



ROCKET TRACK

40 WYZWAŃ

AUTOR
LAURENCE GRENIER

7-99

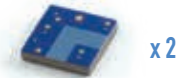
LAT



SOLOGIC



ROCKET TRACK



SOLOGIC



GRA LOGICZNA



CEL GRY:

Uzupełnij labirynt i znajdź
jedyną drogę dla rakiety, aby
dostać się do swoich planet.

JAK GRAĆ:

- Zbuduj planszę

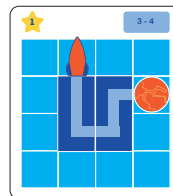
Karty wyzwań:

Poziom trudności wyzwań rośnie.

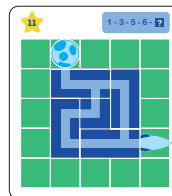
ZAWARTOŚĆ:



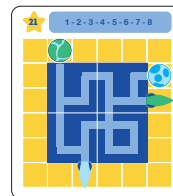
- 1 plansza (dwustronna)
- 20 kart wyzwań
- 12 płytek domina
- 2 kwadratowe płytki ze ścieżką
- 4 płytki z planetami
- 4 rakiety



Poziom początkujący
Niebieskie wyzwania
używają kwadratu
2 x 2 (białe pole)



Poziom
średniozaawansowany
Zielone wyzwania
używają kwadratu
3x3 (białe pole)

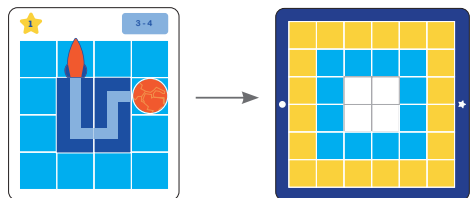


Poziom ekspert
Żółte wyzwania
używają kwadratu
4 x 4 (białe i
niebieskie pola)

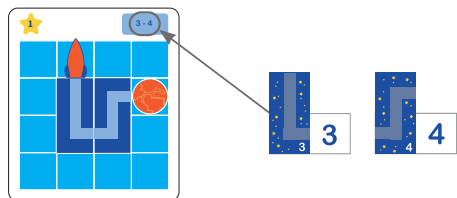


Poziom master
Czerwone wyzwania
używają kwadratu
5 x 5 (białe i zielone pola)

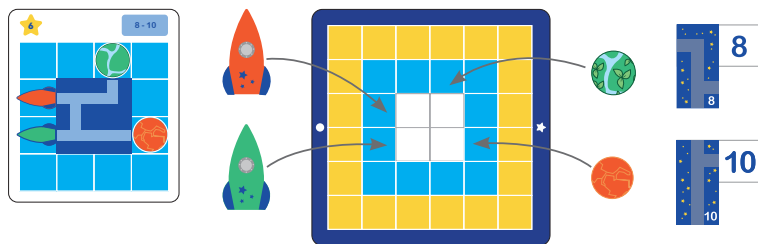
Kolor karty wskazuje, na której stronie planszy będziecie grać: *blue card = blue board*



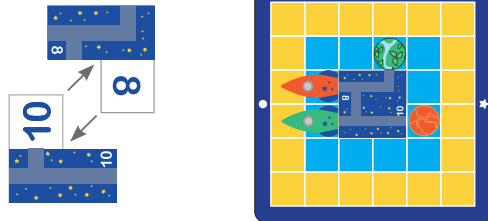
- Wybierz kartę wyzwania.
- Wybierz tylko te kostki domina, które są pokazane na karcie.



- Umieść rakiety i planety tak jak jest pokazane na wybranej karcie na planszy tego samego koloru co karta.



- Dopasuj do siebie kostki domina, umieszczając je na białym kwadracie, aby utworzyć jedyną drogę, która prowadzi każdą rakietę do planety tego samego koloru.



UWAGA:

- Wszystkie ścieżki muszą się ze sobą łączyć: ścieżka nie może prowadzić do pustego pola.

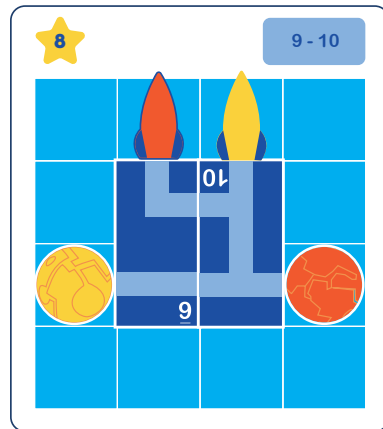
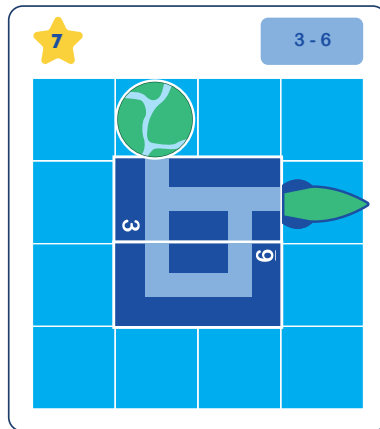
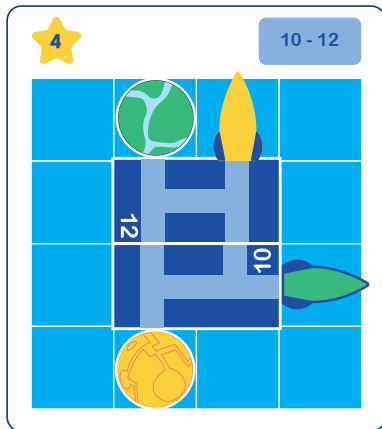
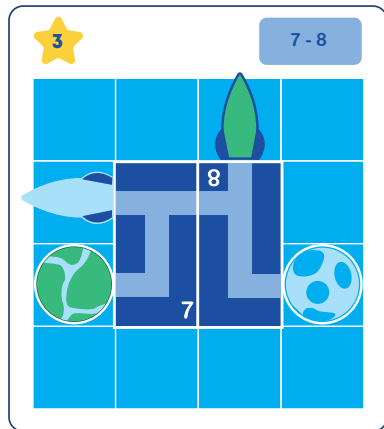
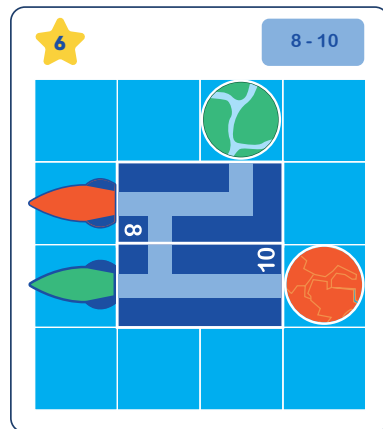
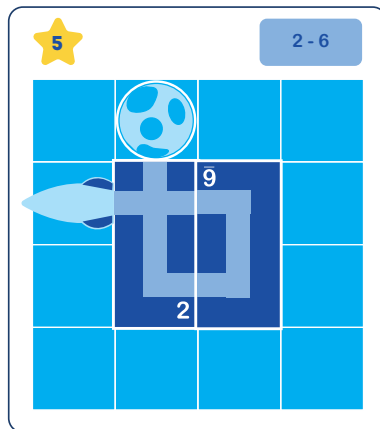
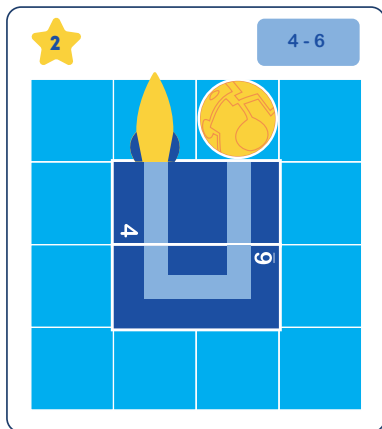
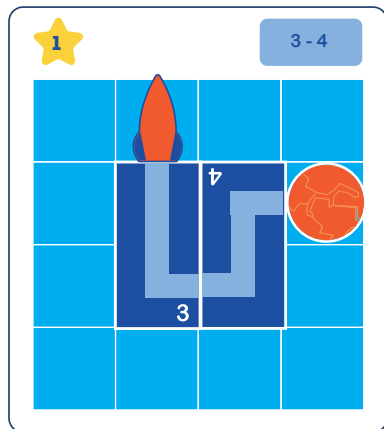


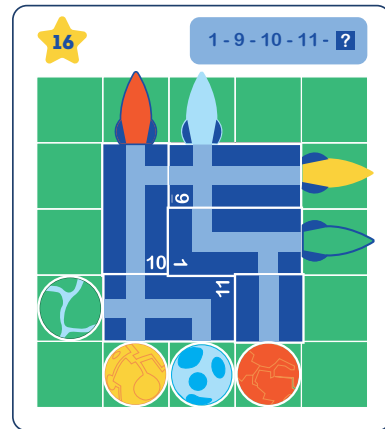
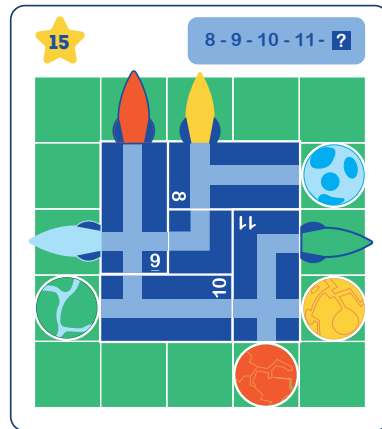
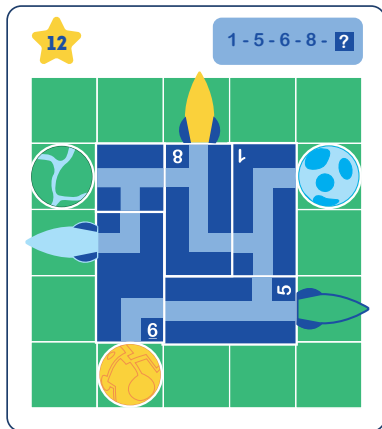
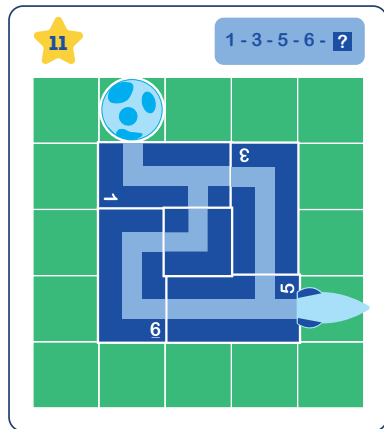
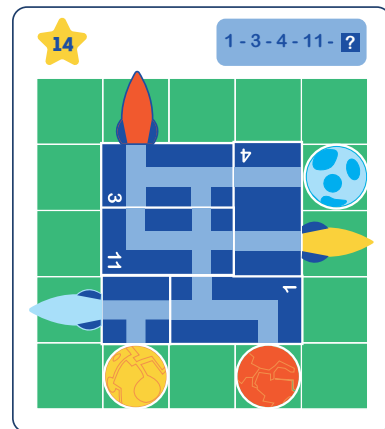
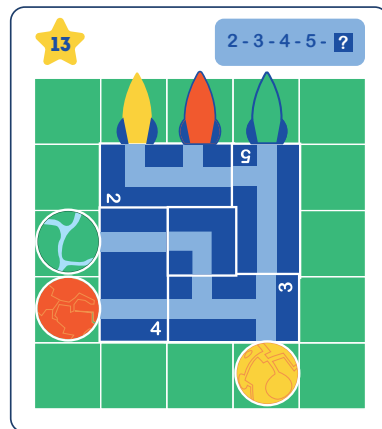
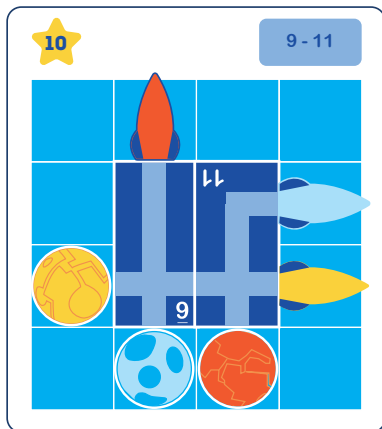
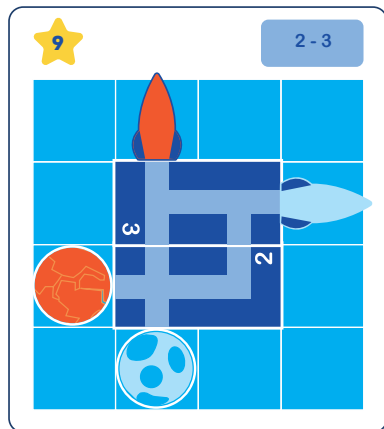
- Kiedy ścieżka zostanie już zbudowana, wszystkie płytki muszą leżeć na tym samym poziomie: niedozwolone są dodatkowe warstwy!

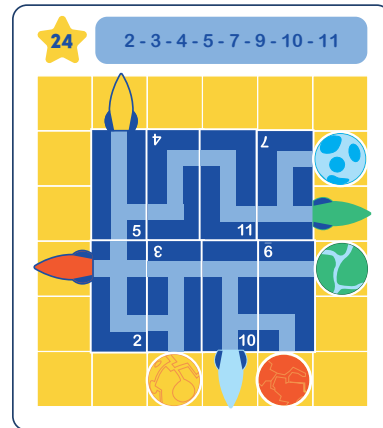
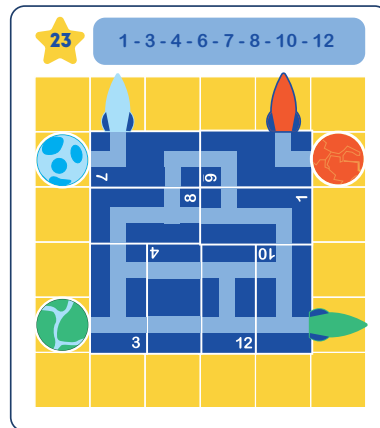
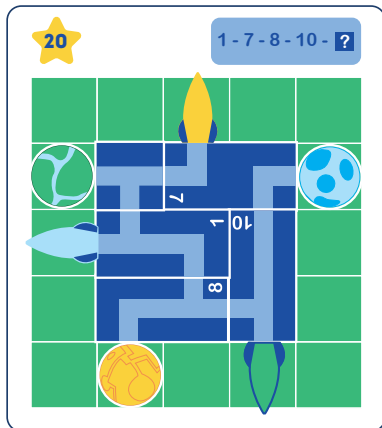
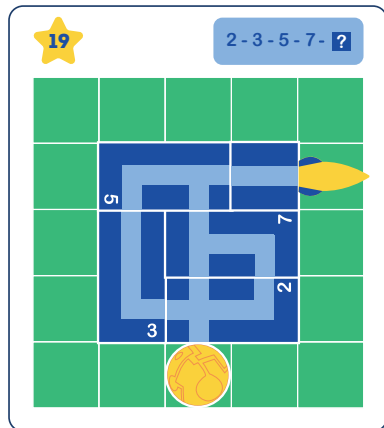
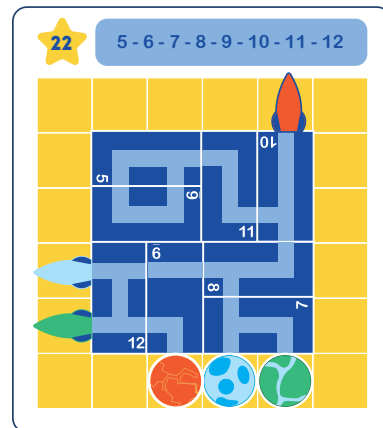
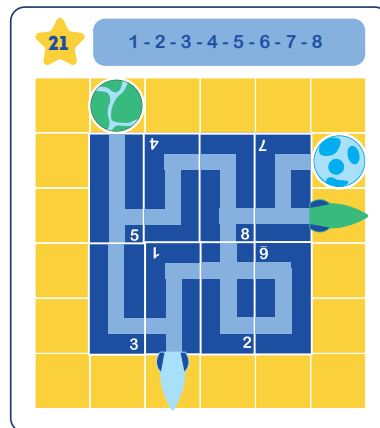
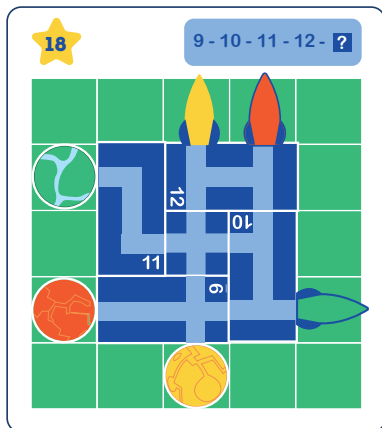
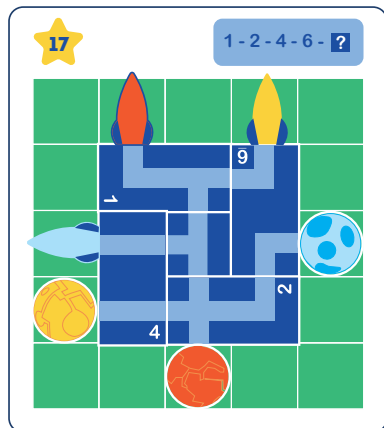
💡 Kwadratowe płytki należy użyć przy czerwonych i zielonych wyzwaniach.
 ? Znak pytajnika na karcie oznacza, że są one niezbędne do wykonania wyzwania.

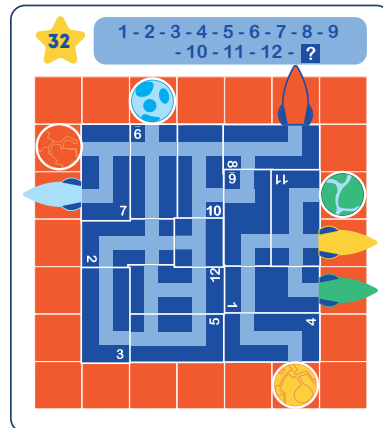
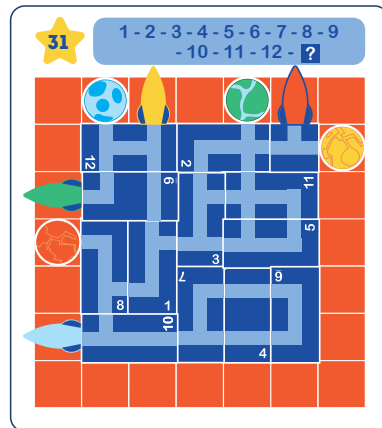
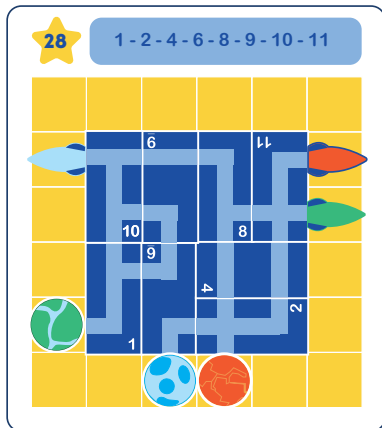
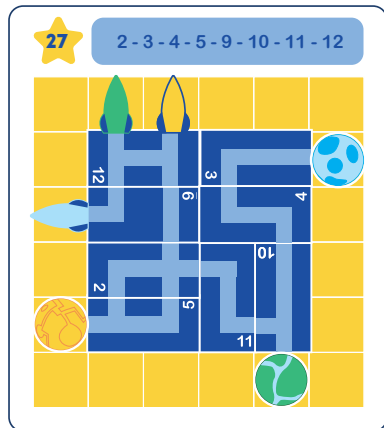
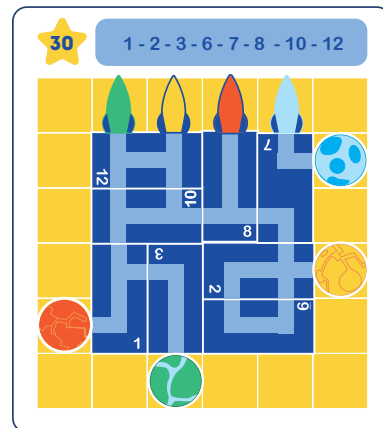
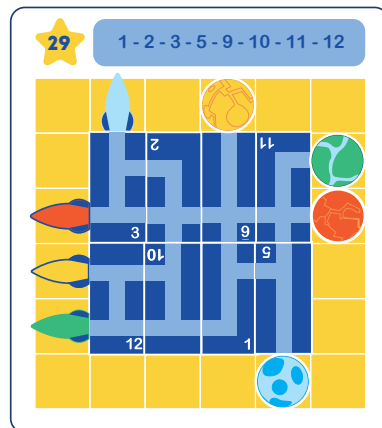
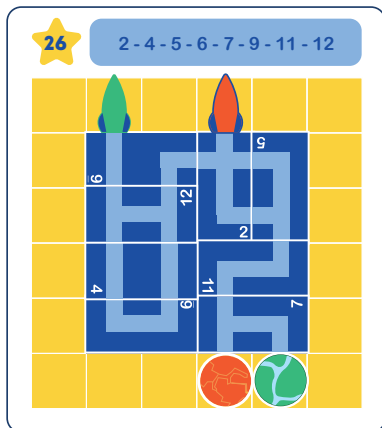
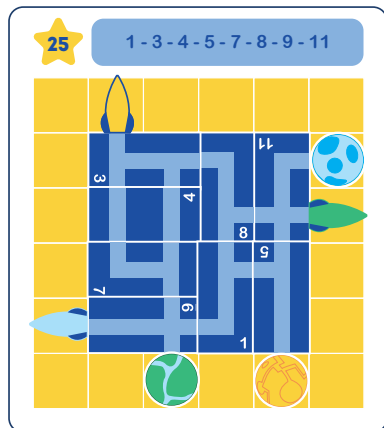
/!\ Stosuj się do obszaru gry wyznaczonego przez kartę wyzwania.

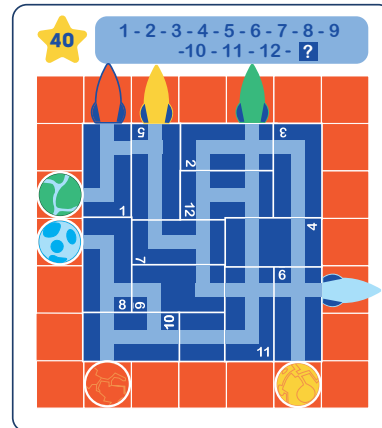
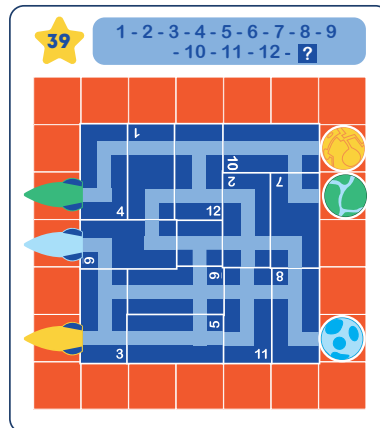
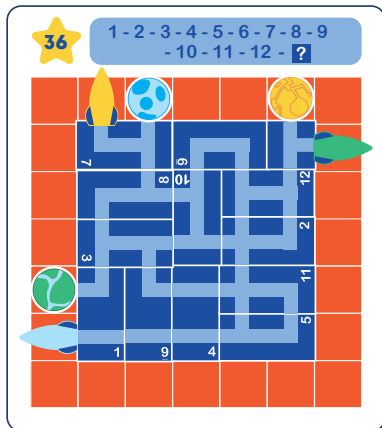
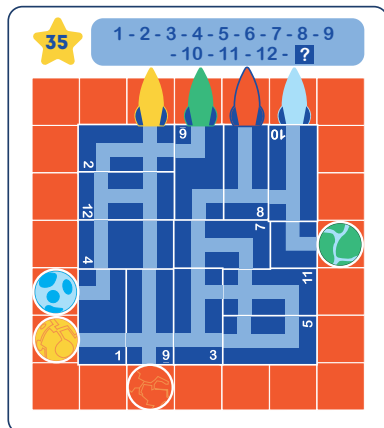
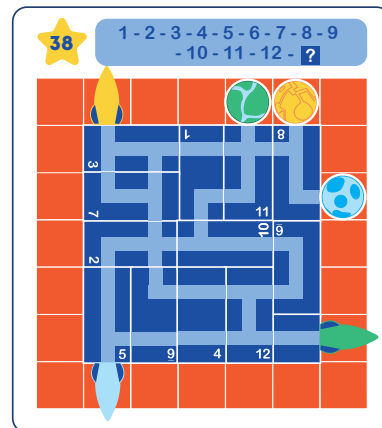
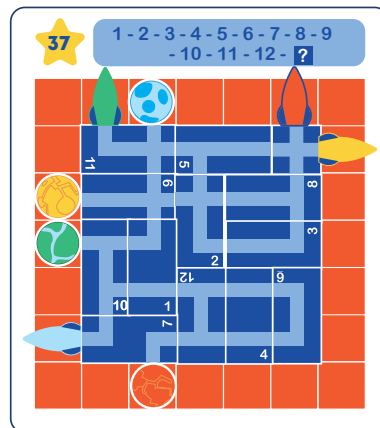
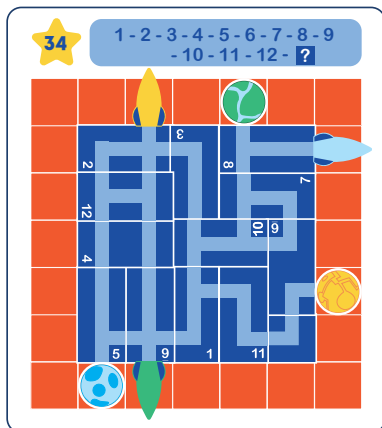
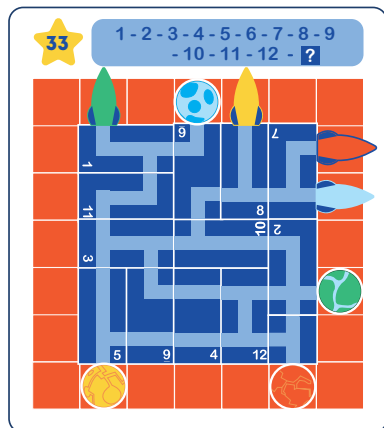
Jest tylko jedno rozwiązanie dla każdego wyzwania!
Rozwiązania znajdują się poniżej.











ROCKET TRACK

40 CHALLENGES

DJ00825



3, rue des Grands Augustins – 75006 Paris – France

www.djeco.com

Made in China – Designed in France