

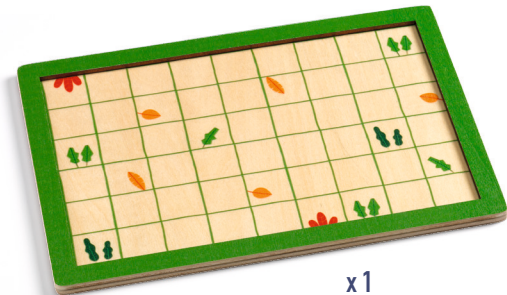
PENTANIMO



x 7



x 60



x 1

FR

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BUT DU JEU

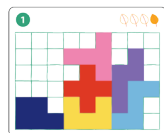
Sur le plateau, reconstituer l'assemblage des 7 animaux.

DÉROULEMENT DU JEU

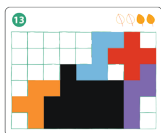
- Placer les 7 pièces-animaux et le plateau sur la table, et poser les cartes-défis à côté.
- Tirer une carte-défi et positionner les pièces imposées sur le plateau, comme indiqué sur la carte. Seules les couleurs des pièces figurent sur les cartes-défi, pas les animaux.
- Tenter alors de placer les pièces restantes de manière à recouvrir parfaitement les zones noires.



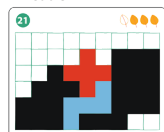
Niveau 1



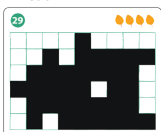
Niveau 2



Niveau 3



Niveau 4



Pour chaque défi, une seule solution possible !
Solutions en fin de livret.



AIM OF THE GAME

Piece together all 7 animals on the board.

HOW TO PLAY

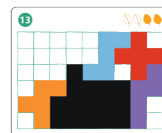
- Put the seven animal pieces and the board on the table and place the challenge cards beside them.
- Pick a challenge card and position the relevant pieces on the board as shown on the card. The challenge cards only indicate the colours of the pieces, not the animals.
- Then, try to cover all the black parts with the remaining pieces.



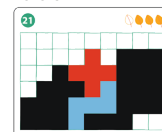
Level 1



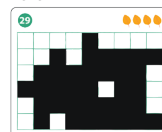
Level 2



Level 3



Level 4



For each challenge, there is one and only one possible solution.
Solutions can be found at the end of this booklet.

DE GEDULDSSPIEL



ZIEL DES SPIELS

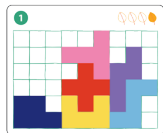
Auf dem Spielbrett alle 7 Tiere zusammenstellen.

SPIELABLAUF

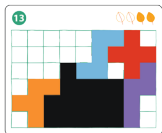
- Die 7 Tierfiguren und das Spielbrett werden auf den Tisch und die Aufgabenkarten daneben gelegt.
- Der Spieler zieht eine Aufgabenkarte und ordnet die erforderlichen Figuren so auf dem Brett an, wie auf der Karte angegeben. Auf den Aufgabenkarten sind nur die Farben der Figuren abgebildet, nicht die Tiere selbst.
- Der Spieler versucht, die verbleibenden Figuren so zu platzieren, dass sie die schwarzen Flächen vollständig abdecken.



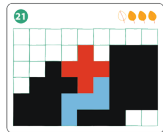
Stufe 1



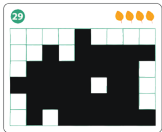
Stufe 2



Stufe 3



Stufe 4



Für jede Aufgabe gibt es nur eine Lösung!
Lösungen am Ende der Anleitung.

INHALT



- 1 kariertes Holzspielbrett
- 7 Holzfiguren
- 60 Aufgabenkarten

OBJETIVO DEL JUEGO

Reconstruir el ensamblaje de los
7 animales sobre el tablero.

DESARROLLO DEL JUEGO

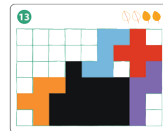
- Colocar el tablero y las 7 piezas-animales sobre la mesa y, a un lado, las tarjetas-reto.
- Coger una tarjeta-reto y colocar las piezas correspondientes sobre el tablero, tal y como se indica en la tarjeta. Las tarjetas-reto no incluyen los animales, solo los colores de las piezas.
- Intentar colocar las piezas restantes para cubrir por completo las zonas negras.



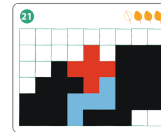
Nivel 1



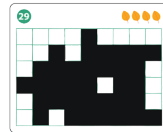
Nivel 2



Nivel 3



Nivel 4



¡Para cada reto solo existe una solución posible!
Las soluciones se encuentran al final del folleto.

JUEGO DE PACIENCIA

ES

CONTENIDO



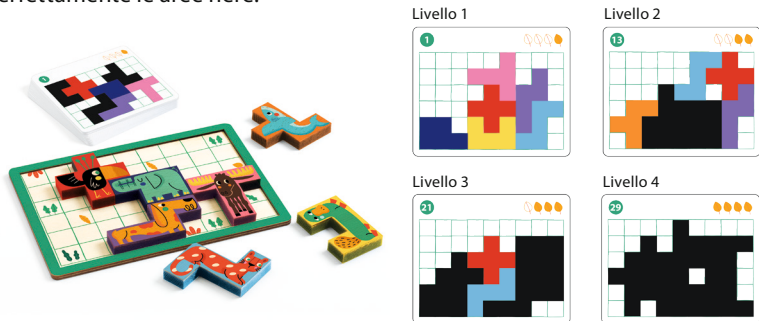
- 1 tablero de madera de cuadros
- 7 piezas de madera ilustradas
- 60 tarjetas-reto

**SCOPO DEL GIOCO**

Sul tabellone ricostruire la composizione dei 7 animali.

SVOLGIMENTO DEL GIOCO

- Posizionare le 7 pedine animali e il tabellone sul tavolo e posizionare le carte sfida a fianco.
- Pescare una carta sfida e posizionare le pedine imposte sul tabellone, come indicato sulla carta. Sulle carte sfida ci sono solo i colori delle pedine, non gli animali.
- Tentare quindi di posizionare le pedine rimanenti in modo da coprire perfettamente le aree nere.



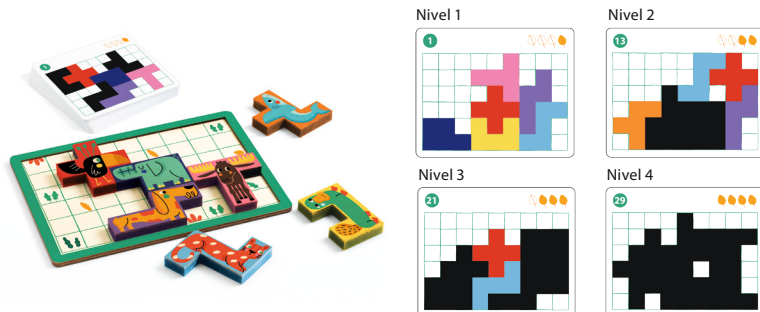
Per ogni sfida esiste solo una soluzione!
Soluzioni in fondo al libretto.

**OBJETIVO DO JOGO**

No cartão, reconstituir a montagem dos 7 animais.

COMO JOGAR

- Colocar as 7 peças animais e o cartão sobre a mesa, e pousar as cartas desafio ao lado.
- Tirar uma carta desafio e posicionar as peças correspondentes sobre o cartão, como indicado na carta. Nas cartas desafios apenas figuram as cores das peças correspondentes aos animais, mas não estes últimos.
- Em seguida, tentar colocar as peças restantes de maneira a cobrir perfeitamente as zonas pretas.



Para cada desafio, existe apenas uma solução!
Soluções no final do folheto.



DOEL VAN HET SPEL

De 7 dieren op de juiste manier op het speelbord neerleggen.

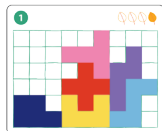
SPELVERLOOP



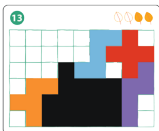
- Leg de 7 dierenstukken en het speelbord op tafel, en leg de uitdagskaarten eraast.
- Trek een uitdagskaart en plaats de benodigde stukken op het bord zoals aangegeven op de kaart. Op de uitdagskaarten zie je alleen de kleuren van de stukken, niet de dieren.
- Probeer dan de overige stukken op het zwarte gedeelte te plaatsen. Alle zwarte vakjes moeten worden bedekt.



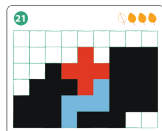
Niveau 1



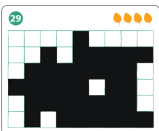
Niveau 2



Niveau 3



Niveau 4



Voor elke uitdaging is maar één oplossing!
Oplossingen achter in het boekje.



SPELETS MÅL

Att återskapa sammansättningen av de 7 djuren på plattan.

SPELETS GÅNG



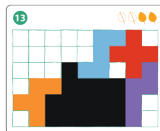
- Placera de 7 djurbrickorna och plattan på bordet och lägg utmaningskorten bredvid.
- Dra ett utmaningskort och placera ut de angivna brickorna på plattan enligt vad som visas på kortet. Endast brickornas färger anges på utmaningskorten, inte djuren.
- Försök att placera ut de resterande brickorna så att du täcker de svarta delarna.



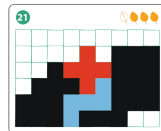
Nivå 1



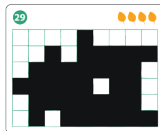
Nivå 2



Nivå 3



Nivå 4



Varje utmaning har endast en lösning!
Lösningar längst bak i häftet.



SPILLETS FORMÅL

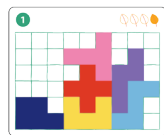
Samle de 7 dyr på spillepladen.

SÅDAN FOREGÅR SPILLET

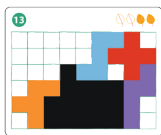
- Placer de 7 dyrebrikker og spillepladen på bordet, og læg udfordringskortene ved siden af.
- Træk et udfordringskort og læg de angivne brikker på spillepladen, som vist på kortet. Kortene viser kun brikkernes farver, ikke dyrene.
- Du skal så prøve at placere de resterende brikker med henblik på at dække de sorte zoner helt.



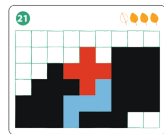
Niveau 1



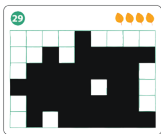
Niveau 2



Niveau 3



Niveau 4



Der er kun 1 løsning til hver udfordring!
Løsninger i slutningen af hæftet.

SPILLETS INDHOLD



- 1 kvadreret spilleplade i træ
- 7 illustrerede brikker i træ
- 60 udfordringskort

CÆLJ IGRY

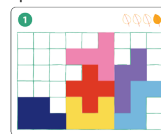
vоссоздать на игровом поле
комбинацию из 7 животных.

ХОД ИГРЫ

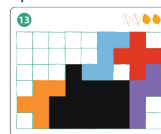
- Разместить на столе 7 деталей с изображением животных и игровое поле, рядом положить карточки с заданиями.
- Вытянуть одну карточку с заданием и расположить указанные детали на игровом поле в соответствии с рисунком на карточке. На карточках представлен только цвет деталей, без изображения животного.
- С помощью оставшихся деталей постараться полностью закрыть участки черного цвета, не выходя за их края.



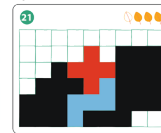
Уровень 1



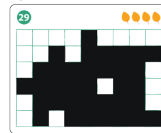
Уровень 2



Уровень 3



Уровень 4

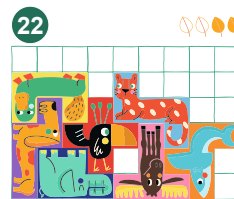
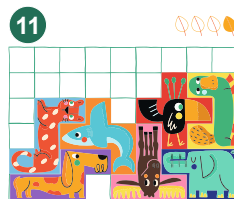
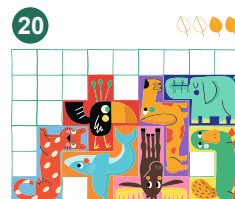
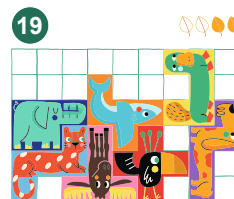
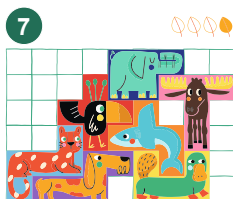
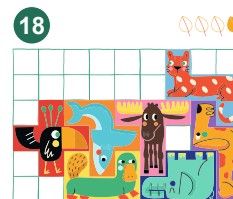
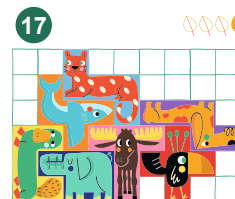


Существует только один способ выполнения каждого задания!
Решения указаны в конце брошюры.

ИГРОВОЙ КОМПЛЕКТ



- 1 разбитое на квадраты деревянное игровое поле
- 7 деревянных деталей с рисунком
- 60 карточек с заданиями



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