

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.



  
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JEUX**

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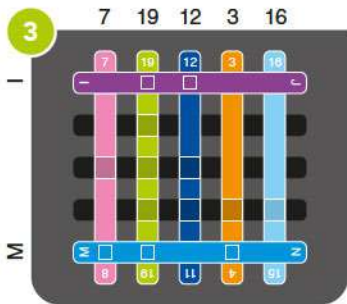
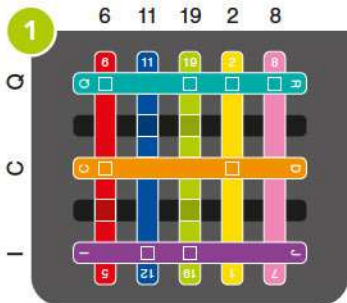




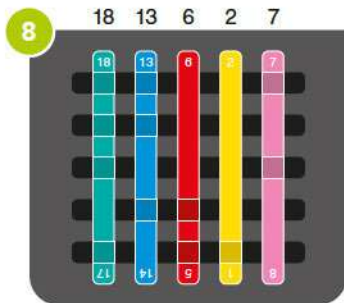
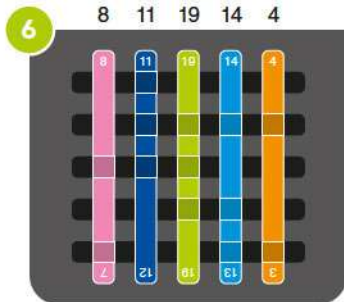
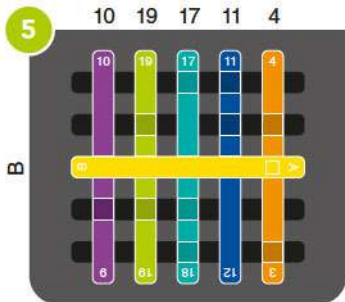
# RÈGLES DU JEU

- 1** Sélectionnez un défi. Placez les bâtonnets sur le plateau de jeu comme indiqué dans le défi :
  - Lorsque vous placez les bâtonnets verticalement, les découpes restent visibles (indiquées par des carrés plus foncés sur les bâtonnets). L'orientation correcte de chaque bâtonnet VERTICAL est indiquée par un CHIFFRE sur le dessus.
  - Lorsque vous placez les bâtonnets horizontalement, les découpes sont face cachée et invisibles. Vous pouvez cependant toujours voir leur position, indiquée par des carrés plus petits. Les bâtonnets placés horizontalement affichent une LETTRE sur le CÔTÉ GAUCHE.
- 2** Placez tous les bâtonnets restants sur le plateau de jeu :
  - Tous les bâtonnets doivent être de niveau. Les bâtonnets horizontaux sont placés légèrement plus haut que les bâtonnets verticaux.
  - Il y a 25 positions sur le plateau de jeu où un bâtonnet horizontal croise un bâtonnet vertical. Il y a également 25 découpes dans les bâtonnets. Cela signifie que toutes les découpes doivent être utilisées pour les croisements ; deux découpes ne peuvent pas être placées l'une sur l'autre (ni deux bâtonnets sans découpe).
  - Les joueurs peuvent soulever les bâtonnets placés horizontalement pour insérer des bâtonnets verticaux en dessous, à condition que les bâtonnets indiqués dans le défi se retrouvent à nouveau au bon endroit et dans la bonne orientation.
- 3** Vous avez trouvé l'unique solution lorsque les 10 bâtonnets tiennent sur le plateau de jeu. Les solutions se trouvent à la fin du livret de défis.



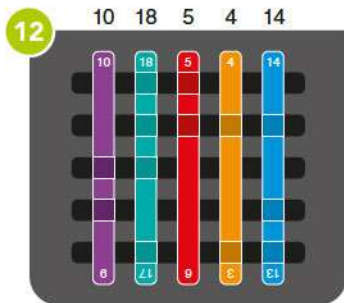
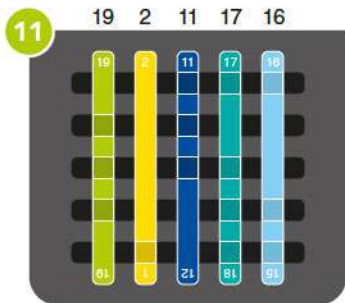
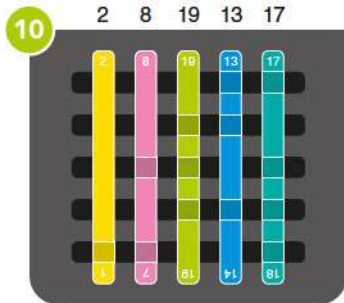


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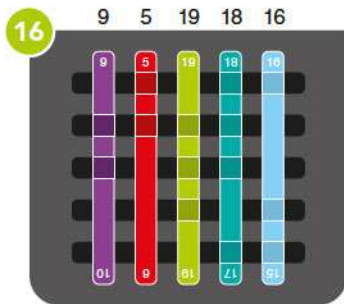
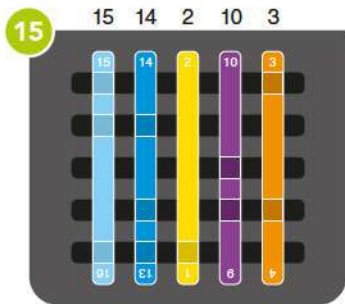


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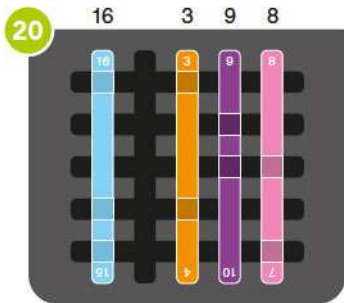
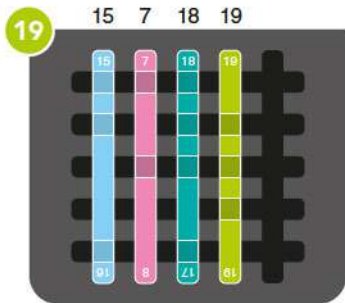
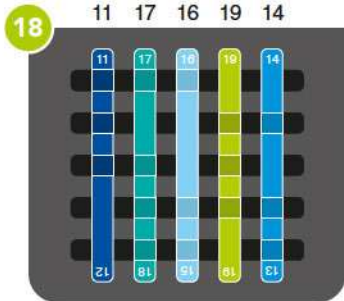


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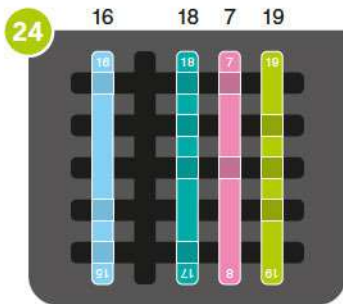


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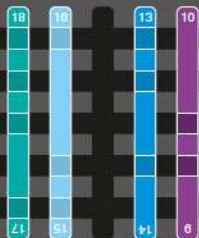


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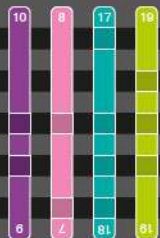
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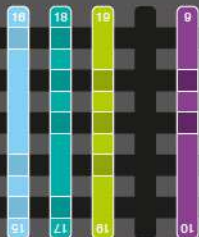
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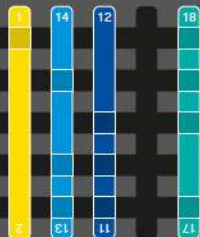
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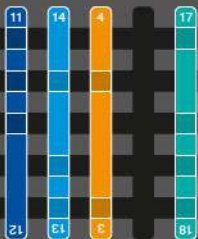
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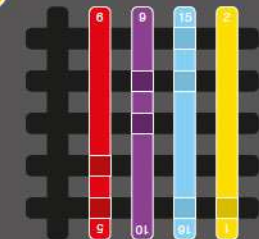
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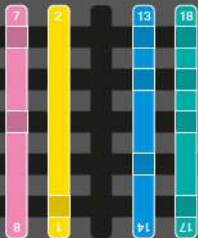
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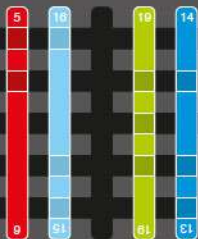


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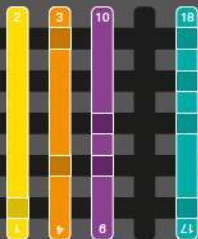
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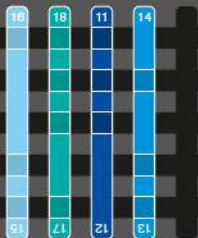
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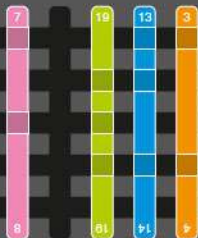
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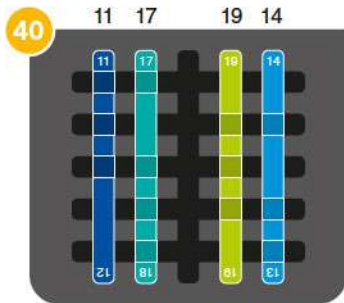
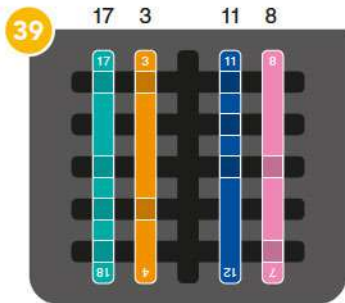
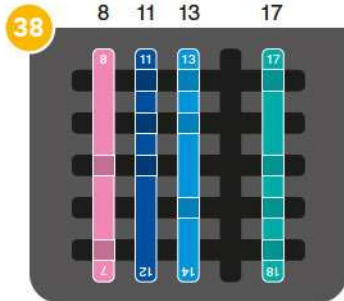
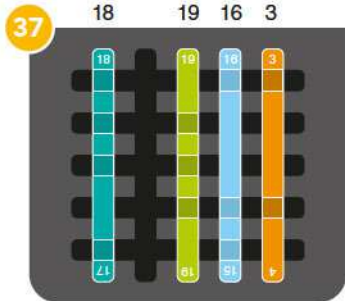


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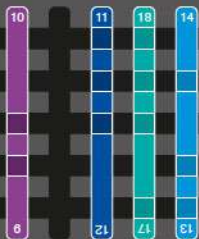


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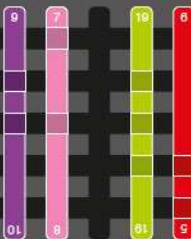
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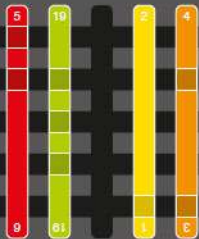
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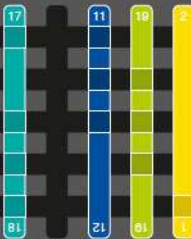
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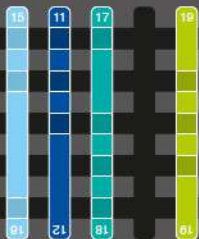
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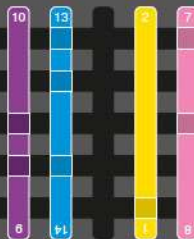
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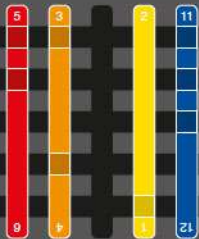
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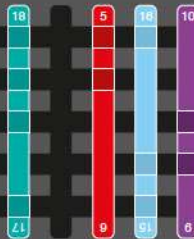
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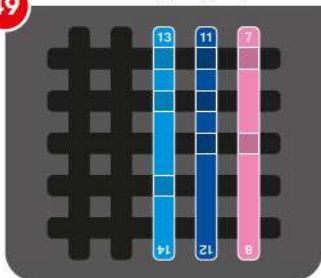


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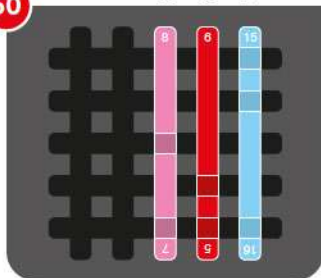
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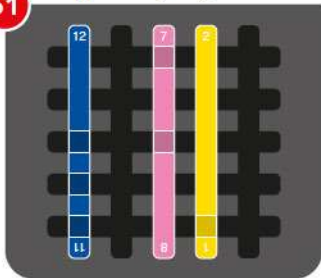
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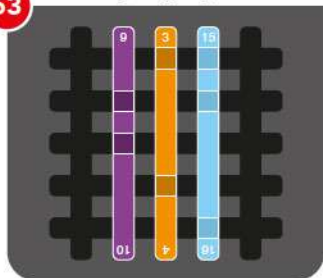
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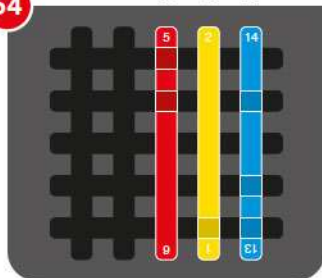
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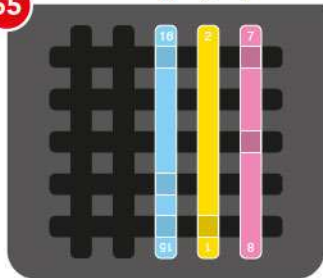
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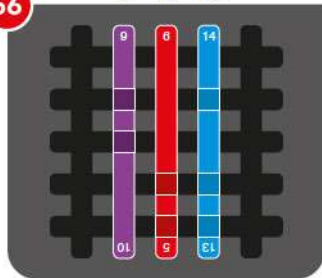
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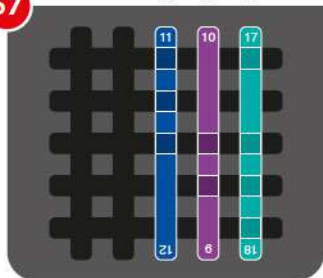


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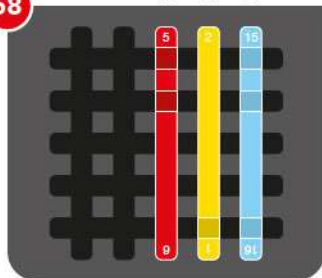
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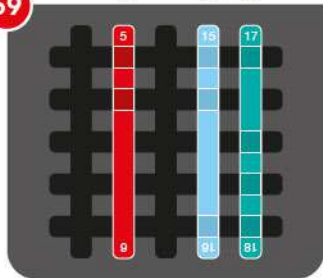
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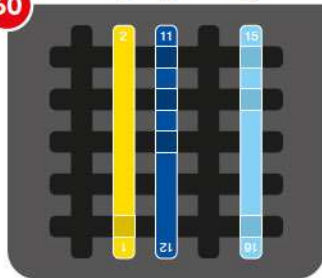
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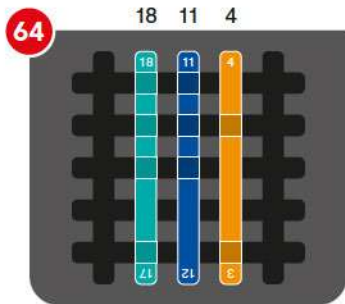
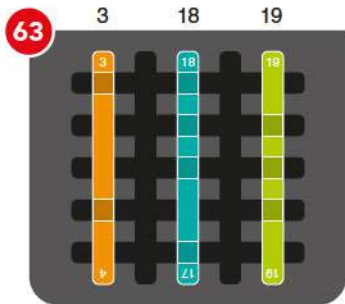
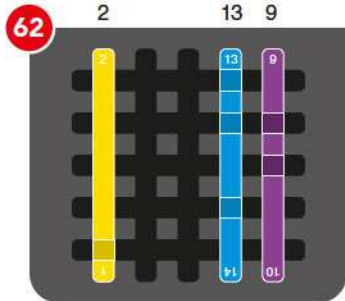
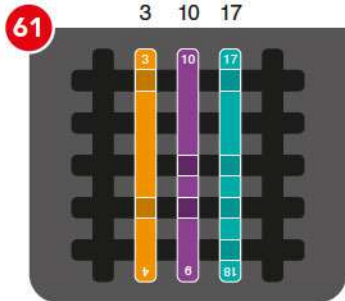


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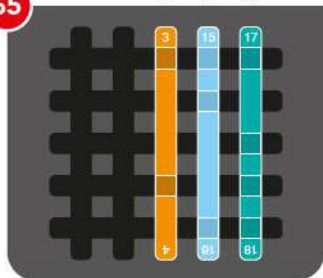


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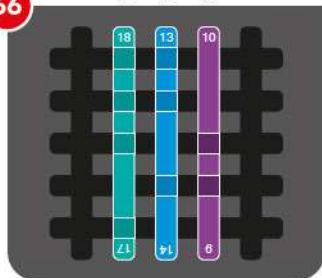
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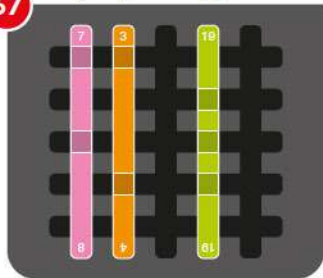
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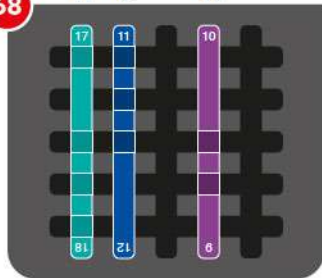
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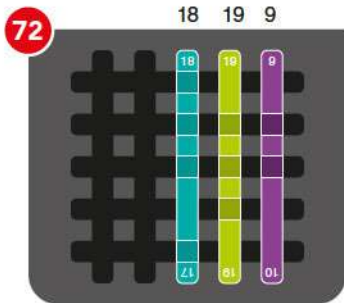
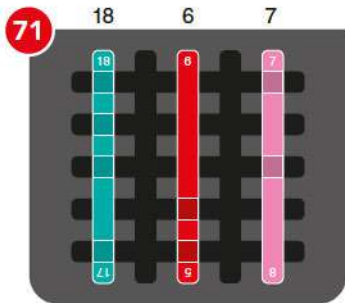
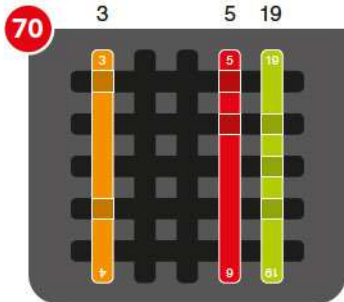
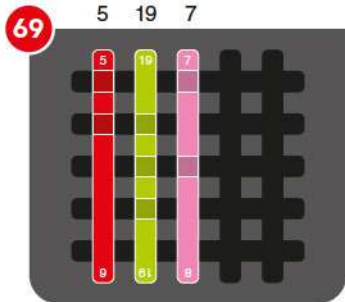


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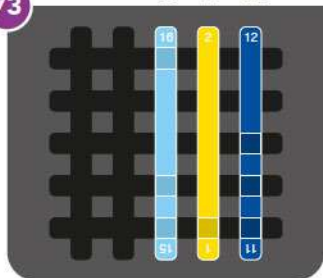


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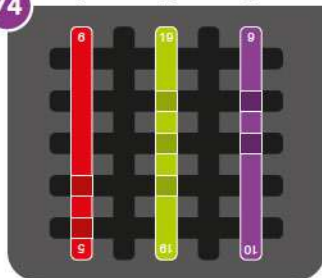
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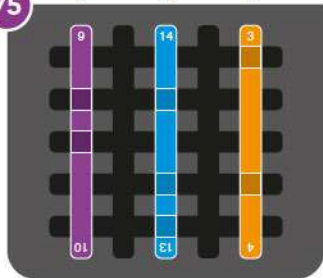
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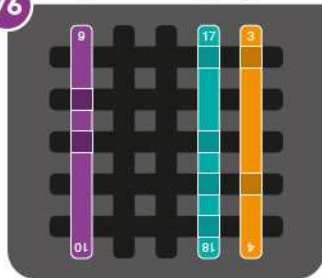
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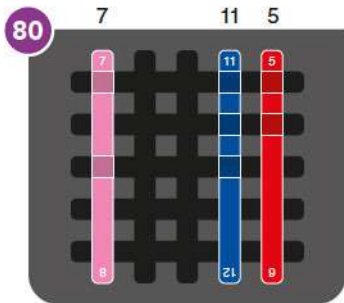
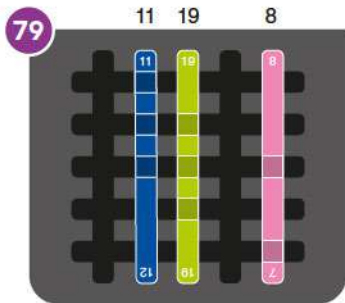
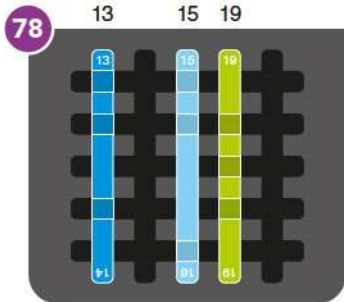
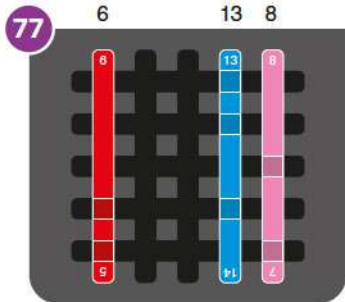


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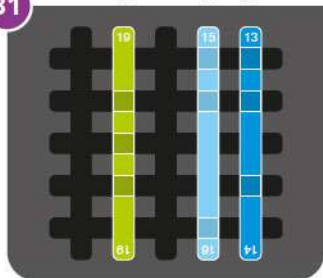


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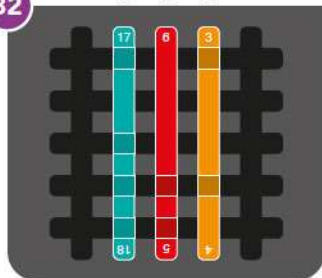
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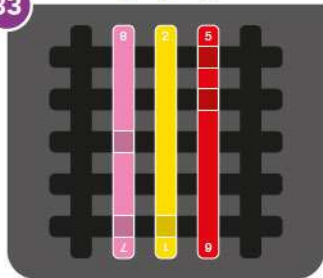
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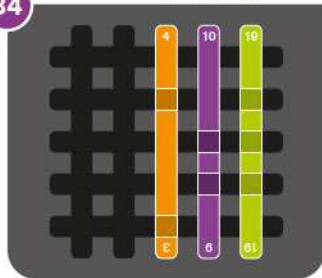
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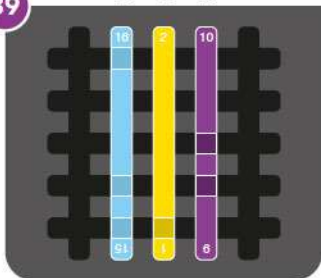
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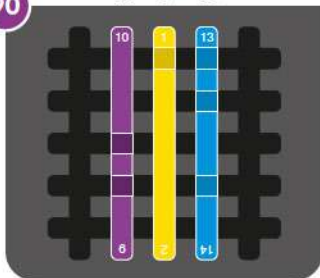
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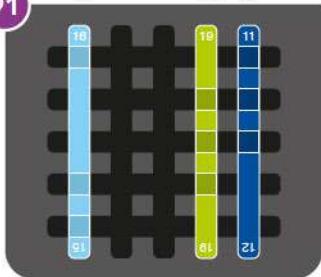
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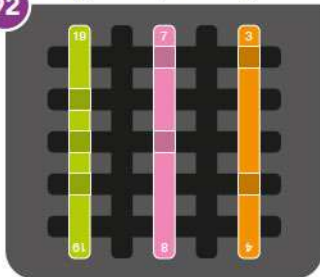
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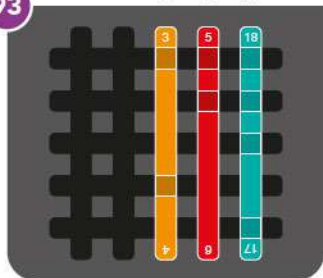
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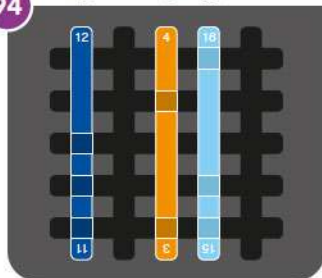
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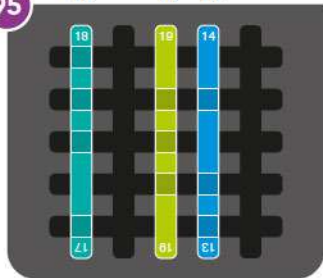
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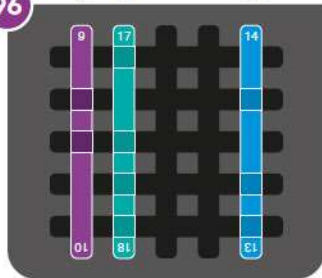
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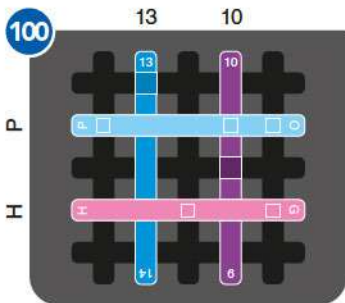
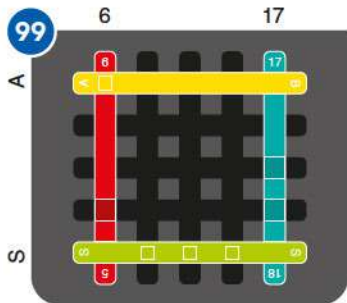
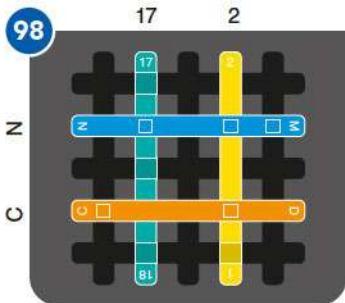
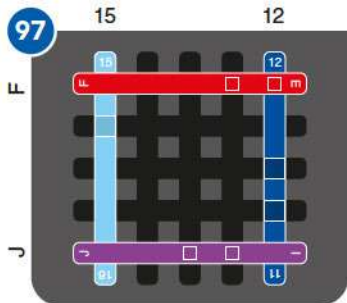
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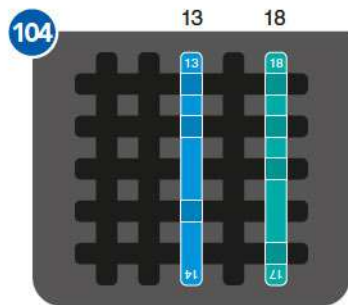
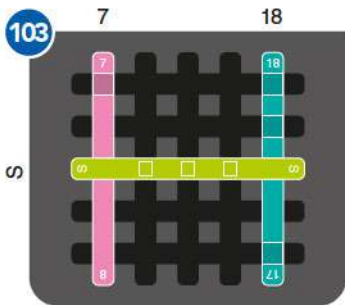
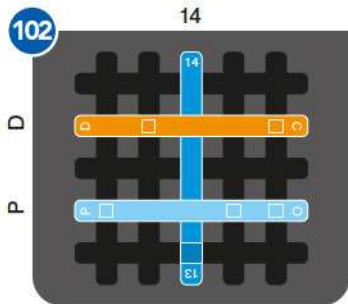
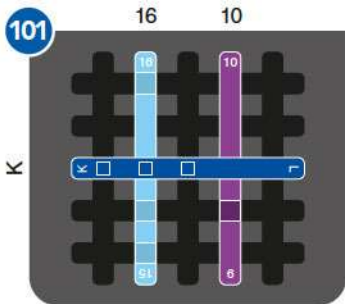
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MASTER

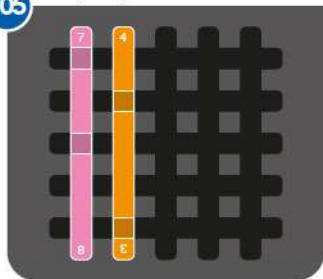






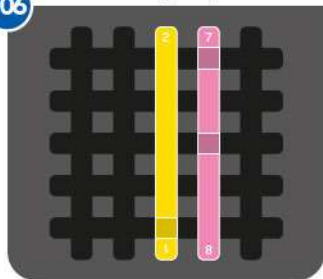
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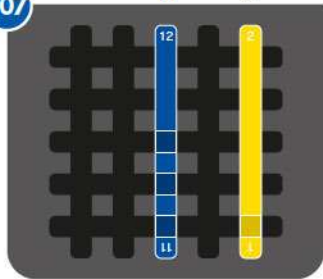
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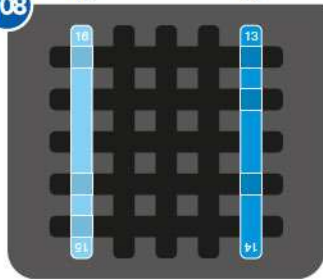
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12 2



108

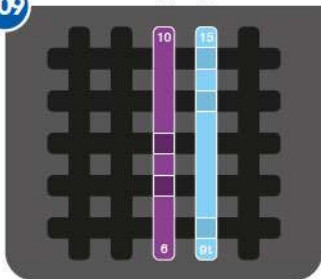
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WIZARD

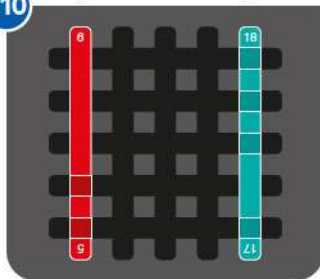
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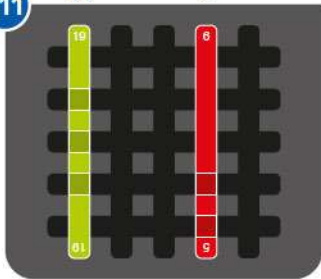
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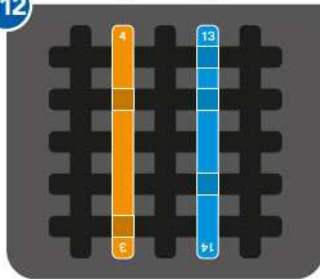
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19 6



112

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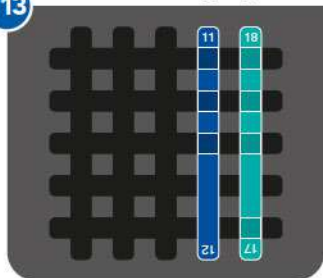


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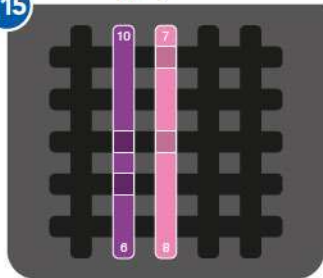
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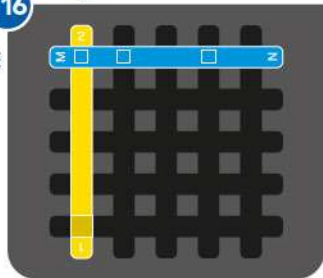
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116

2

M



WIZARD

117

R



E



118

O



C



119

8

C



120

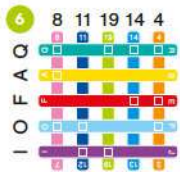
10

A



WIZARD











## SOLUTIONS





**97** 15 17 13 19 12  
F J  
D F  
A G D F  
J A G D F

**98** 11 17 19 2 16  
J J  
N J  
F J  
G C F J  
G C F J

**99** 6 7 11 13 17  
A A  
O A  
I C O A  
S I C O A

**100** 17 13 11 10 2  
F F  
P F  
D P F  
H D P F  
S H D P F

**101** 2 16 4 10 19  
Q Q  
M Q  
K M Q  
F K M Q  
F K M Q

**102** 18 12 14 9 1  
S S  
D S  
H D S  
P H D S  
F P H D S

**103** 7 2 6 13 18  
I I  
K I  
S K I  
O S K I  
C O S K I

**104** 8 3 13 11 18  
A A  
E A  
I E A  
P I E A  
S P I E A

**105** 7 4 14 12 17  
S S  
P S  
I P S  
A E I P S  
A E I P S

**106** 13 6 2 7 15  
I I  
S I  
L S I  
C L S I  
C L S I

**107** 9 5 12 19 2  
H Q  
D H Q  
O D H Q  
M O D H Q

**108** 16 4 2 11 13  
I I  
G I  
S G I  
F S G I  
F S G I

**109** 2 6 10 15 19  
R R  
K R  
M K R  
H C M K R  
H C M K R

**110** 6 11 19 15 18  
G G  
A G  
I N C A G  
I N C A G

**111** 19 15 10 6 2  
L Q  
N L Q  
D N L Q  
G D N L Q

**112** 8 4 5 13 9  
O O  
A O  
L R S A O  
L R S A O





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