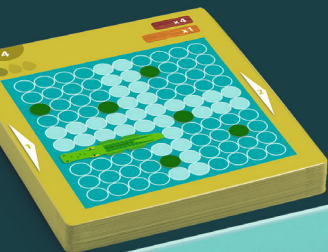


FR RÈGLES DU JEU EN RULES OF THE GAME DE SPIELREGELN ES REGLAS DEL JUEGO
IT REGOLE DEL GIOCO PT REGRAS DO JOGO NL SPELREGELS SE SPELREGLER
DA SPILLEREGLER RU ПРАВИЛА ИГРЫ

CROCO BRIDGE

60 CHALLENGES



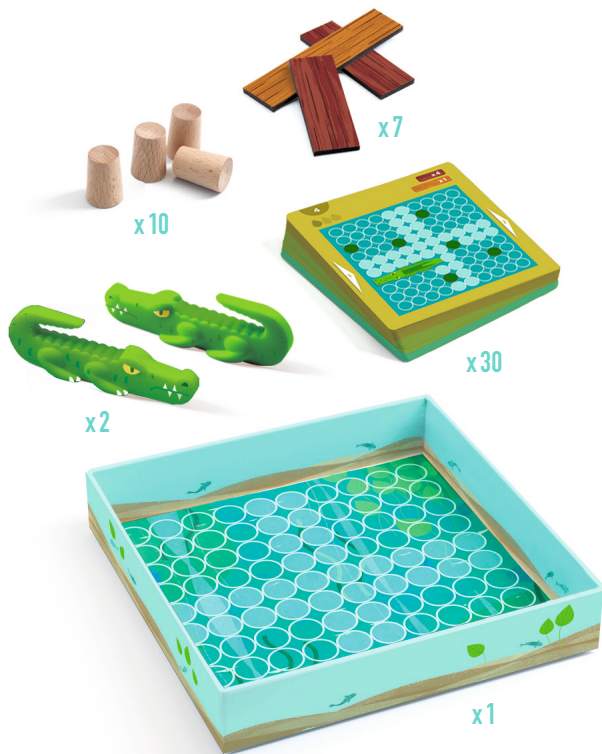
AUTHOR
VALÉRY FOURCADE
DESIGN
BENJAMIN FLOUW

5-99
ANS YEARS
AÑOS JAHRE

SOLOGIC



CROCO BRIDGE



FR

4 - 7

EN

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DE

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ES

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IT

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PT

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NL

28 - 31

SE

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DA

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RU

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FR JEU DE LOGIQUE



BUT DU JEU

Rallier la rive du fleuve indiquée, sans passer par-dessus les crocodiles.

DÉROULEMENT DU JEU



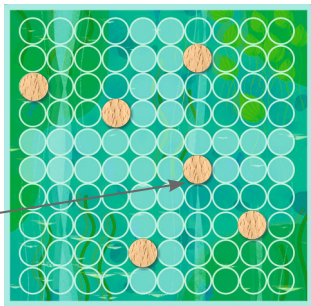
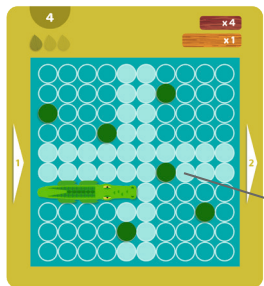
- Placer le plateau de jeu (fond de boîte) devant soi.
- Choisir une carte-défi.

Le niveau de difficulté est croissant de 1 à 3.

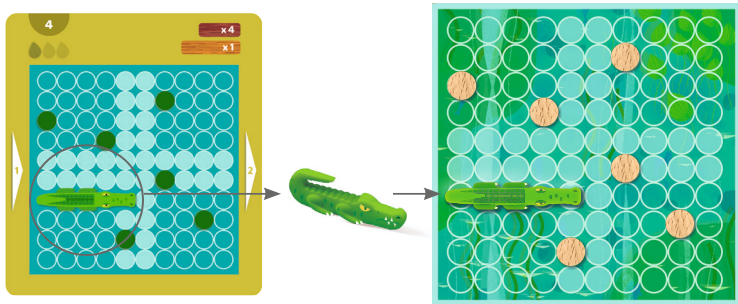
Indiqué ici →



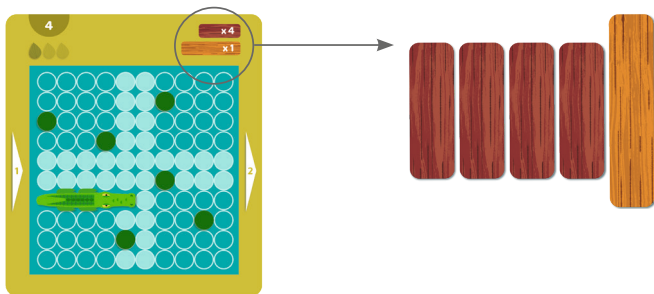
- Placer les troncs sur le plateau, comme indiqué sur la carte-défi.



- Placer le ou les crocodiles, comme indiqué sur la carte-défi.



- Prendre les planches indiquées sur la carte-défi.



- Former un chemin qui va du point de départ:



- au point d'arrivée: en construisant un pont.

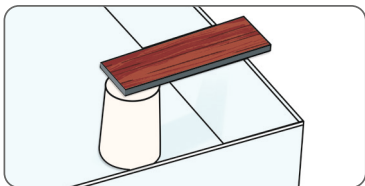


• Construire des ponts

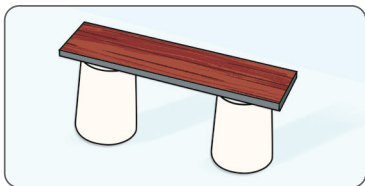
Pour construire un pont, il faut utiliser des planches.

Une planche peut reposer entre :

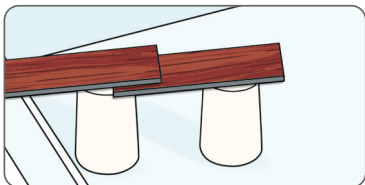
• le bord de la boîte et un tronc



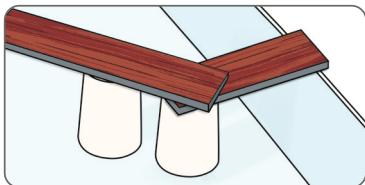
• 2 troncs



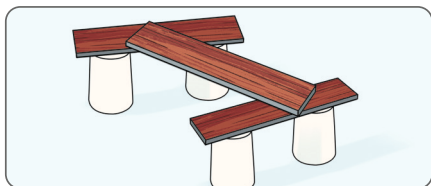
*• une planche déjà posée
et le bord de la boîte*



*• une planche déjà posée
et un tronc.*



• une planche peut reposer entre deux planches déjà posées.





La planche **doit** être solidement posée : cela ne doit pas être instable.

La planche **peut** être placée dans l'orientation de son choix.

La planche **ne peut pas** :

- passer par-dessus un crocodile, même partiellement,
- reposer sur un seul tronc ou sur une seule planche déjà posée,
- reposer sur 2 bords du plateau.

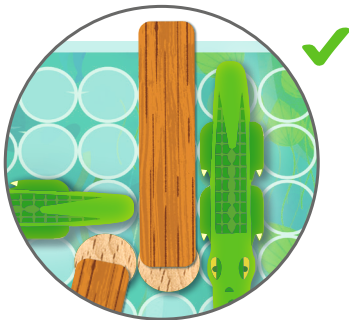
• Créer un chemin

Le chemin unique et continu entre un bord de la boîte  et un autre bord  se compose de ponts faits avec des planches.

Le chemin peut passer par un ou 2 autre(s) bord(s) de la boîte (autre que celui de départ ou celui d'arrivée).

Il est continu même lorsque 2 troncs portant une planche se touchent (seulement de façon orthogonale).

Exemple :



À chaque défi, une seule solution !

Les solutions se trouvent à la fin de ce livret.

Un jeu de Valéry Fourcade.

EN A GAME OF LOGIC



AIM OF THE GAME

Get to the side of the river indicated, without stepping over the crocodiles.

CONTENTS OF THE GAME



- 30 double-sided challenge cards
- 2 hungry crocodiles
- 10 logs
- 7 planks (5 small and 2 large)
- 1 game board at the bottom of the box

HOW TO PLAY



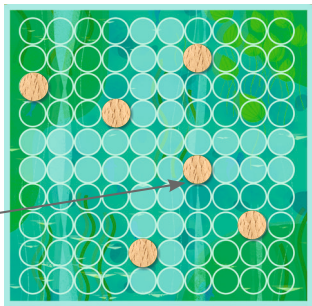
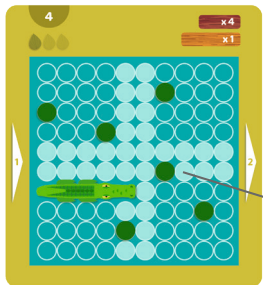
- Place the game board (the bottom of the box) in front of you.
- Choose a challenge card.

The game features increasing levels of difficulty from 1 to 3.

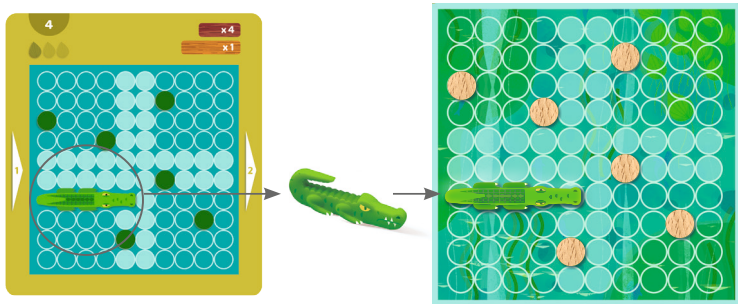
Indicated here →



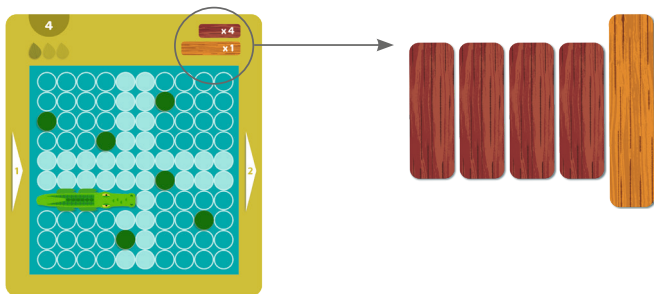
- Place the logs on the board as shown on the challenge card.



- Place the crocodile(s) on the board as shown on the challenge card.



- Take the planks shown on the challenge card.



- Build a bridge to form a path from the starting point:



- to the finish point.



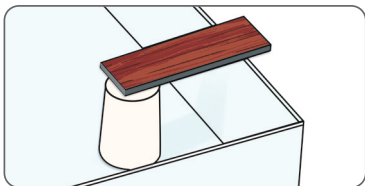
EN A GAME OF LOGIC

• **Building bridges**

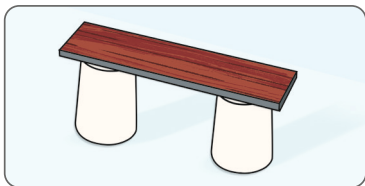
To build a bridge, you must use the planks.

A plank can be laid between:

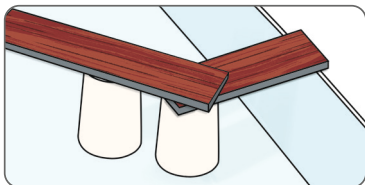
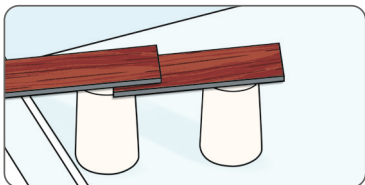
• *The edge of the box and a log.*



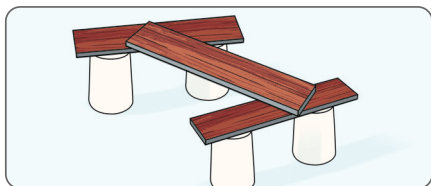
• *2 logs.*



• *A plank already in place and the edge of the box.*



A plank can be laid between two planks already in place.



The plank **must** be laid firmly in place – it should not be unstable.

The plank **can** be placed in any direction.

The plank **cannot**:

- Pass over a crocodile, even partially.
- Be supported by a single log only or a single plank already in place.
- Be laid between 2 edges of the box

• Creating a path

The single, continuous path between one edge of the box



and the other edge

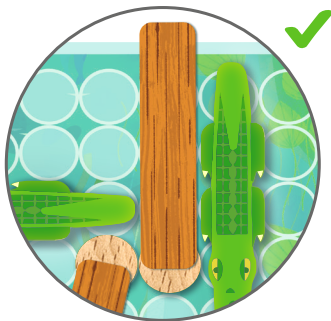


is made up of bridges built from planks.

The path can pass by one or 2 edges of the box (other than the starting edge and the finish edge).

The path is also considered continuous when 2 logs carrying planks are touching (only if they are horizontally or vertically adjacent).

Example:



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

*A game by
 Valéry Fourcade.*

DE LOGIKSPIEL

ZIEL DES SPIELS

Erreichst du das Flussufer, ohne auf die Krokodile zu treten?

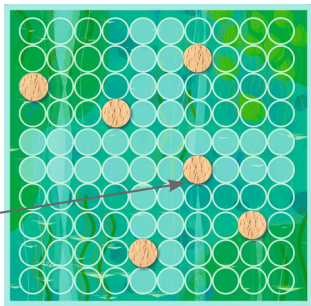
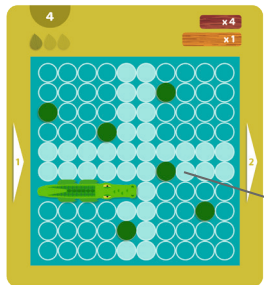
SPIELABLAUF


- Leg den Spielplan vor dich auf den Tisch.
 - Wähle eine Aufgabenkarte.
- Es gibt die Level 1 bis 3.

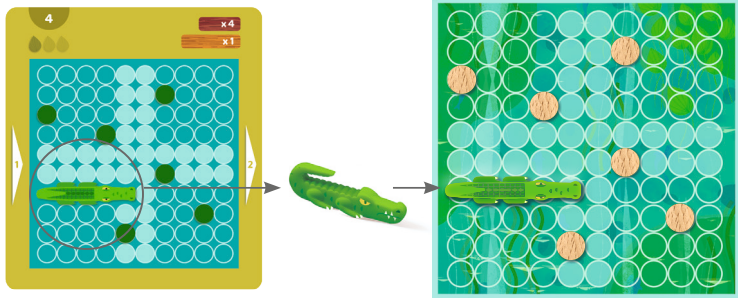
Je mehr Tropfen, desto anspruchsvoller →



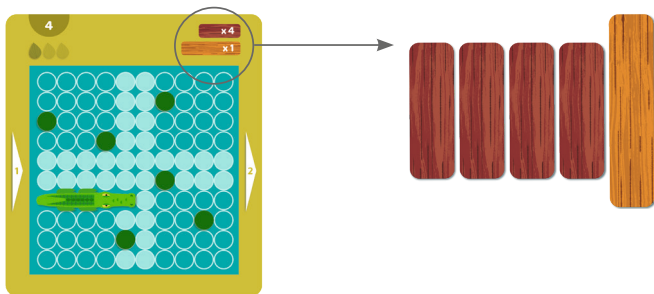
- Stell die Pfeiler gemäß der Aufgabenkarte auf den Spielplan.



- Leg ein oder zwei Krokodile gemäß der Aufgabenkarte auf den Spielplan.



- Nimm die Bretter, die auf der Aufgabenkarte angegeben sind.



- Bau eine Brücke vom Startpunkt:



- bis zum Zielpunkt.



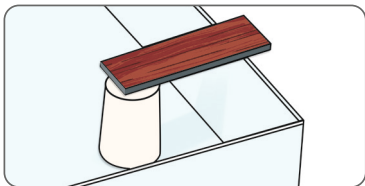
DE LOGIKSPIEL

• Brücken bauen

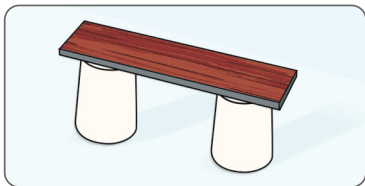
Für den Brückenbau müssen Bretter verwendet werden.

Ein Brett kann wie folgt liegen:

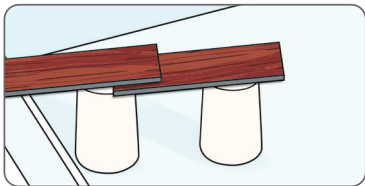
- *zwischen dem Schachtelrand und einem Pfeiler*



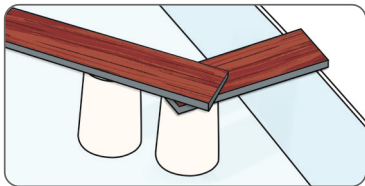
- *zwischen 2 Pfeilern*



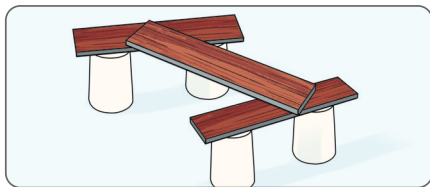
- *zwischen einem bereits verlegten Brett und dem Schachtelrand*



- *zwischen einem bereits verlegten Brett und einem Pfeiler*



- *zwischen zwei bereits verlegten Brettern*





Das Brett **muss** fest aufliegen: Es darf nicht instabil sein.

Das Brett **kann** in jeder beliebigen Ausrichtung gelegt werden.

Das Brett **darf nicht**:

- über ein Krokodil führen, auch nicht teilweise,
- auf einem einzelnen Pfeiler oder auf einem einzelnen bereits verlegten Brett ruhen,
- auf zwei Rändern der Schachtel ruhen.

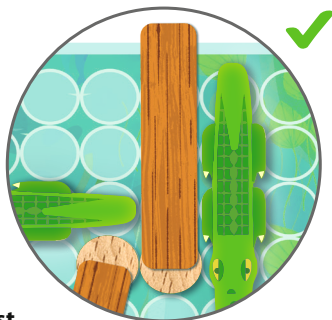
• Einen Weg bauen

Der einzelne durchgehende Weg zwischen  und  führt über die Bretter, aus denen Brücken gebaut sind.

Der Weg kann über eine oder zwei andere Schachtelränder führen (zusätzlich zu den Rändern von Start- oder Zielpunkt).

Er gilt selbst dann als durchgehend, wenn sich zwei Pfeiler, die jeweils ein Brett tragen, auf dem Spielplan berühren (sie dürfen aber nicht diagonal zueinander auf dem Spielplan stehen).

Beispiel:



**Für jede Aufgabe
gibt es nur eine
Lösung!**

**Die Lösungen findest
du am Ende dieser Anleitung.**

*Ein Spiel von
Valéry Fourcade.*

ES JUEGO DE LÓGICA



OBJETIVO DEL JUEGO

Llegar hasta la orilla del río indicada sin pasar por encima de los cocodrilos.

CONTENIDO DEL JUEGO



- 30 cartas-reto con lado anverso y reverso
- 2 temibles cocodrilos
- 10 troncos
- 7 tabloncitos (5 pequeños y 2 grandes)
- 1 tablero de juego en el fondo de la caja

DESARROLLO DEL JUEGO



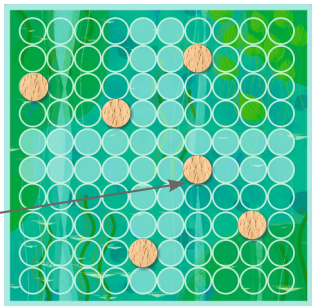
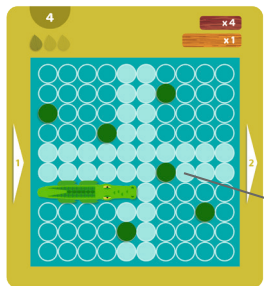
- Colocarse el tablero de juego (fondo de la caja) delante.
- Elegir una cartas-reto.

El nivel de dificultad es creciente y va de 1 a 3.

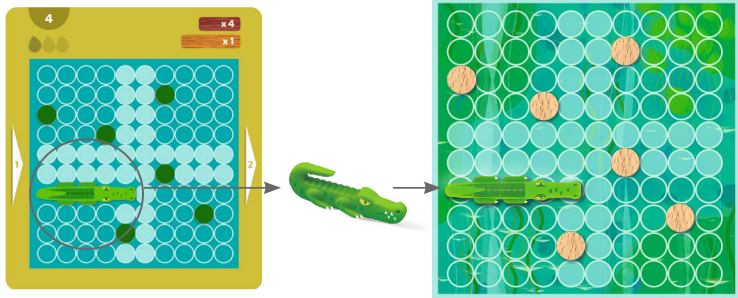
Está indicado aquí →



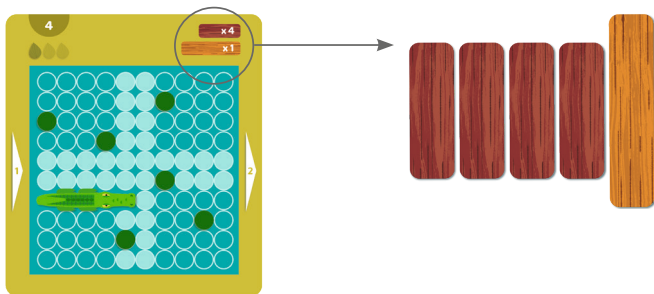
- Colocar los troncos sobre el tablero, como se indica en la carta-reto.



- Colocar el/los cocodrilo(s) como se indica en la carta-reto.



- Coger los tabloncitos que se indican en la carta-reto.



- Formar un camino que vaya desde el punto de partida...



- ...hasta el punto de llegada construyendo un puente.



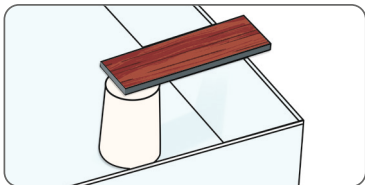
ES JUEGO DE LÓGICA

• Construir puentes

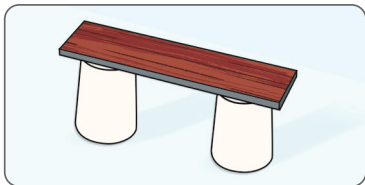
Para construir un puente es necesario utilizar tablones.

Un tablón puede colocarse sobre:

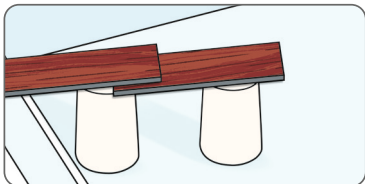
• *el borde de la caja y un tronco*



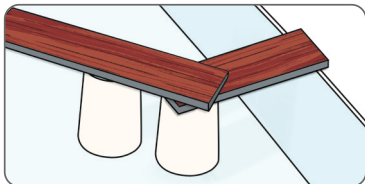
• *2 troncos*



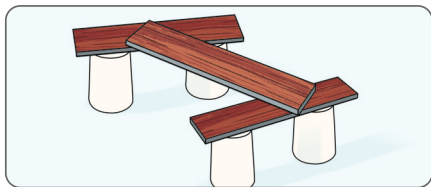
• *un tablón ya colocado y el borde de la caja*



• *un tablón ya colocado y un tronco*



• *un tablón puede colocarse sobre dos tablonces ya colocados.*



El tablón **tiene que** estar colocado firmemente; no puede estar inestable.

El tablón **puede** colocarse en el sentido deseado.

El tablón **no puede**:

- pasar por encima de un cocodrilo, ni siquiera parcialmente;
- estar colocado sobre un único tronco o tablón ya colocado;
- estar colocado sobre 2 bordes de la caja.

• Crear un camino

El camino único y continuo entre un borde de la caja



y otro borde

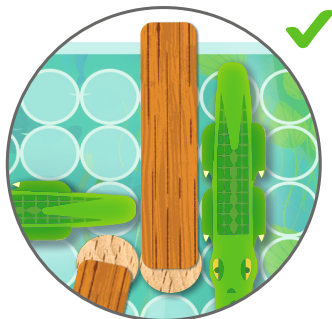


está formado por puentes hechos con tablones.

El camino puede pasar por uno o 2 bordes de la caja (que no sean el de partida ni el de llegada).

Es continuo incluso cuando se tocan 2 troncos que sujetan un tablón (solo de forma ortogonal).

Ejemplo:



**Para cada reto solo existe una solución.
Las soluciones se encuentran al final de este folleto.**

*Un juego de
Valéry Fourcade.*

IT GIOCO DI LOGICA



SCOPO DEL GIOCO

Raggiungere la riva del fiume indicata, senza passare sopra ai cocodrilli

CONTENUTO DEL GIOCO



- 30 carte sfida fronte retro
- 2 cocodrilli famelici
- 10 tronchi
- 7 assi (5 piccole e 2 grandi)
- 1 tabellone da gioco sul fondo della scatola

SVOLGIMENTO DEL GIOCO



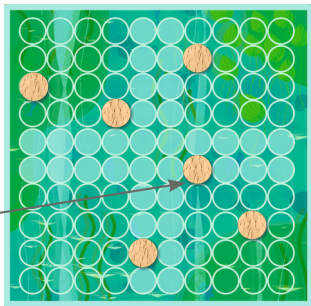
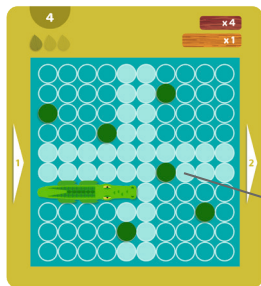
- Posizionare il tabellone di gioco (fondo della scatola) davanti a sé.
- Scegliere una carta sfida.

Il livello di difficoltà è crescente da 1 a 3.

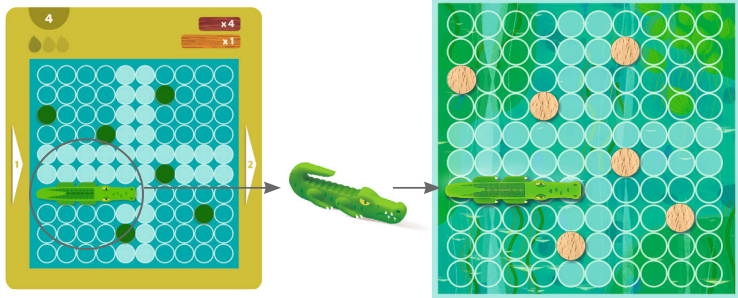
Indicato qui →



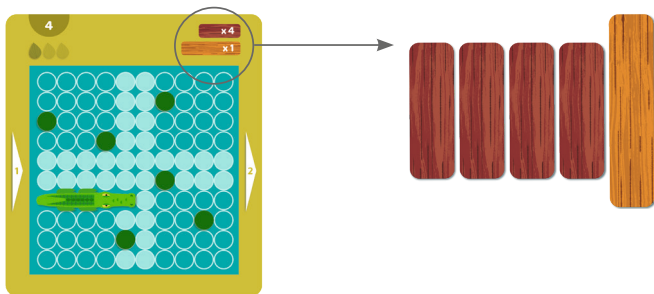
- Posizionare i tronchi sul tabellone come indicato sulla carta sfida.



- Posizionare il cocodrillo, o i cocodrilli, come indicato sulla carta sfida.



- Prendere le assi indicate sulla carta sfida.



- Creare un percorso che va dal punto di partenza:



- al punto d'arrivo: costruendo un ponte.



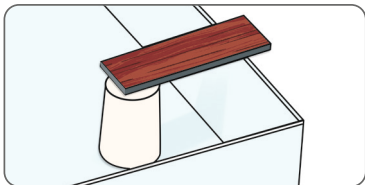
IT GIOCO DI LOGICA

• Costruire dei ponti

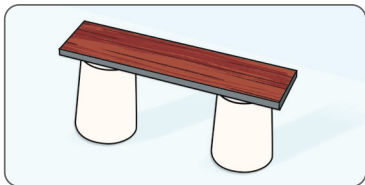
Per costruire un ponte, si devono usare le assi.

Si può poggiare un'asse tra:

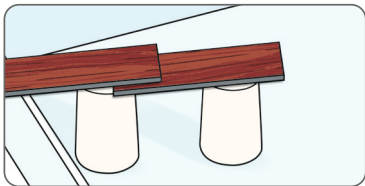
• il bordo della scatola e un tronco



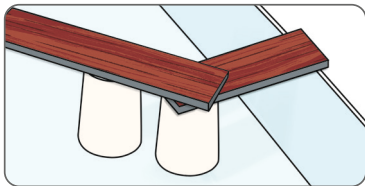
• 2 tronchi



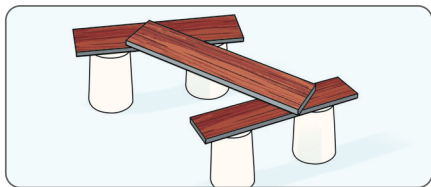
• un'asse già posizionata e il bordo della scatola



• un'asse già posizionata e un tronco



• si può poggiare un'asse tra due assi già posizionate.



L'asse **deve** essere posizionata saldamente: non deve essere instabile.

L'asse **può** essere posizionata nel senso desiderato.

L'asse **non può**:

- passare sopra a un cocodrillo, neppure in parte;
- poggiare su un solo tronco o una sola asse già posizionata;
- poggiare su 2 bordi della scatola.

• Creare un percorso

Il percorso unico e continuo che collega un bordo della scatola all'altro è costituito da ponti fatti con assi.



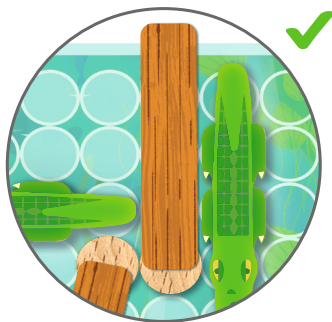
all'altro



Il percorso può passare da uno o 2 bordi della scatola (diversi da quello di partenza o di arrivo).

È continuo anche quando 2 tronchi che reggono un'asse si toccano (solo ortogonalmente).

Esempio:



Ogni sfida ha solo una soluzione!
Le soluzioni sono in fondo a questo libretto.

*Un gioco di
 Valéry Fourcade*

PT JOGO DE LÓGICA



OBJETIVO DO JOGO

Ligar a margem do rio indicada, sem passar por cima dos crocodilos.

CONTEÚDO DA EMBALAGEM



- 30 cartas-desafio, frente e verso
- 2 crocodilos assustadores
- 10 troncos
- 7 tábuas (5 pequenas e 2 grandes)
- 1 tabuleiro de jogo no fundo da caixa

COMO JOGAR



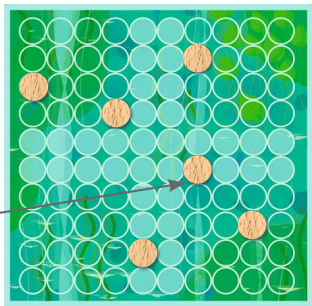
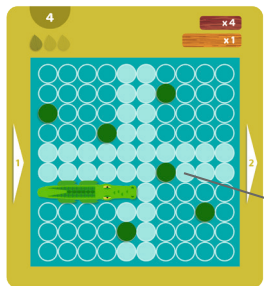
- Colocar o tabuleiro de jogo (fundo da caixa) em frente do jogador.
- Escolher uma carta-desafio.

O nível de dificuldade vai aumentando de 1 a 3.

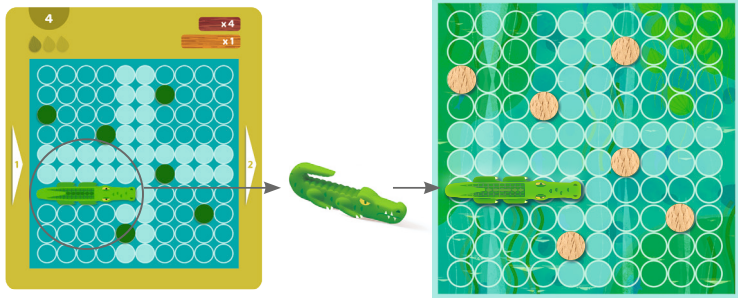
Indicado aqui →



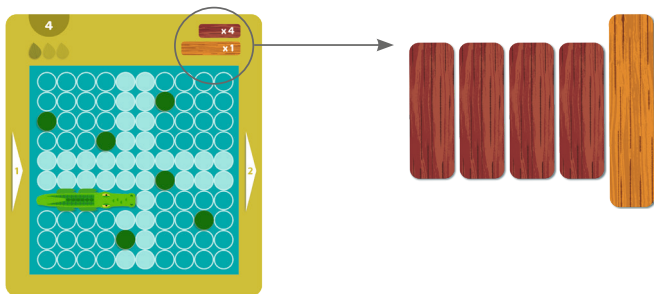
- Colocar os troncos no tabuleiro, tal como indicado na carta-desafio.



- Colocar o ou os crocodilos, tal como indicado na carta-desafio.



- Pegar nas tábuas indicadas na carta-desafio.



- Formar um caminho que vai do ponto de partida:



- até ao ponto de chegada: construindo uma ponte.



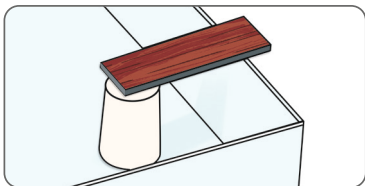
PT JOGO DE LÓGICA

• Construir pontes

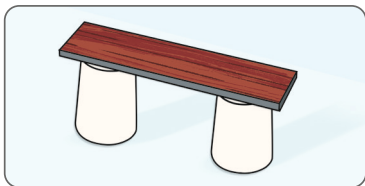
Para construir uma ponte, é preciso utilizar tábuas.

Uma tábua pode ser colocada entre:

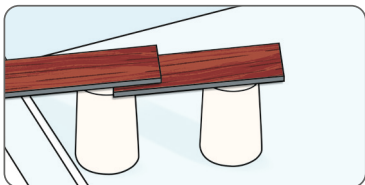
• *a borda da caixa e um tronco*



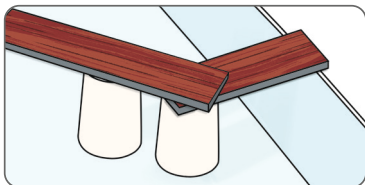
• *2 troncos*



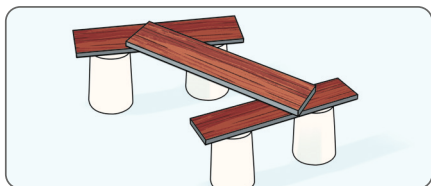
• *uma tábua já posta e a borda da caixa*



• *uma tábua já posta e um tronco.*



• *uma tábua pode ser colocada entre duas tábuas já postas.*



A tábua **tem** de ser colocada de forma sólida: não pode ser instável.

A tábua **pode** ser colocada na orientação escolhida.

A tábua **não pode**:

- passar por cima de um crocodilo, mesmo parcialmente,
- assentar sobre um só tronco ou sobre uma só tábua, já colocada,
- assentar sobre 2 bordas da caixa.

• Criar um caminho

O caminho único e contínuo entre uma borda da caixa



e a outra borda

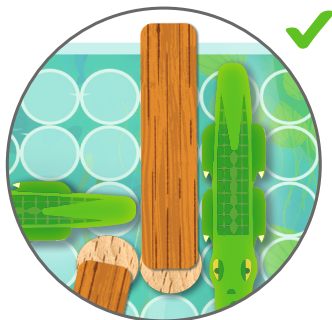


é composto por pontes feitas com tábuas.

O caminho pode passar por uma ou 2 outra(s) borda(s) da caixa (além da borda de partida ou de chegada).

Continua a ser contínuo mesmo quando 2 troncos que apoiam uma tábua se tocam (só de forma ortogonal).

Exemplo:



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

*Um jogo de
 Valéry Fourcade.*

NL LOGICASPEL



DOEL VAN HET SPEL

De aangeduide rivieroever bereiken zonder over de krokodillen te gaan.

INHOUD VAN HET SPEL



- 30 dubbelzijdige uitdaging斯卡arten
- 2 enge krokodillen
- 10 boomstammen
- 7 plankjes (5 kleine en 2 grote)
- 1 speelbord op de bodem van de doos

SPELVERLOOP



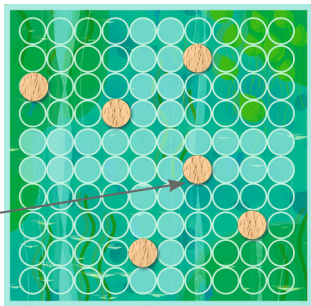
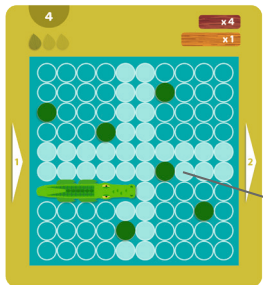
- Leg het speelbord (bodem van de doos) voor je neer.
- Kies een uitdaging斯卡art.

De moeilijkheidsgraad loopt op van 1 tot 3.

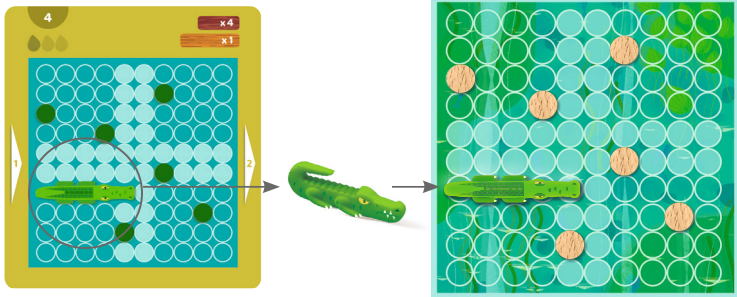
Wordt hier aangeduid →



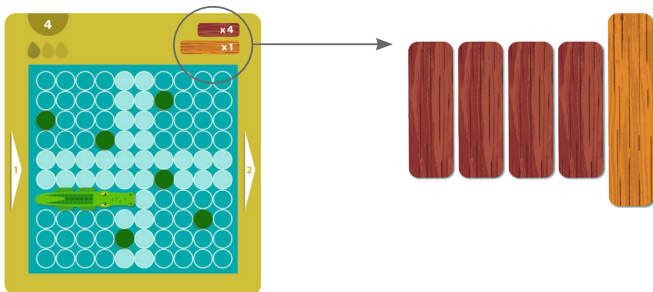
- Plaats de boomstammen op het bord zoals aangegeven op de uitdaging斯卡art.



- Plaats de krokodil(len) zoals aangegeven op de uitdagingkaart.



- Pak de plankjes die op de uitdagingkaart staan aangegeven.



- Maak een pad van het beginpunt:



- naar het eindpunt:
door een brug te bouwen.



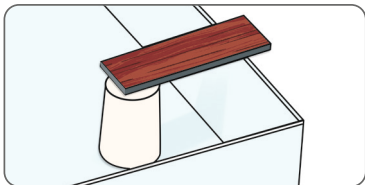
NL LOGICASPEL

• Bruggen bouwen

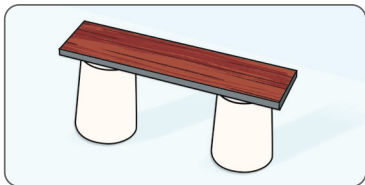
Maak gebruik van de plankjes om een brug te bouwen.

Je kunt een plankje plaatsen tussen:

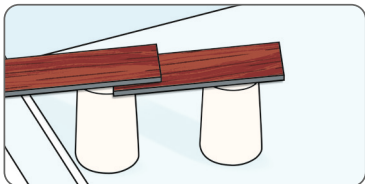
• de rand van de doos en een boomstam



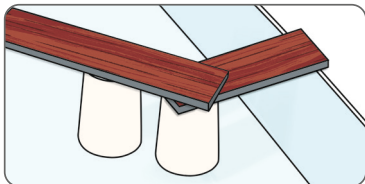
• 2 boomstammen



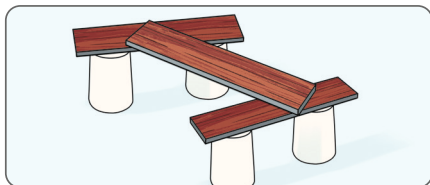
• een plankje dat al gelegd is en de rand van de doos



• een plankje dat al gelegd is en een boomstam



• een plankje kan tussen twee reeds gelegde plankjes worden geplaatst.



Het plankje **moet** stevig op zijn plek liggen: het mag niet wankelen.

Het plankje **mag** in elke richting worden gelegd.

Het plankje **mag niet**:

- over een krokodil heen worden gelegd, ook niet voor een deel,
- op één boomstam of op één reeds gelegd plankje worden geplaatst,
- op 2 randen van de doos worden gelegd.

• Een pad maken

Het enige doorlopende pad tussen de ene rand van de doos



en de andere rand

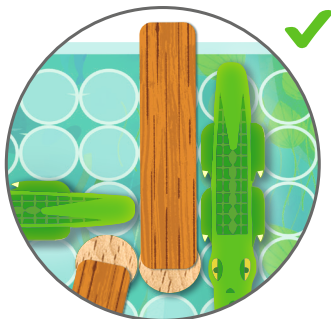


bestaat uit bruggen van plankjes.

Het pad mag langs één of 2 andere rand(en) van de doos lopen (maar niet die van het beginpunt of het eindpunt).

Het pad wordt ook als doorlopend beschouwd als 2 boomstammen met een plankje elkaar raken (alleen horizontaal of verticaal).

Voorbeeld:



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

*Een spel van
 Valéry Fourcade.*

SE LOGIKSPEL



SPELETS MÅL

Att ta sig över till den angivna flodstranden utan att passera ovanför krokodilerna.

SPELETS GÅNG

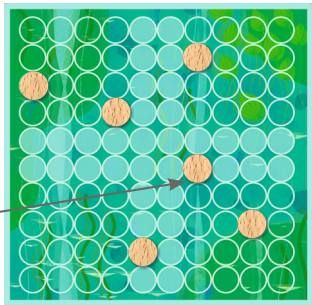
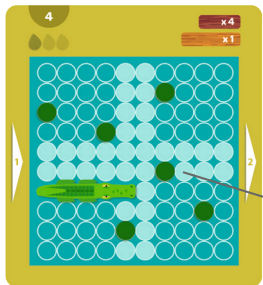


- Placera spelplanen (spelkartongens botten) framför dig.
 - Välj ett utmaningskort.
- Svårighetsgraden är ökande från 1 till 3.

Anges här →



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

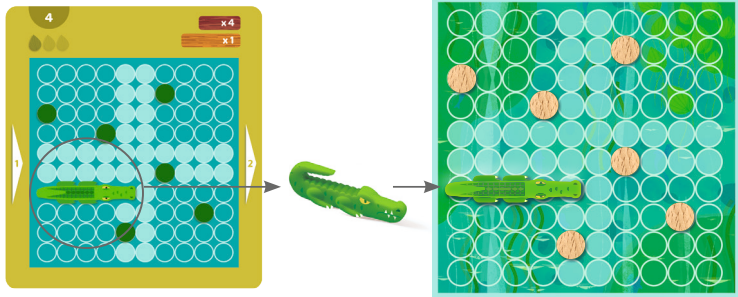


SPELINNEHÅLL

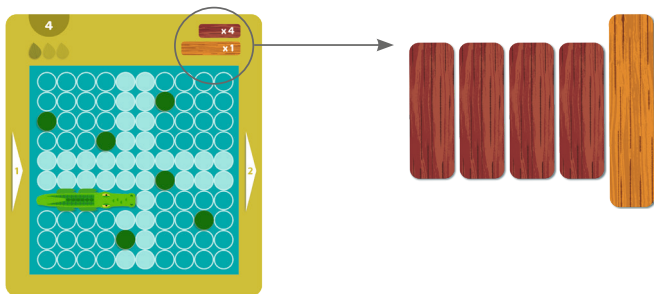


- 30 tvåsidiga utmaningskort
- 2 lömska krokodiler
- 10 stockar
- 7 plankor (5 små och 2 stora)
- 1 spelplan på spelkartongens botten

- Placera en eller två krokodiler på spelplanen så som anges på utmaningskortet.



- Ta de plankor som anges på utmaningskortet.



- Skapa en väg som går från start:



- till mål:
genom att bygga en bro. 2



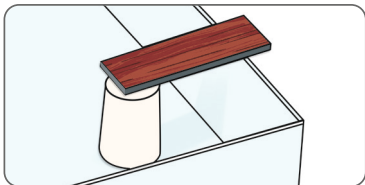
SE LOGIKSPEL

• **Bygga broar**

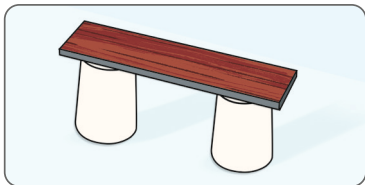
För att bygga en bro använder du plankor.

En plankor kan vila mellan:

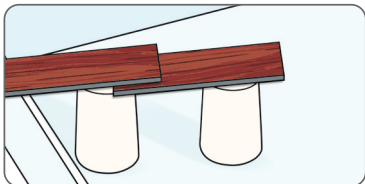
• *spelkartongens kant och en stock*



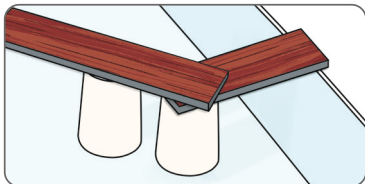
• *2 stockor*



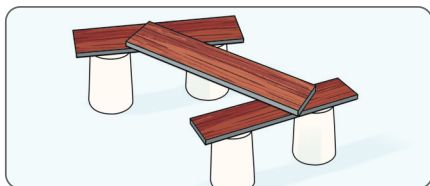
• *en redan utplacerad plankor och spelkartongens kant*



• *en redan utplacerad plankor och en stock*



• *en plankor kan vila mellan två redan utplacerade plankor.*



Plankan **måste** vila stadigt: den får inte ligga ostadigt.

Plankan **kan** placeras i valfri riktning.

Plankan **kan inte**:

- ligga över en krokodil, ens delvis,
- vila mot en enda stock eller på en enda redan utplacerad plank, a,
- vila mot 2 av spelkartongens kanter.

• Skapa en väg

En enda och sammanhängande väg mellan en av spelkartongens kanter

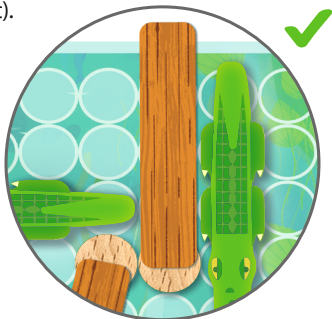


och en annan kant  utgörs av broar som skapas med plankorna.

Vägen kan gå via en annan eller 2 andra av spelkartongens kanter (förutom start och mål).

Den är sammanhängande även om 2 stockar som bär en plank vidrör varandra (endast nedanför/ovanför eller bredvid, ej diagonalt).

Exempel:



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

*Ett spel av
 Valéry Fourcade.*

DA LOGIKSPIL



SPILLETS FORMÅL

At forbinde den angivne flodbred uden at gå over krokodillerne.

SÅDAN FOREGÅR SPILLET

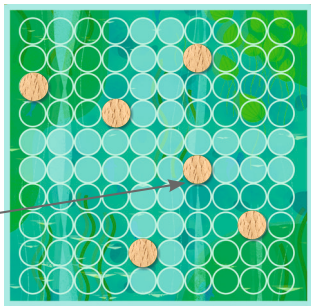
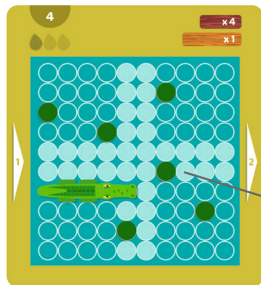


- Læg spillepladen (bunden af æsken) foran dig.
 - Vælg et udfordringskort.
- Sværhedsgraden stiger fra 1-3.

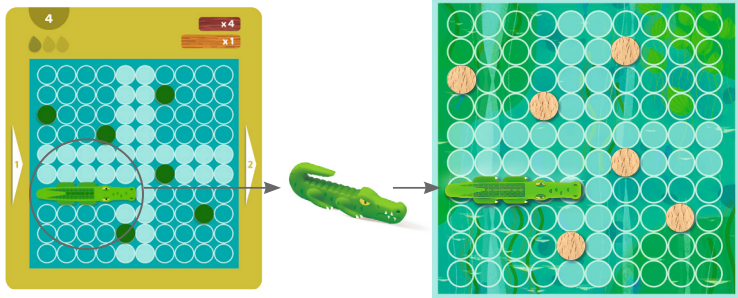
Anvist her →



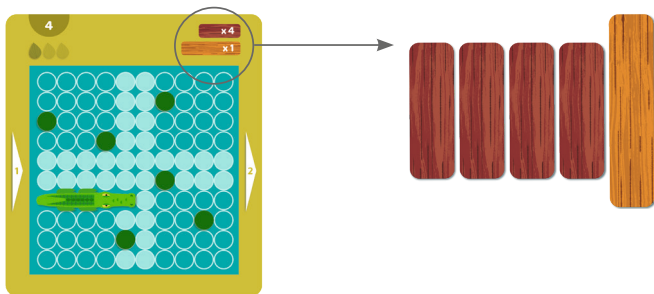
- Placér træstammerne på pladen som angivet på udfordringskortet.



- Placer krokodillen eller krokodillerne som angivet på udfordringskortet.



- Tag pladerne som angivet på udfordringskortet.



- Lav en vej fra startpunktet:



- til slutpunktet:
ved at bygge en bro.



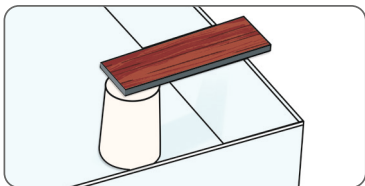
DA LOGIKSPIL

• Sådan bygger du broer

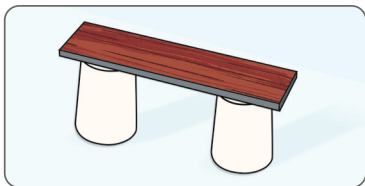
Du skal bruge plader til at bygge en bro.

En plade kan ligge mellem:

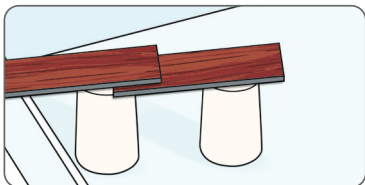
• æskens kant og en træstamme



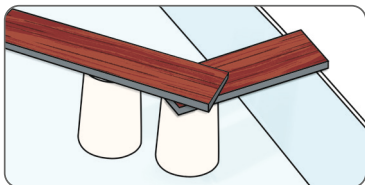
• 2 træstammer



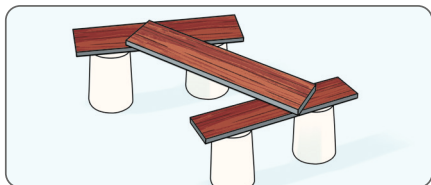
• en plade, der allerede ligger der og kanten af æsken



• en plade, der allerede ligger der og en træstamme



• en plade kan ligge på to andre plader, der allerede ligger der.



Pladen **skal** ligge solidt, den må ikke være ustabil.

Pladen **kan** vende den vej, man ønsker det.

Pladen **må ikke**:

- gå over en krokodille, heller ikke delvist,
- ligge på en enkelt træstamme eller på en enkelt plade, som allerede ligger der,
- ligge på 2 af æskens kanter.

• Sådan laver du en vej

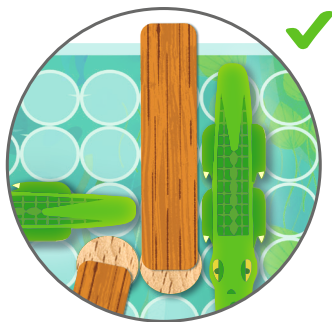
Den unikke og sammenhængende vej mellem en af æskens kanter

og en anden kant består af broer, der er lavet af plader.

Vejen kan gå over en eller 2 kanter på æsken (udover start- og slutpunktet).

Den er sammenhængende, selv når 2 træstammer, der bærer en plade, rører hinanden (kun retvinklet).

Eksempel:



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

*Et spil af
 Valéry Fourcade.*

RU ЛОГИЧЕСКАЯ ИГРА



ЦЕЛЬ ИГРЫ

Пройдите к указанному берегу реки, не наступая на крокодилов.

ХОД ИГРЫ



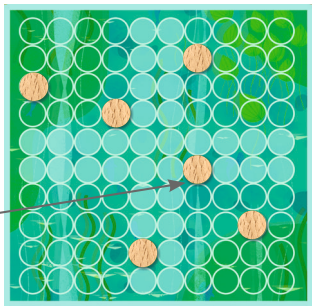
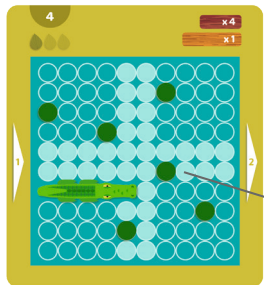
- Положите перед собой игровое поле (дно коробки).
- Выберите карточку с заданием.

В игре предусмотрено 3 уровня сложности.

Уровень показан здесь →



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

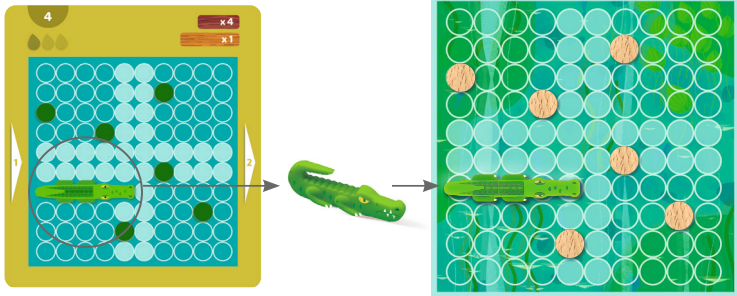


ИГРОВОЙ КОМПЛЕКТ

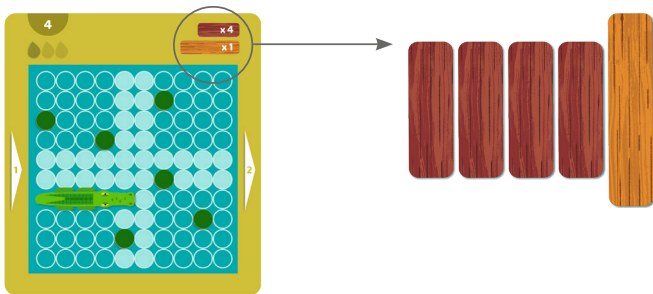


- 30 двусторонних карточек с заданиями
- 2 злобных крокодила
- 10 столбиков
- 7 дощечек (5 маленьких и 2 больших)
- 1 игровое поле (дно коробки)

- Следуя указаниям на карточке, расположите на поле крокодила или крокодилов.



- Возьмите дощечки, обозначенные на карточке с заданием.



- Проложите из дощечек дорожку, которая идет от исходной точки:



- до точки назначения:
при помощи мостиков.



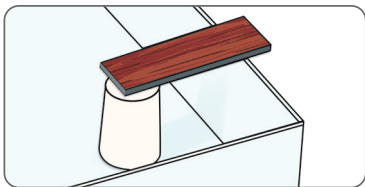
RU ЛОГИЧЕСКАЯ ИГРА

• Как строить мостики

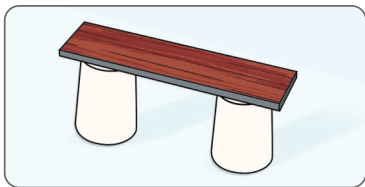
Чтобы построить мостик, вам понадобятся дощечки.

Дощечка может опираться на:

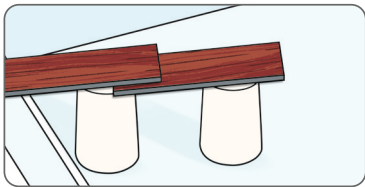
• край коробки и столбик



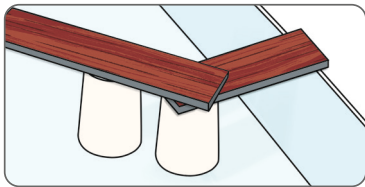
• 2 столбика



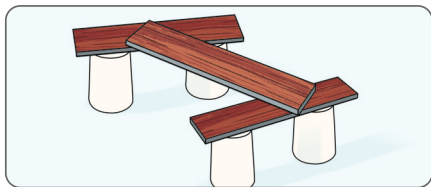
• другую дощечку и край коробки



• другую дощечку и столбик.



• дощечка может располагаться между двумя другими дощечками.



Дощечку **следует** располагать так, чтобы она крепко держалась и не двигалась.

Дощечку **можно** размещать в любом направлении.

Дощечка **не может**:

- проходить над крокодилом, даже если она касается его только одним концом.
- опираться только на один столбик или только на одну дощечку,
- опираться на 2 края коробки.

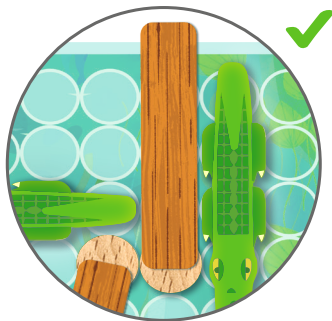
• Как проложить дорожку

С помощью мостиков, построенных из дощечек, вам нужно проложить одну непрерывную дорожку от одного края коробки к другому.

Дорожка может проходить через один или сразу оба оставшихся края коробки (кроме исходного и конечного).

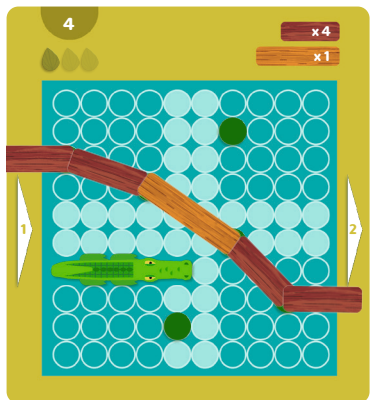
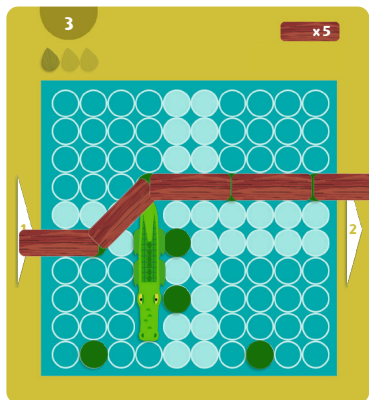
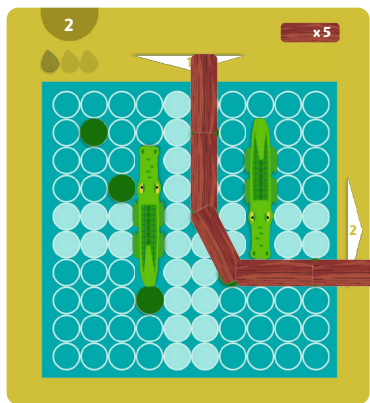
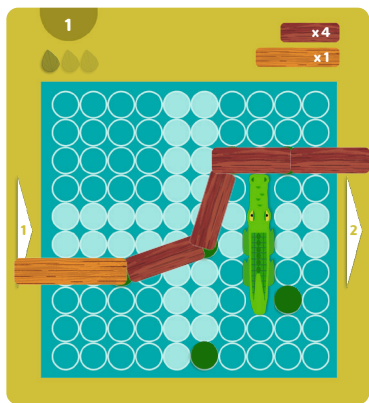
Она не прерывается, даже если 2 столбика с дощечками соприкасаются друг с другом (только если они расположены вертикально или горизонтально).

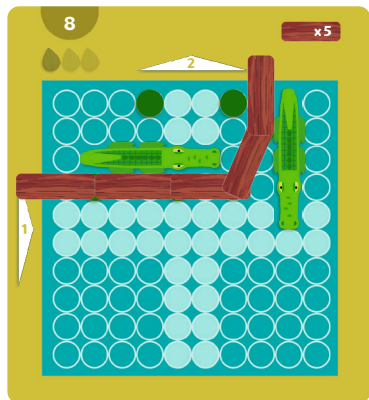
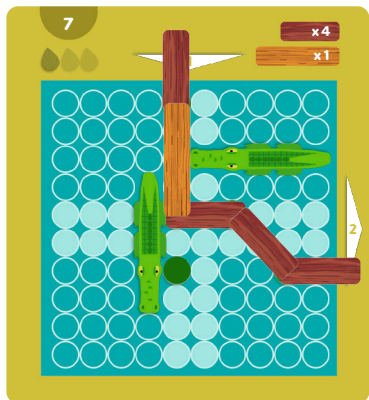
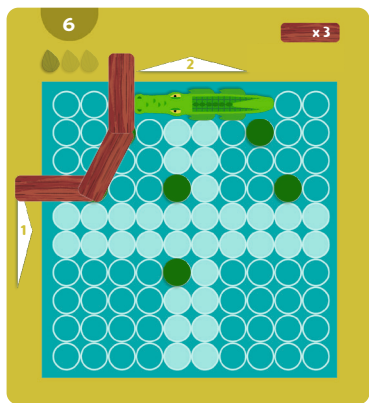
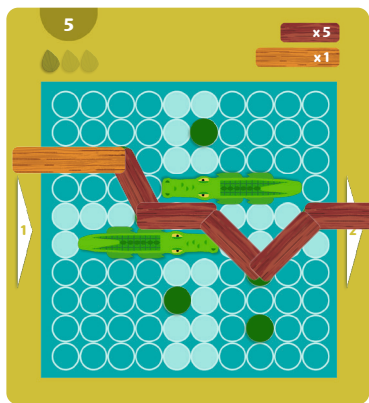
Пример:

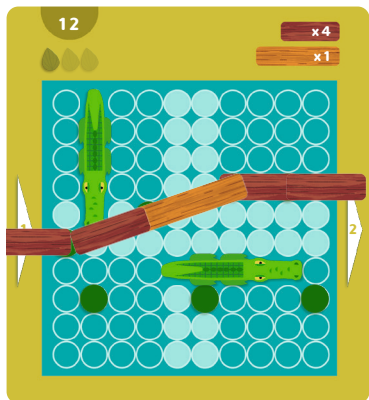
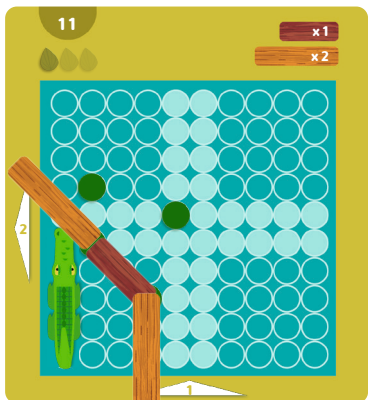
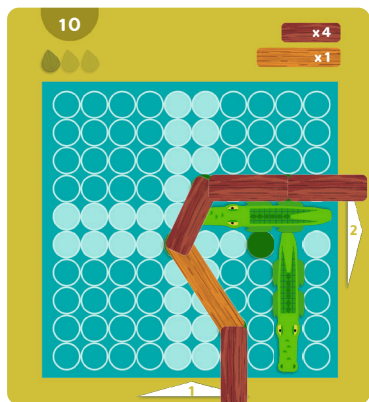
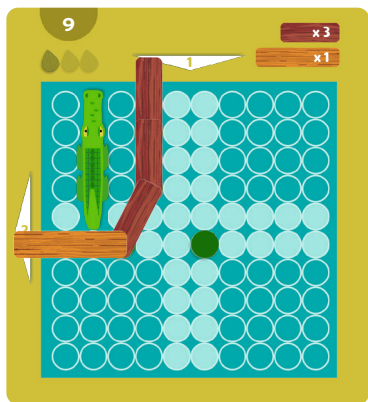


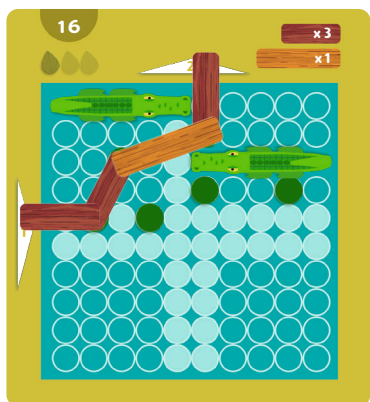
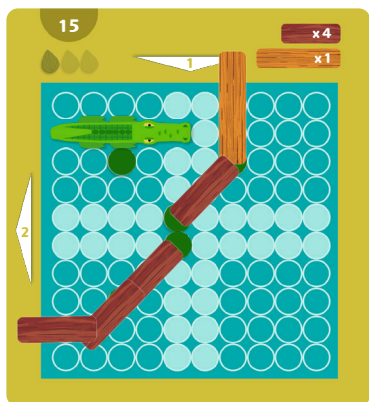
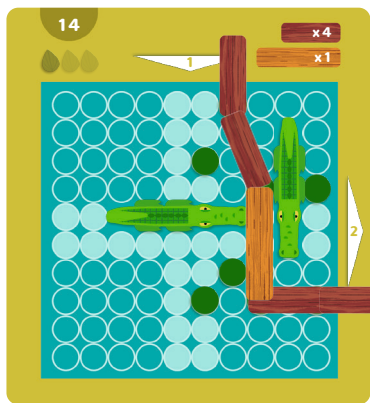
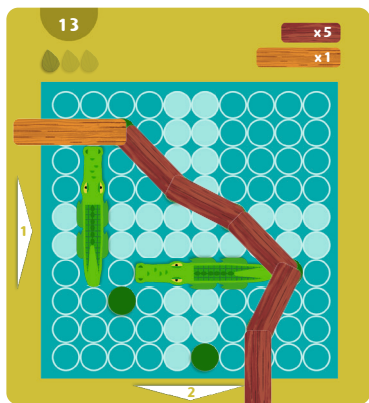
У каждого задания есть только одно решение!
Решения приведены в конце брошюры.

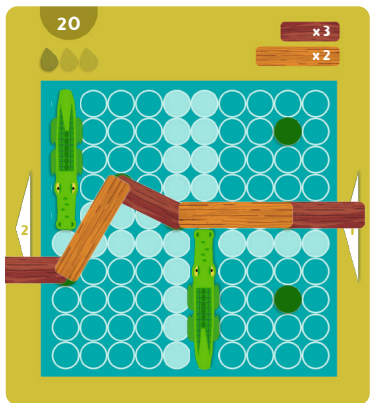
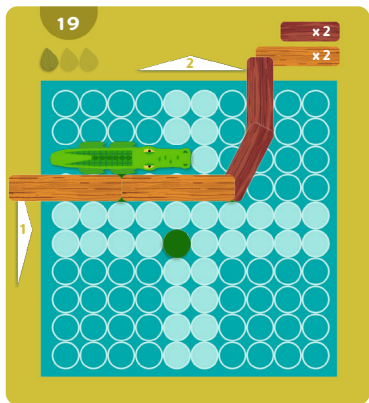
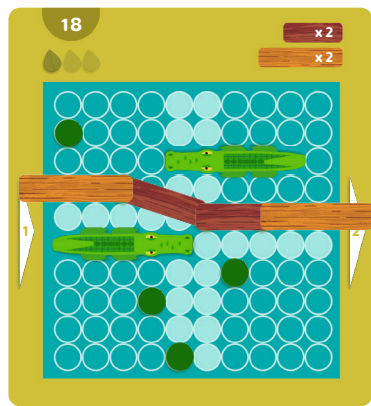
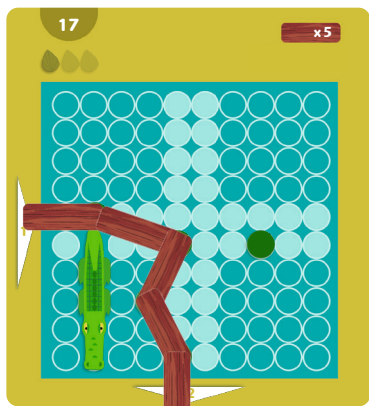
Автор игры:
Валери Фуркад.

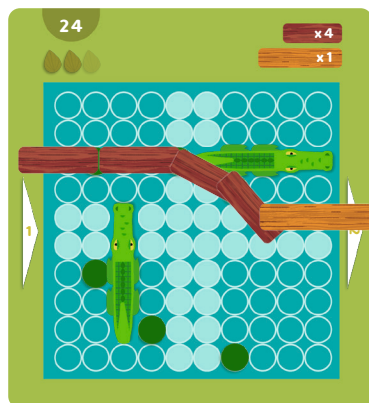
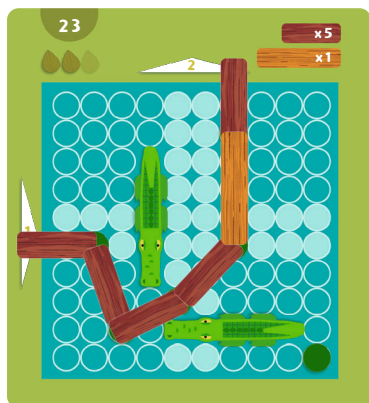
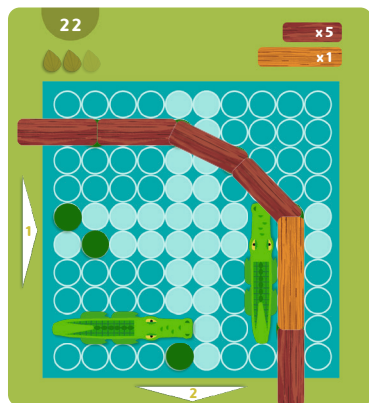
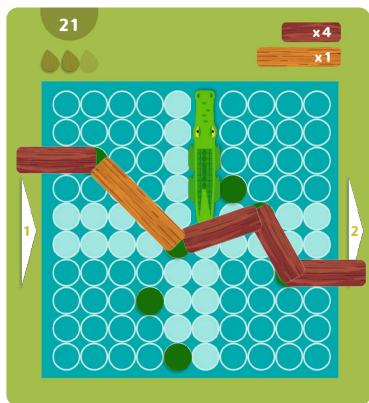


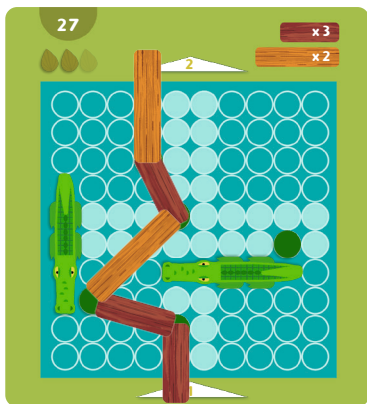
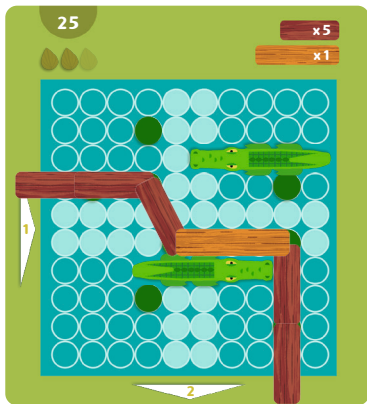


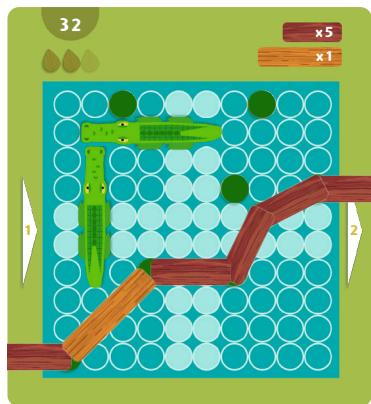
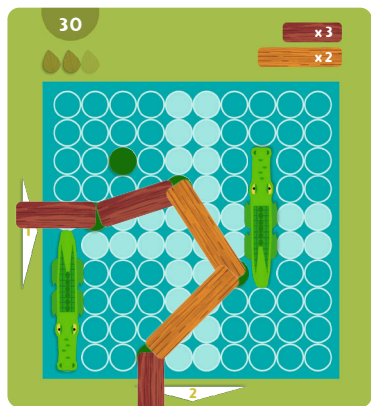
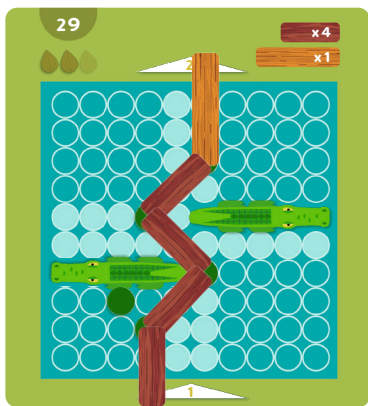


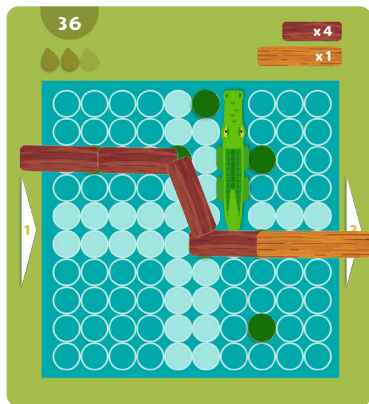
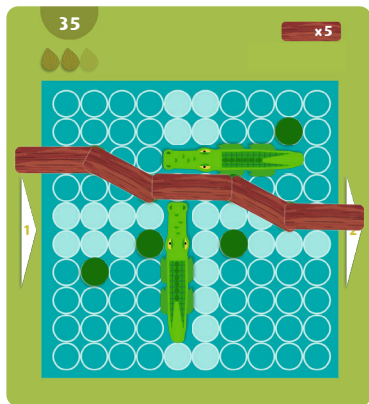
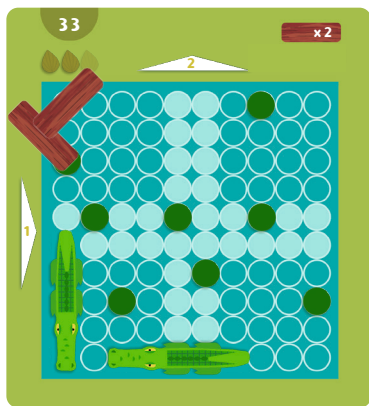


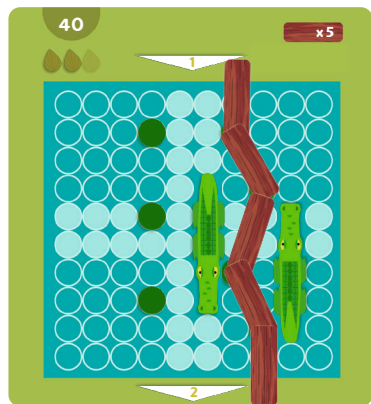
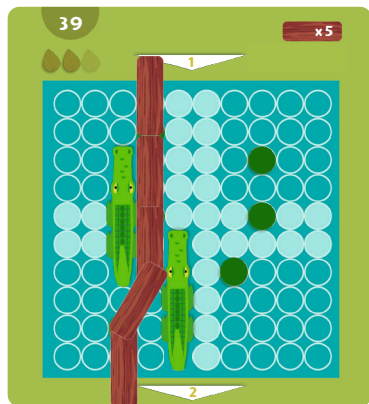
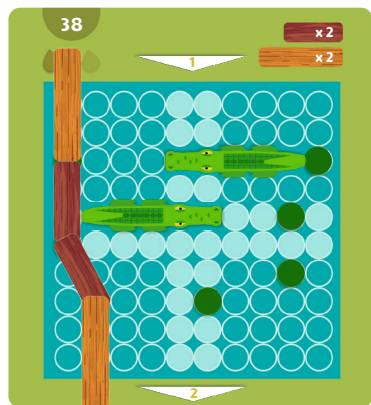
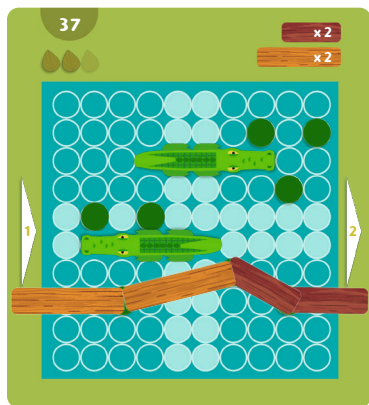


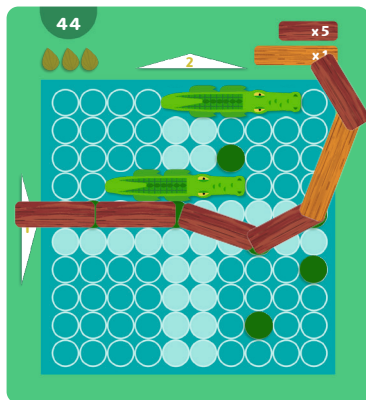
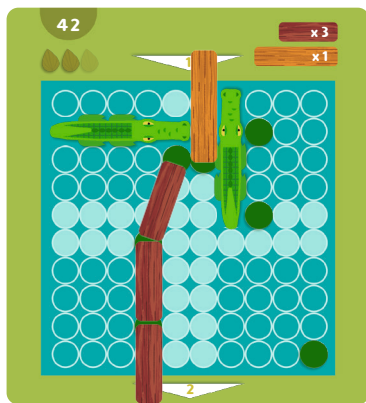
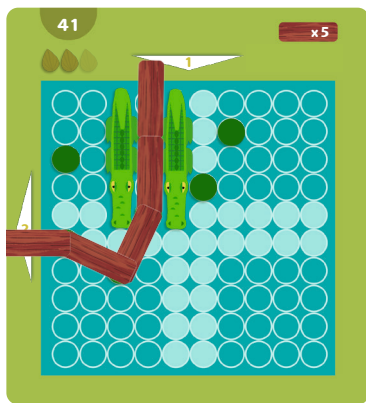


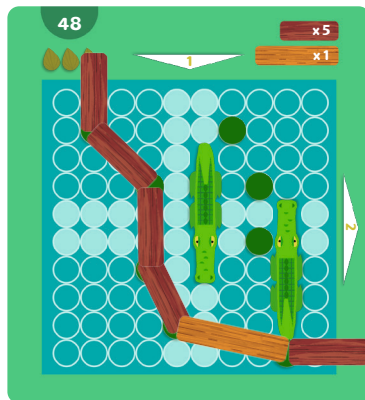
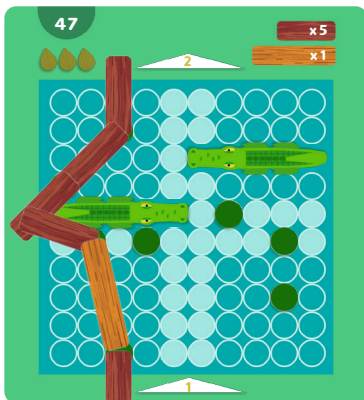
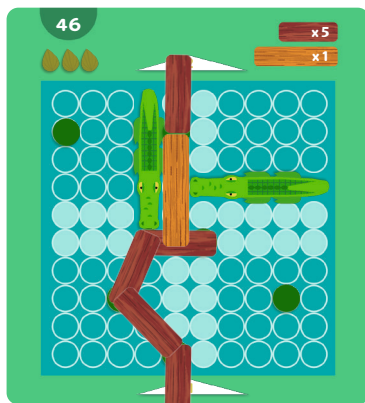
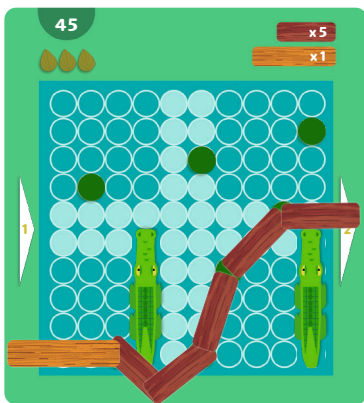


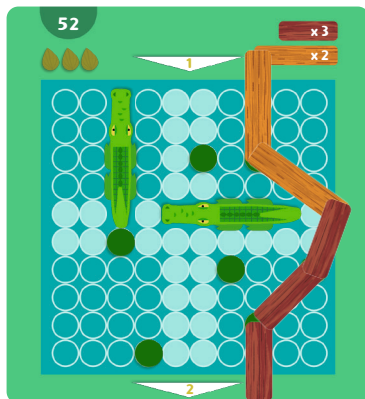
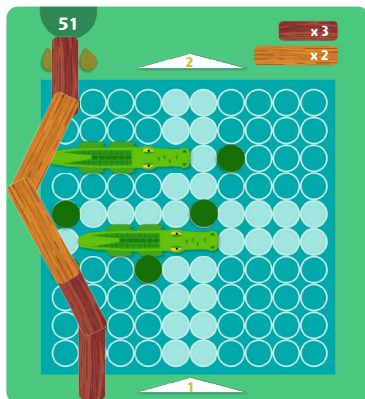
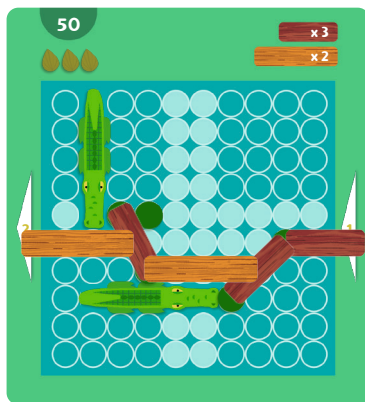
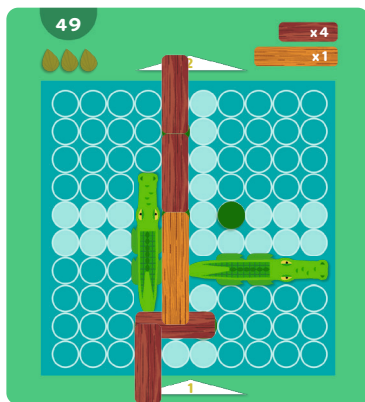


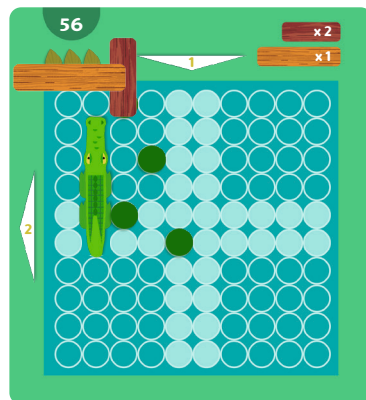
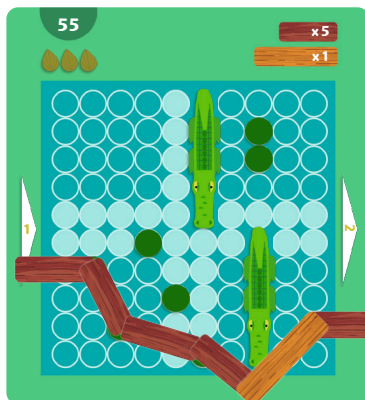
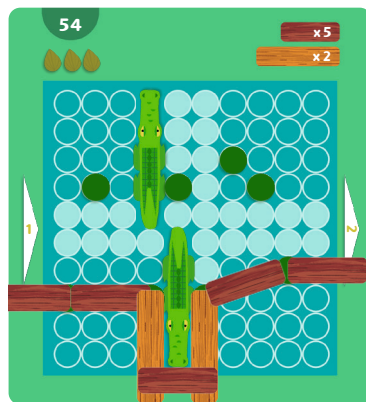


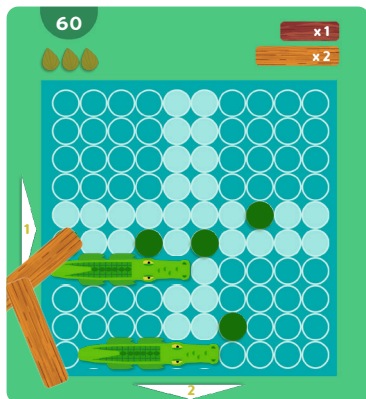
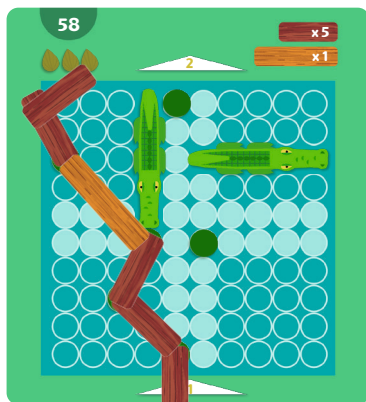












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