

PENTANIMO



AUTHOR
SÉBASTIEN DECAD

DESIGN
ISA PIRACAS

5-99
ANS YEARS
ANOS JAHRE



SOLOGIC

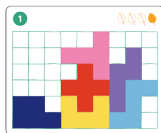




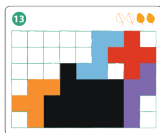
CONTENU : 1 plateau quadrillé en bois, 7 pièces en bois illustrées, 30 cartes-défi (niveaux de difficulté croissants).



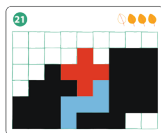
Niveau 1



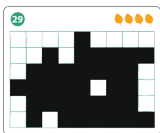
Niveau 2



Niveau 3



Niveau 4



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. Pour chaque défi, une seule solution !

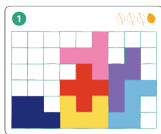
Solutions en fin de livret.



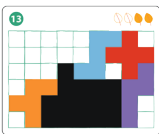
CONTENTS: 1 gridded wooden board, 7 illustrated wooden pieces, 30 challenge cards (with increasing levels of difficulty).



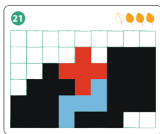
Level 1



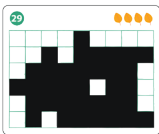
Level 2



Level 3



Level 4



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.

There is only one solution for each challenge!

Solutions at the end of the booklet.

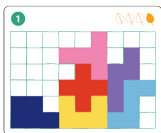
Challenges by Sébastien Decad.



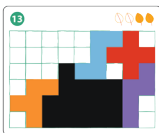
INHALT: 1 kariertes Holzspielbrett, 7 Holzteile mit Tieren, 30 Aufgabenkarten (mit steigendem Schwierigkeitsgrad)



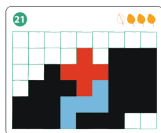
Stufe 1



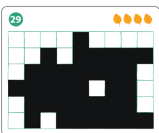
Stufe 2



Stufe 3



Stufe 4



ZIEL DES SPIELS: Alle 7 Tiere auf das Spielbrett legen.

SPIELABLAUF: Die 7 Tiere und das Spielbrett werden auf den Tisch gelegt und die Aufgabenkarten daneben. Du ziehst eine Aufgabenkarte und ordnest die gezeigten Holzteile so auf dem Brett an, wie auf der Karte zu sehen ist. Auf den Aufgabenkarten sind nur die Farben der Holzteile abgebildet, nicht die Tiere selbst. Du versuchst, die verbleibenden Holzteile so auf das Spielbrett zu legen, dass sie die schwarzen Flächen vollständig abdecken.

Für jede Aufgabe gibt es nur eine Lösung!

Lösungen am Ende der Anleitung.

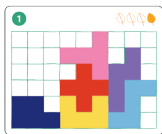
Aufgaben von Sébastien Decad.



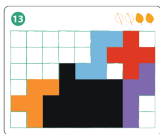
CONTENIDO: 1 tablero de madera de cuadros, 7 piezas de madera ilustradas, 30 tarjetas-reto (nivel de dificultad creciente).



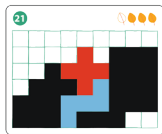
Nivel 1



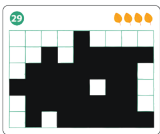
Nivel 2




Nivel 3



Nivel 4



 **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. Cogér 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.
¡Para cada reto solo existe una solución posible!

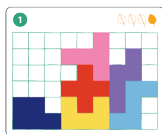
Las soluciones se encuentran al final del folleto.



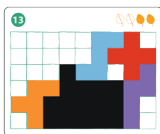
CONTENUTO: 1 tabellone quadrettato di legno, 7 pedine illustrate di legno, 30 carte sfida (livelli di difficoltà crescenti).



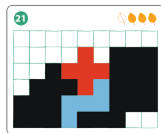
Livello 1



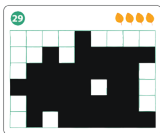
Livello 2



Livello 3



Livello 4



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.

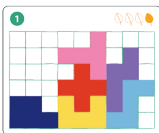
Sfide di Sébastien Decad.



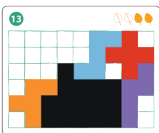
CONTEÚDO DA EMBALAGEM: 1 cartão quadrado de madeira, 7 peças em madeira ilustradas, 30 cartões-desafio (níveis de dificuldade crescentes).



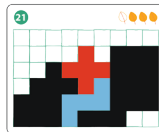
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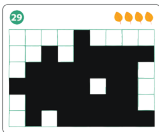
Nível 2



Nível 3



Nível 4



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!

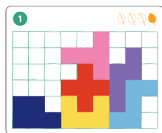
Soluções no final do folheto.



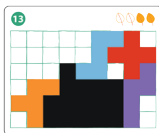
INHOUD: 1 houten speelbord met ruitverdeling, 7 houten dierenstukken, 30 uitdagingskaarten (oplopend in moeilijkheidsgraad).



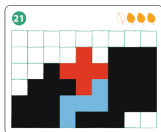
Niveau 1



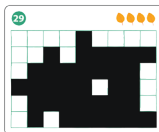
Niveau 2



Niveau 3



Niveau 4



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 uitdagingskaarten ernaast. Trek een uitdagingskaart en plaats de benodigde stukken op het bord zoals aangegeven op de kaart. Op de uitdagingskaarten 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. Voor elke uitdaging is maar één oplossing!

Oplossingen achter in het boekje.

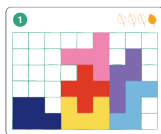
Uitdagingen van Sébastien Decad.



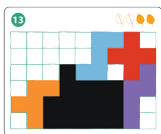
INNEHÅLL: 1 rutad platta i trä, 7 träbrickor med djurillustrationer, 30 utmaningskort (ökande svårighetsgrad).



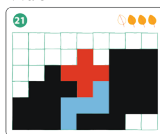
Nivå 1



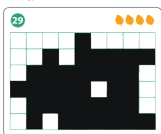
Nivå 2



Nivå 3



Nivå 4



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.

Varje utmaning har endast en lösning!

Lösningar längst bak i häftet.

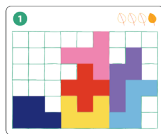
Utmaningarna har skapats av Sébastien Decad.



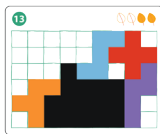
INDHOLD: 1 kvadreret spilleplade i træ, 7 illustrerede brikker i træ, 30 udfordringskort (4 niveauer med stigende sværhedsgrad).



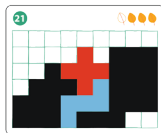
Niveau 1



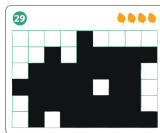
Niveau 2



Niveau 3



Niveau 4



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 brikernes farver, ikke dyrene. Du skal så prøve at placere de resterende brikker med henblik på at dække de sorte zoner helt.

Der er kun 1 løsning til hver udfordring!

Løsninger i slutningen af hæftet.

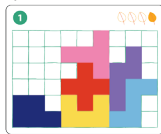
Udfordringer af Sébastien Decad.



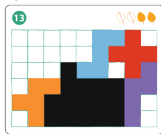
ИГРОВОЙ КОМПЛЕКТ: 1 разбитое на квадраты деревянное игровое поле, 7 деревянных деталей с рисунком, 30 карточек с заданиями (возрастающий уровень сложности).



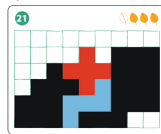
Уровень 1



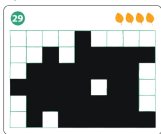
Уровень 2



Уровень 3



Уровень 4



ЦЕЛЬ ИГРЫ: воссоздать 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.

Существует только один способ выполнения каждого задания!

Решения указаны в конце брошюры.

Автор игры: Себастьян Дека.

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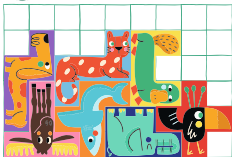
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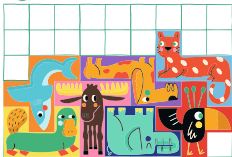
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PENTANIMO



DJ08578

Attention. Petits éléments. Warning. Small parts. Achtung. Kleine Teile. Advertencia. Partes pequeñas. Avvertenza. Piccole parti. Atenção. Peças de pequenas dimensões. Waarschuwing. Kleine onderdelen. Varning. Små delar. Advarsel. Små dele. Advarsel. Små deler. Внимание. Маленькие части. Προειδοποίηση. Μικρά μέρη.



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