

SOLITAIRE

CLASSIC



DESIGN
JUDITH GUEYFIER

7-99
LAT



SOLOGIC



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x 32



x 1

GRA LOGICZNA



CEL GRY

Usuń wszystkie kuleczki z planszy, dopóki nie zostanie tylko jedna.

ZAWARTOŚĆ



- 1 plansza
- 1 materiałowy woreczek
- 32 kuleczki

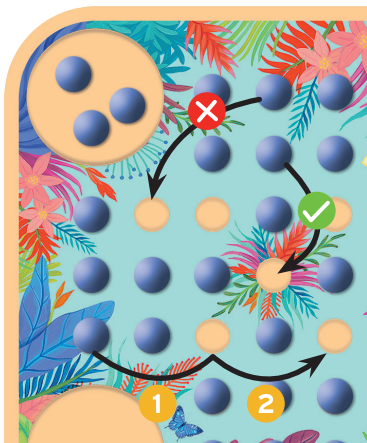
HOW TO PLAY



- Umieść kuleczki w małych otworach na planszy, pozostawiając jeden, środkowy wolny.



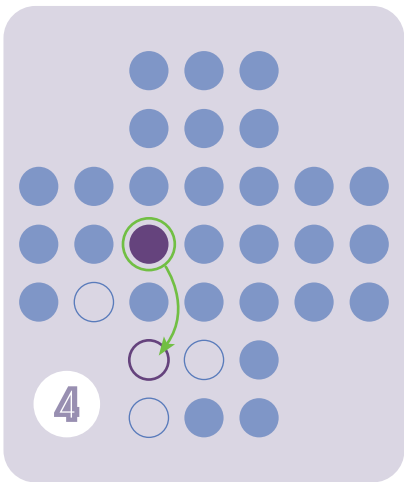
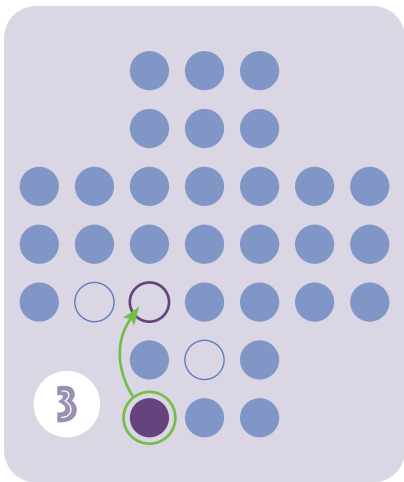
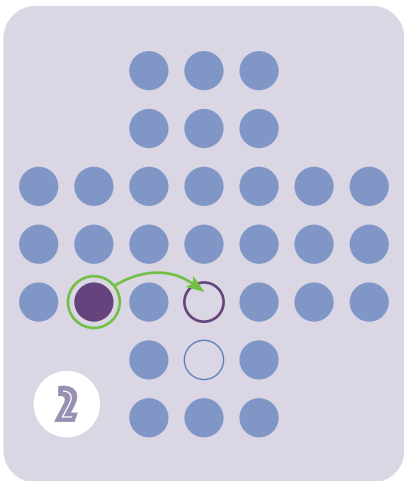
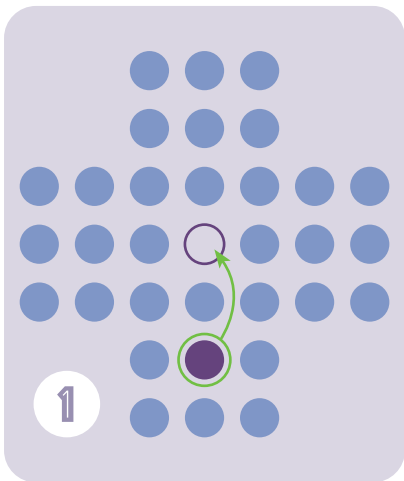
- Przesuwaj kuleczki jedna po drugiej, przestrzegając poniższych zasad dotyczących wykonywania ruchów:
 - Kuleczki mogą być umieszczone tylko w otworach
 - ✓ Ruch jest możliwy, gdy kuleczka przeskoczy przez drugą i wyląduje prosto na wolnym polu bezpośrednio obok drugiej kulki. Jeśli pole obok jest zajęte, ruch nie jest dozwolony.
 - ✗ Ruchy na skos nie są dozwolone.
 - Kulka nad którą został wykonany ruch zostaje usunięta z planszy i trafia do jednego z 4 dużych otworów znajdujących się w rogach. Nie można jej ponownie użyć.
 - 1
 - 2
 - Jedna kulka może może wykonać kilka ruchów pod rząd.

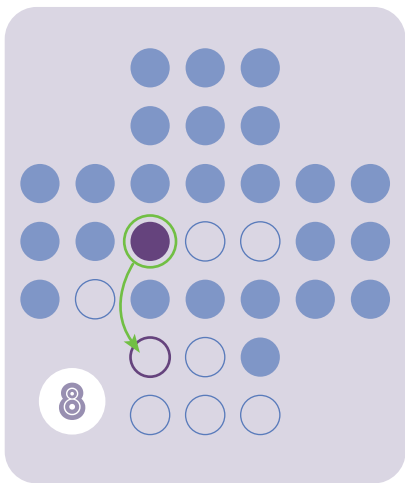
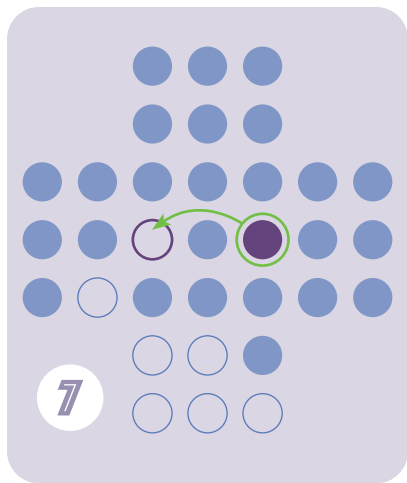
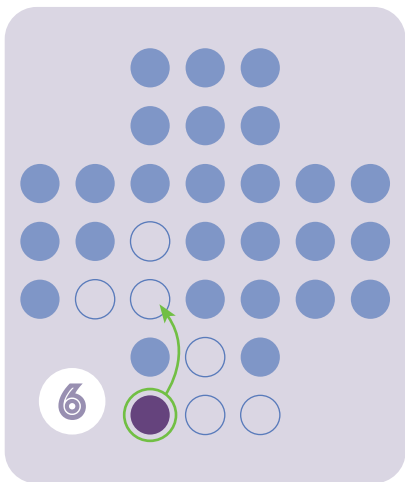
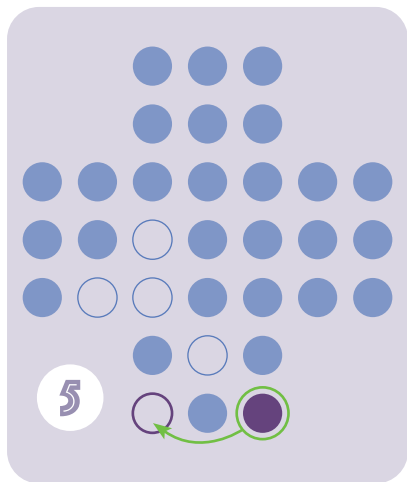


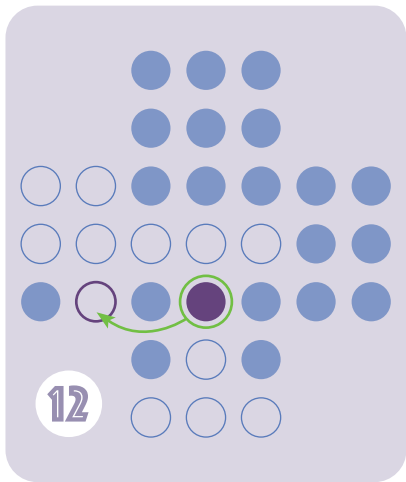
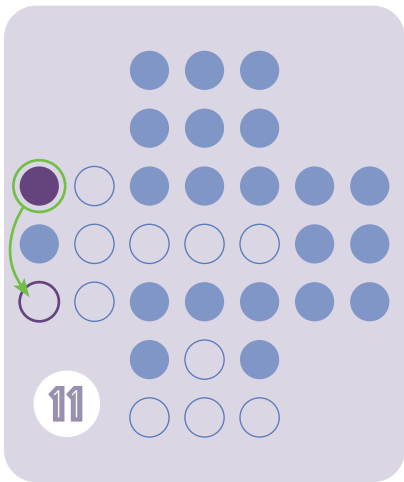
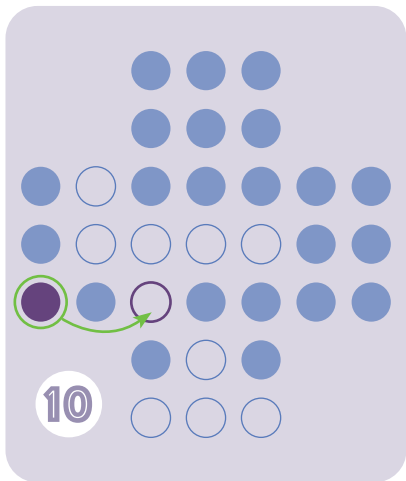
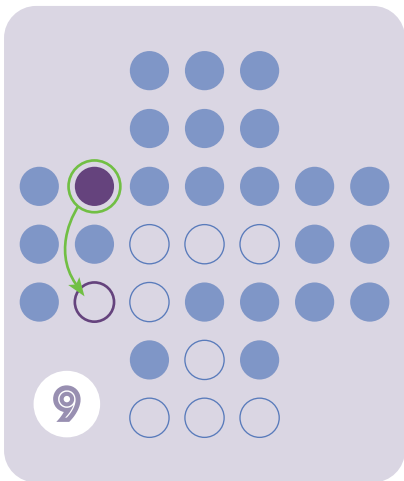
WARIANTY:

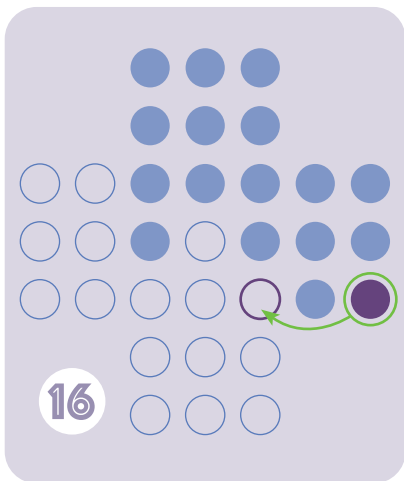
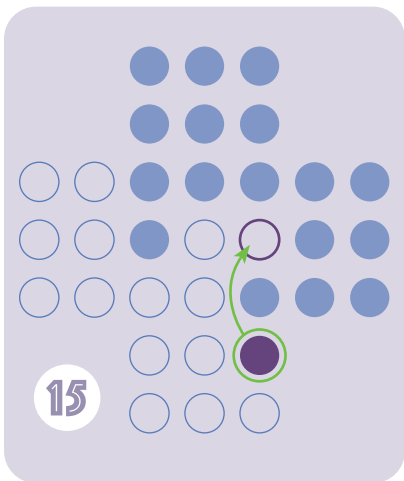
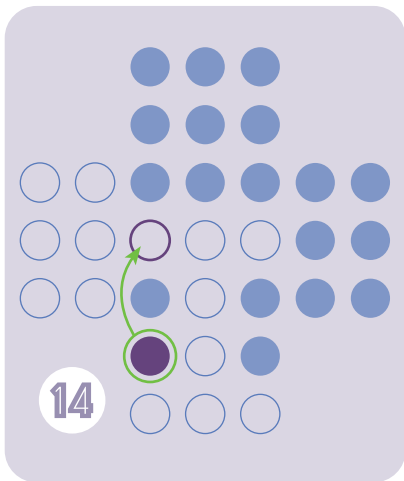
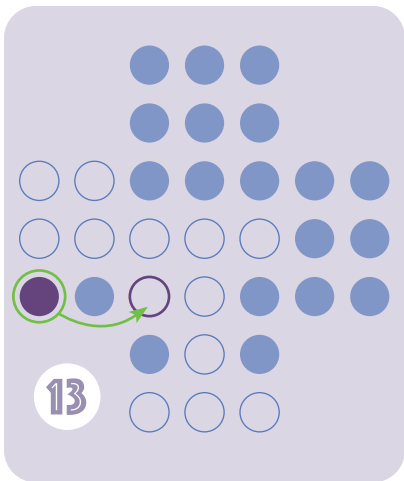
- Spróbuj zostawić inne miejsce wolne na początku gry.
- Zakończ z jedną kulką na samym środku planszy.

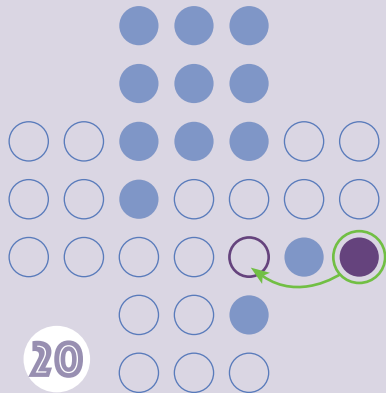
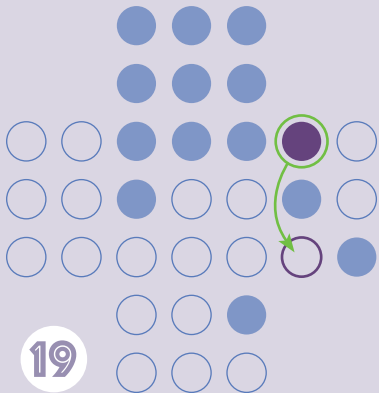
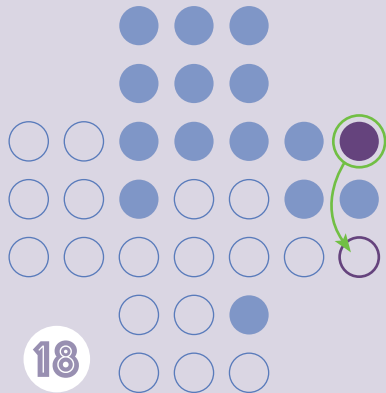
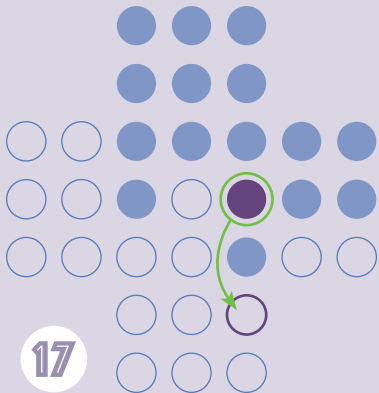
Rozwiązanie znajduje się poniżej:

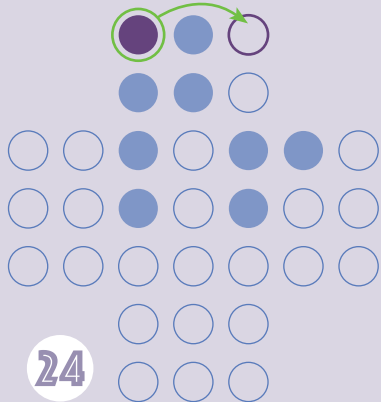
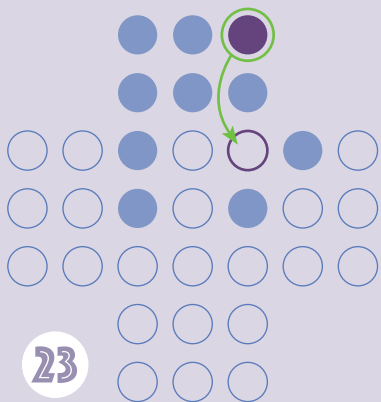
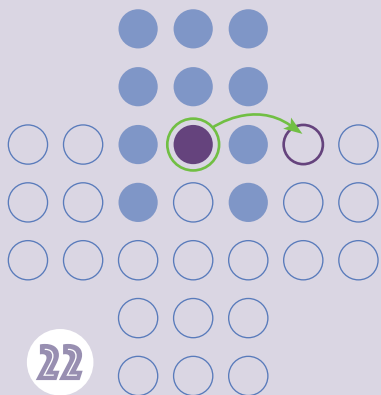
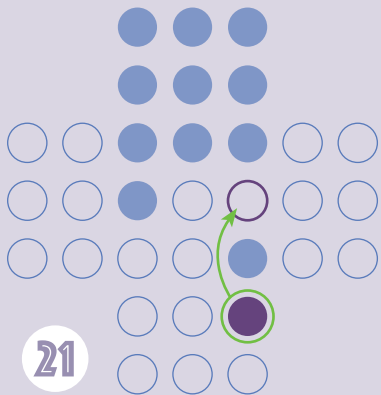


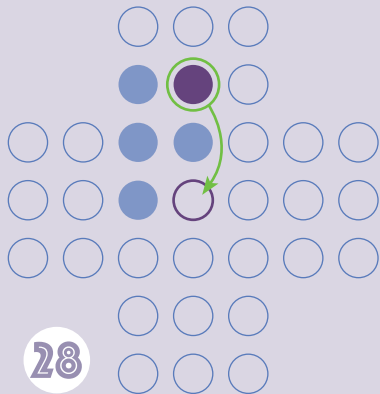
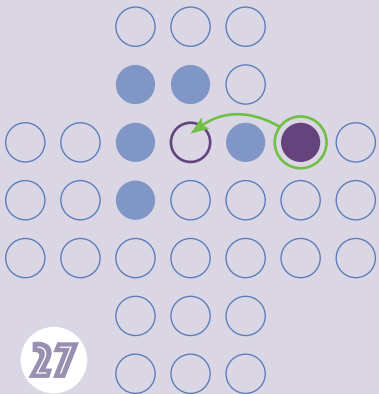
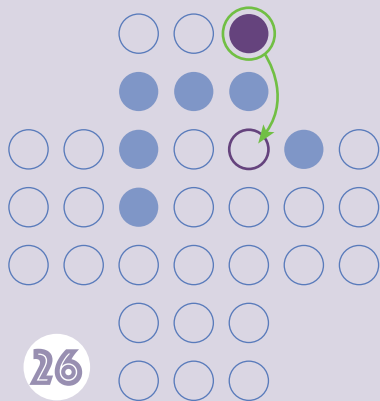
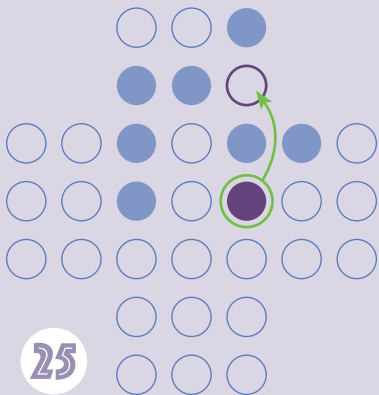


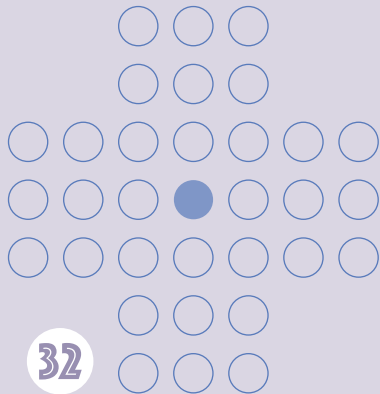
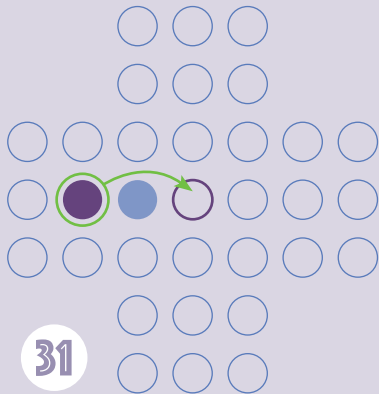
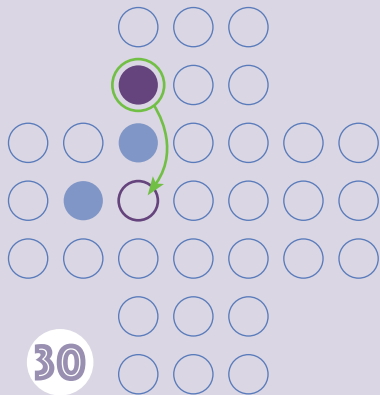
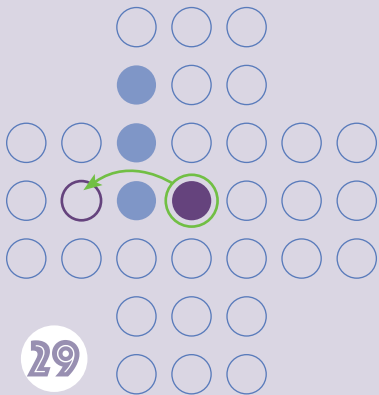












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