

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





Comment jouer

- 1 Choisissez un défi et placez les pièces du casse-tête comme indiqué.
- 2 Placez toutes les pièces du puzzle restantes sur le plateau de jeu :
 - des anneaux et des boules ouverts de différentes pièces du casse-tête peuvent occuper le même espace
 - il est possible que certains espaces de la grille restent vides ou soient occupés uniquement par un anneau ou une boule.
- 3 Il n'y a qu'une seule solution, que vous pouvez trouver à la fin du livret.

Astuce : Dans la solution, toutes les pièces du casse-tête seront liées les unes aux autres, ce qui donnera 1 groupe de 12 pièces de casse-tête connectées. Dès que vous placez une pièce de casse-tête sur la grille qui ne peut être connectée à aucune autre ou que vous créez deux groupes distincts de pièces de casse-tête, vous savez que vous êtes sur la mauvaise voie. Les pièces du casse-tête sont considérées comme « liées » lorsqu'elles partagent au moins un espace sur le plateau de jeu avec une autre pièce du casse-tête.

1



2



3



1



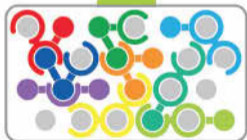
2



3



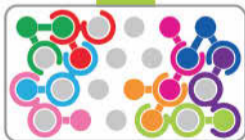
4



5



6



STARTER



7



8



9



10



11



12



13



14



15



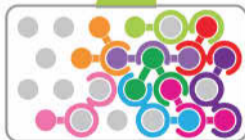
16



17



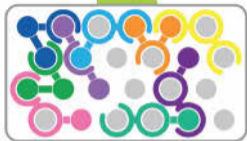
18



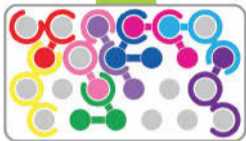
STARTER



19



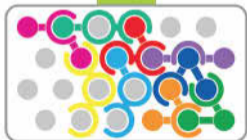
20



21



22



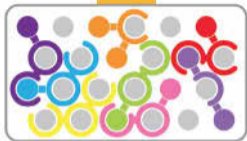
23



24



25



26



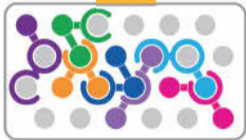
27



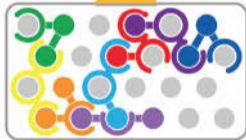
28



29



30



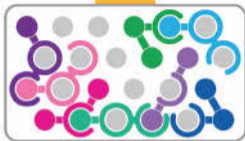
31



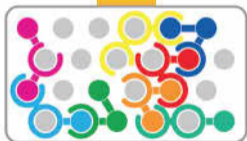
32



33



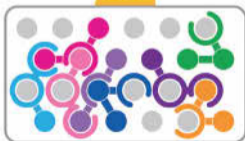
34



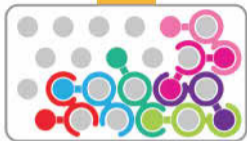
35



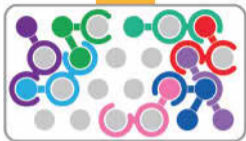
36



37



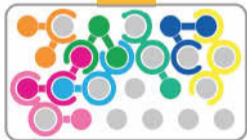
38



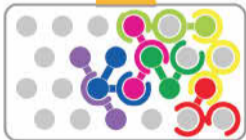
39



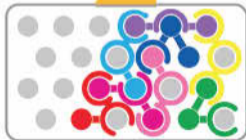
40



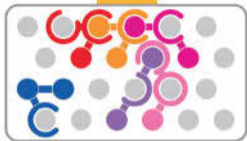
41



42



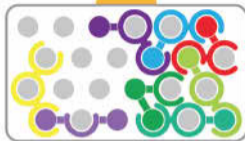
43



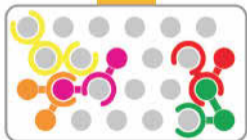
44



45



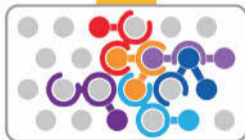
46



47



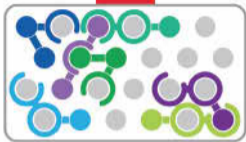
48



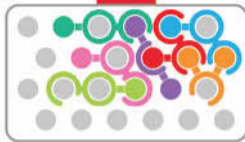
49



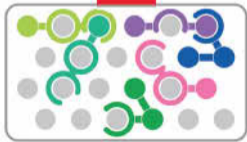
50



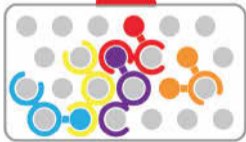
51



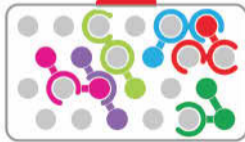
52



53



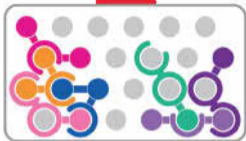
54



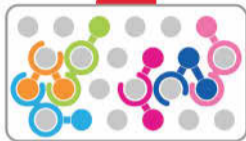
55



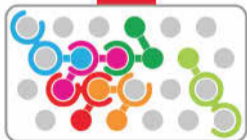
56



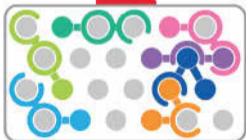
57



58



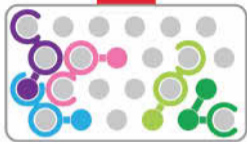
59



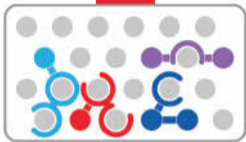
60



61



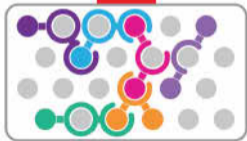
62



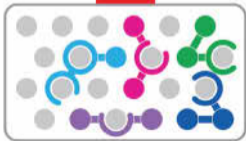
63



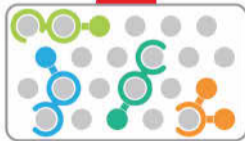
64



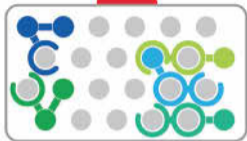
65



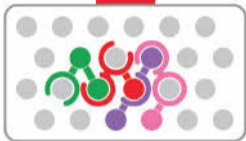
66



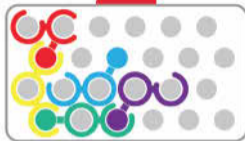
67



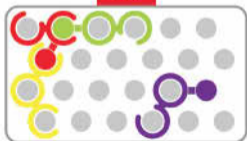
68



69



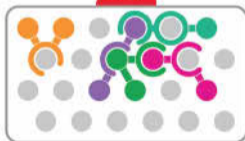
70



71



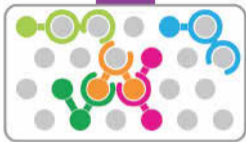
72



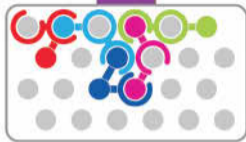
73



74



75



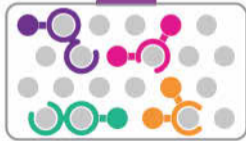
76



77



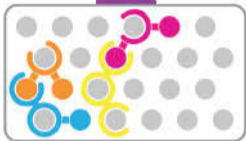
78



79



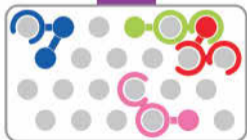
80



81



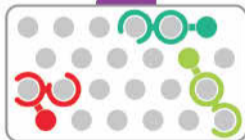
82



83



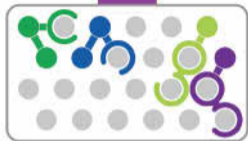
84



MASTER



85



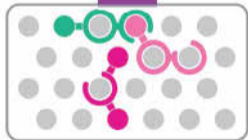
86



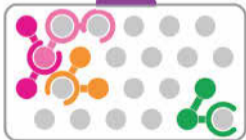
87



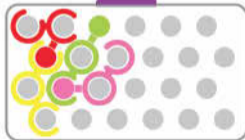
88



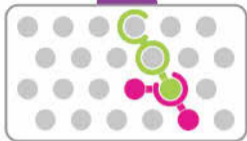
89



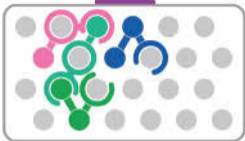
90



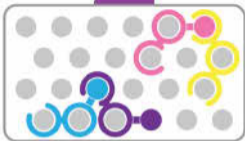
91



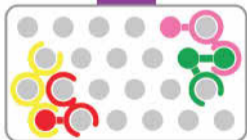
92



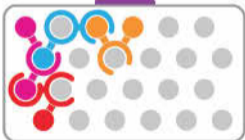
93



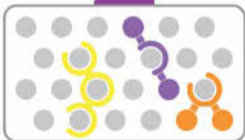
94



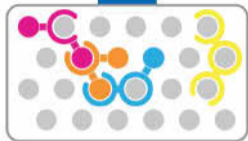
95



96



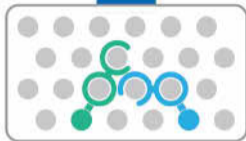
97



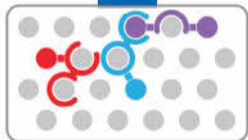
98



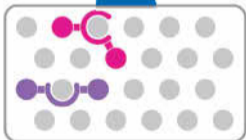
99



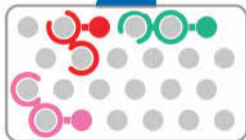
100



101



102



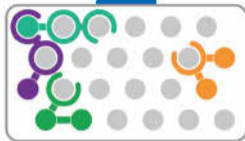
103



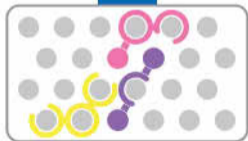
104



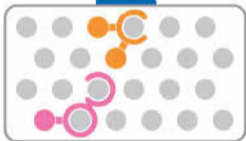
105



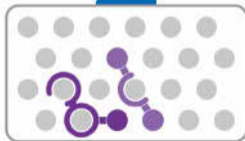
106



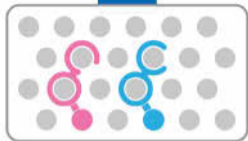
107



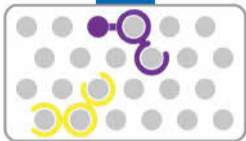
108



109



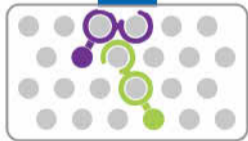
110



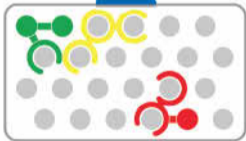
111



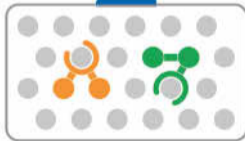
112



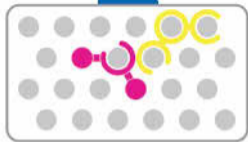
113



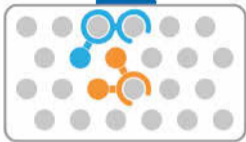
114



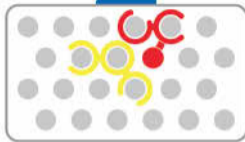
115



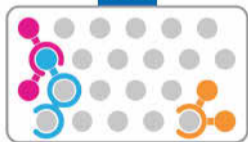
116



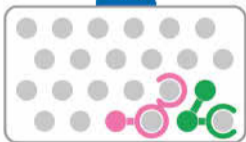
117



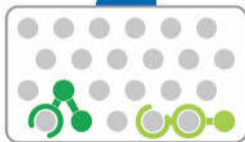
118



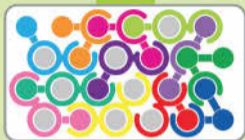
119



120



1



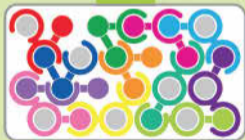
2



3



4



5



6



2012 © IQ Link: SMART - Belgium

7



8



9



10



11

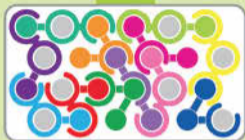


12



2012 © IQ Link: SMART - Belgium

13



14



15



16



17



18



19



20



21



22



23



24



25



26



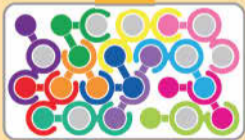
27



28



29



30



31



32



33



34



35



36



37



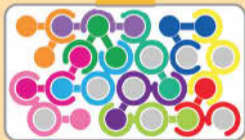
38



39



40



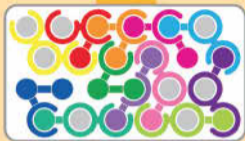
41



42



43



44



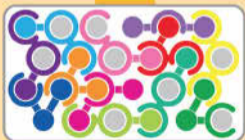
45



46



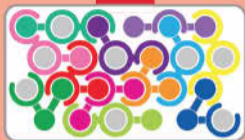
47



48



49



50



51



52



53



54



55



56



57



58



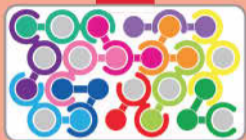
59



60



61



62



63



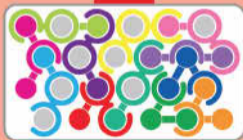
64



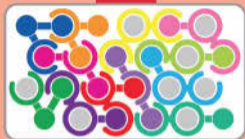
65



66



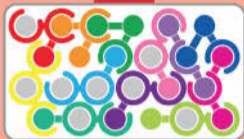
67



68



69



70



71



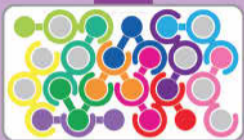
72



73



74



75



76



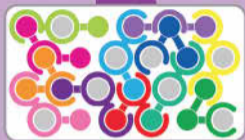
77



78



79



80



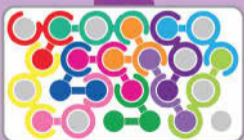
81



82



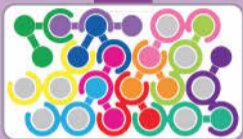
83



84



85



86



87



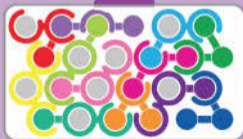
88



89



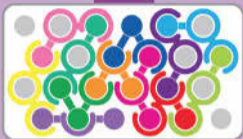
90



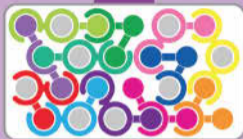
91



92



93



94



95



96



97



98



99



100



101



102



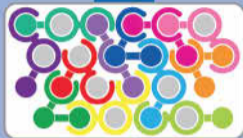
103



104



105



106



107



108



109



110



111



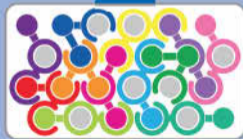
112



113



114



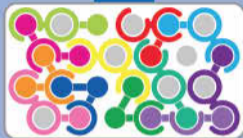
115



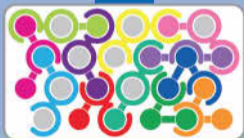
116



117



118



119



120





© 2012 Concept,
game design & artwork: SMART - Belgium.
All rights reserved.
Designer: Raf Peeters
Original product name: SG 477 IQLink
Neerveld 14, B-2550 Kontich, Belgium
Fax +32 15 45 10 60 - info@smart.be
www.SmartGames.eu

dd: 20161229 B

Made in China



5 414301 516620