

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





-  **STARTER**
-  **JUNIOR**
-  **EXPERT**
-  **MASTER**
-  **WIZARD**

RÈGLES DU JEU

- 1** Choisissez un défi dans le livret de défis. Placez votre cavalière devant sa position de départ, à l'extérieur du plan de jeu, et glissez le portique d'arrivée à sa place entre les deux poteaux blancs. Ces deux positions sont indiquées par les lettres : T, U, W, X, Y ou Z du défi ainsi que sur le bord du plan de jeu. Les positions de départ et d'arrivée peuvent être situées au même endroit !

Triez ensuite les tuiles de jeu, représentant chacune l'un des dix obstacles de couleur, afin de ne conserver que celles indiquées par le défi. Chaque tuile peut être identifiée, outre sa couleur, par une lettre unique : A à J gravée sous l'obstacle.

- 2** Pour remporter le concours hippique, vous devrez créer un parcours qui reliera votre position de départ à celle d'arrivée en utilisant uniquement les tuiles indiquées dans le défi. Le défi présente rigoureusement l'ordre dans lequel les obstacles devront être franchis consécutivement. Ainsi, les tuiles devront être encadrées à l'intérieur du plan de jeu de sorte que le cheval suive le parcours et franchira les obstacles l'un après l'autre dans cet ordre précis.

- A) **ATTENTION** : Les tuiles font référence à l'ordre dans lequel les obstacles devront être franchis de manière **CONSÉCUTIVE** mais **PAS** obligatoirement à l'ordre dans lequel les tuiles devront être placées à l'intérieur de la piste ! Les tuiles G, H, I et J proposent ainsi chacune deux chemins différents, l'un avec un obstacle et l'autre sans. Vous pourriez ainsi placer la tuile de telle façon que le cheval suive tout d'abord le chemin sans obstacle, franchisse ensuite celui d'une autre tuile, avant de revenir franchir l'obstacle du deuxième chemin.
- B) Le cheval doit suivre le parcours sans changer de direction. Lorsque le parcours contient une boucle créée par plusieurs tuiles, le cheval pourra parcourir de nouveau le même chemin (éventuellement dans l'autre sens). Le cheval pourrait ainsi franchir un obstacle plusieurs fois selon le défi et le parcours choisis, comme l'indiqueront les pastilles de couleur identiques placées à différents endroits dans le défi.
- C) Trois tuiles proposent un embranchement : H, I et J. Lorsque le cheval approche d'un embranchement, vous pouvez choisir lequel des deux chemins il empruntera. Toutefois, le cheval doit suivre la direction naturelle du chemin. Il ne peut effectuer un virage serré qui lui ferait franchir brusquement la **POINTE** séparant les deux branches du chemin.
- D) Les défis du niveau Wizard n'indiquent ni la position de départ ni la position d'arrivée de la cavalière (vous trouverez un point d'interrogation en-dessous du cheval et du portique).

- 3** Chaque défi ne possède qu'**UNE** seule solution que vous trouverez à la fin du livret de défis.

GAME RULES

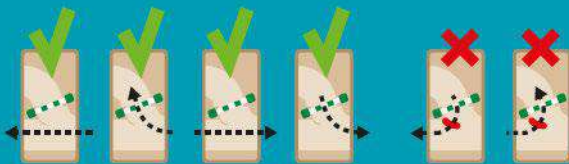
- 1 Choose a challenge. Set up the game board by placing your horse at the starting point and placing the gate at the finish (both indicated by letters T, U, W, X, Y or Z on the border). Note that sometimes the starting point and finish will be the same.

Select the puzzle pieces indicated in the challenge: each puzzle piece has an obstacle with a specific color (letters A to J). You only need the puzzle pieces with obstacles mentioned in the challenge.

- 2 Create a path from start to finish. The challenge shows the sequence of the obstacles. Puzzle pieces must be placed so that your horse jumps over the obstacles in the order shown in the challenge:

A) Your horse must follow the path without changing course. However, when the solution includes a loop or U-turn with multiple puzzle pieces, it is possible to steer your horse over the same path again (in either direction). Sometimes you will jump the same obstacle more than once!

B) There are 3 puzzle pieces that include a fork in the path (with obstacles I, H and J). When you approach a fork you can choose where you steer your horse. However your horse must 'go with the flow'. You are not allowed to make sharp turns that cross the small grooves in the middle of the path (as indicated in the illustrations below).



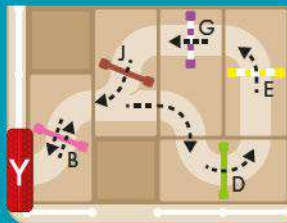
C) Remember that the colors/letters in the challenge refer to the order of the specific obstacles along the path, NOT the order of the full puzzle pieces. For example: the puzzle pieces with obstacles G, H, I and J have two possible paths. Sometimes you will place these pieces so that the empty path is used before your horse comes back to jump the obstacle in the sequence of the challenge!

D) Challenges in the Wizard level do not indicate the start or end position (they show a question mark for the horse and the gate). The correct placement of the puzzle pieces will reveal the start and finish.

3 There is only one solution, found at the end of the challenge booklet.



CHALLENGE



SOLUTION

CHALLENGE 1



Y

F



X

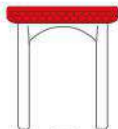
CHALLENGE 2



U

A

E



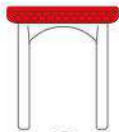
T



CHALLENGE 3



CHALLENGE 4



CHALLENGE 5



T

F

E

A



W

CHALLENGE 6



W

G

D

E



X



CHALLENGE 7



CHALLENGE 8



CHALLENGE 9



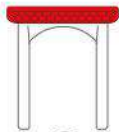
CHALLENGE 10



CHALLENGE 11



CHALLENGE 12



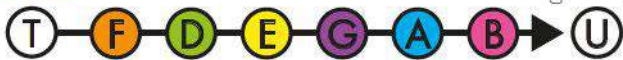
CHALLENGE 13



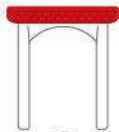
CHALLENGE 14



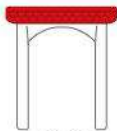
CHALLENGE 15



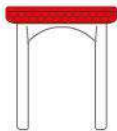
CHALLENGE 16



CHALLENGE 17



CHALLENGE 18



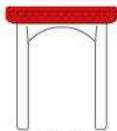
CHALLENGE 19



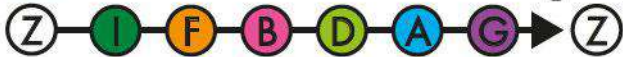
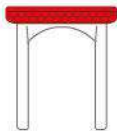
CHALLENGE 20



CHALLENGE 21



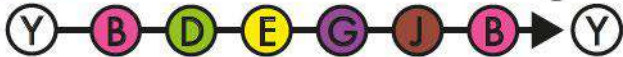
CHALLENGE 22



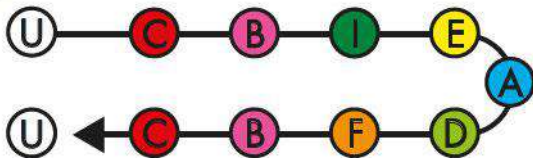
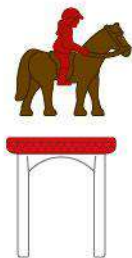
CHALLENGE 23



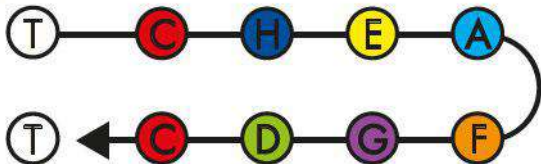
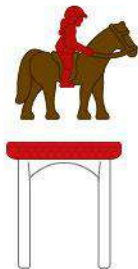
CHALLENGE 24



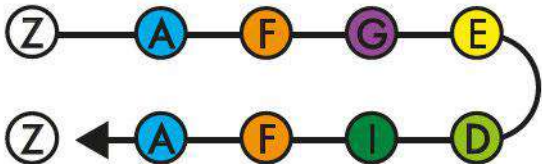
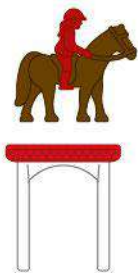
CHALLENGE 25



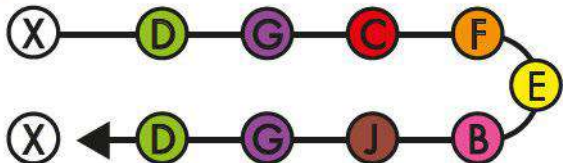
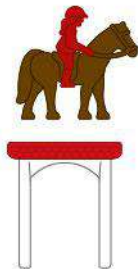
CHALLENGE 26



CHALLENGE 27



CHALLENGE 28



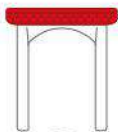
CHALLENGE 29



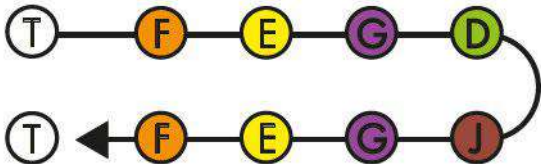
CHALLENGE 30



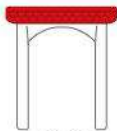
CHALLENGE 31



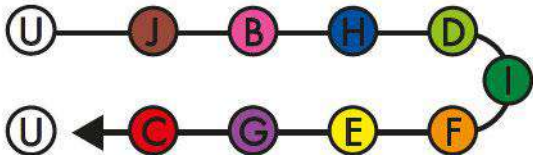
CHALLENGE 32



CHALLENGE 33



CHALLENGE 34



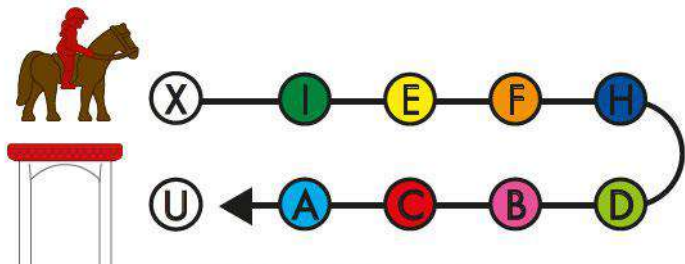
CHALLENGE 35



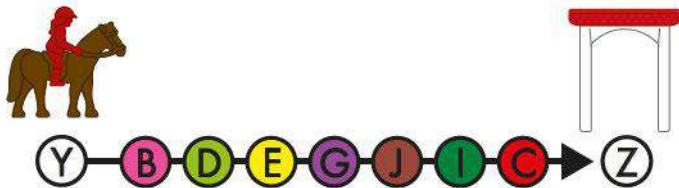
CHALLENGE 36



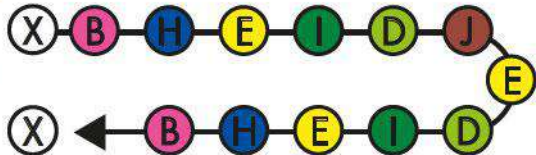
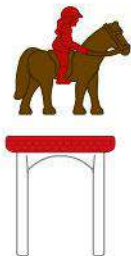
CHALLENGE 37



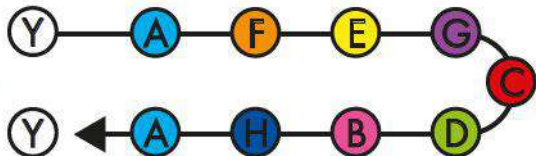
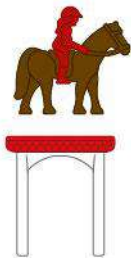
CHALLENGE 38



CHALLENGE 39



CHALLENGE 40



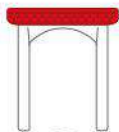
CHALLENGE 41



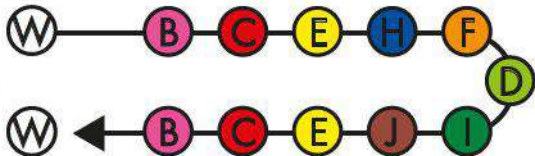
CHALLENGE 42



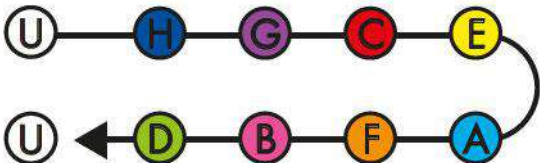
CHALLENGE 43



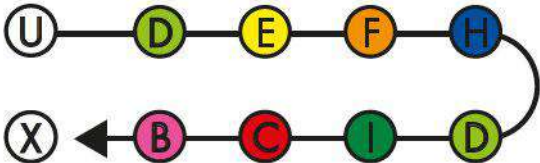
CHALLENGE 44



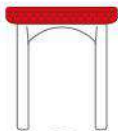
CHALLENGE 45



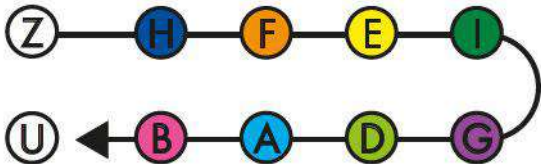
CHALLENGE 46



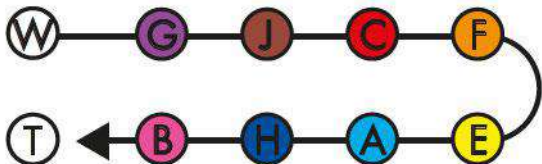
CHALLENGE 47



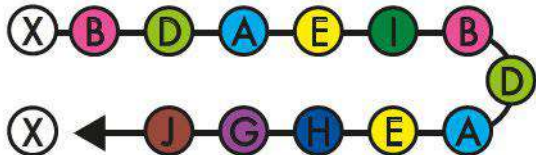
CHALLENGE 48



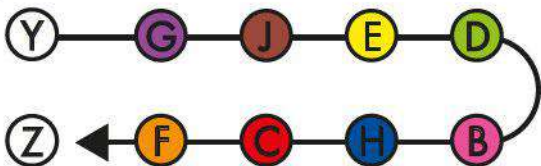
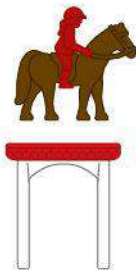
CHALLENGE 49



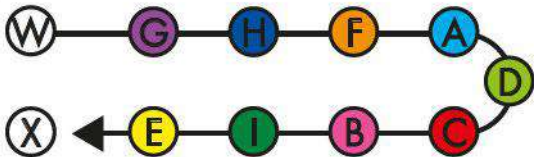
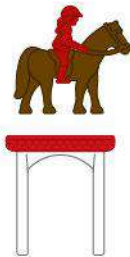
CHALLENGE 50



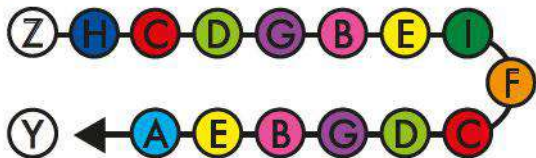
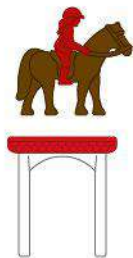
CHALLENGE 51



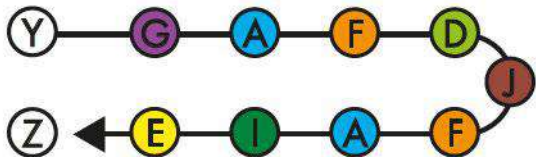
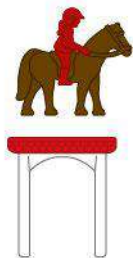
CHALLENGE 52



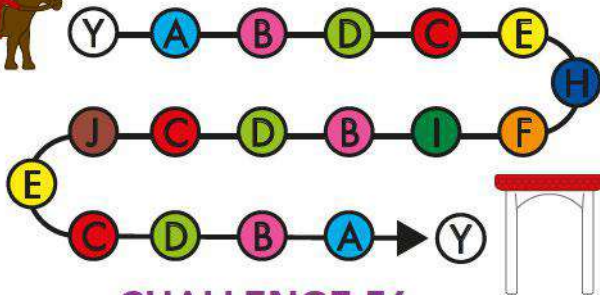
CHALLENGE 53



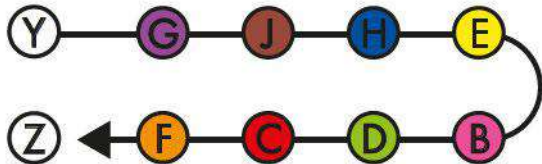
CHALLENGE 54



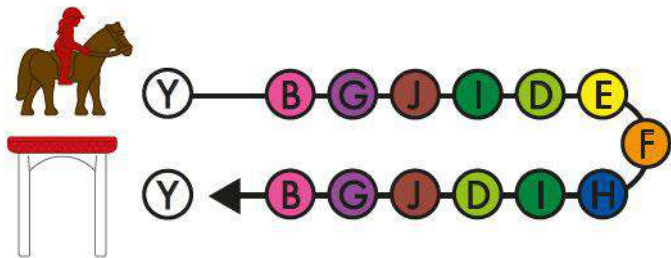
CHALLENGE 55



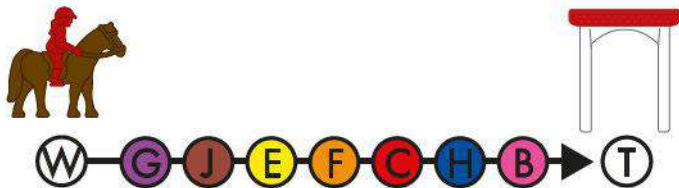
CHALLENGE 56



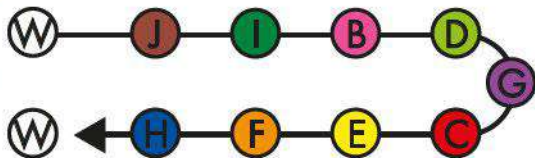
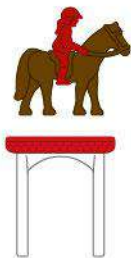
CHALLENGE 57



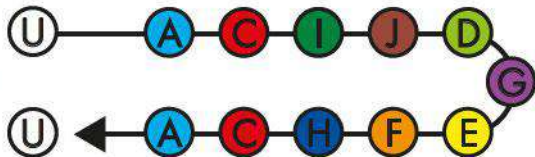
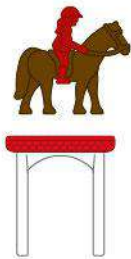
CHALLENGE 58



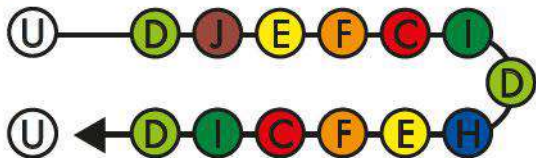
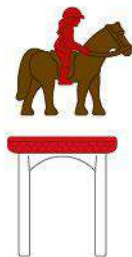
CHALLENGE 59



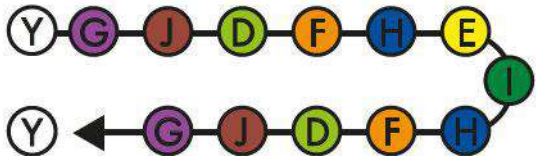
CHALLENGE 60



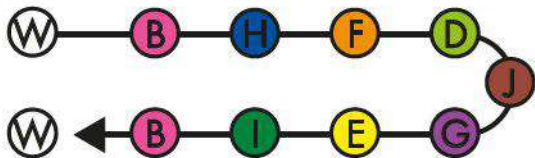
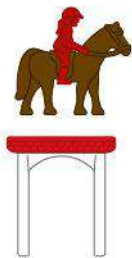
CHALLENGE 61



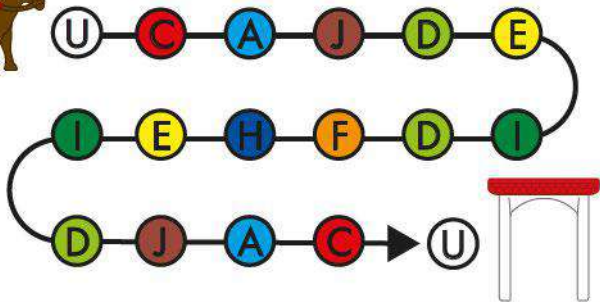
CHALLENGE 62



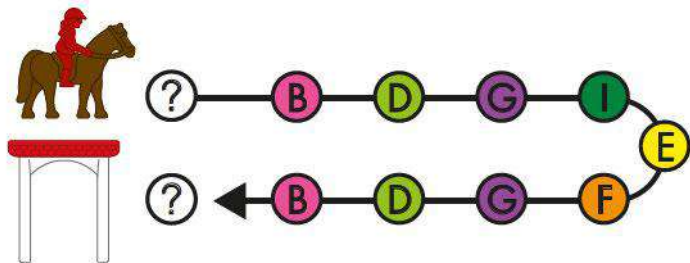
CHALLENGE 63



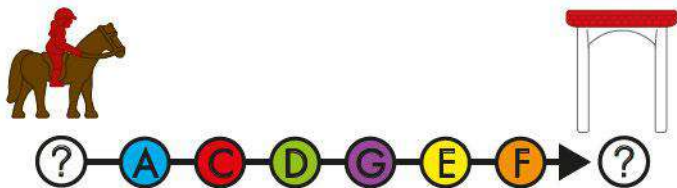
CHALLENGE 64



CHALLENGE 65



CHALLENGE 66



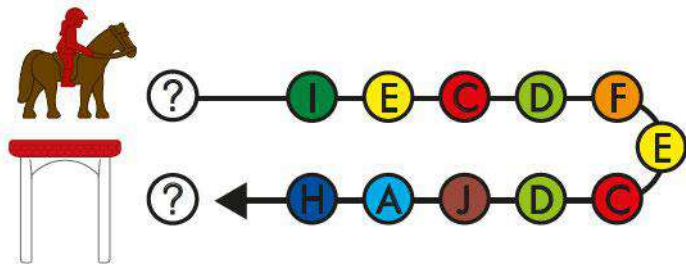
CHALLENGE 67



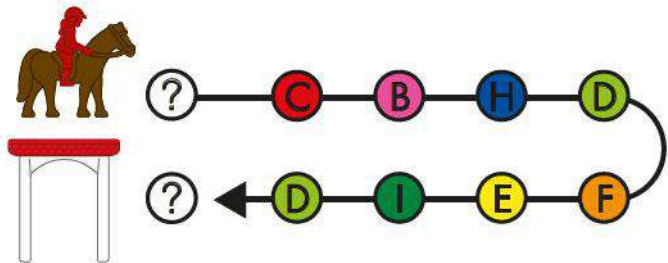
CHALLENGE 68



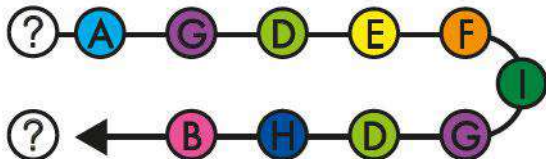
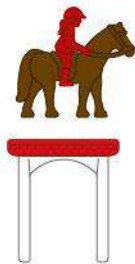
CHALLENGE 69



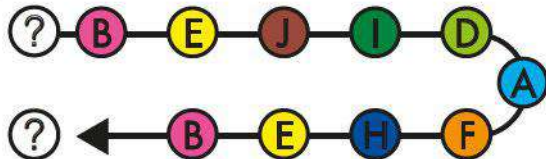
CHALLENGE 70



CHALLENGE 71



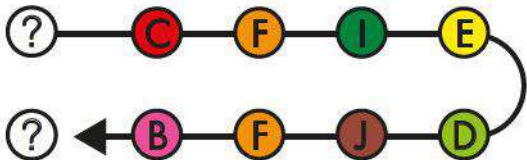
CHALLENGE 72



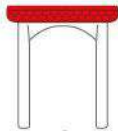
CHALLENGE 73



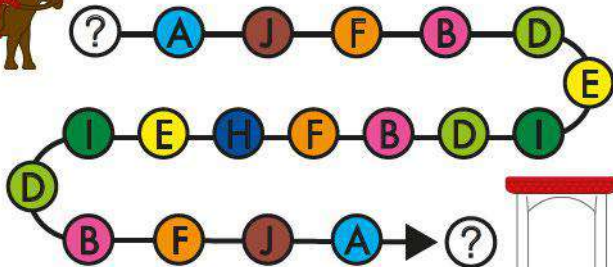
CHALLENGE 74



CHALLENGE 75



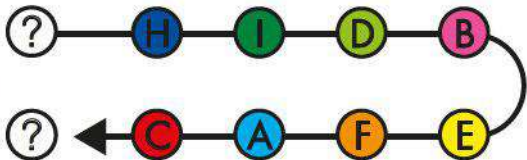
CHALLENGE 76



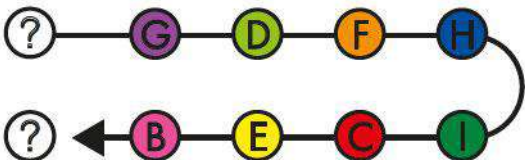
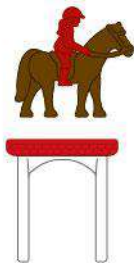
CHALLENGE 77



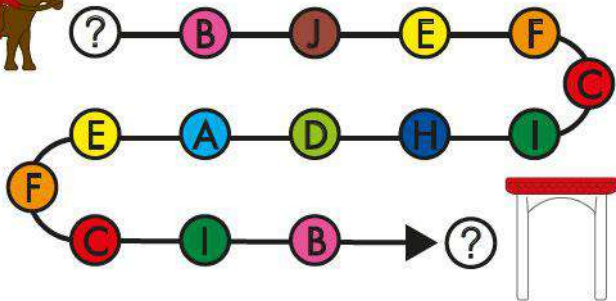
CHALLENGE 78



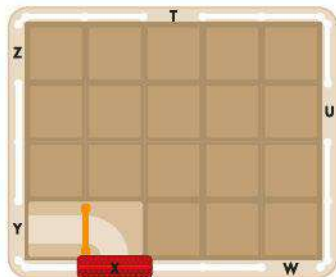
CHALLENGE 79



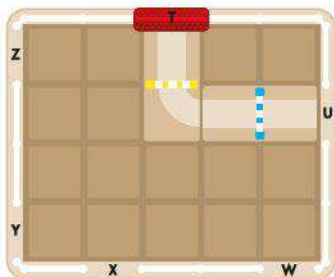
CHALLENGE 80



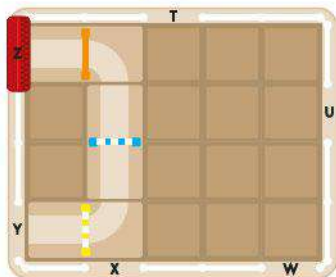
1



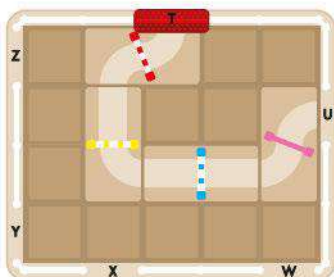
2



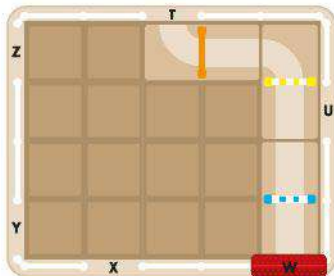
3



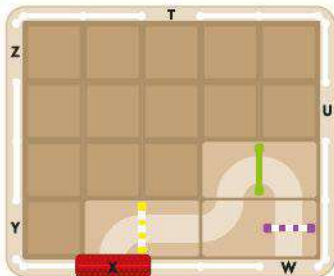
4



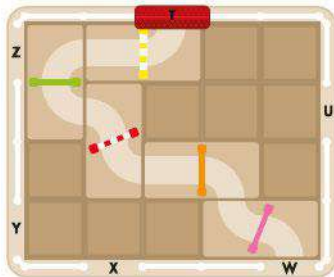
5



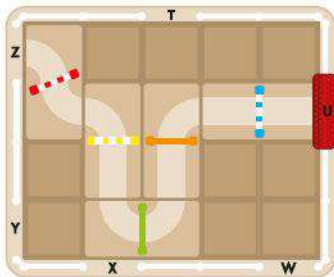
6



7



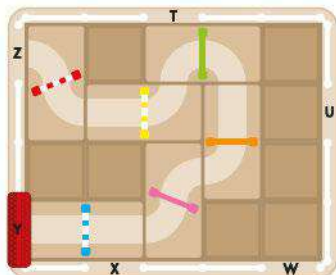
8



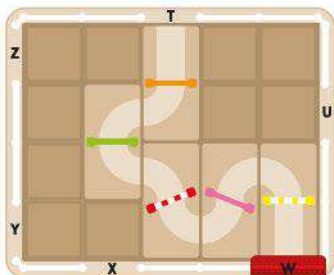
SOLUTIONS

SOLUTIONS

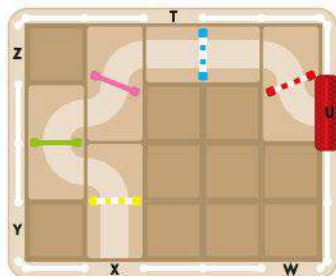
9



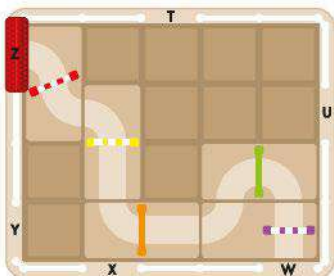
10



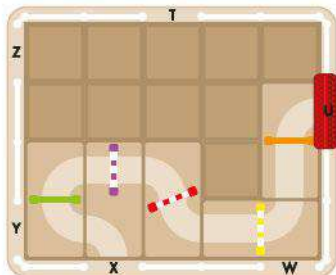
11



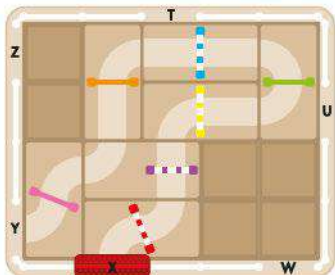
12



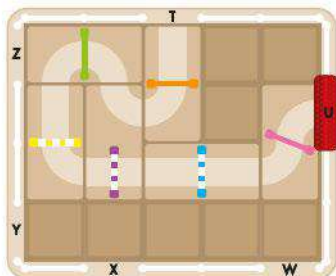
13



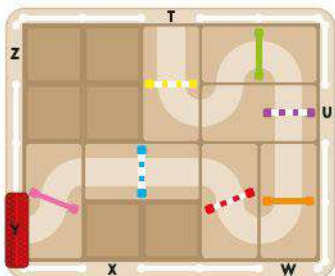
14



15

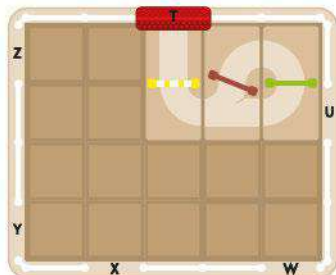


16

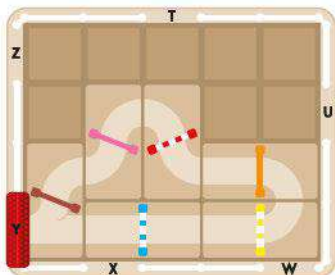


SOLUTIONS

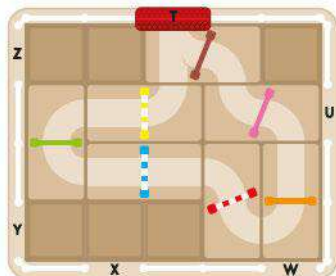
17



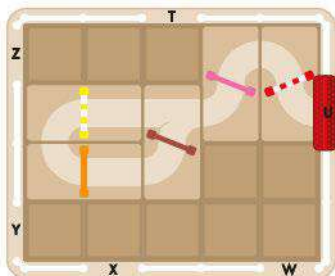
18



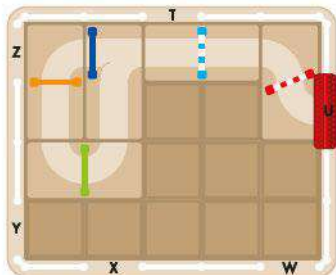
19



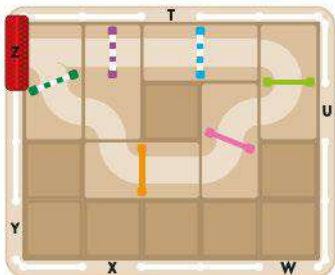
20



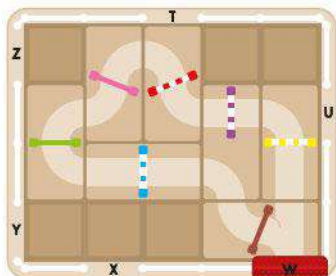
21



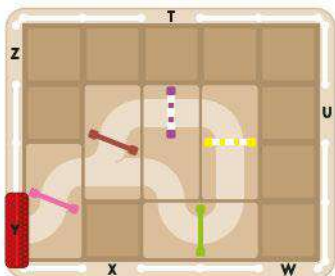
22



23



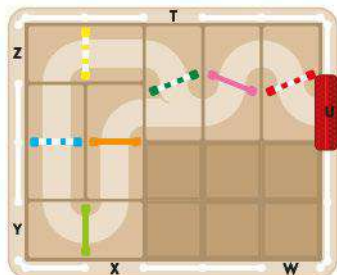
24



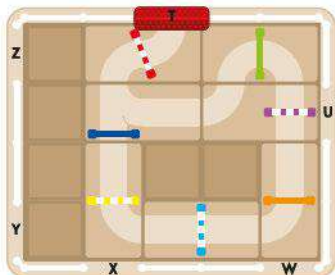
SOLUTIONS

SOLUTIONS

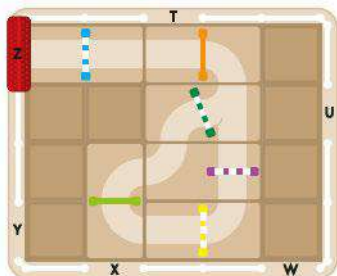
25



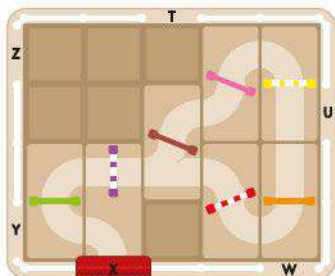
26



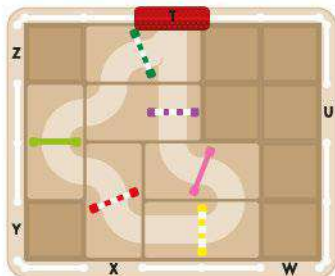
27



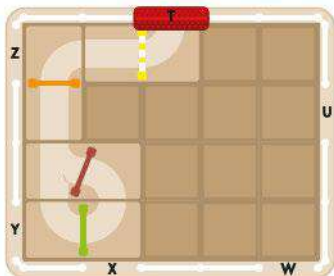
28



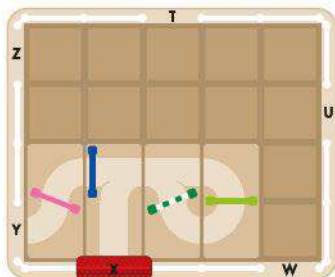
29



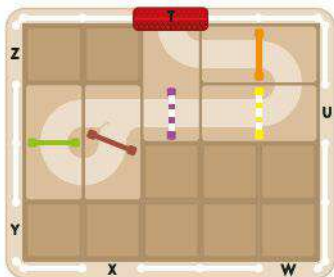
30



31

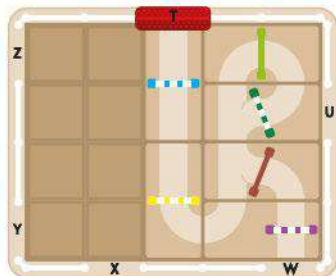


32

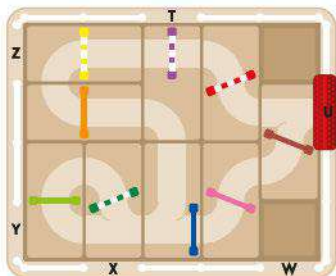


SOLUTIONS

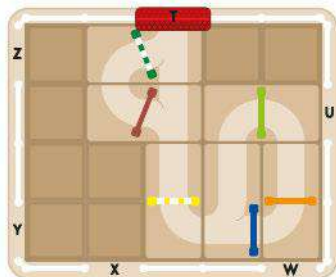
33



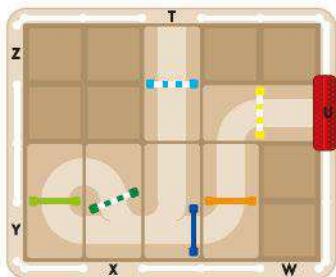
34



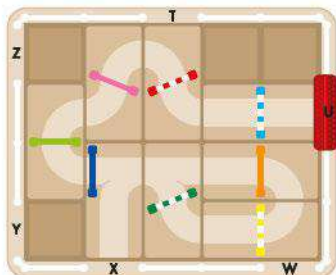
35



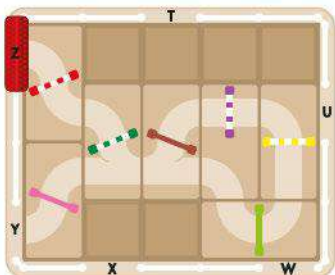
36



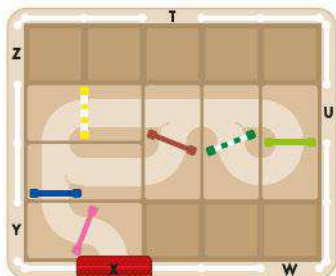
37



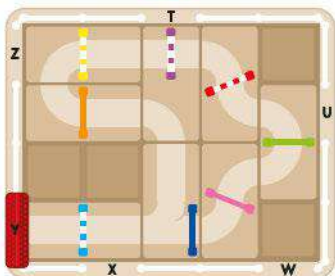
38



39



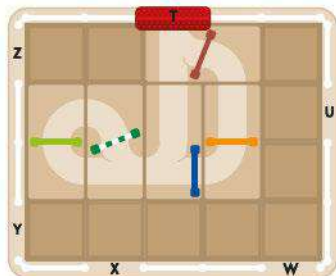
40



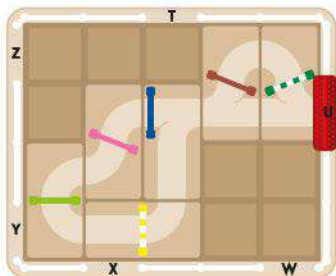
SOLUTIONS

SOLUTIONS

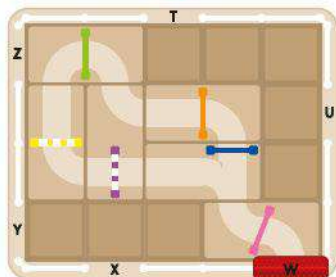
41



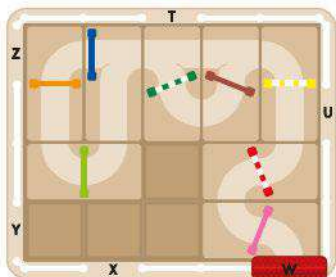
42



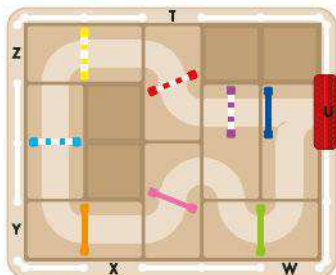
43



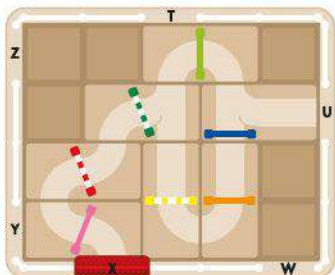
44



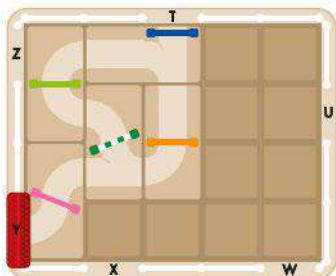
45



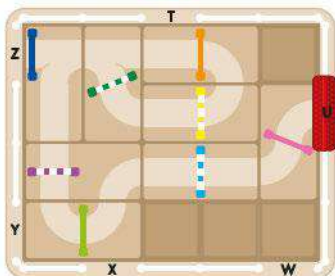
46



47

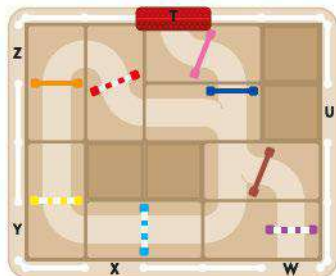


48

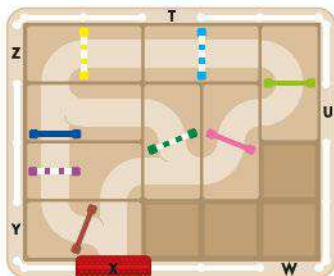


SOLUTIONS

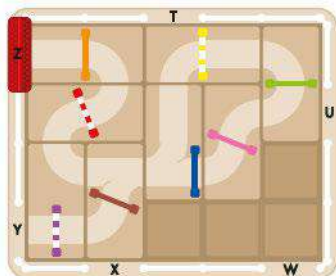
49



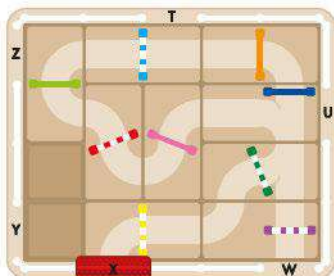
50



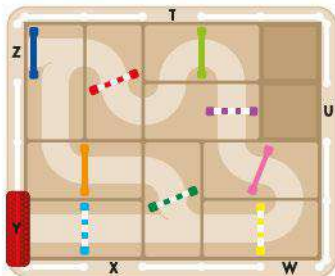
51



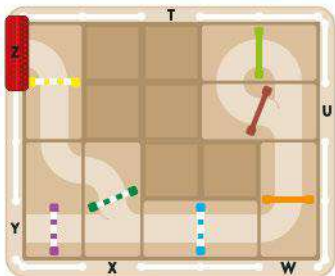
52



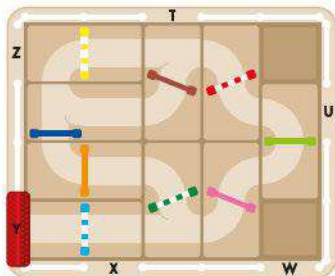
53



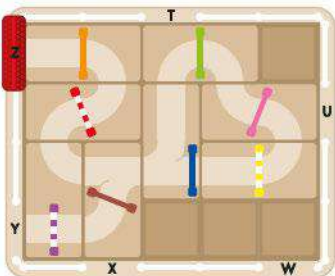
54



55

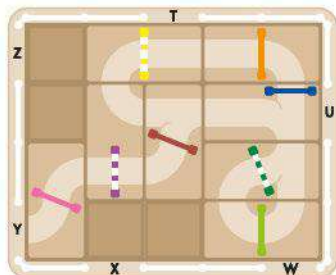


56

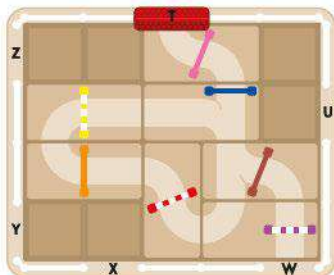


SOLUTIONS

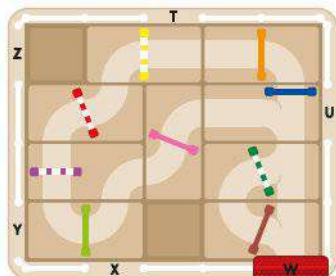
57



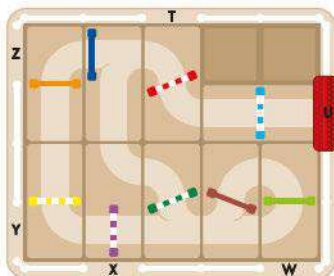
58



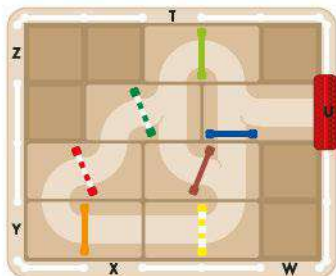
59



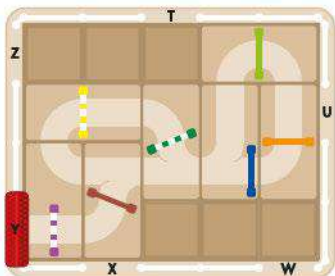
60



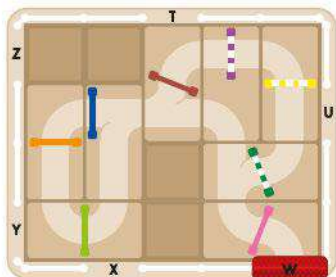
61



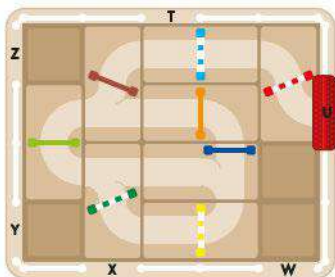
62



63



64

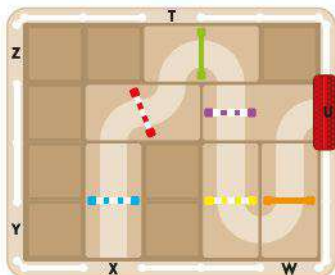


SOLUTIONS

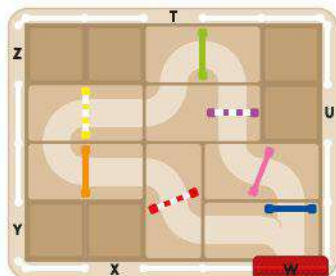
65



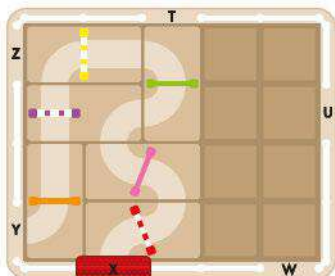
66



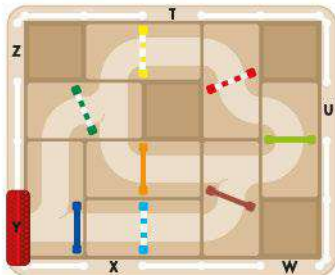
67



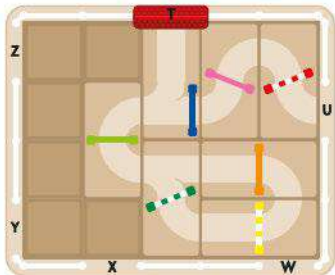
68



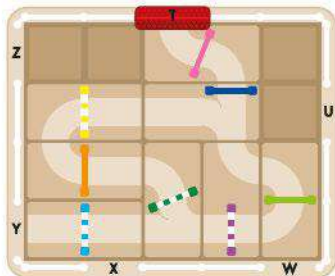
69



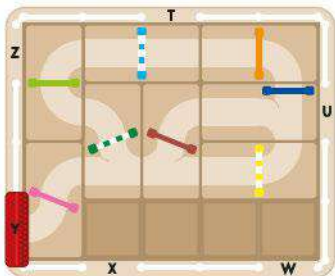
70



71

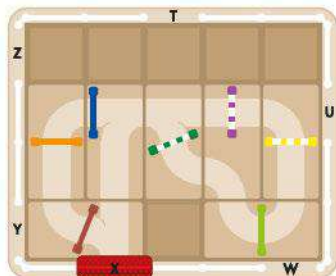


72

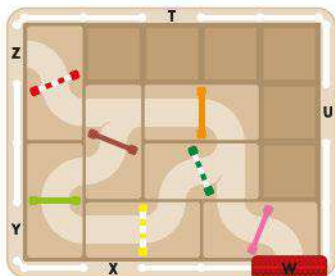


SOLUTIONS

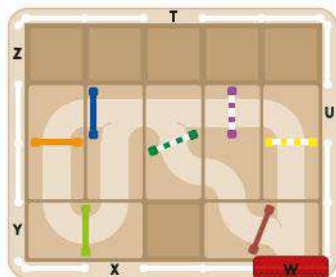
73



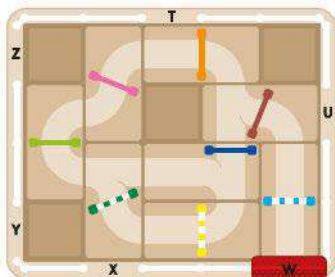
74



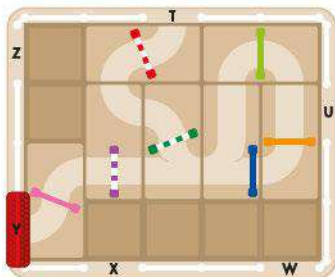
75



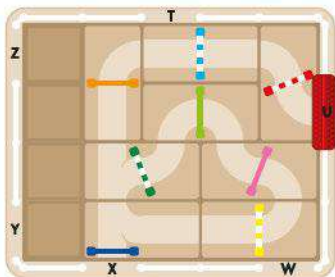
76



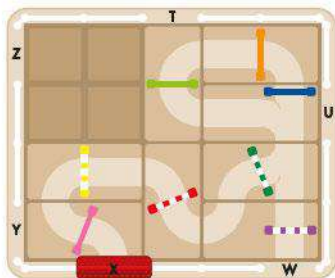
77



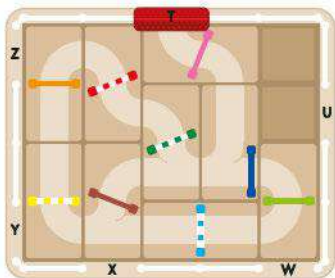
78



79



80



SOLUTIONS



**SMART
GAMES**

© 2021 Concept, game design &
artwork: SMART - Belgium.

All rights reserved.

Designer: Raf Peeters.

Original product name: Horse Academy
Neerveld 14, B-2550 Kontich, Belgium
info@smart.be www.SmartGames.eu

dd 202303278 Made in China





date:

nom:



FEUILLE DE RÉSULTATS

1	17	33	49	65
2	18	34	50	66
3	19	35	51	67
4	20	36	52	68
5	21	37	53	69
6	22	38	54	70
7	23	39	55	71
8	24	40	56	72
9	25	41	57	73
10	26	42	58	74
11	27	43	59	75
12	28	44	60	76
13	29	45	61	77
14	30	46	62	78
15	31	47	63	79
16	32	48	64	80



**STARTER LEVEL
COMPLÉTÉ**



**JUNIOR LEVEL
COMPLÉTÉ**



**EXPERT LEVEL
COMPLÉTÉ**



**MASTER LEVEL
COMPLÉTÉ**



**WIZARD LEVEL
COMPLÉTÉ**