

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 ★★☆☆ modulaire 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.



  
**ESCALE À  
JEUX**

**escaleajeux.fr**

**09 72 30 41 42**

**06 24 69 12 99**

**escaleajeux@gmail.com**

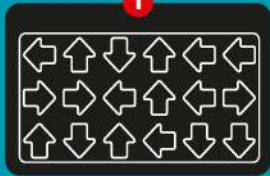




# RÈGLES DU JEU

- 1 Sélectionnez un défi.
- 2 Placez toutes les pièces du puzzle sur le plateau de jeu de sorte que l'orientation des flèches dans votre solution corresponde au défi :
  - Les défis du niveau Starter indiquent l'orientation de toutes les flèches et la couleur de certaines d'entre elles.
  - Les défis du niveau Junior indiquent l'orientation de toutes les flèches, mais pas leur couleur.
  - Les défis des niveaux Expert, Master et Wizard indiquent uniquement l'orientation de certaines flèches. L'orientation de toutes les autres flèches n'est pas importante pour la solution.
  - Toutes les pièces doivent être placées sur le plateau de jeu, même si elles ne sont pas nécessaires pour montrer les flèches indiquées dans le défi.
- 3 Il n'y a qu'une seule solution, que vous trouverez à la fin du livret.

1



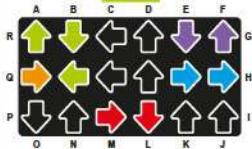
2



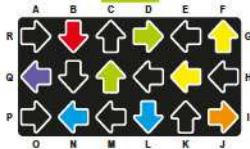
3



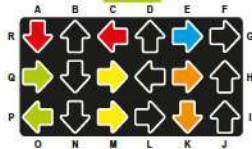
1



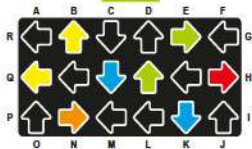
2



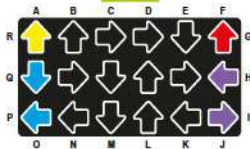
3



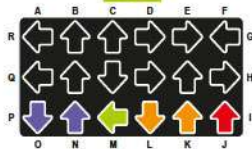
4



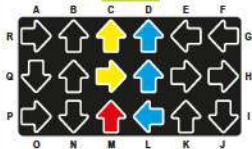
5



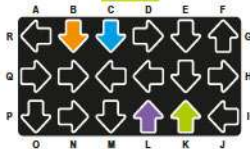
6



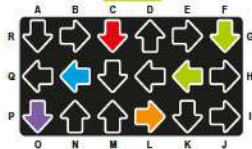
7



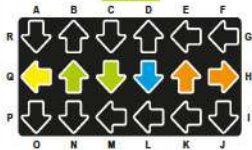
8



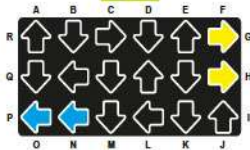
9



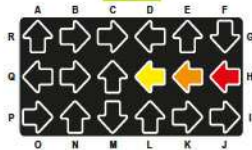
10



11

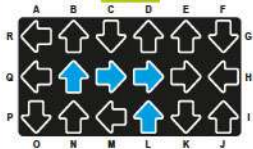


12

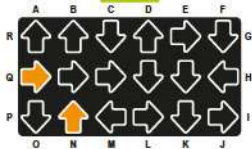




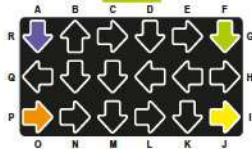
13



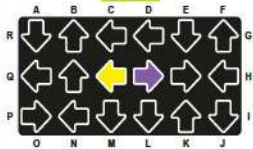
14



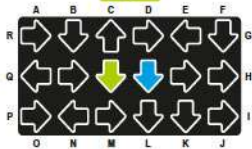
15



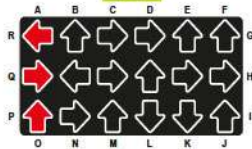
16



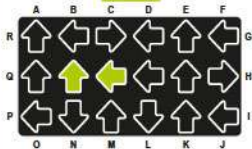
17



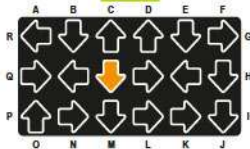
18



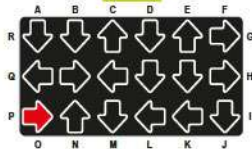
19



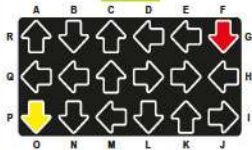
20



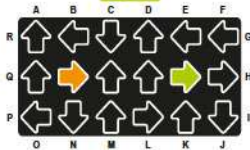
21



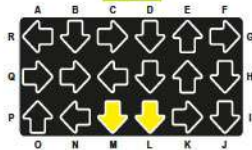
22



23

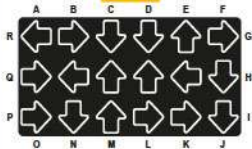


24

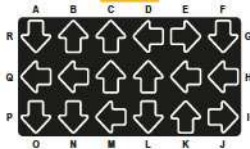




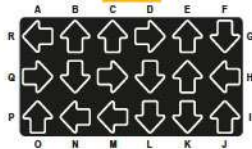
25



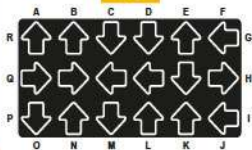
26



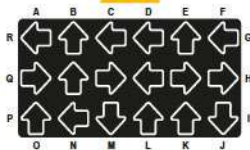
27



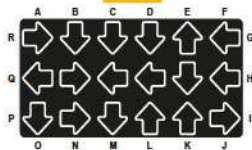
28



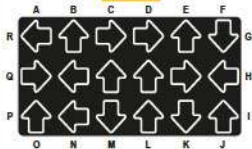
29



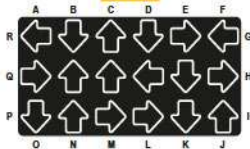
30



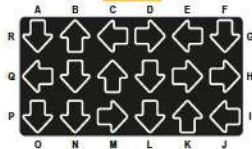
31



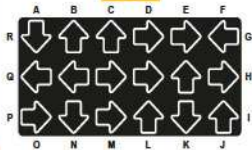
32



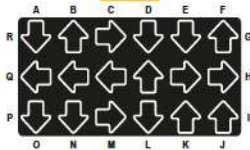
33



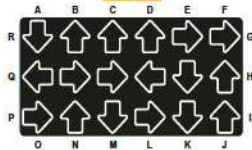
34



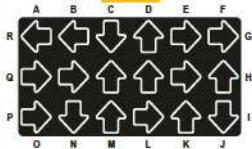
35



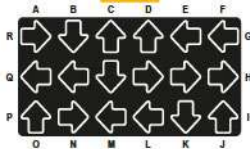
36



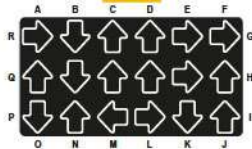
37



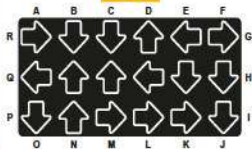
38



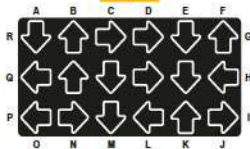
39



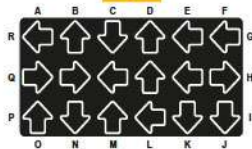
40



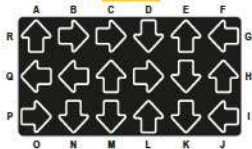
41



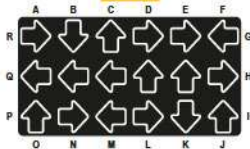
42



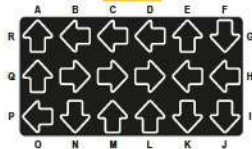
43



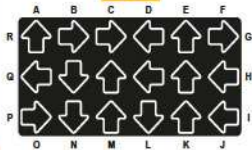
44



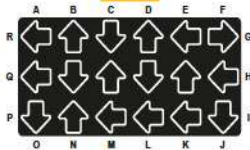
45



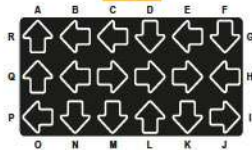
46



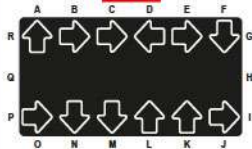
47



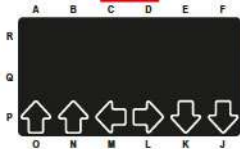
48



49



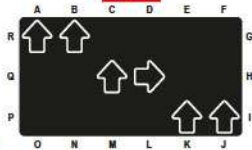
50



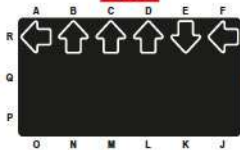
51



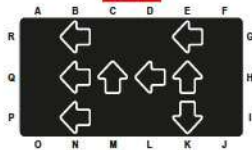
52



53



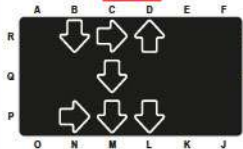
54



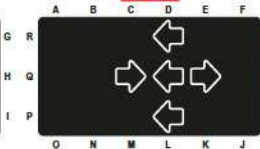
EXPERT



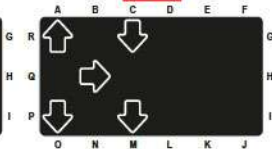
55



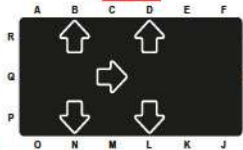
56



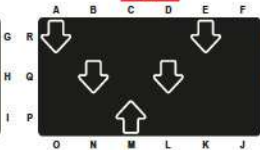
57



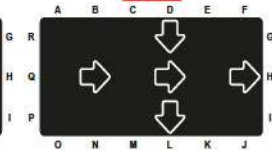
58



59

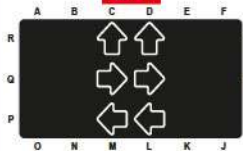


60

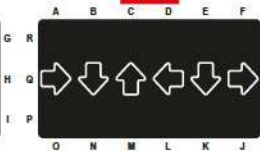




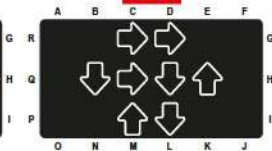
61



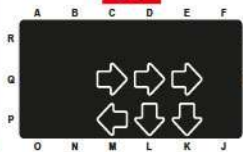
62



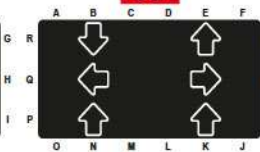
63



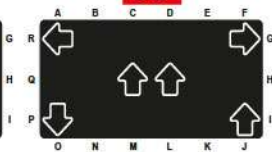
64



65



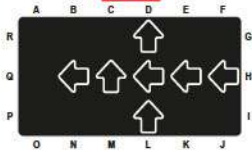
66



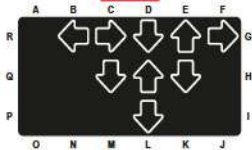
EXPERT



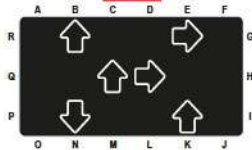
67



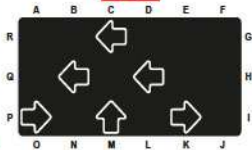
68



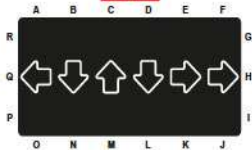
69



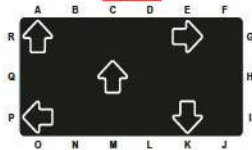
70



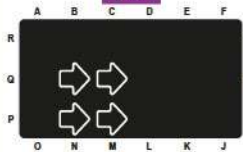
71



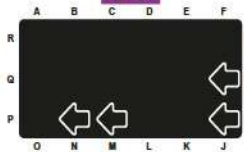
72



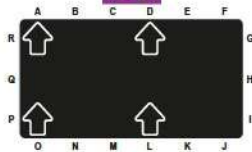
73



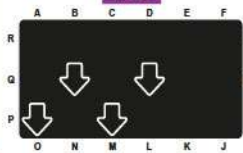
74



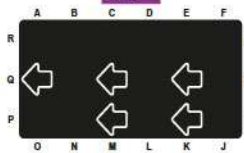
75



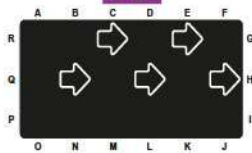
76



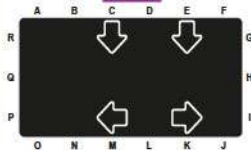
77



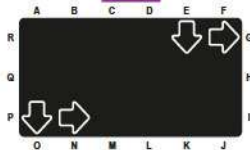
78



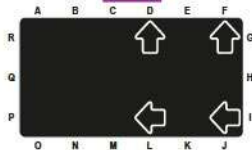
79



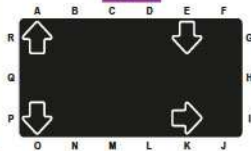
80



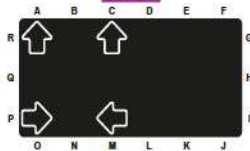
81



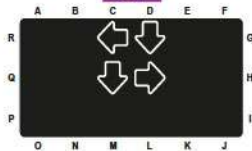
82



83



84



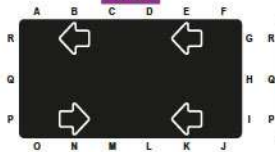
MASTER



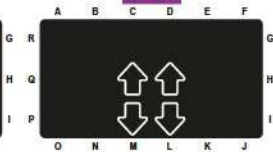
85



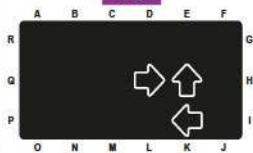
86



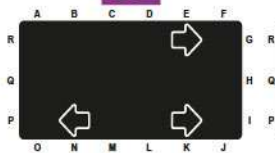
87



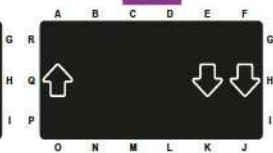
88



89



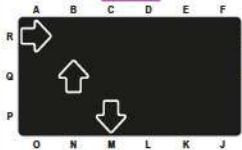
90



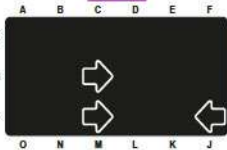
MASTER



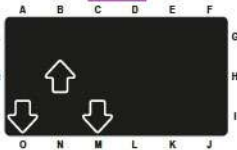
91



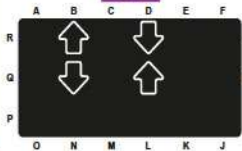
92



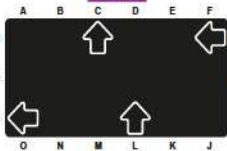
93



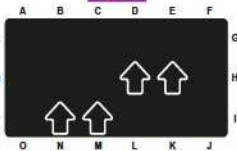
94



95

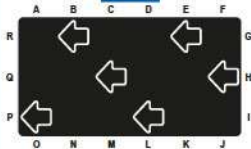


96

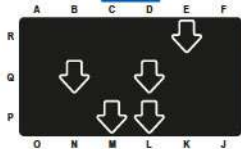




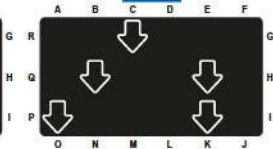
97



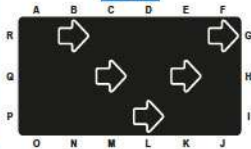
98



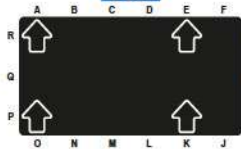
99



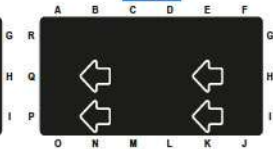
100



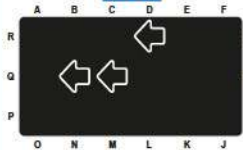
101



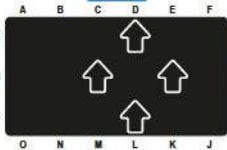
102



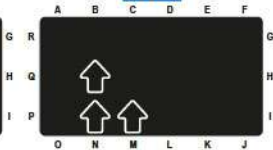
103



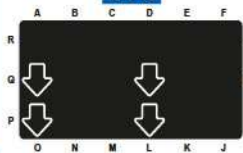
104



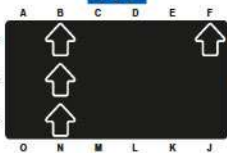
105



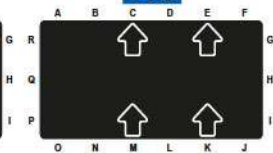
106



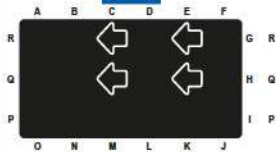
107



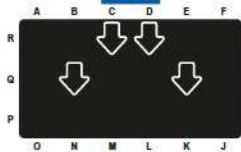
108



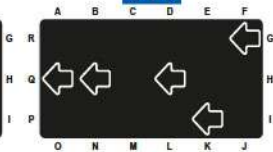
109



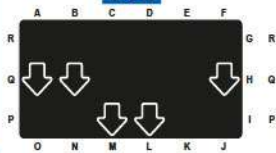
110



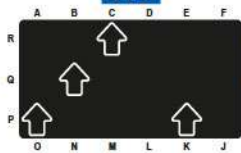
111



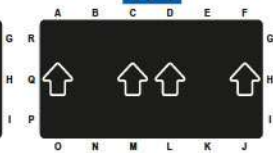
112



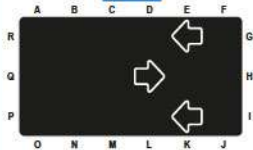
113



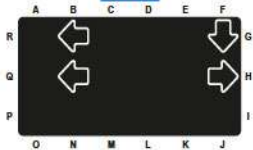
114



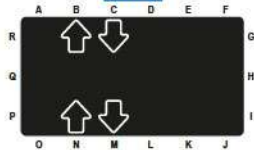
115



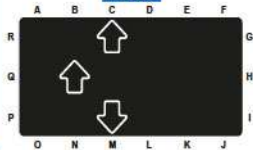
116



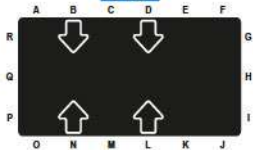
117



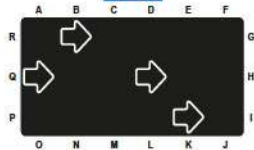
118



119



120



1



2



3



4



5



6



7



8



9



10



11



12





13



14



15



16



17



18



19



20



21



22



23



24



25



26



27



28



29



30



31



32



33



34



35



36



37



38



39



40



41



42



43



44



45



46



47

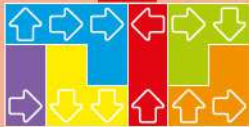


48



## SOLUTIONS

49



50



51



52



53



54



55



56



57



58



59



60





61



62



63



64



65



66



67



68



69



70



71



72



73



74



75



76



77



78



79



80



81



82



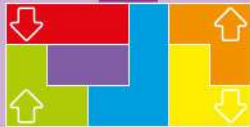
83



84



85



86



87



88



89



90



91



92



93



94



95



96



97



98



99



100



101



102



103



104



105



106



107



108





109



110



111



112



113



114



115



116



117



118



119



120





© 2019 Concept,  
game design & artwork: SMART - Belgium.  
All rights reserved.  
Designer: Raf Peeters  
Original product name: IQ Arrows  
Neerveld 14, B-2550 Kontich, Belgium  
Fax +32 15 45 10 60 - info@smart.be  
[www.SmartGames.eu](http://www.SmartGames.eu)

dd: 20200106B

Made in China

