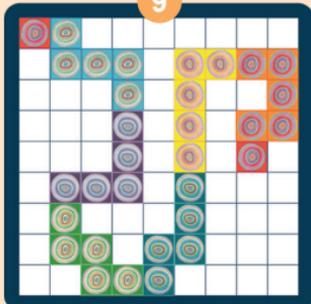
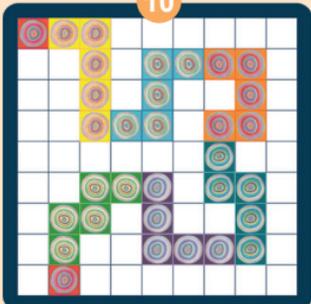


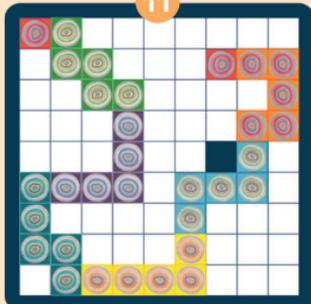
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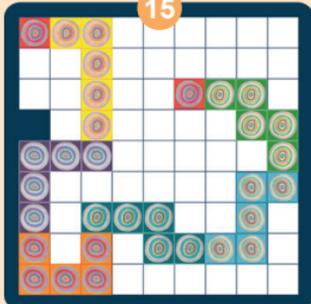
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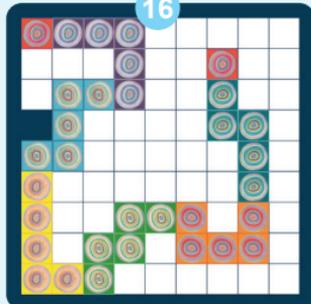
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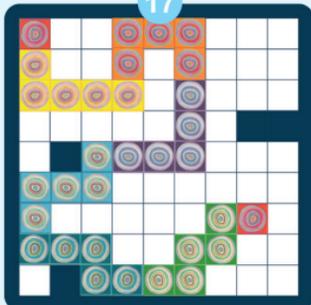
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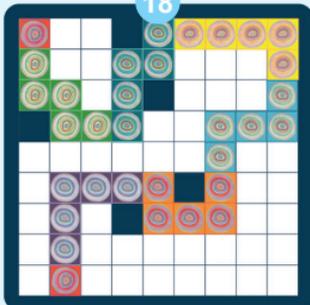
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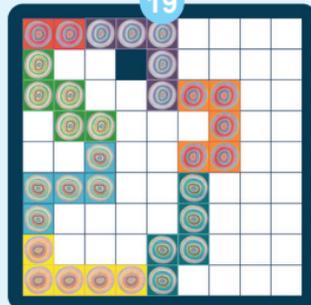
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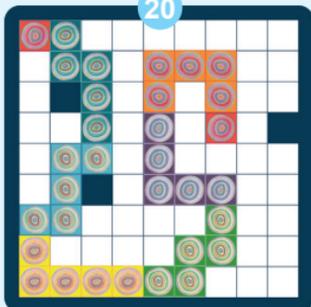
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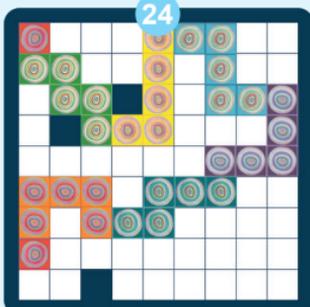
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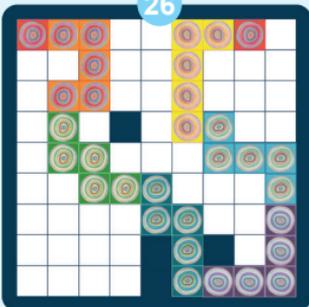
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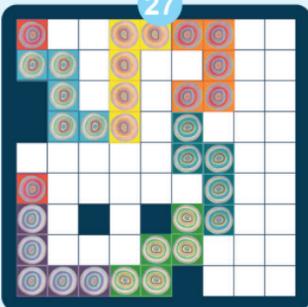
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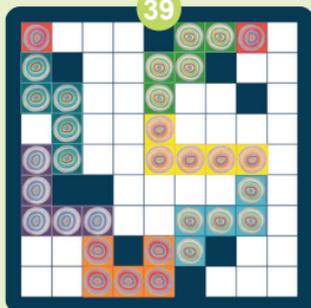
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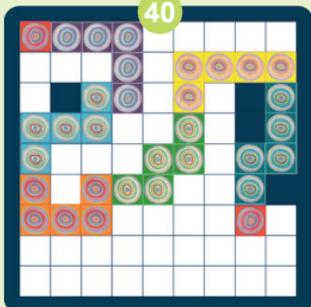
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Conteúdo do jogo: 6 pentominós de madeira e 40 desafios (3 níveis de dificuldade crescente).

★☆☆ Fácil ★★☆☆ Médio ★★★☆☆ Difícil

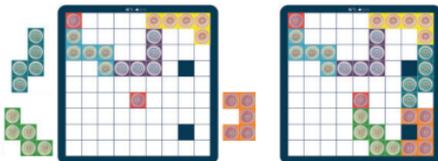
Objetivo do jogo: reconstituir o caminho, utilizando todos os pentominós.

Desenrolar do jogo:

Coloca os 6 pentominós na mesa e as cartas de desafio ao lado.

Tira uma carta de desafio e posiciona as peças impostas diretamente na carta de desafio.

Tenta então colocar as peças restantes de modo a reconstituir o caminho.



1. Cada caminho começa com uma casa  e termina com a outra casa  (partida) (chegada)

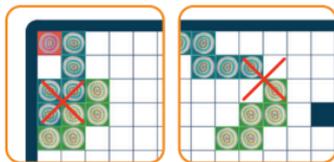
2. O caminho entre as casas  (partida e chegada) deve ser contínuo.

3. Um pentominó pode ser colocado de qualquer lado (frente ou verso).

4. Um pentominó pode ser colocado apenas nas casas brancas; as casas azuis são obstáculos.

5. Um pentominó deve tocar noutro pentominó ou numa casa de chegada/partida apenas de um lado.

6. Um pentominó não pode tocar noutro pentominó por um canto.



SPOTISSIMO

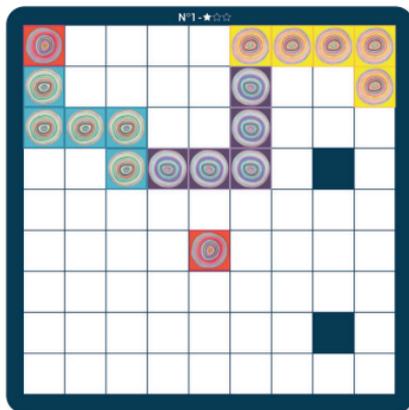


7 ans - years
7 años - Jahre

7-99



SPOTISSIMO



x20 

