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Imaginez que vous puissiez accéder, jour et nuit, à cette collection, que vous puissiez ouvrir et utiliser tous ces jeux.

# Ce rêve est devenu réalité !

Chantal et François ont créé l'Escale à jeux en 2013. Depuis l'été 2022, Isabelle et Raphaël leur ont succédé. Ils vous accueillent à Sologny (Bourgogne du sud), au cœur du Val Lamartinien, entre Mâcon et Cluny, à une heure de Châlon-sur-Saône ou de Lyon, une heure et demi de Roanne ou Dijon, deux heures de Genève, Grenoble ou Annecy et quatre heures de Paris (deux heures en TGV).

L'Escale à jeux est un ludogîte, réunissant un meublé de tourisme ★★☆☆ 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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 **STARTER**

 **JUNIOR**

 **EXPERT**

 **MASTER**

 **WIZARD**

# RÈGLES DU JEU

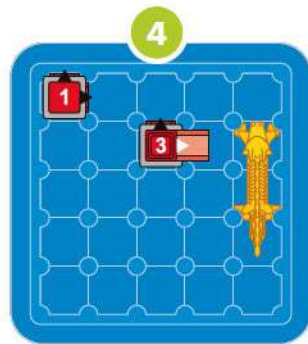
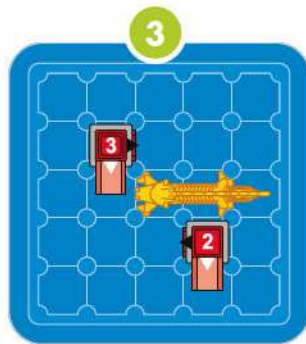
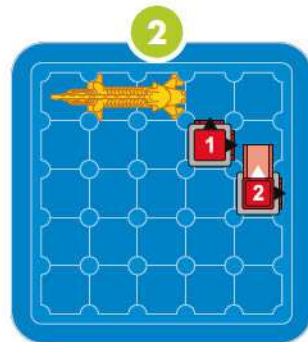
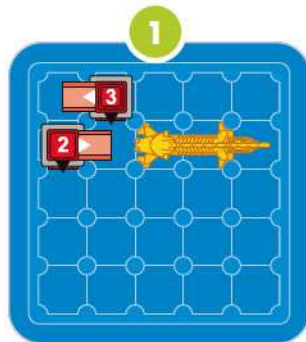
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- 1** Choisissez un défi. Placez les Pagodes (et le Dragon, s'il est inclus) sur le plan de jeu, tel qu'indiqué par le défi.
  - Il existe 3 types de Pagodes, toutes avec une toiture différente. Les nombres 1, 2 et 3 indiquent le nombre de toits spécifiques à chaque Pagode.
  - L'orientation des Pagodes doit bien respecter la position des portes indiquées sur le défi.
  - La position et la direction d'une porte au niveau du sol sont indiquées par un triangle noir. La position et la direction d'une porte à l'étage sont indiquées par un triangle blanc.
  - Les défis les moins difficiles ne mettent en jeu que deux Pagodes.
  - Chaque défi (sauf le niveau Wizard) comporte à présent un indice supplémentaire : le Dragon d'or.
- 2** Le but du jeu consiste à relier par UNE SEULE route les différentes Pagodes entre elles, à l'aide des pièces de jeu qui représentent des chemins et dans certains cas des ponts:
  - Les chemins sont de deux types : en hauteur ou au sol.
  - Deux chemins en hauteur peuvent être reliés ensemble et ainsi créer un pont. Vous pouvez également relier un chemin en hauteur à une porte située à l'étage.
  - Deux chemins au sol peuvent être reliés entre eux. Vous pouvez également relier un chemin au sol à une porte au sol.
  - Il est possible de faire passer un chemin sous un pont.
  - Les défis avec trois Pagodes demanderont donc la pose de DEUX routes. L'une des Pagodes sera alors reliée aux deux autres.
  - Toutes les Pagodes ont deux portes, certaines ne seront pas utilisées.
  - Vous ne devez pas obligatoirement utiliser l'ensemble des pièces de chemins pour relier les Pagodes. Seules les pièces dont vous avez besoin seront posées sur le plan de jeu pour résoudre le défi. Plus ardues sont les défis, plus nombreuses sont les pièces en jeu.
  - Les endroits du plan de jeu occupés par la queue ou la tête du Dragon ne peuvent pas être utilisés pour relier un chemin. Il est par contre possible de construire des ponts au-dessus de la partie centrale du Dragon.
- 3** Il n'y a qu'une seule solution, que vous trouverez à la fin du livret de défis.

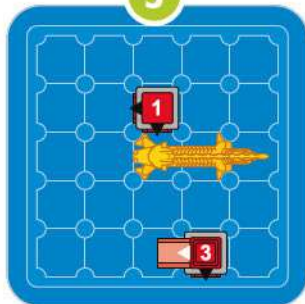


## GAME RULES

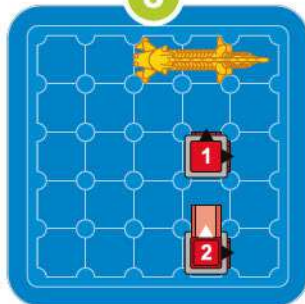
- 1** Select a challenge. Place the temples (and Dragon, if included) on the game board as indicated in the challenge:
  - There are 3 temples, each with different rooftops. A number (1, 2 or 3) indicates how many rooftops a specific temple has.
  - Temples must be oriented correctly, with the doors facing the directions indicated in the challenge.
  - The position of a door on the ground floor is indicated by a black triangle. If there is a door on the second floor, this is indicated by a white triangle.
  - Easier challenges include two towers only.
  - All challenges (except the Wizard level) now include an extra hint: the golden Dragon.
- 2** The object of the game is to place puzzle pieces with roads and bridges on the board to create paths that connect the temples.
  - Roads can have 2 levels, high end and low end. You can connect a high end with another high end to create a bridge, or you can connect a high end to a door on the second floor of a temple.
  - A low end can connect to another low end, or to a door on the ground floor of a temple.
  - When you create a bridge, a road can pass underneath if needed.
  - In challenges with 3 temples there will be two paths.
  - Because every temple has 2 doors, some doors will not be used.
  - You don't need to use all puzzle pieces. Easy challenges often need fewer road pieces than harder challenges.
  - The places on the game board occupied by the tail or head of the Dragon cannot be used for paths. However, bridges can be build over the middle part of the Dragon.
- 3** There is only 1 correct solution, found at the end of the challenge booklet.



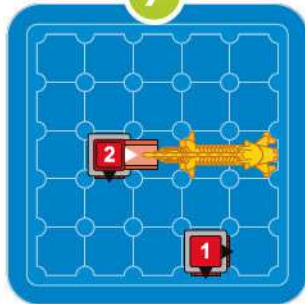
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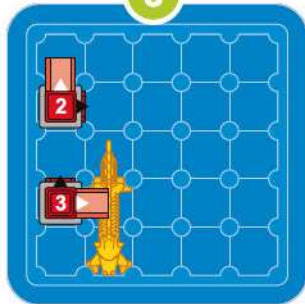
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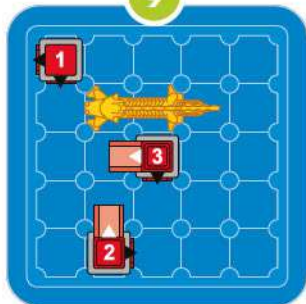
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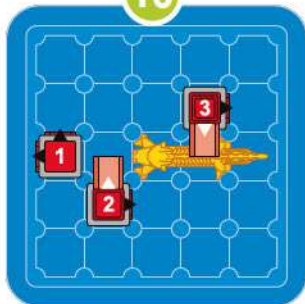
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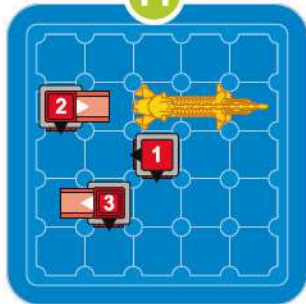
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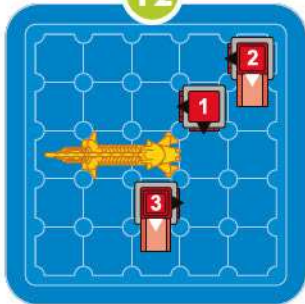
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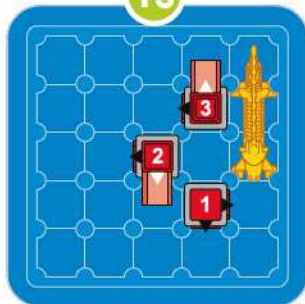
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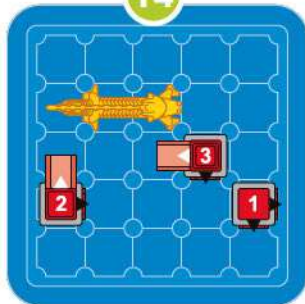
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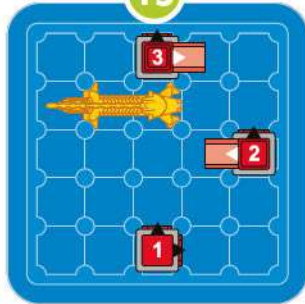
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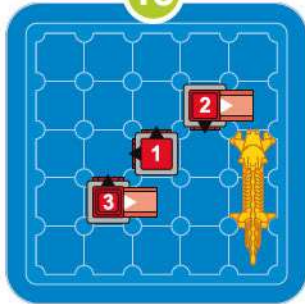
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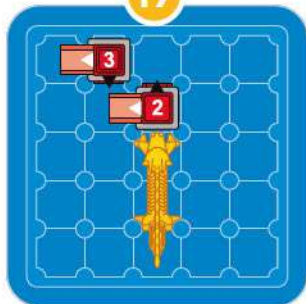
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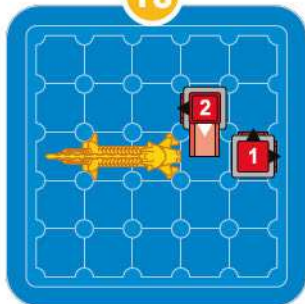
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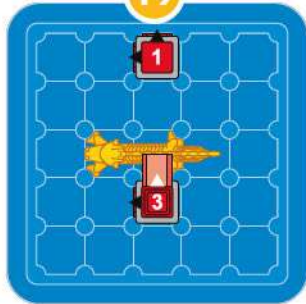
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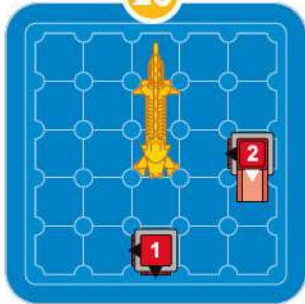
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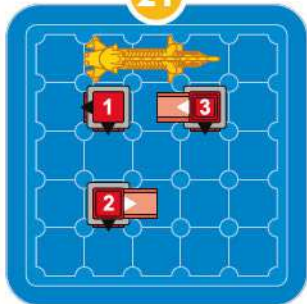
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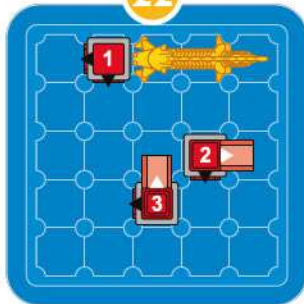
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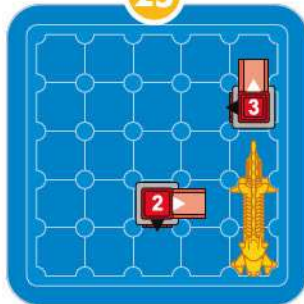
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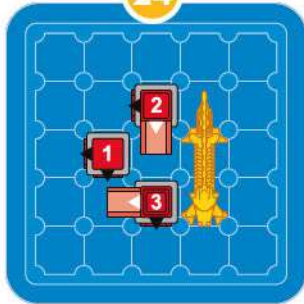
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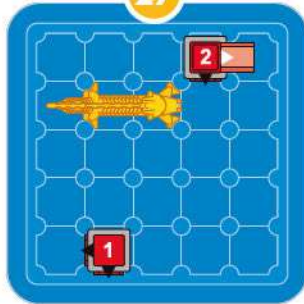
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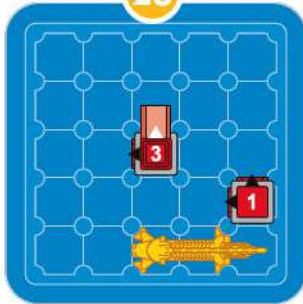
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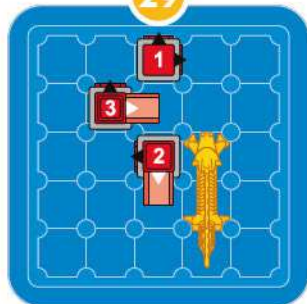


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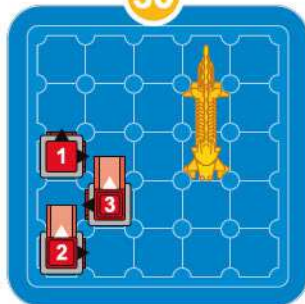




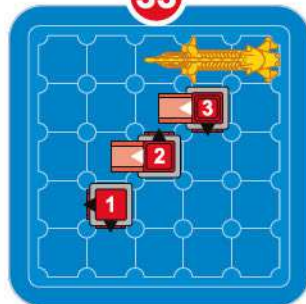
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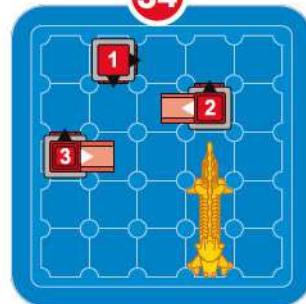
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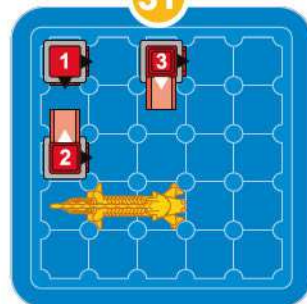
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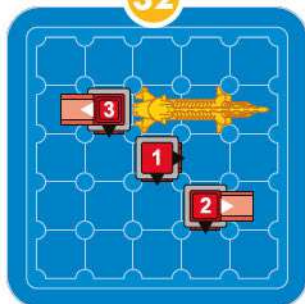
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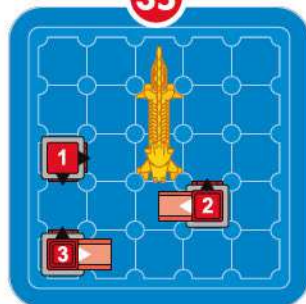
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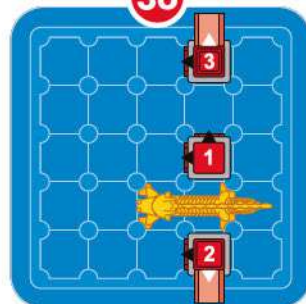
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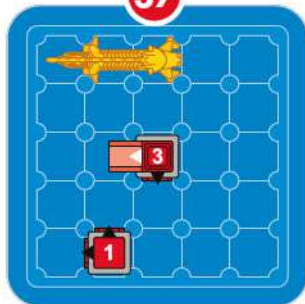


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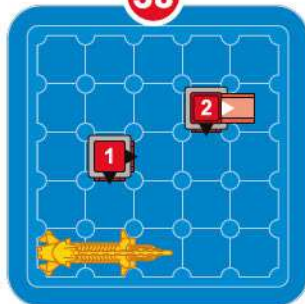




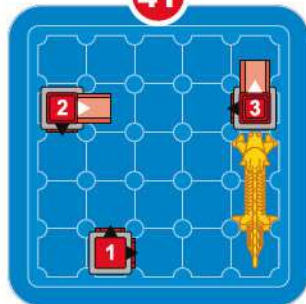
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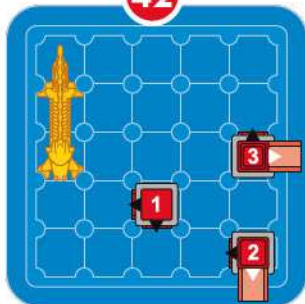
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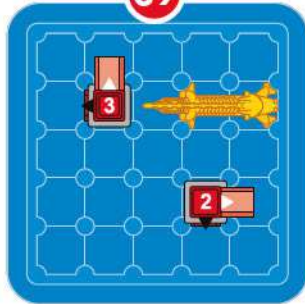
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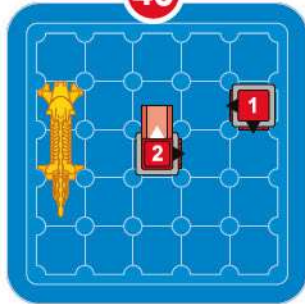
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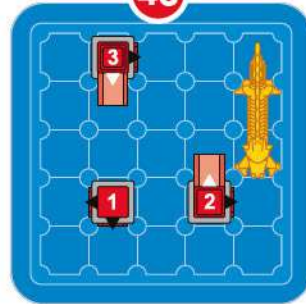
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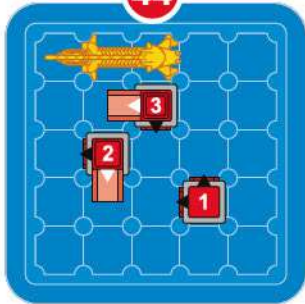
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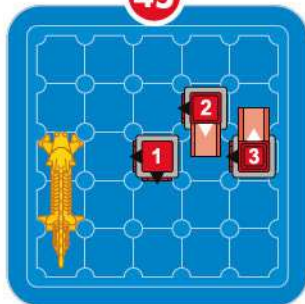
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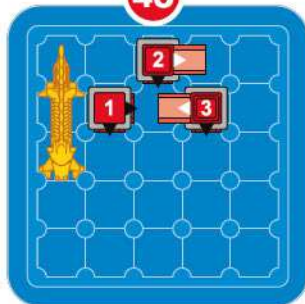
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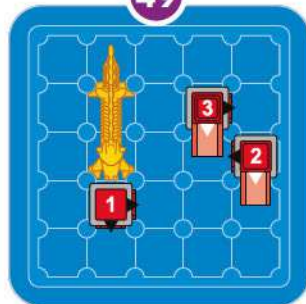
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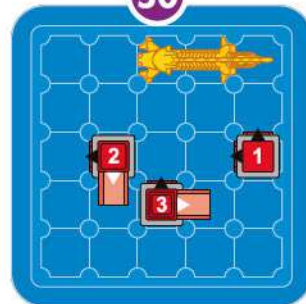
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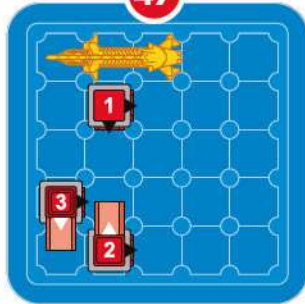
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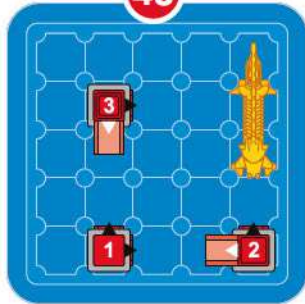
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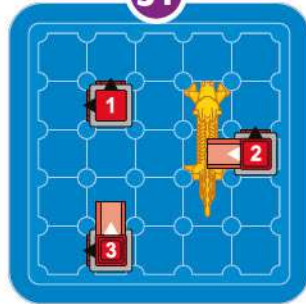
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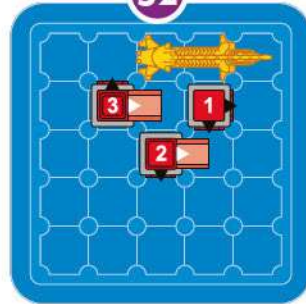
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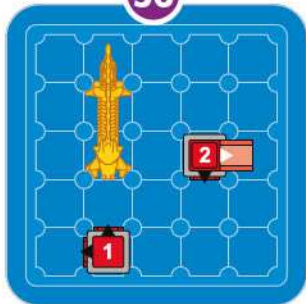
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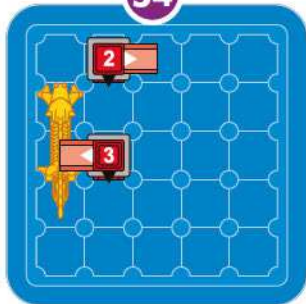
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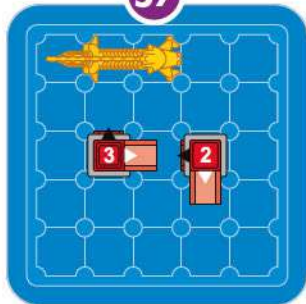
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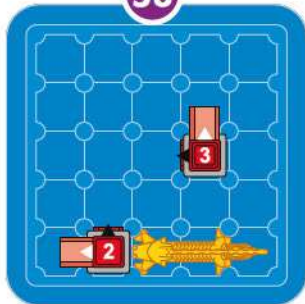
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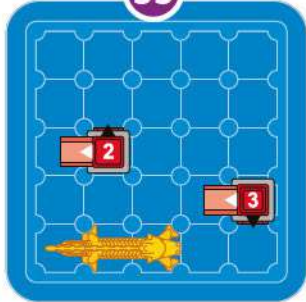
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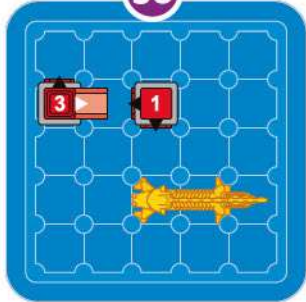
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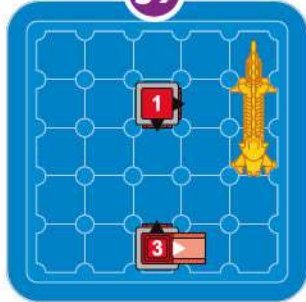
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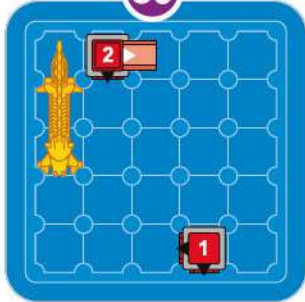
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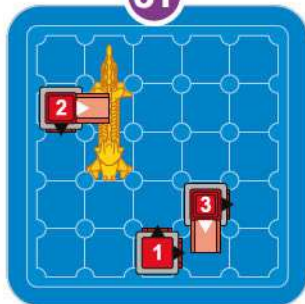


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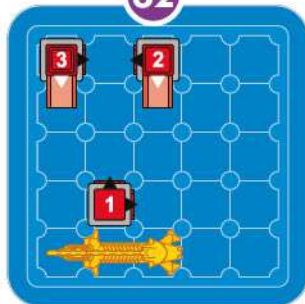




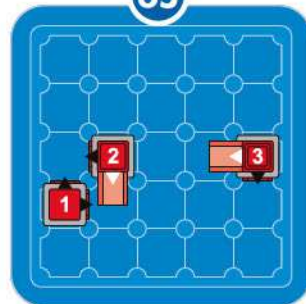
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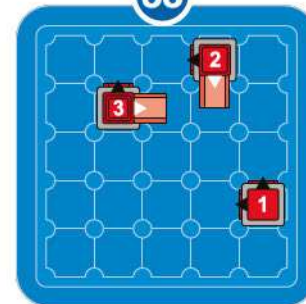
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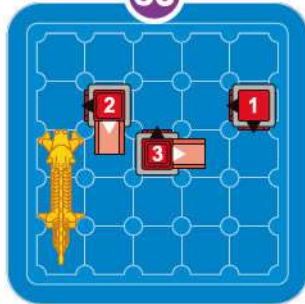
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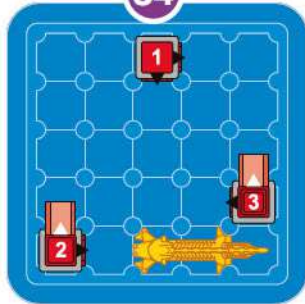
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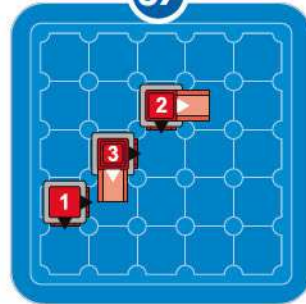
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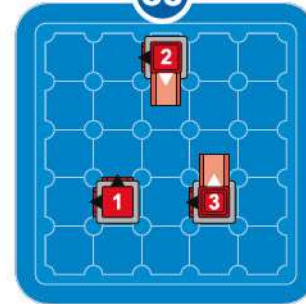
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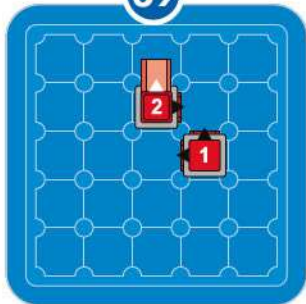
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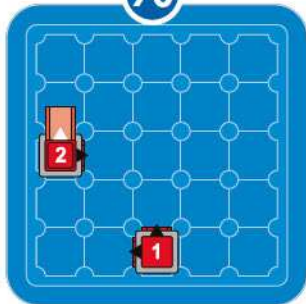
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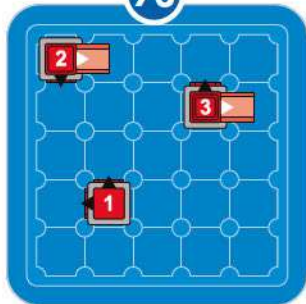
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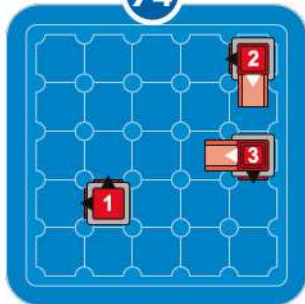
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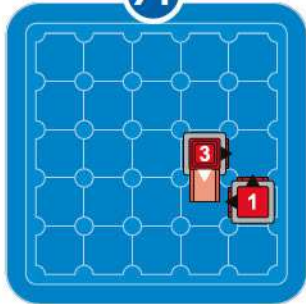
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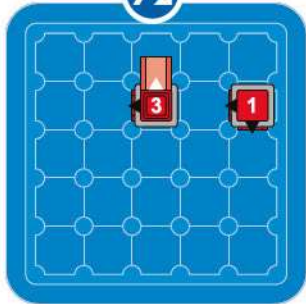
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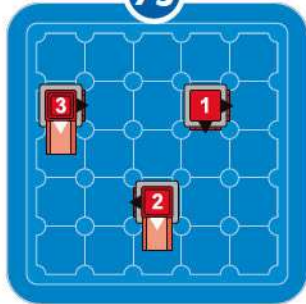
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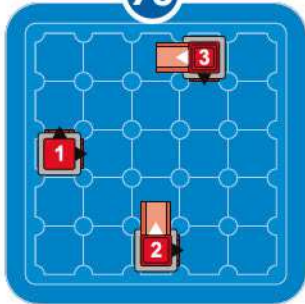
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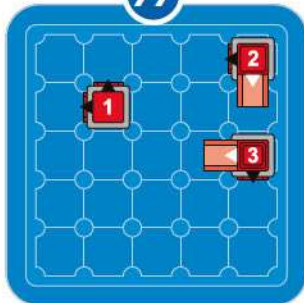
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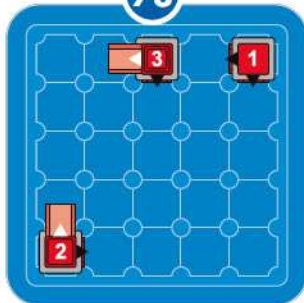
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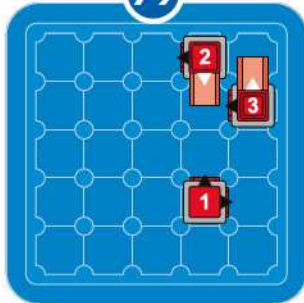
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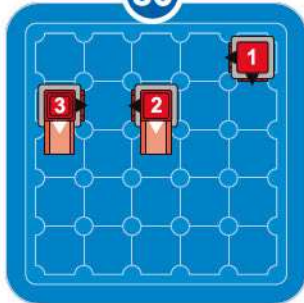
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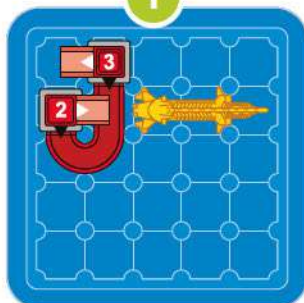


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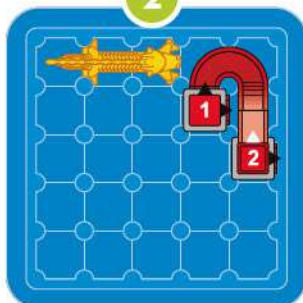


## SOLUTIONS

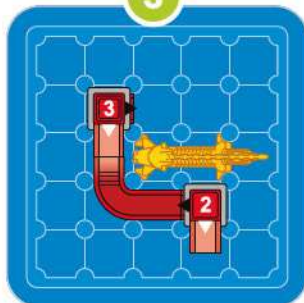
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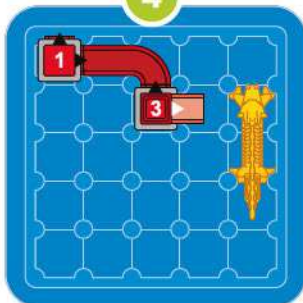
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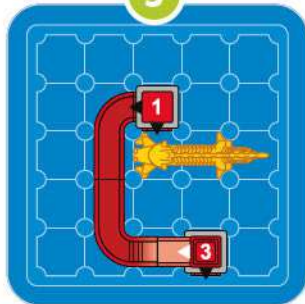
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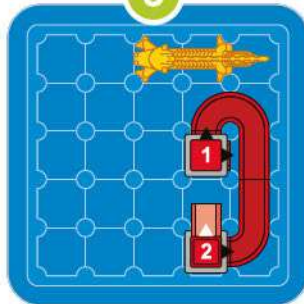


## SOLUTIONS

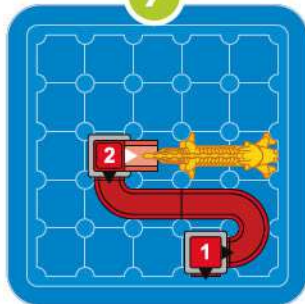
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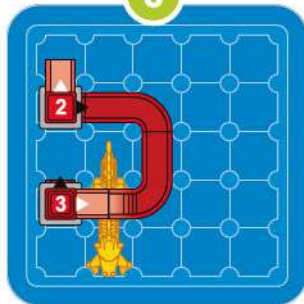
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7

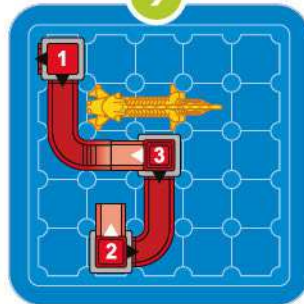


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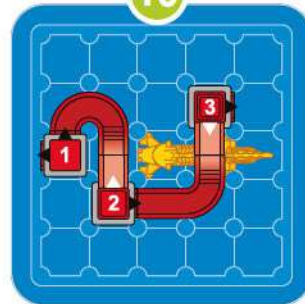


## SOLUTIONS

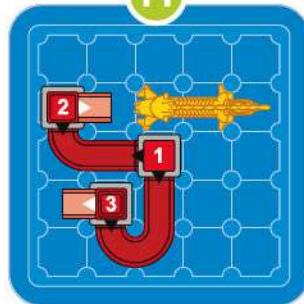
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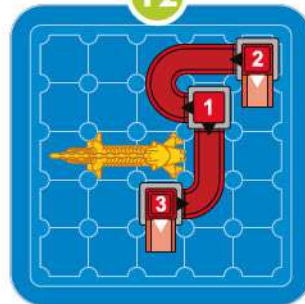
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11

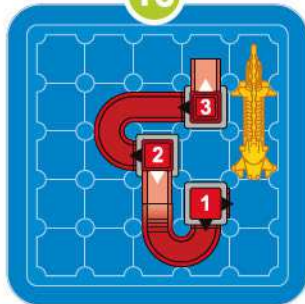


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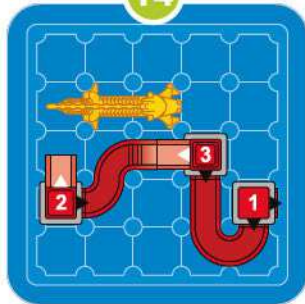


## SOLUTIONS

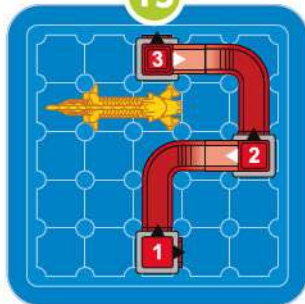
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14



15

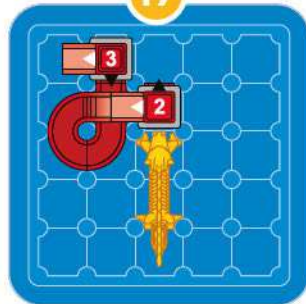


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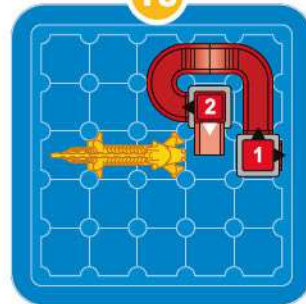


## SOLUTIONS

17



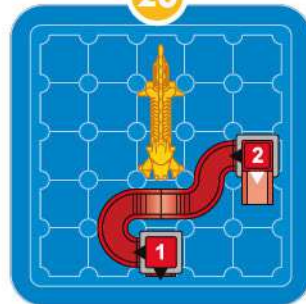
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19

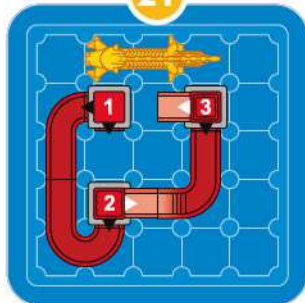


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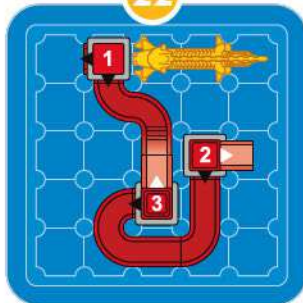


## SOLUTIONS

21

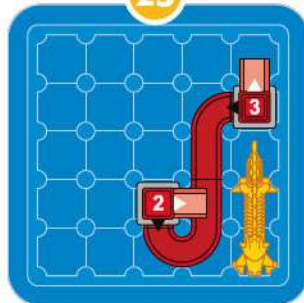


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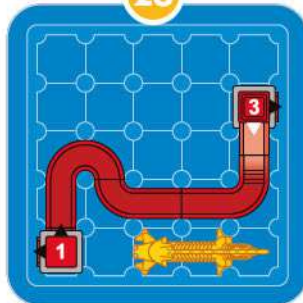


## SOLUTIONS

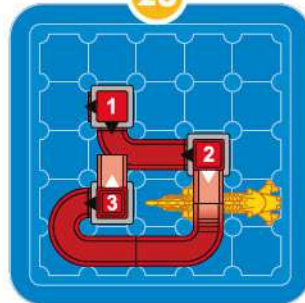
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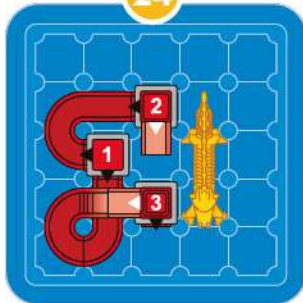
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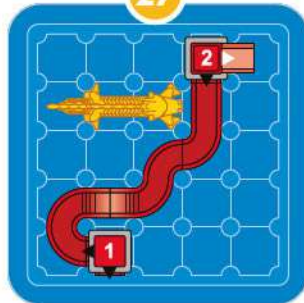
23



24



27



28



## SOLUTIONS

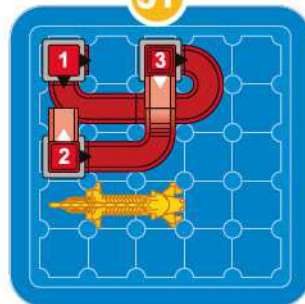
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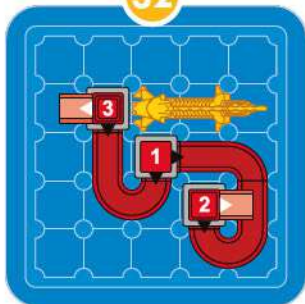
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31

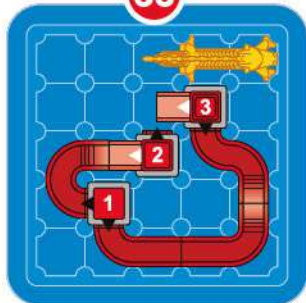


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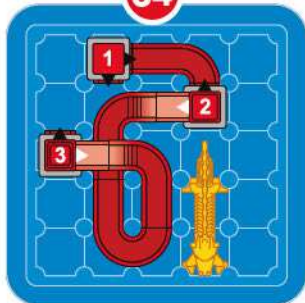


## SOLUTIONS

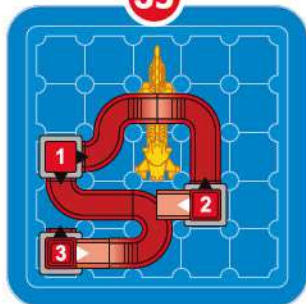
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34



35



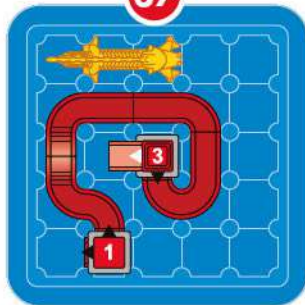
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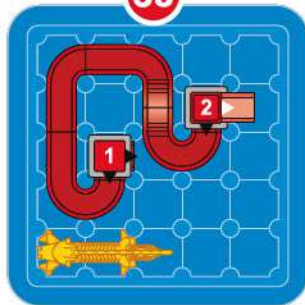


## SOLUTIONS

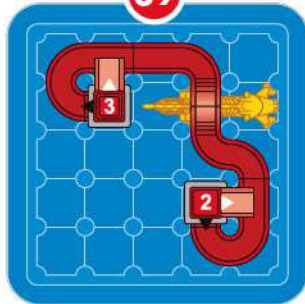
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38



39

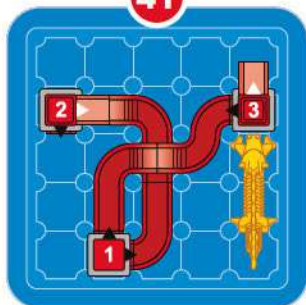


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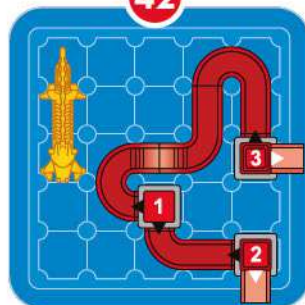


## SOLUTIONS

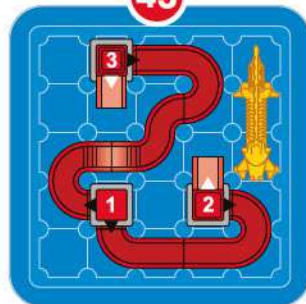
41



42



43



44



# SOLUTIONS

45



46



# SOLUTIONS

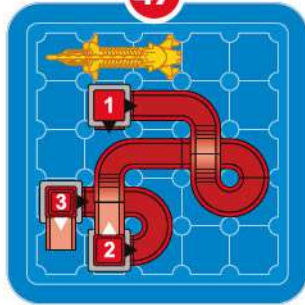
49



50



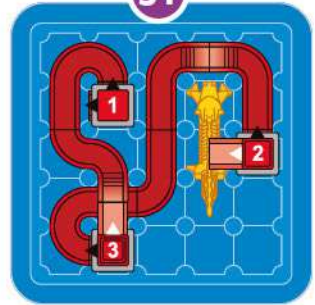
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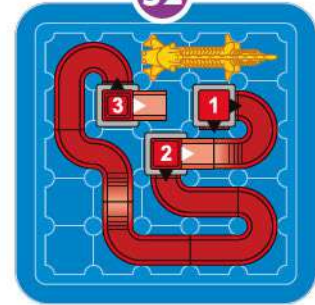
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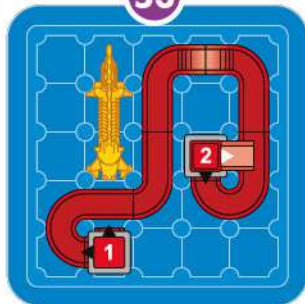
51



52



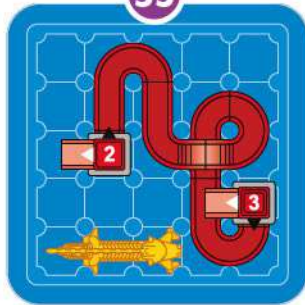
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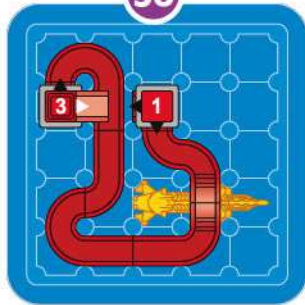
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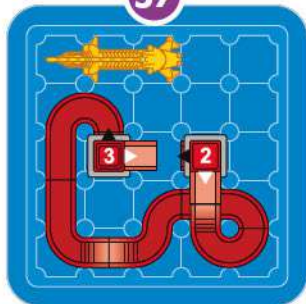
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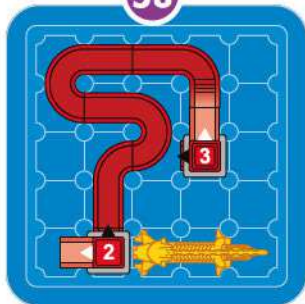
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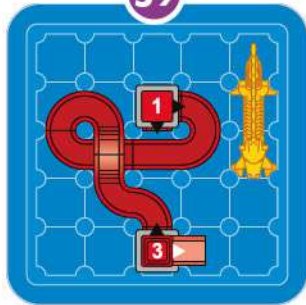
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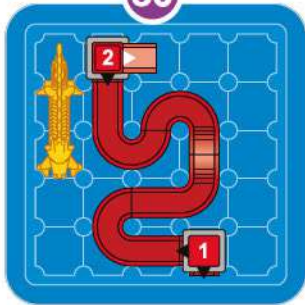
## 58



## 59

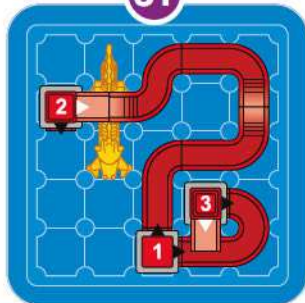


## 60

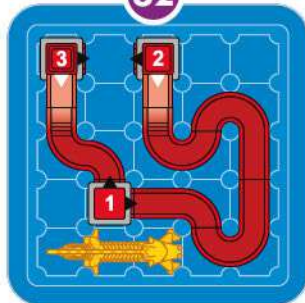


## SOLUTIONS

61



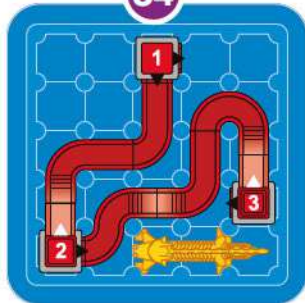
62



63

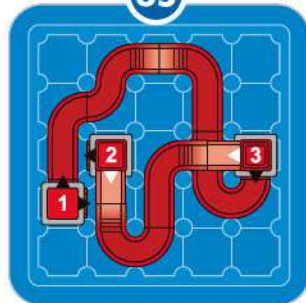


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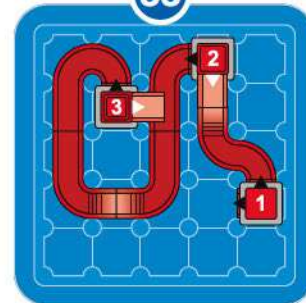


## SOLUTIONS

65



66



67



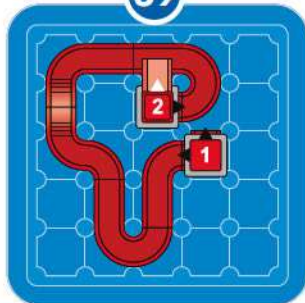
68



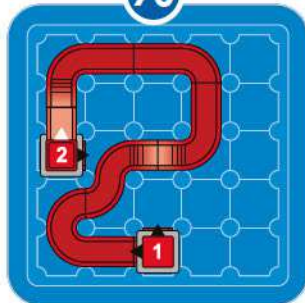


# SOLUTIONS

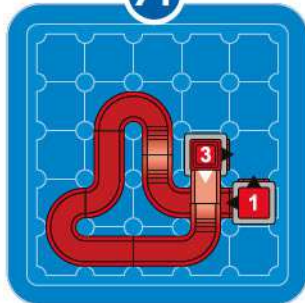
69



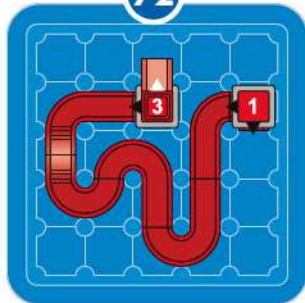
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71

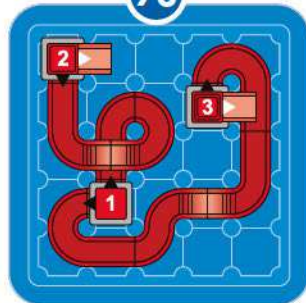


72

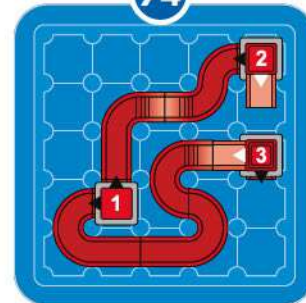


# SOLUTIONS

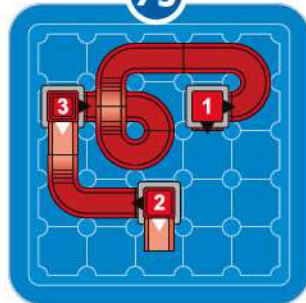
73



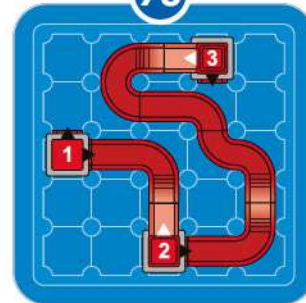
74



75



76



The image displays four solutions for the 3-disk Tower of Hanoi puzzle, each on a 4x4 grid. The solutions are labeled 77, 78, 79, and 80. Each solution shows a red path connecting the start (bottom-left) to the goal (top-right) using the three disks (1, 2, 3) and their respective arrows.

- Solution 77:** The path starts at the bottom-left, moves up to the middle-left, then right to the middle-right, and finally up to the top-right. The sequence of moves is 1 (left), 2 (down), 3 (left), 2 (down), 1 (left).
- Solution 78:** The path starts at the bottom-left, moves up to the middle-left, then right to the middle-right, and finally up to the top-right. The sequence of moves is 2 (up), 3 (left), 1 (right), 2 (up), 3 (left), 1 (right).
- Solution 79:** The path starts at the bottom-left, moves up to the middle-left, then right to the middle-right, and finally up to the top-right. The sequence of moves is 2 (up), 3 (right), 1 (down), 2 (up), 3 (right), 1 (down).
- Solution 80:** The path starts at the bottom-left, moves up to the middle-left, then right to the middle-right, and finally up to the top-right. The sequence of moves is 3 (down), 2 (down), 1 (right), 3 (down), 2 (down), 1 (right).



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Original product name:

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