

RÈGLES DU JEU

Avant de jouer, insérez le tronc de l'arbre dans son socle vert. Aucun oiseau ne doit se trouver dans l'arbre.

- Choisissez un défi. Les défis donnent des indices sur la position et l'orientation finales de chacun des cinq oiseaux dans l'arbre. Sept emplacements sont disponibles dans l'arbre et seulement cinq oiseaux cherchent leur nid. Deux emplacements resteront donc toujours vacants.
 - A) Un indice indique la position relative de chaque oiseau dans l'arbre. Les oiseaux peuvent être représentés de face comme de dos.
 - B) La couleur de l'oiseau indiquée sur le défi donne la position exacte de l'oiseau de cette couleur dans l'arbre. L'orientation de l'oiseau, de face ou de dos, est déterminante pour trouver la solution.
 - C) Un indice proposant un emplacement bleu vide signifie qu'AUCUN oiseau NE DOIT y être placé.
 - D) À partir des défis « Junior », plusieurs indices distincts peuvent figurer sur le même défi. Chaque indice donne une information partielle sur l'emplacement des oiseaux dans l'arbre ainsi que leur couleur et/ou leur orientation. Le recoupement de ces indices permet de trouver la position exacte de chaque oiseau. Les emplacements appartenant au même indice sont reliées entre eux d'une ligne de pointillés.
 - E) Dans un même défi proposant plusieurs indices, un oiseau peut être présenté de face comme de dos. Vous devrez manipuler l'arbre afin de trouver l'orientation correcte des oiseaux les uns les autres.
 - F) À partir des défis « Wizard », les plus difficiles, certains indices donnent l'orientation de l'oiseau sans en préciser sa couleur. Dans ce cas précis, l'oiseau est représenté en gris. Un oiseau gris peut être de chacune des cing couleurs.
- Placez TOUS les oiseaux dans les emplacements de l'arbre, afin que leurs positions correspondent exactement aux informations données par les indices.
- Il n'y a qu'une solution à chaque défi présentée à la fin du livret de défis. La solution indique la position et l'orientation des cinq oiseaux dans l'arbre. La solution présente un seul côté de l'arbre, celui dont le plus grand nombre d'oiseaux vous font face.

Conseils pour les parents et les enseignants

Lorsque vous avez joué, retirez tous les oiseaux de l'arbre. Vous éviterez ainsi de fatiguer inutilement le mécanisme des pinces.

Ce jeu est idéal pour faire découvrir les jeux de logique aux jeunes enfants. Accompagnez-les en les incitant à trouver la réponse d'eux-mêmes à des auestions telles aue:

- · Où penses-tu que l'oiseau rougedoit se poser? Pourquoi?
- · Cet indice te donne-t-il des informations au sujet de l'oiseau jaune? En quoi cela t'aide-t-il?

GAME RULES

Before you start: Insert the tree inside the base.

- Choose a challenge. Challenges show hints about the final position of each of the 5 birds inside the tree (see next page).
- 2 Place all birds inside the tree, so that their position matches all the information given in the hints.
- There is only 1 solution for each challenge, shown at the back of the challenge booklet. Solutions show the tree with the position and orientation of the 5 birds. Since both sides of the tree look identical, the solution will show the side of the tree that has most birds in front view.

Information for parents and teachers:

Please remove all birds from the tree if you are not planning to play for a long time. This will ensure the optimal working of the clipping mechanism inside the birds.

This game can be challenging for children who are new to logic games. Encourage them to find the solution themselves by asking guiding questions, such as:

- · Where do you think you need to put the red bird? Why?
- Does this hint help you with the yellow bird? What does it help you with?

STARTER	JUNIOR	EXPERT	MASTER	WIZARD
age: 4+	5+	6+	7+	8+

More info about the hints:

- A) A hint can show the relative position of the birds on the front OR the back of the tree.
- B) A hint can also show the position of an empty hole. This hole MUST stay empty in the solution. There are 7 holes and only 5 birds, so 2 holes will always stay empty in the solution.
- C) A yellow/orange/red/pink/blue bird indicates that the bird with that color should be placed there. It can either show the frontside or backside of the bird. The orientation of the bird is relevant for the solution.
- **D)** In more advanced challenges some hints will only reveal the orientation of a bird, but not it's color. In these cases, the bird is depicted in grey.
- E) Hints may also show the color and/or orientation of other birds in holes nearby. Only holes that are connected by a dotted line or by the tail of birds are part of the same hint. A challenge might show multiple separate hints, where each hint reveals different information about the relative position of the birds.
- **F)** Sometimes a challenge will show a mix of frontside and backside hints. You don't know which side of the tree is shown in a hint until you found the solution.

Example of a challenge and solution:

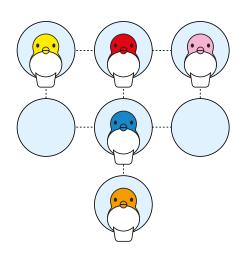


challenge hint 1



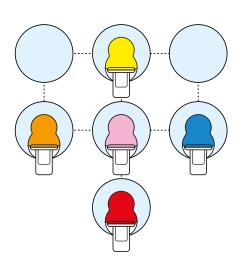
challenge

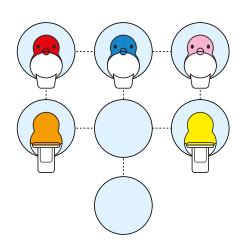




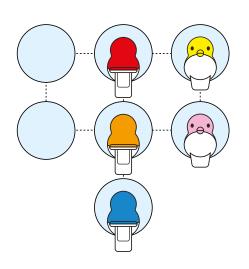


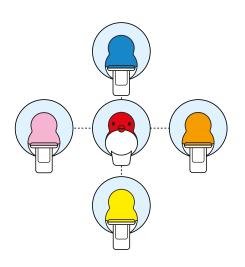
STARTER 1



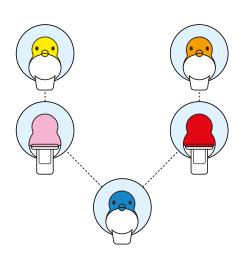


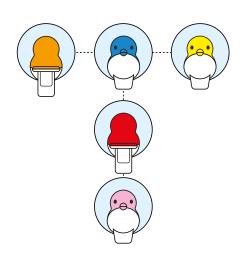




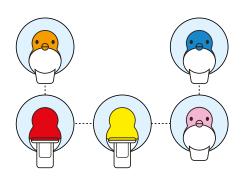


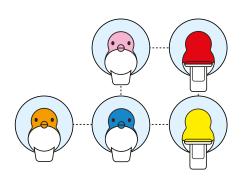




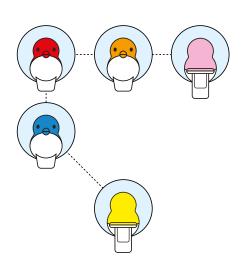




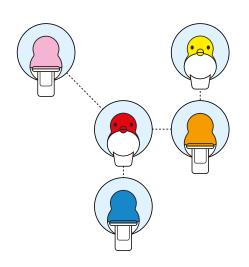






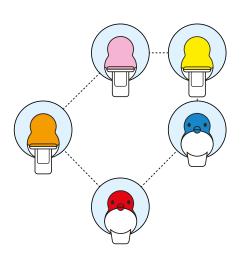


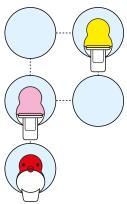


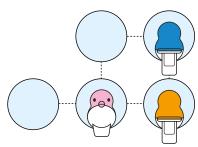




STARTER 11



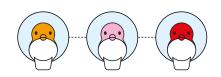




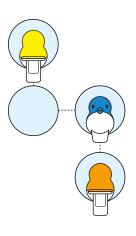


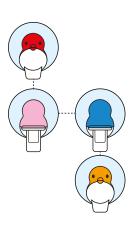
JUNIOR 13





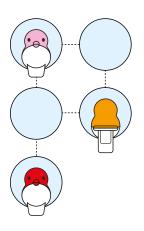


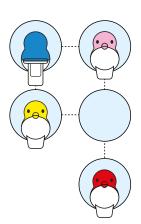


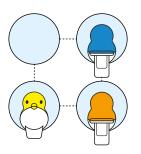


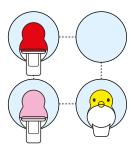


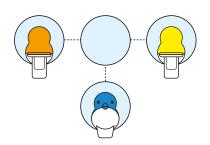
JUNIOR 15

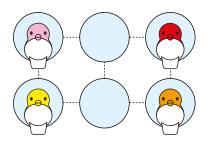


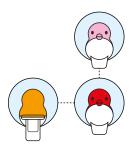


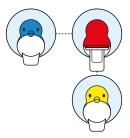




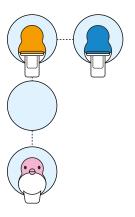


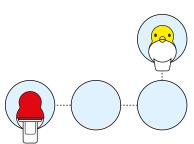




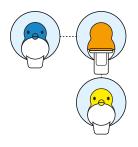


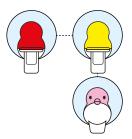




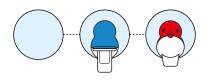


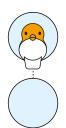


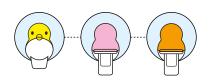


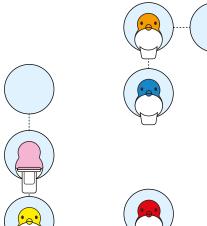


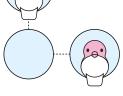






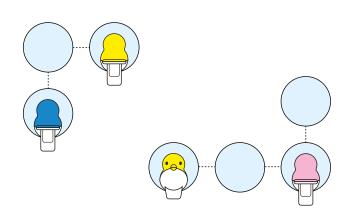






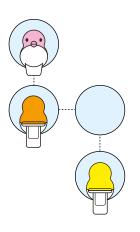


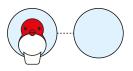
JUNIOR 23

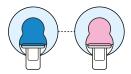




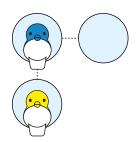


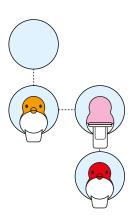


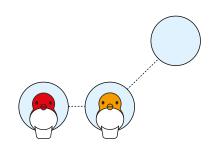


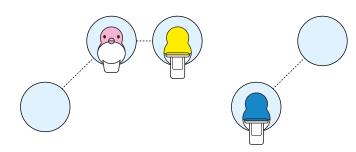






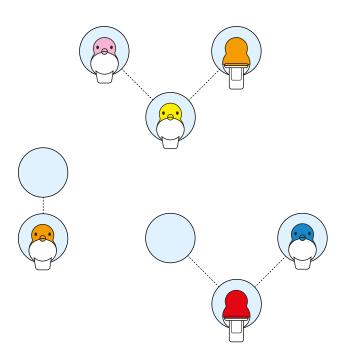




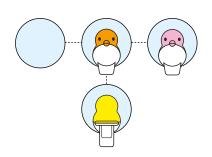


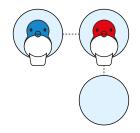


EXPERT 27



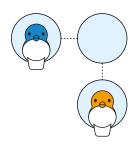


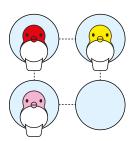


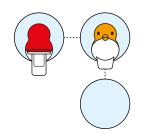


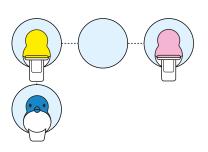


EXPERT 29



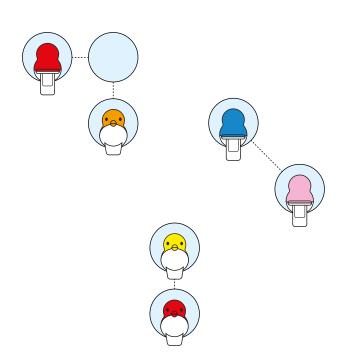


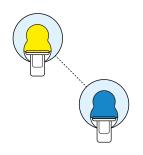


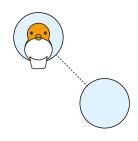


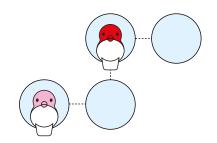


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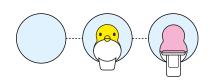


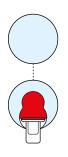


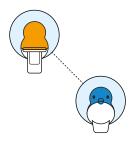


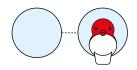


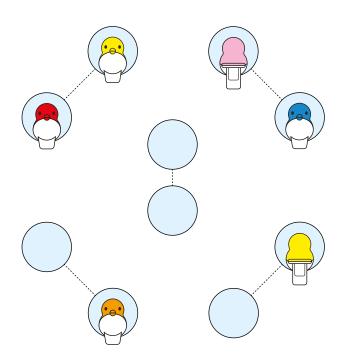
EXPERT 33













EXPERT 35

