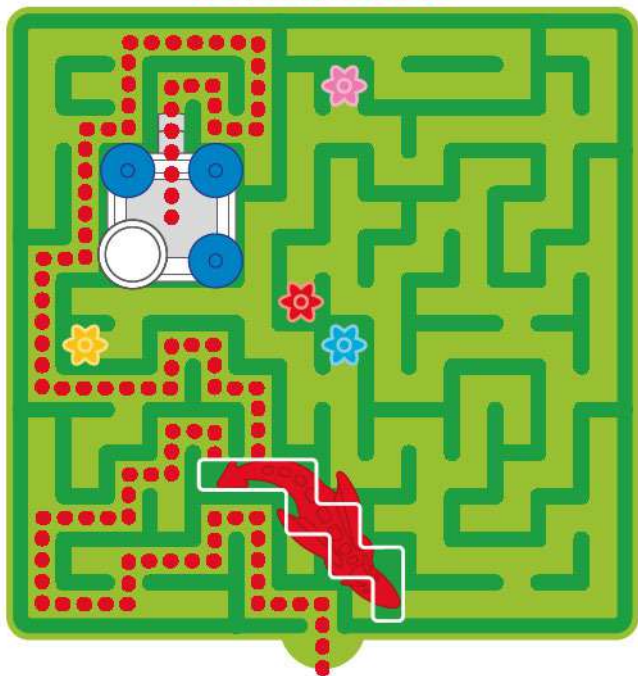


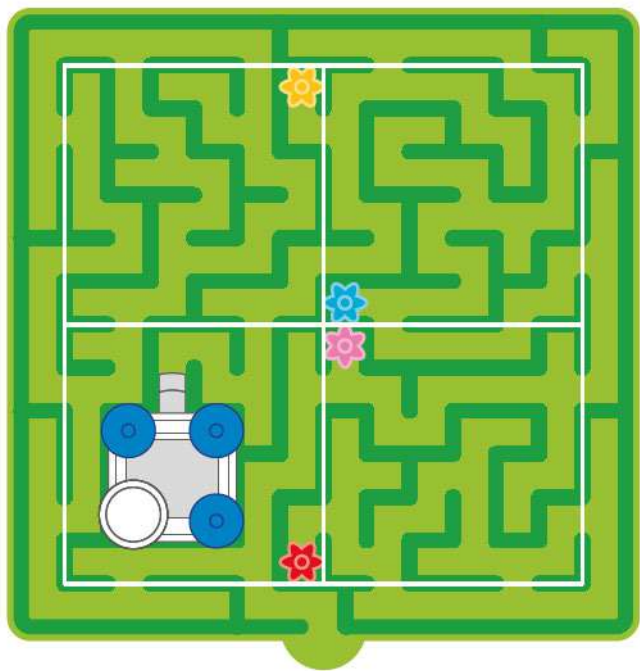


**EXPERT 20**



## SOLUTION 20

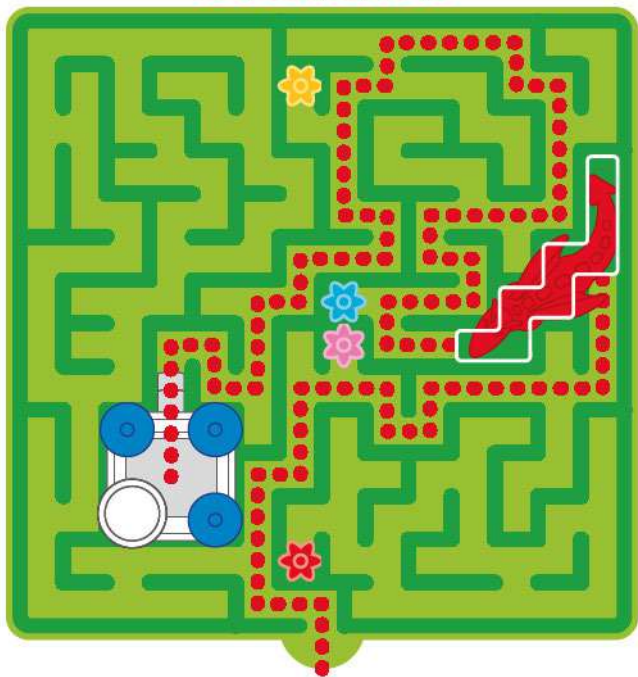


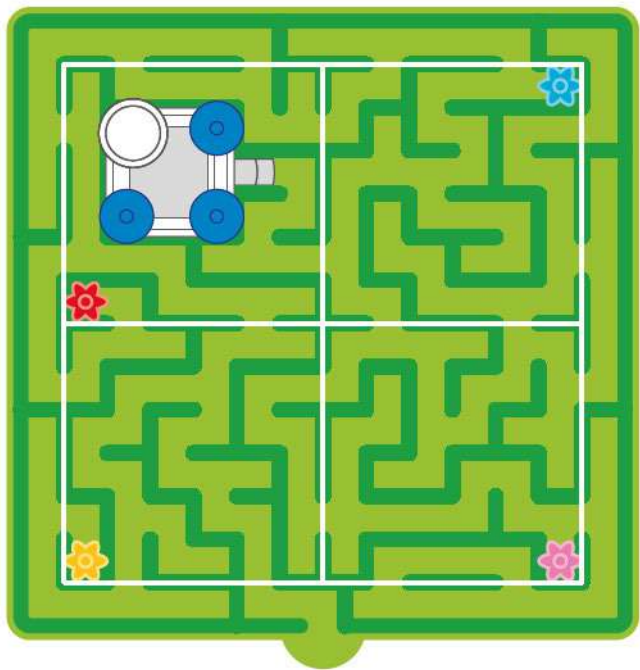


**EXPERT 21**



## SOLUTION 21

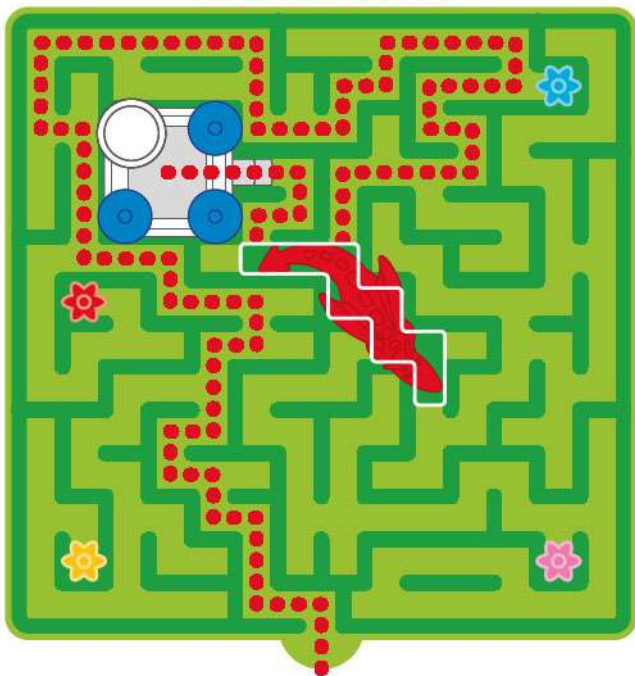


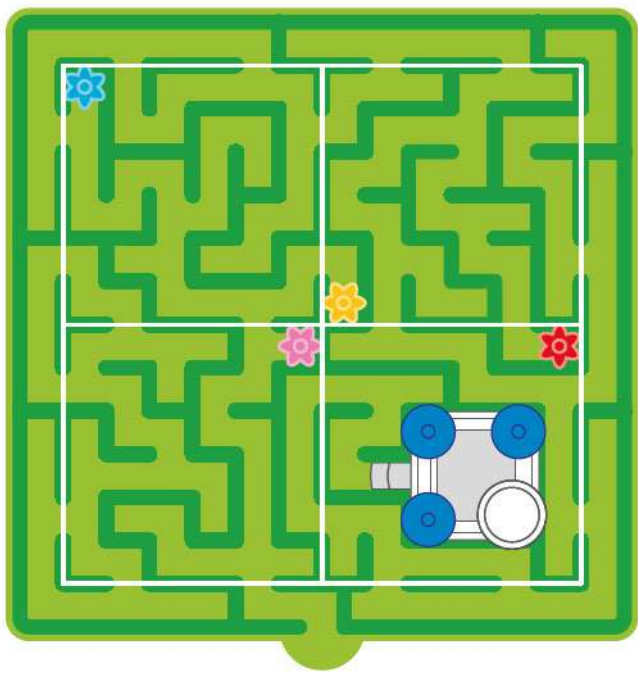


**EXPERT 22**



# SOLUTION 22

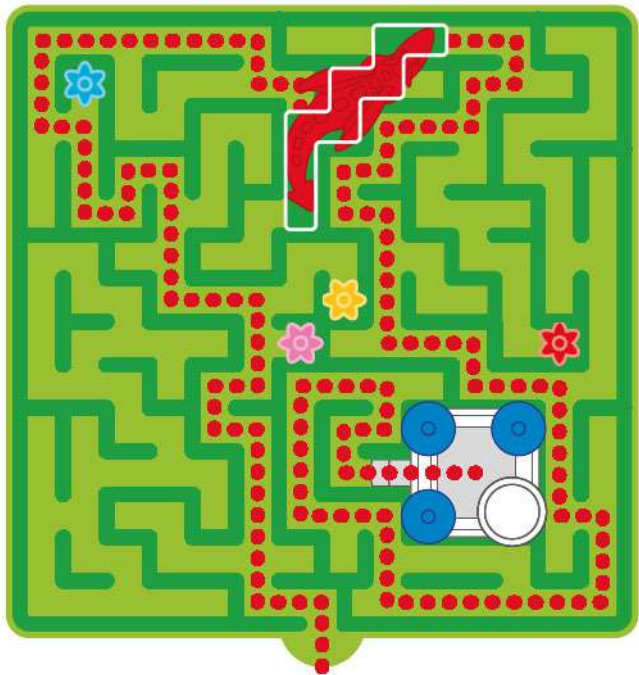




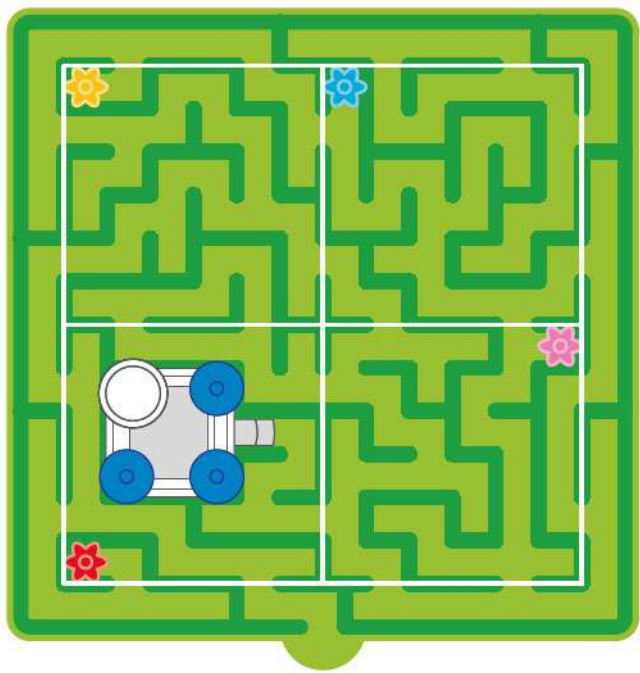
**EXPERT 23**



# SOLUTION 23



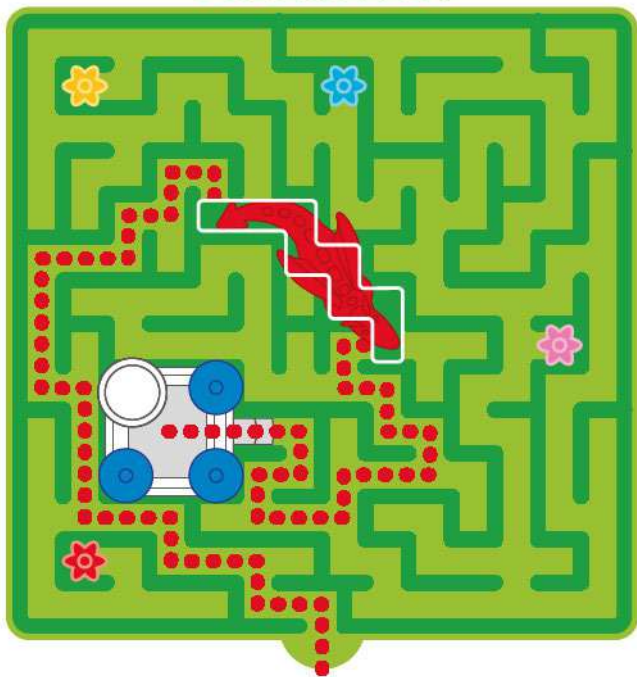


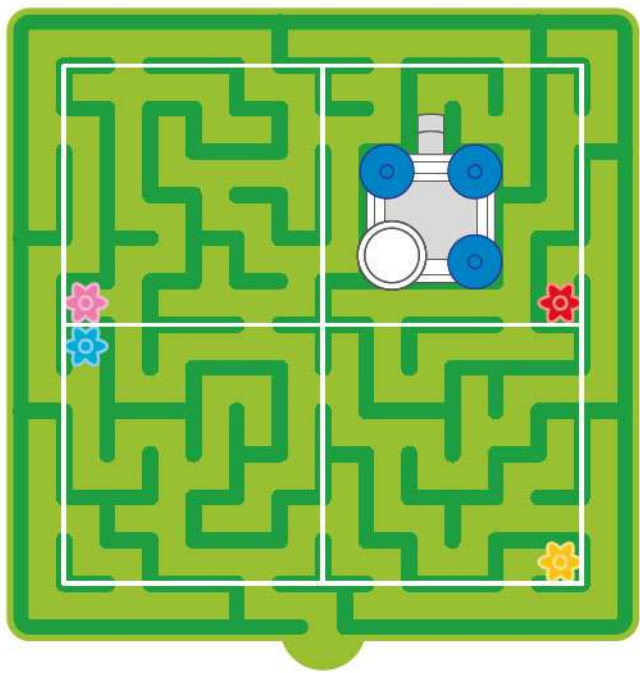


**EXPERT 24**

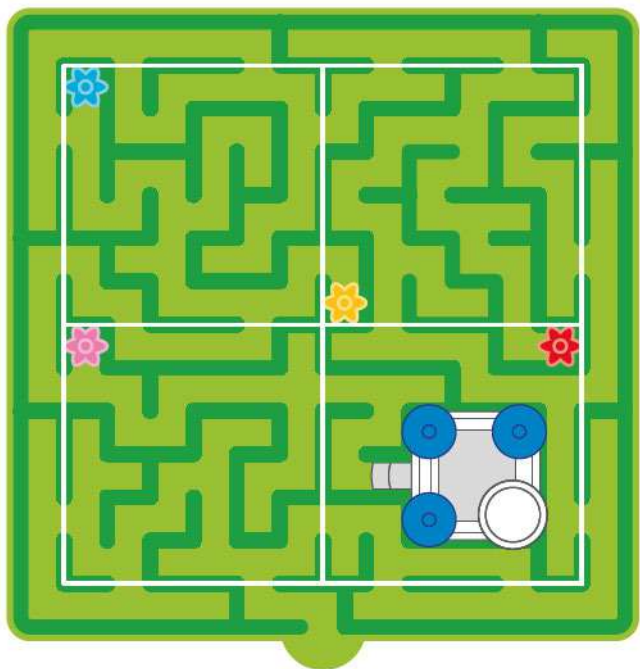


## SOLUTION 24





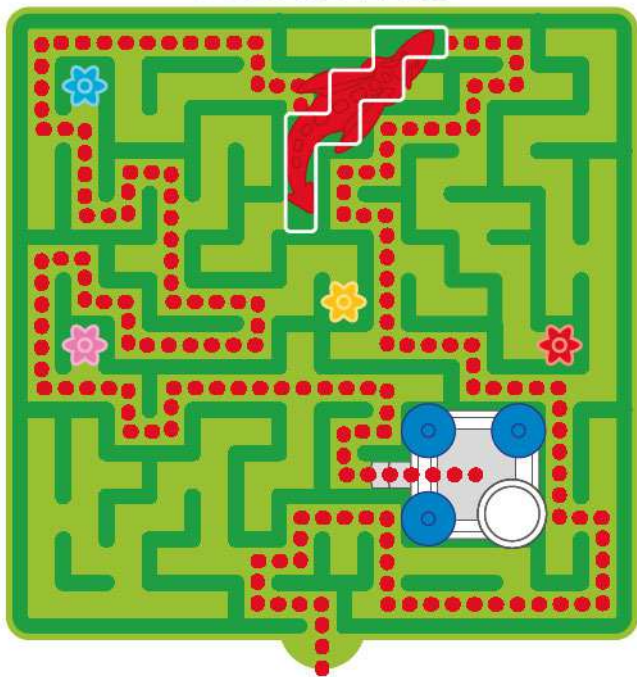


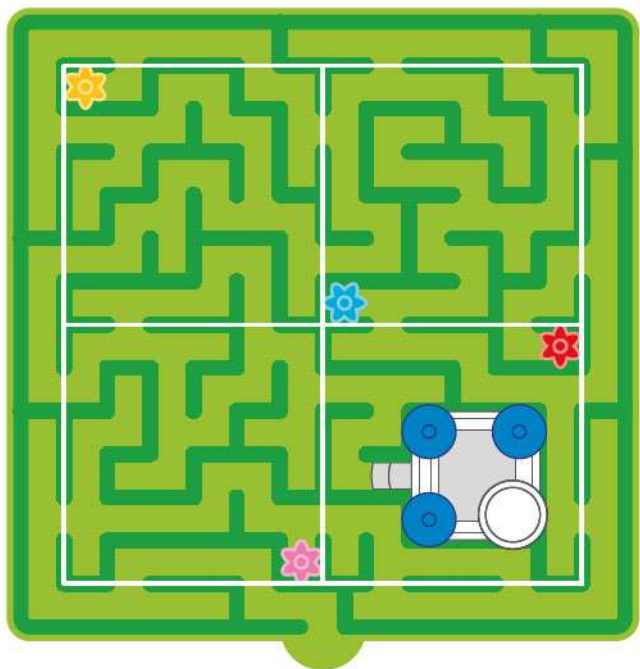


**MASTER 26**



## SOLUTION 26

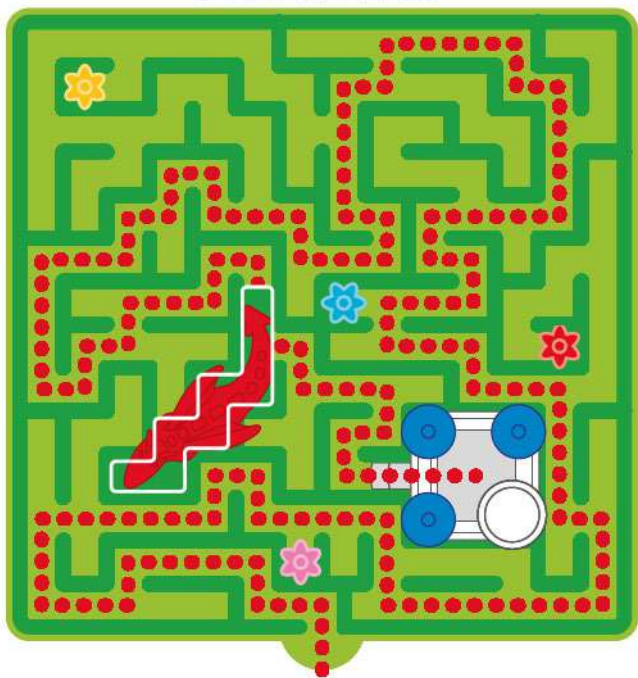




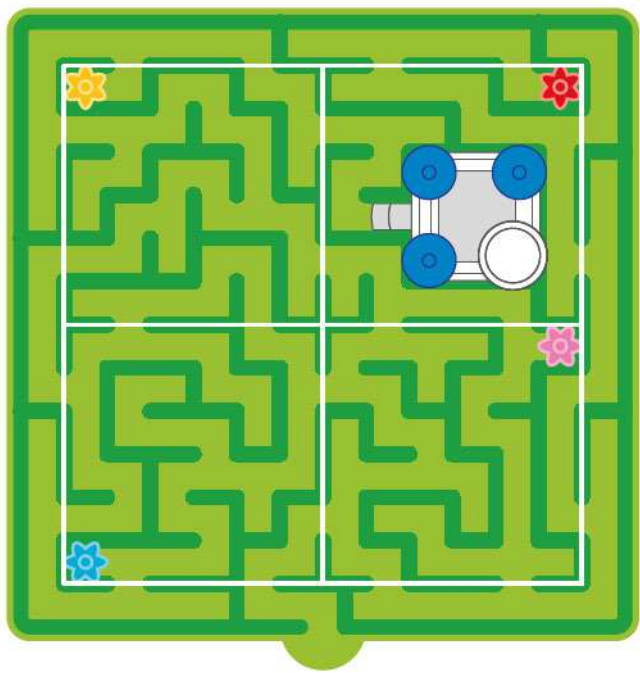
**MASTER 27**



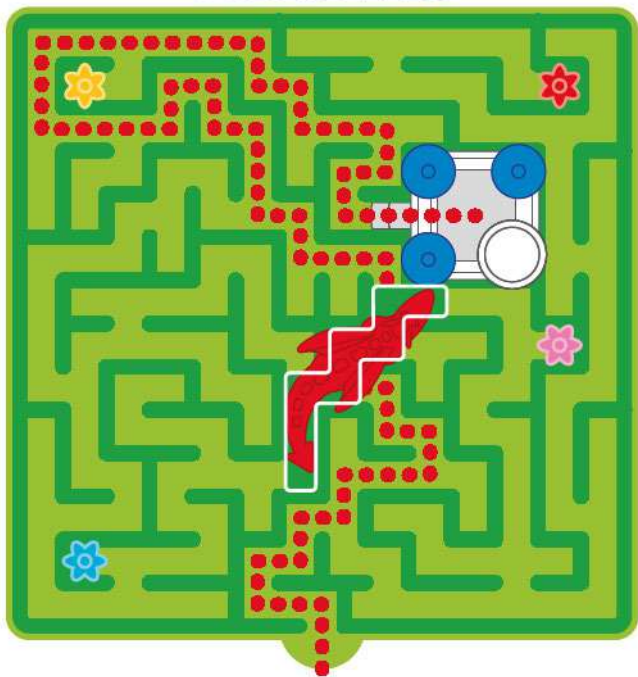
## SOLUTION 27

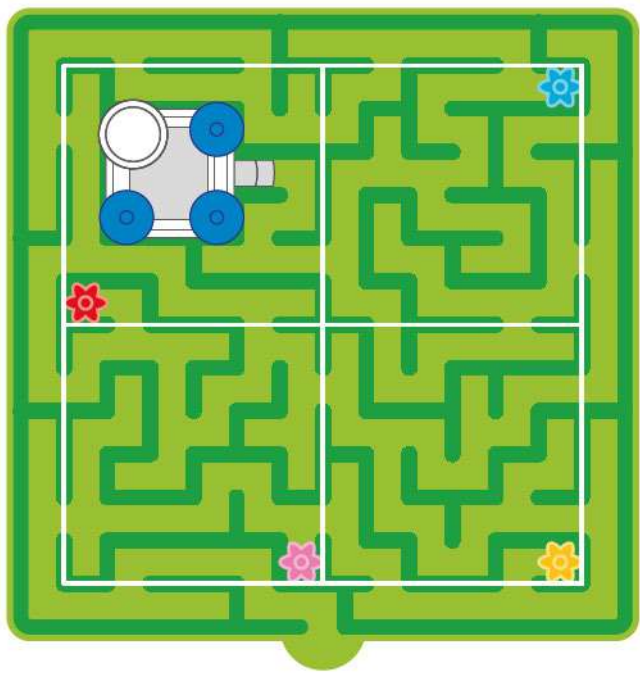






## SOLUTION 28

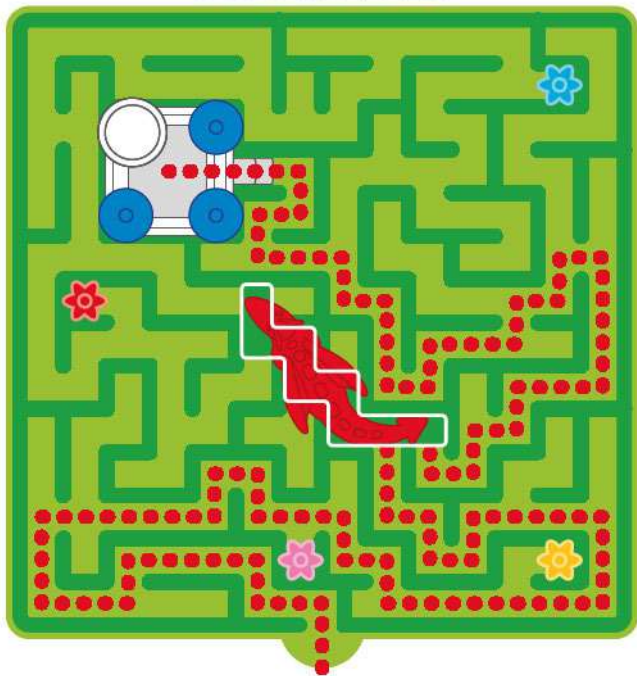


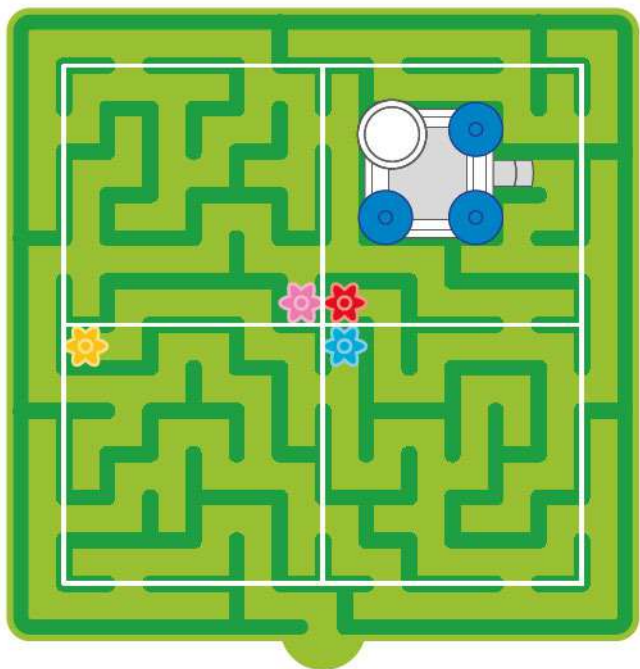


**MASTER 29**



## SOLUTION 29





**MASTER 30**



# SOLUTION 30

