



 **STARTER**

 **JUNIOR**

 **EXPERT**

 **MASTER**

REGLES DU JEU

La pomme représente le plan de jeu. Elle est scindée en 5 tranches qui peuvent pivoter sur un axe à 180° :

- Sur le recto du plan de jeu, les tranches sont numérotées de 1 à 5
- Sur le verso du plan de jeu, les tranches sont lettrées de A à E.

Choisissez un défi. Configurez la «Pomme» de manière à faire apparaître les informations requises: lettres et chiffres, à la gauche du plan de jeu. Les quinze défis STARTER ne requièrent qu'une seule mise en place: 1-2-C-4-E pour jouer. De même, les quinze défis JUNIOR ne requièrent qu'une seule autre mise en place : 1-B-C-D-5 pour jouer. Les défis EXPERT et MASTER proposeront des mises en place initiales toutes différentes.

1

Afin de résoudre le défi, vous DEVREZ réussir à placer à l'intérieur de la Pomme les TROIS chenilles. Celles-ci doivent impérativement tenir INTÉGRALEMENT à l'intérieur des cavités sans dépasser du plan de jeu. Vous pourrez couder les chenilles pour remplir votre objectif, chacune d'elle étant différente.

2

Les défis les plus faciles donnent des indices quant à l'emplacement des chenilles à l'intérieur de la Pomme :

- La couleur d'une pastille indique l'emplacement d'une portion du corps de la chenille de cette couleur.
- Si la pastille correspond à la tête de l'une des chenilles, vous devrez alors l'y placer OBLIGATOIREMENT. Vous devrez ensuite trouver comment placer son corps à l'intérieur de la Pomme... La tête de la chenille n'indiquant en aucune façon dans quelle direction son corps se trouve !
- Si la pastille est neutre, c'est à dire BLANCHE, et qu'une tête de chenille y figure, vous DEVREZ placer la tête de l'une des trois chenilles à cet endroit, sans connaître pour autant la direction de son corps.
- Dans la plupart des défis, certaines cavités restent vides. Cela fait partie du jeu.

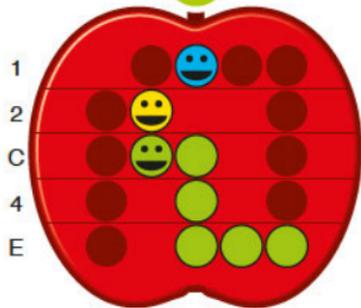
Il n'y a qu'une seule solution à chaque défi que vous trouverez à la fin du livret des défis.

DÉFIS SUPPLÉMENTAIRES

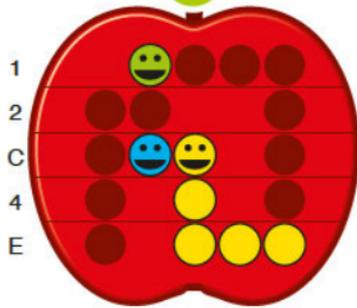
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Vous pourrez ajouter des défis à ceux présentés dans le livret en plaçant de manière aléatoire les tranches comme bon vous semble. Il ya de nombreuses façons de préparer le plan de jeu. Dans la plupart des défis, vous pourrez trouver plusieurs solutions.

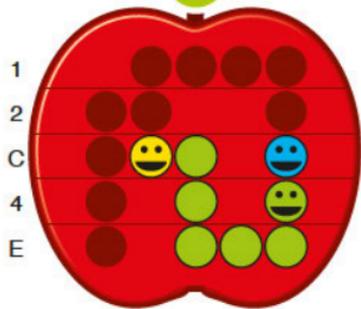
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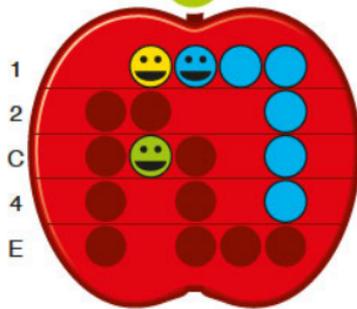
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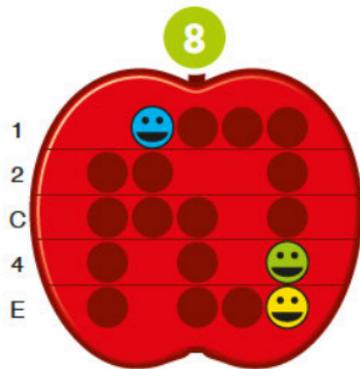
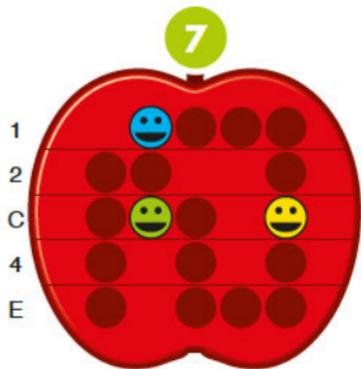
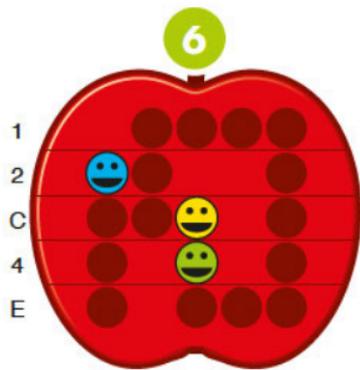
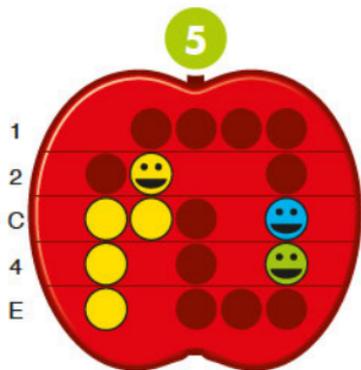


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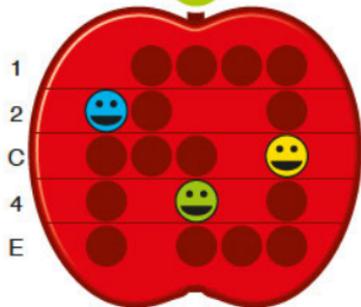


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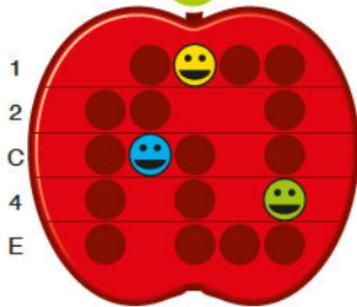




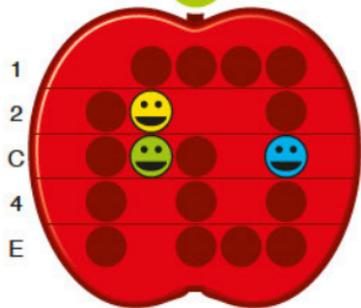
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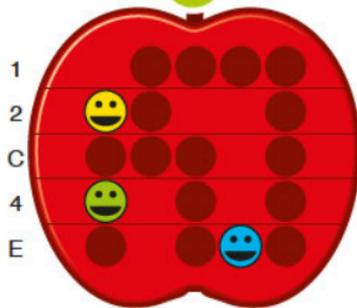
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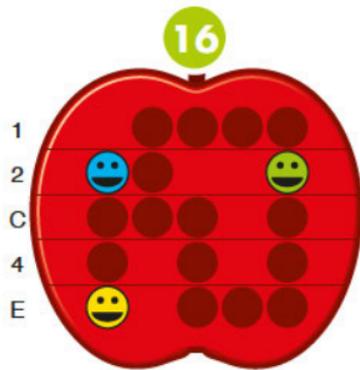
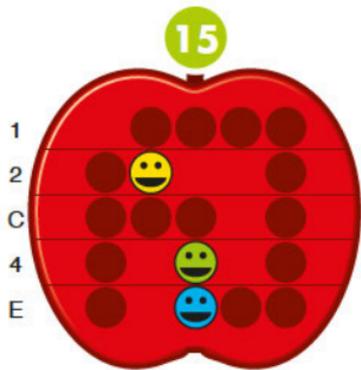
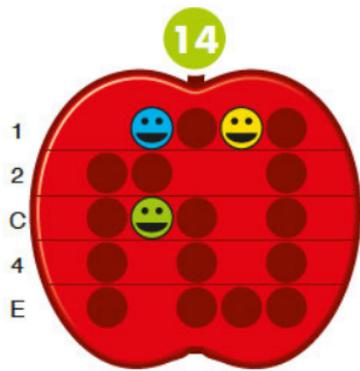
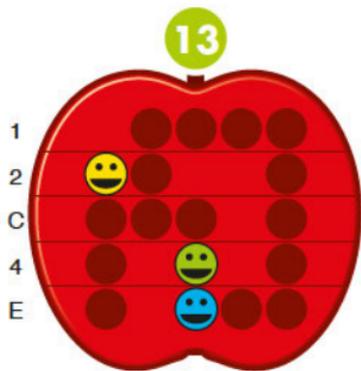


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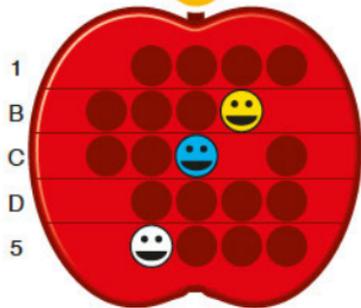


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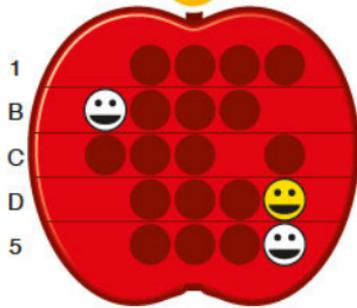




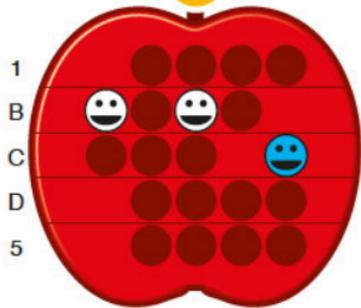
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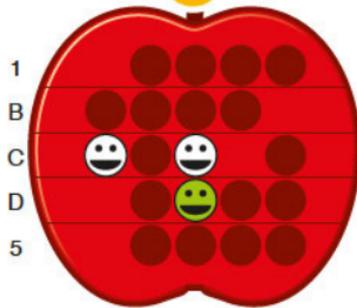
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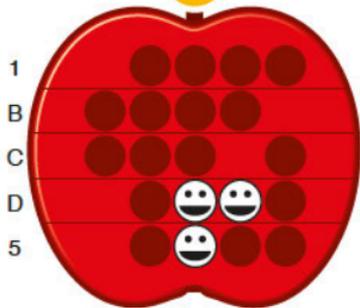
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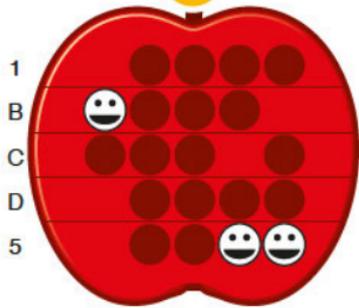
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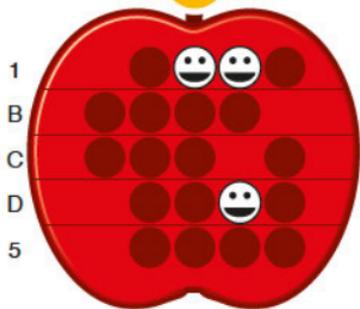
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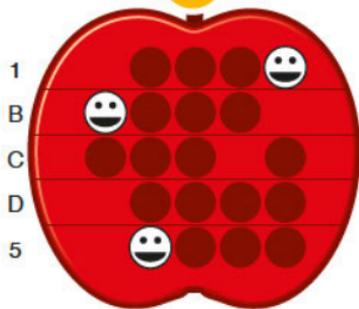
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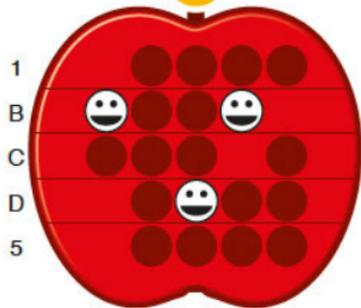
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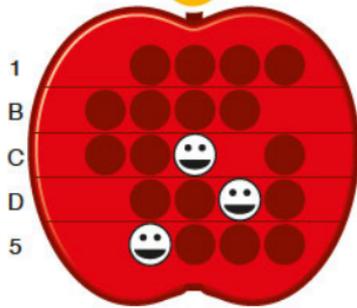
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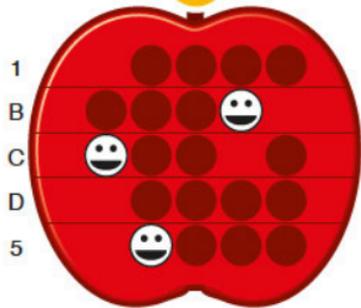
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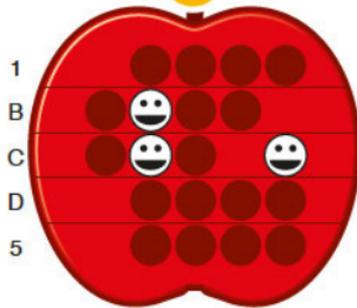
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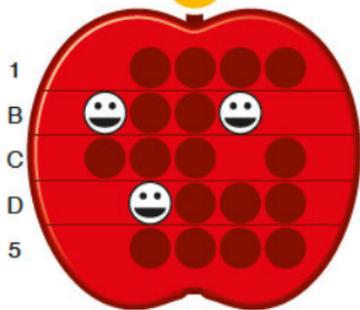
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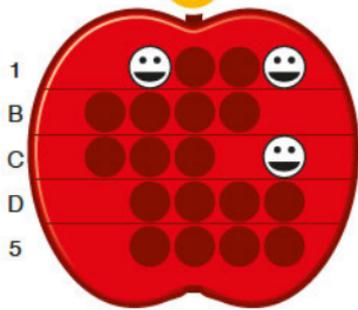
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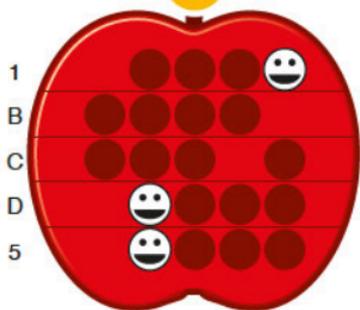
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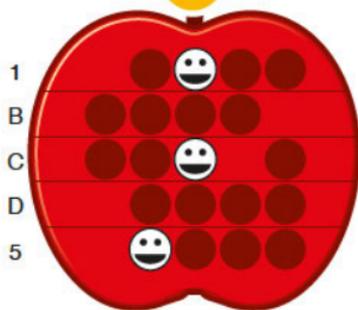
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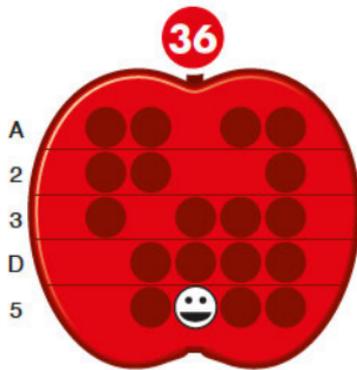
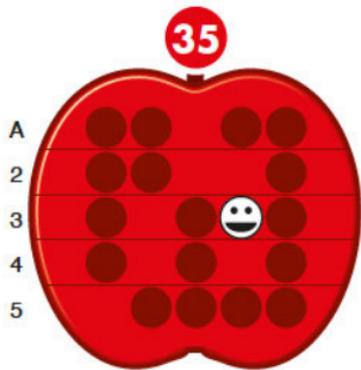
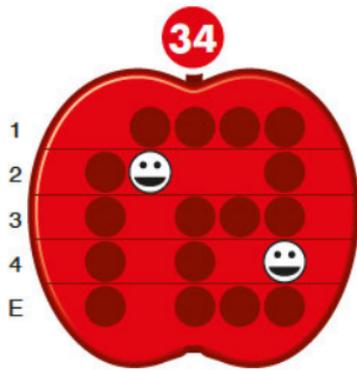
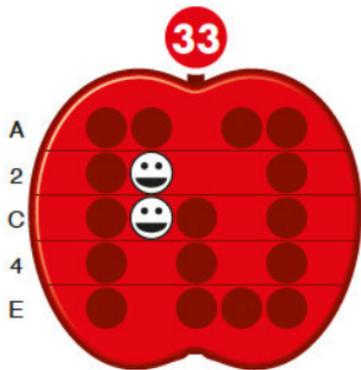


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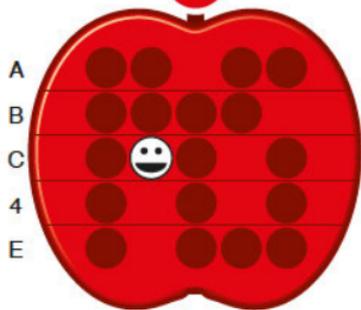


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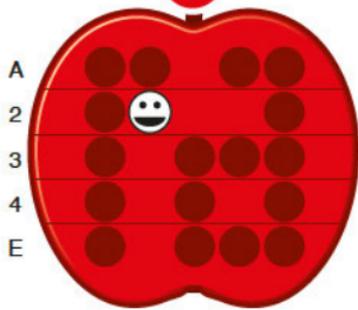




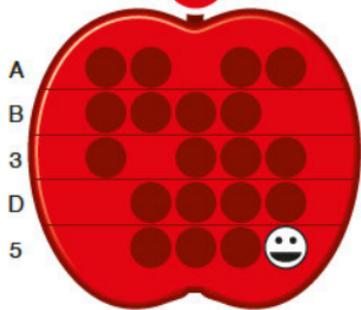
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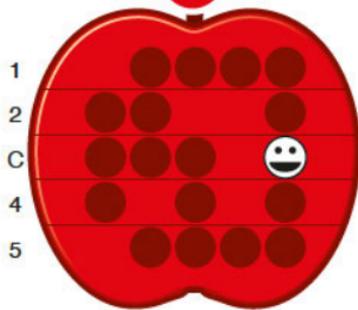
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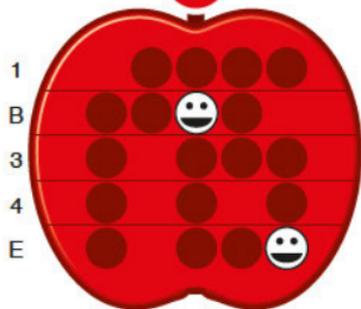
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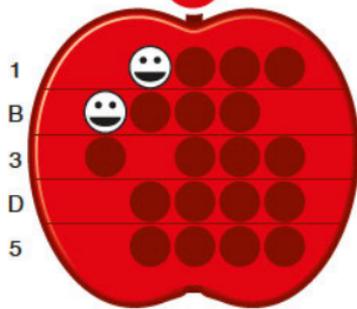
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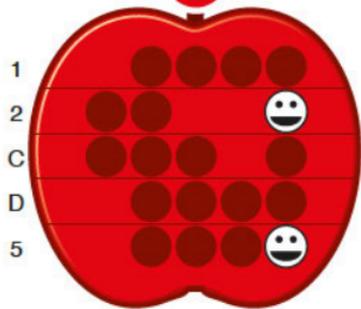
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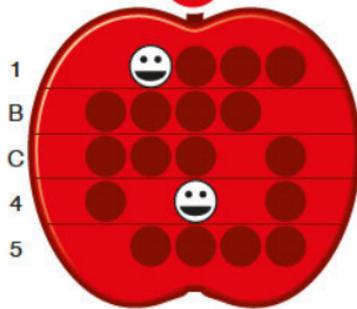
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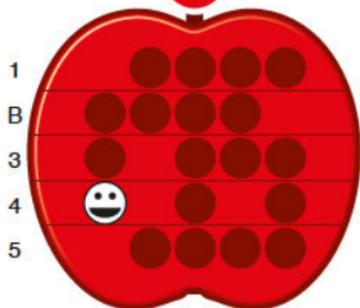
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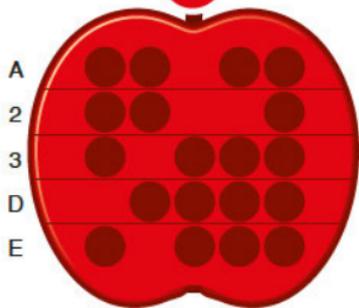
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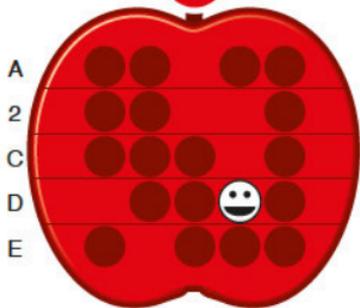
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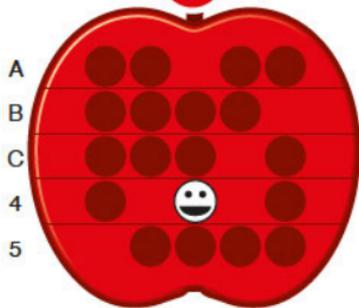
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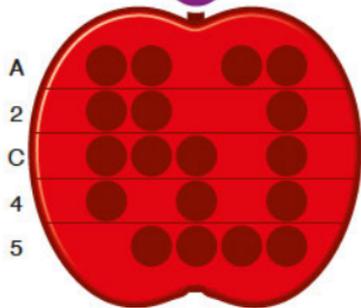
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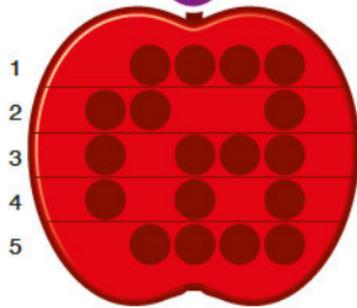
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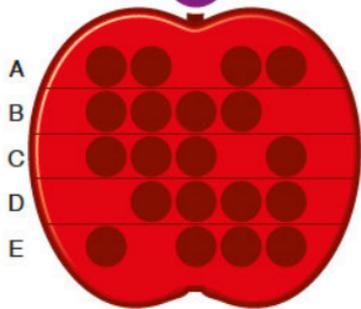
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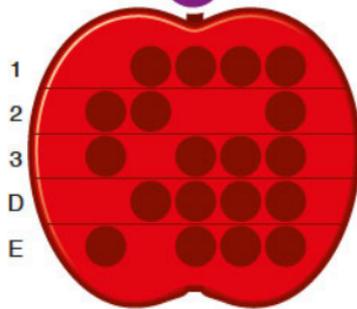
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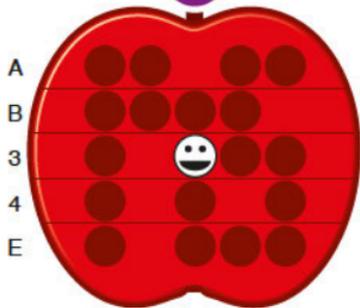
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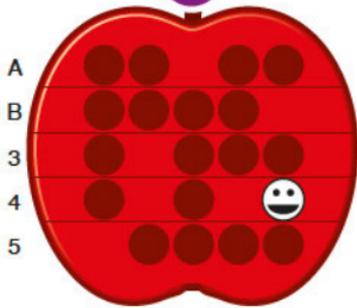
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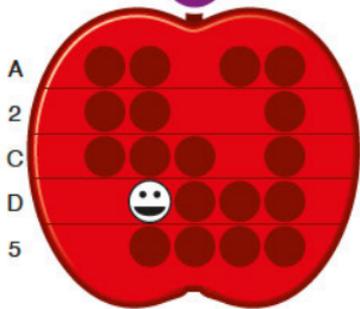
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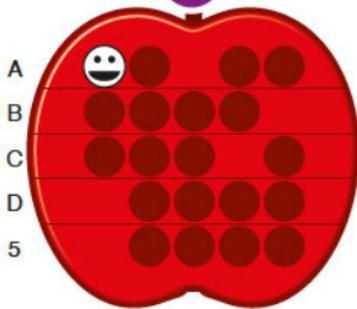
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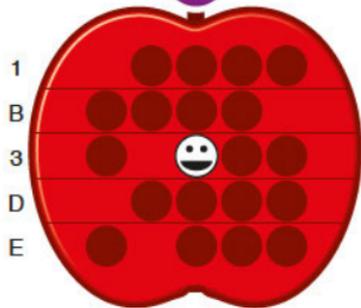
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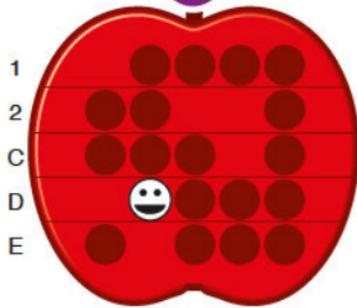
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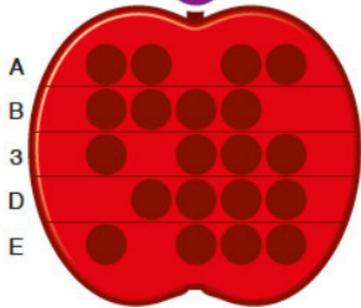
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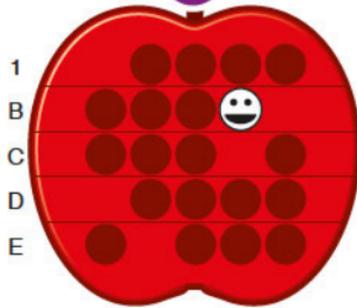
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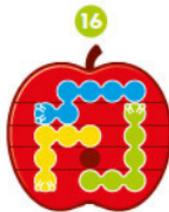
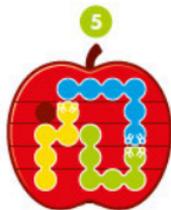


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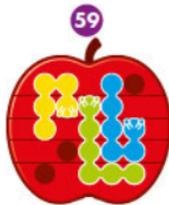
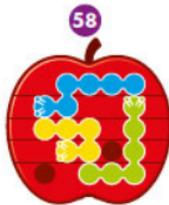
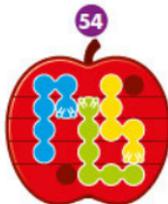
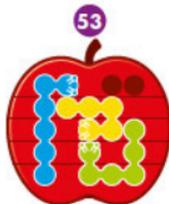
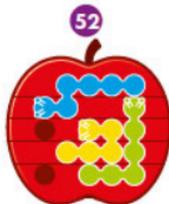
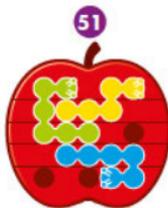
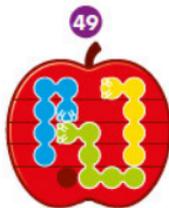


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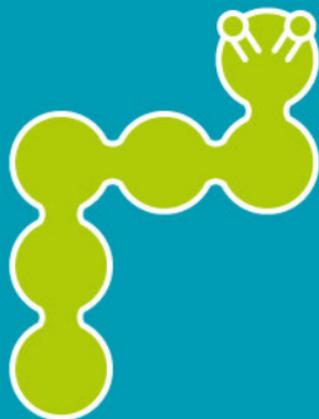




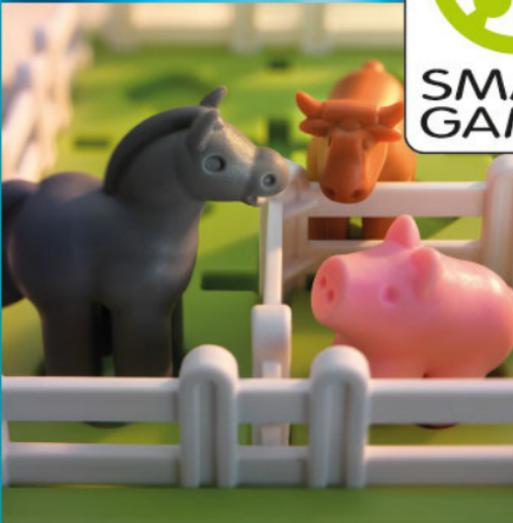
SG 445-A



SG 445-B



SG 445-C





SMART
GAMES

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