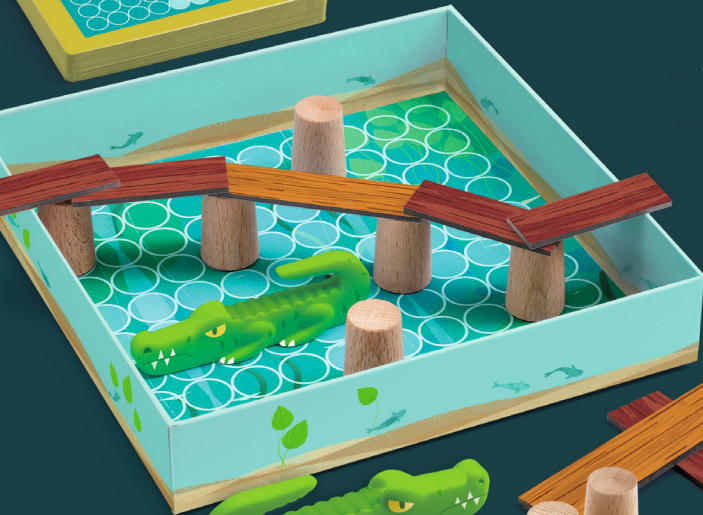
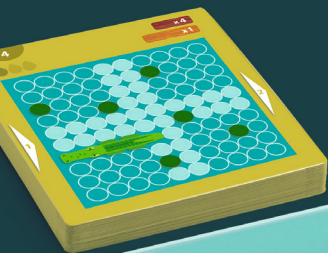


# CROCO BRIDGE

60 CHALLENGES

## Most nad krokodími

(Hlavoľam so 60 výzvami)



AUTOR  
VALÉRY FOURCADE

DIZAJN  
BENJAMIN FLOW

**5-99**  
ROKOV



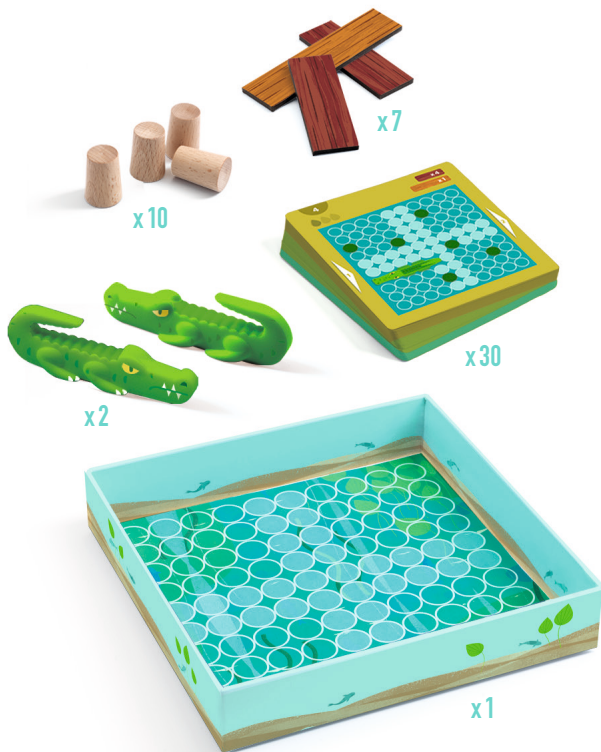
# SOLOGIC



# CROCO BRIDGE

## Most nad krokodími

(Hlavolam so 60 výzvami)



LOGICKÁ HRA PRE JEDNÉHO HRÁČA



## CIEĽ HRY

Dostať sa na označenú stranu rieky bez toho, aby ste prešli ponad krokodíly.

## AKO HRAŤ HRU

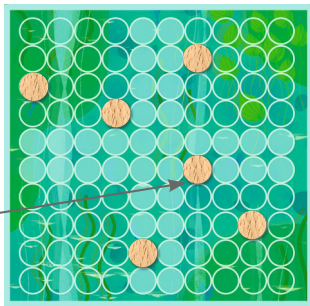
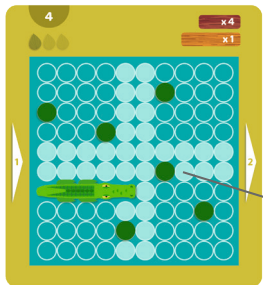


- Položte pred seba hraciu dosku (spodná časť krabice/balenia).
- Vyberte si kartu s výzvou - zadaním hlavolamu.
- Hra obsahuje zvyšujúce sa úrovne obtiažnosti od 1 do 3.

Naznačené takto →

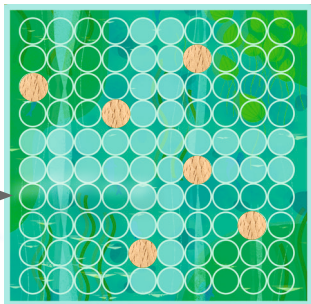
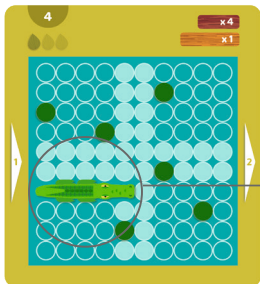


- Položte piliere na hraciu plochu, ako je znázornené na karte s výzvou – zadaním hlavolamu.

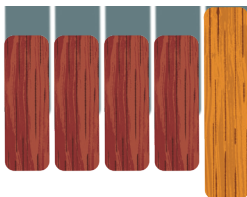
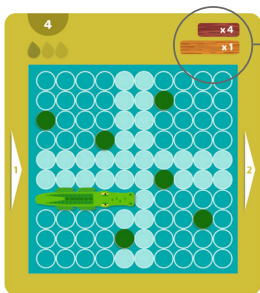


### LOGICKÁ HRA PRE JEDNÉHO HRÁČA

- Umiestnite krokodíľa(ov) na hraciu plochu, ako je znázornené na karte s výzvou – zadaním hlavolamu.



- Vezmite dosky zobrazené na karte s výzvou – zadaním hlavolamu.



- Postavte most a vytvorte cestu od začiatočného bodu:



- až do cieľového bodu.

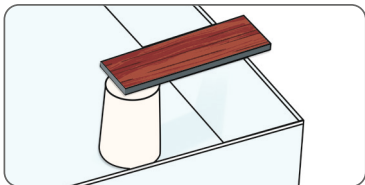


## LOGICKÁ HRA PRE JEDNÉHO HRÁČA

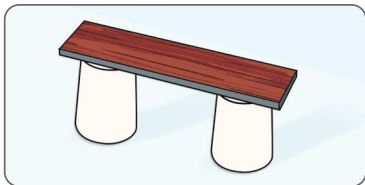
- **Stavanie mostov**

Na postavenie mosta musíte použiť dosky. Dosku je možné položiť medzi:

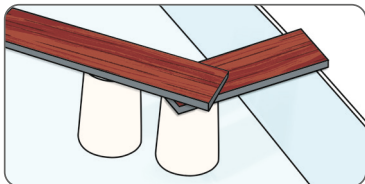
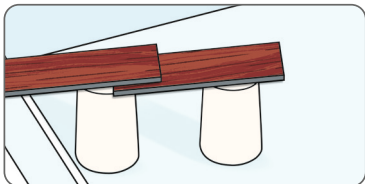
- *Okraj krabice (s hracou doskou vo vnútri) a pilier.*



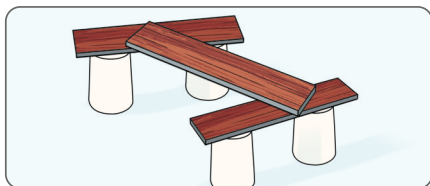
- *2 piliere.*



- *Už na pilieroch položenou inou doskou a okrajom krabice (s hracou doskou vo vnútri).*



*Dosku je možné položiť aj medzi dve dosky už na pilieroch položených.*



## LOGICKÁ HRA PRE JEDNÉHO HRÁČA

Doska **musí** byť pevne položená na mieste – nesmie byť nestabilná. Dosku **je možné** umiestniť v ľubovoľnom smere. Doska **nemôže**:

- Prechádzať ponad krokodílov ani čiastočne.
- Byť podporená iba jedným pilierom alebo iba jednou už na pilieroch položenou inou doskou.
- Byť položená medzi dvomi okrajmi krabice (s hracou doskou vo vnútri).

- **Vytvorenie cesty**

Jedna súvislá cesta medzi jedným okrajom krabice

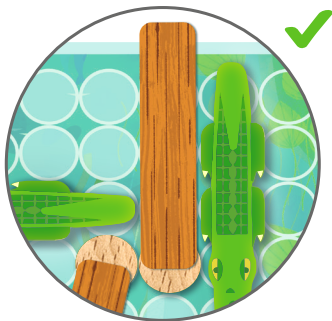


a druhým okrajom



je tvorená mostíkmi postavenými z dosiek.

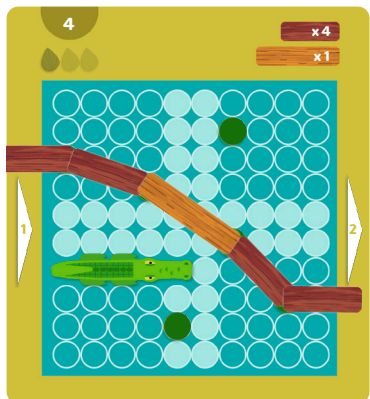
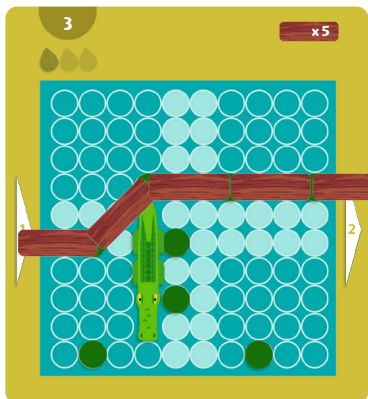
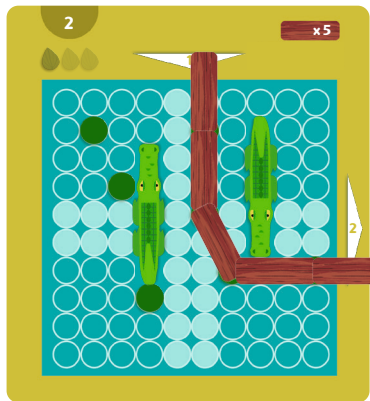
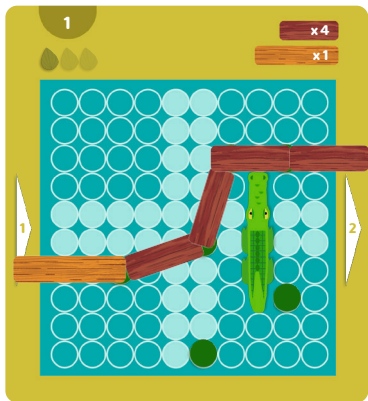
Cesta môže prechádzať jedným alebo 2 okrajmi krabice (okrem štartovacej a cieľovej hrany). Cesta sa tiež považuje za súvislú, keď sa 2 piliere nesúce dosky dotýkajú (iba ak susedia horizontálne alebo vertikálne). Príklad:

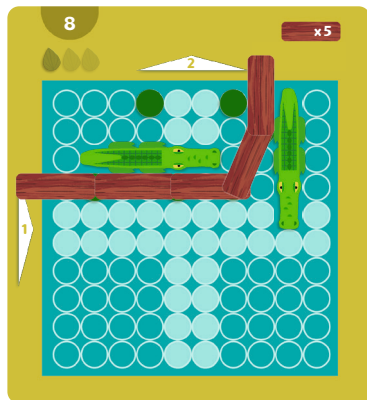
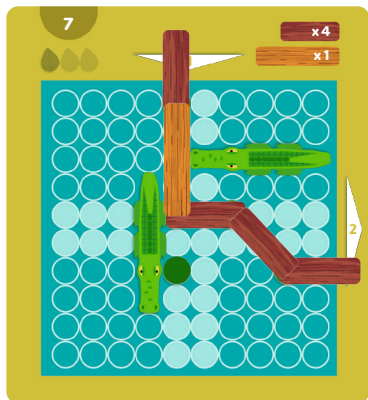
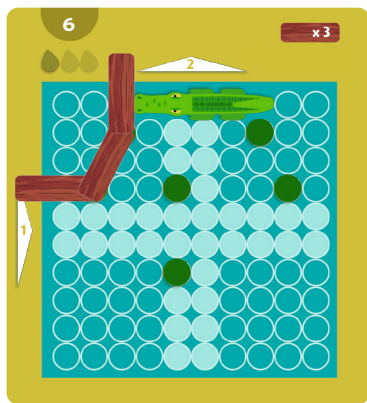
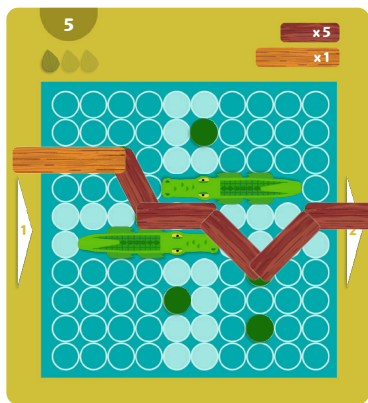


**Pre každý rébus existuje len jedno riešenie!**

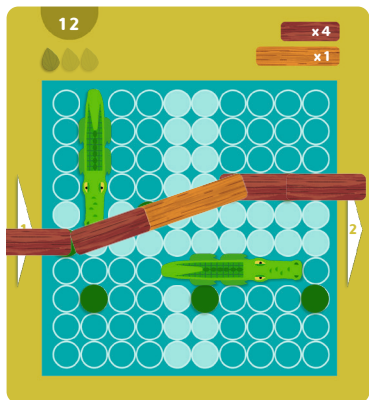
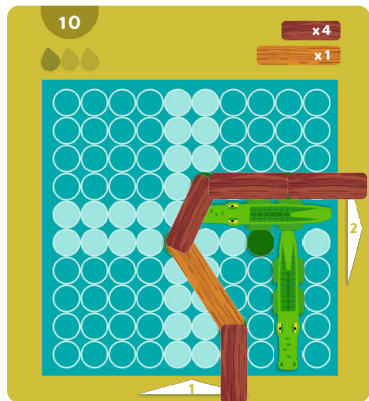
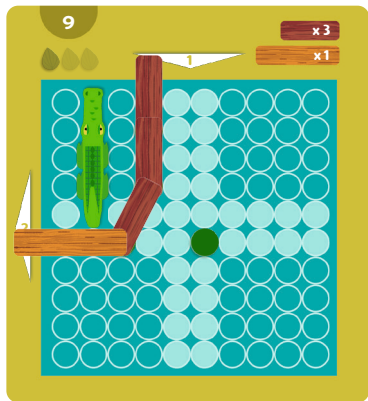
**Riešenia nájdete na konci brožúry.**

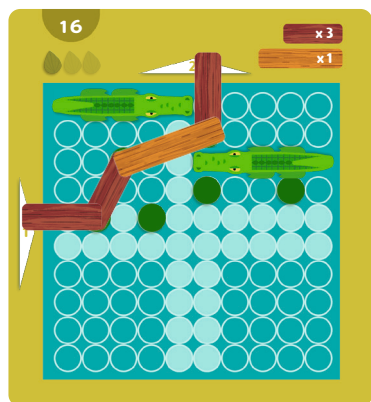
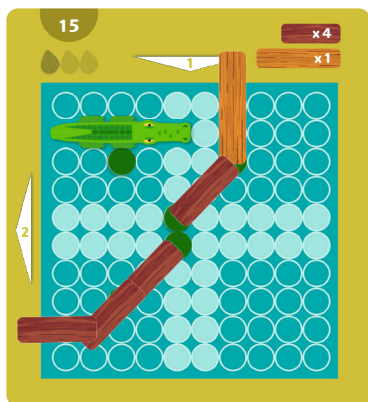
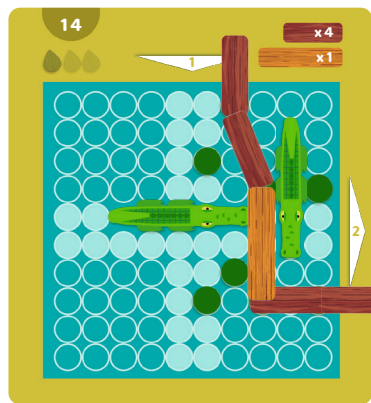
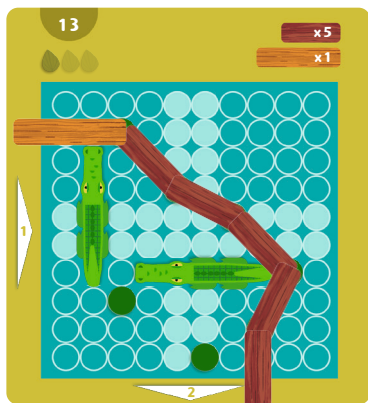
*Autorka hry:  
Valéry Fourcade.*

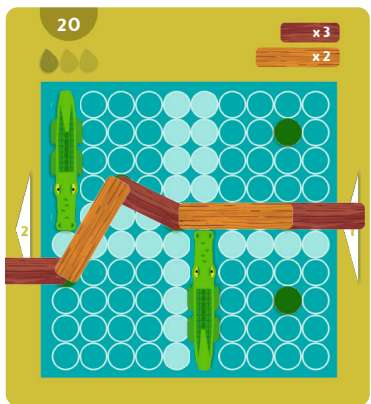
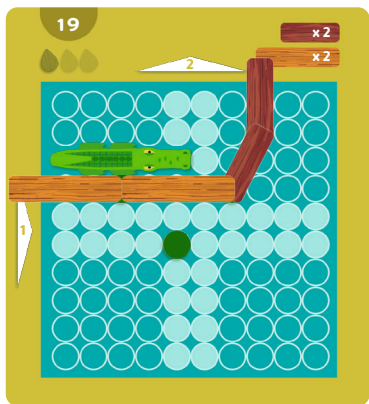
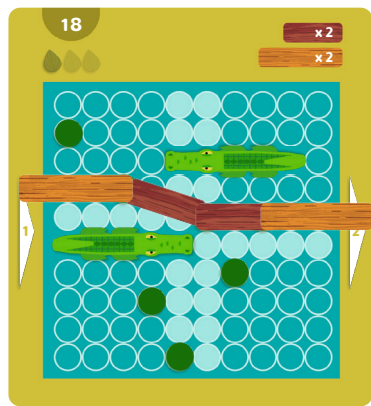
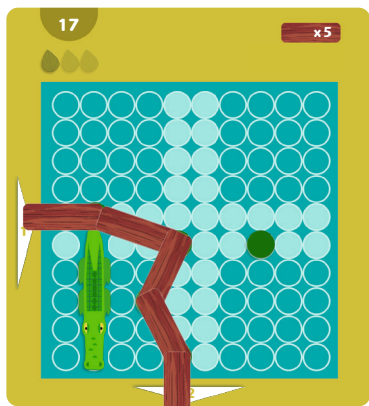


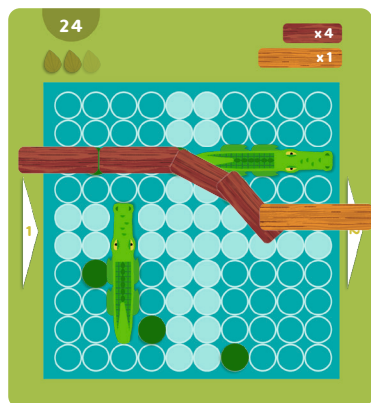
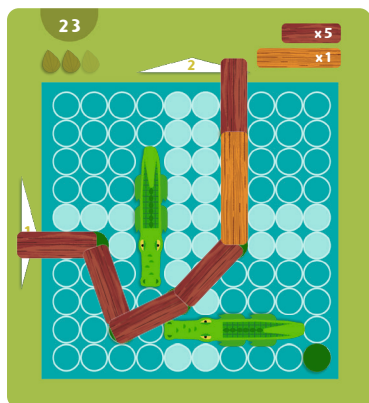
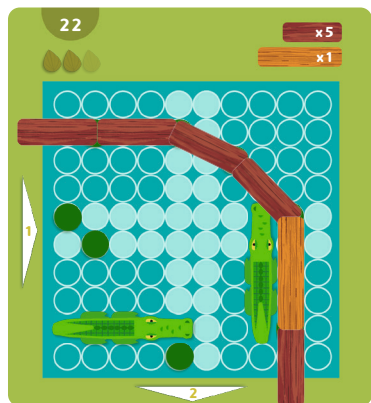
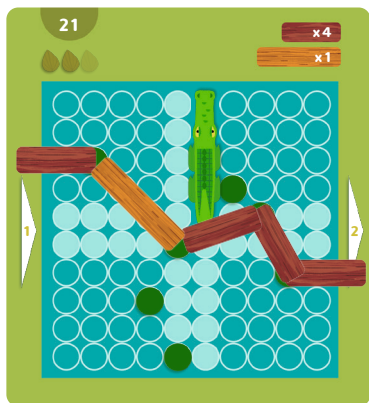


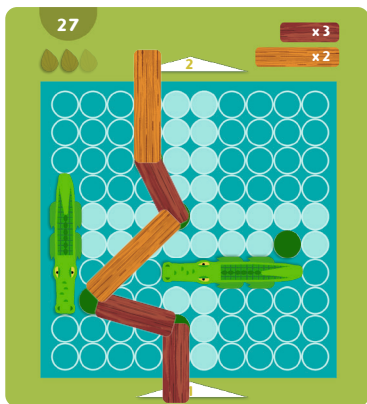
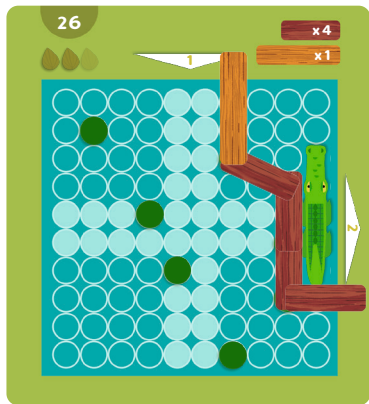
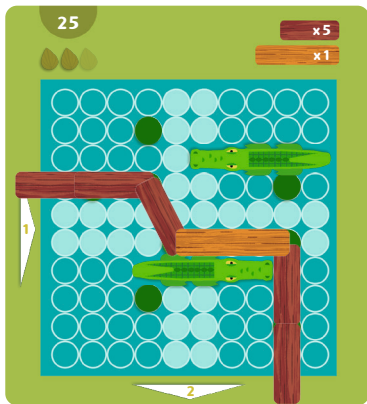


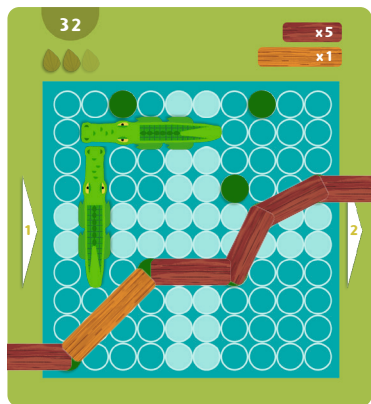
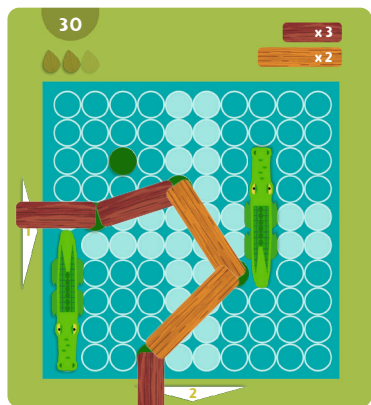
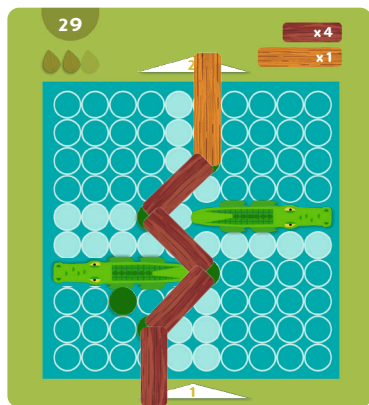


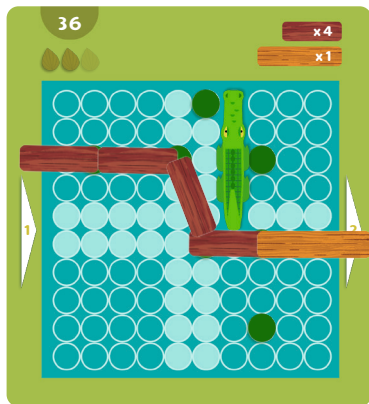
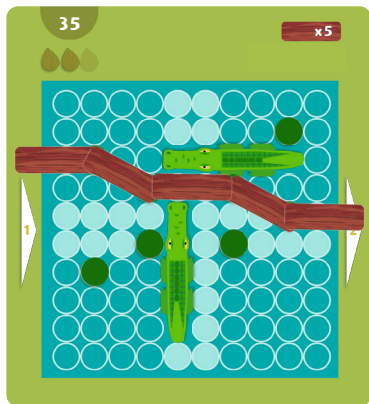
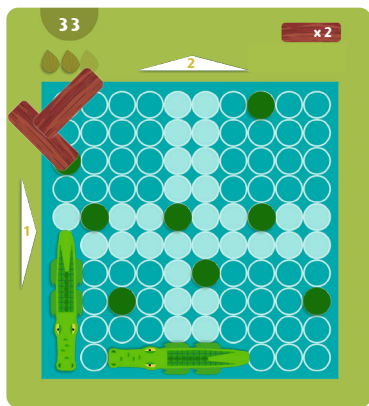


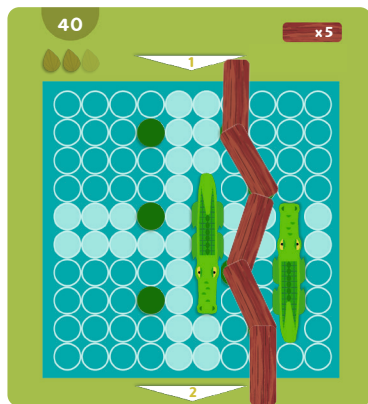
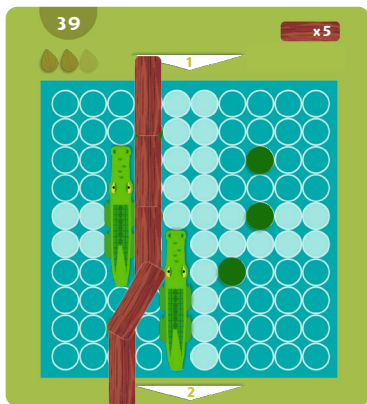
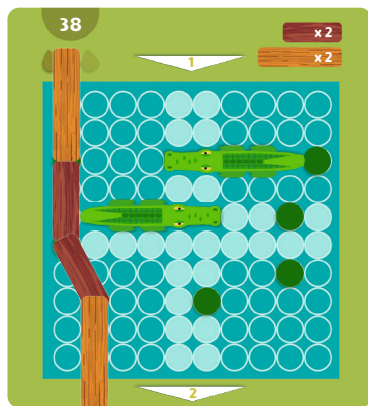
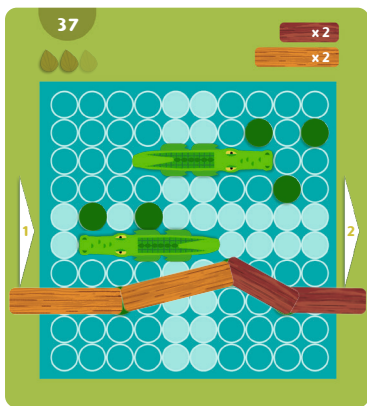




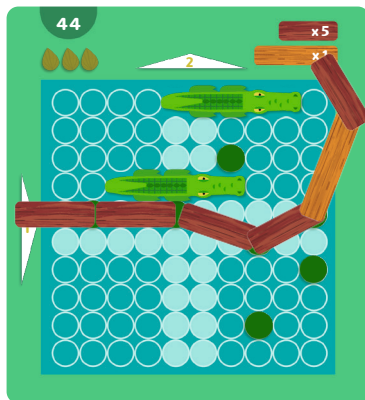
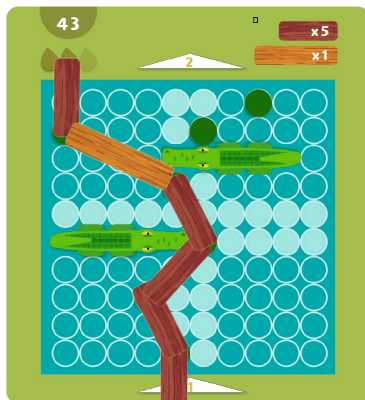
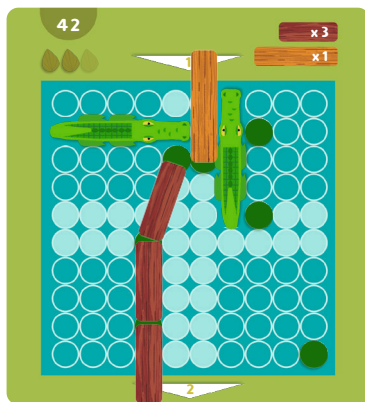
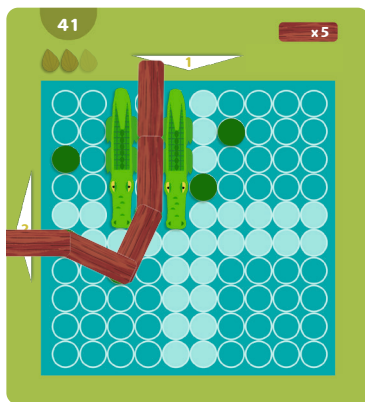


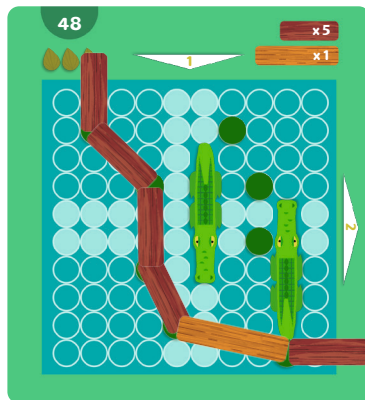
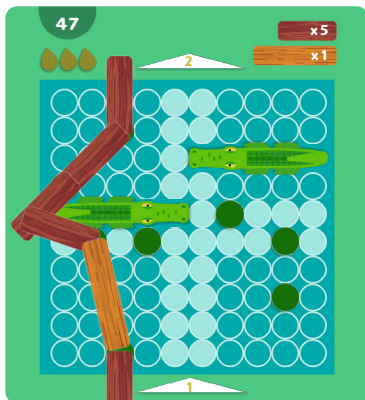
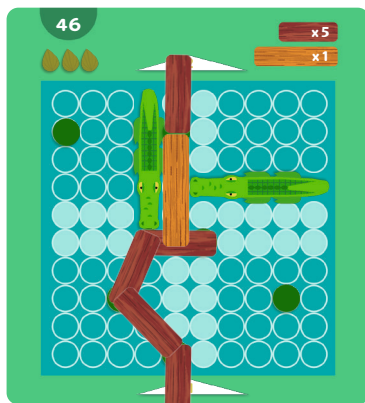
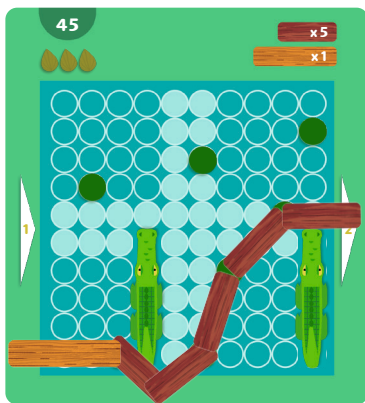


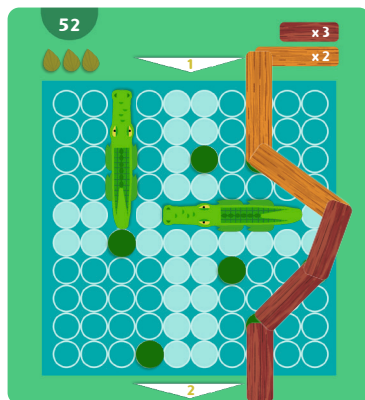
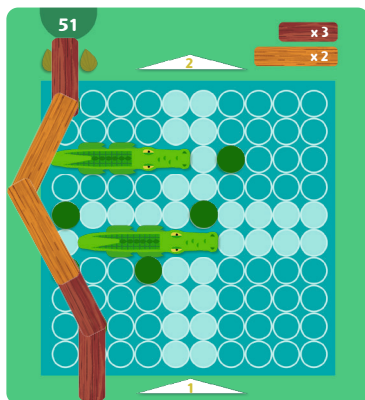
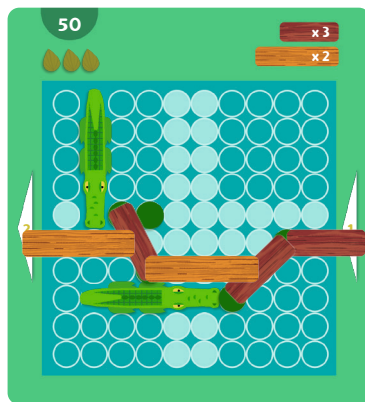
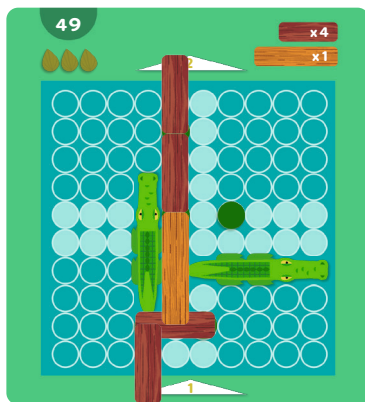


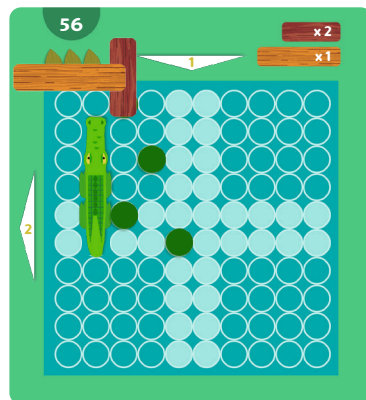
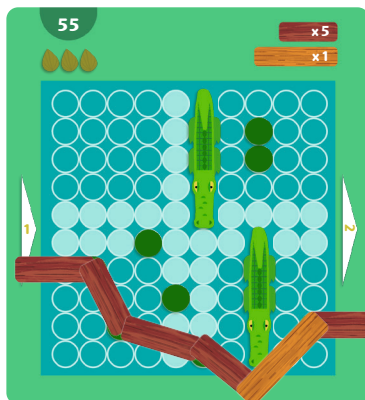
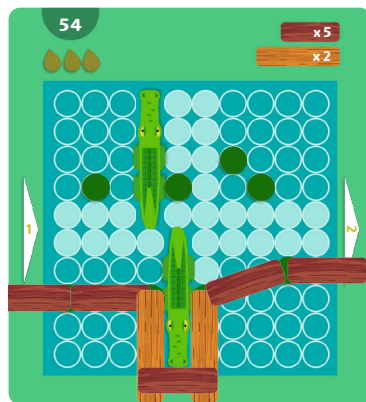
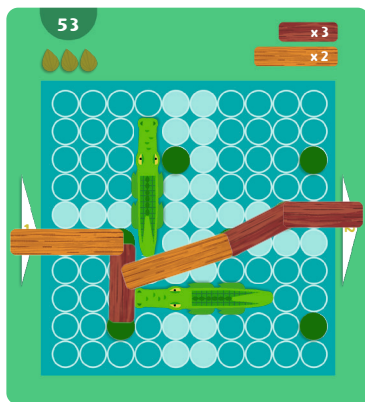


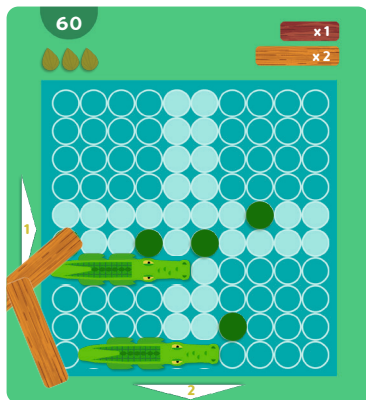
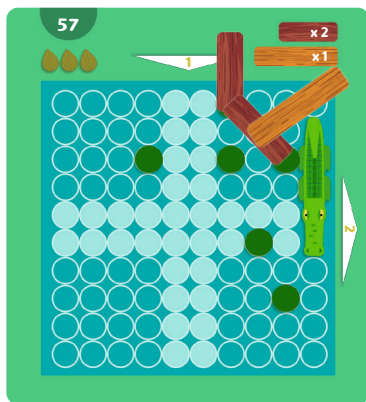












# CROCO BRIDGE

60 CHALLENGES

## Most nad krokodími

(Hlavoľam so 60 výzvami)

**LOGICKÁ HRA PRE JEDNÉHO HRÁČA**

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