

RÈGLES DU JEU GB RULES OF THE GAME D SPIELREGELN E REGLAS DEL JUEGO
I REGOLE DEL GIOCO P REGRAS DO JOGO NL SPELREGELS S SPELREGLER
DK SPILLEREGLER РУС ПРАВИЛА ИГРЫ

PATH PATH LOGIC

40 CHALLENGES



AUTHOR
YOANN LEVET

DESIGN
BEN NEWMAN

5-99

ANS YEARS
AÑOS JAHRE

SOLOGIC



PATH PATH LOGIC



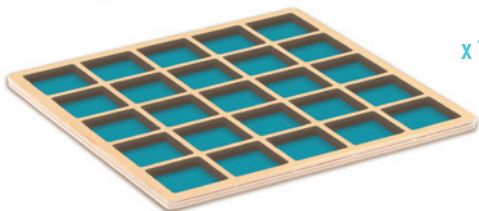
x 8



x 17



x 20



x 1

F

4 - 7

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RUS

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JEU DE LOGIQUE



BUT DU JEU

Relier les animaux de la même famille entre eux.

CONTENU DU JEU



- 20 cartes-défis
- 8 jetons-animaux
- 17 tuiles-chemin
- 1 plateau de jeu

DÉROULEMENT DU JEU



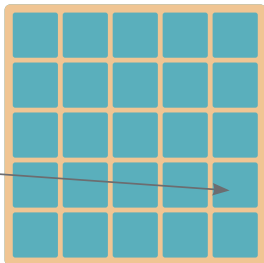
- Placer le plateau de jeu devant soi.
- Choisir une carte-défi.

Le niveau de difficulté est croissant de 1 à 4.

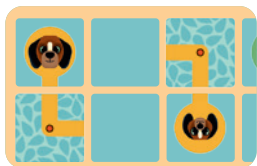
Indiqué ici →



- Placer les jetons-animaux sur le plateau, comme indiqué sur la carte-défi.

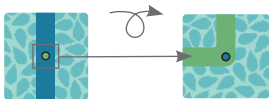


- À l'aide des tuiles-chemins, relier les animaux de la même famille.
La couleur du chemin correspond à la couleur de la base de chaque animal.

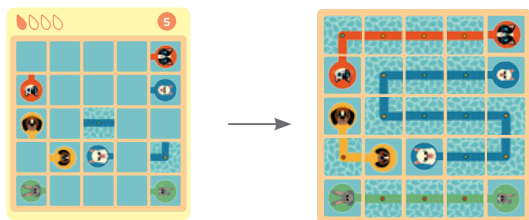



Les tuiles-chemin sont illustrés différemment au recto et au verso.
Il est possible de jouer avec n'importe quelle face.

Un petit indice : la couleur du point indique la couleur du chemin de l'autre côté de la tuile.



Exemple de défi :



 = animal inconnu.

À chaque défi, une seule solution !
Les solutions se trouvent à la fin de ce livret.

GB A GAME OF LOGIC



AIM OF THE GAME

Build paths to connect the different animals from the same family.

GAME CONTENTS



- 20 challenge cards
- 8 animal tokens
- 17 path tiles
- 1 game board

HOW TO PLAY



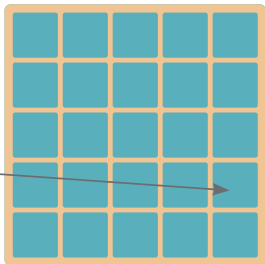
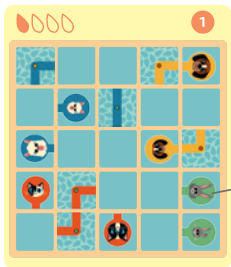
- Place the game board in front of you.
- Choose a challenge card.

Increasing levels of difficulty from 1 to 4.

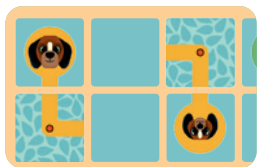
Shown here →



- Place the animal tokens on the board as shown on the challenge card.



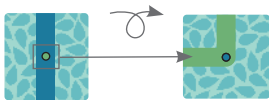
- Use the path tiles to connect the different animals from the same family. The colour of the path matches the background colour of each animal family.



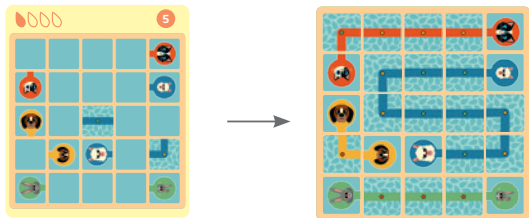
The path tiles are double-sided with different illustrations on the front and back.


You can play with either side.

A little hint: The colour of the dot indicates the colour of the path on the other side of the tile.



Example of a challenge:



 = unknown animal.

There is only one solution for each challenge!
Solutions can be found at the end of this booklet.

D LOGIKSPIEL



ZIEL DES SPIELS

Verbinde die Tiere der gleichen Familien jeweils miteinander.

INHALT



- 20 Aufgabenkarten
- 8 Tierfiguren
- 17 Wegsteine
- 1 Spielbrett

SPIELABLAUF

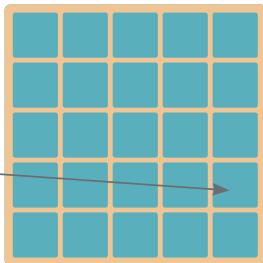
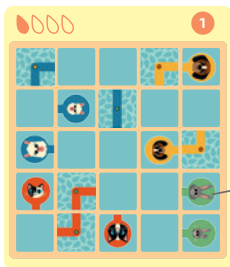


- Leg das Spielbrett auf den Tisch.
 - Wähle eine Aufgabenkarte aus.
- Es gibt die Schwierigkeitsgrade 1 - 4.

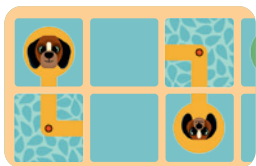
Schwierigkeitsgrad 1: einfach



- Stell die Tierfiguren gemäß der Aufgabenkarte auf das Spielbrett.

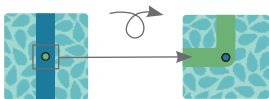


- Verbinde mithilfe der Wegsteine jeweils die Tiere der gleichen Familien. Die Farbe des Weges entspricht der Hintergrundfarbe des jeweiligen Tieres.

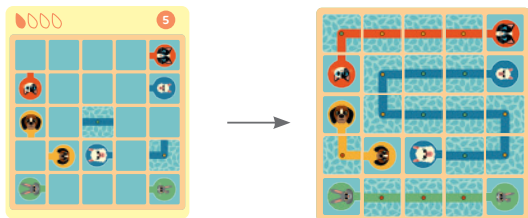



Die Vorder- und Rückseite der Wegsteine sind unterschiedlich. Du kannst beide Seiten benutzen.

Kleiner Tipp: Die Farbe des Punktes zeigt die Farbe des Weges auf der Rückseite der Karte an.



Beispielaufgabe:



 = unbekanntes Tier.

Für jede Aufgabe gibt es nur eine Lösung!
Die Lösungen findest du am Ende dieser Anleitung.

E

JUEGO DE LÓGICA


OBJETIVO DEL JUEGO

Relacionar los animales de la misma familia entre sí.

CONTENIDO


- 20 cartas-reto
- 8 fichas-animal
- 17 fichas-camino
- 1 tablero de juego

DESARROLLO DEL JUEGO

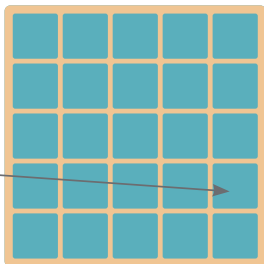
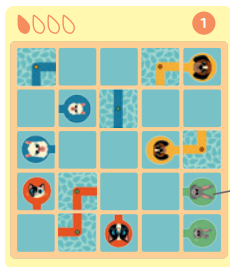

- Colocarse el tablero delante.
- Elegir una carta-reto.

El nivel de dificultad es creciente y va de 1 a 4.

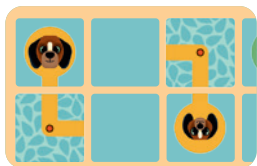
Indicado aquí →



- Colocar las fichas-animal encima del tablero como se indica en la carta-reto.

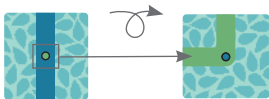


- Relacionar los animales de la misma familia mediante las fichas-camino. El color del camino se corresponde con el color de la base de cada animal.

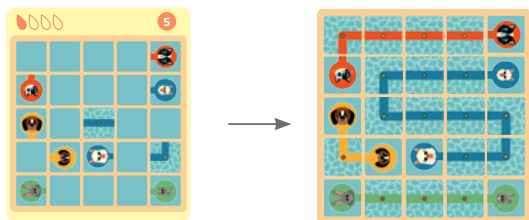


Las fichas-camino muestran ilustraciones distintas en el anverso y el reverso. Se puede jugar teniendo en cuenta cualquiera de los dos lados de las cartas.

Pequeña pista: el color del punto indica el color del camino del otro lado de la ficha.



Ejemplo de reto:



 = animal desconocido.

Cada reto tiene solo una solución.

Las soluciones se encuentran al final de este folleto.

I GIOCO DI LOGICA



SCOPO DEL GIOCO

Collegare tra loro gli animali della stessa famiglia.

CONTENUTO DEL GIOCO

- 20 carte sfida
- 8 gettoni animale
- 17 tessere cammino
- 1 tabellone di gioco



SVOLGIMENTO DEL GIOCO



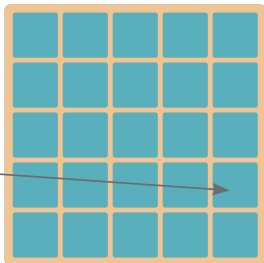
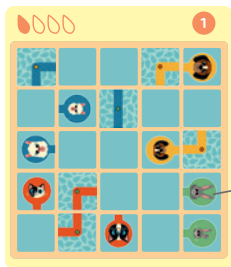
- Posizionare il tabellone di gioco davanti a sé.
- Scegliere una carta sfida.

Il livello di difficoltà è crescente, da 1 a 4.

Indicato qui

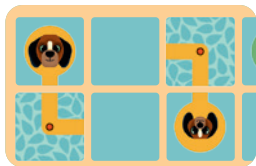


- Posizionare i gettoni animale sul tabellone, come indicato sulla carta sfida.



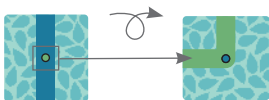
- Per mezzo delle tessere cammino, collegare tra loro gli animali della stessa famiglia.

Il colore del cammino corrisponde al colore della base di ogni animale.

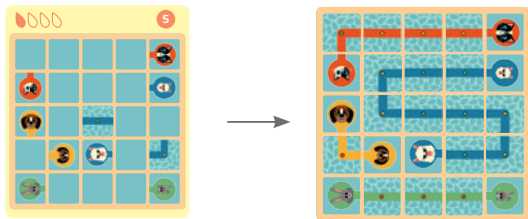


Le tessere cammino hanno illustrazioni diverse sul fronte e sul retro. Si può giocare con qualsiasi lato.

Un piccolo indizio: il colore del punto indica il colore del cammino dell'altro lato della tessera.



Esempio di sfida:



 = animale sconosciuto.

Ogni sfida ha solo una soluzione!

Le soluzioni sono in fondo a questo libretto.

P UM JOGO DE LÓGICA



OBJETIVO DO JOGO

Ligar os animais da mesma família entre si.

CONTEÚDO



- 20 cartas desafio
- 8 fichas de animais
- 17 peças de caminho
- 1 tabuleiro de jogo

COMO JOGAR 

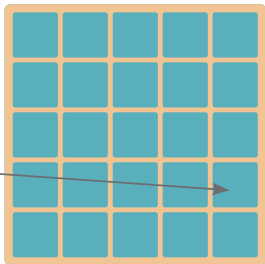
- Colocar o tabuleiro de jogo em frente do jogador.
- Escolher uma carta desafio.

O nível de dificuldade vai aumentando de 1 a 4.

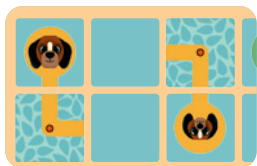
Indicado aqui →



- Colocar as fichas dos animais no tabuleiro, conforme indicado na carta desafio.



- Com a ajuda das peças de caminho, ligar os animais da mesma família. A cor do caminho corresponde à cor da base de cada animal.

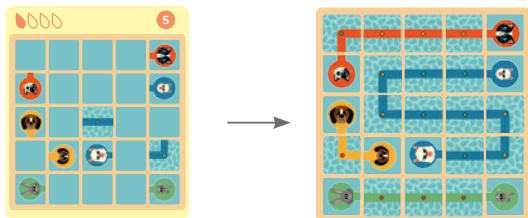


As peças de caminho são ilustradas de forma diferente na frente e no verso. É possível jogar com qualquer um dos lados.

Uma pequena dica: a cor do ponto indica a cor do caminho do outro lado da peça.



Exemplo de desafio:



 = animal desconhecido.

Apenas uma solução para cada desafio!
As soluções encontram-se no final deste folheto.

NL LOGICASPEL



DOEL VAN HET SPEL

De dieren van dezelfde familie met elkaar verbinden.

INHOUD VAN HET SPEL

- 20 uitdaging斯卡arten
- 8 dierenfiches
- 17 tegels
- 1 speelbord



SPELVERLOOP



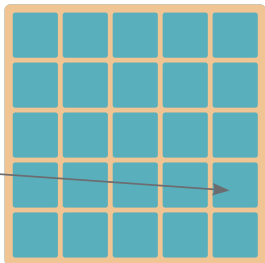
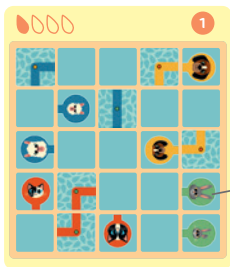
- Leg het bord voor je neer.
- Kies een uitdaging斯卡art.

De moeilijkheidsgraad loopt op van 1 tot 4.

Wordt hier aangeduid →

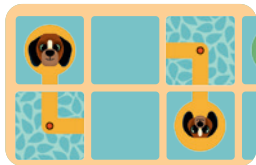


- Plaats de dierenfiches op het bord zoals aangegeven op de uitdaging斯卡art.



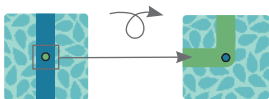
- Gebruik de tegels om de dieren van dezelfde familie met elkaar te verbinden.

De kleur van het pad komt overeen met de achtergrondkleur van elk dier.

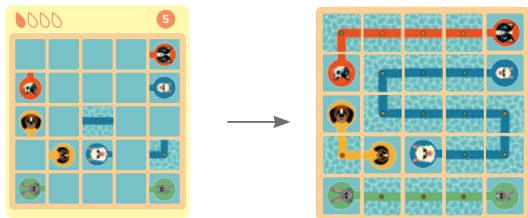



De tegels hebben verschillende illustraties op de voor- en achterkant. Je kunt met beide kanten spelen.

Tip: de kleur van de stip geeft de kleur van het pad aan de andere kant van de tegel aan.



Voorbeeld van een uitdaging:



 = onbekend dier.

Voor elke uitdaging is maar één oplossing!
De oplossingen staan achter in dit boekje.



SPELETS MÅL

Förena djuren i samma familj med varandra.

SPELINNEHÅLL



- 20 utmaningskort
- 8 djurbrickor
- 17 vägplattor
- 1 spelplan

SPELETS GÅNG

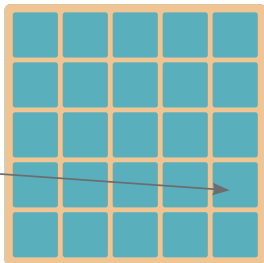
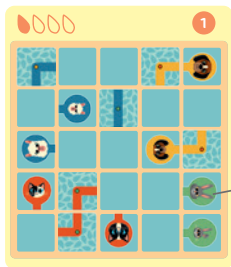


- Placera spelplanen framför dig.
 - Välj ett utmaningskort.
- Svårighetsgraden är ökande, från 1 till 4.

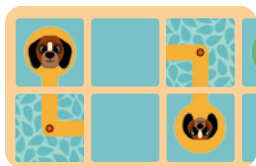
Visas här →



- Placera djurbrickorna på spelplanen enligt vad som anges på utmaningskortet.

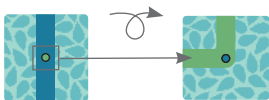


- Före djuren i samma familj med varandra med hjälp av vägplattorna. Färgen på vägen motsvarar färgen som visas bakom respektive djur.

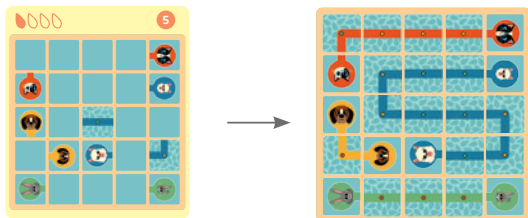


Vägplattorna ser olika ut på fram- och baksidan.
Du kan använda vilken sida du vill.

Ett litet tips: Färgen på punkten anger vägens färg på plattans andra sida.



Exempel på utmaning:



 = okänt djur.

Varje utmaning har endast en lösning!
Lösningarna står längst bak i detta häfte.

DK LOGIKSPIL



SPILLETS FORMÅL

At forbinde dyr fra samme familie.

SPILLETS INDHOLD



- 20 udfordringskort
- 8 dyrebrikker
- 17 vejbrikker
- 1 spilleplade

SÅDAN FOREGÅR SPILLET

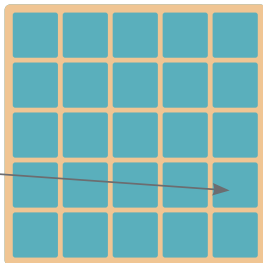
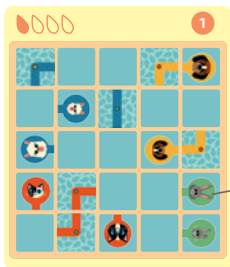


- Læg spillepladen foran dig.
 - Vælg et udfordringskort.
- Sværhedsgraden stiger fra 1-4.

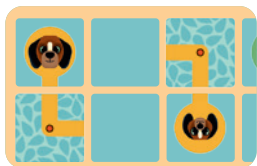
Angivet her →



- Læg dyrebrikkerne på pladen som angivet på udfordringskortet.

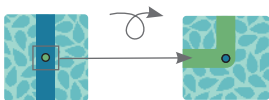


- Forbind dyrene fra samme familie med vejbrikkerne.
Farven på vejen svarer til grundfarven på hvert dyr.

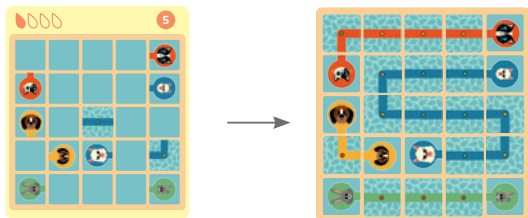


Vejbrikkerne er forskellige på for- og bagside.
Du kan spille med begge sider.

Godt råd: prikkens farve angiver farven på vejen på den anden side af brikken.



Eksempel på en udfordring:



 = ukendt dyr.

Kun 1 løsning til hver udfordring!
Løsningerne findes i slutningen dette hæfte.

RUS ЛОГИЧЕСКАЯ ИГРА

**ЦЕЛЬ ИГРЫ**

Соединить друг с другом животных из одного семейства.

ИГРОВОЙ КОМПЛЕКТ

- 20 карточек с заданиями
- 8 фишек с изображением животных
- 17 табличек-указателей
- 1 игровое поле

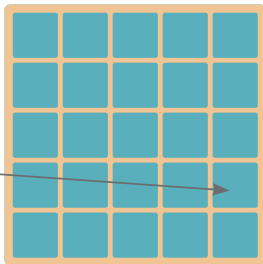
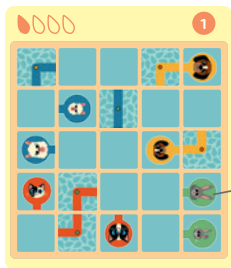
ХОД ИГРЫ

- Положите перед собой игровое поле.
 - Выберите карточку с заданием.
- В игре предусмотрено четыре уровня сложности.

Уровень показан здесь →

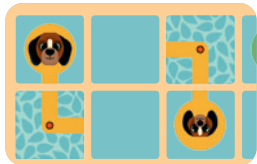


- Поместите фишки с животными на игровое поле так, как указано на карточке с заданием.



- С помощью табличек-указателей соедините вместе животных из одного семейства.

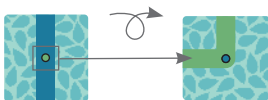
Цвет дорожки соответствует цвету фишки с животным.



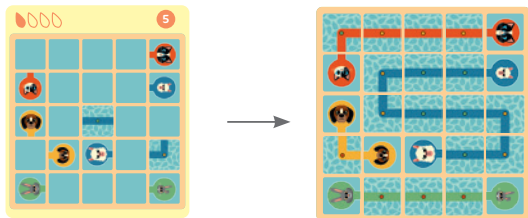
Изображения с одной и другой стороны табличек-указателей различаются.

Вы можете использовать любую из сторон.

Подсказка: цвет точки указывает на цвет дорожки с другой стороны таблички.



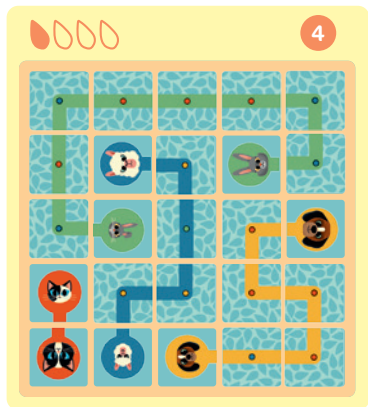
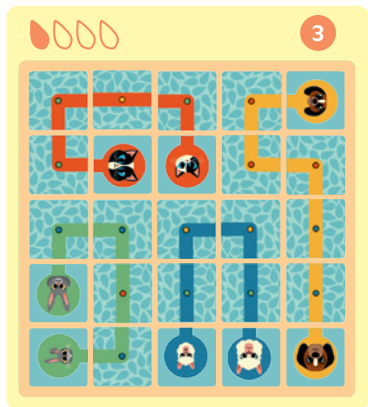
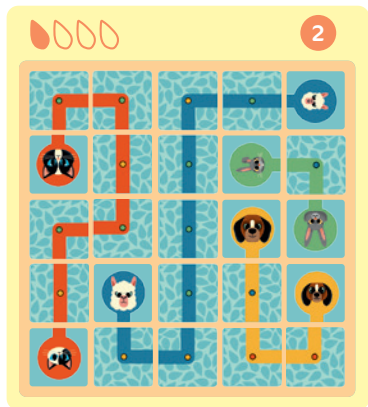
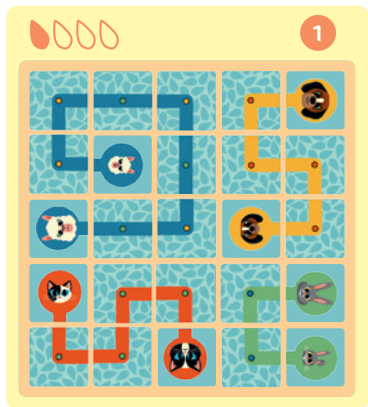
Пример задания:

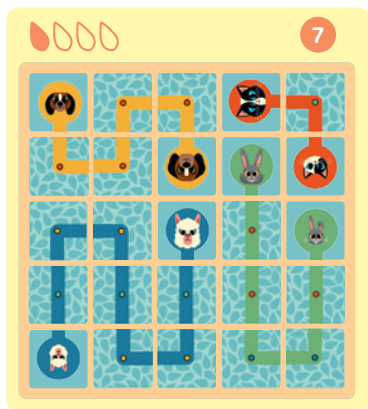
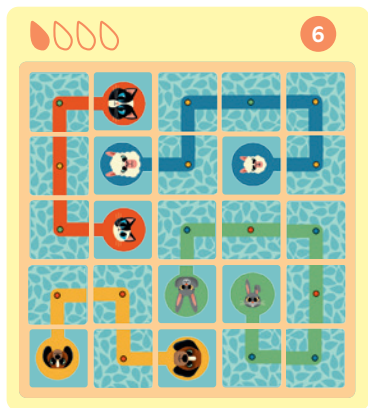
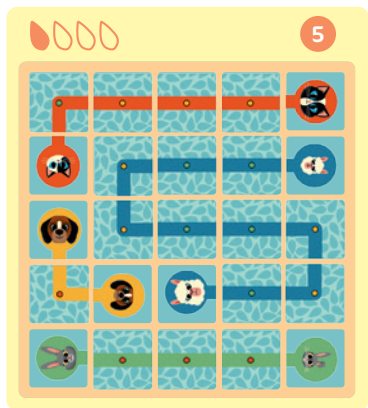


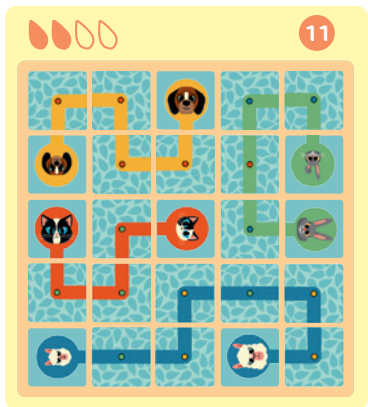
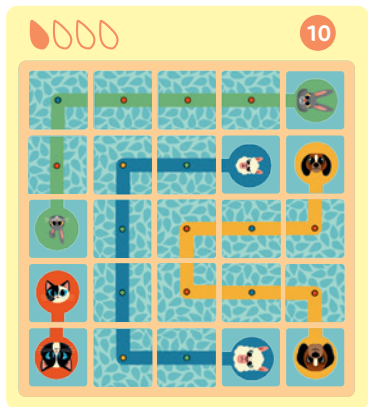
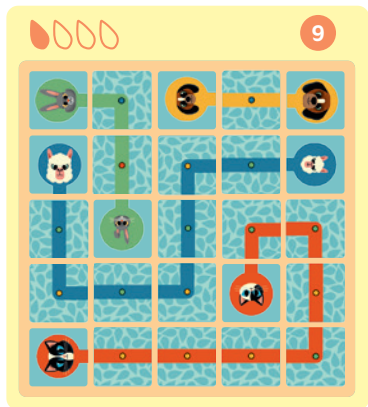
 = неизвестное животное.

У каждого задания есть только одно решение!

Решения приведены в конце брошюры.

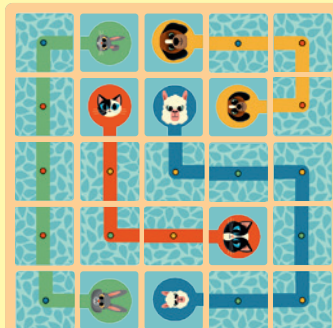




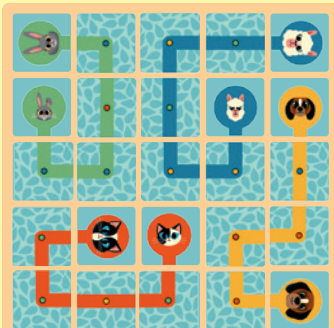




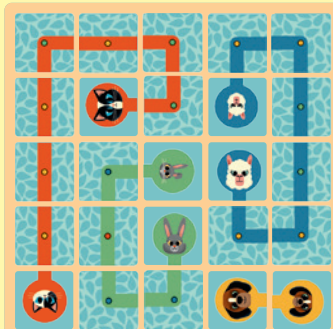
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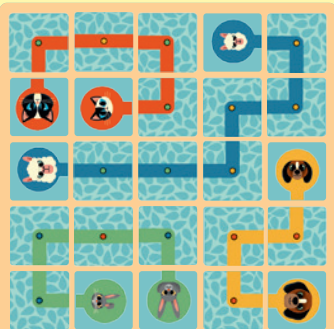
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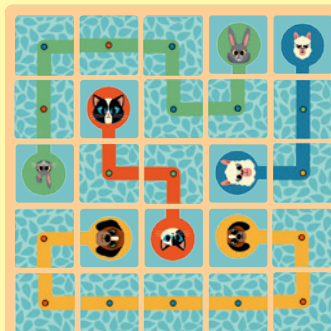


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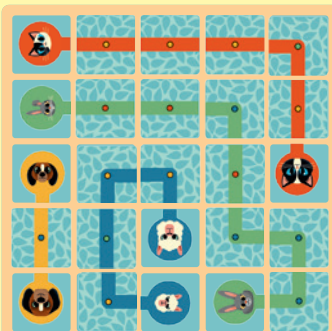




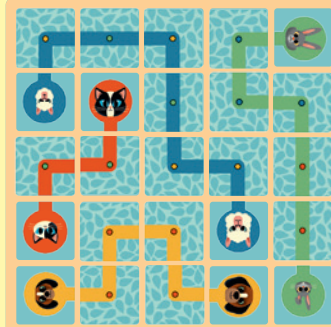
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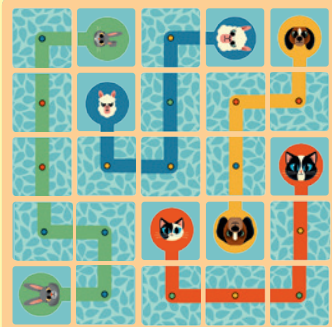
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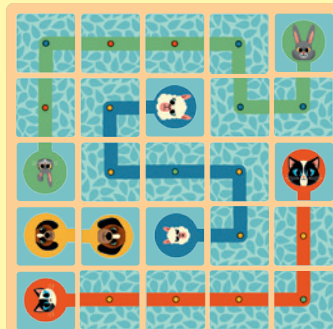


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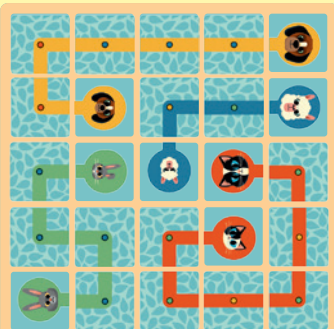




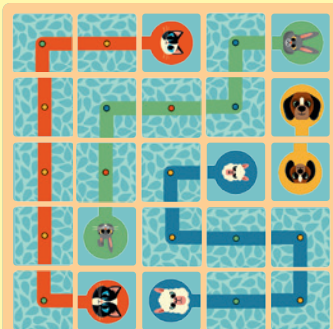
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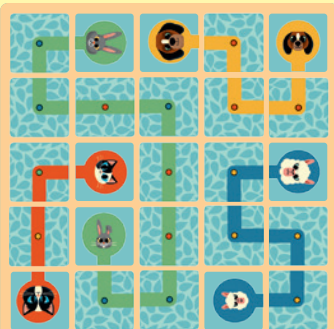
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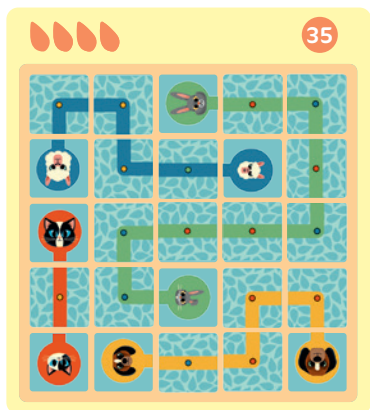
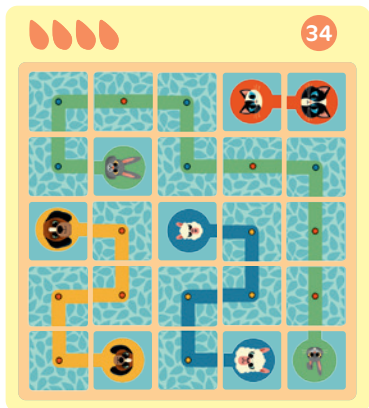
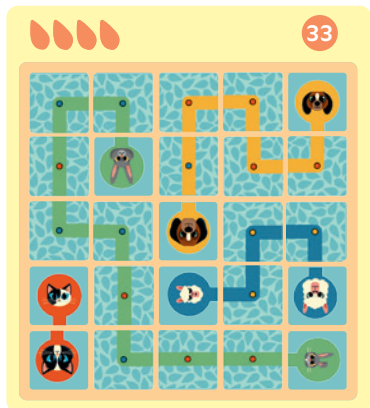


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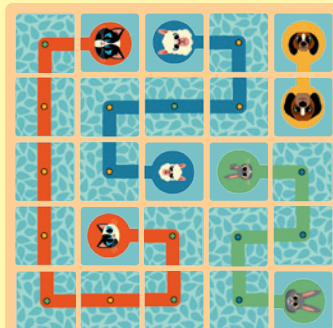
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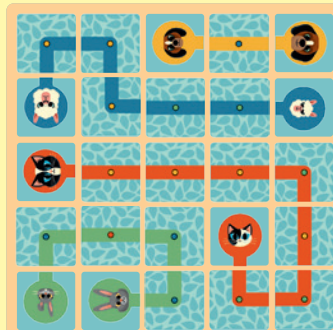
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40



PATH PATH LOGIC

40 CHALLENGES

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