

REGULI DE JOC

PATH PATH LOGIC

40 PROVOCARI



5-99
ANI

SOLOGIC



PATH PATH LOGIC



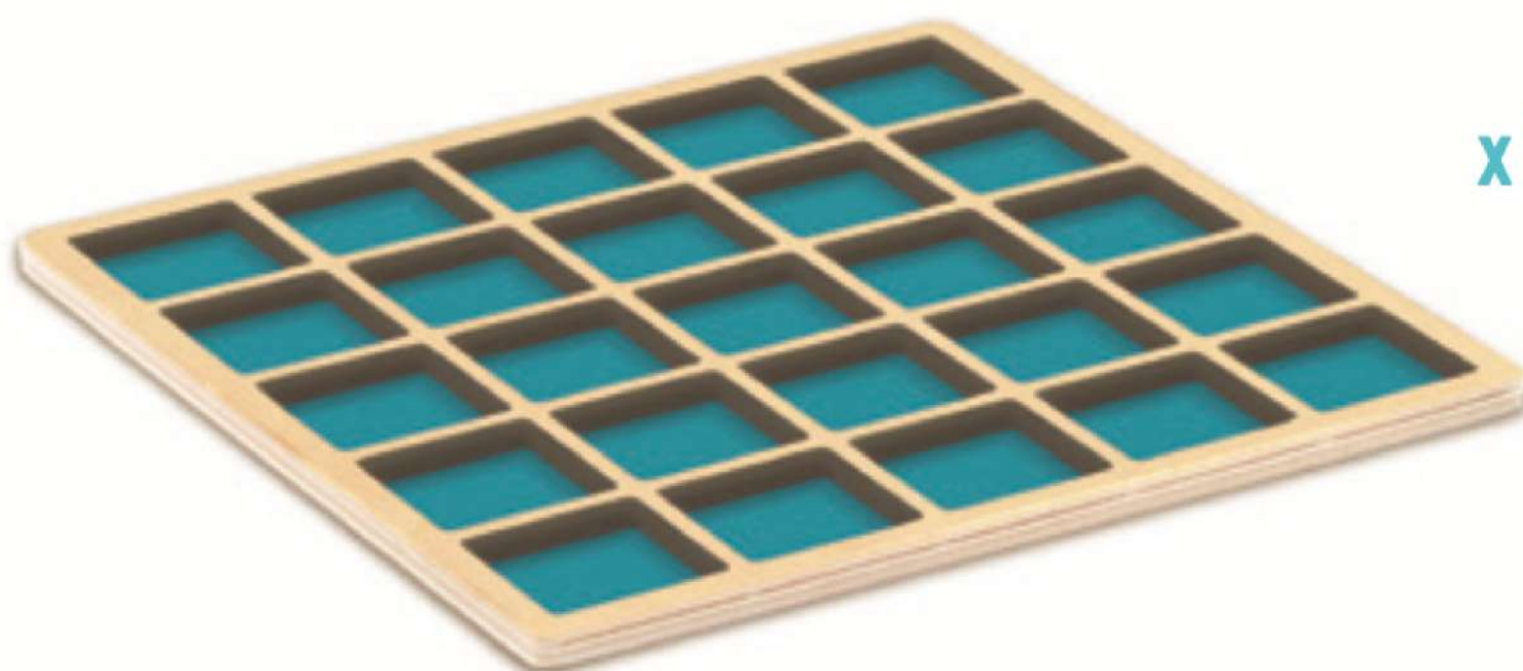
x 8



x 17



x20



x 1

**SCOPUL JOCULUI**

Construiți trasee pentru a conecta animalele din aceeași familie.

CONTINUT

- 20 cartonașe provocare
- 8 tokenuri animal
- 17 piese cărare
- tablă de joc

CUM SE JOACĂ

Poziționează tabla de joc în fața ta.

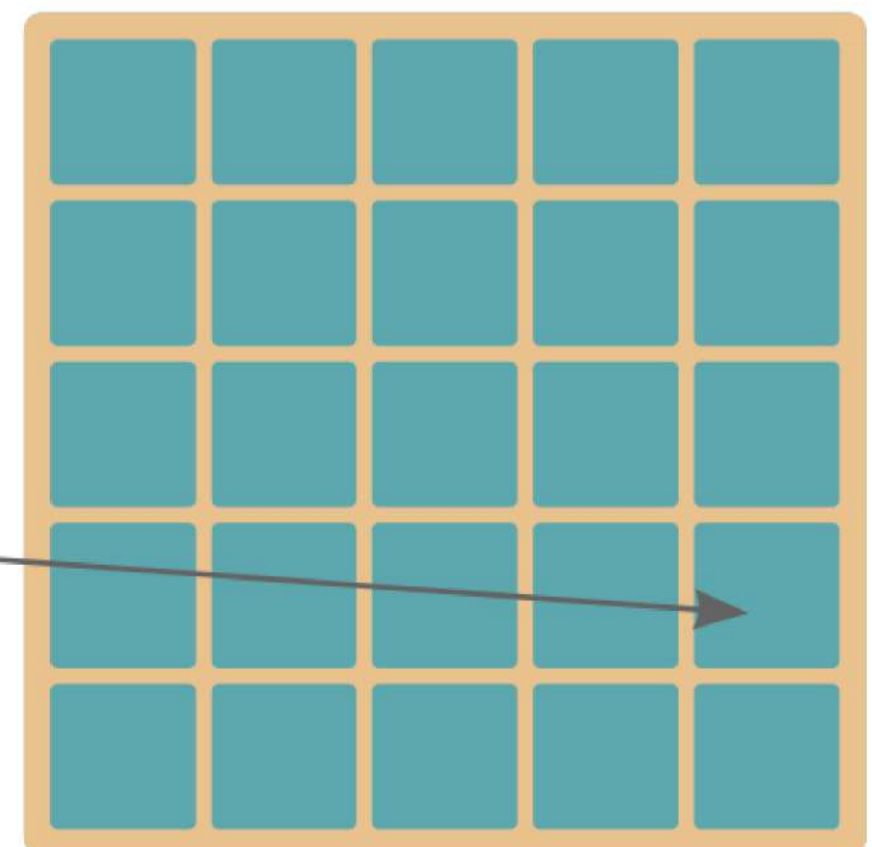
Alege o provocare.

Nivele de dificultate variate (de la 1 la 4).

Arătat aici →

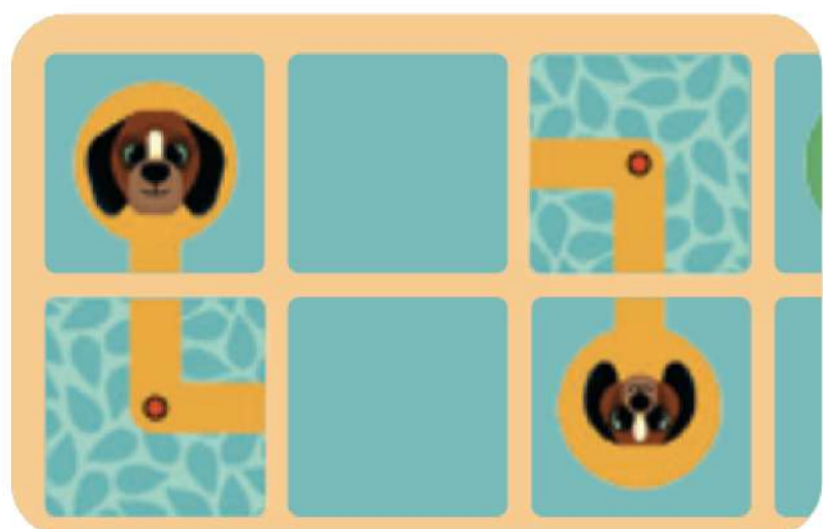


- Așază tokenurile animale așa cum este arătat:



Folosește piesele cărare pentru a conecta animalele diferite din aceeași familie.

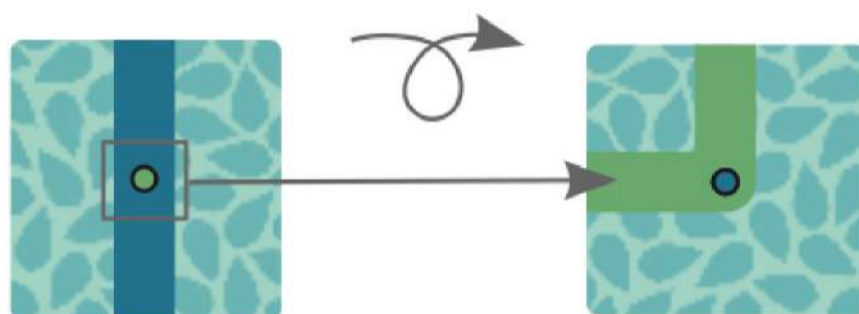
Culoarea cărării coincide cu culoarea familiei animalelor.



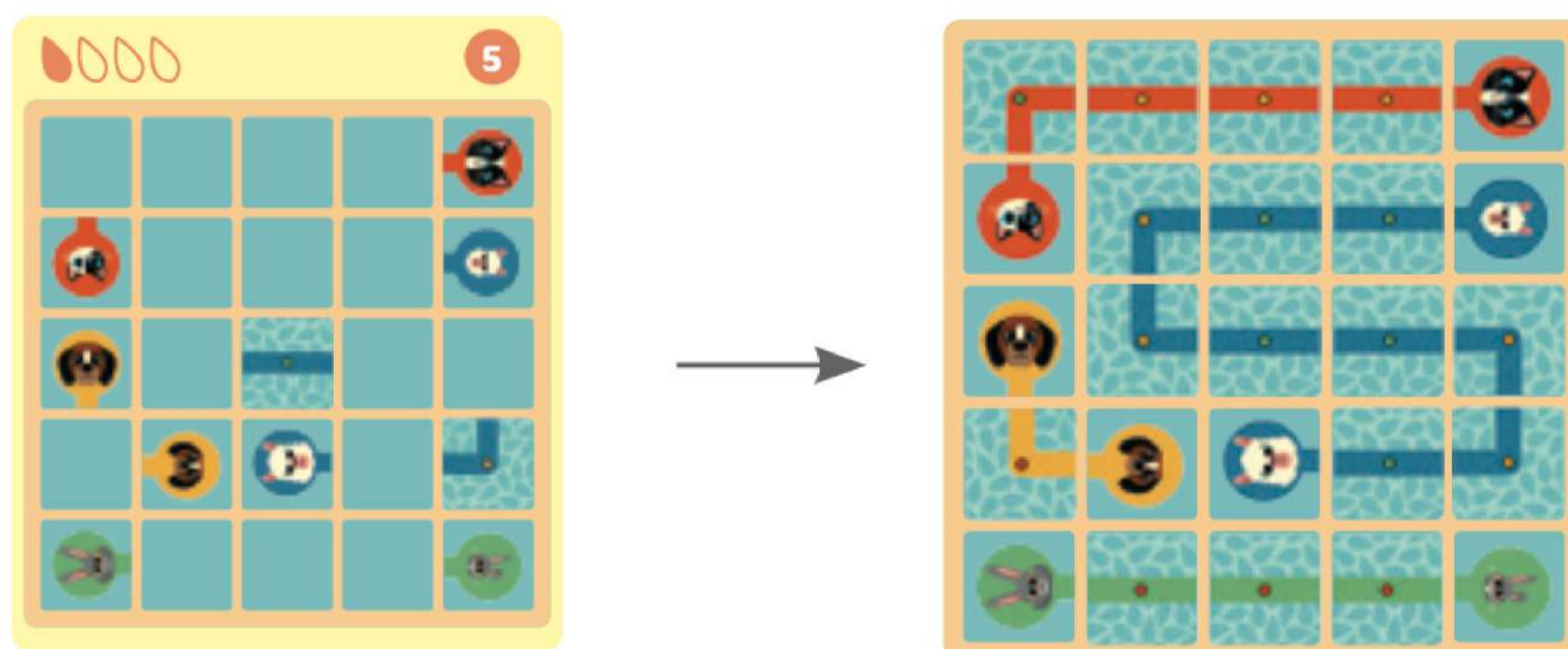
Piesele cărare au fețe duble, cu ilustrații față-verso.

Se pot juca cu oricare față.

Mic sfat: Culoarea punctului indica culoarea traseului de pe partea cealaltă.



Exemplu de provocare:

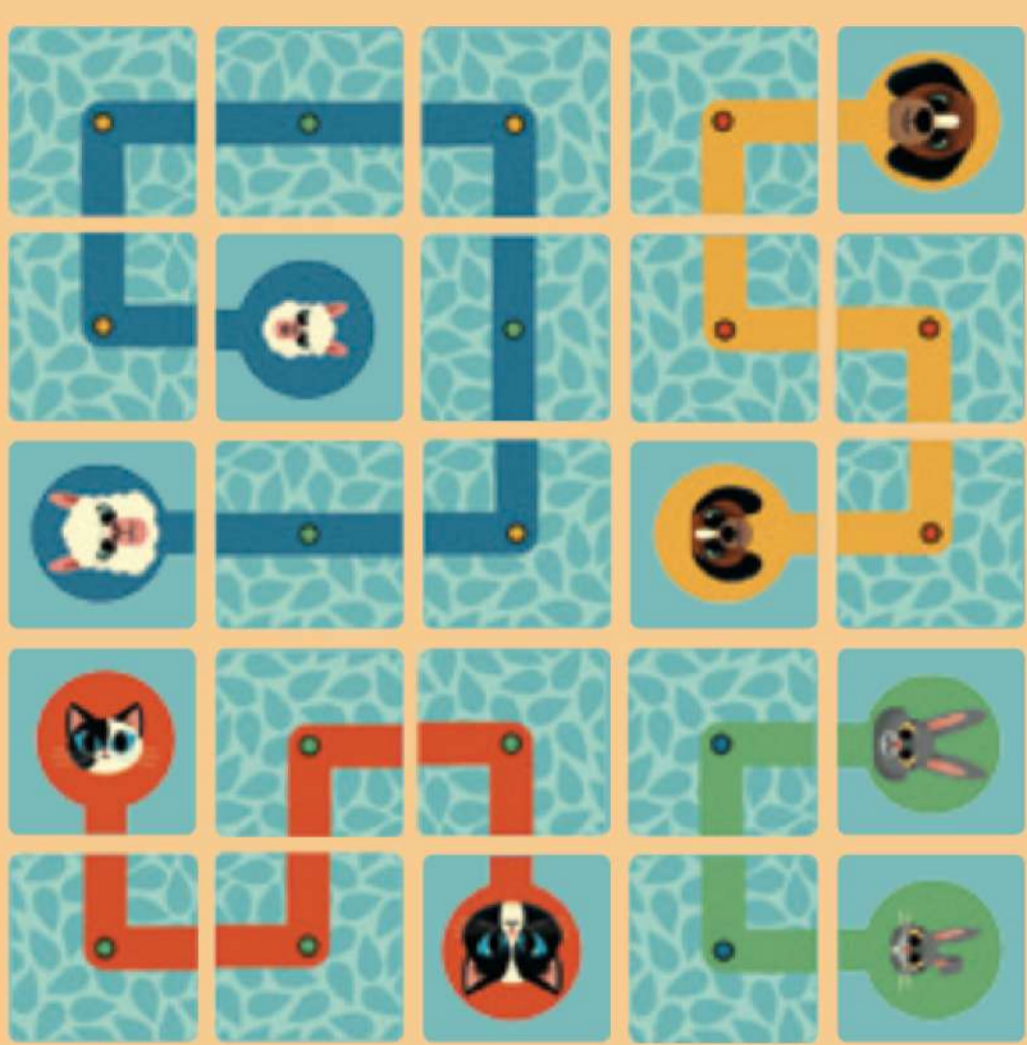


● = animal necunoscut.

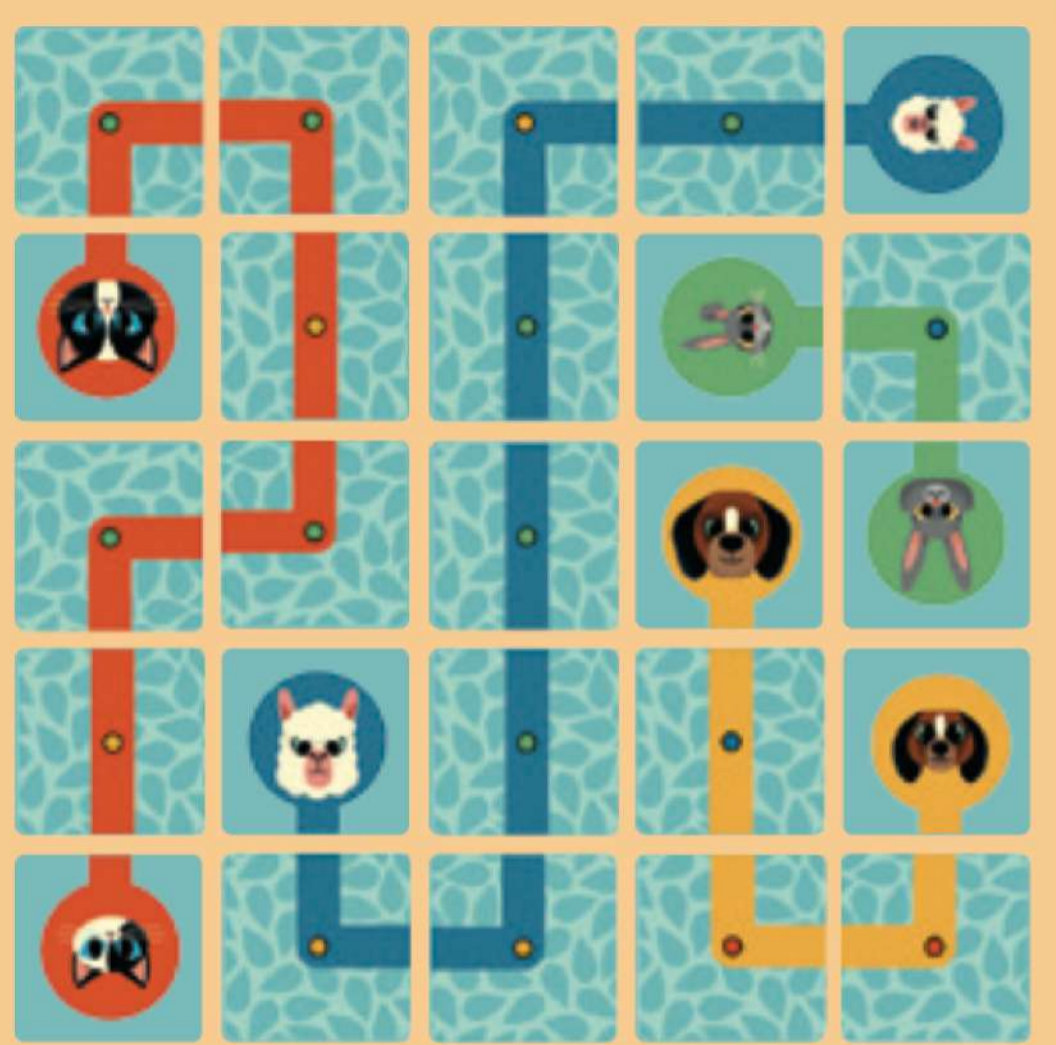
Există o singură soluție pentru fiecare provocare.
Soluțiile se regăsesc pe următoarele pagini.



1



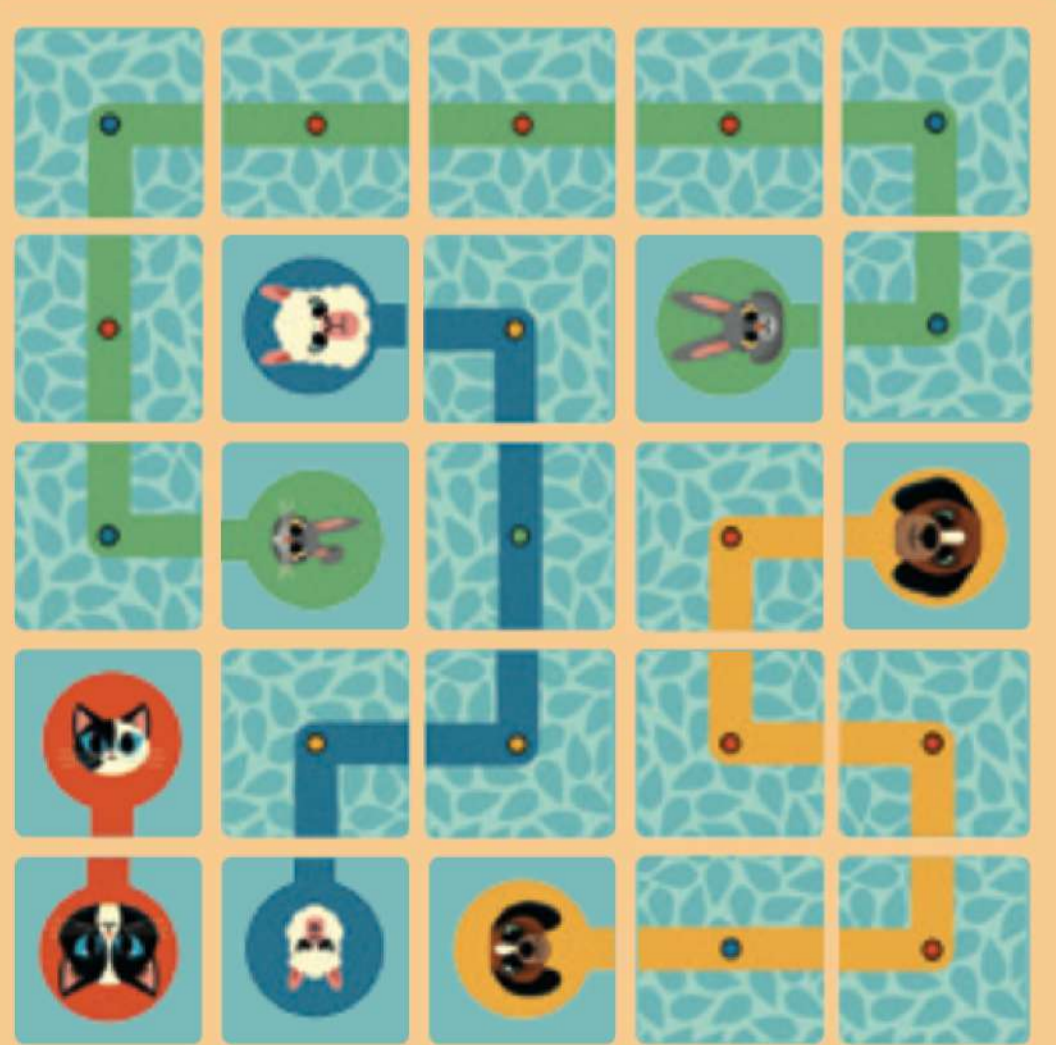
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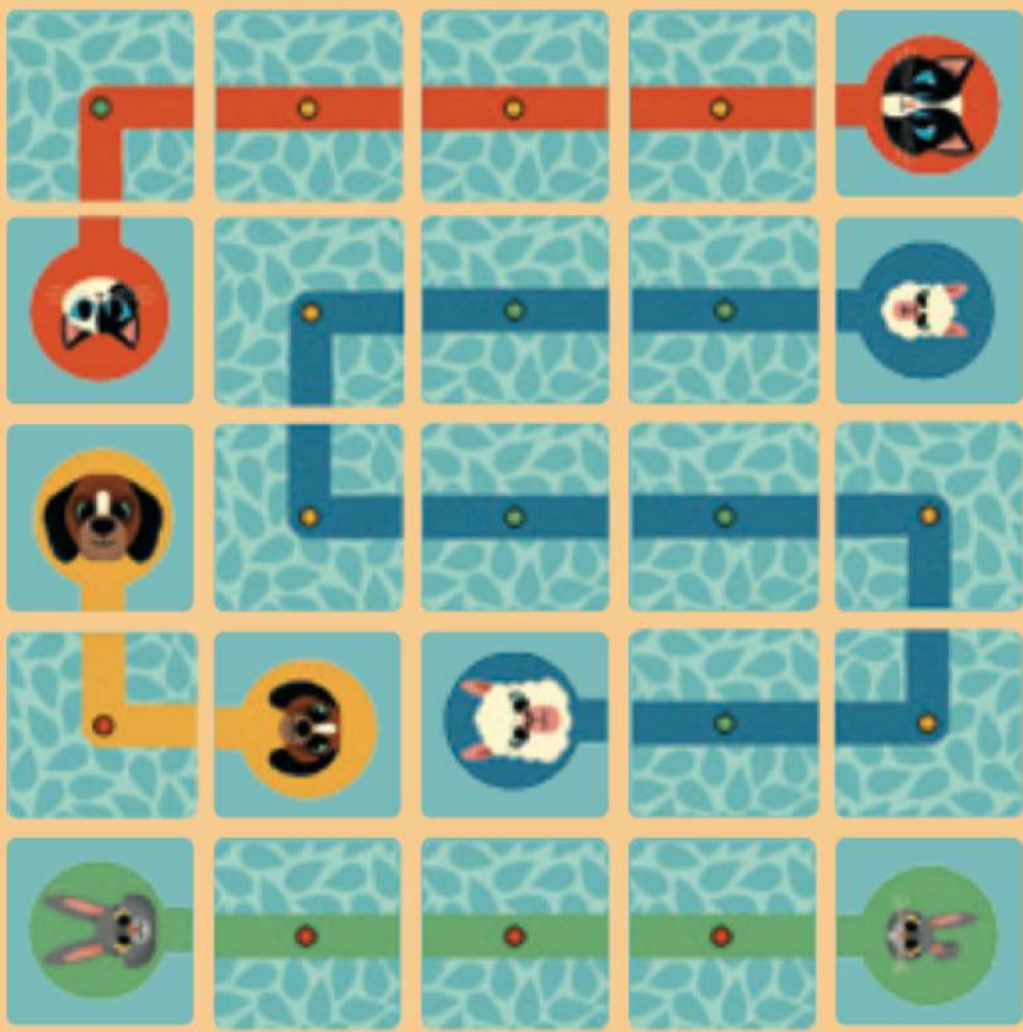


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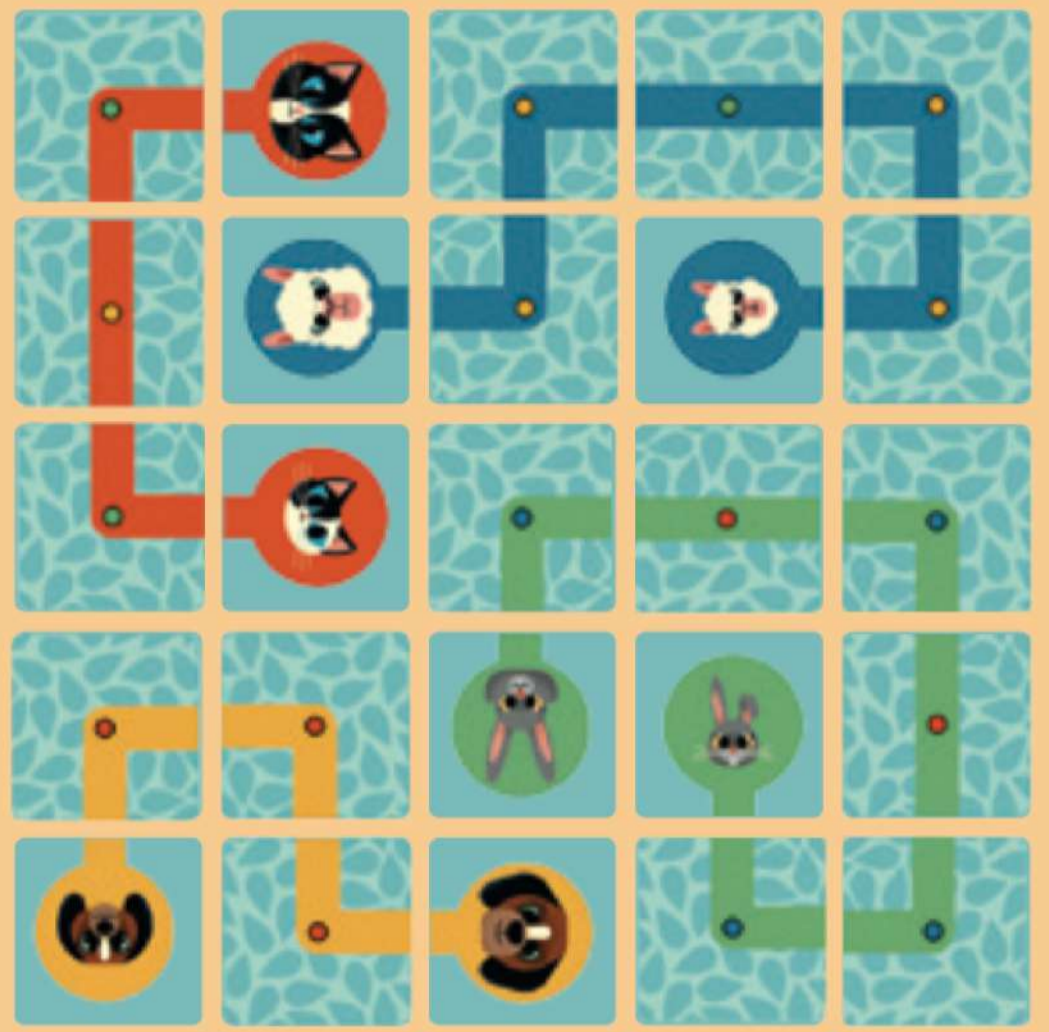




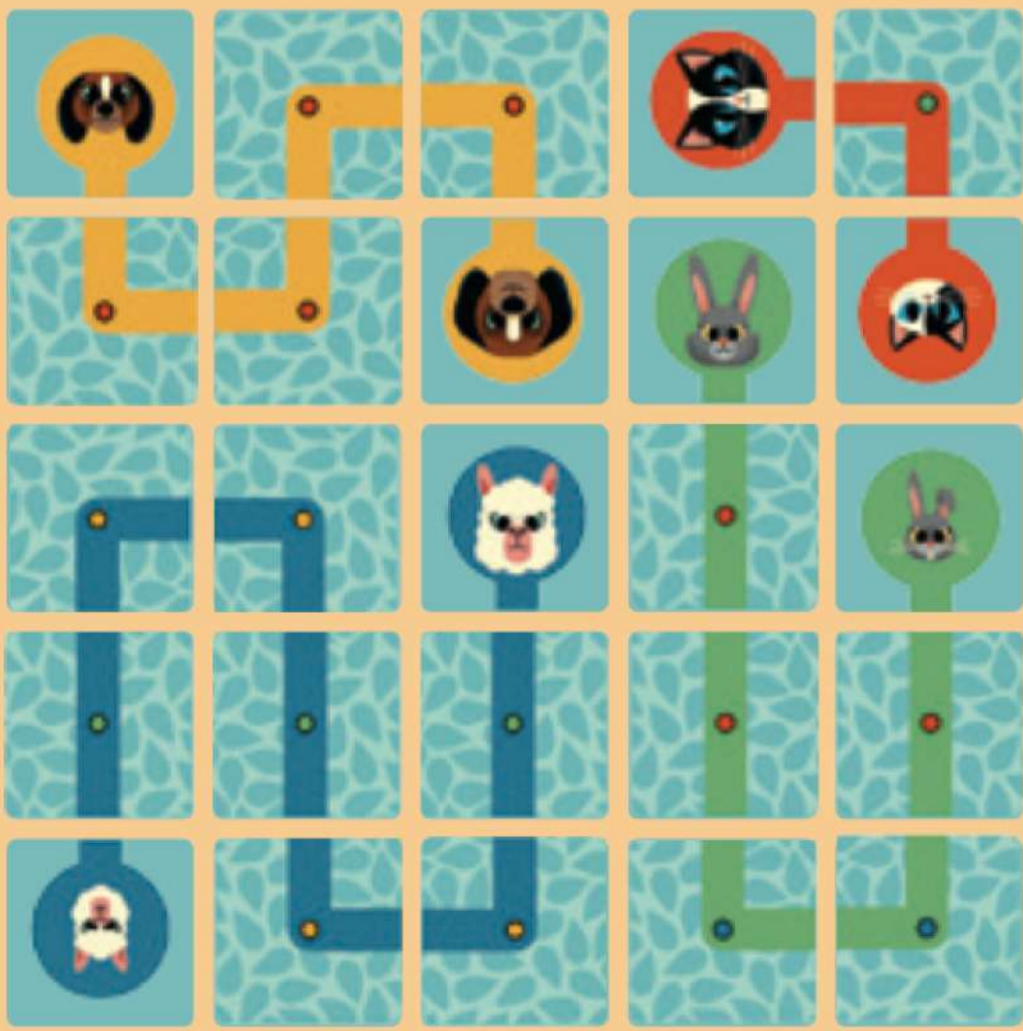
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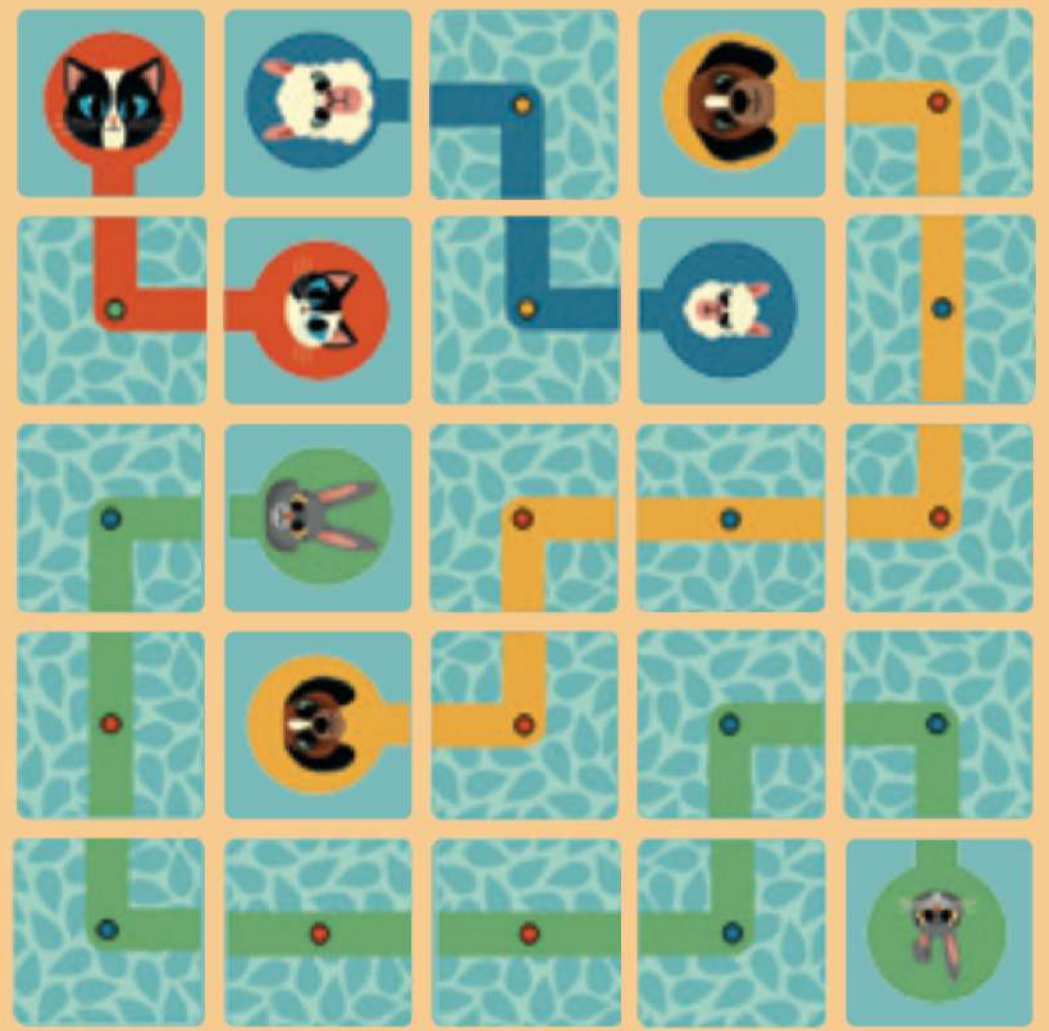
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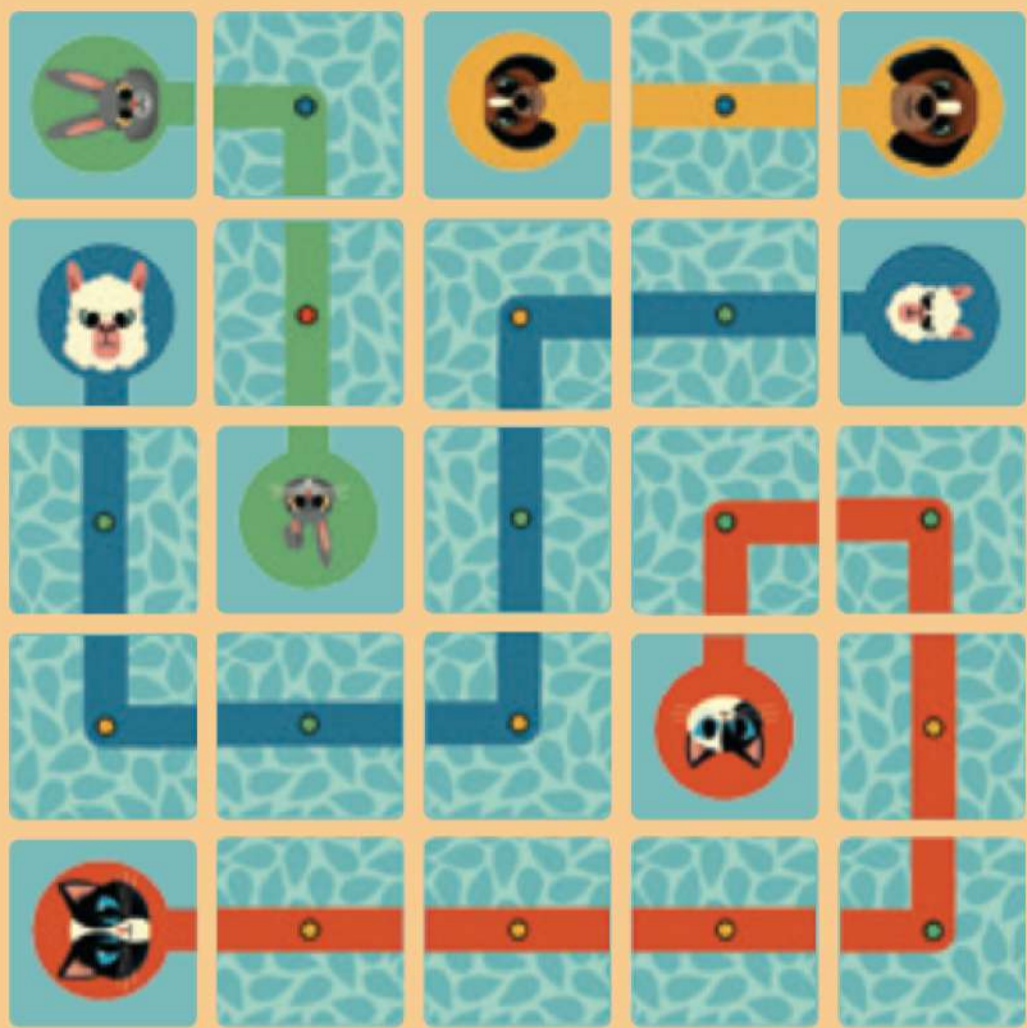


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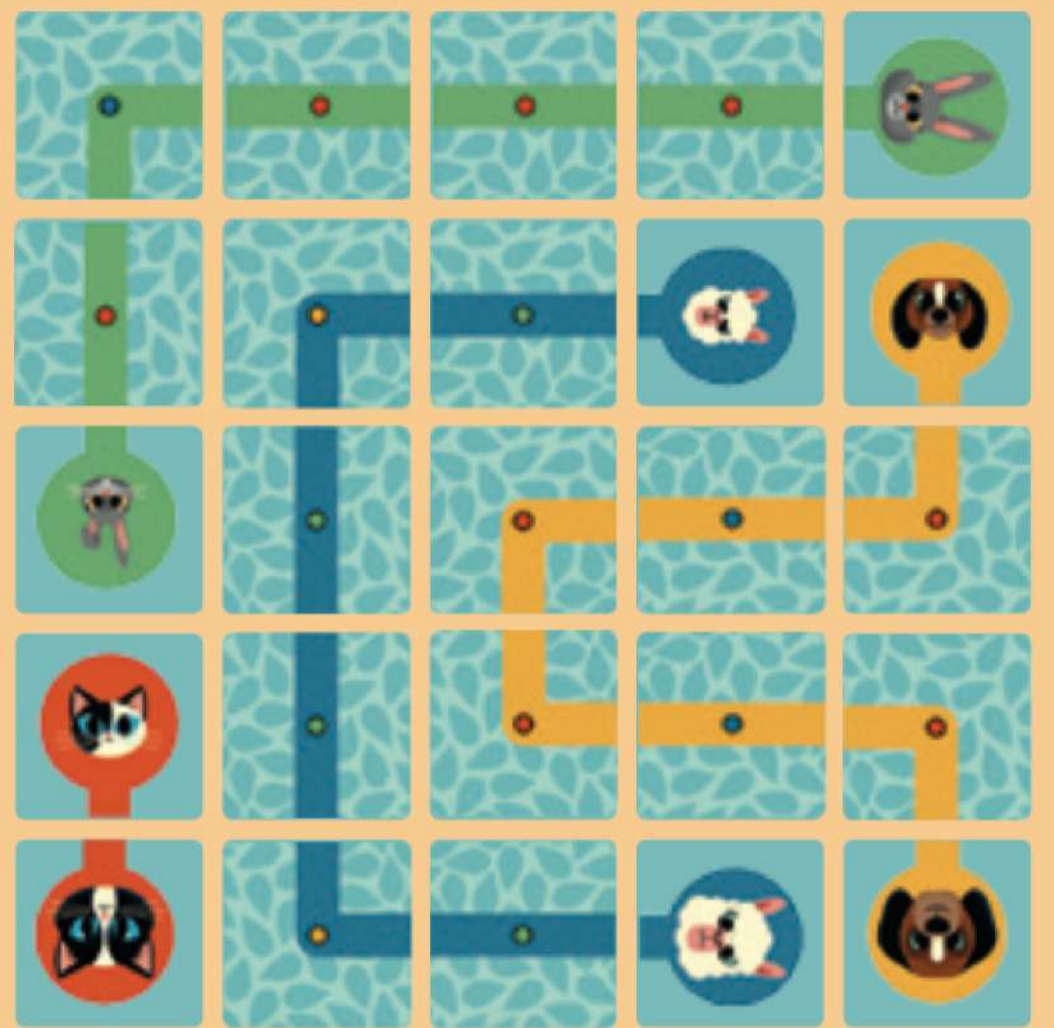




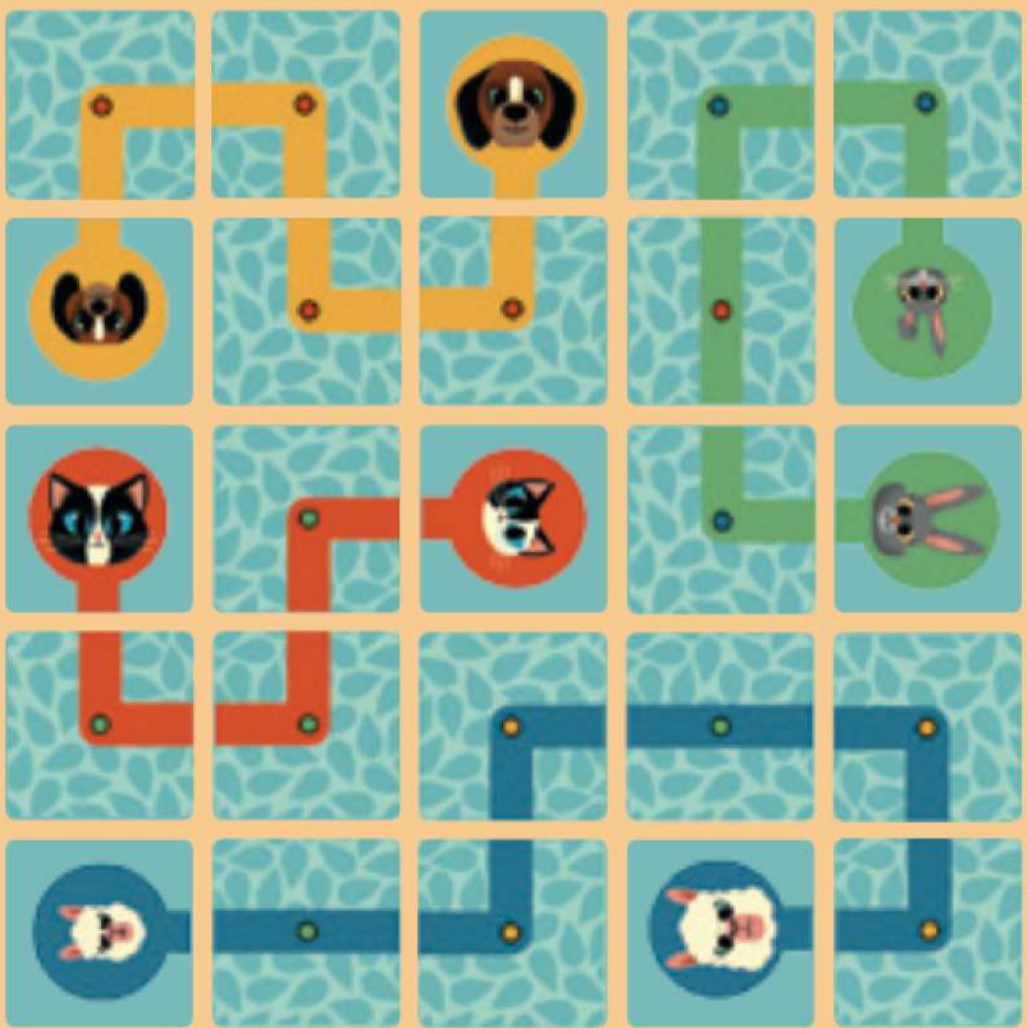
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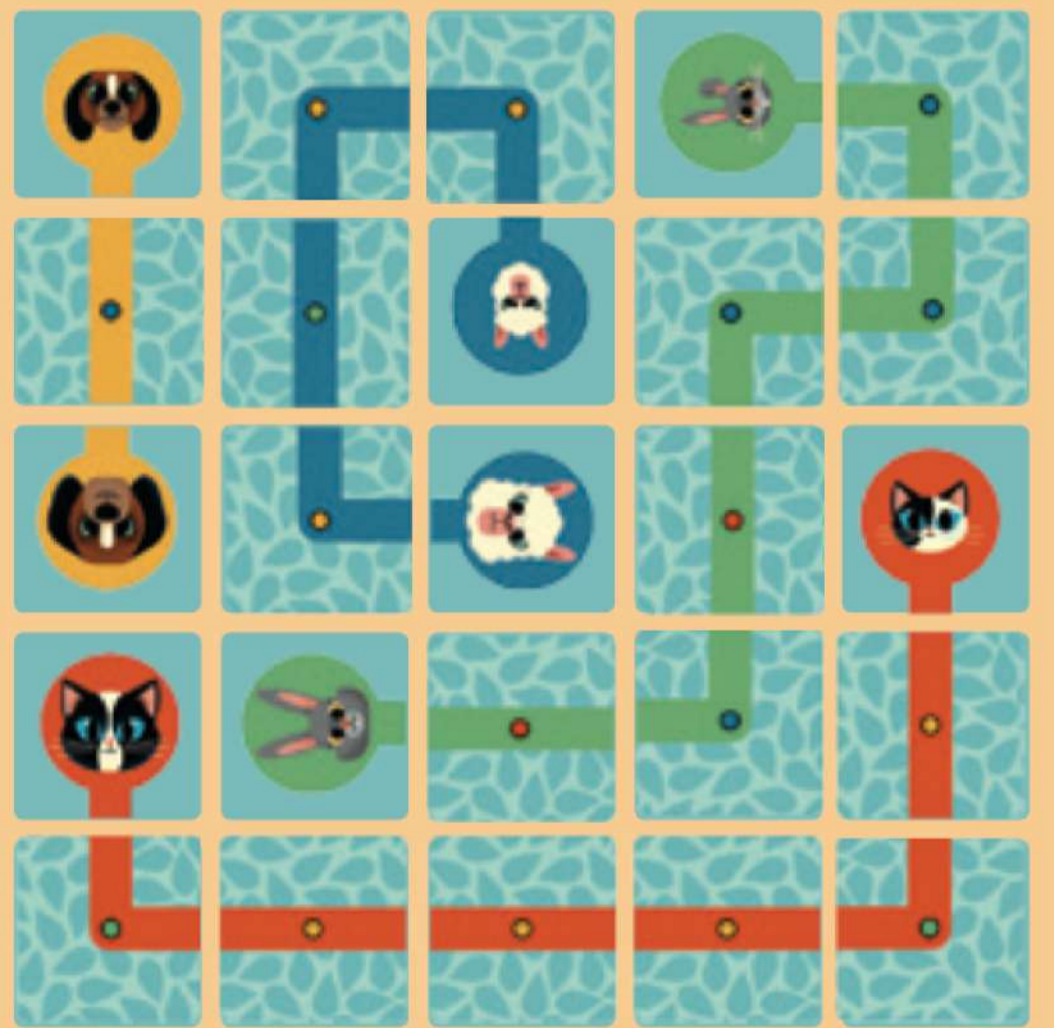
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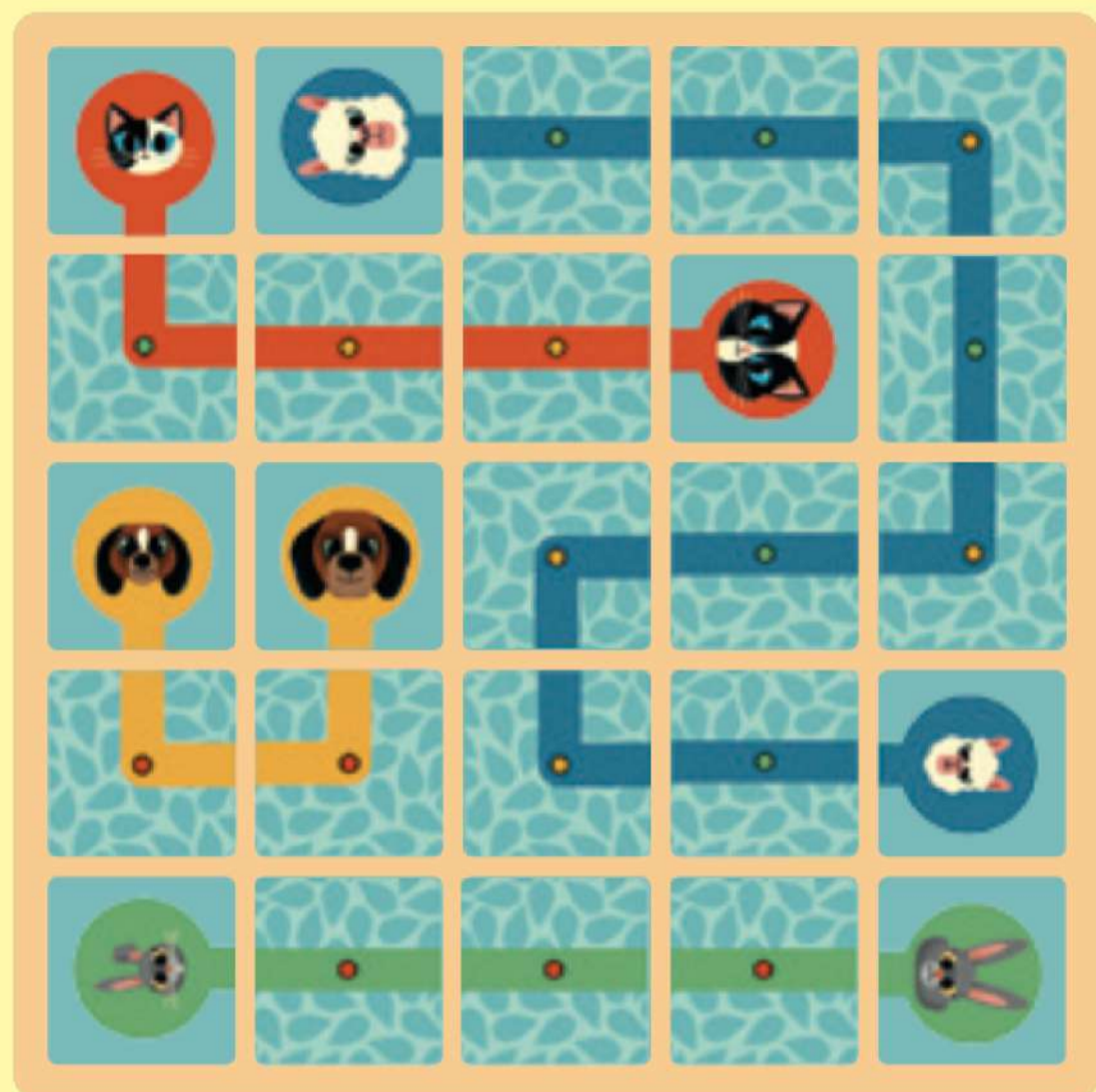


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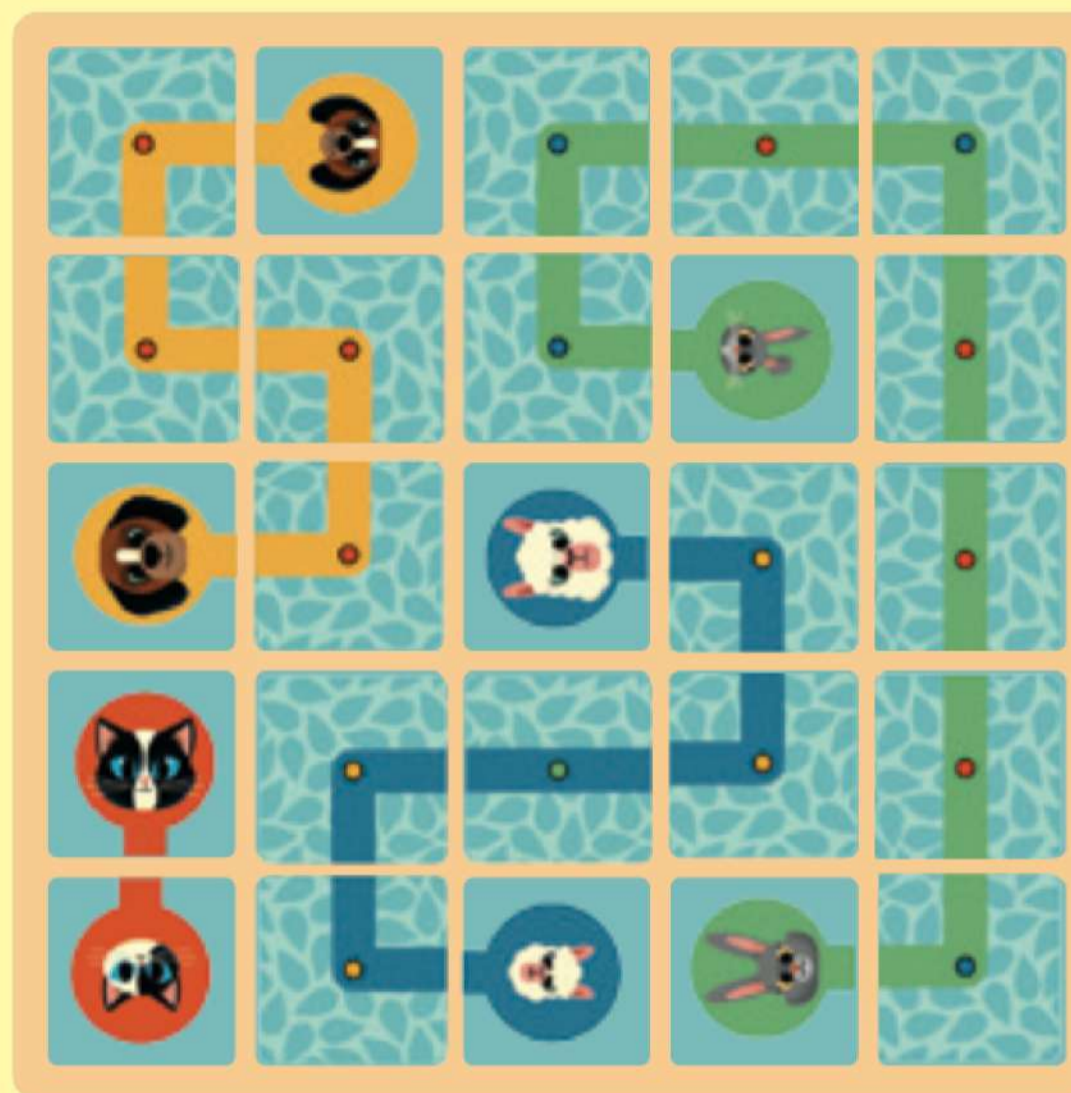




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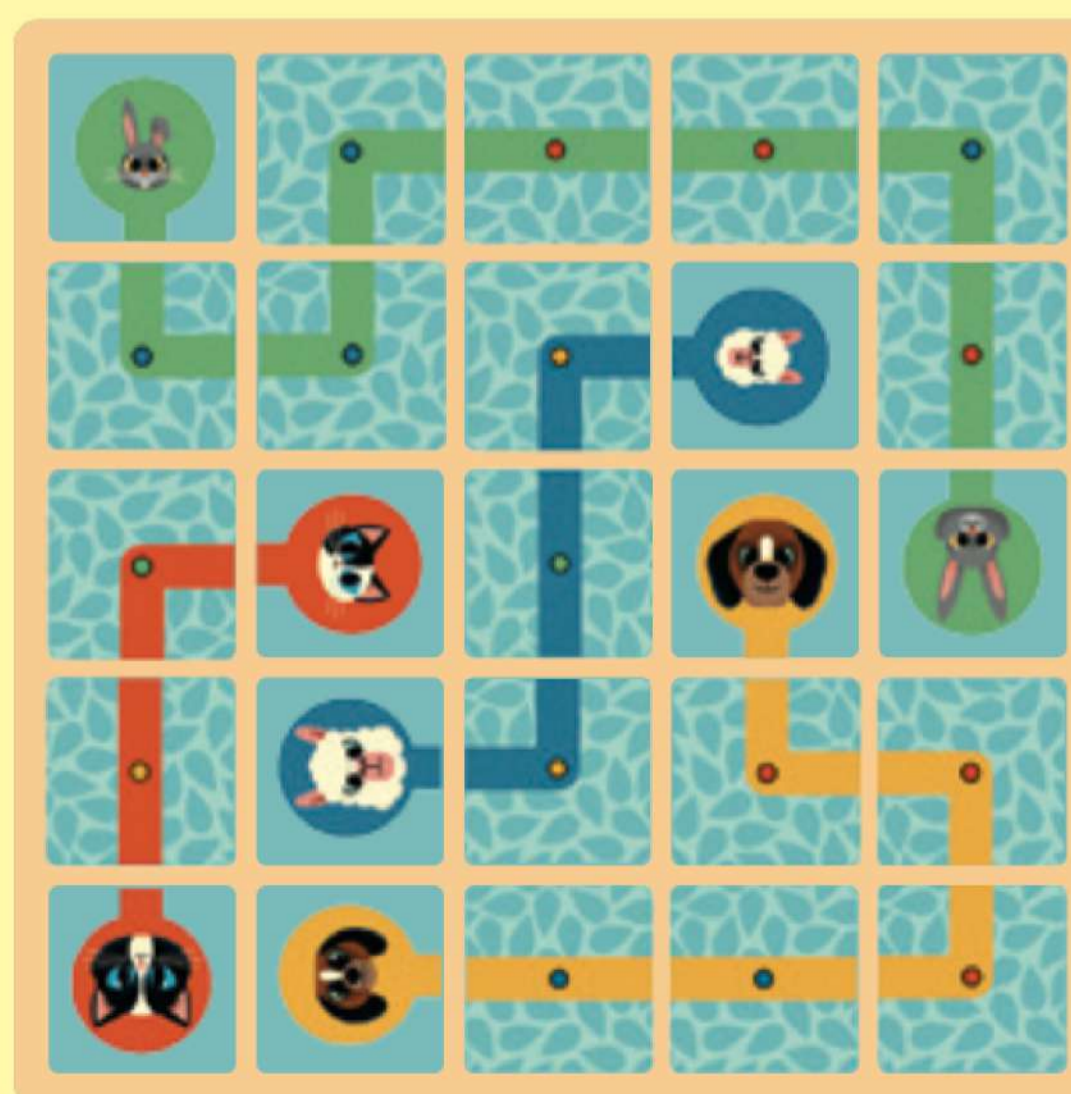
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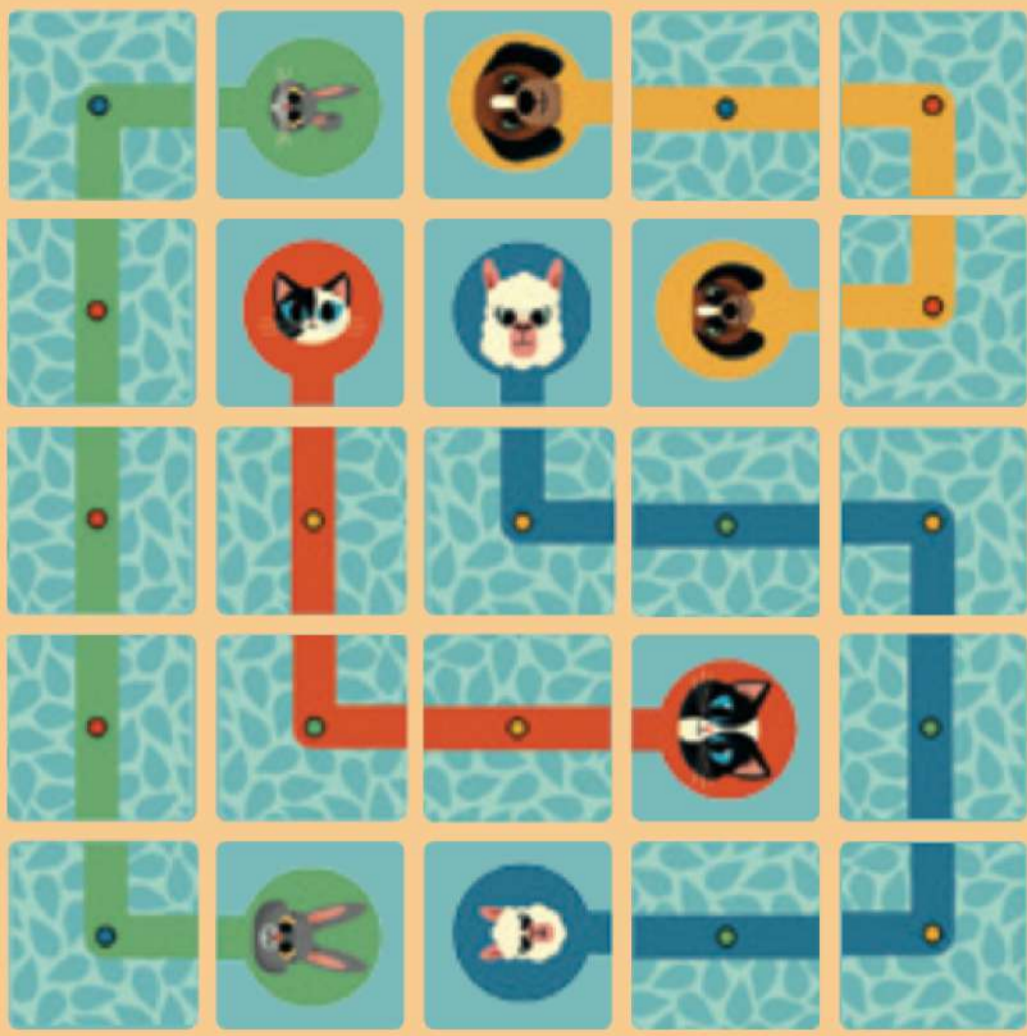


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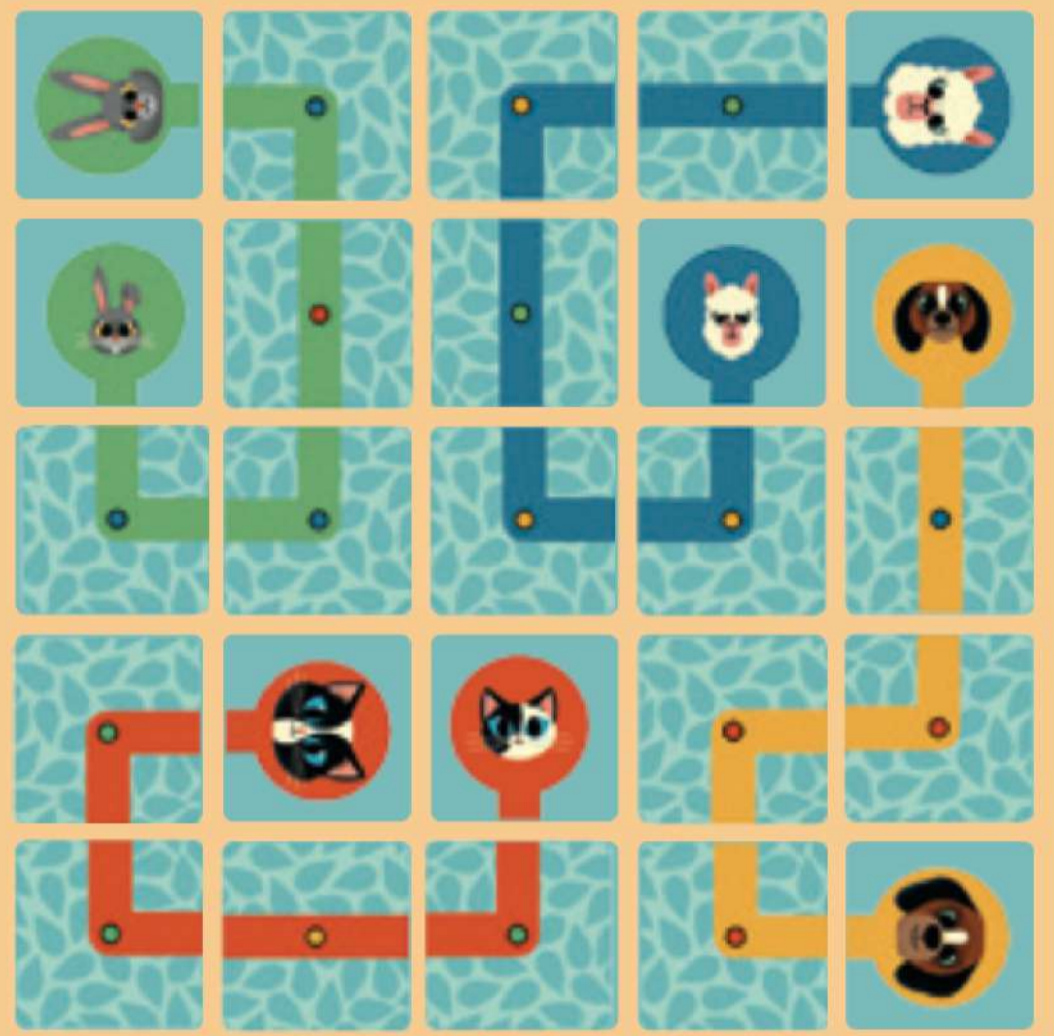




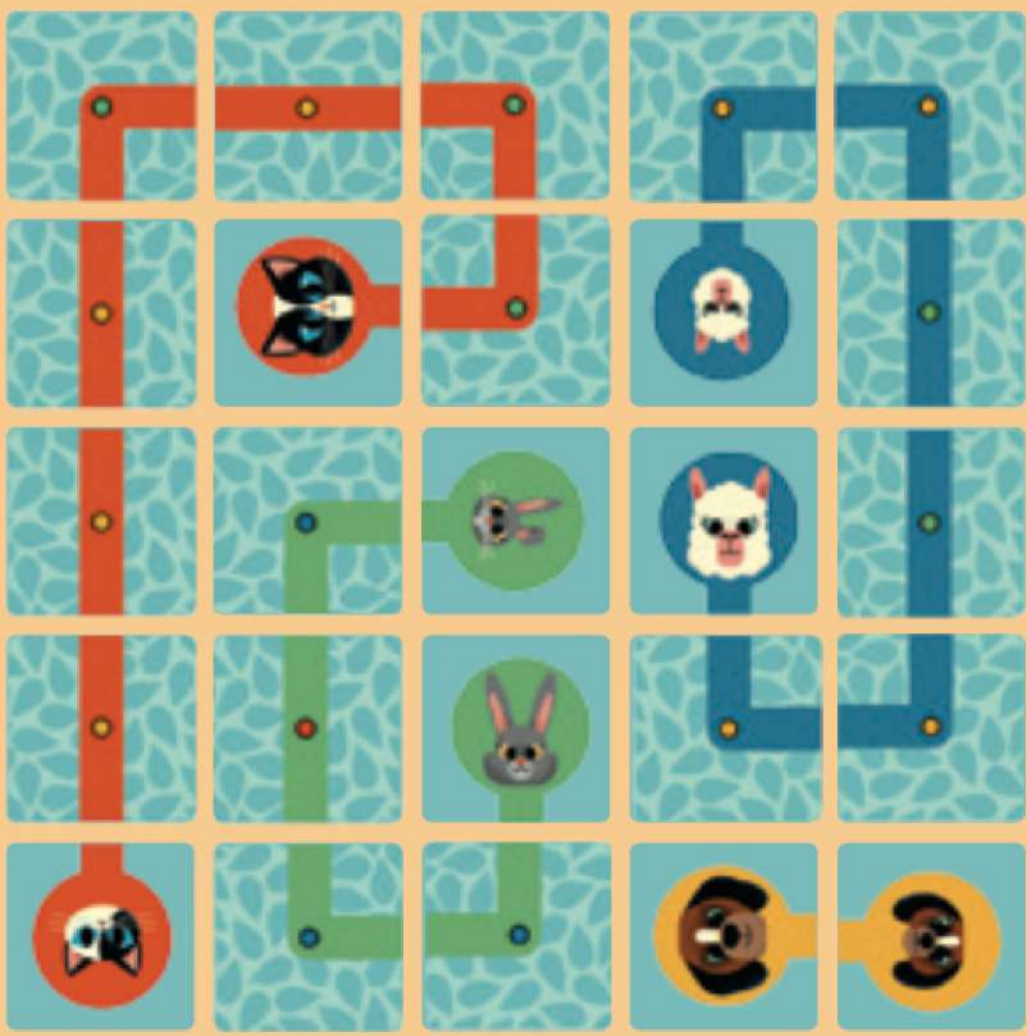
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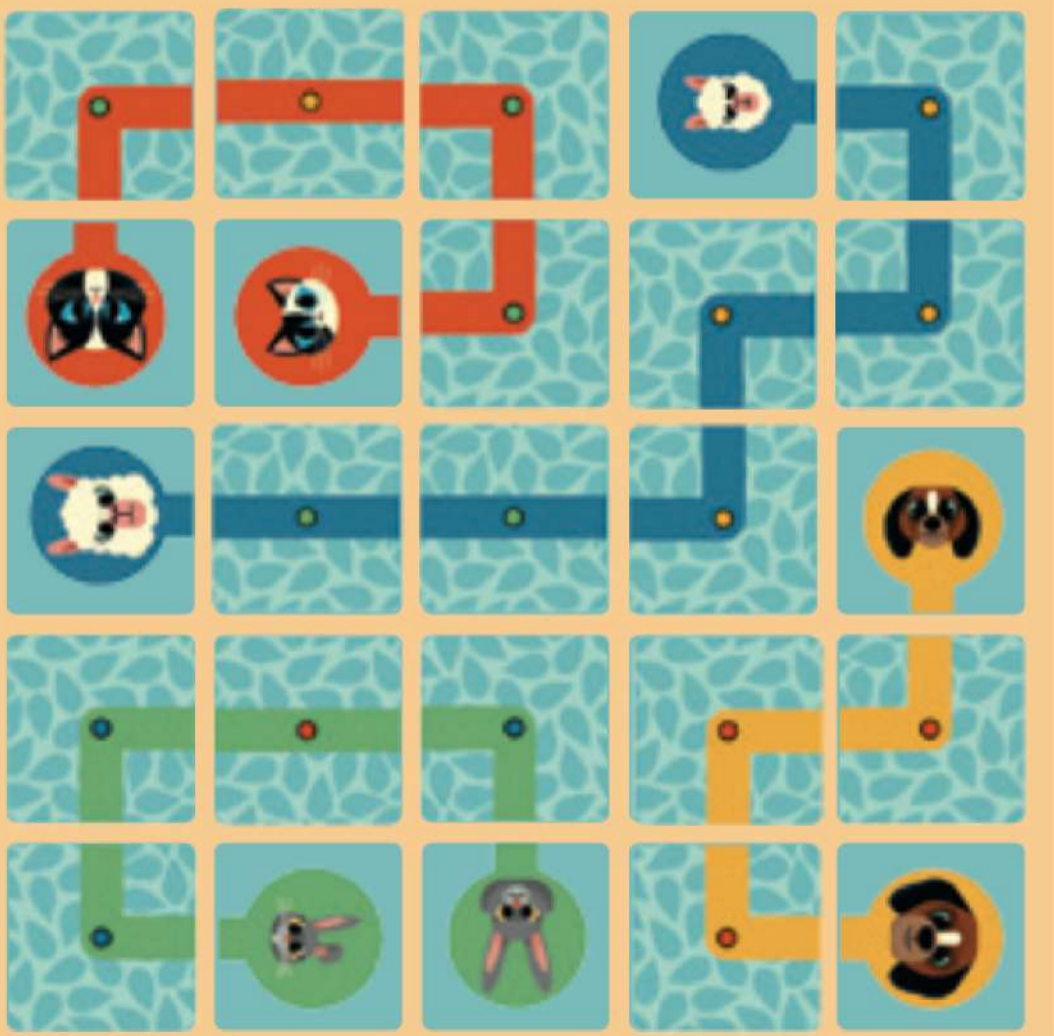
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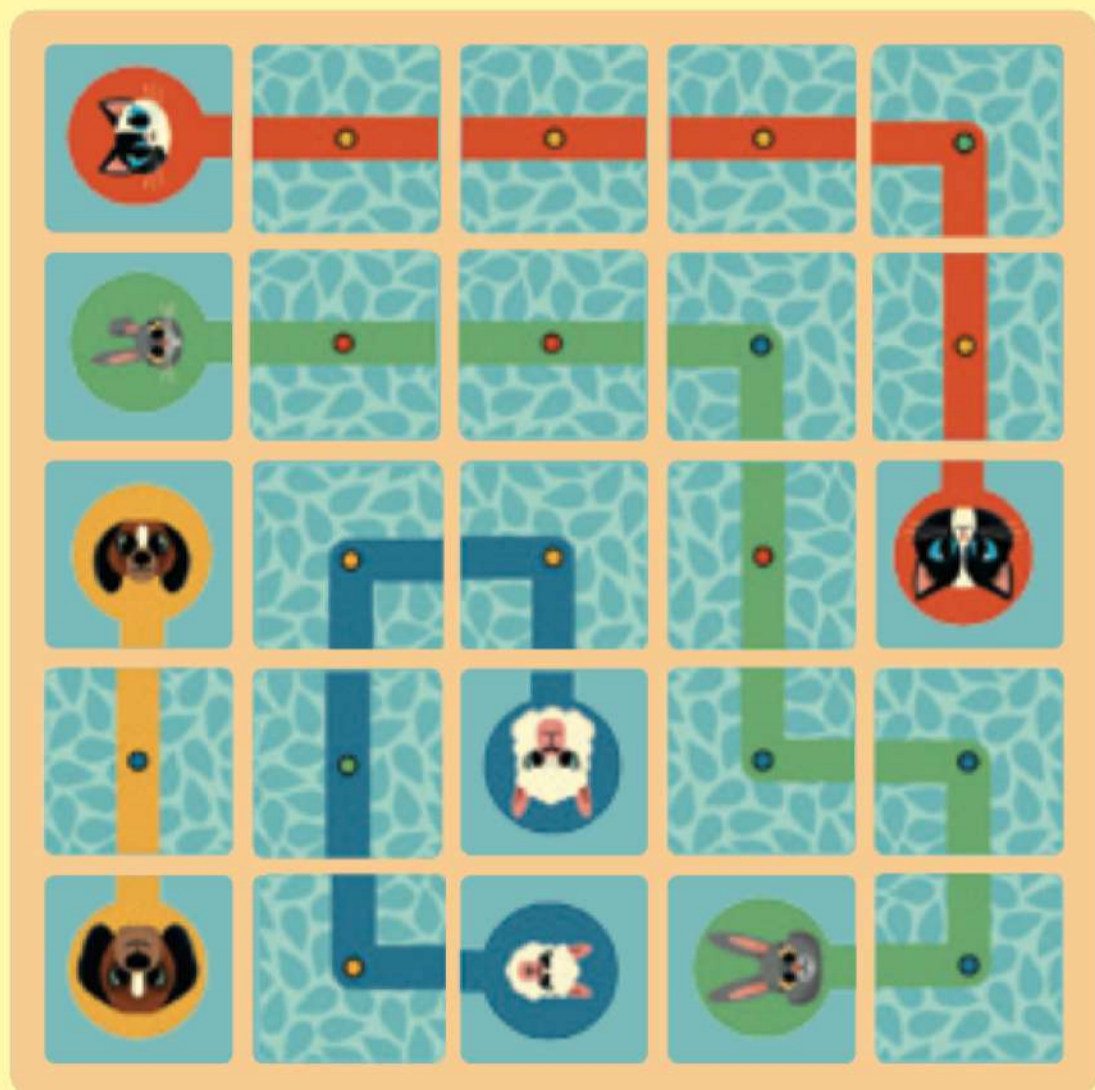




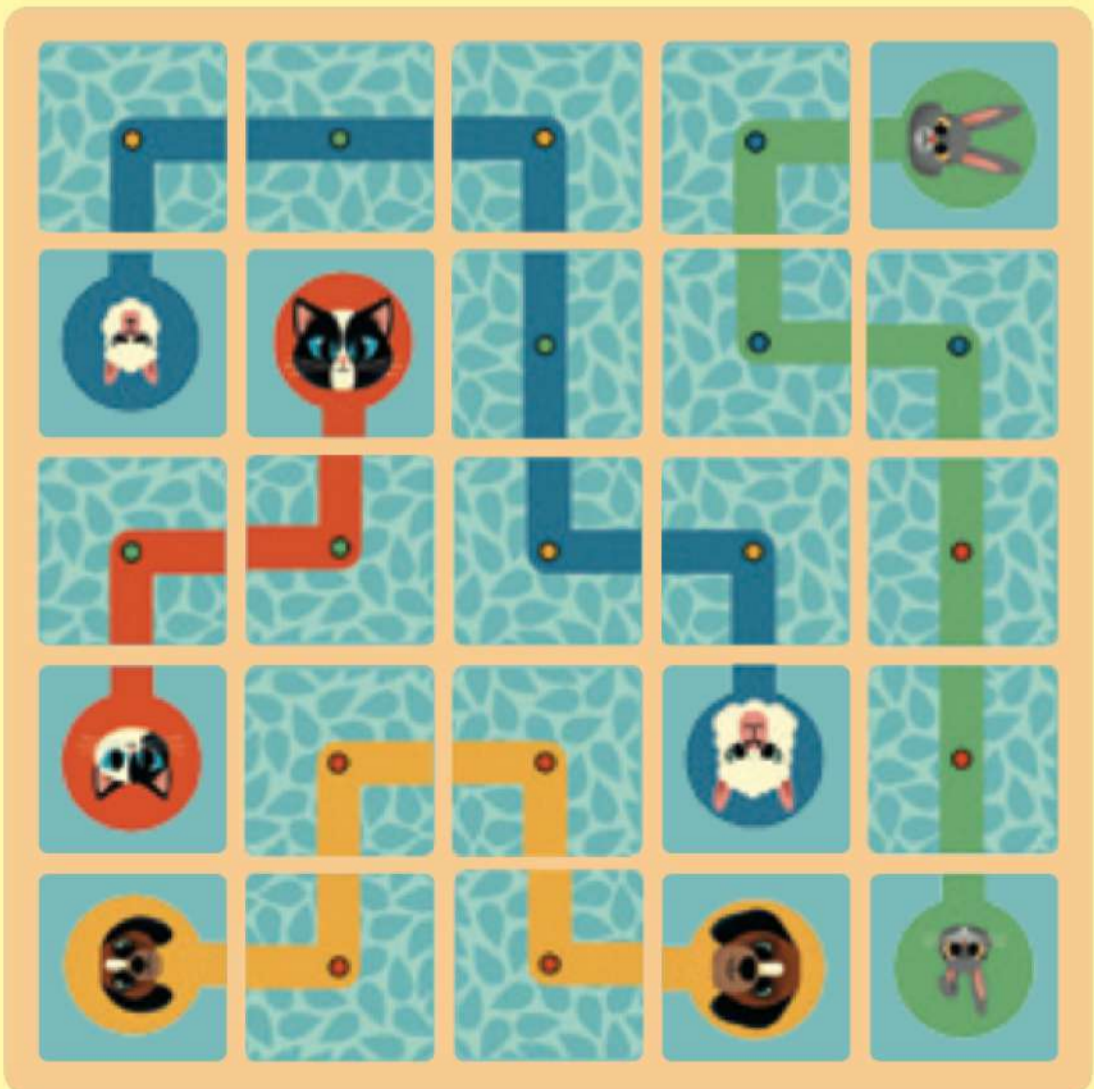
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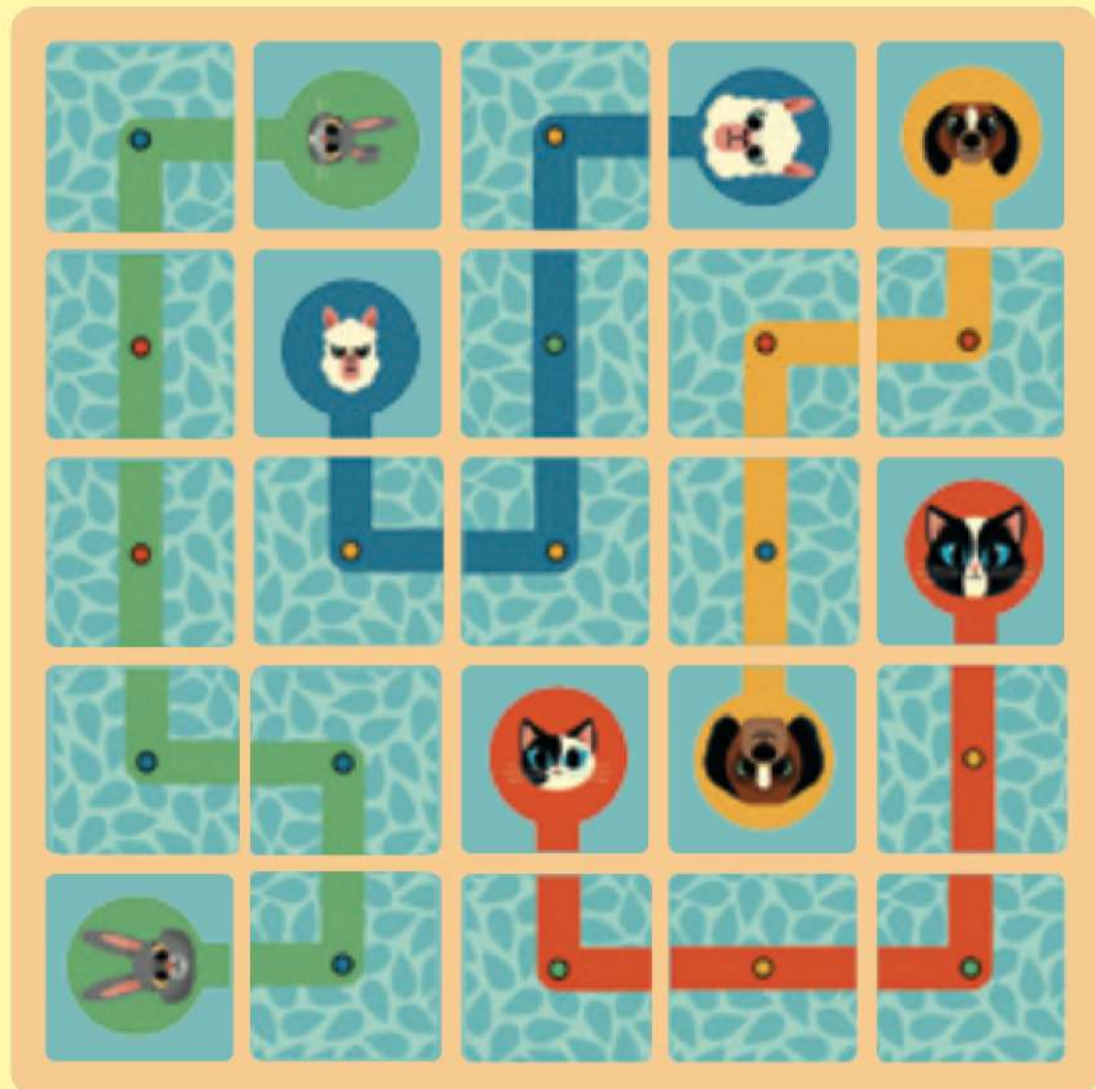
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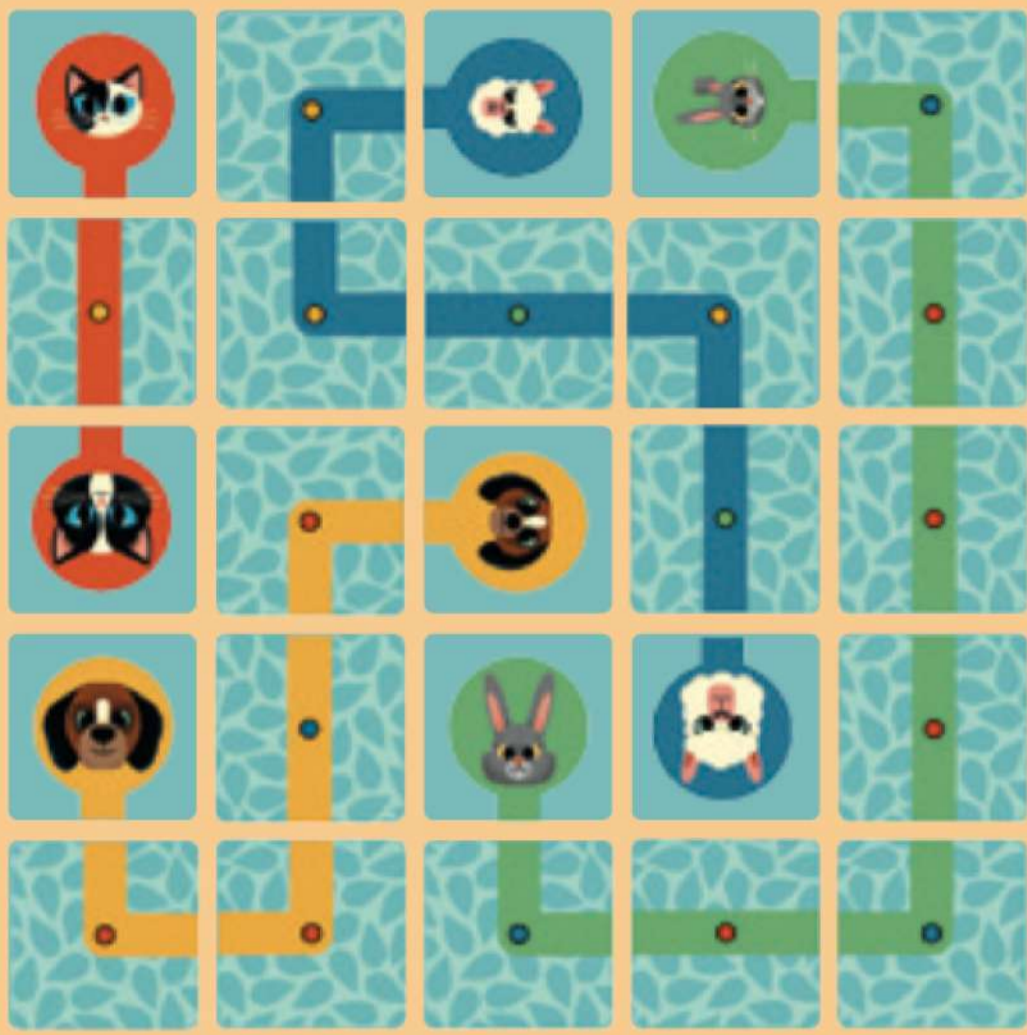


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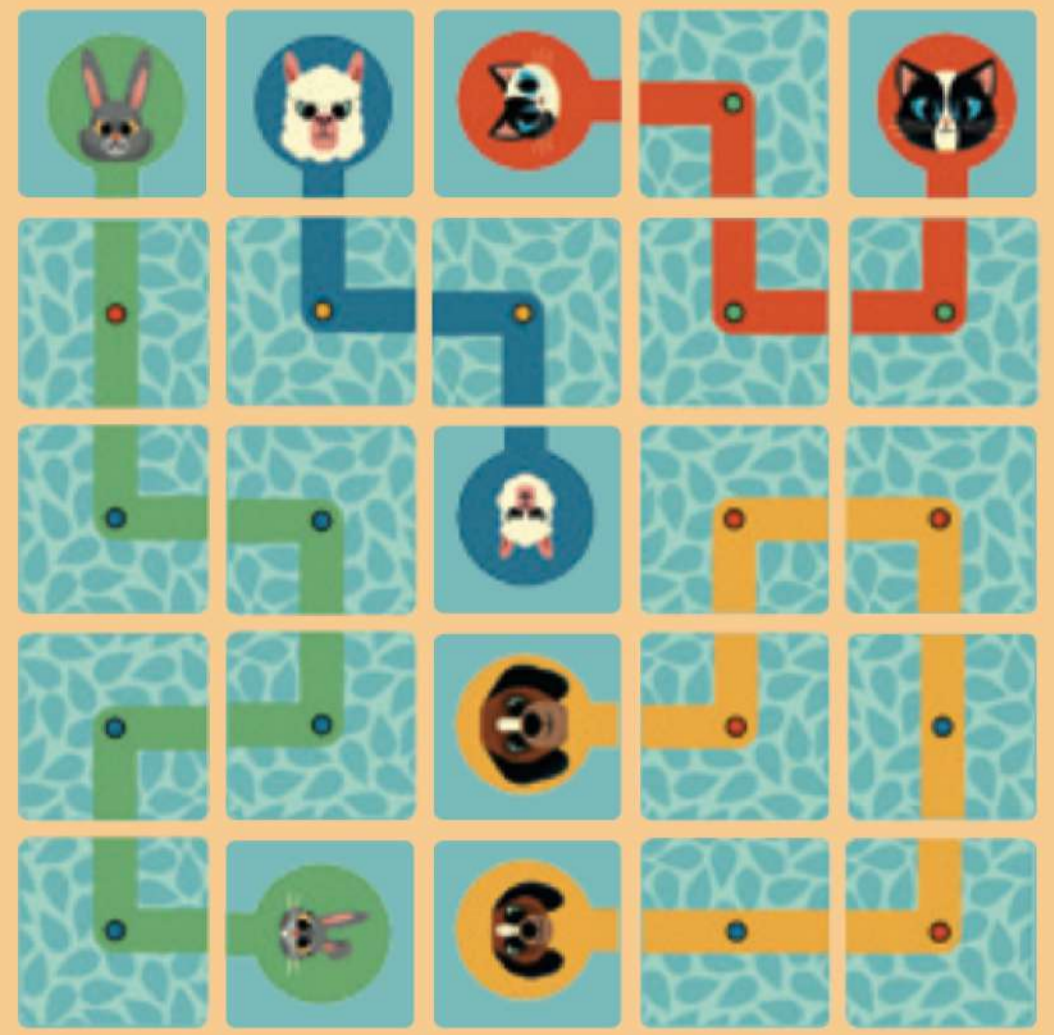




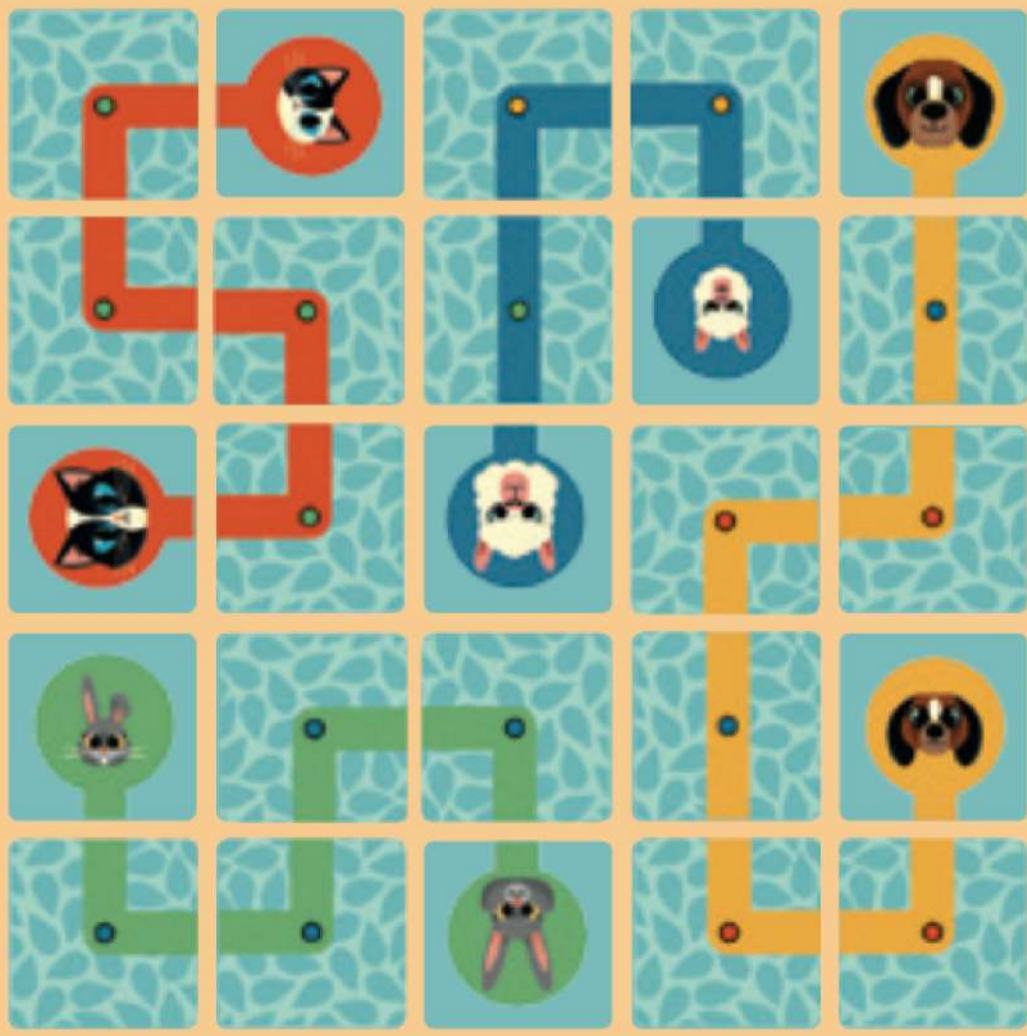
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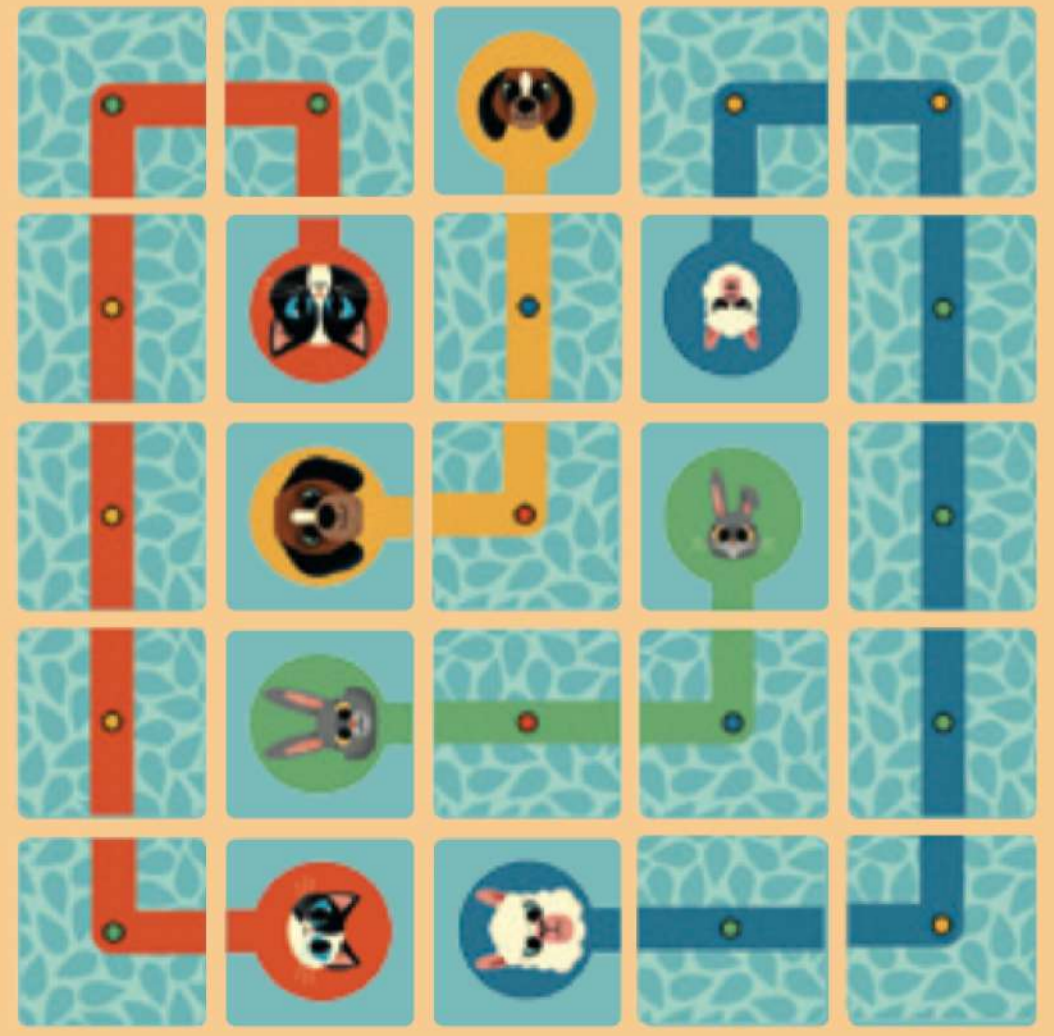
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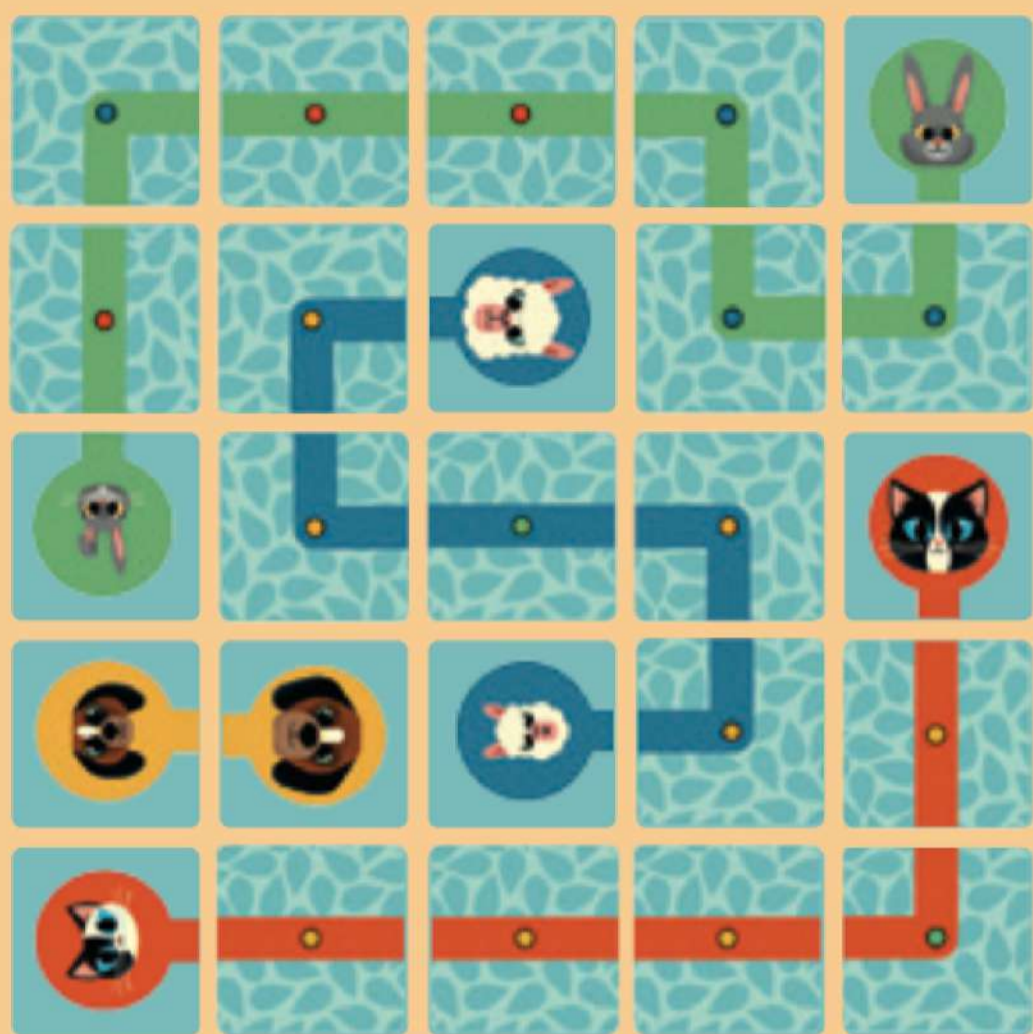


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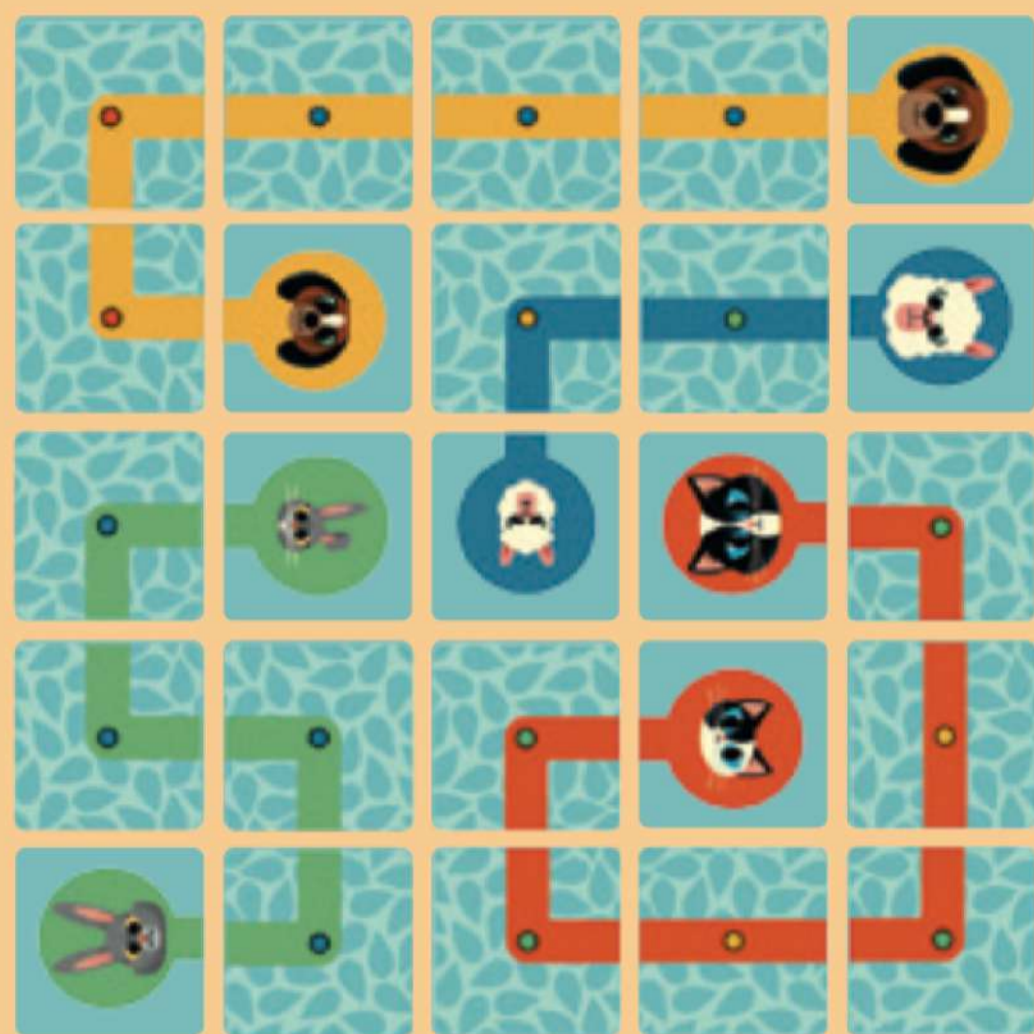




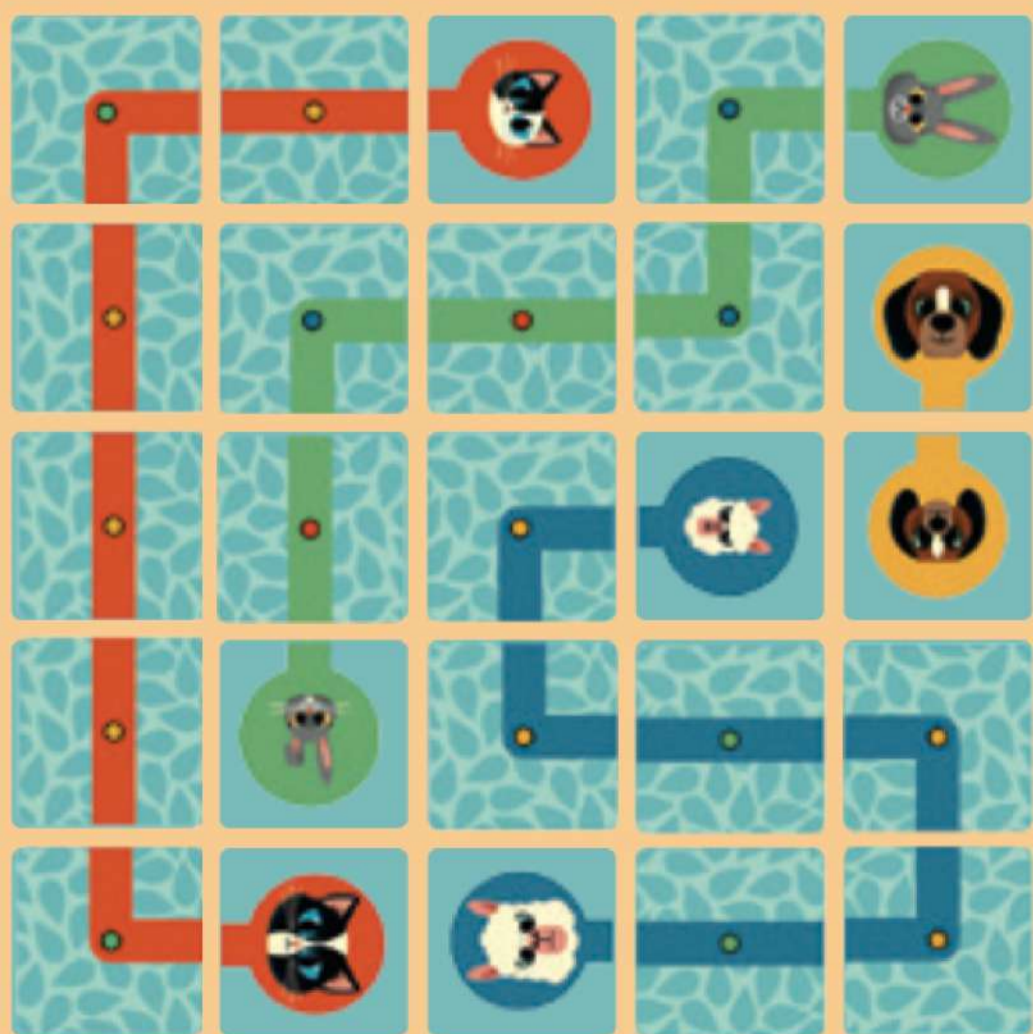
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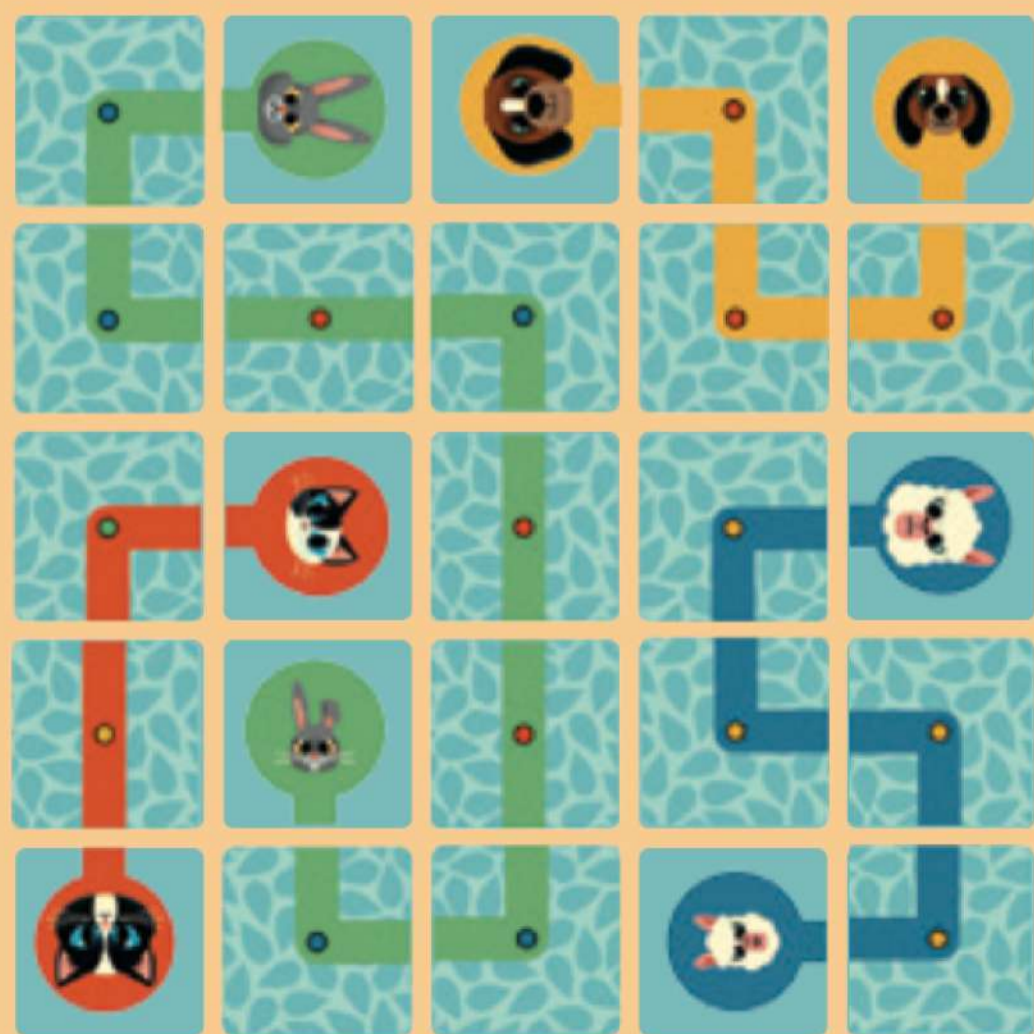
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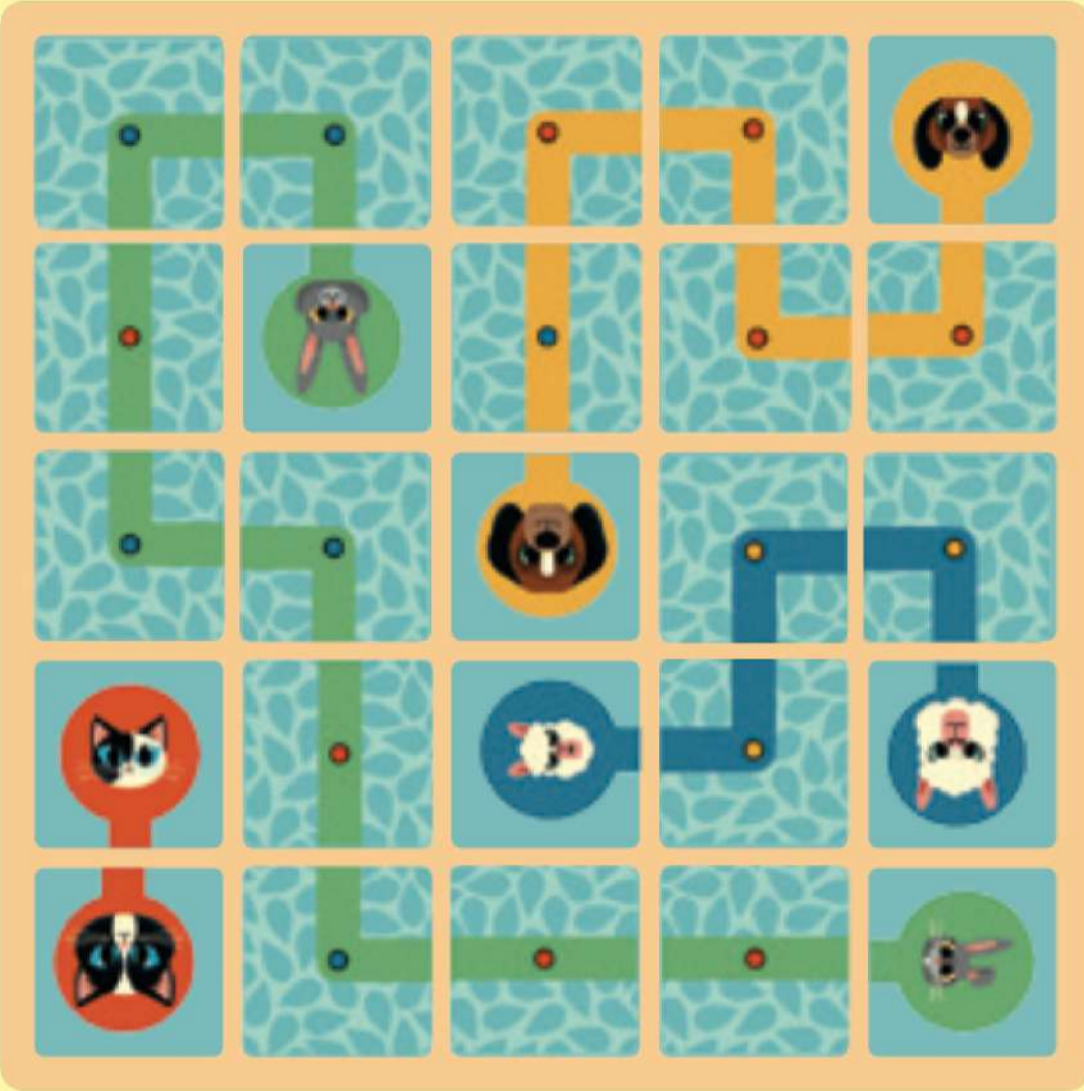


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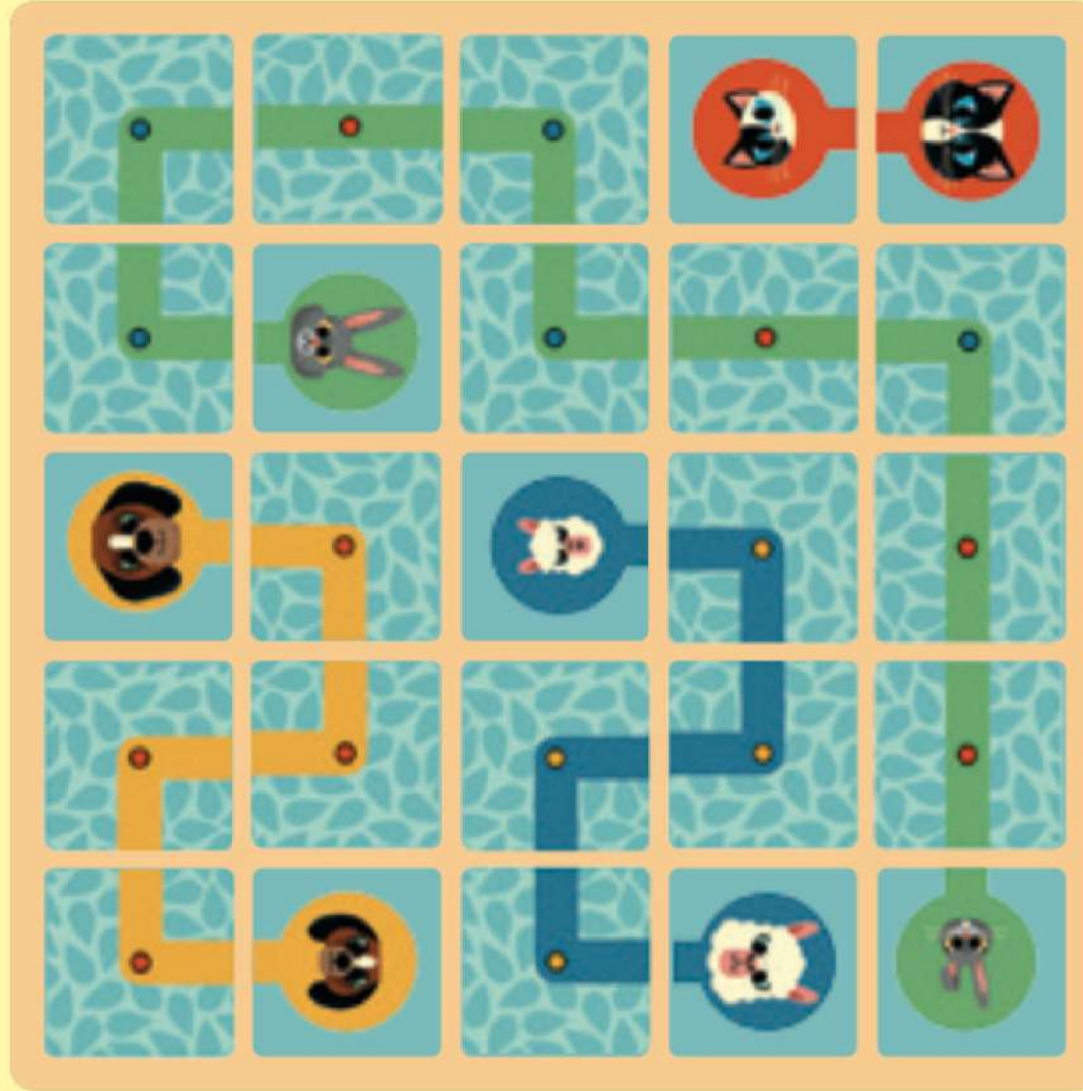




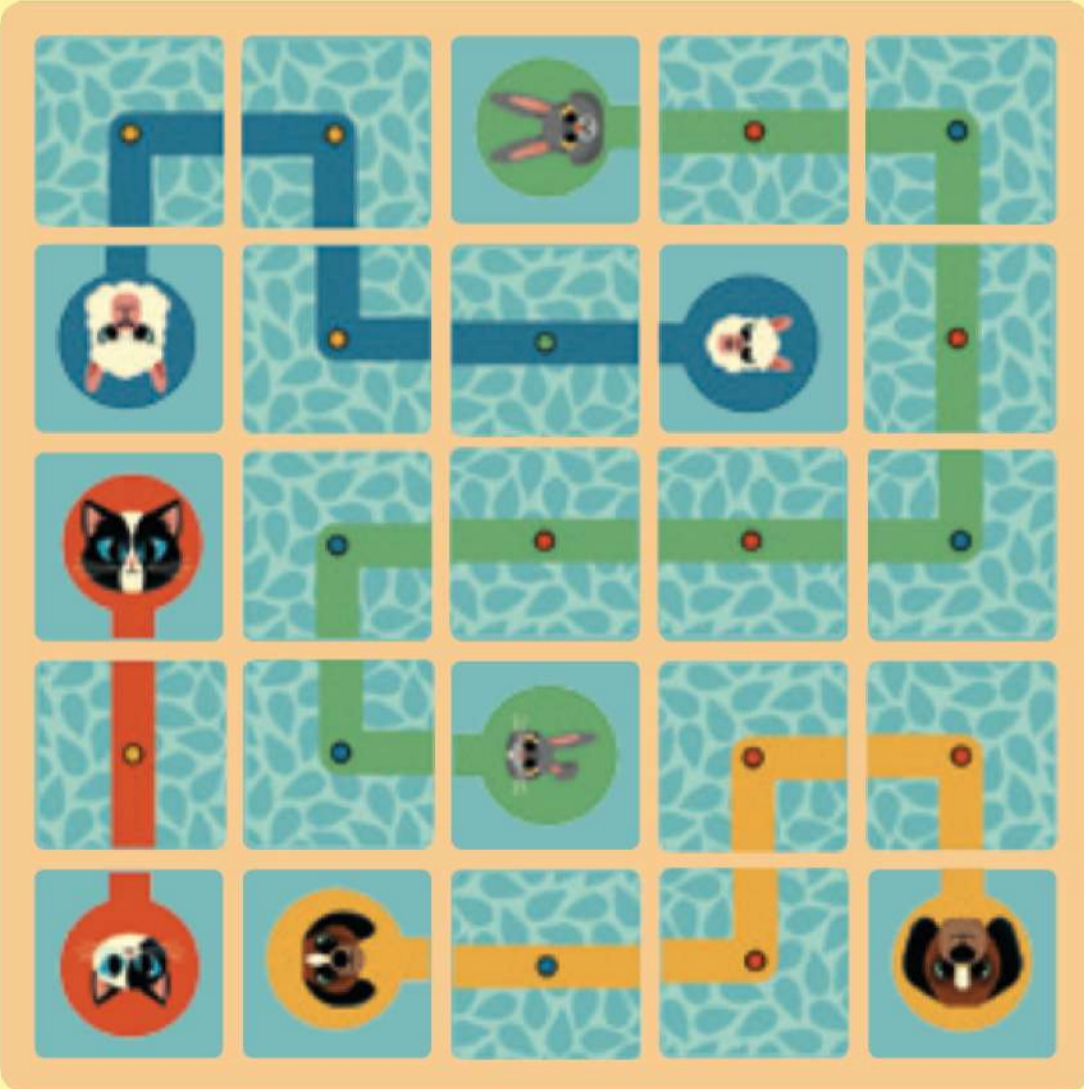
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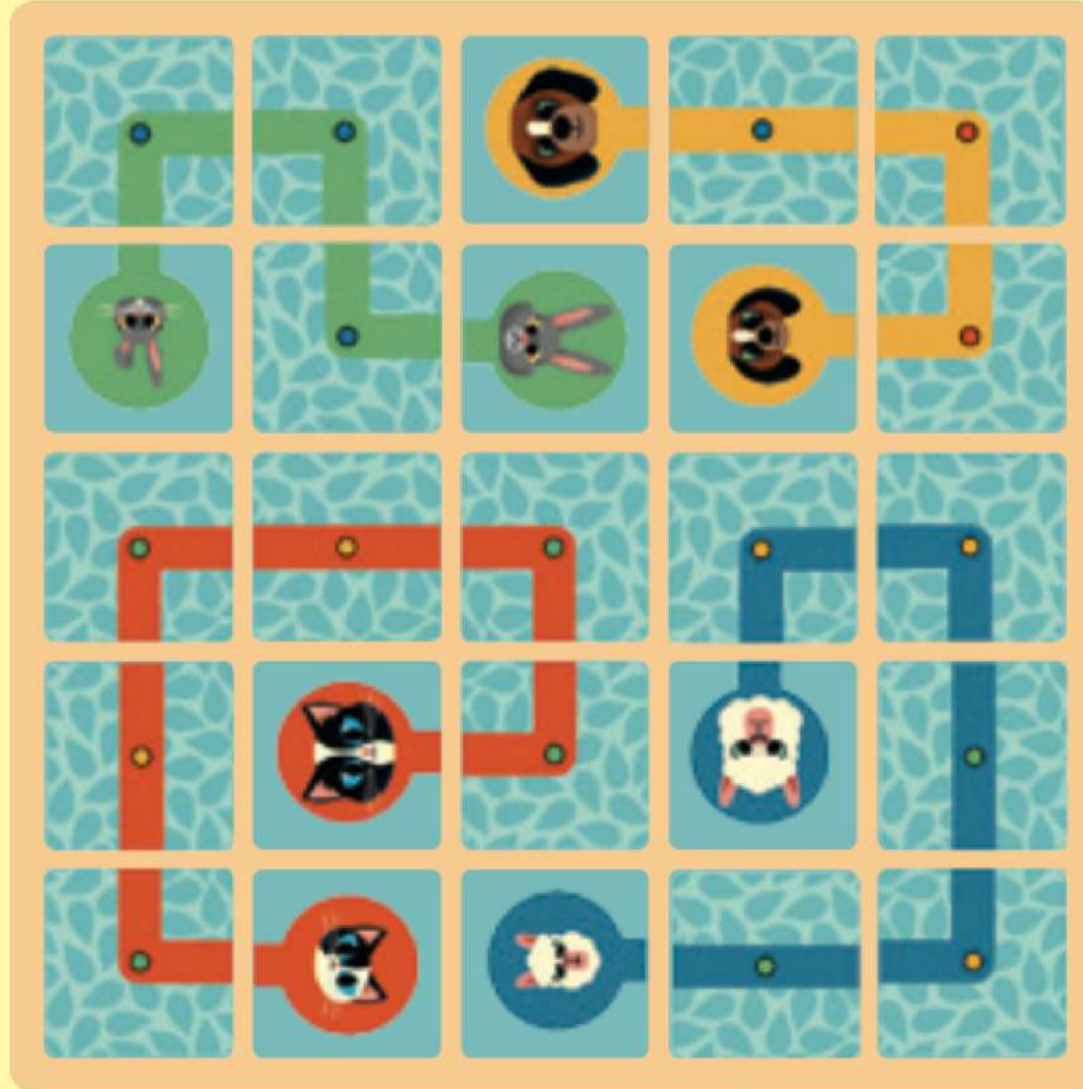
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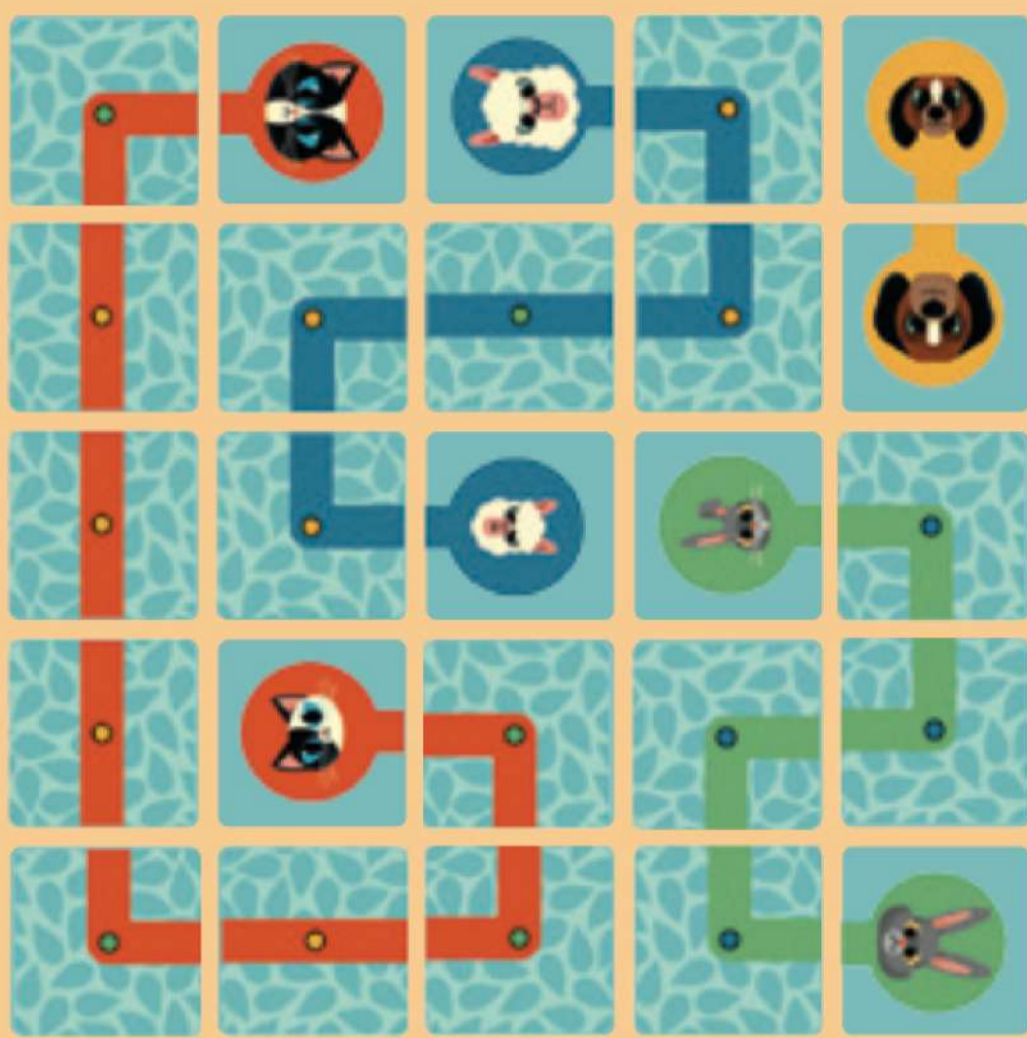


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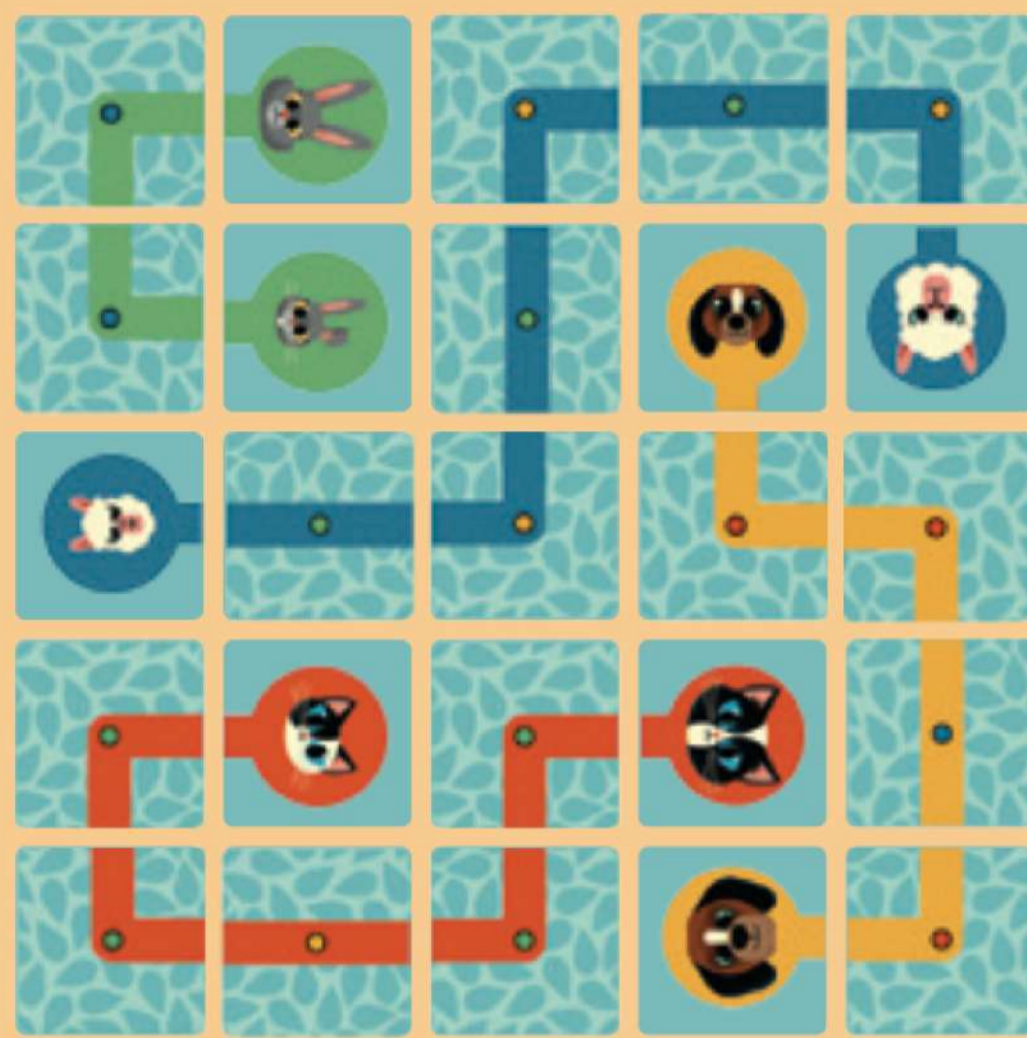




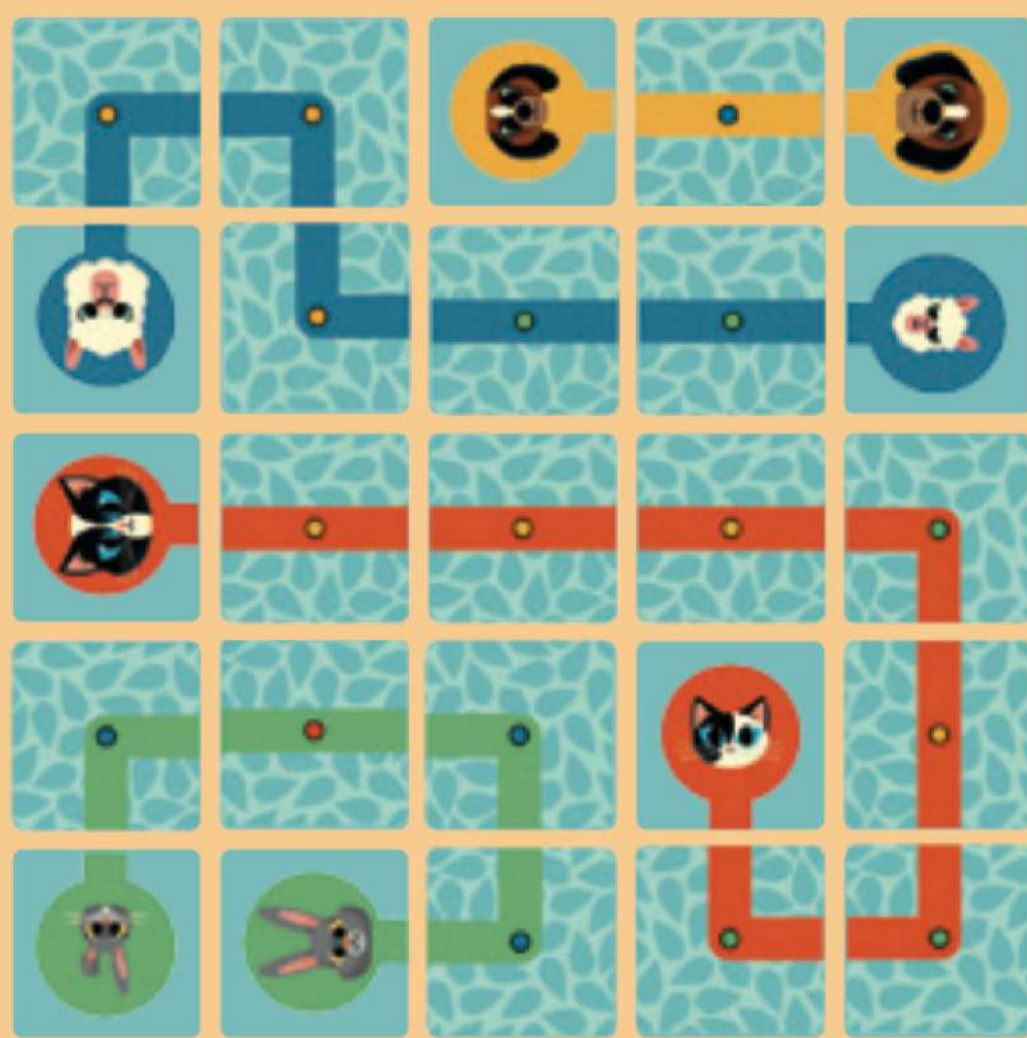
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