

PYRAMID LOGIC

60 CHALLENGES

7-99
ANI

SOLOGIC





30 de cărți provocare piramida (cu niveluri crescătoare de dificultate), 9 piese din lemn.

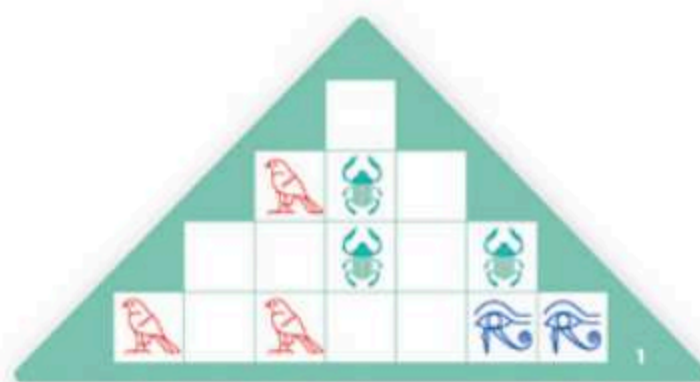


Scopul jocului: Completați grila de hieroglife de pe fiecare carte piramidă.

Cum se joacă: Alegeți o carte piramidală în funcție de nivelul de dificultate dorit.



Provocare ușoară:
Cărți Menkaure



Provocare moderată:
Cărți Khafre



Provocare dificilă:
Cărți Khufu



Poziționați cartea piramida în fața dvs. și așezați piesele de lemn de care veți avea nevoie în respectiva provocare.

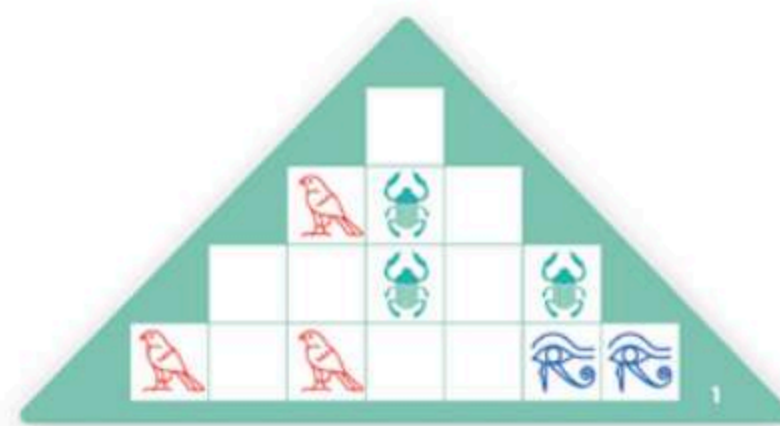
Vă rugăm să rețineți: Piesele din lemn sunt reversibile:



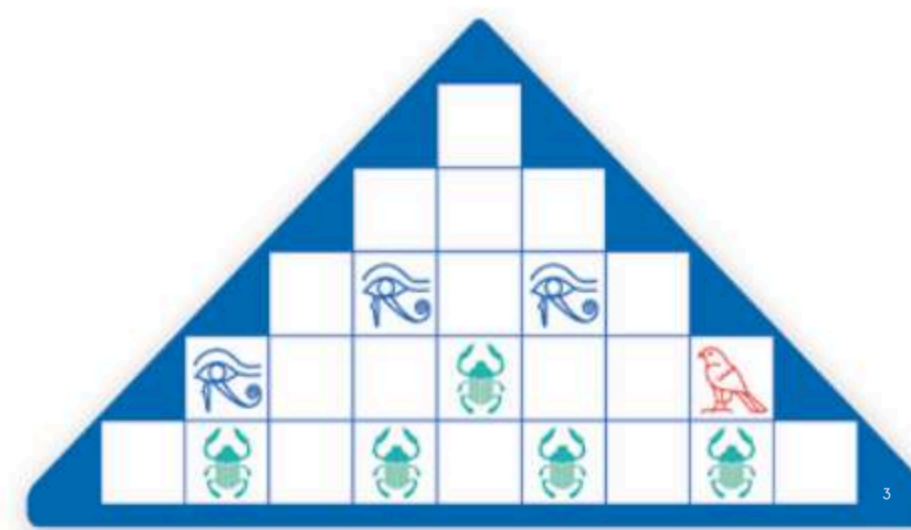
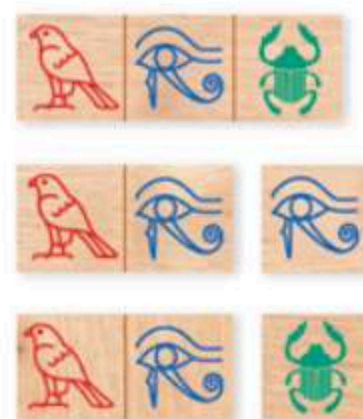
Pieces needed according to each challenge level:



Menkaure easy



Khafre moderate



KHUFU DIFFICULT



Place the pieces on the pyramid card, respecting the location and orientation of the hieroglyphs indicated: a hieroglyph featured on the pyramid card must be covered by an identical hieroglyph.

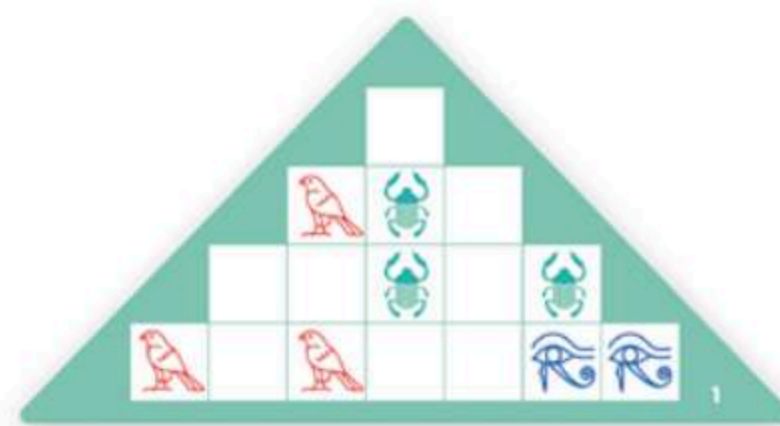
There is only one solution for each challenge!
Solutions at the end of the booklet.

Challenges by Sébastien Decad.

Piese necesare în funcție de fiecare nivel de provocare:



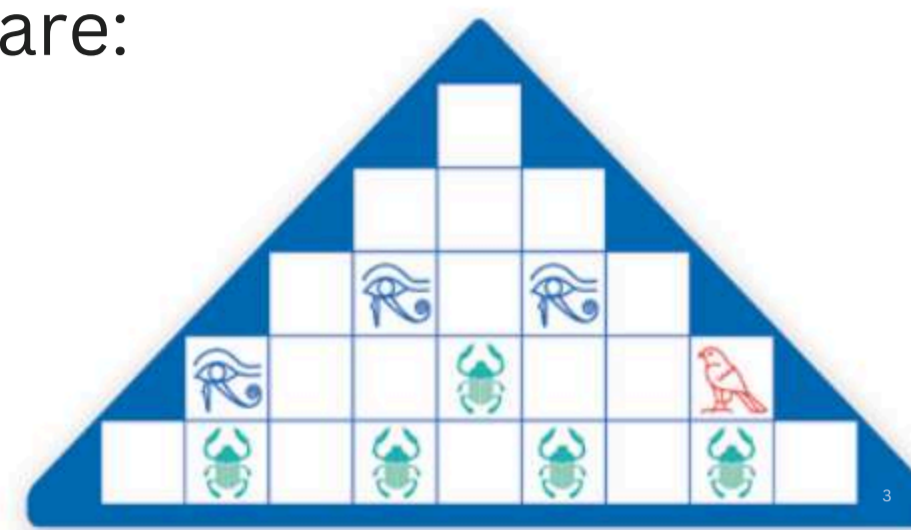
Menkaure uşor



Khafre moderat



+



Khufu dificil



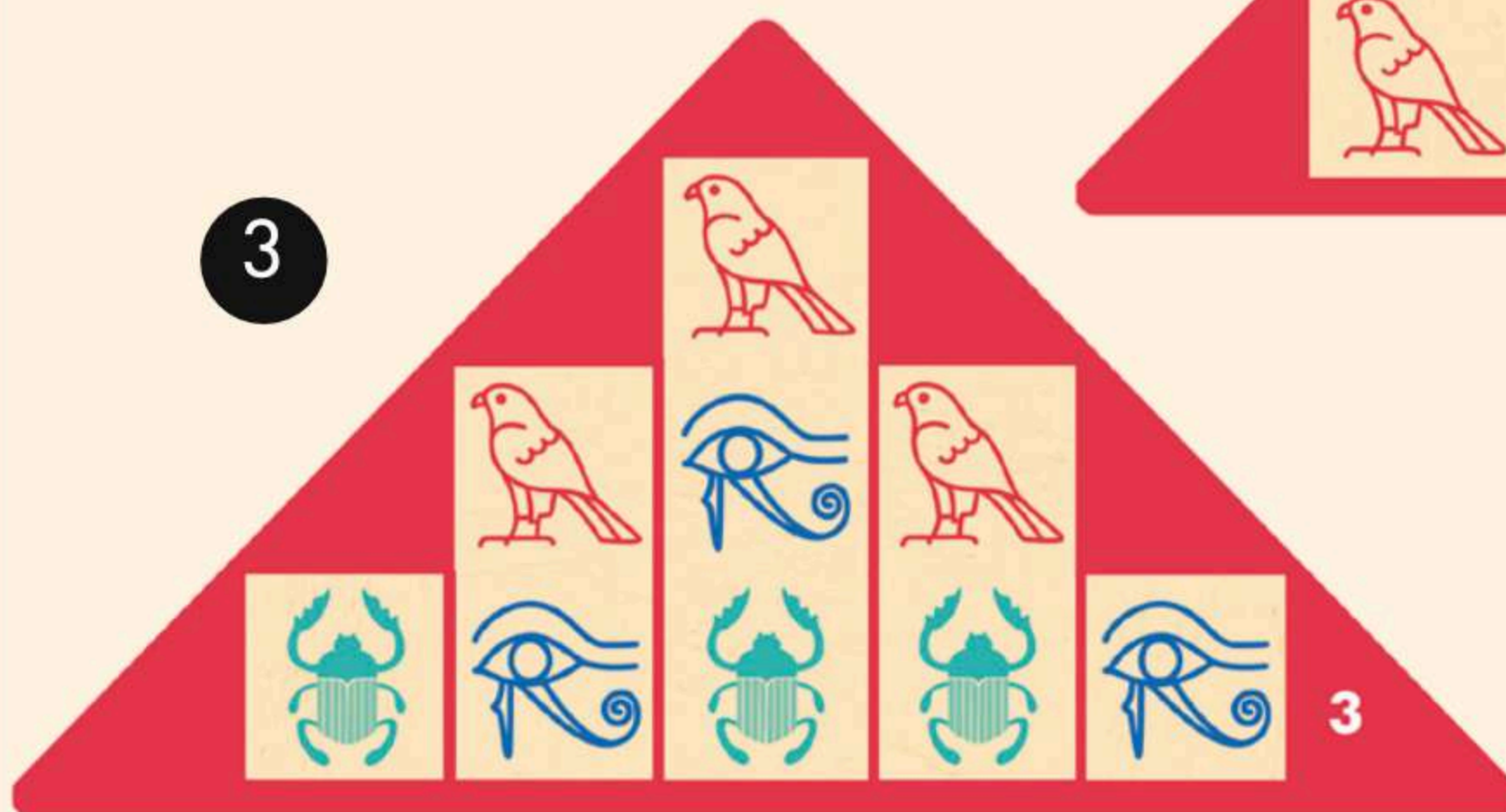
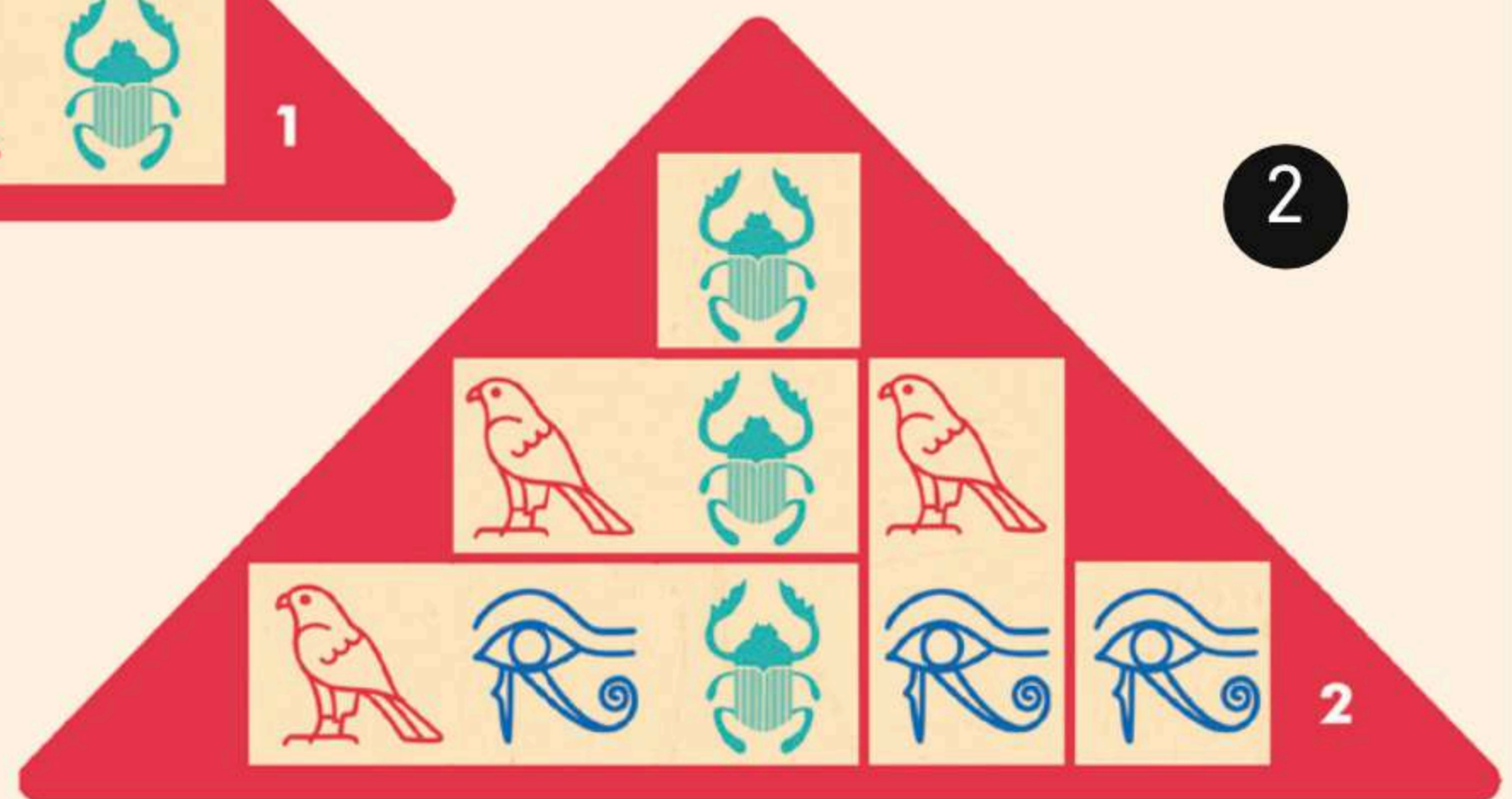
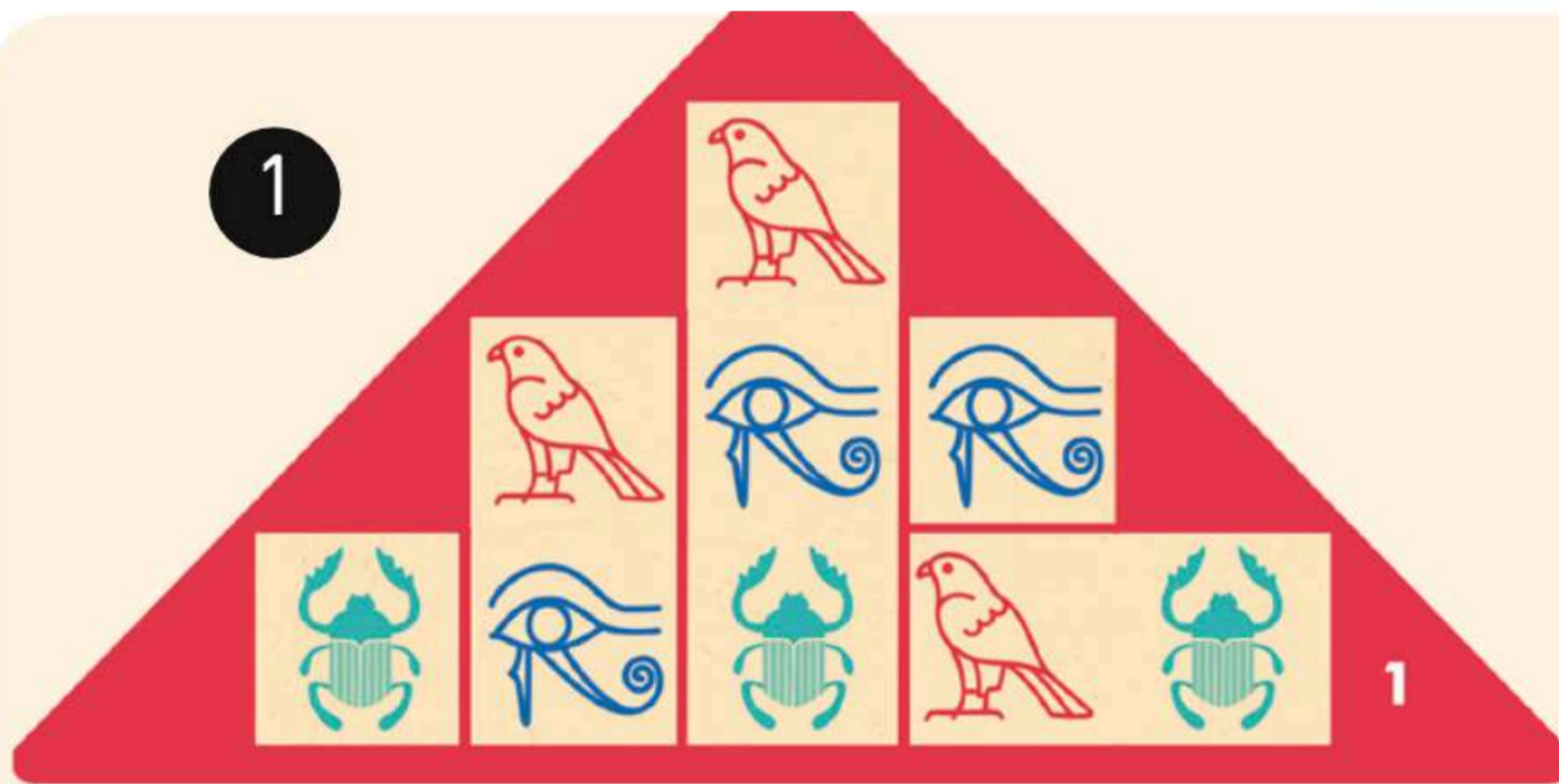
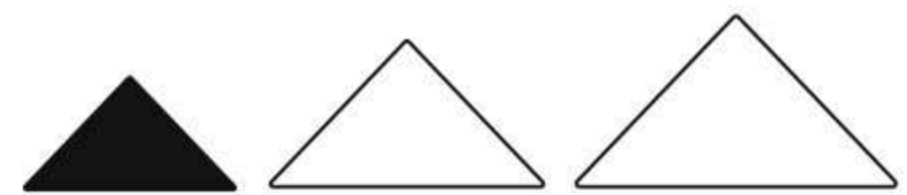
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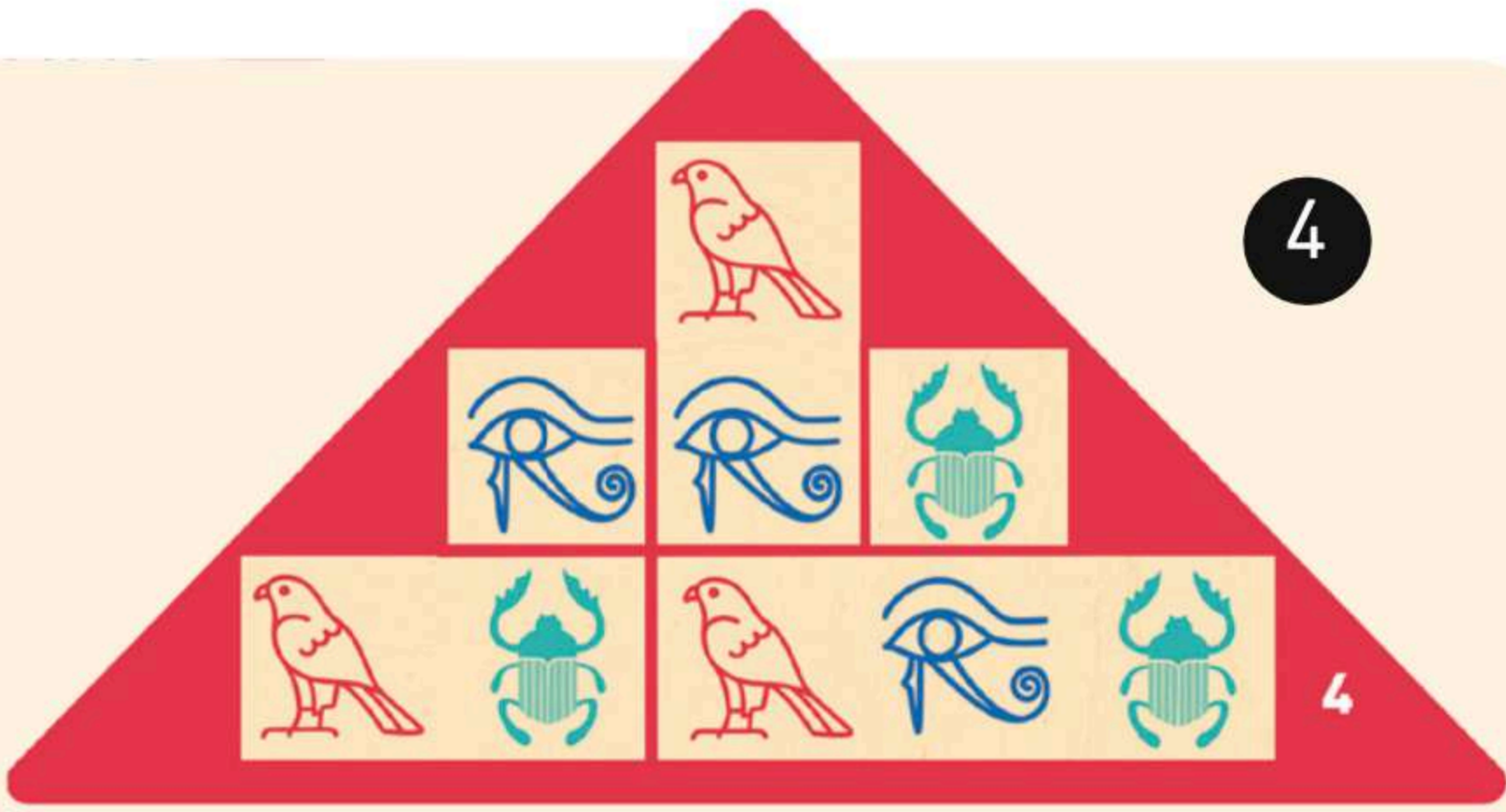
Așezați piesele pe cartea piramida, respectând locația și orientarea hieroglifelor indicate: o hieroglifă prezentată pe cardul piramidei trebuie să fie acoperită de o hieroglifă identică.

Rezolvarea provocărilor o regăsiți în paginile următoare.

SOLUTII

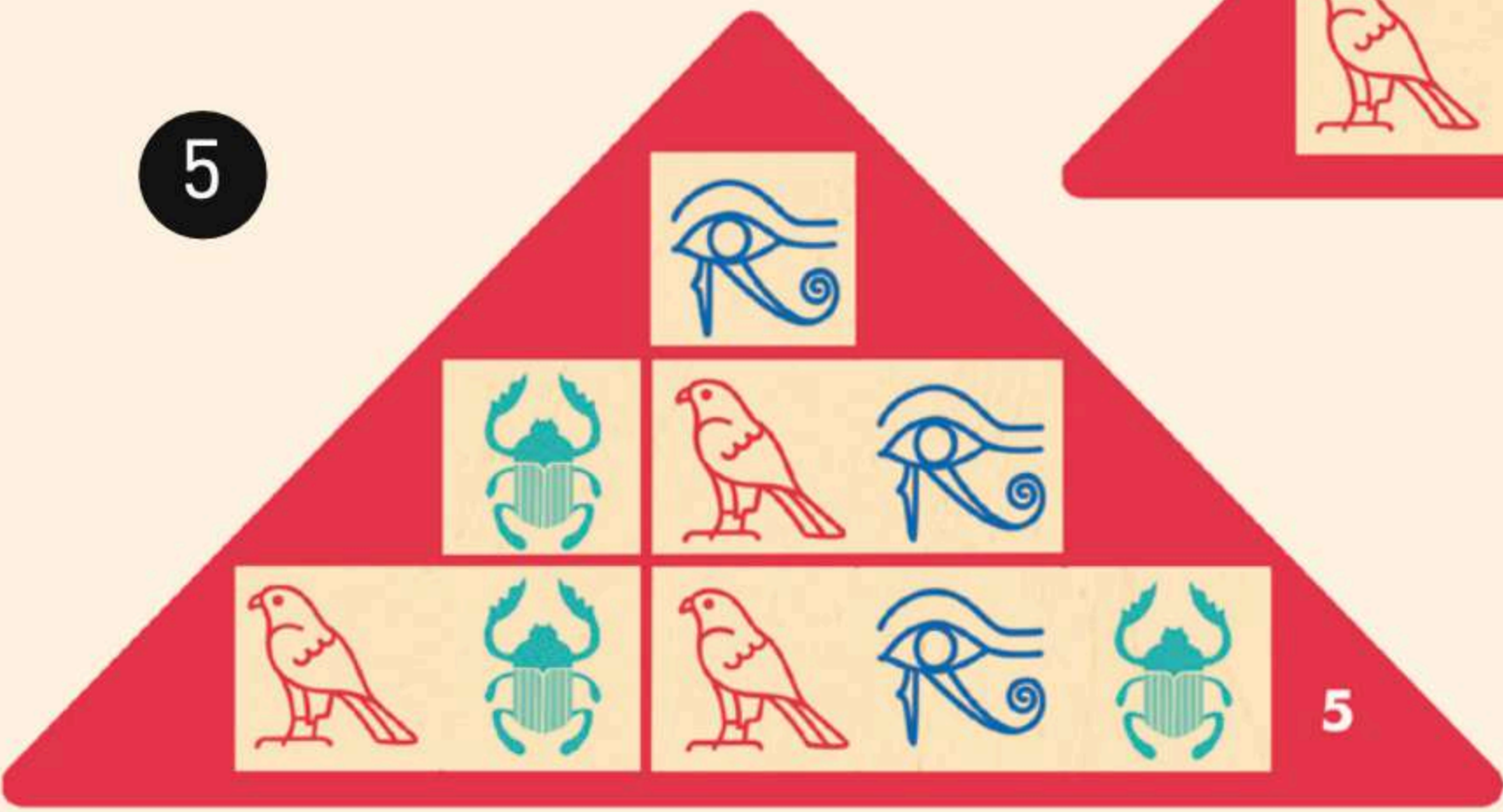


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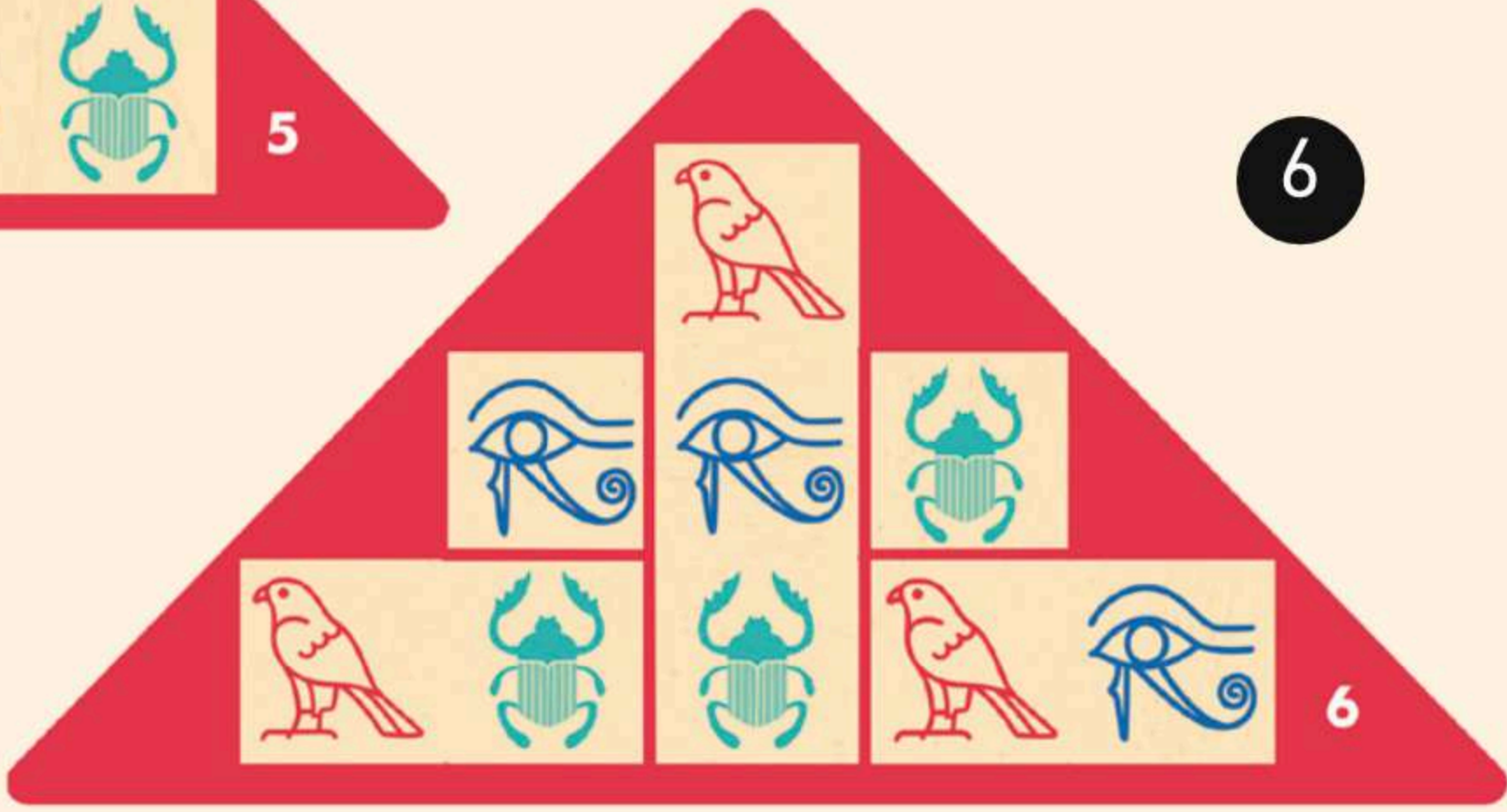
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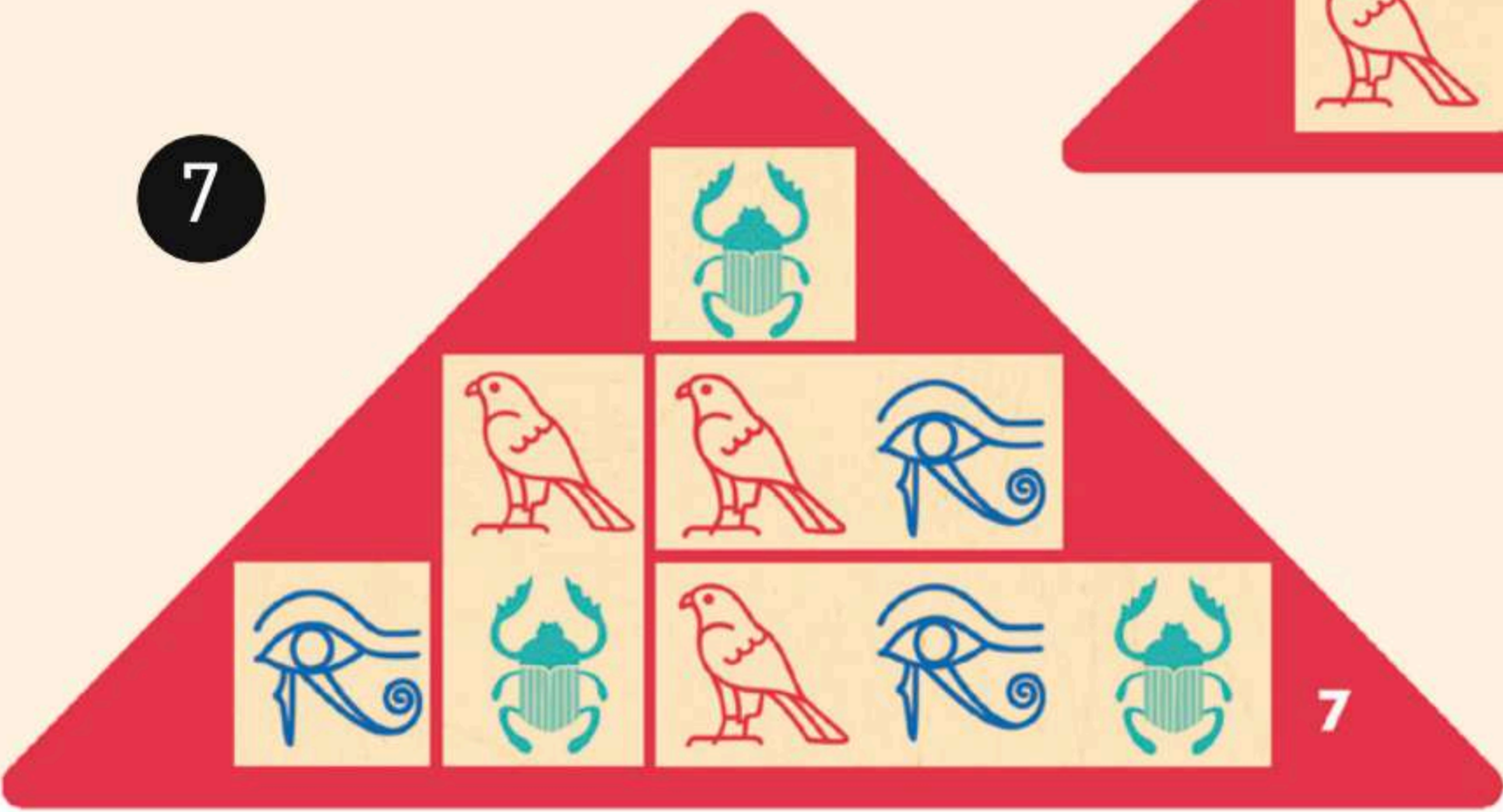
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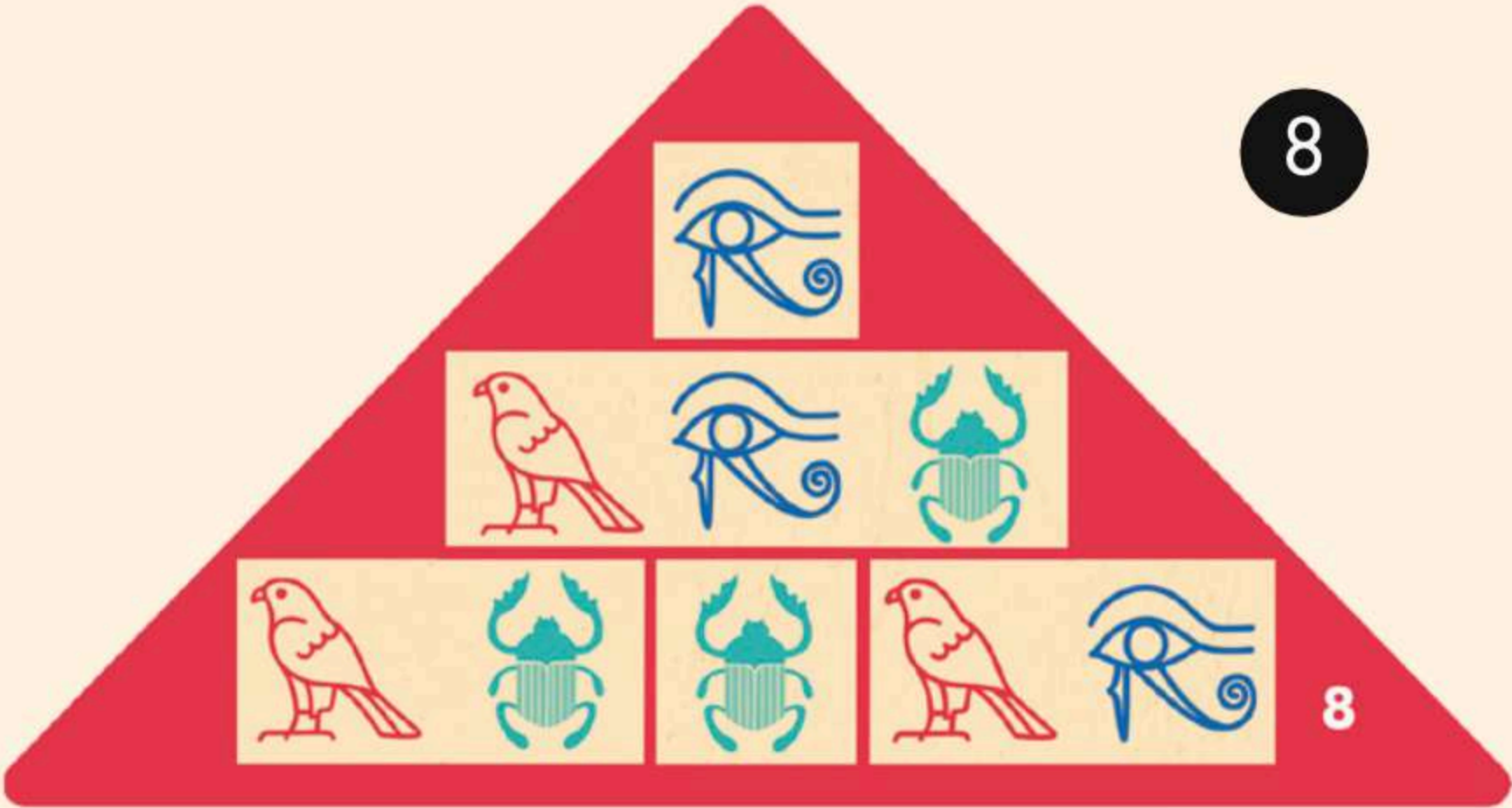
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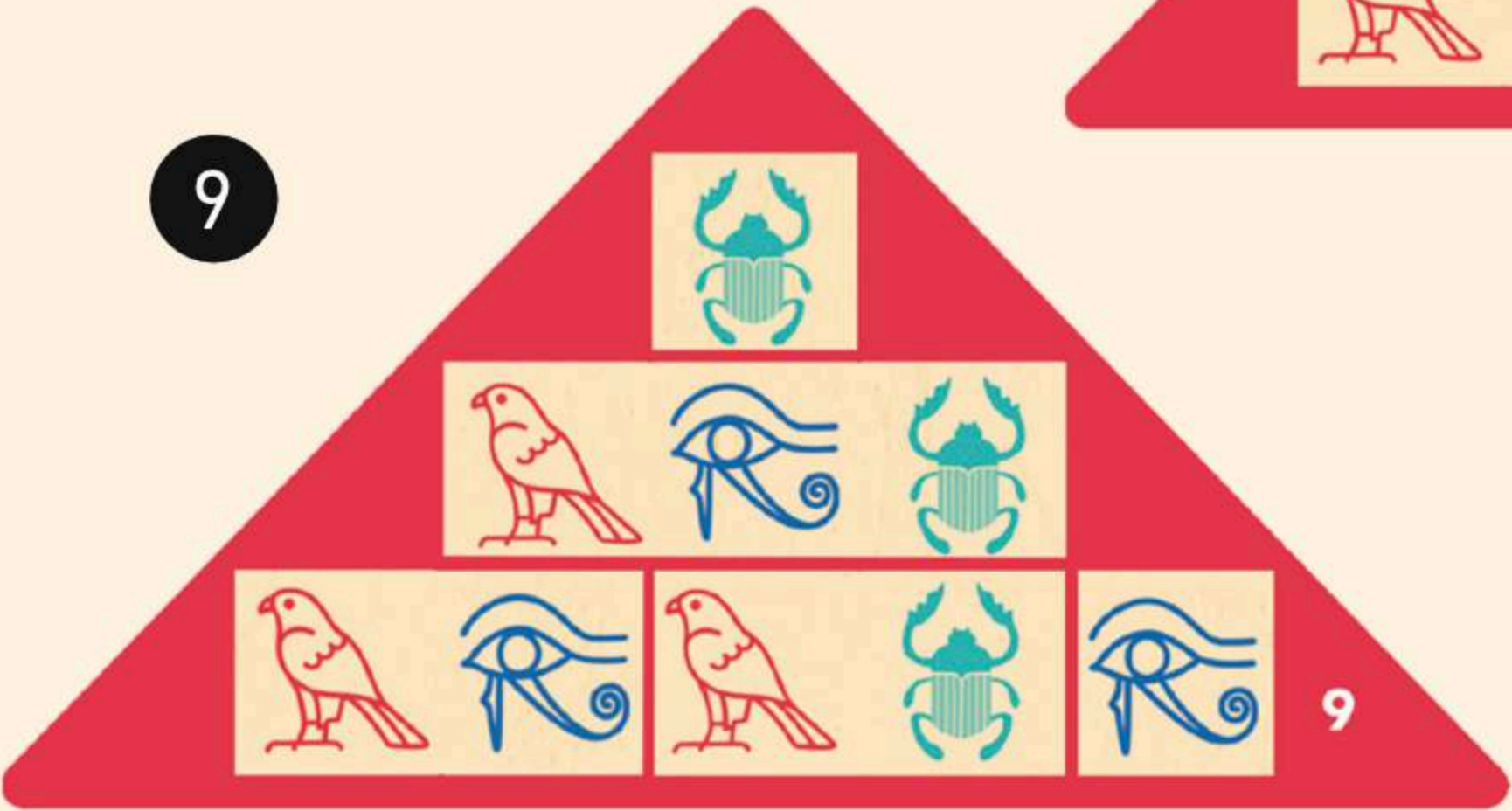
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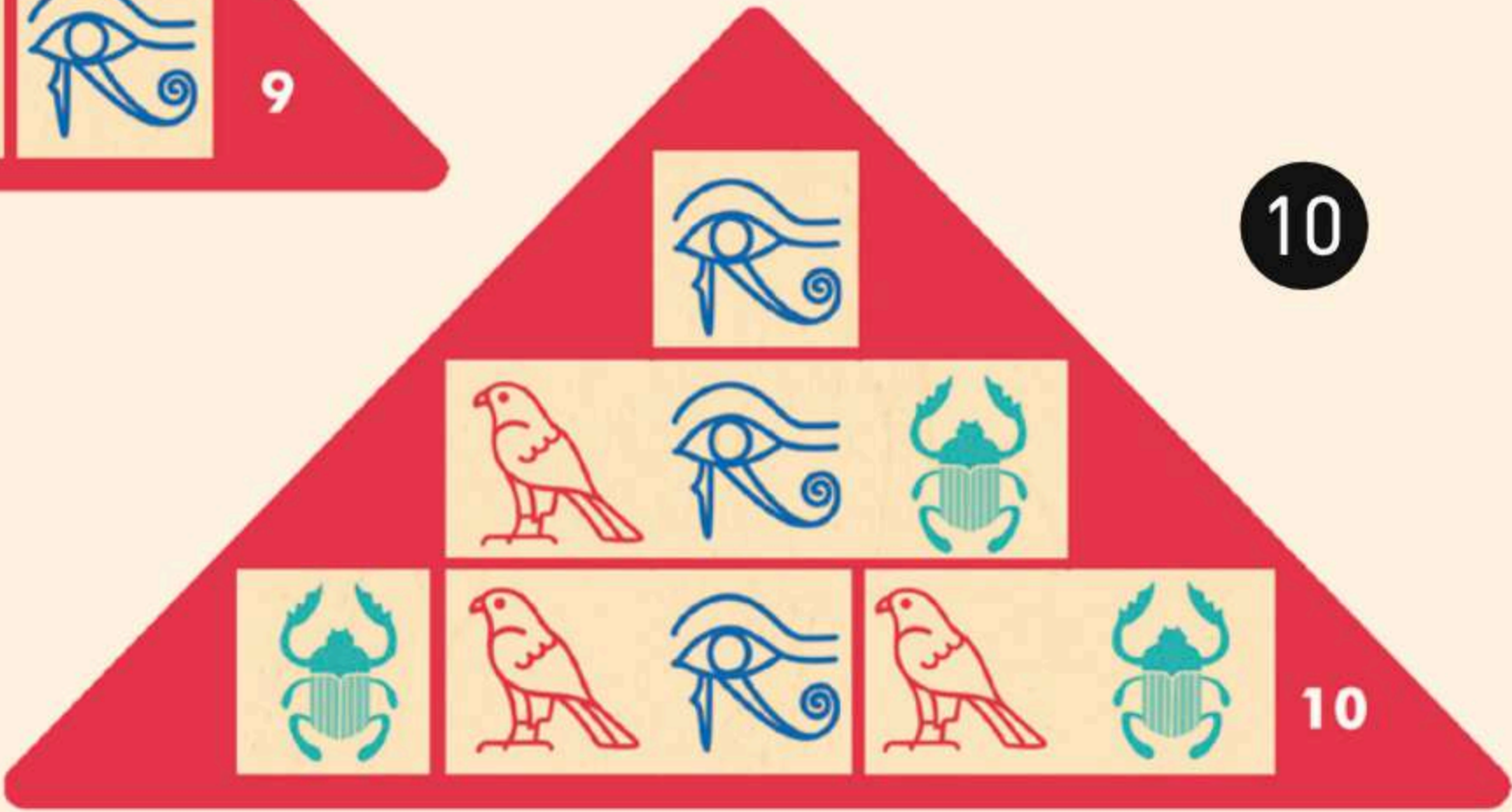
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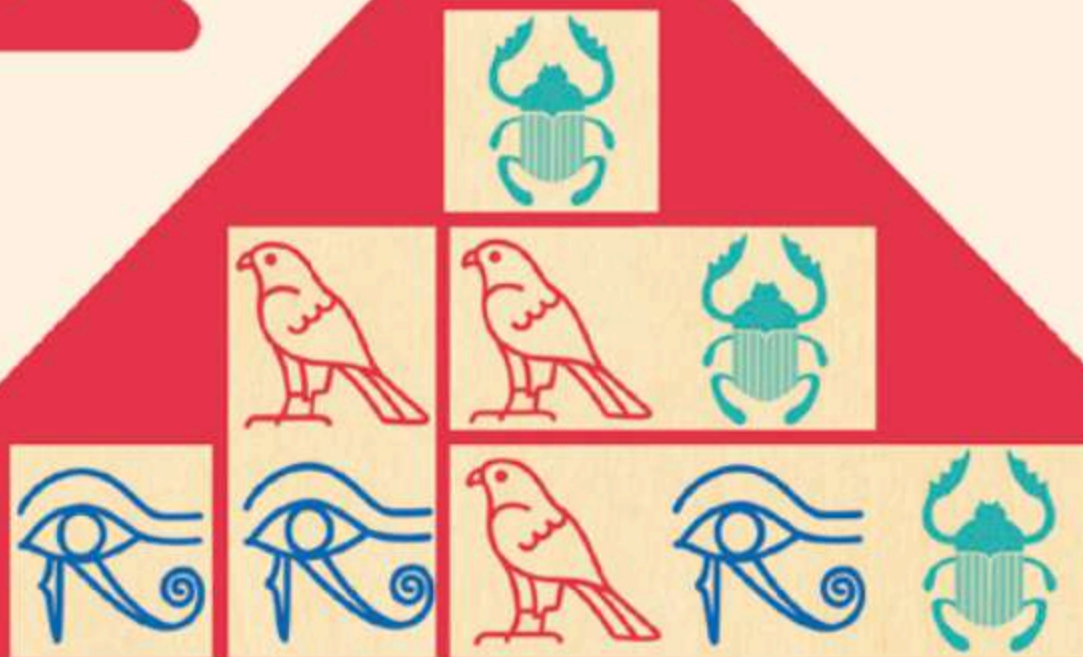
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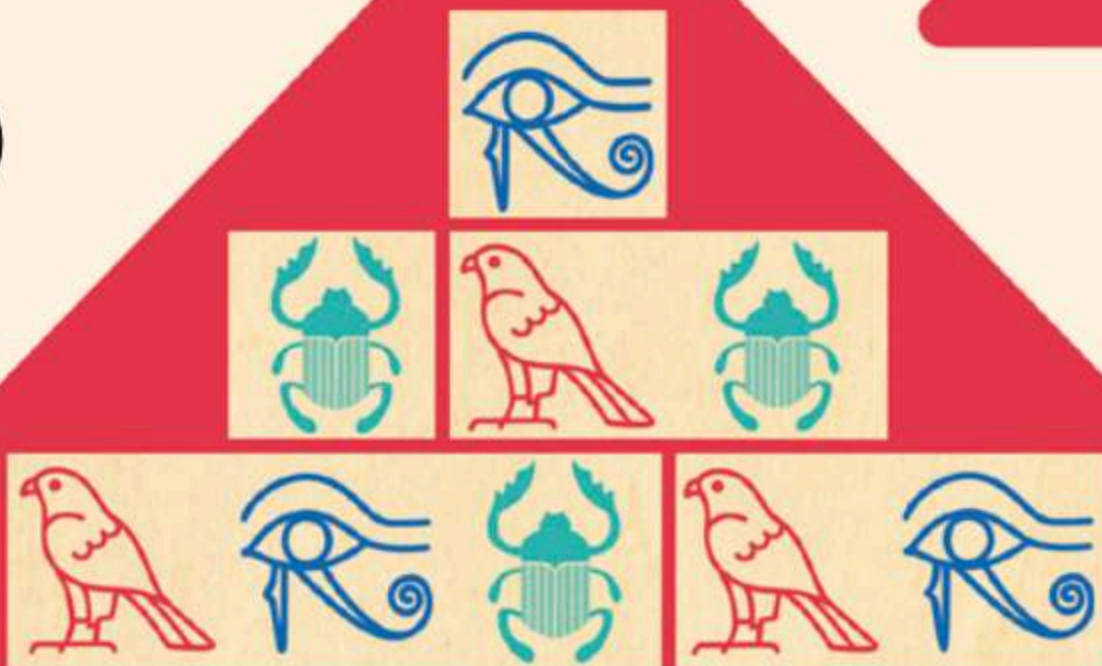
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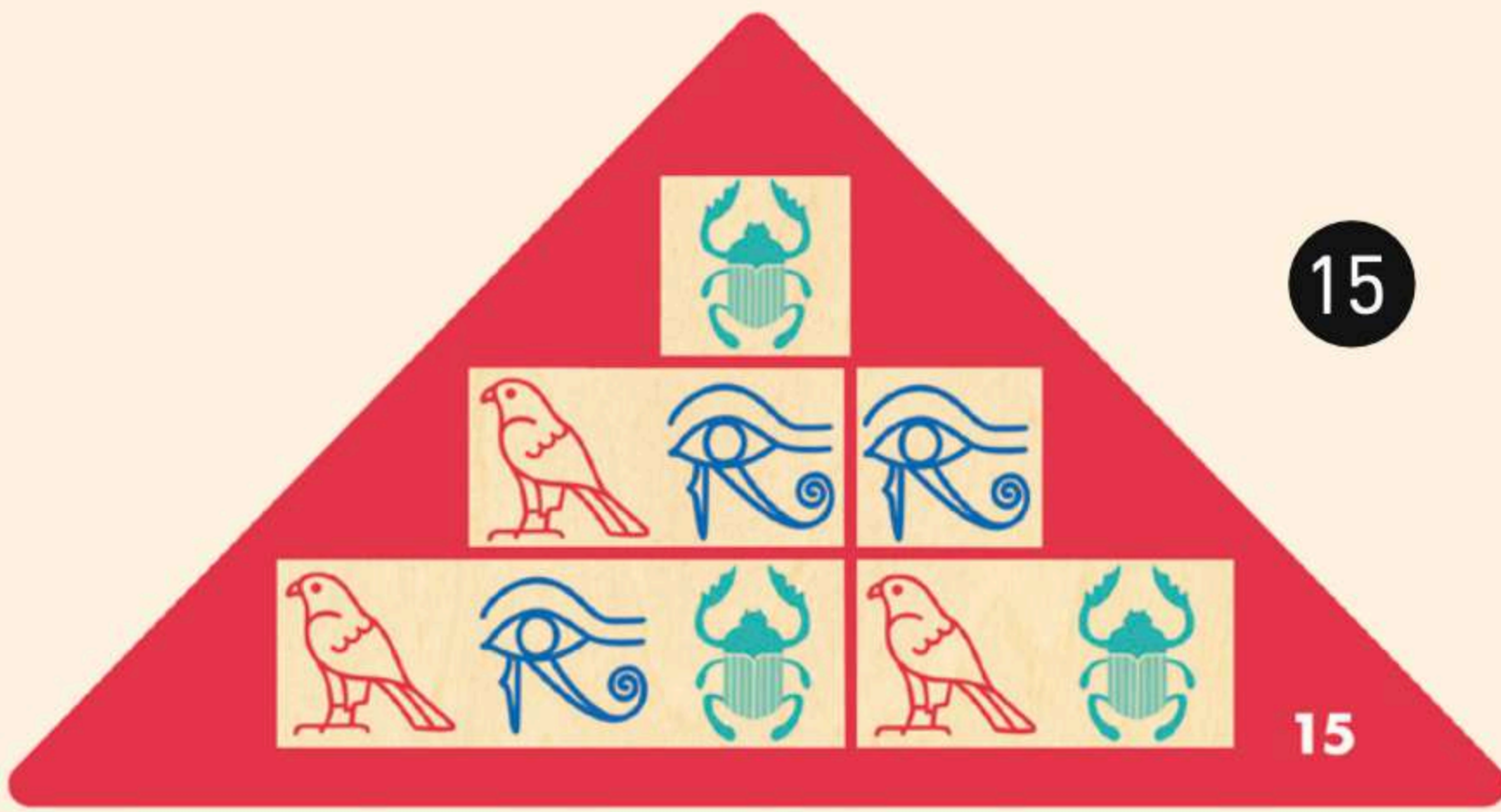
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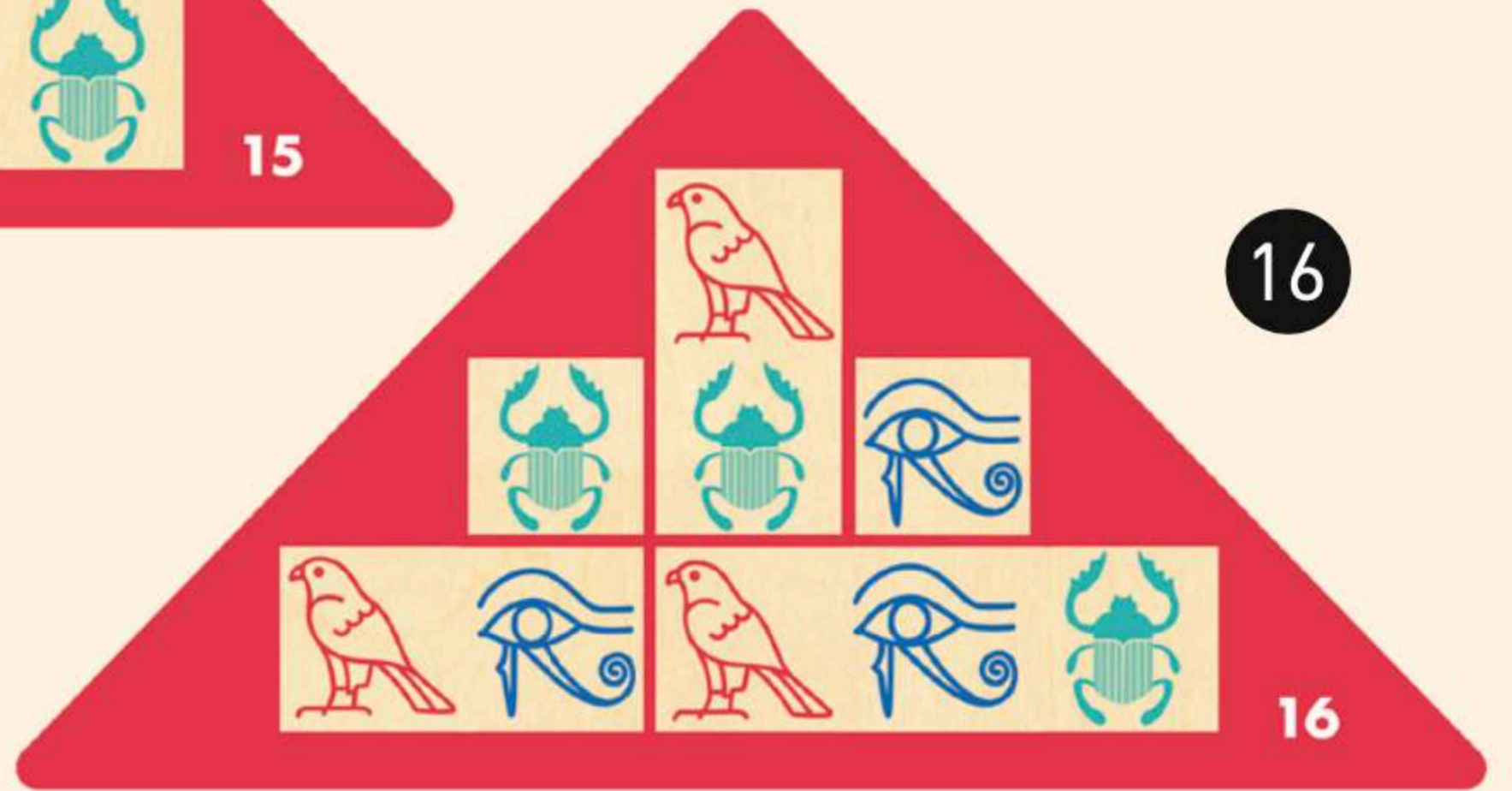
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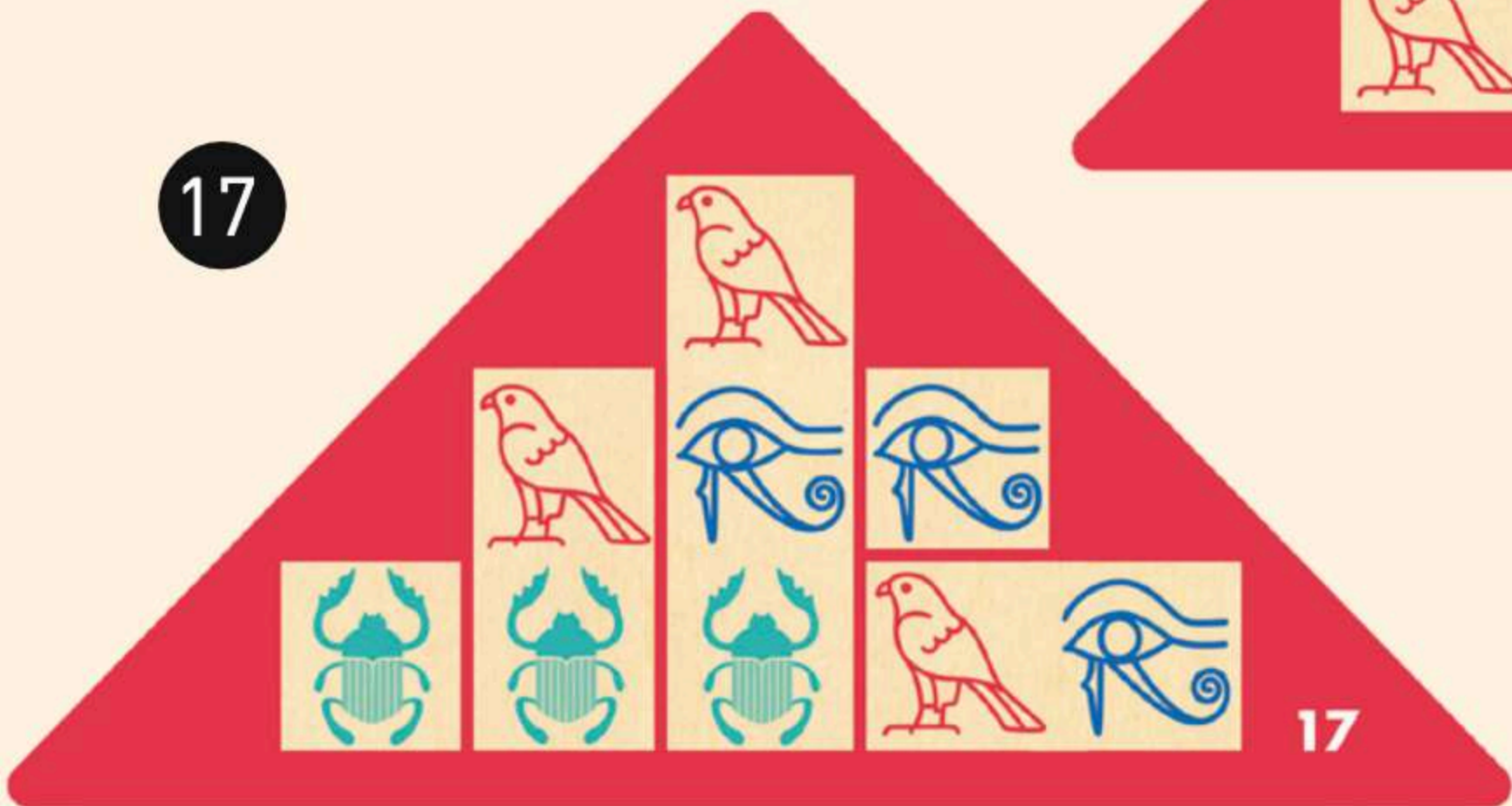
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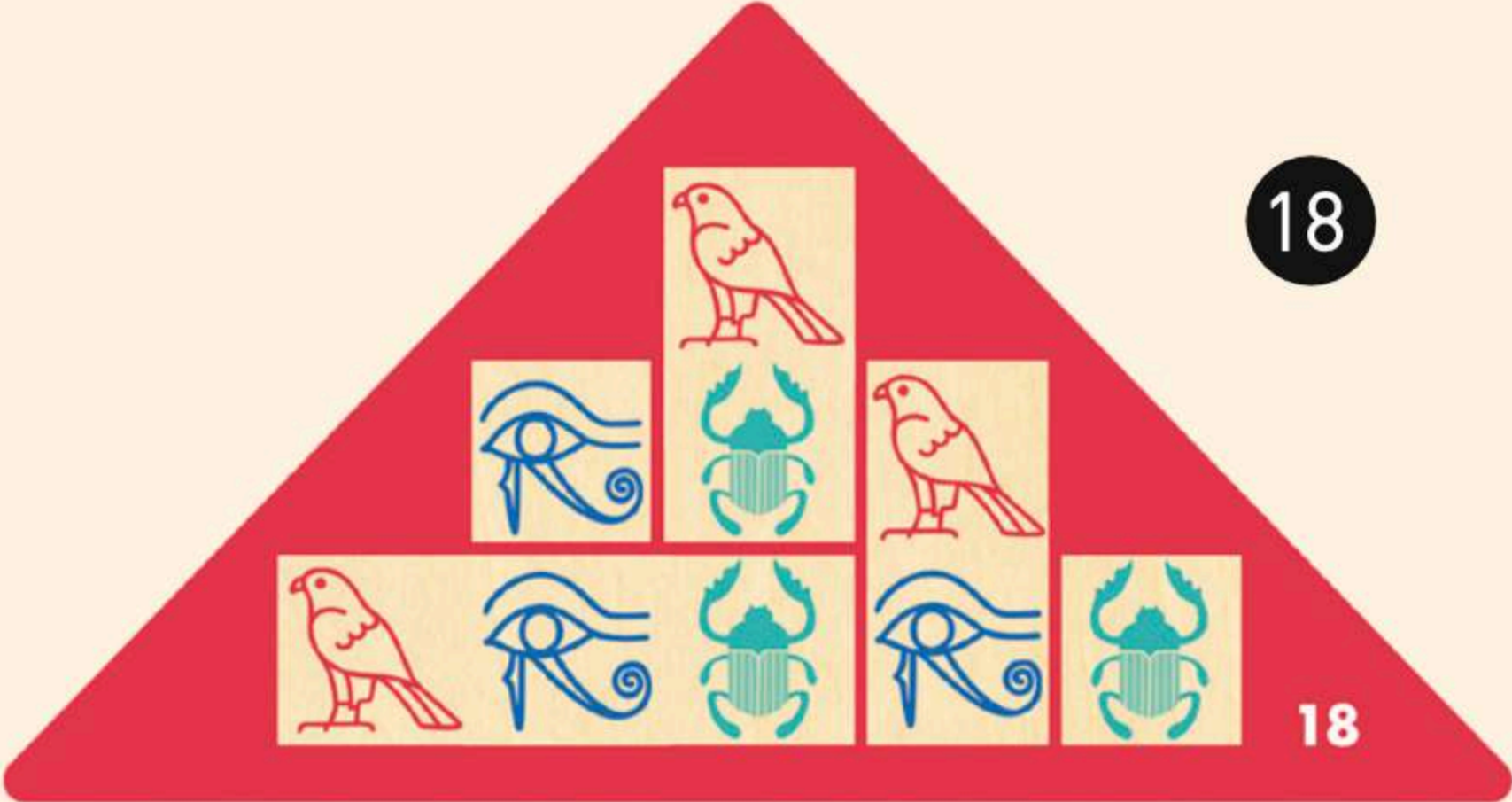
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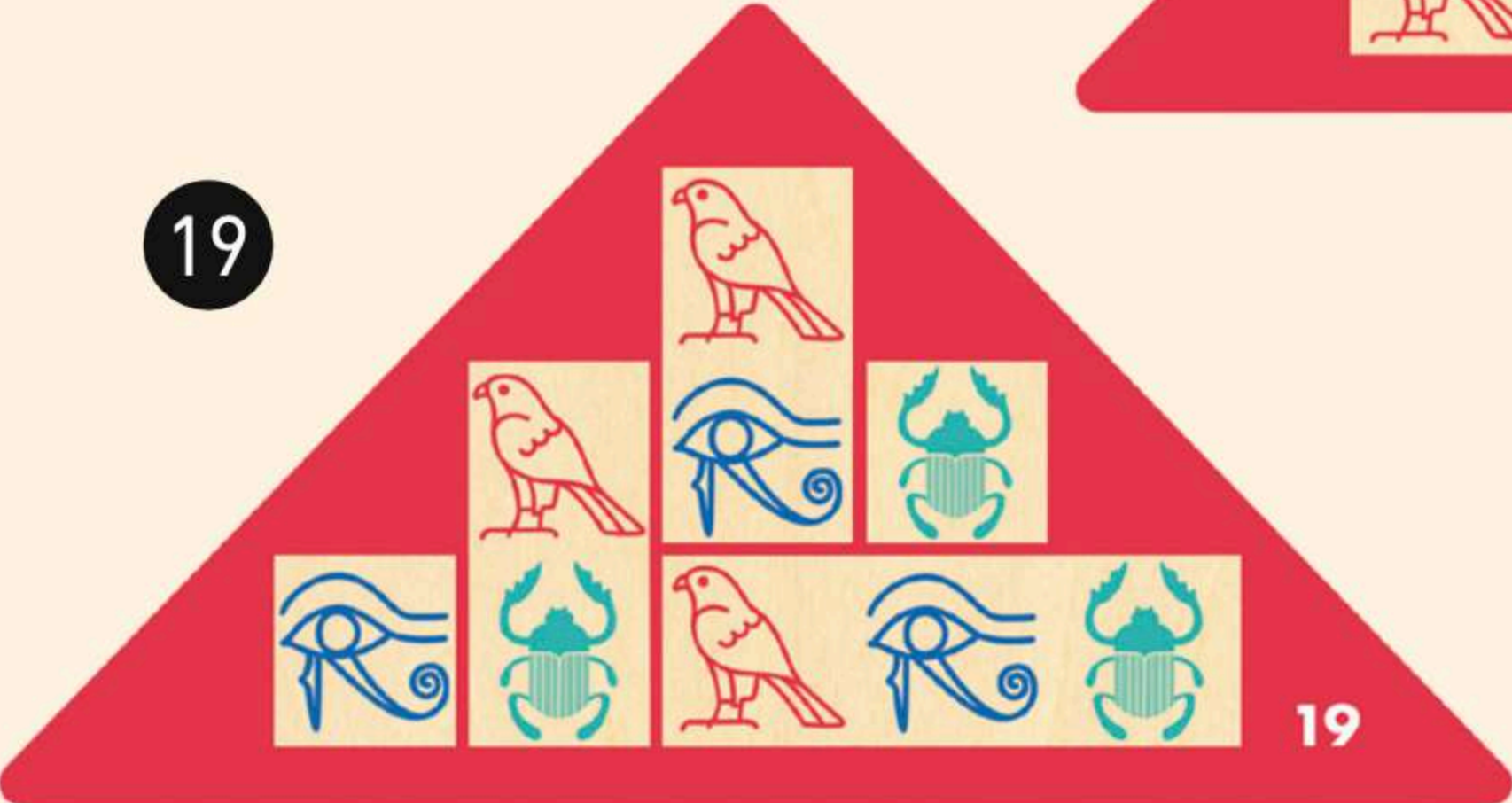
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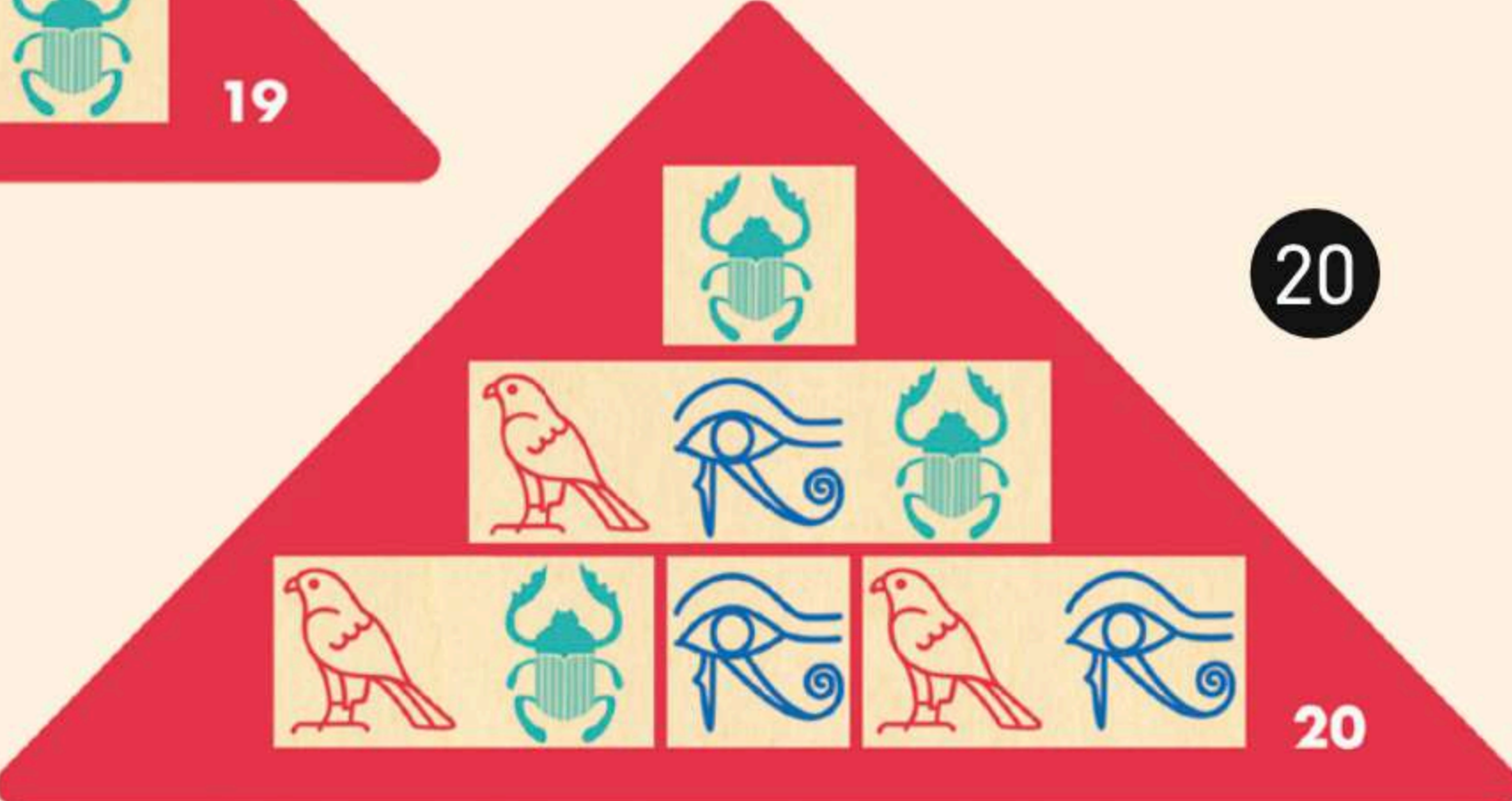
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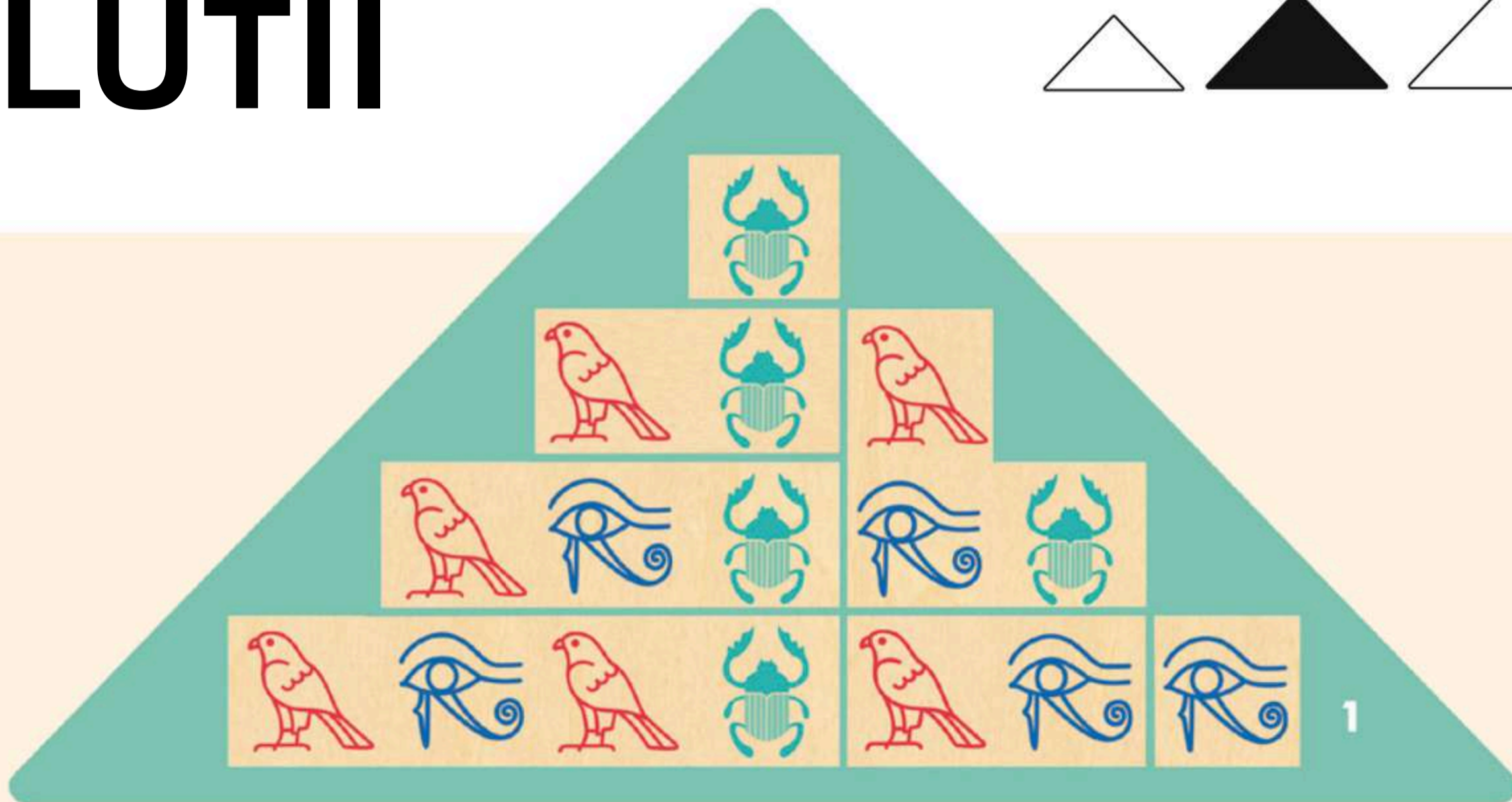


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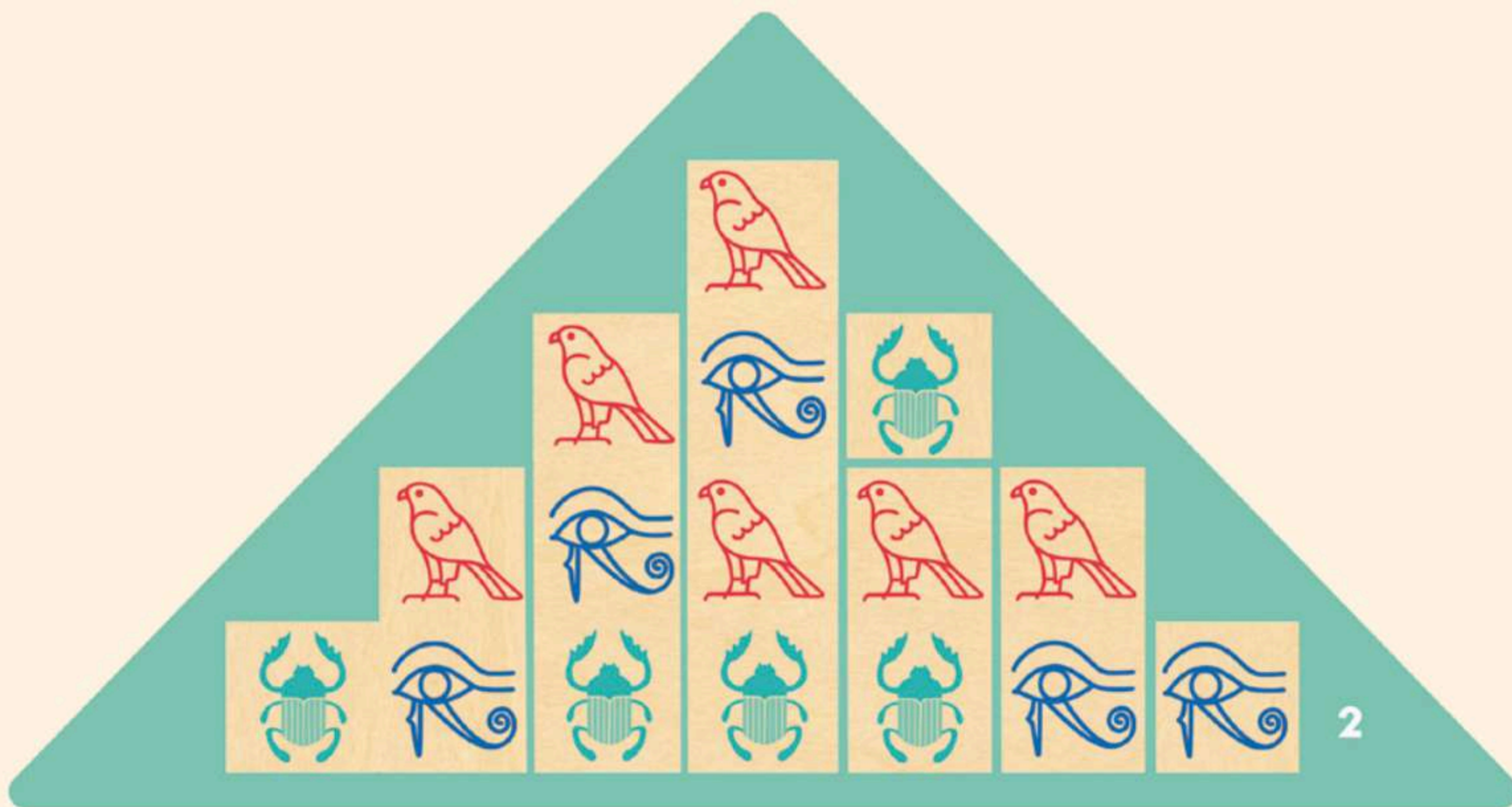
SOLUTII



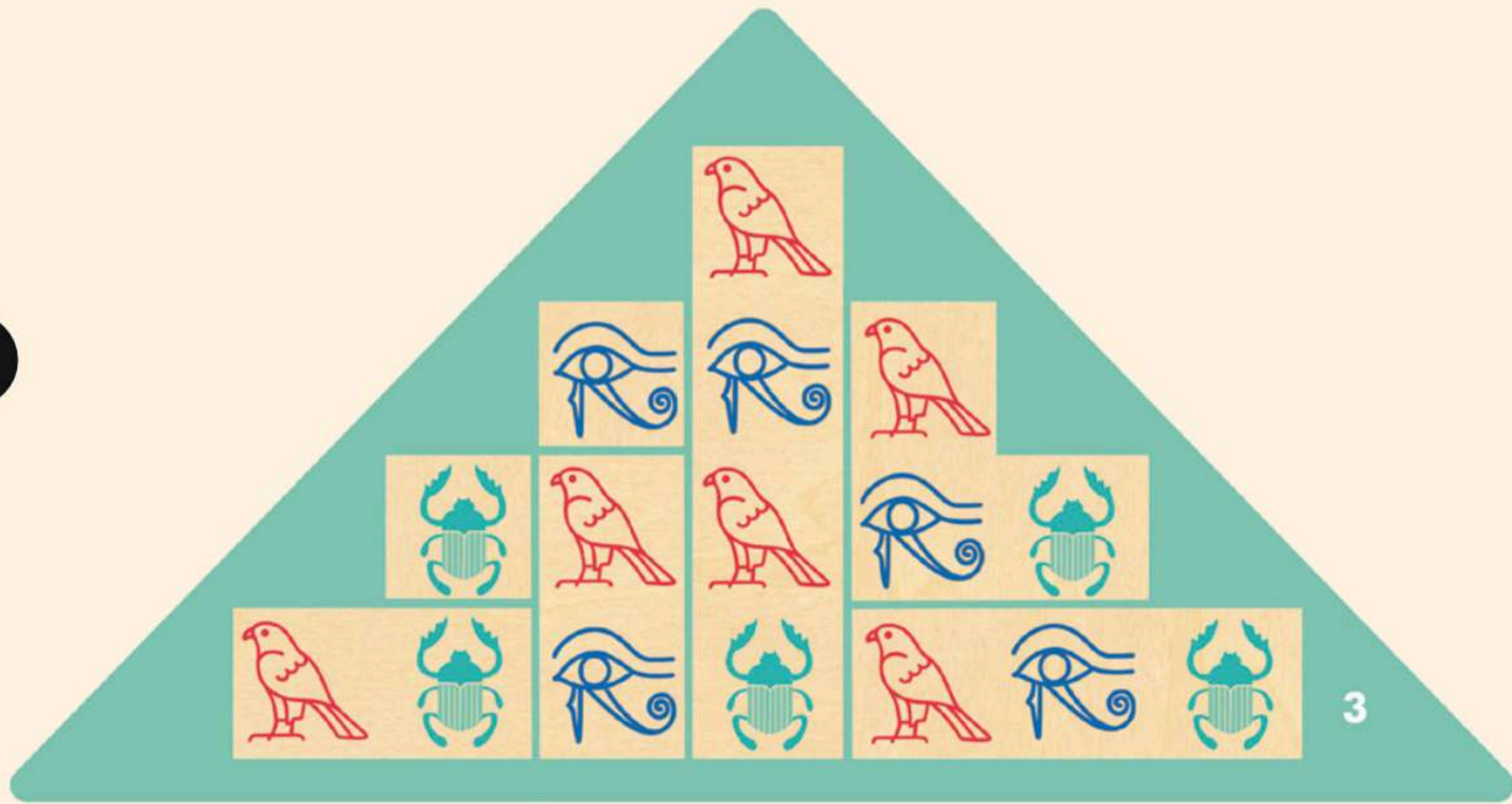
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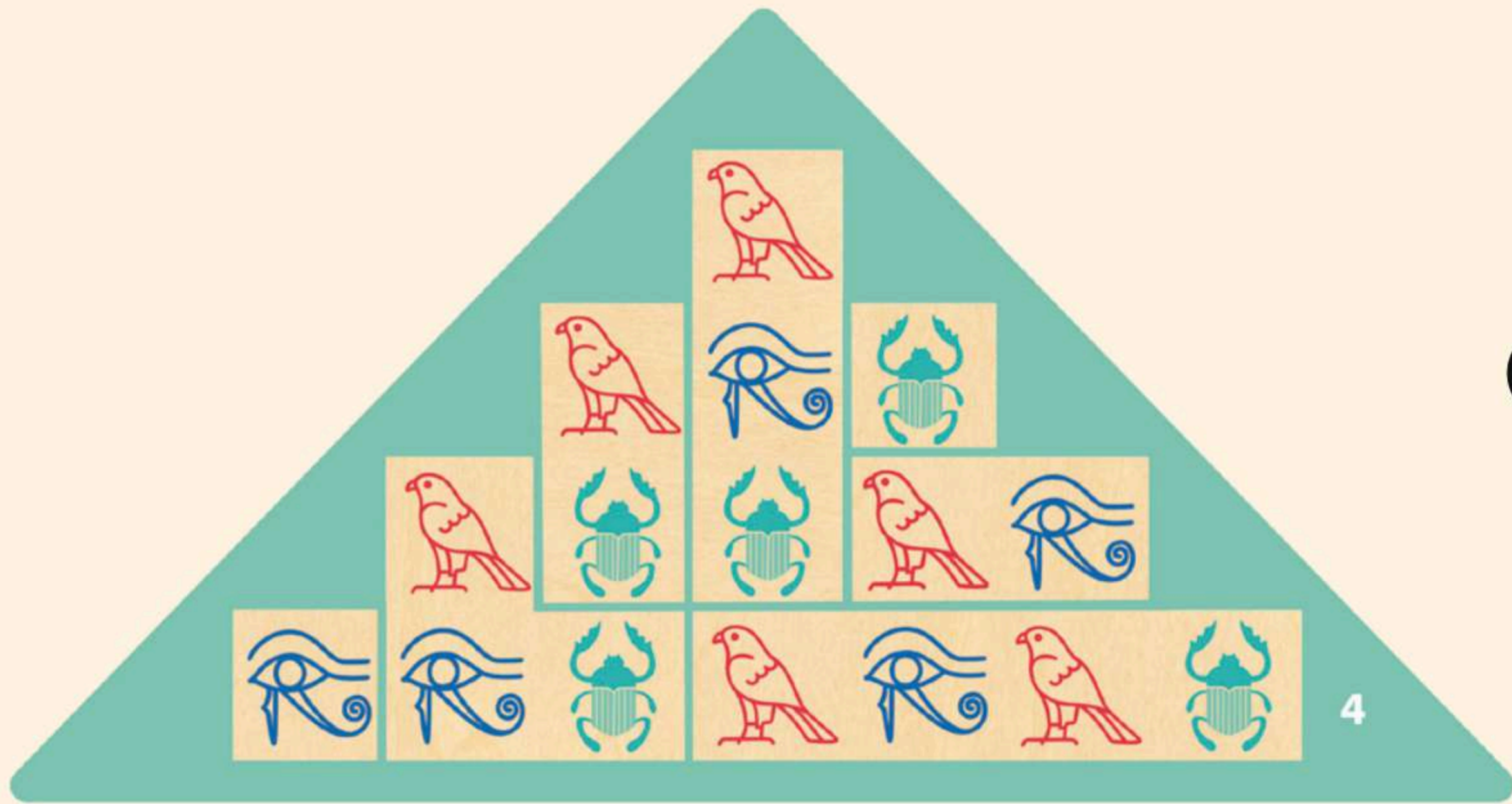
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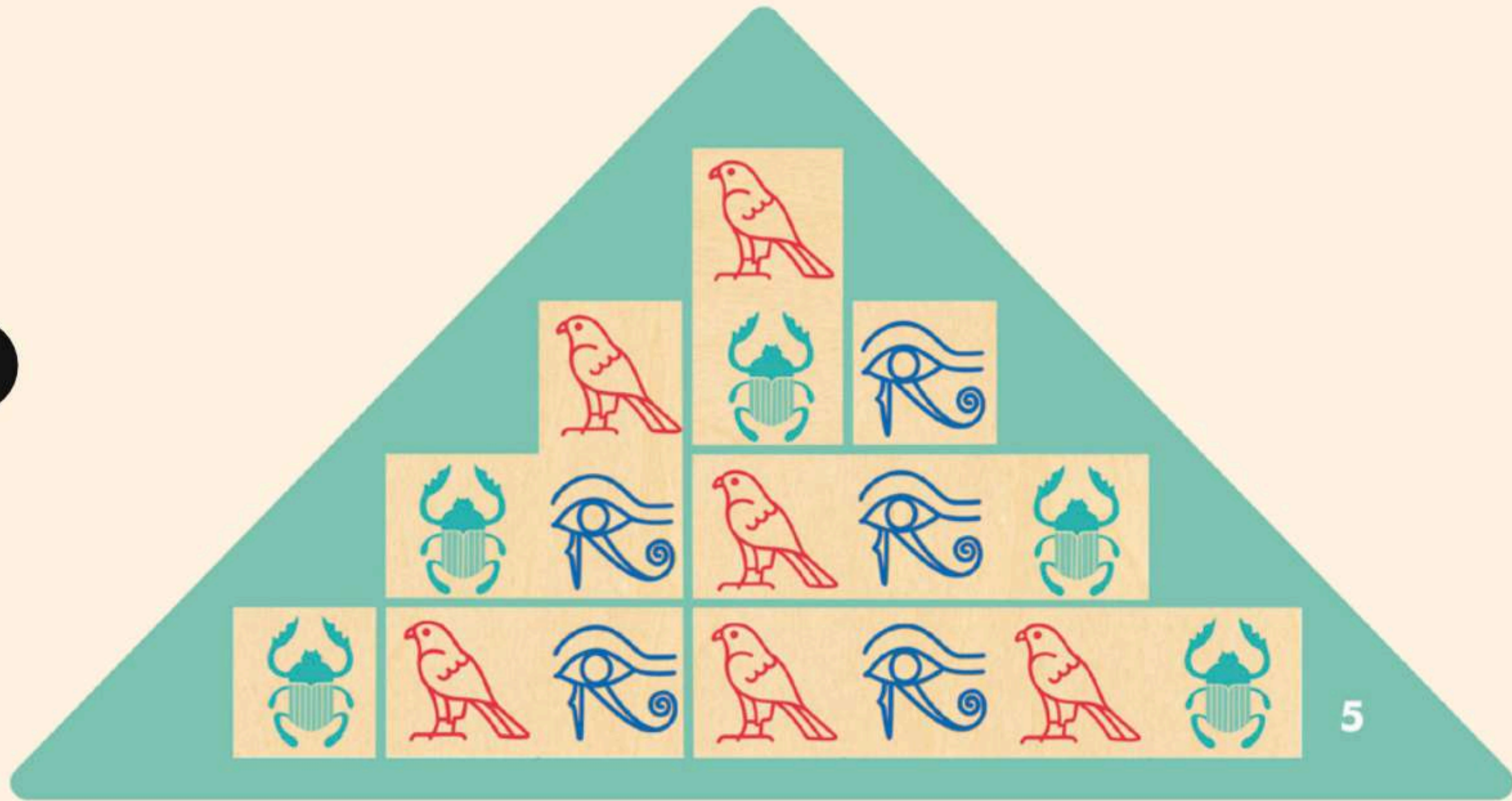
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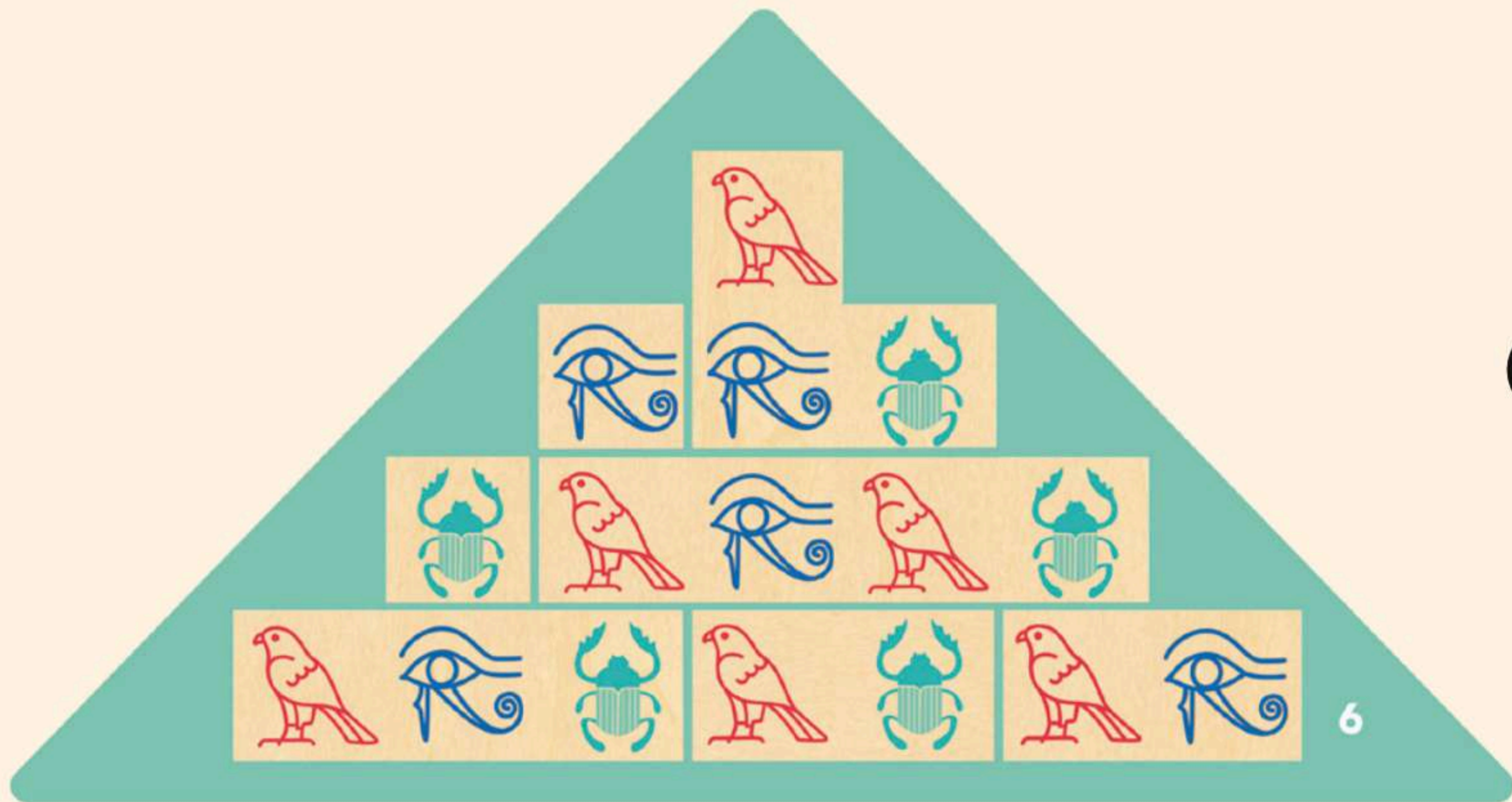
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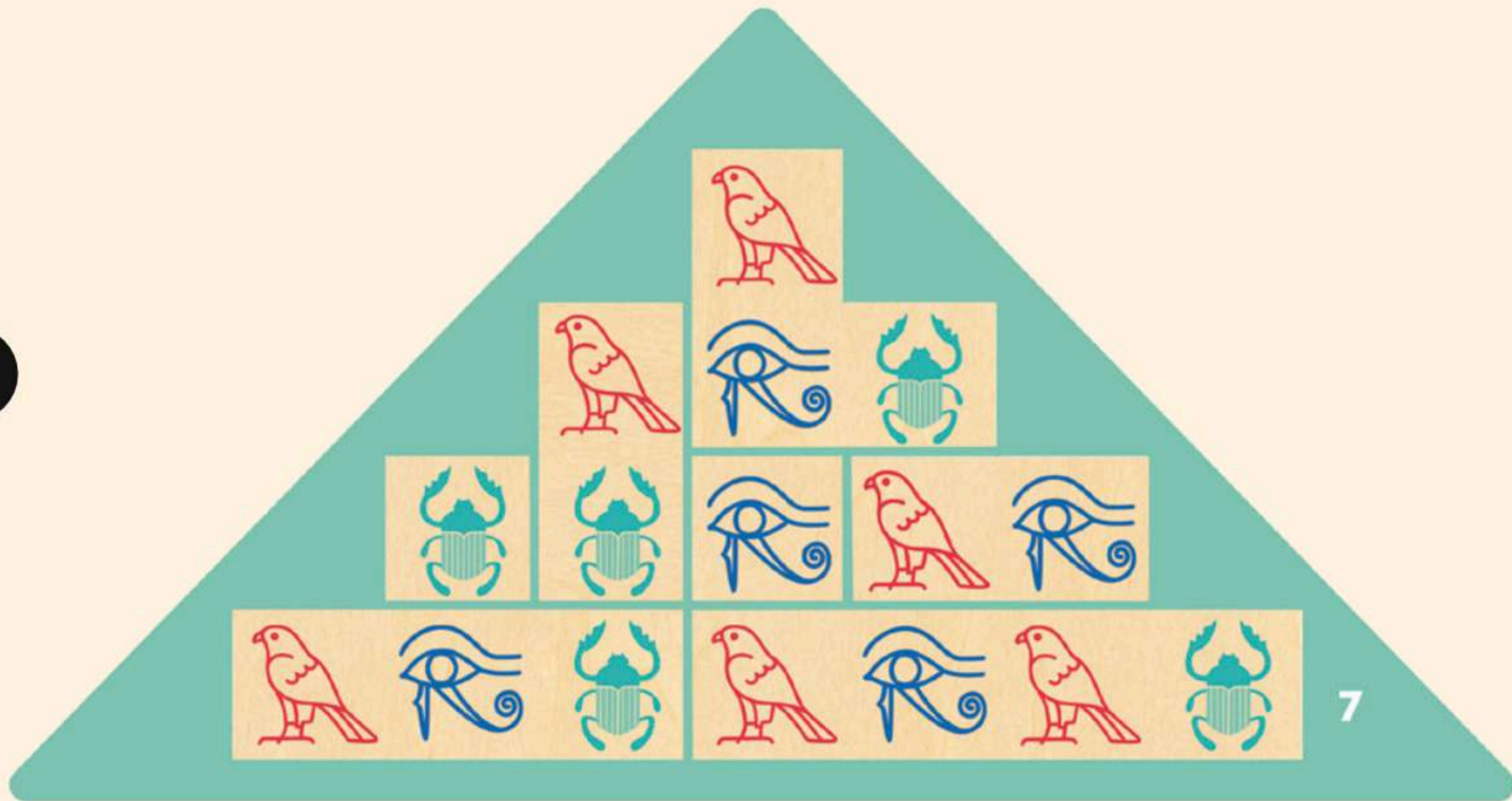
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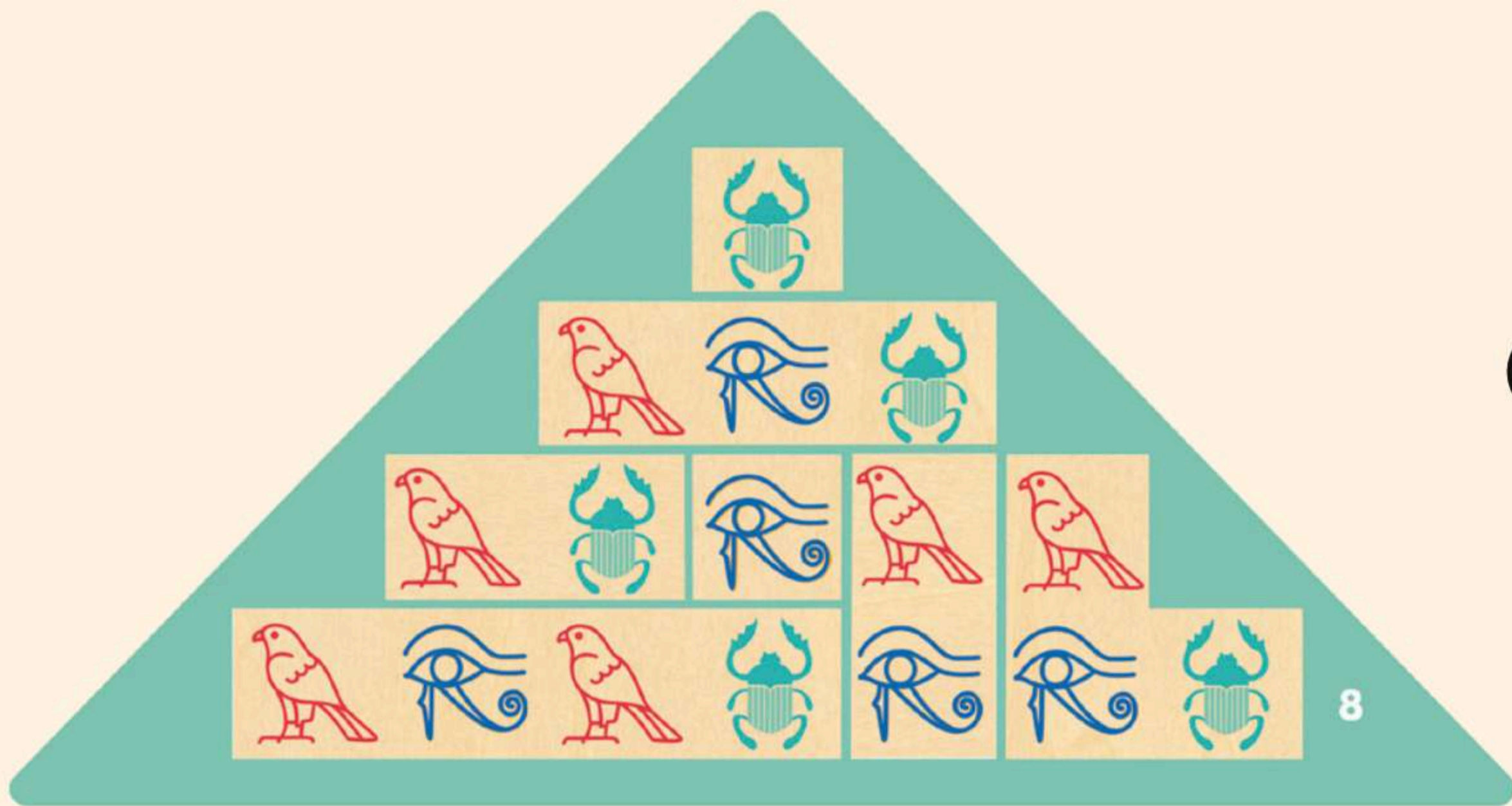
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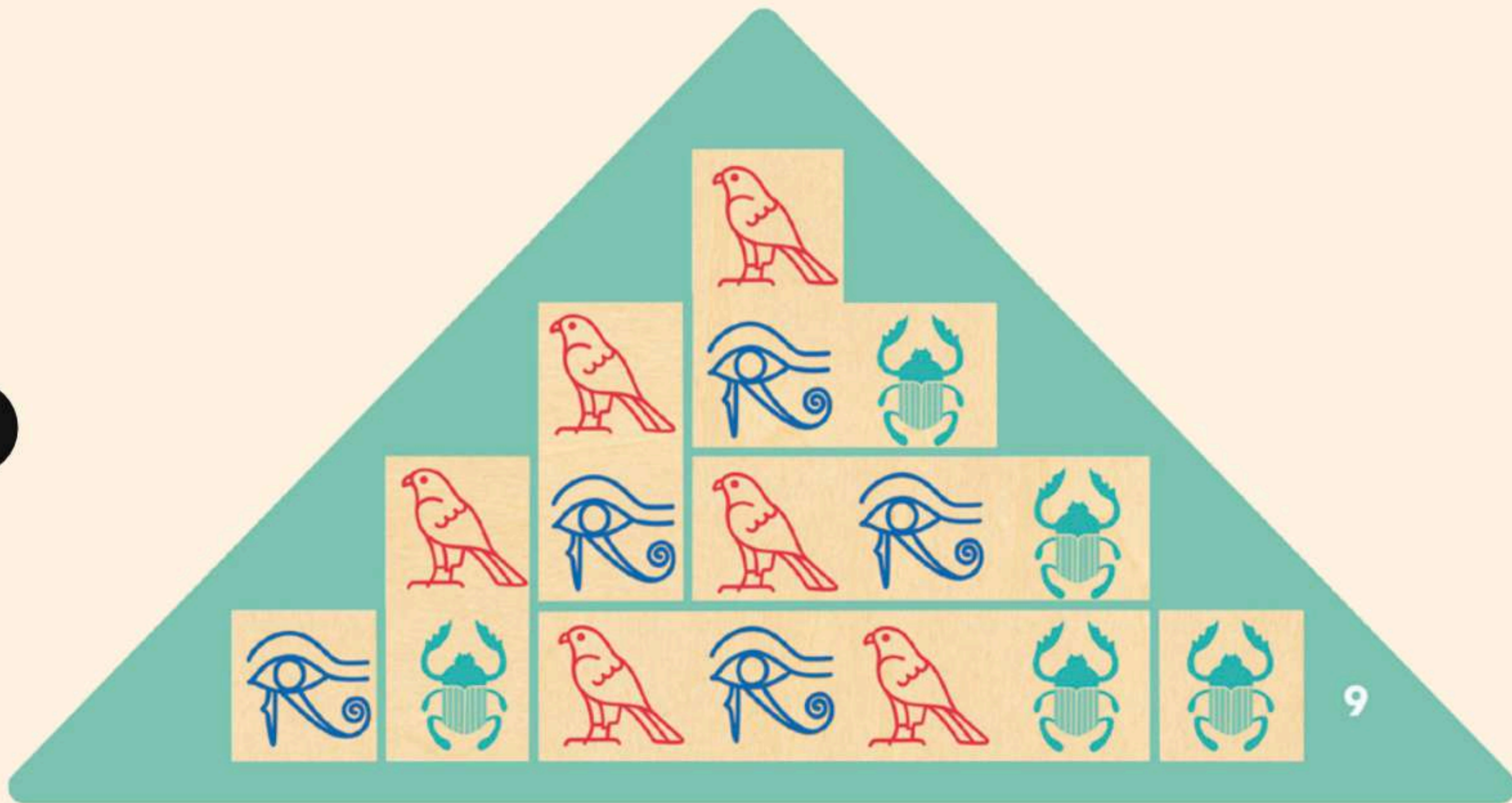
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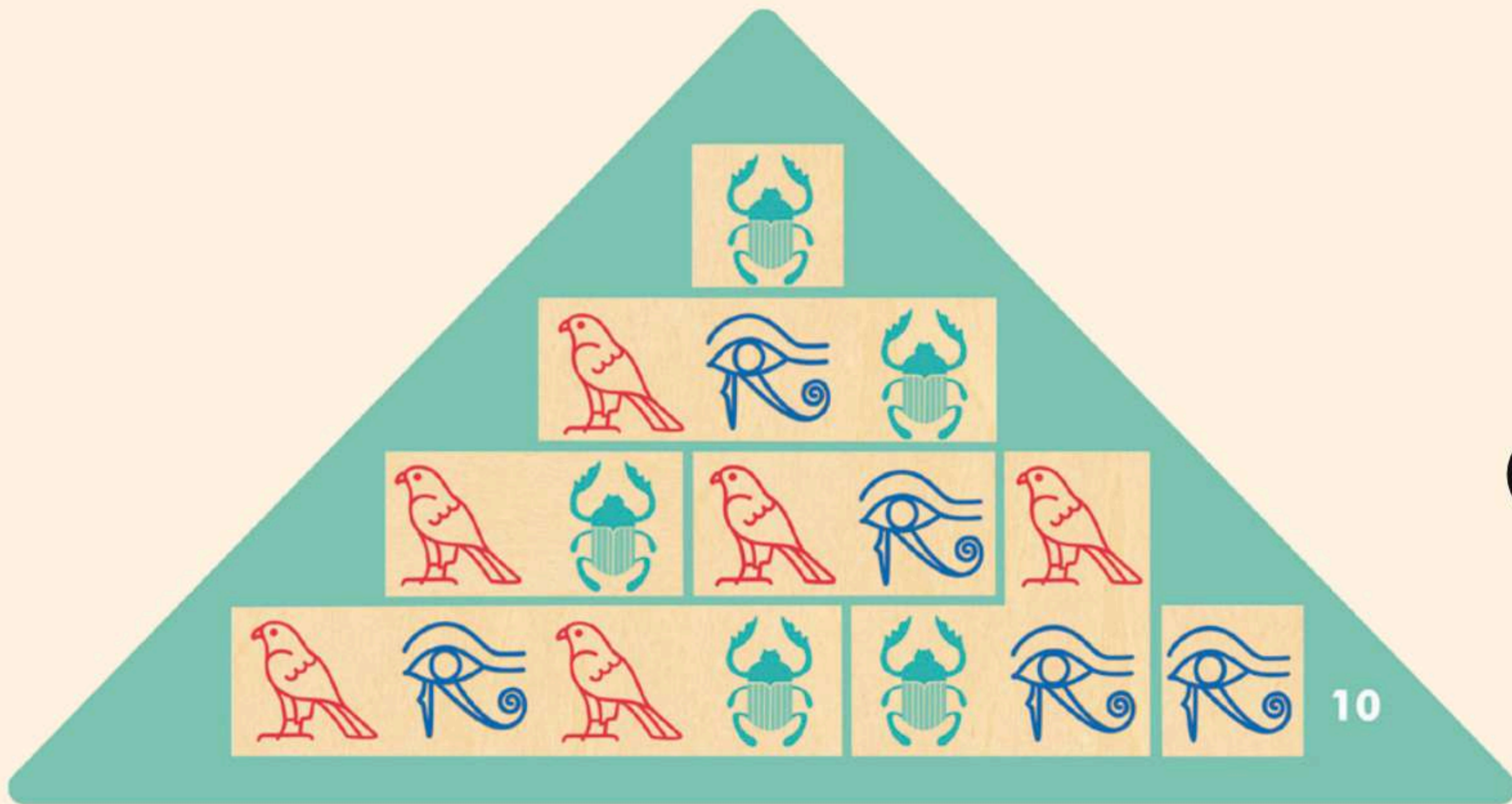


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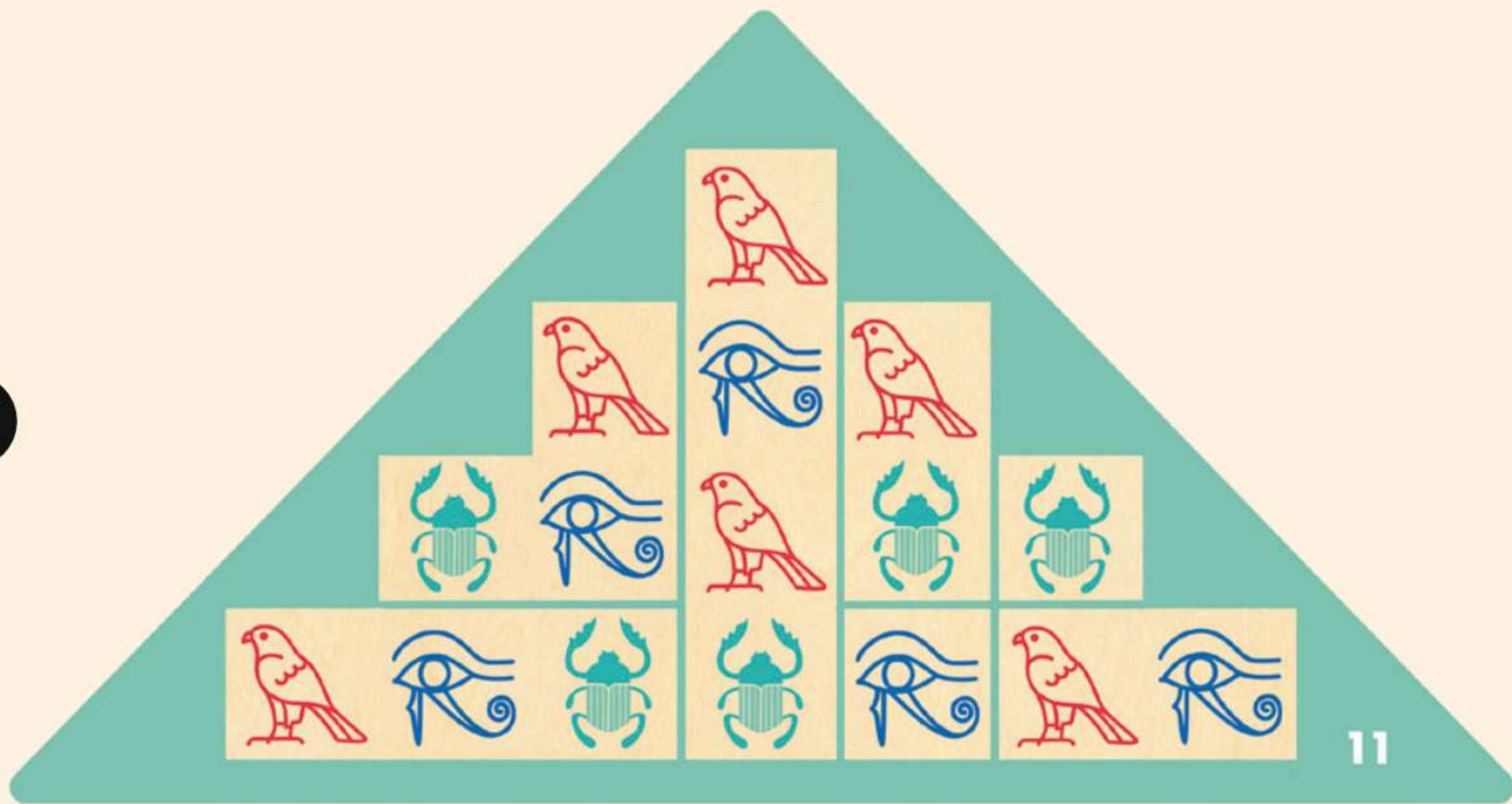
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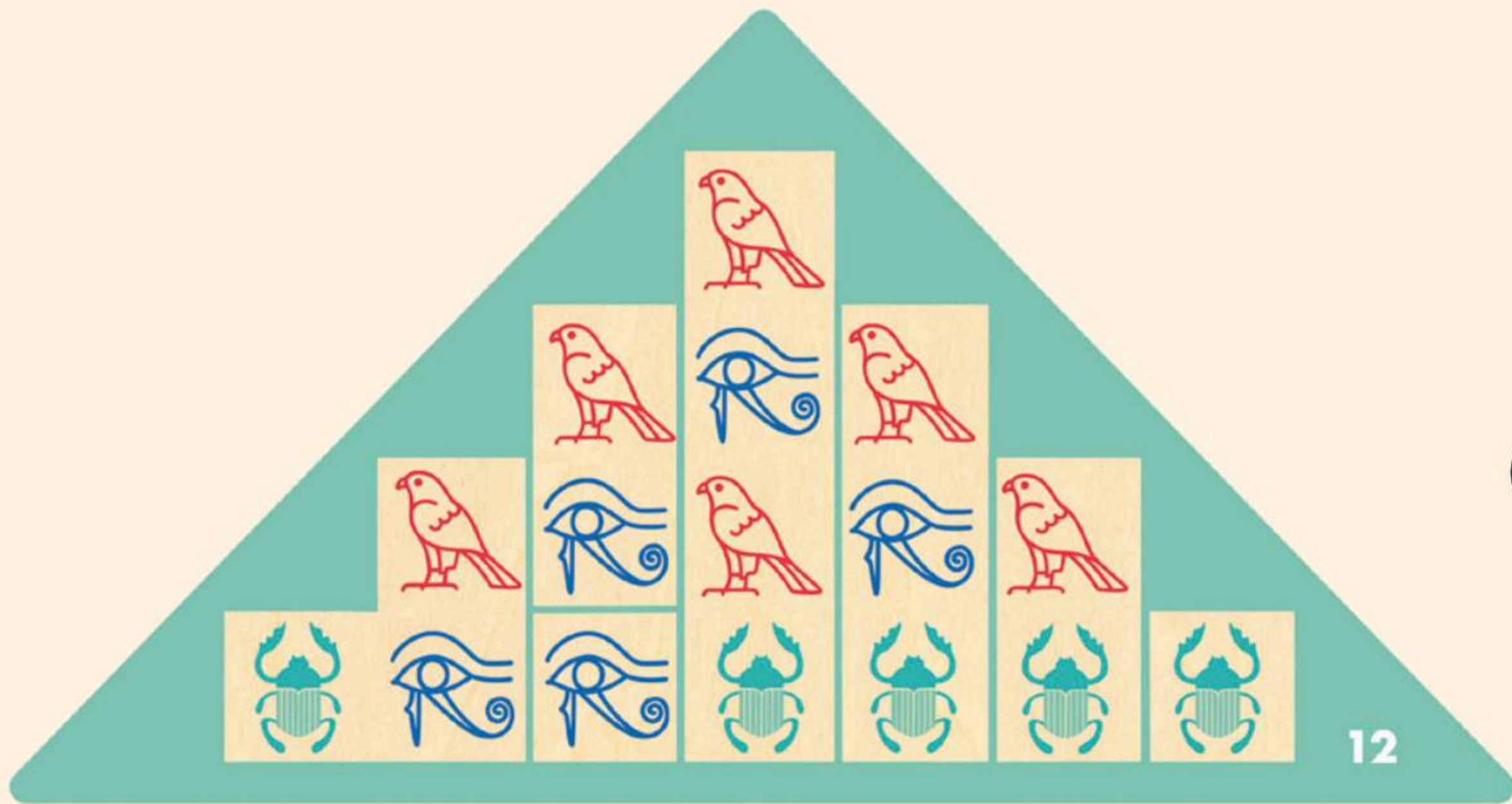


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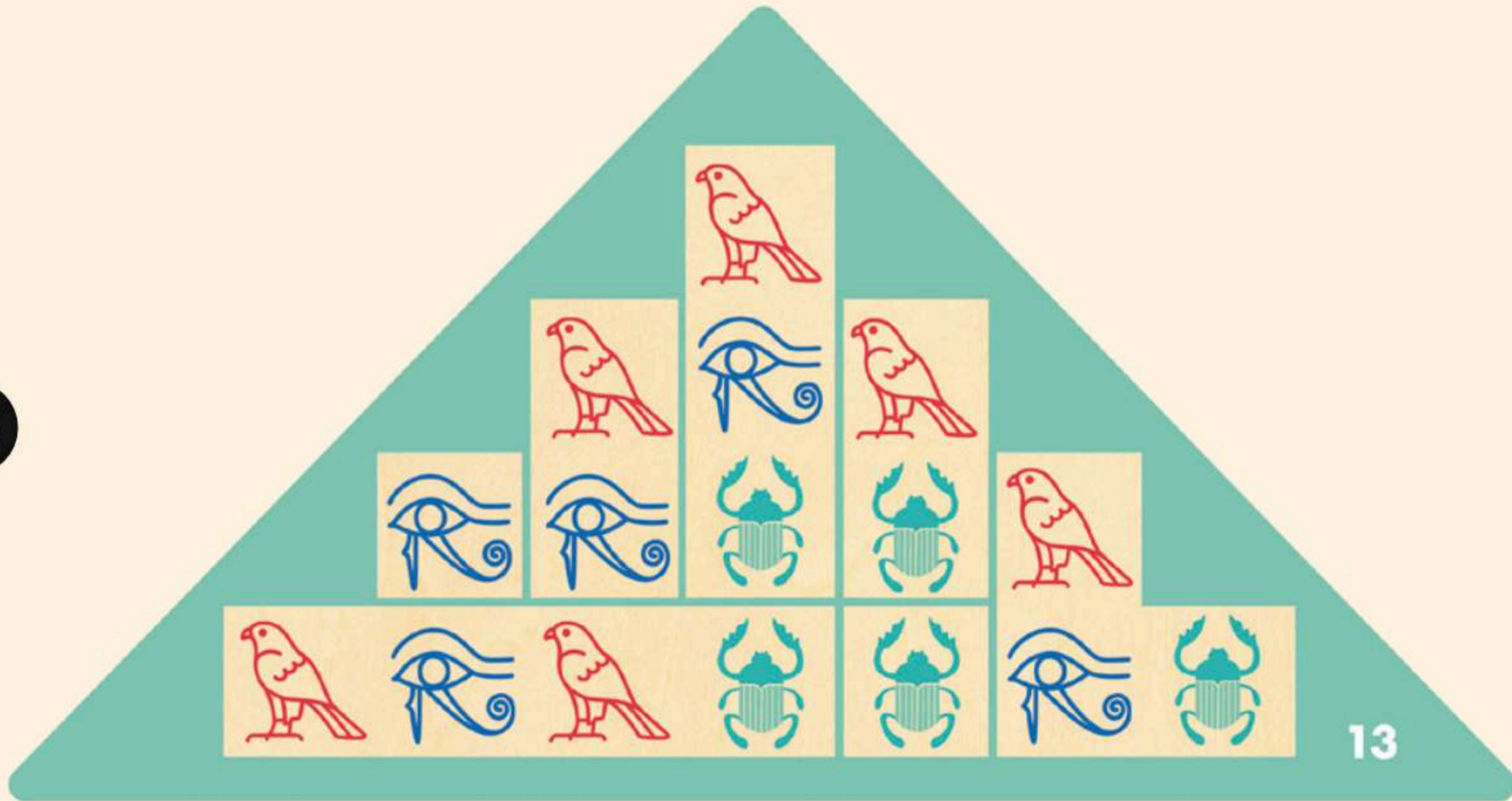
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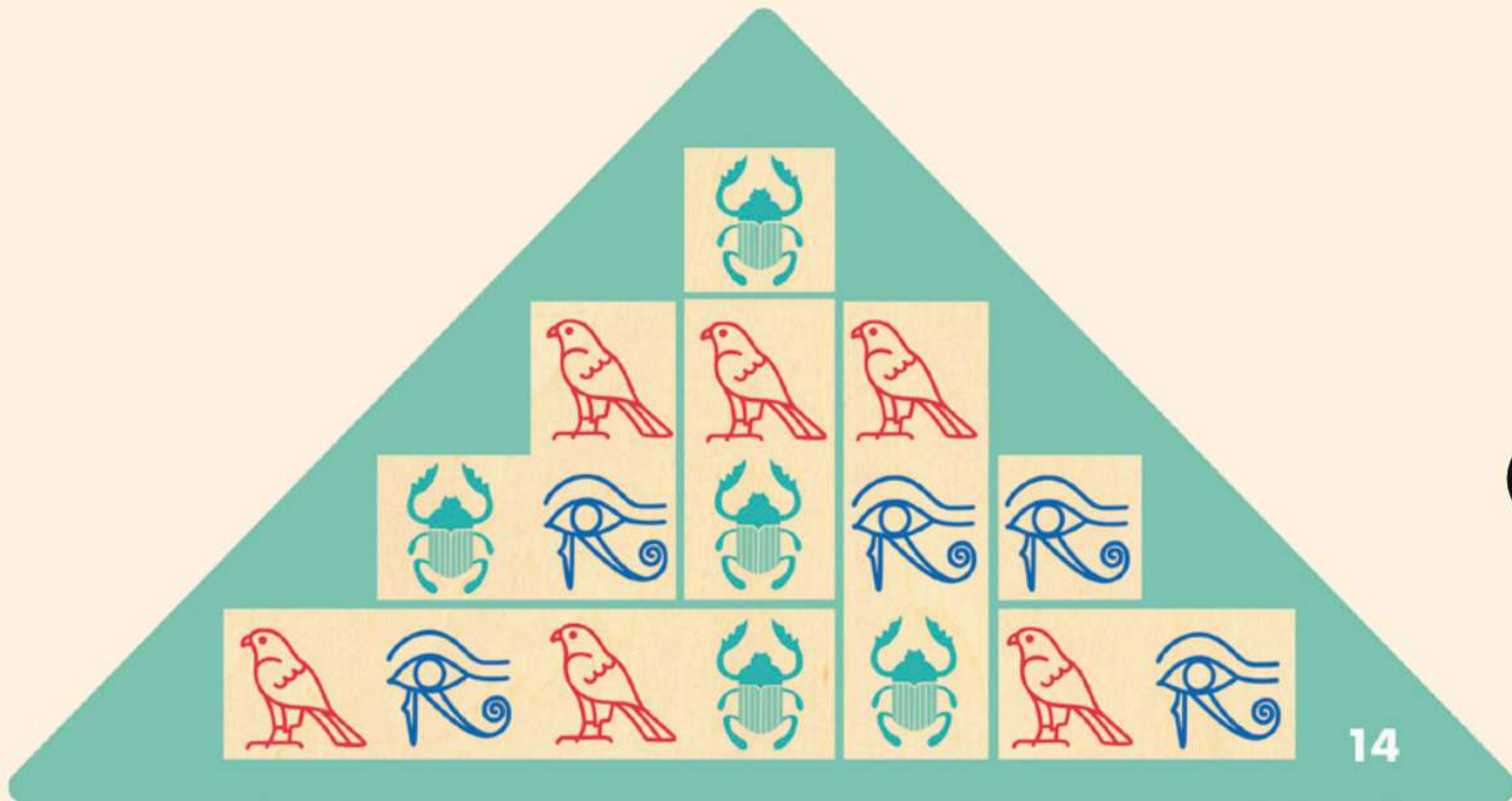


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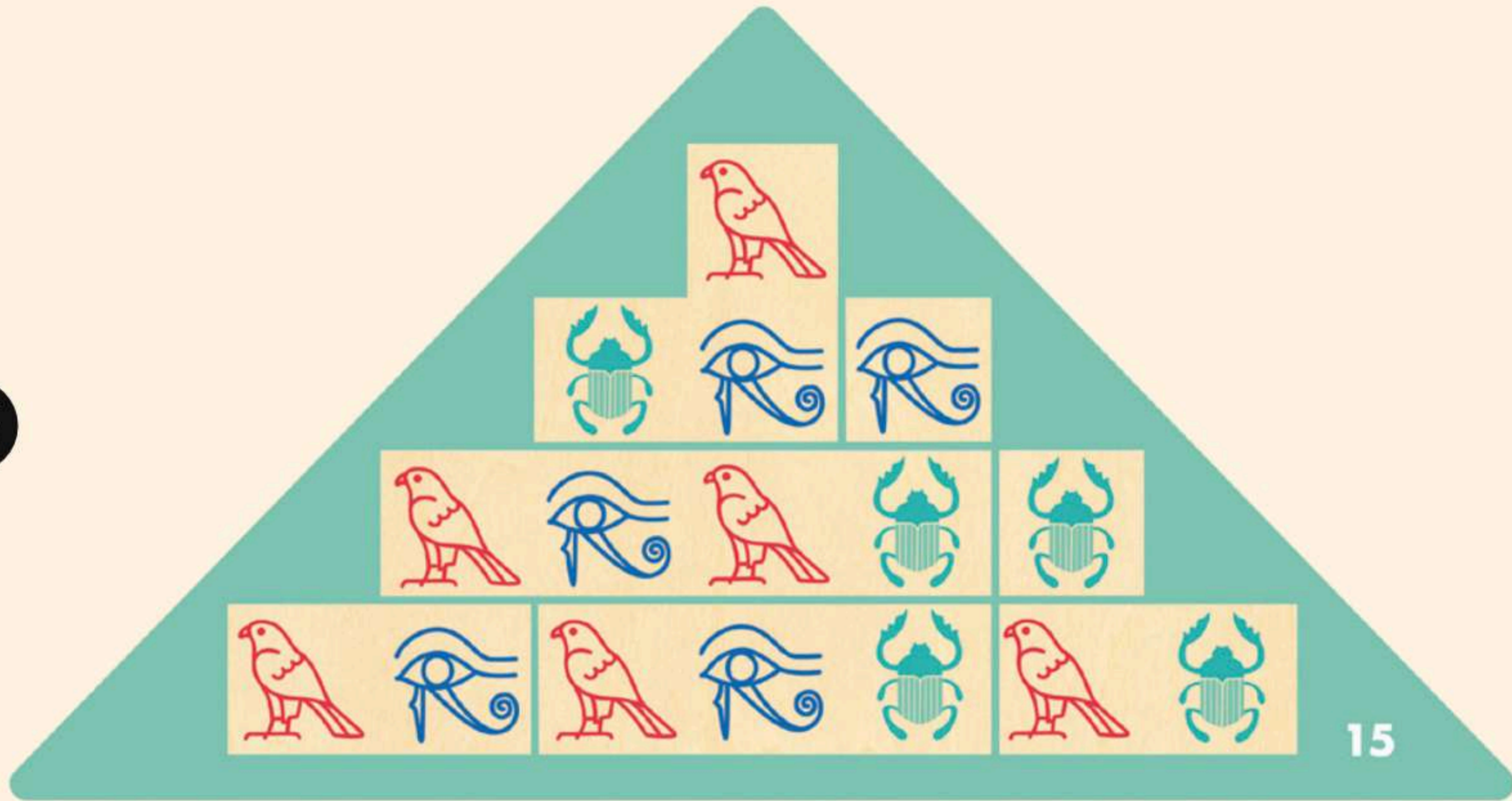
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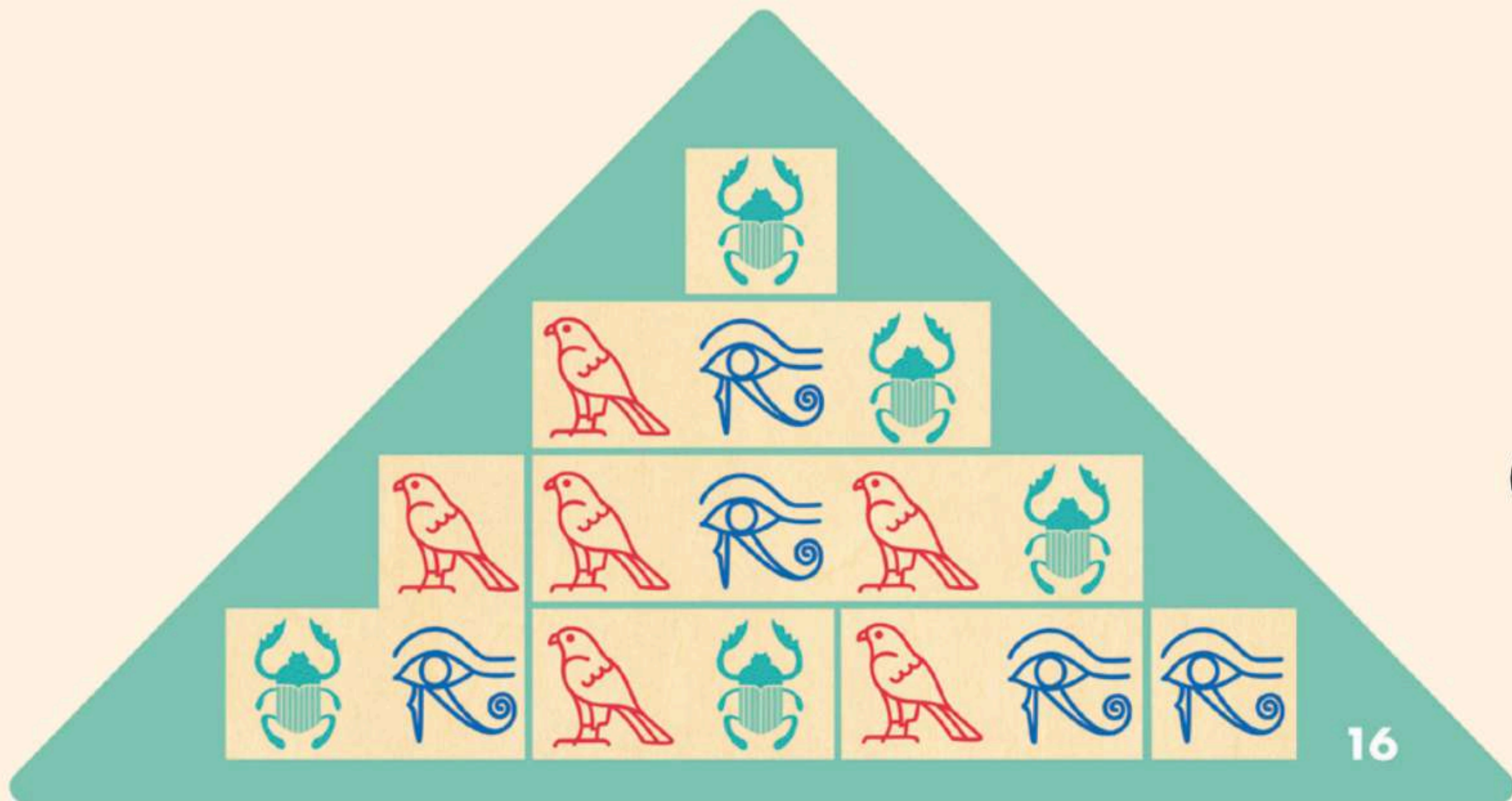


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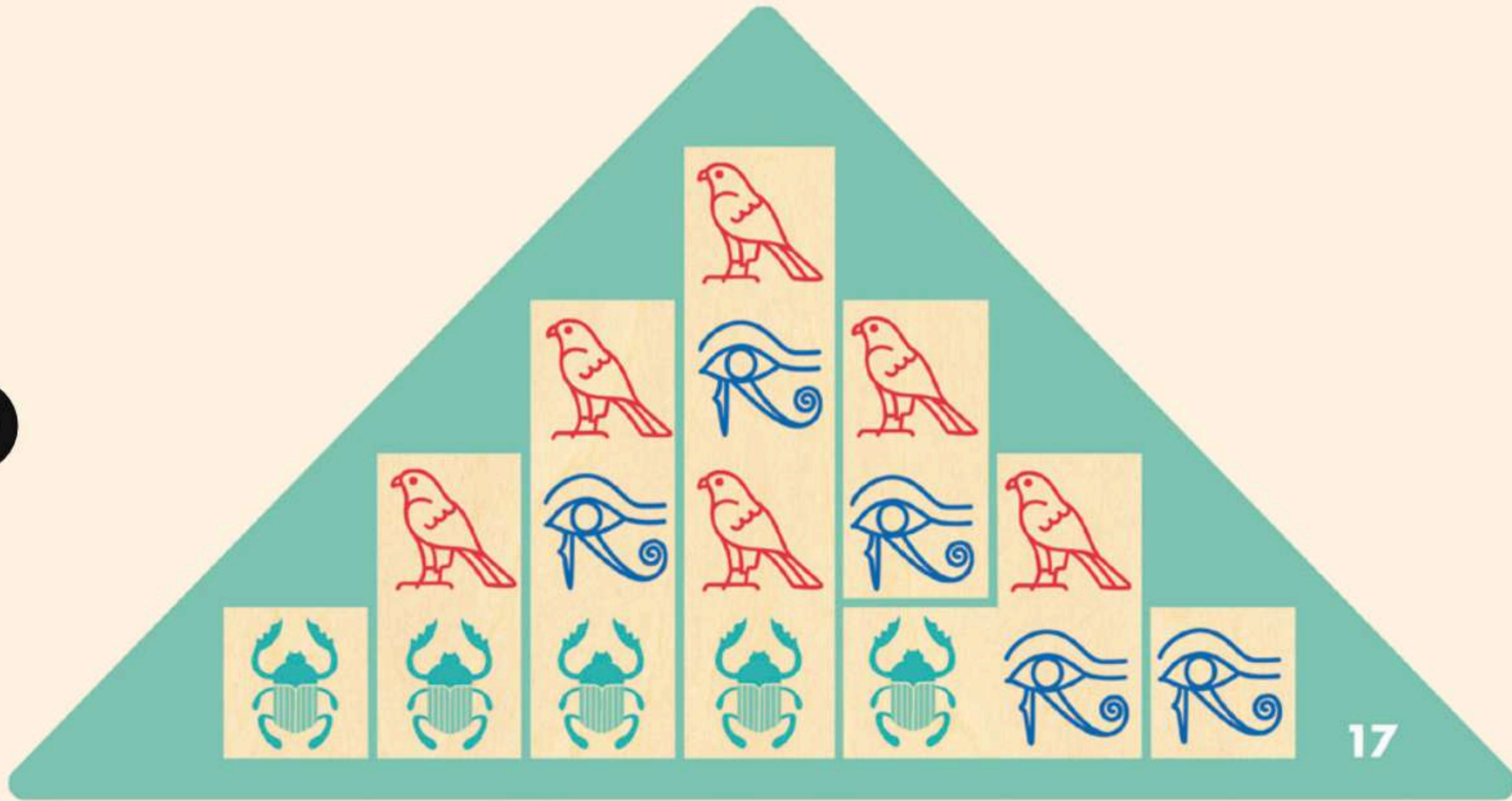
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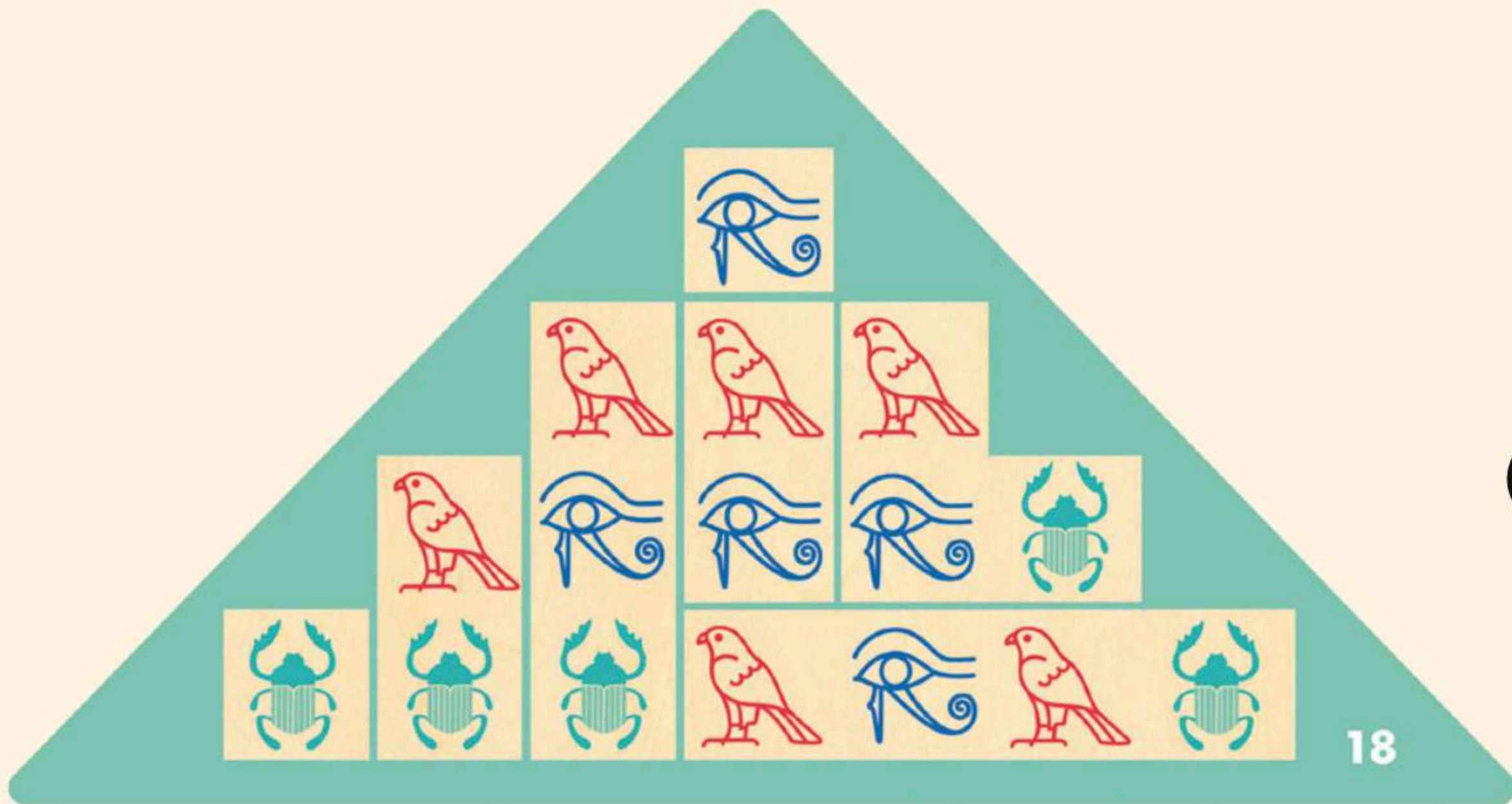


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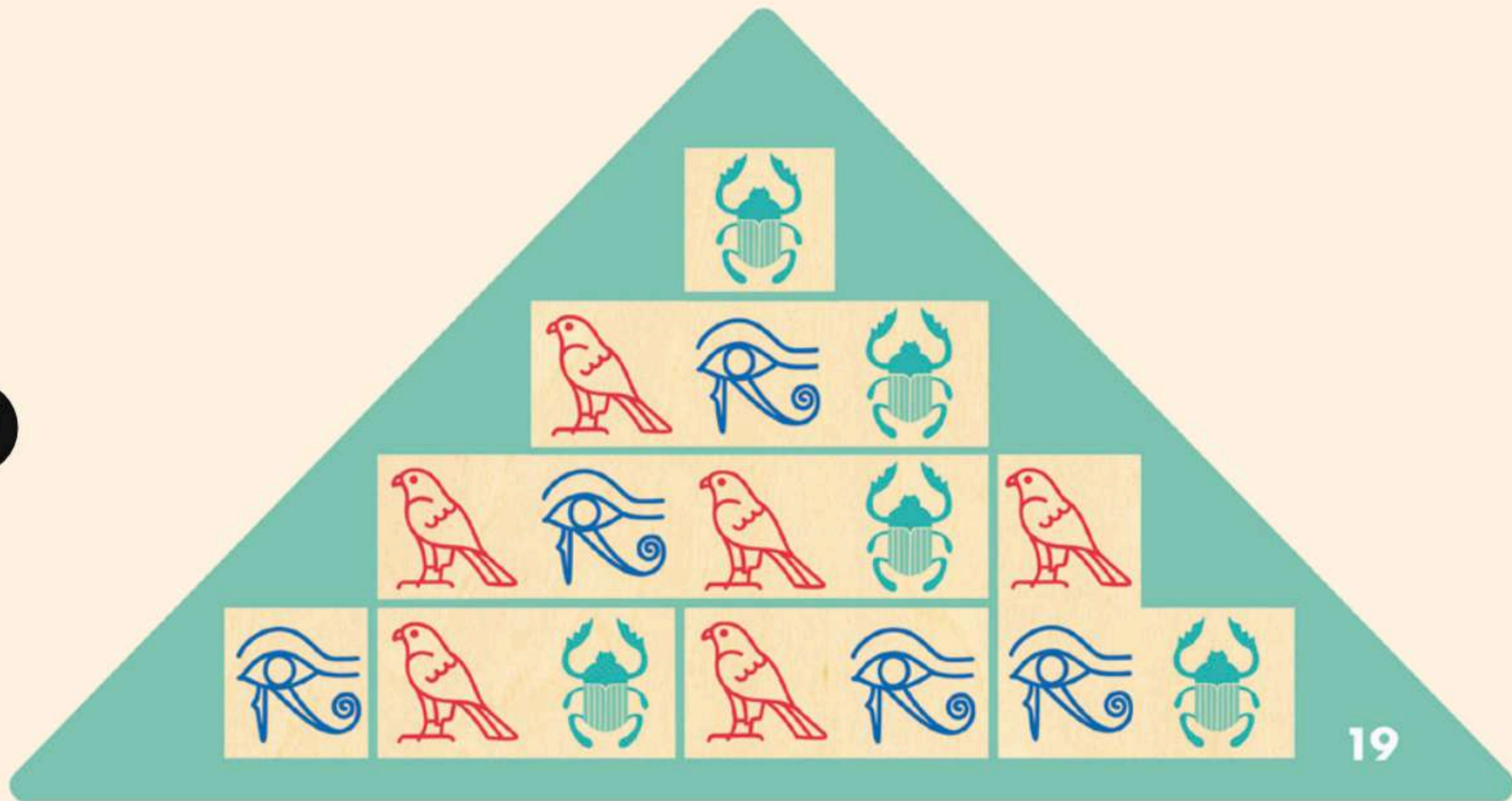
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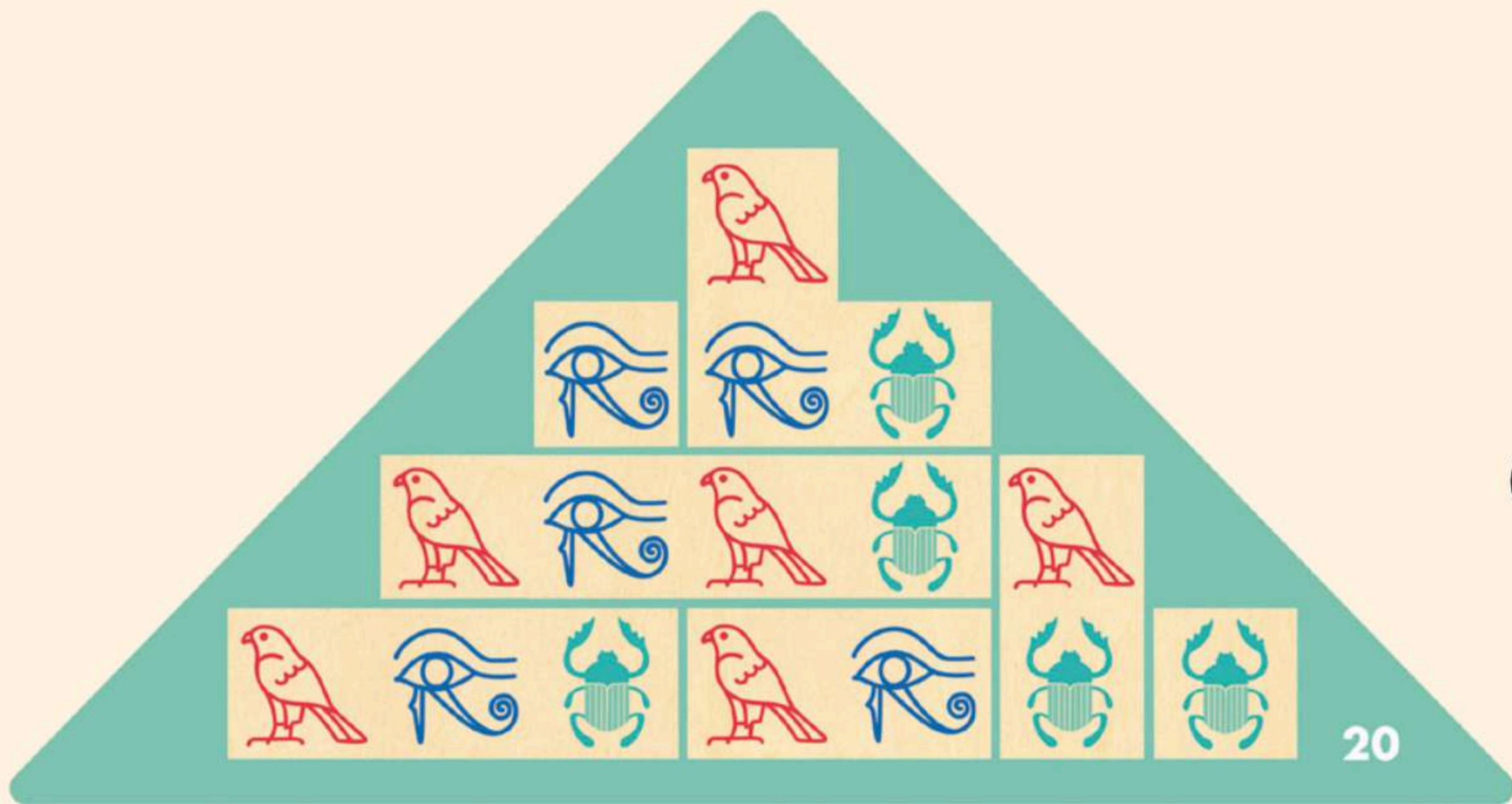


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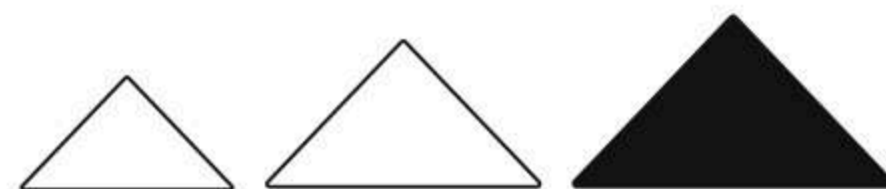
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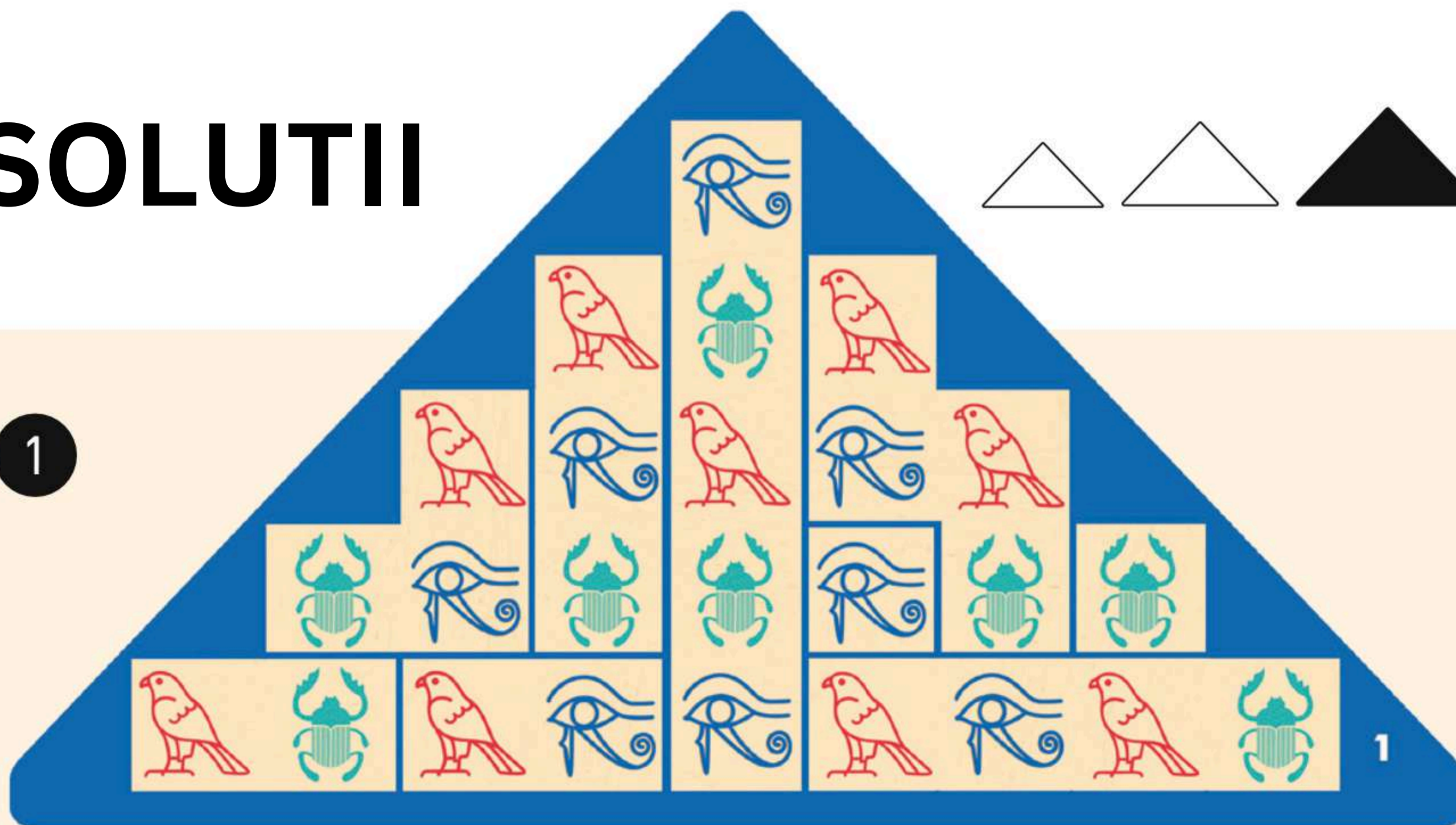
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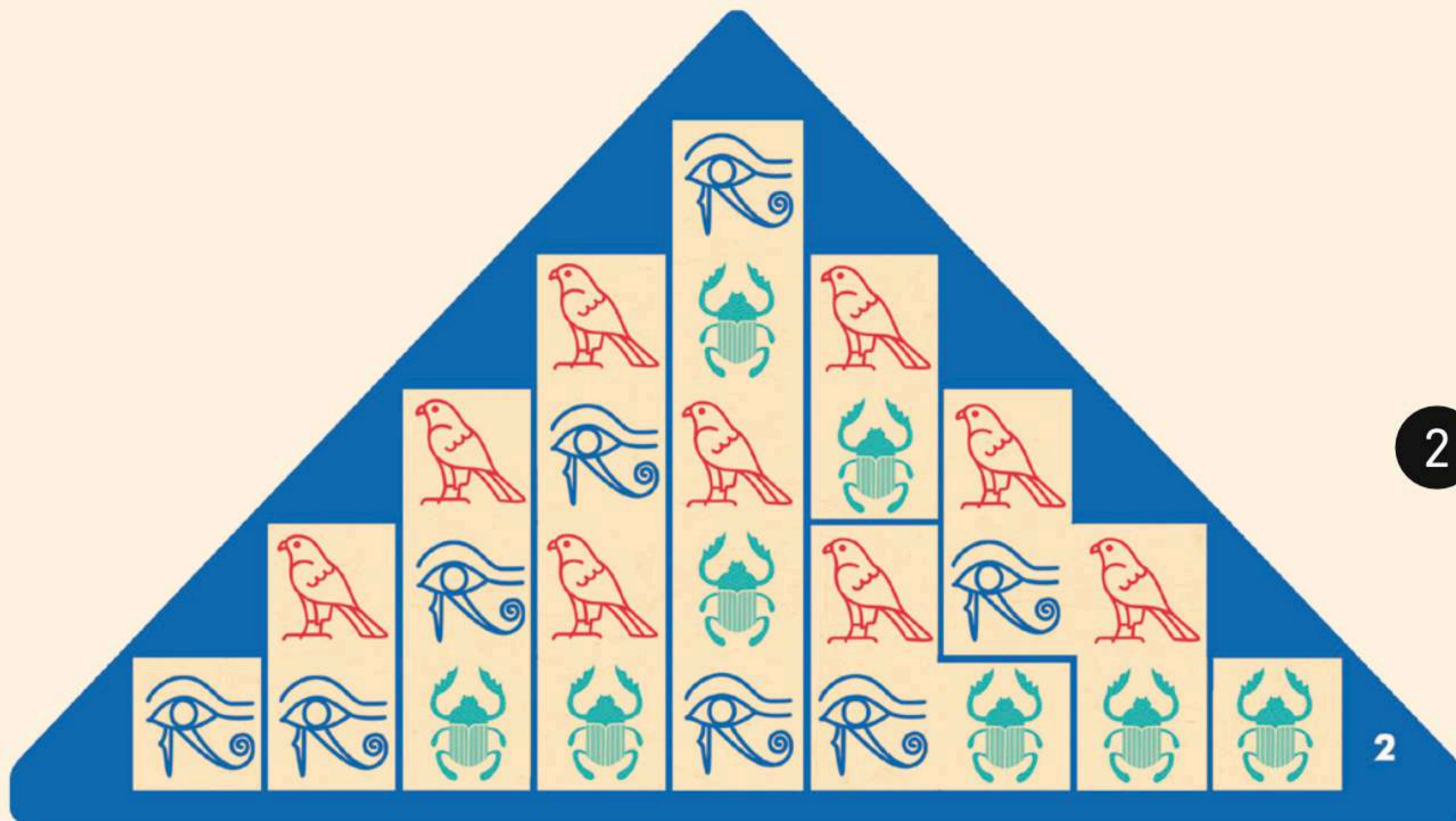
SOLUTII



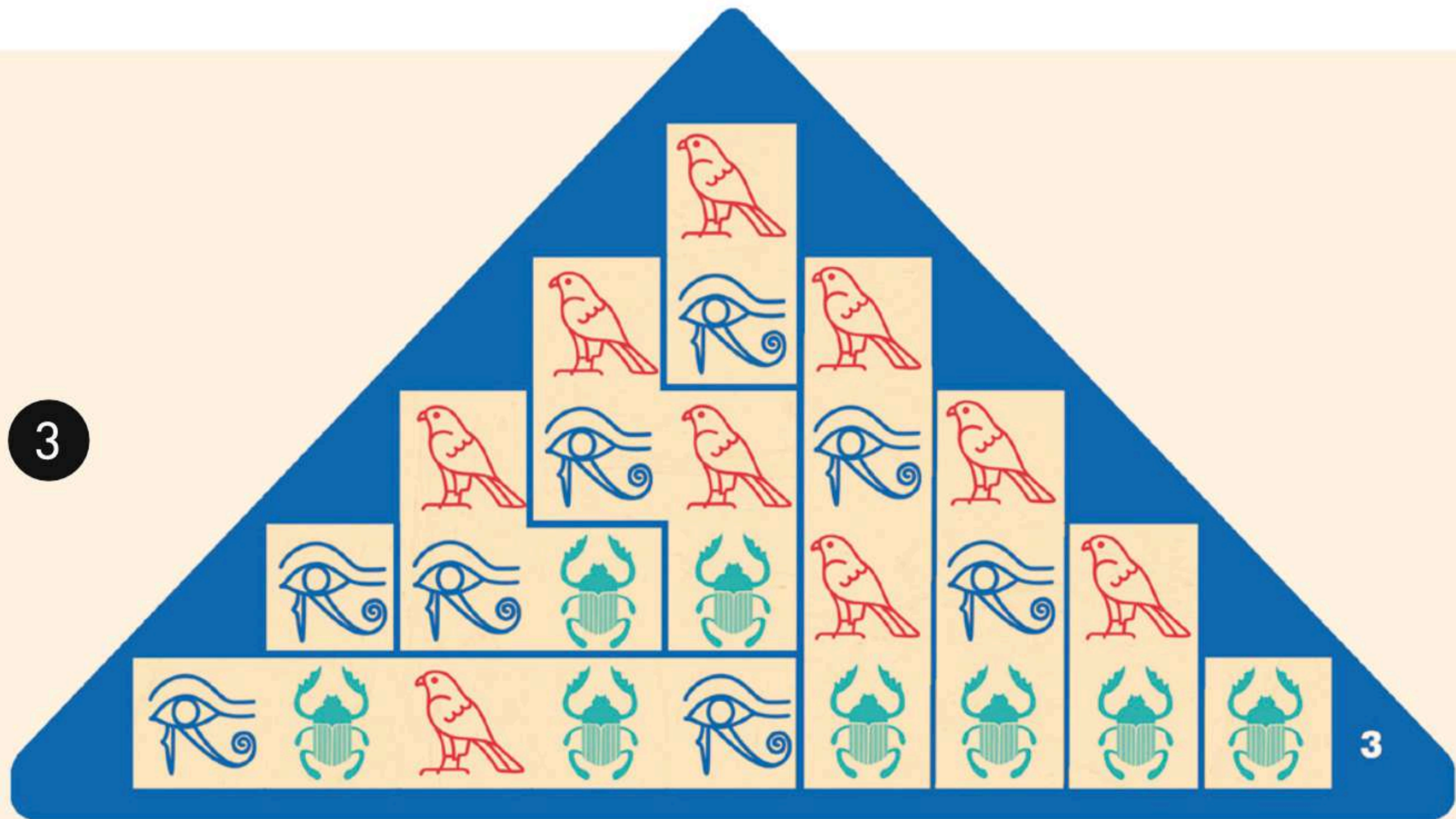
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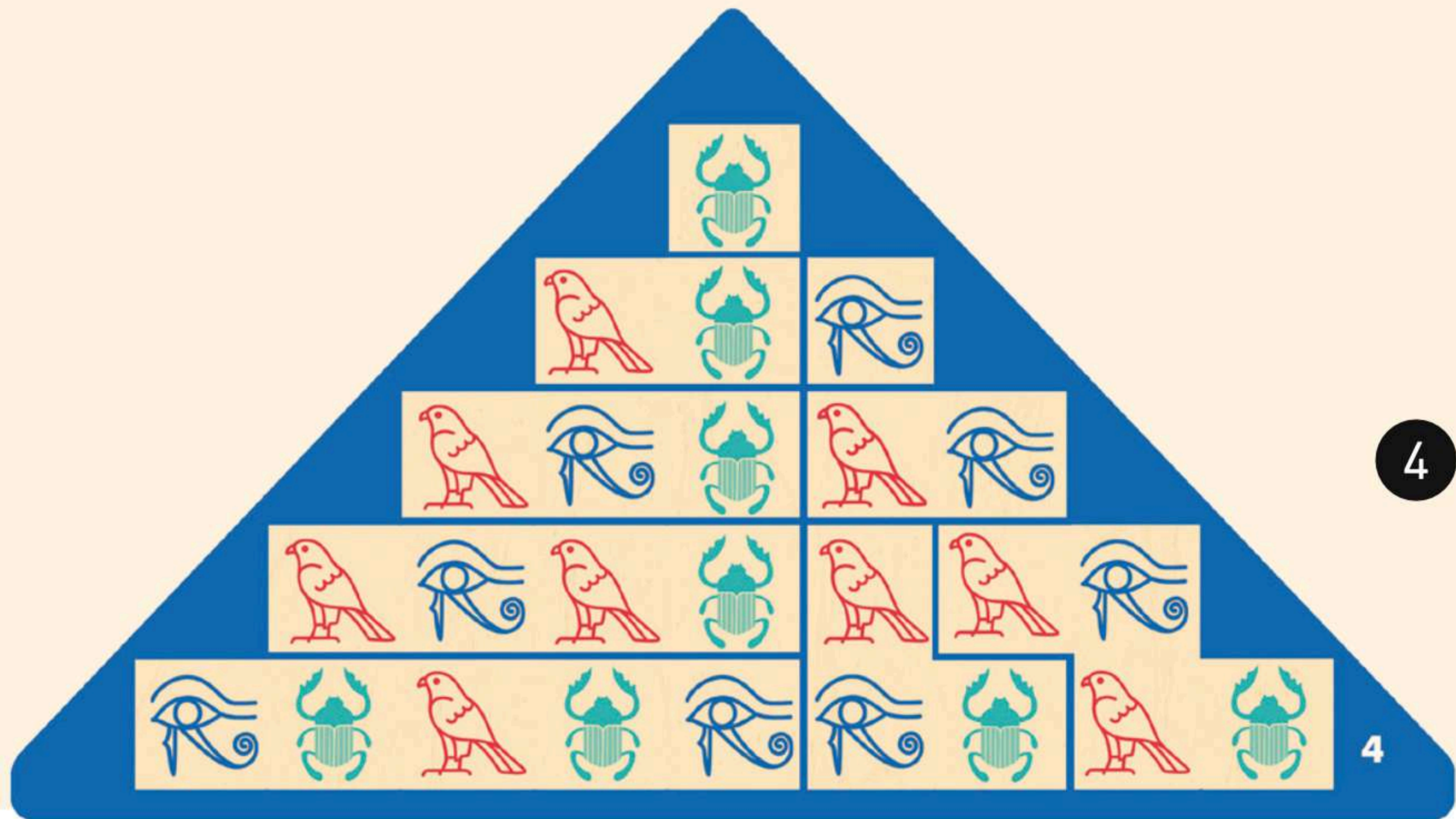
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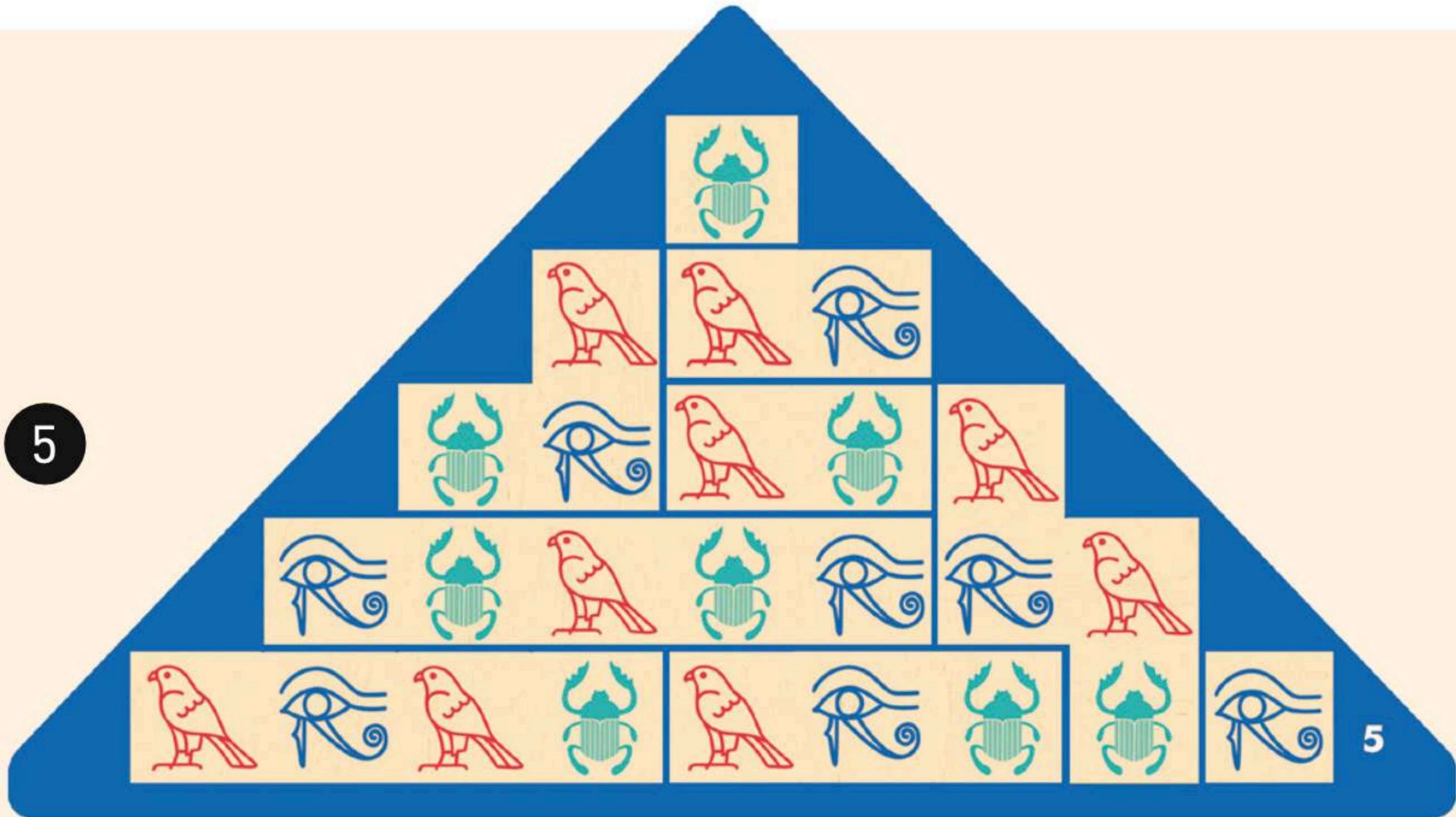
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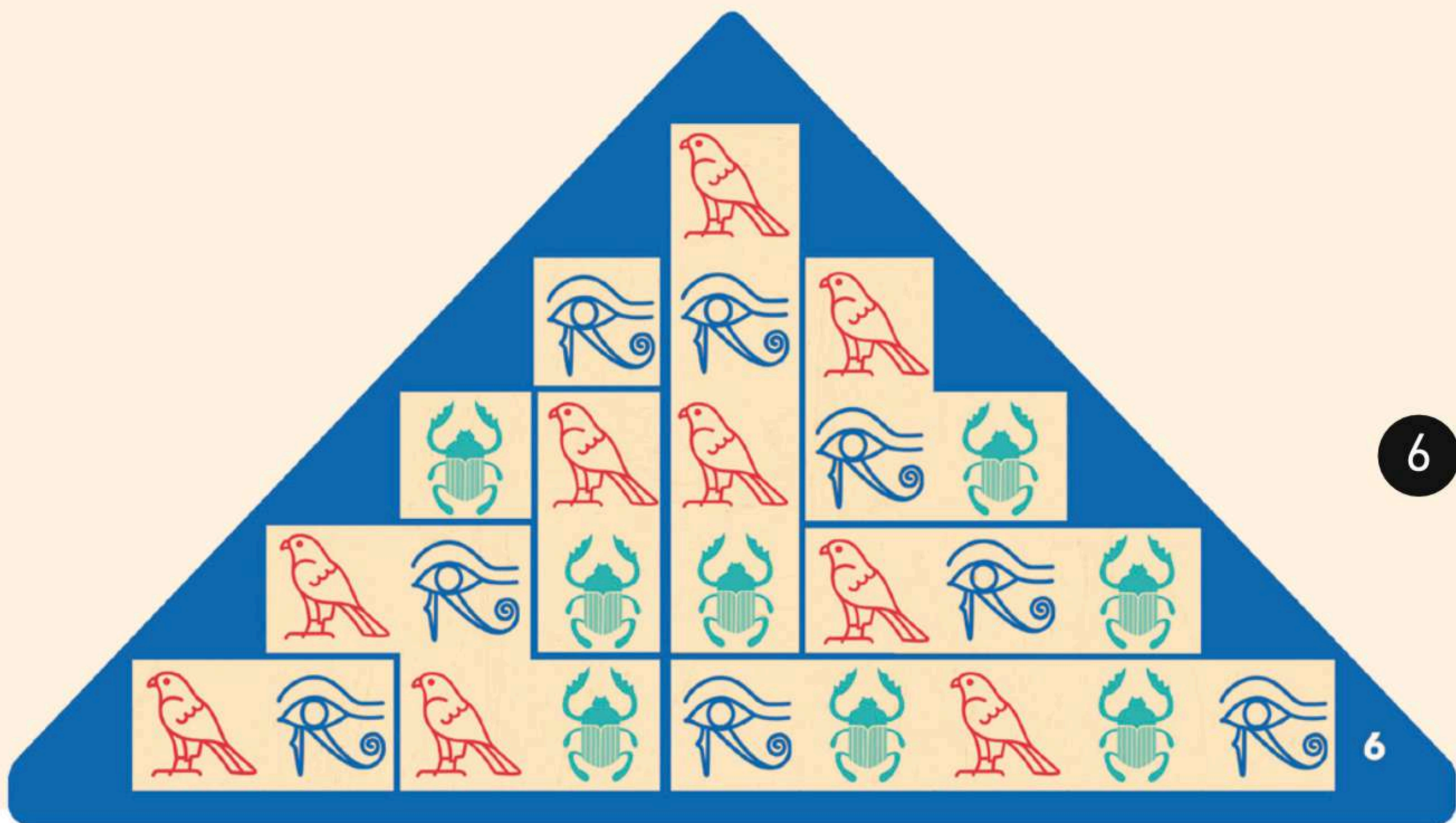
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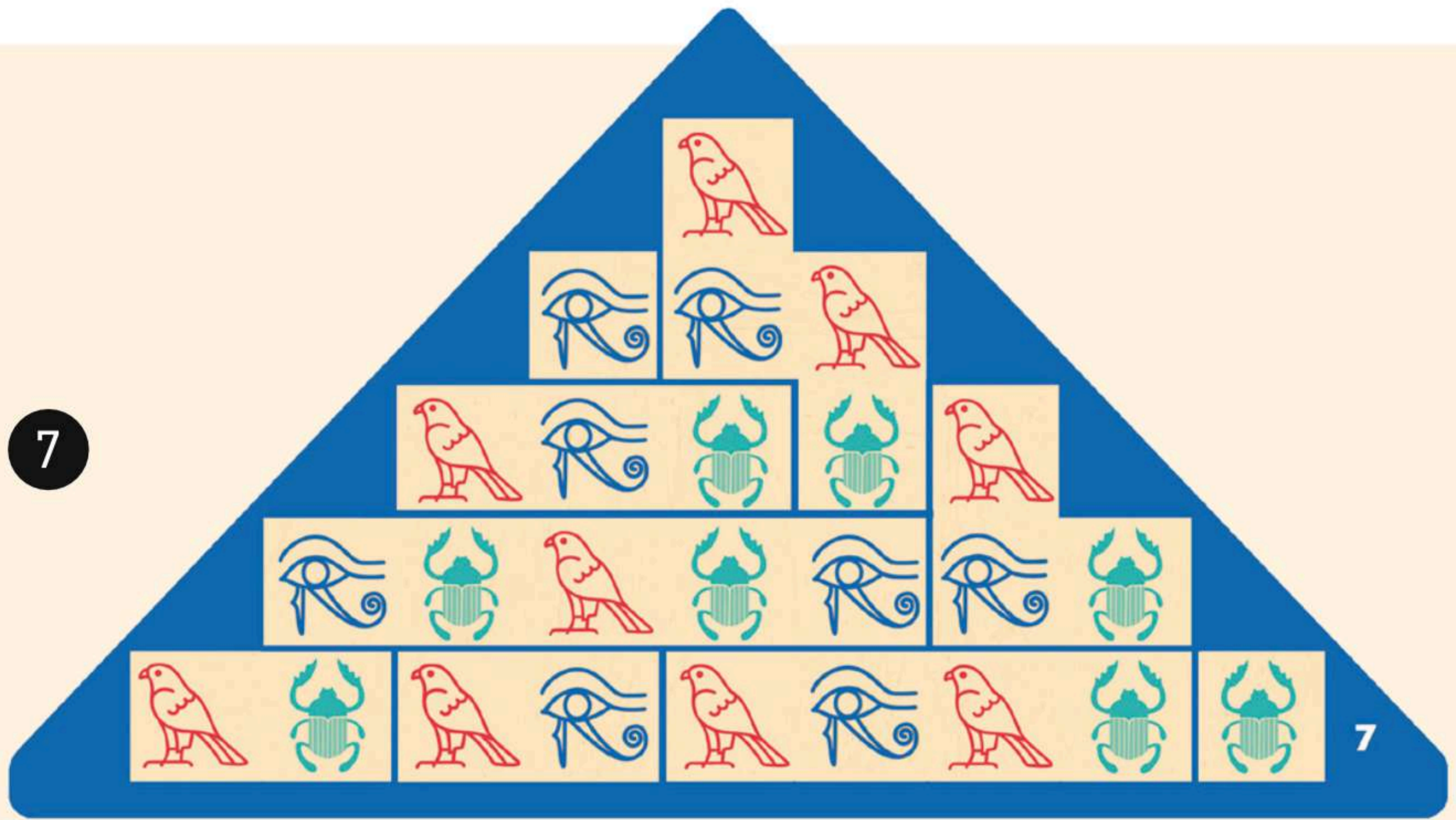
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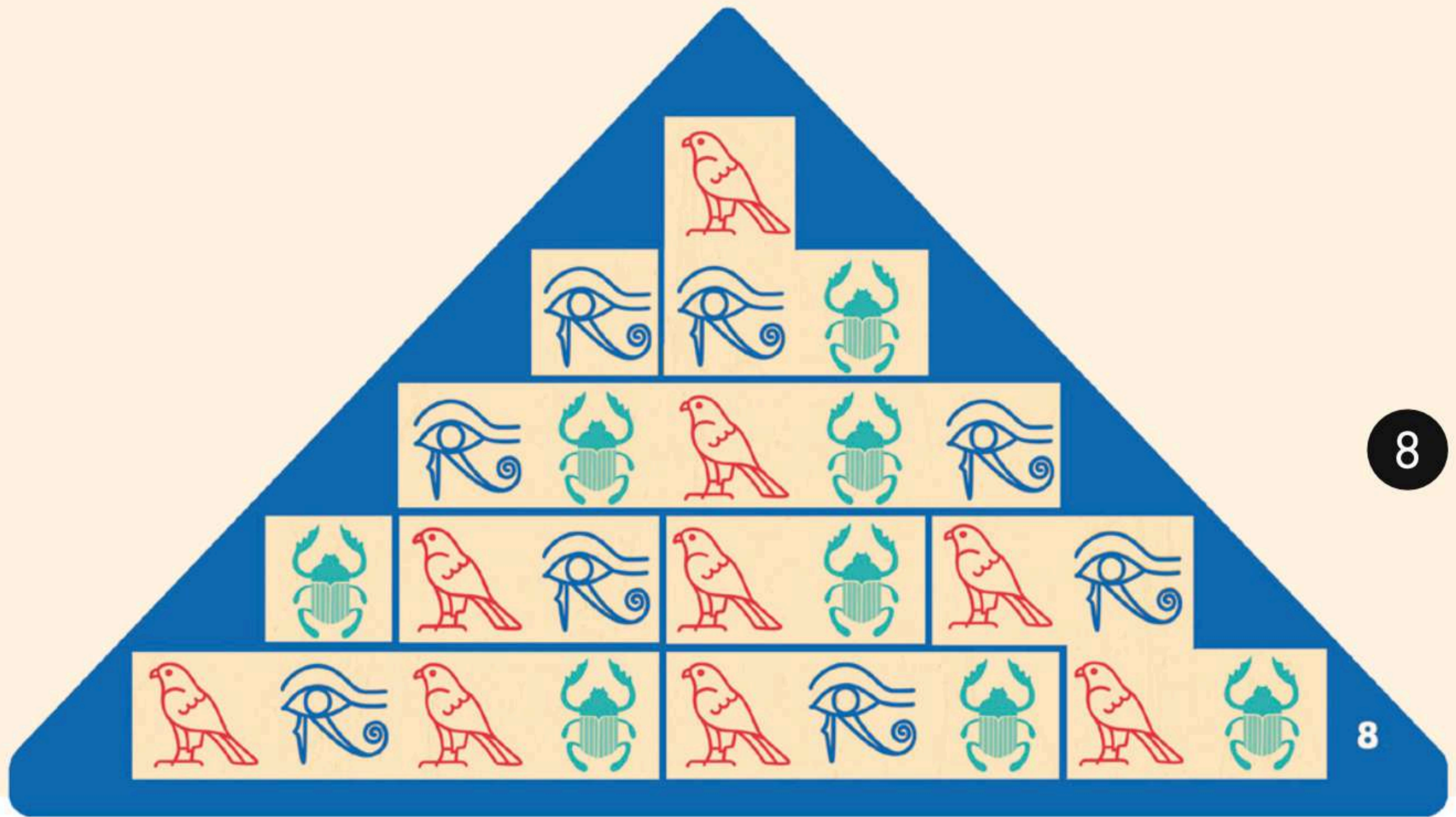
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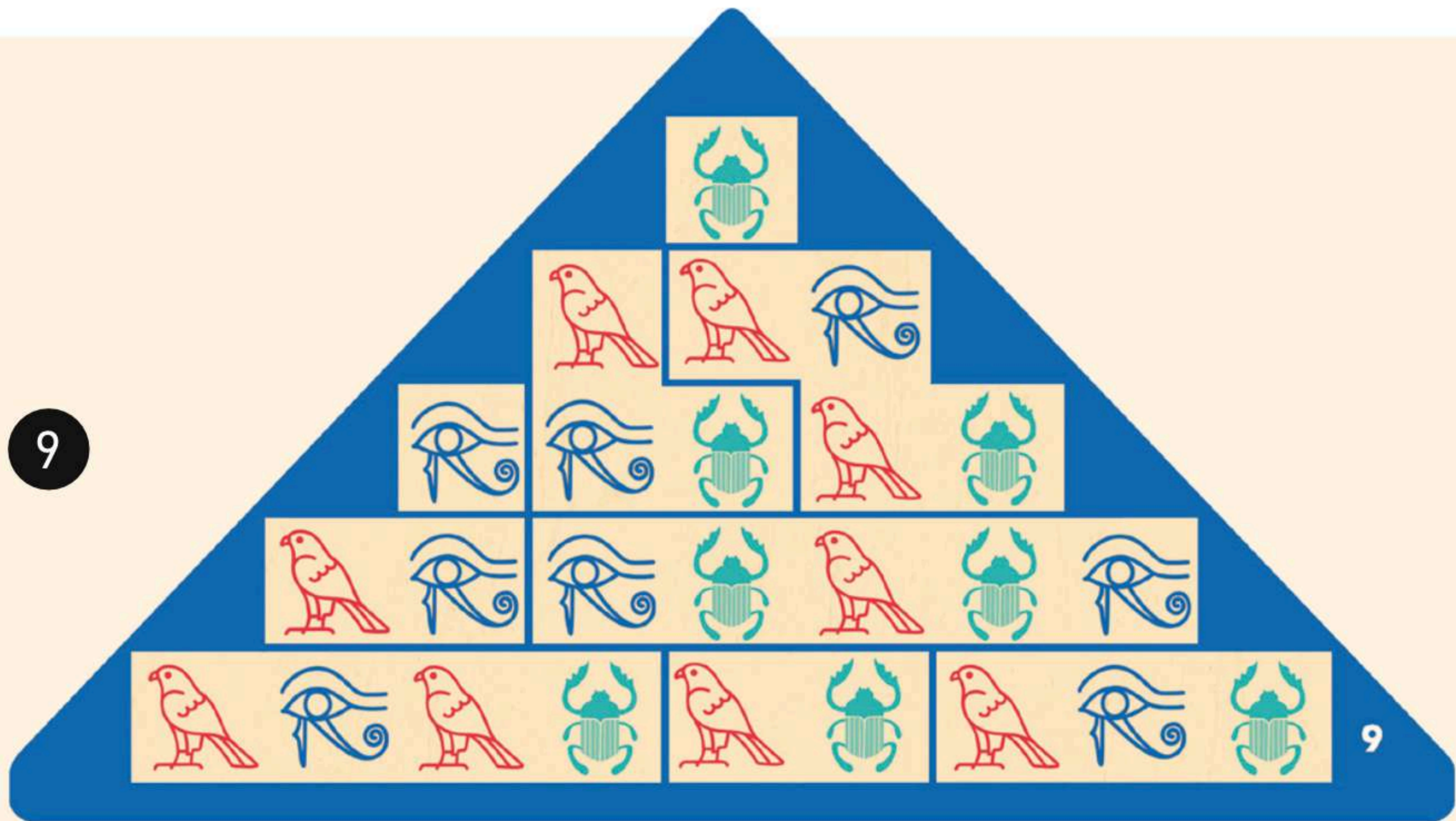
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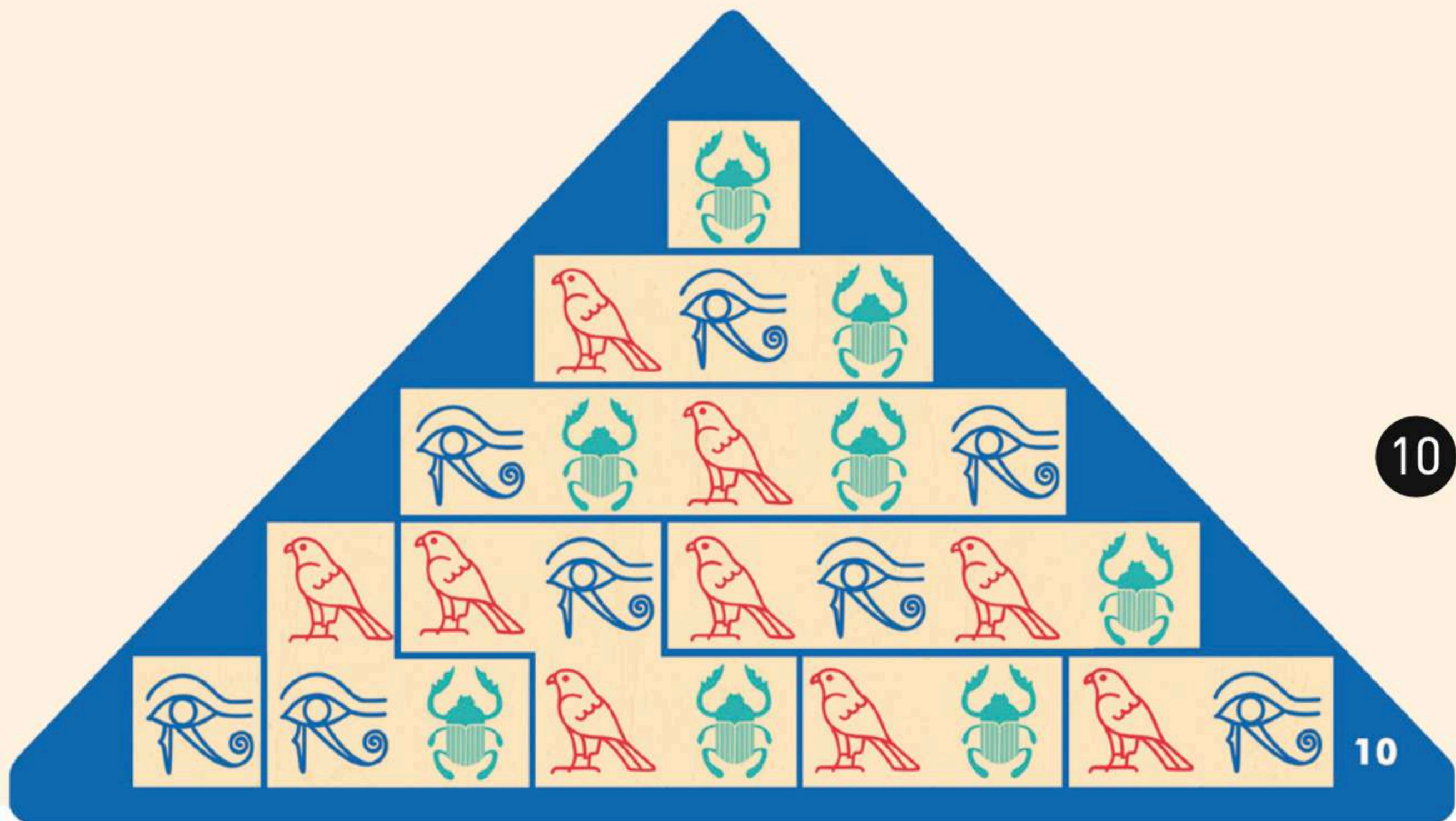
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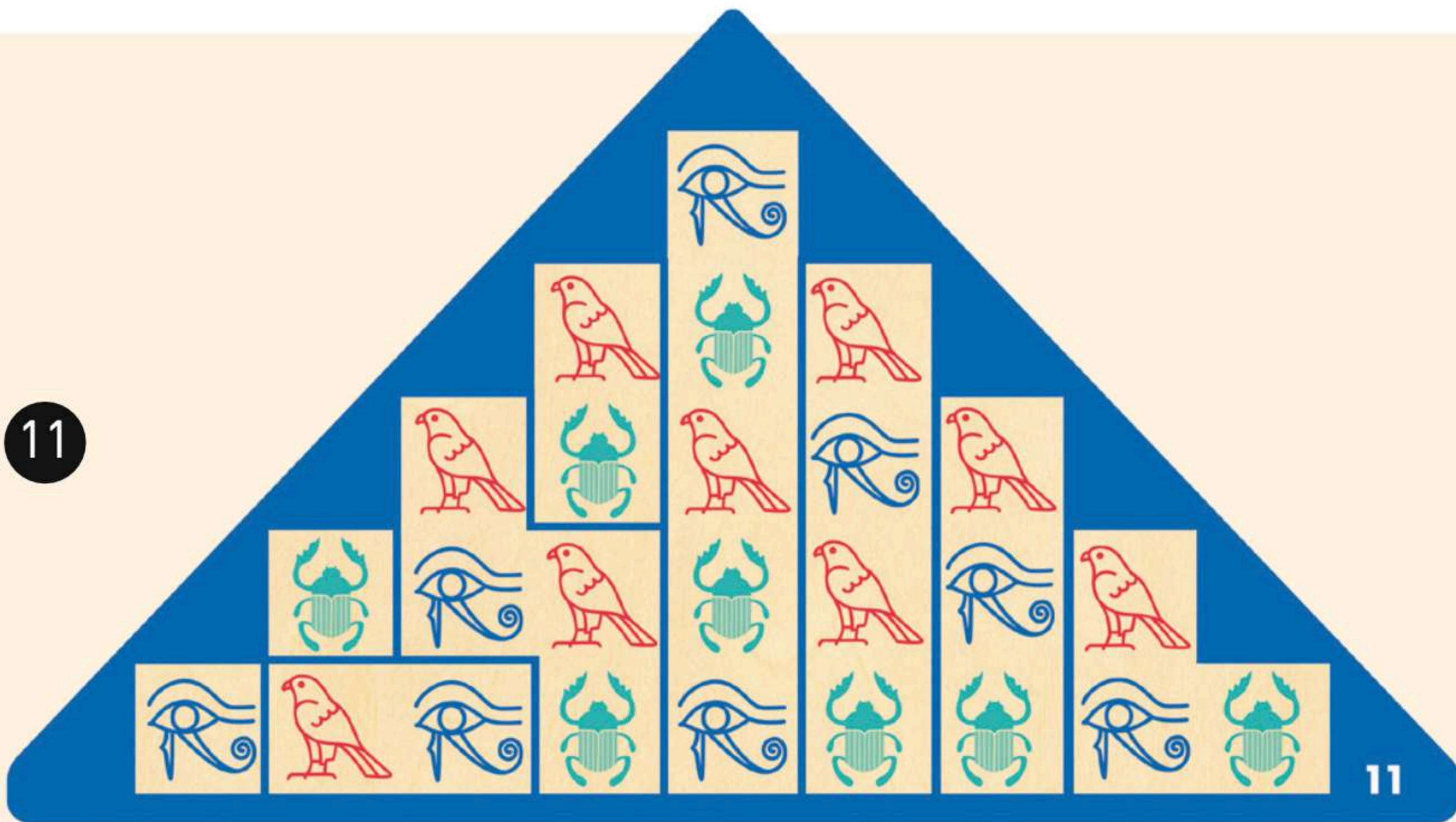
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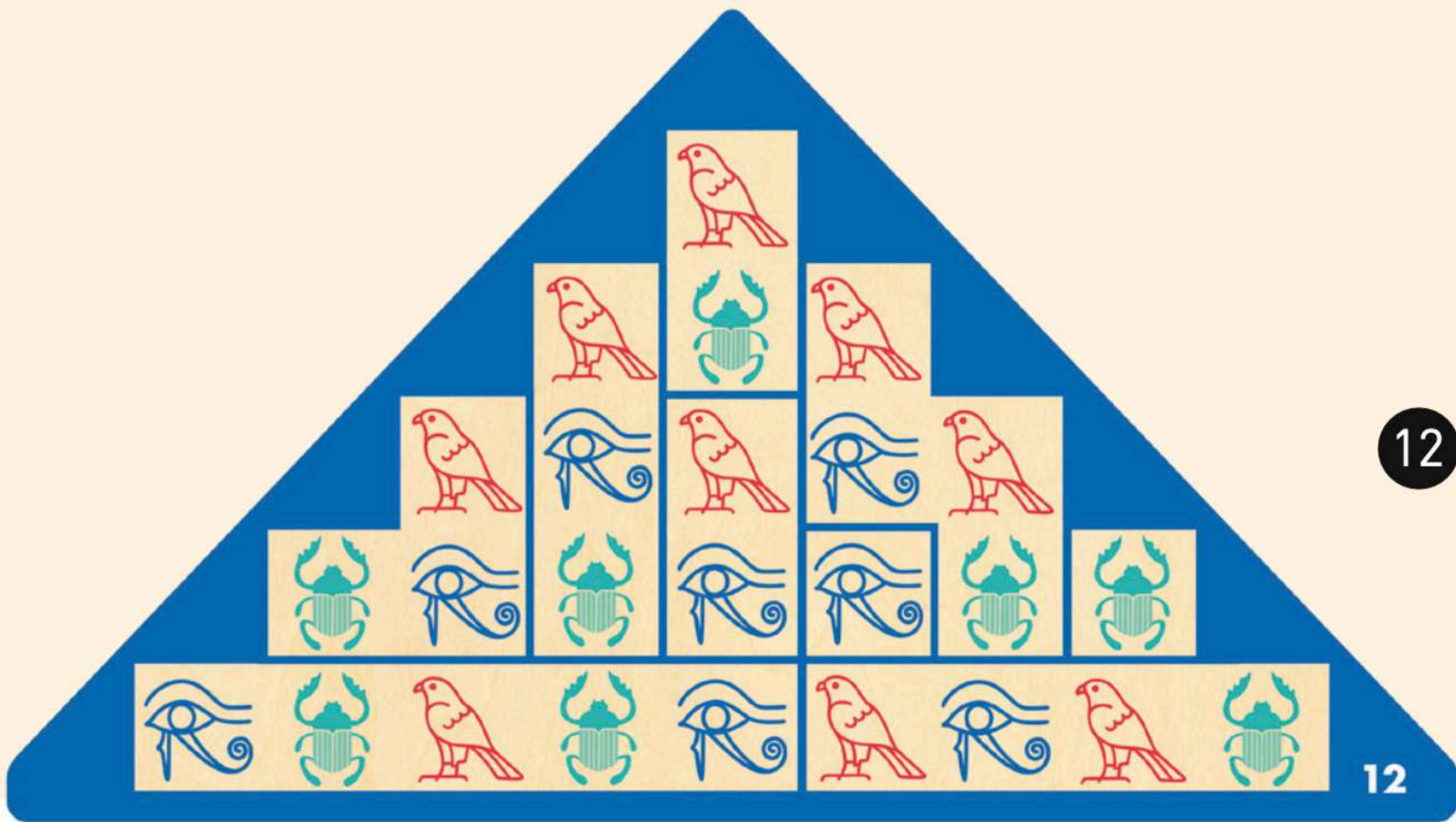


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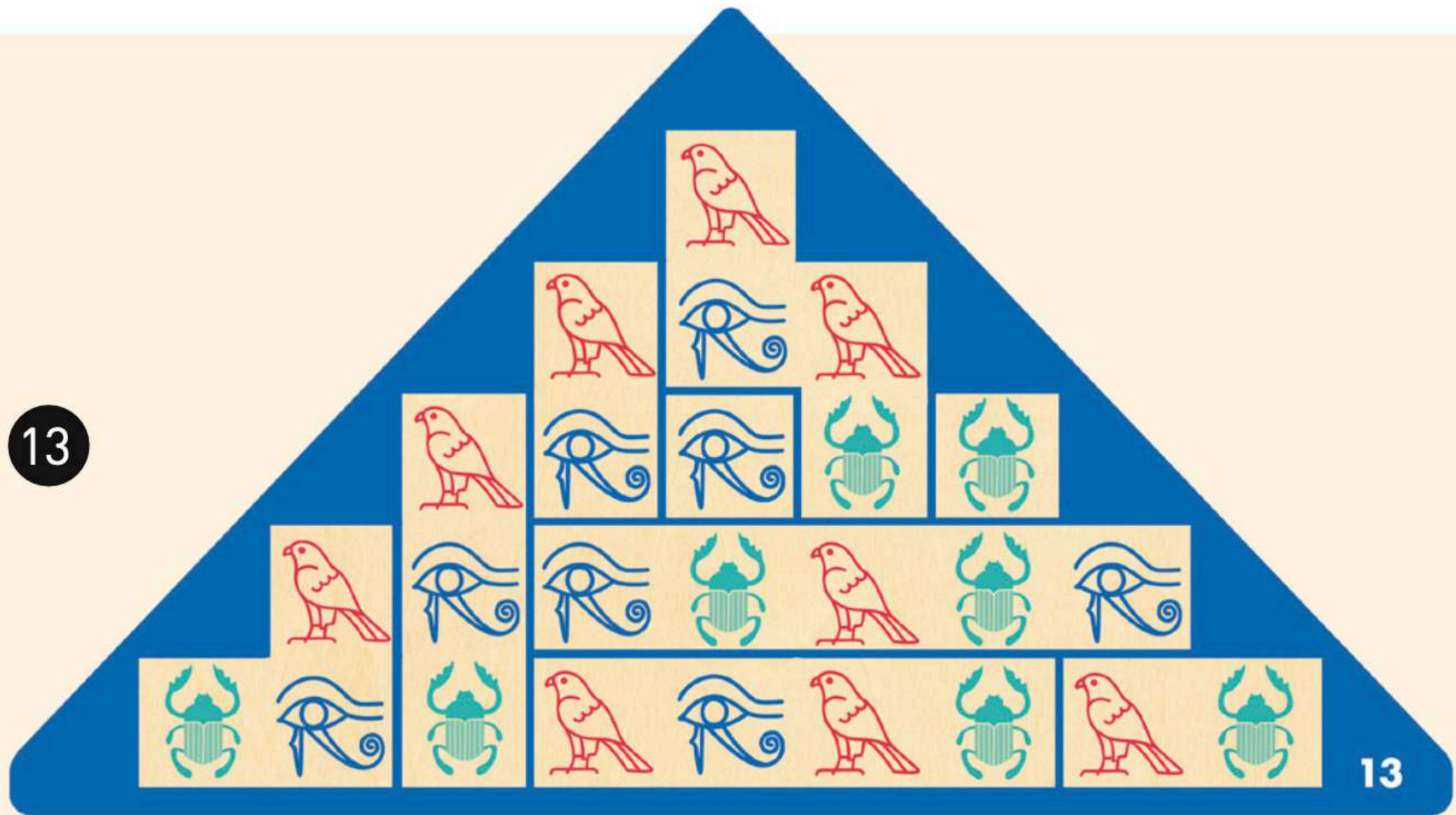
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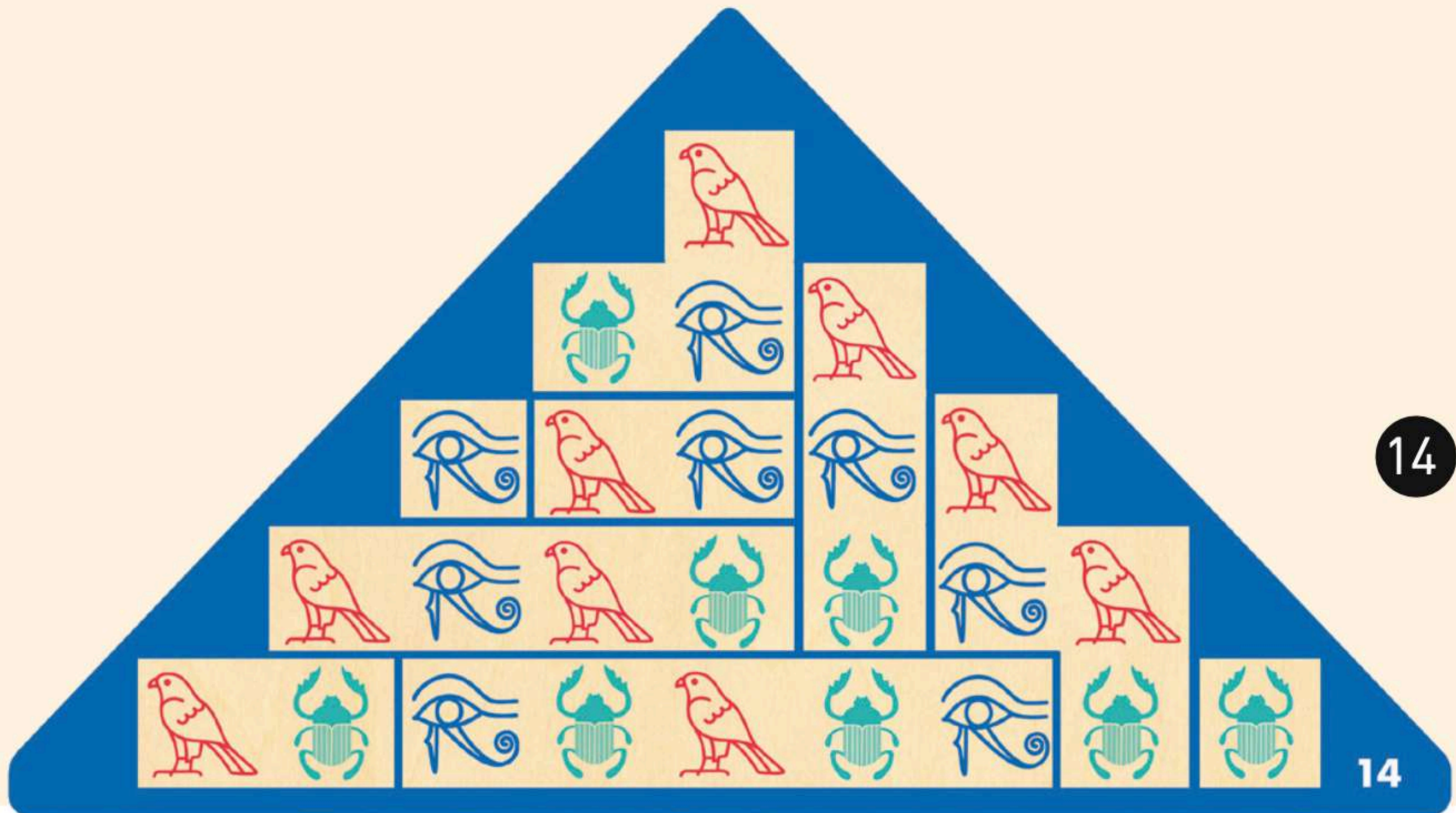
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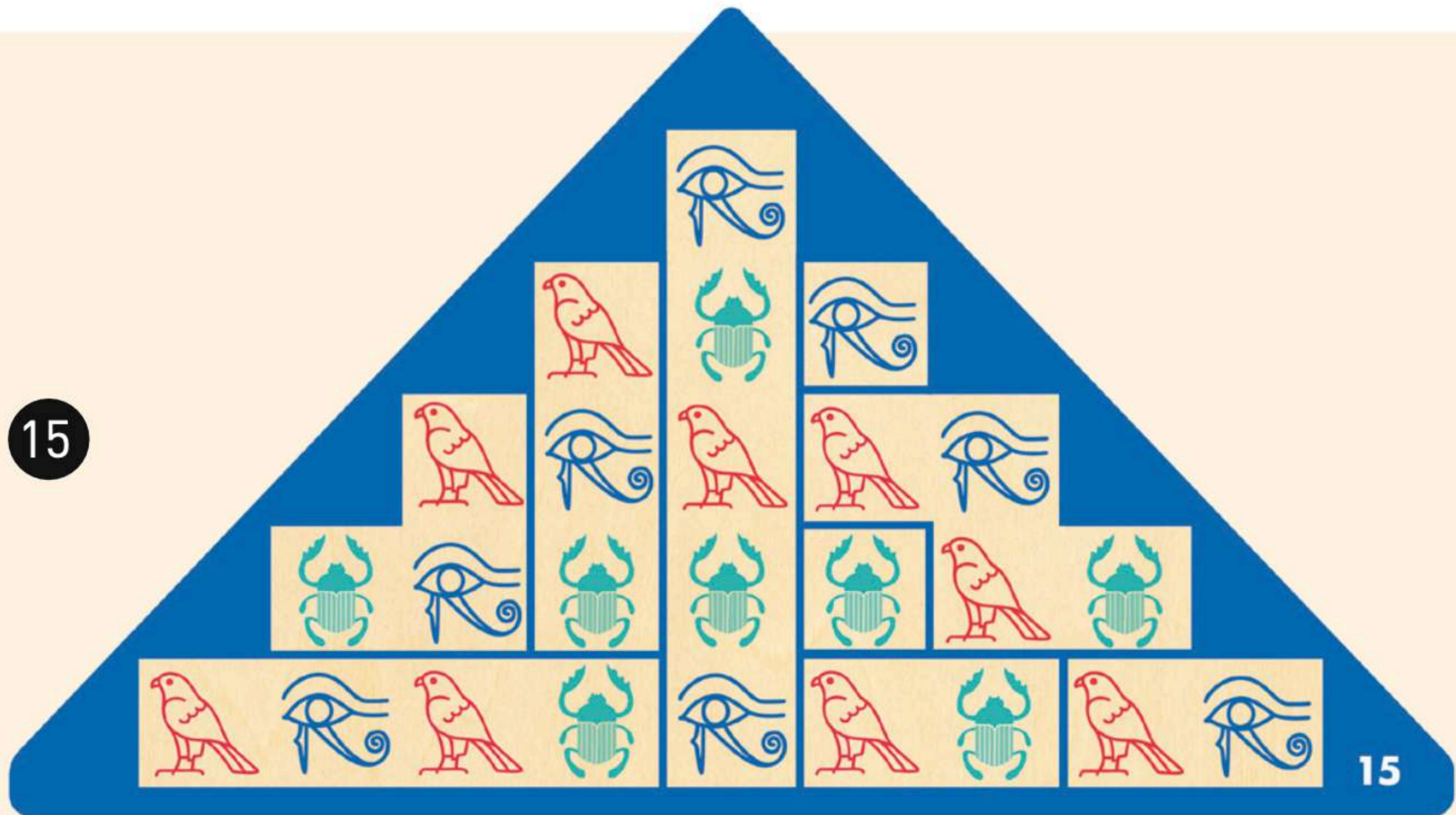
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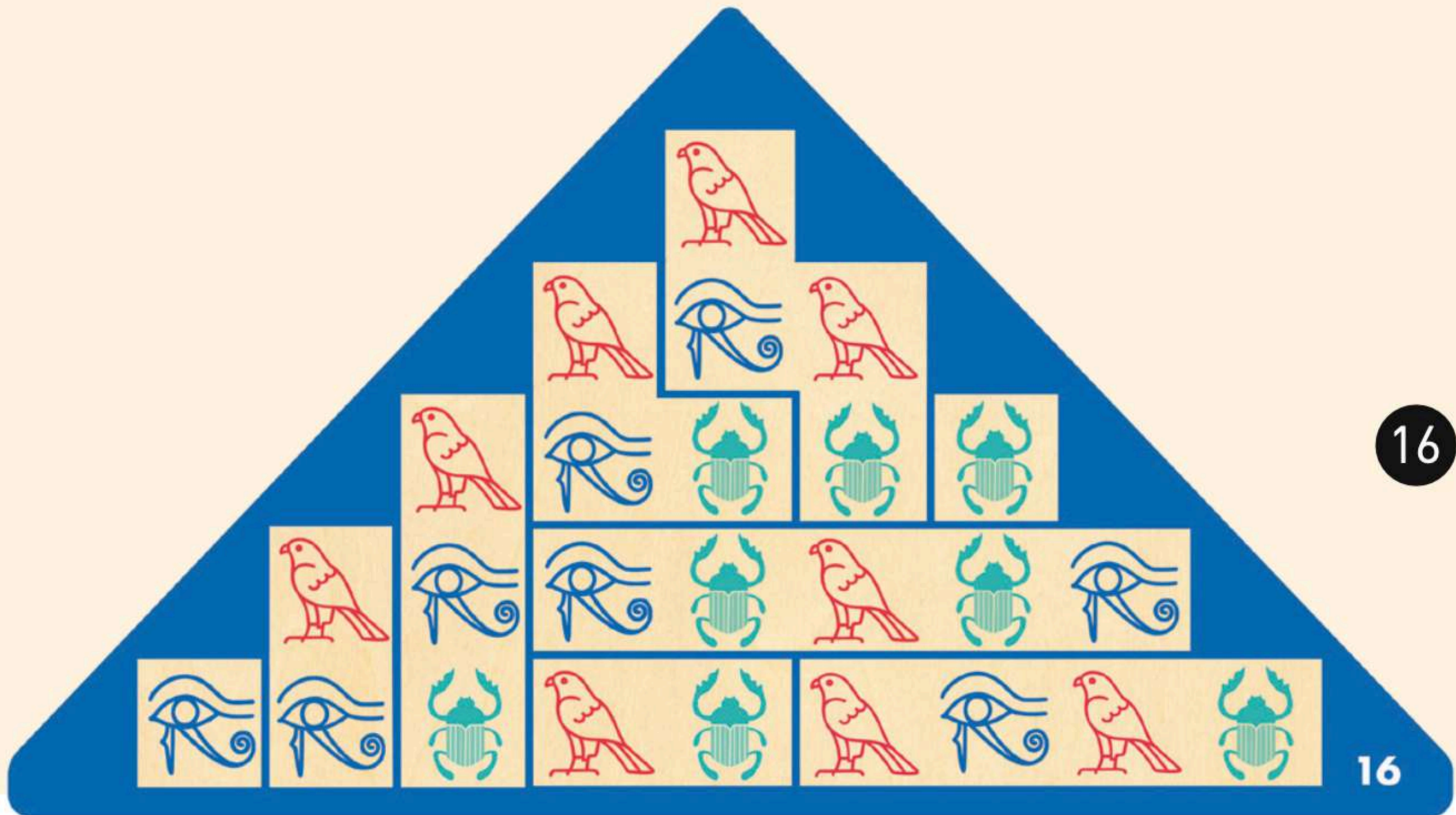
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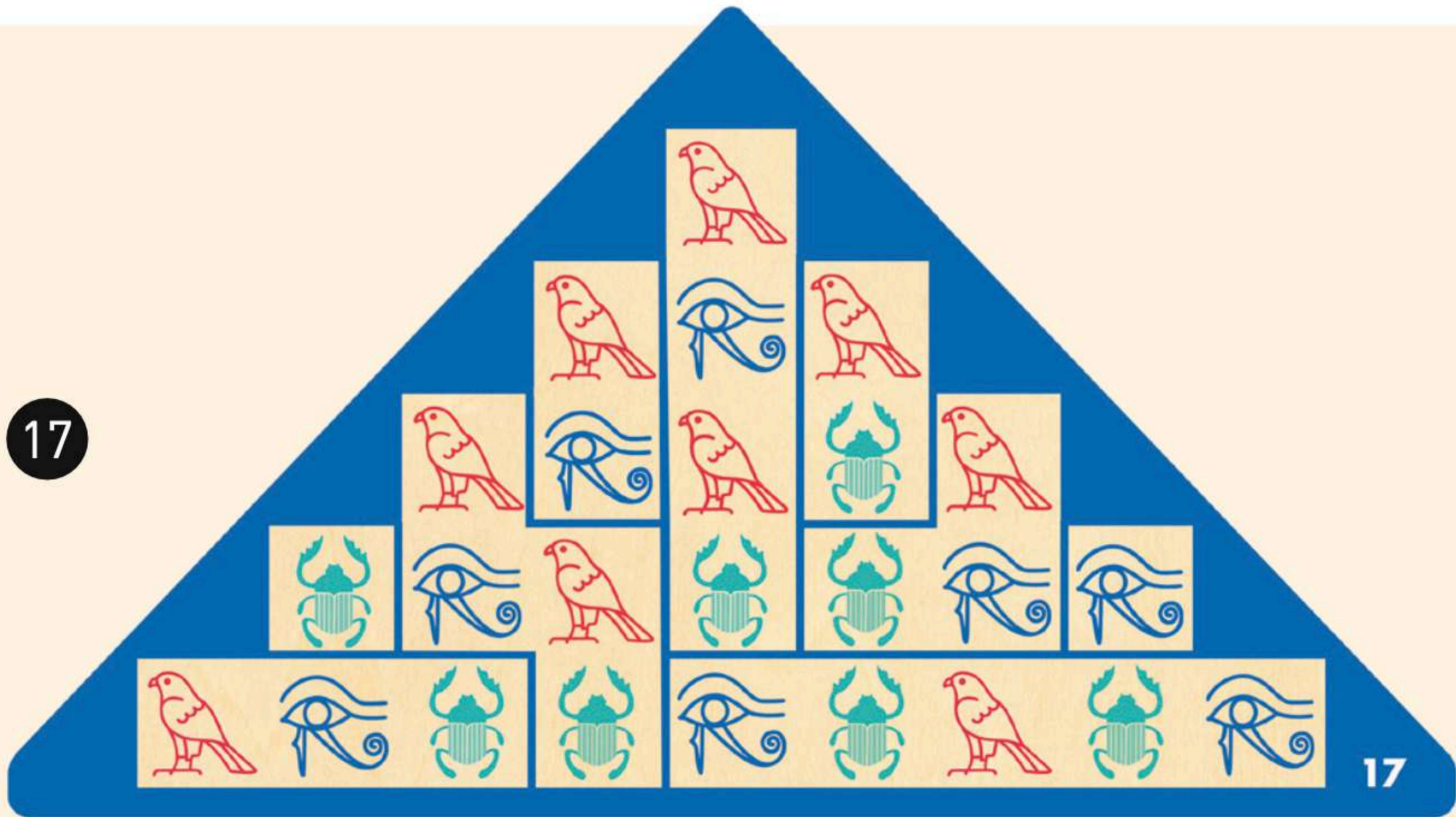
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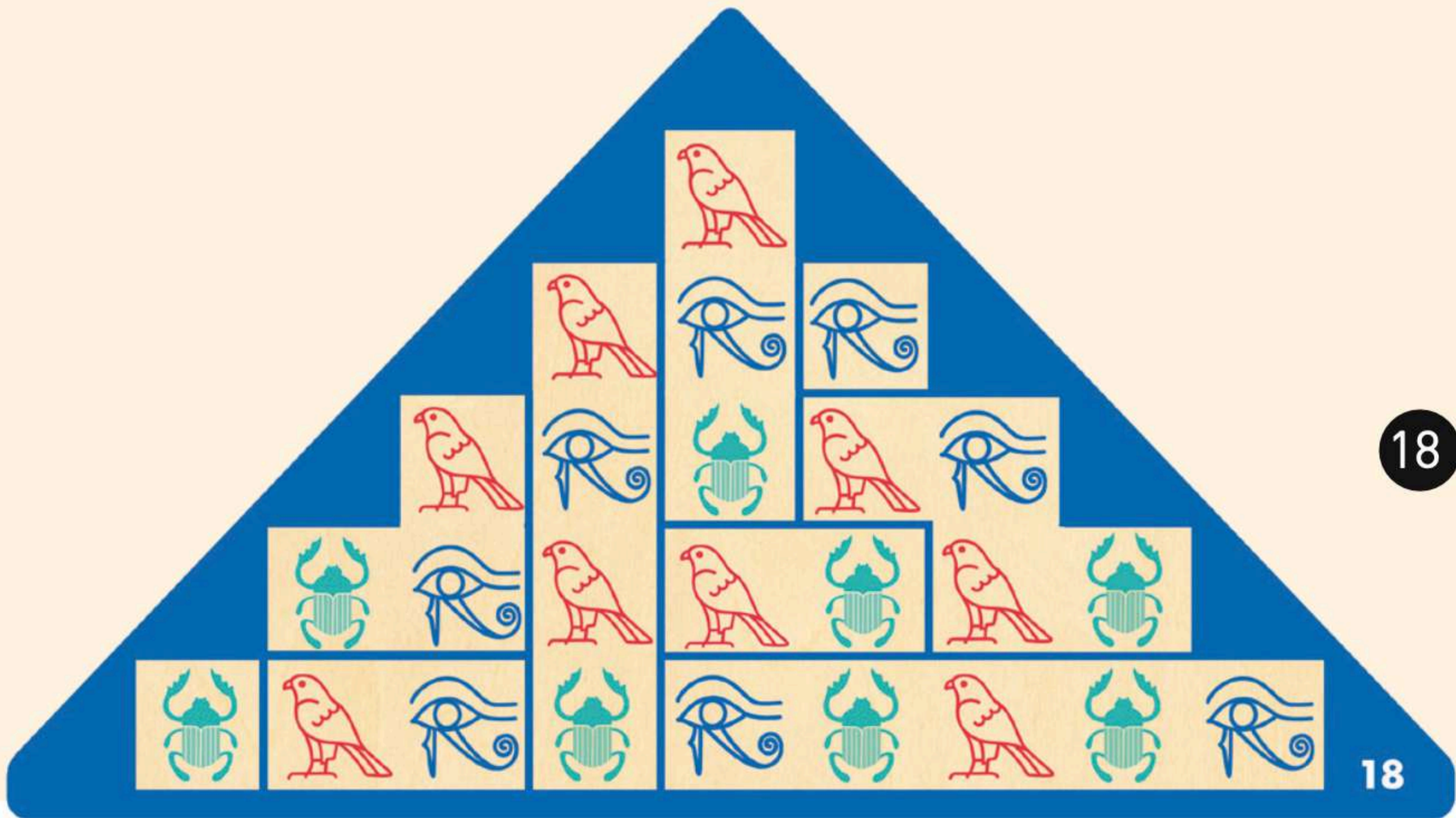
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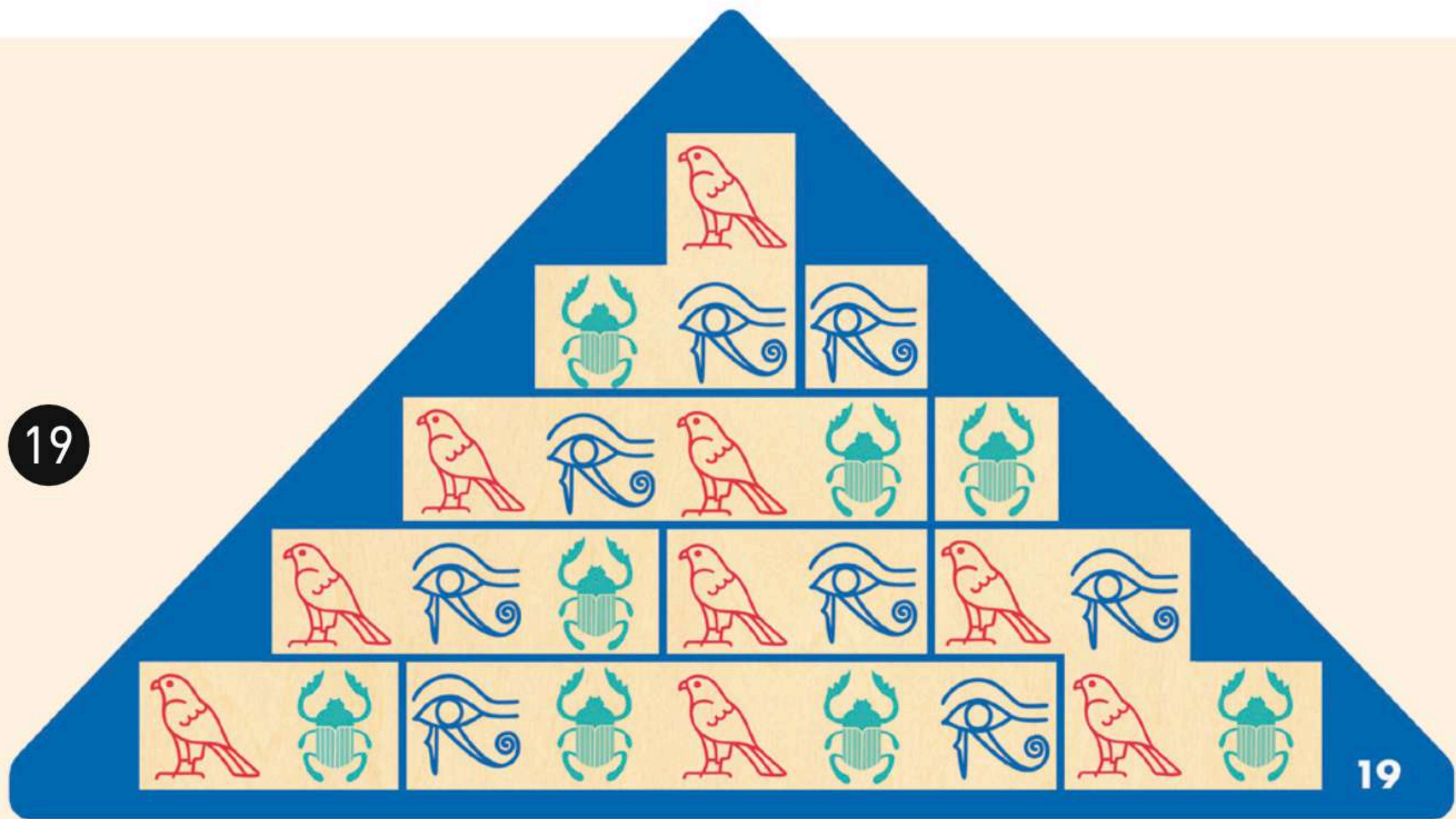
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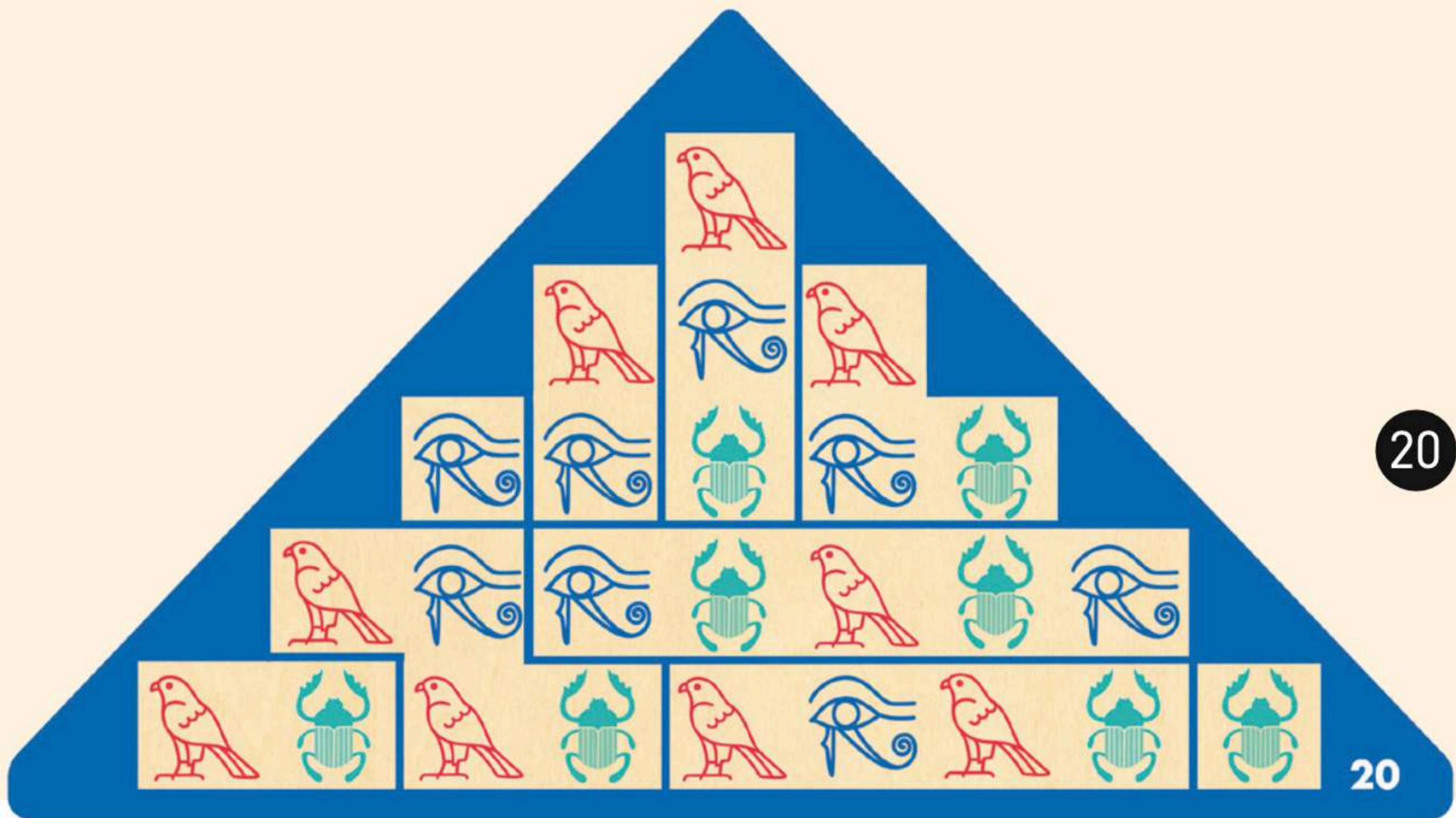
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PYRAMID LOGIC



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