

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

ROCKET TRACK

40 CHALLENGES

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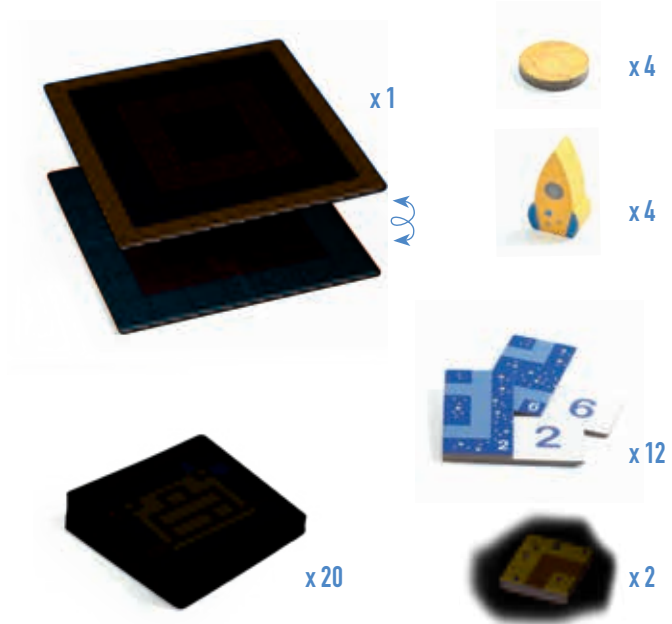
7-99

ANS YEARS
AÑOS JAHRE

SOLOGIC



ROCKET TRACK



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BUT DU JEU

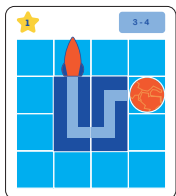
Compléter le labyrinthe et trouver l'unique voie pour amener les fusées sur leur planète.

DÉROULEMENT DU JEU

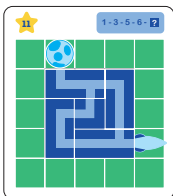
- Construire le plateau de jeu.

Cartes-défi

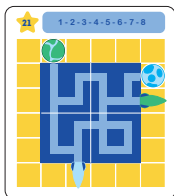
Les défis sont de difficulté croissante.



Niveau débutant :
les défis bleus utilisent un carré de 2 x 2 cases (espace blanc).



Niveau moyen :
les défis verts utilisent un carré de 3 x 3 cases (espace blanc).



Niveau expert :
les défis jaunes utilisent un carré de 4 x 4 cases (espace blanc et bleu).



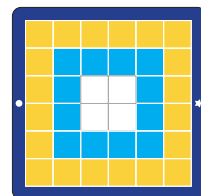
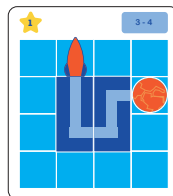
Niveau master :
les défis rouges utilisent un carré de 5 x 5 cases (espaces blanc et vert).

CONTENU DU JEU



- 1 plateau (recto et verso)
- 20 cartes-défi
- 12 tuiles-domino
- 2 tuiles-chemin carrées
- 4 tuiles-planète
- 4 fusées

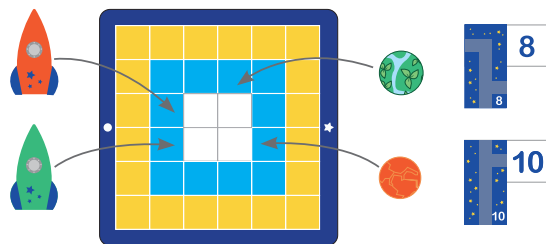
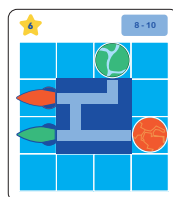
La couleur de la carte indique également le plateau avec lequel jouer :
carte bleue = plateau bleu



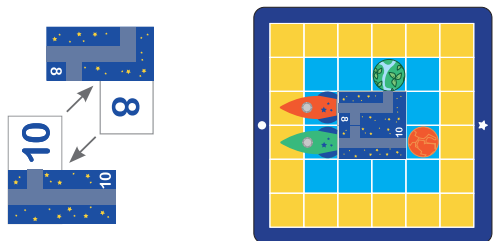
- Choisir une carte-défi.
- Prendre uniquement les dominos utilisés pour cette carte.



- Placer les fusées et les planètes sur le plateau de jeu de la couleur de la carte choisie, comme indiqué sur la carte.



- Imbriquer les tuiles-domino, deux à deux, et placer ces assemblages sur la grille blanche pour créer l'unique chemin qui mènera chaque fusée à la planète de même couleur.




À noter

- Tous les chemins doivent être connectés entre eux : un chemin ne doit jamais aboutir sur un espace vide.



- Une fois que le chemin est reconstitué, toutes les pièces doivent être à la même hauteur : pas de surépaisseur possible !

💡 Les tuiles carrées  sont à utiliser dans les défis rouge et vert.

Le symbole  présent sur les cartes défi rappelle qu'elles sont nécessaires pour réussir le défi.

!/\ Bien respecter la zone de jeu indiqué par la carte choisie.

À chaque défi, une seule solution est possible !

Les solutions se trouvent à la fin de ce livret.

EN A GAME OF LOGIC



AIM OF THE GAME

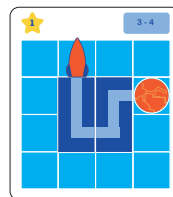
Complete the maze and find the only path to send the rockets to their planet.

HOW TO PLAY

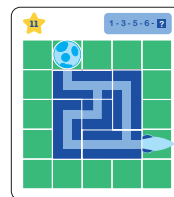
- Build the game board.

Challenge cards

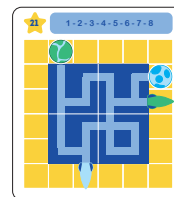
Challenges increase in difficulty.



Beginner level:
Blue challenges use a 2 x 2 square (white space).



Intermediate level:
Green challenges use a 3 x 3 square (white space).



Expert level:
Yellow challenges use a 4 x 4 square (white and blue spaces).



Master level:
Red challenges use a 5 x 5 square (white and green spaces).

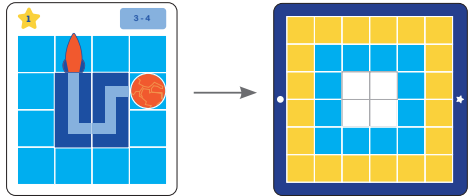
GAME CONTENTS



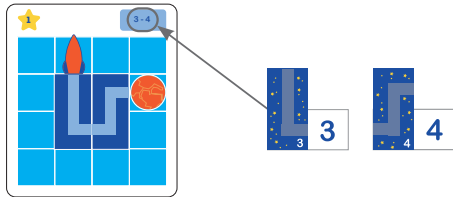
- 1 board (double-sided)
- 20 challenge cards
- 12 domino tiles
- 2 square path tiles
- 4 planet tiles
- 4 rockets

The colour of the card indicates which board to play on:

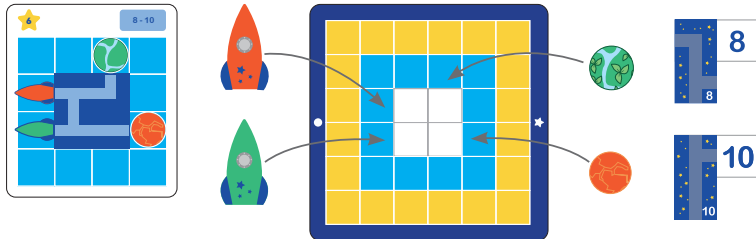
blue card = blue board



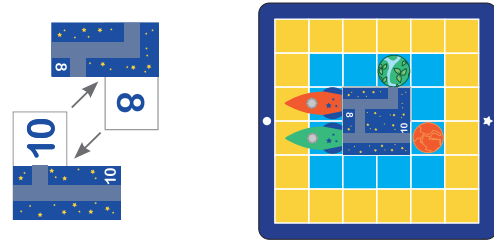
- Choose a challenge card.
- Take only the domino tiles shown on the card.



- Place the rockets and planets on the gameboard of the same colour as the card chosen, as indicated on the card.



- Fit together the domino tiles, placing them on the white grid to create the only path that leads each rocket to the planet of the same colour.



Please note

- All the paths must connect to each other: a path should never lead to an empty space.



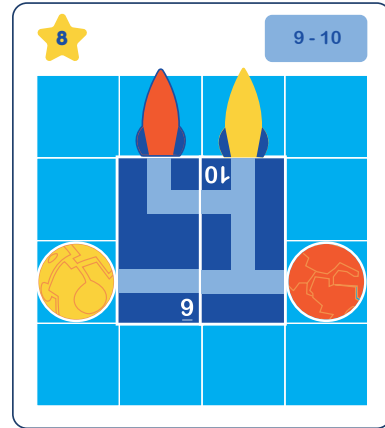
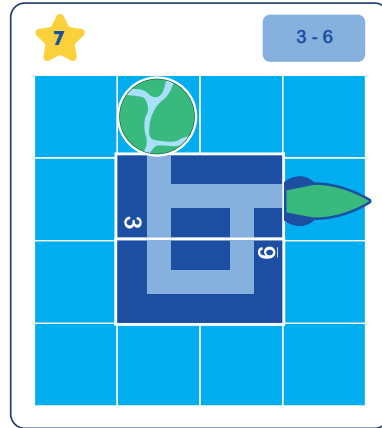
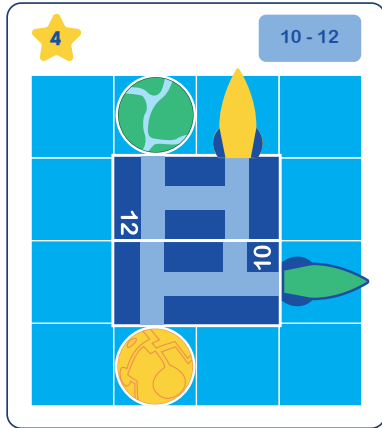
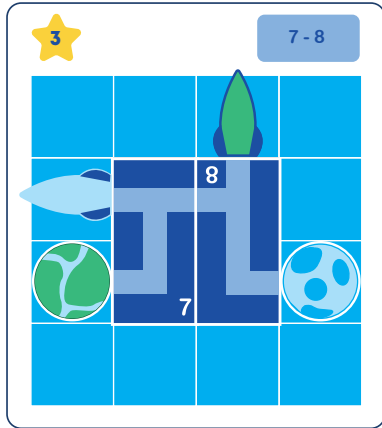
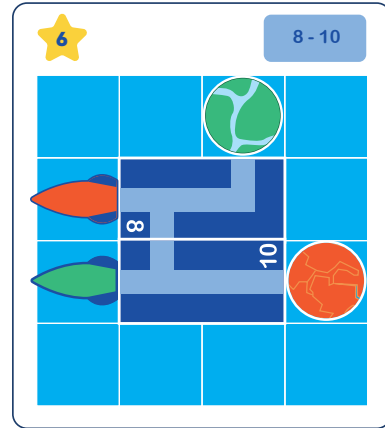
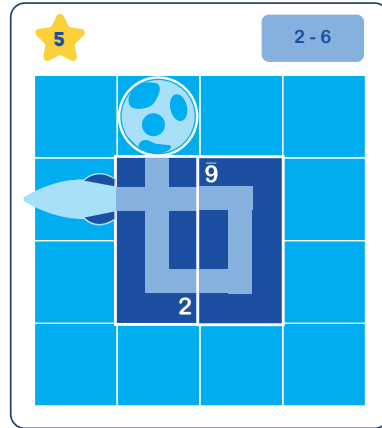
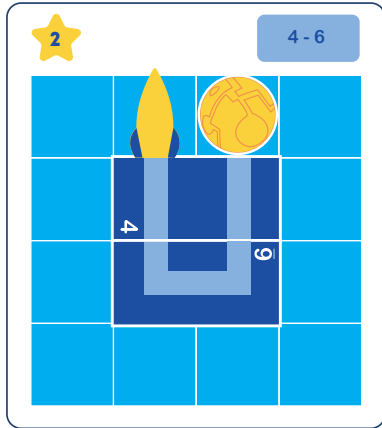
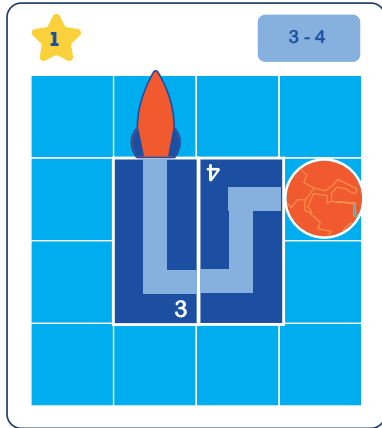
- Once a path has been built, all the pieces must be on the same level: no extra layers are allowed!

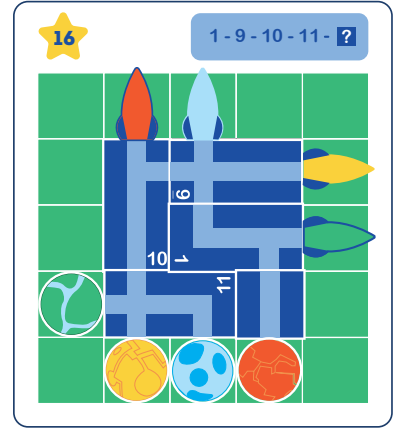
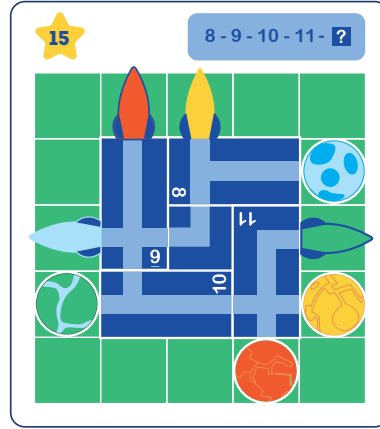
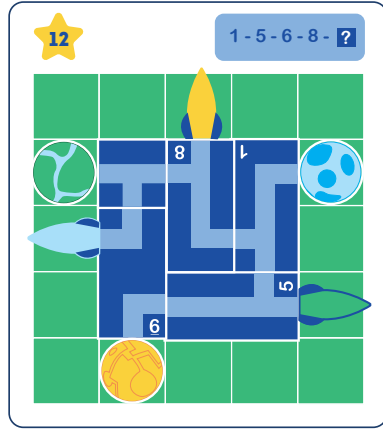
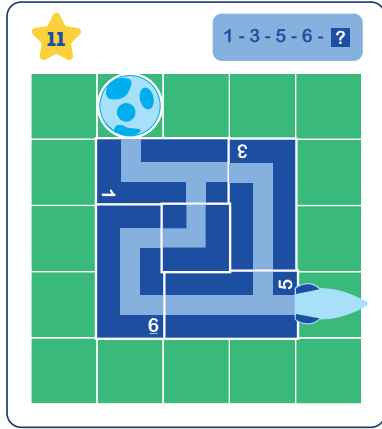
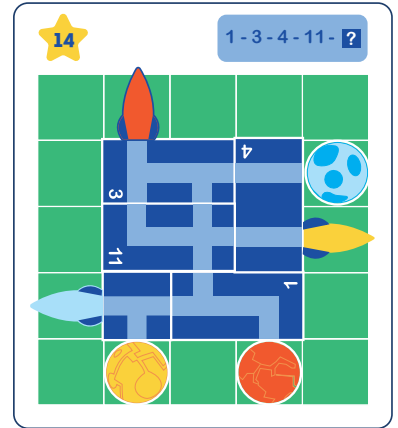
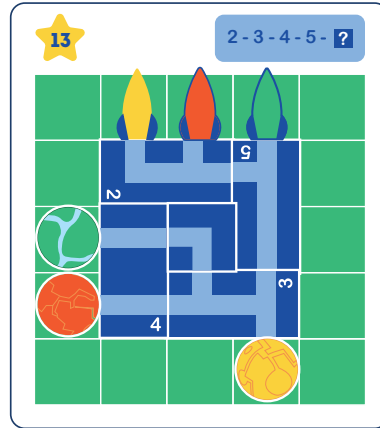
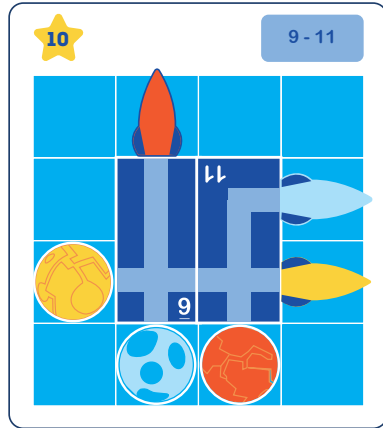
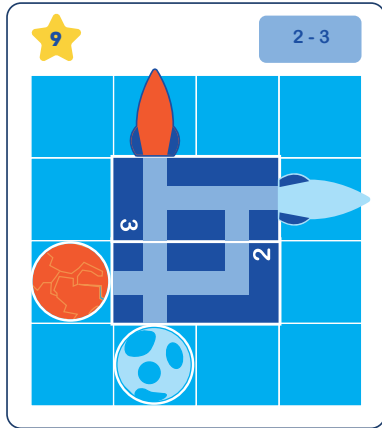
 The square tiles  are to be used in the red and green challenges.

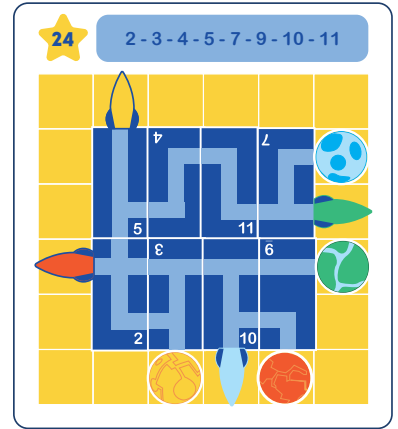
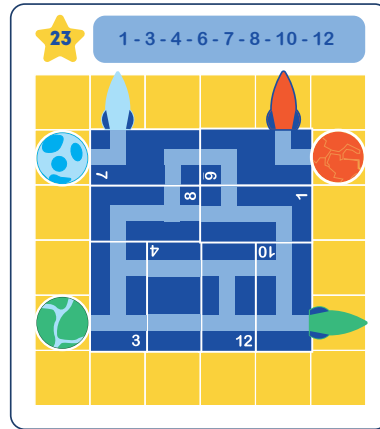
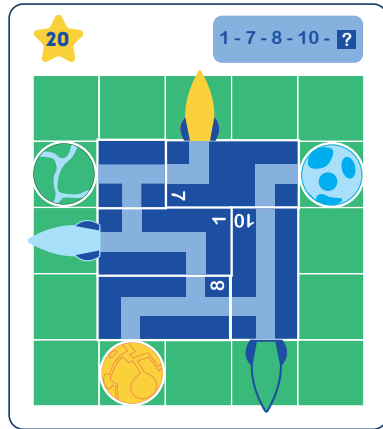
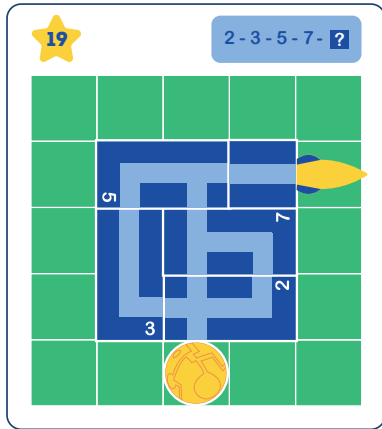
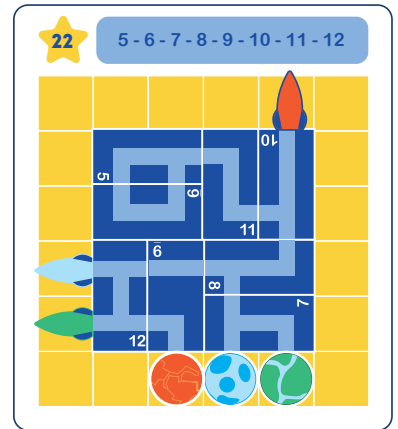
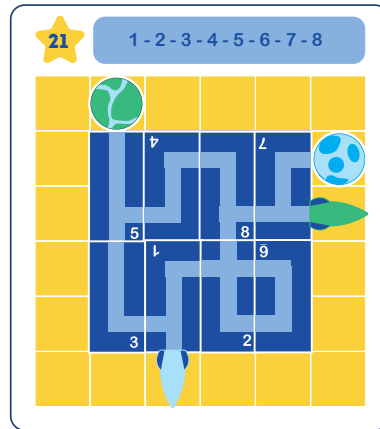
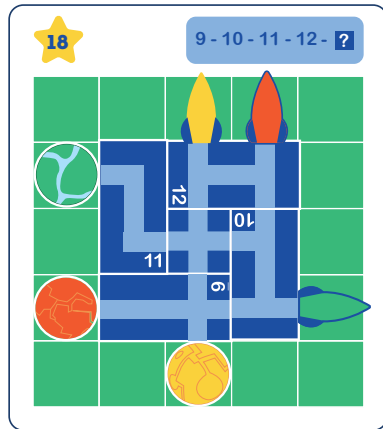
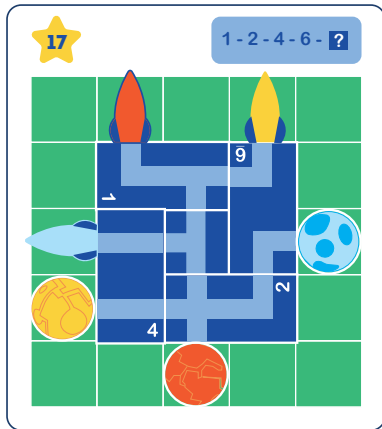
The **?** sign on the challenge cards means that they are necessary to complete the challenge.

/!\ Respect the playing area indicated by the challenge card.

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







25 1-3-4-5-7-8-9-11

26 2-4-5-6-7-9-11-12

29 1-2-3-5-9-10-11-12

30 1-2-3-6-7-8-10-12

27 2-3-4-5-9-10-11-12

28 1-2-4-6-8-9-10-11

31 1-2-3-4-5-6-7-8-9-10-11-12-?

32 1-2-3-4-5-6-7-8-9-10-11-12-?

33 1-2-3-4-5-6-7-8-9
-10-11-12-?

34 1-2-3-4-5-6-7-8-9
-10-11-12-?

37 1-2-3-4-5-6-7-8-9
-10-11-12-?

38 1-2-3-4-5-6-7-8-9
-10-11-12-?

35 1-2-3-4-5-6-7-8-9
-10-11-12-?

36 1-2-3-4-5-6-7-8-9
-10-11-12-?

39 1-2-3-4-5-6-7-8-9
-10-11-12-?

40 1-2-3-4-5-6-7-8-9
-10-11-12-?

ROCKET TRACK

40 CHALLENGES

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