Vous venez de trouver une règle mise en ligne par des collectionneurs qui partagent leur passion et leur collection de jeux de société sur Internet depuis 1998.

Imaginez que vous puissiez accéder, jour et nuit, à cette collection, que vous puissiez ouvrir et utiliser tous ces jeux.

Ce rêve est devenu réalité !

Chantal et François ont créé l'Escale à jeux en 2013. Depuis l'été 2022, Isabelle et Raphaël leur ont succédé. Ils vous accueillent à Sologny (Bourgogne du sud), au cœur du Val Lamartinien, entre Mâcon et Cluny, à une heure de Châlon-sur-Saône ou de Lyon, une heure et demi de Roanne ou Dijon, deux heures de Genève, Grenoble ou Annecy et quatre heures de Paris (deux heures en TGV).

L'Escale à jeux est un ludogîte, réunissant un meublé de tourisme ★★★ modulable de 2 à 15 personnes et une ludothèque de plus de 9000 jeux de société.

Au total, 320 m² pour jouer, ripailler et dormir.

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ÉNERGIES RENOUVELABLES ? BIEN SÛR !

MEUBLÉ DE TOURISME ★★★
2014 CLASSEMENT VALABLE 5 ANS
MINISTÈRE CHARGÉ DU TOURISME

SMART GAMES
STARTER
JUNIOR
EXPERT
MASTER
WIZARD

FR

RÈGLES DU JEU

1. Choisissez un défi. Placez les chevaliers rouges (les ennemis), les chevaliers bleus (vos chevaliers) et le donjon sur le plateau de jeu comme indiqué sur le défi. Ces pièces ne doivent pas être déplacées jusqu'à la résolution du défi. Les défis de niveau STARTER indiquent également la position de certains remparts afin de faciliter le démarrage.

2. Placez les remparts, de manière à ce que les chevaliers rouges restent en dehors de la forteresse, tandis que les chevaliers bleus et le donjon seront protégés à l'intérieur. Vous pouvez utiliser les encoches du plateau pour vous aider :

   * Les chevaliers bleus et le donjon sont uniquement en sécurité à l'intérieur des remparts lorsque ceux-ci les entourent de tous côtés. La surface protégée peut être de petite taille (comme pour un seul chevalier) ou très grande.
   * Il n'est pas nécessaire que les chevaliers bleus et le donjon soient tous réunis dans le même quartier de la forteresse – chacun peut être dans un espace sécurisé différent.
   * Les chevaliers rouges ne doivent jamais être totalement entourés de remparts. Ils peuvent néanmoins s'en trouver partiellement entourés, c'est-à-dire avec une ouverture au minimum.
   * Les encoches du plan de jeu ne sont pas des obstacles pour les ennemis, mais ont pour fonction de permettre aux remparts de tenir debout.
   * Chaque rempart doit parfaitement tenir en place dans les encoches du plan de jeu. Si tel n'est pas le cas, vous devez lui trouver une autre position, celle-ci n'étant pas valide.
   * Vous pouvez accoler 2 remparts, tant qu'aucune tour ne gêne ce placement. En effet, aucun rempart ne peut juxtaposer une tour.
   * Ni la taille, ni la forme de la forteresse n'a d'importance.

3. Il n'existe qu'une seule solution par défi, que vous trouverez à la fin du livret.

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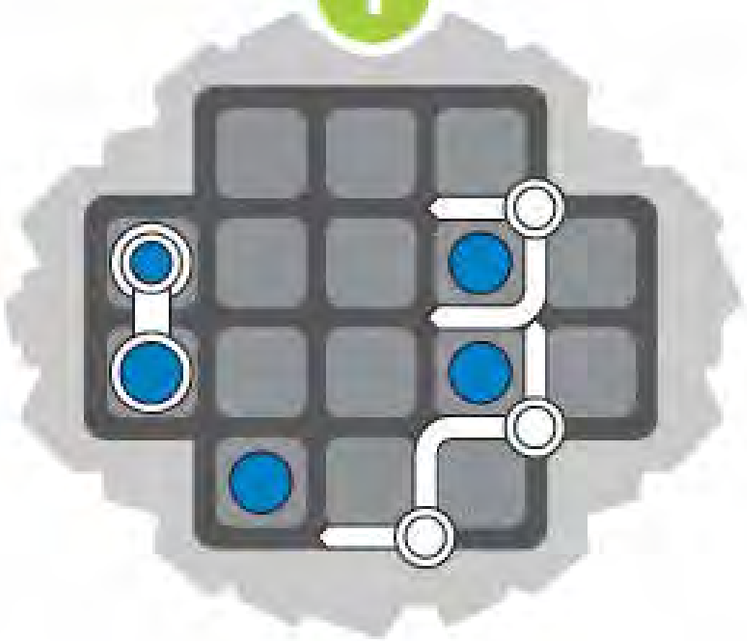

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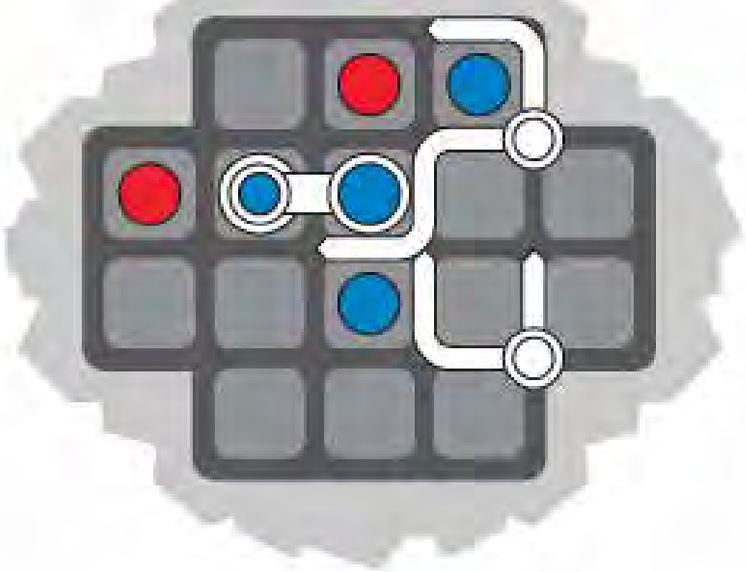

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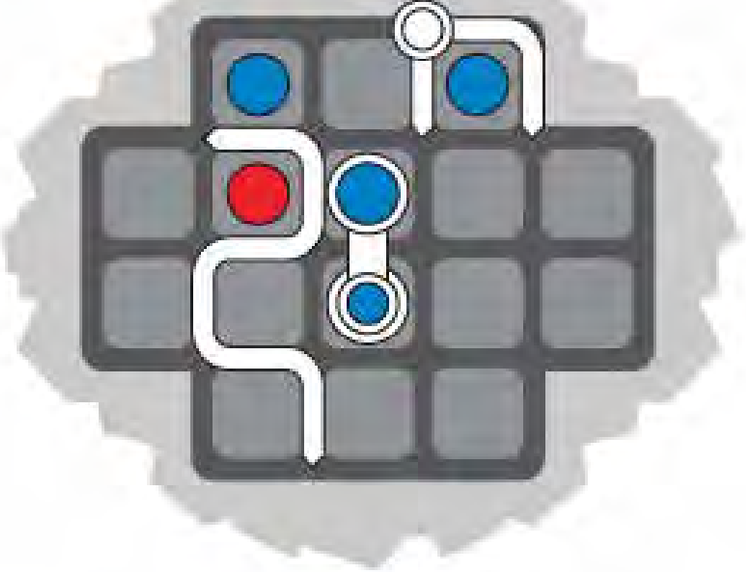

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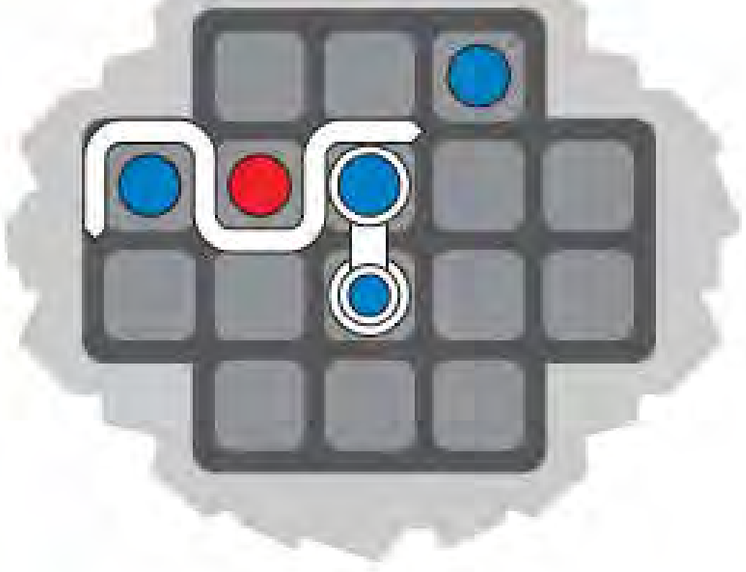

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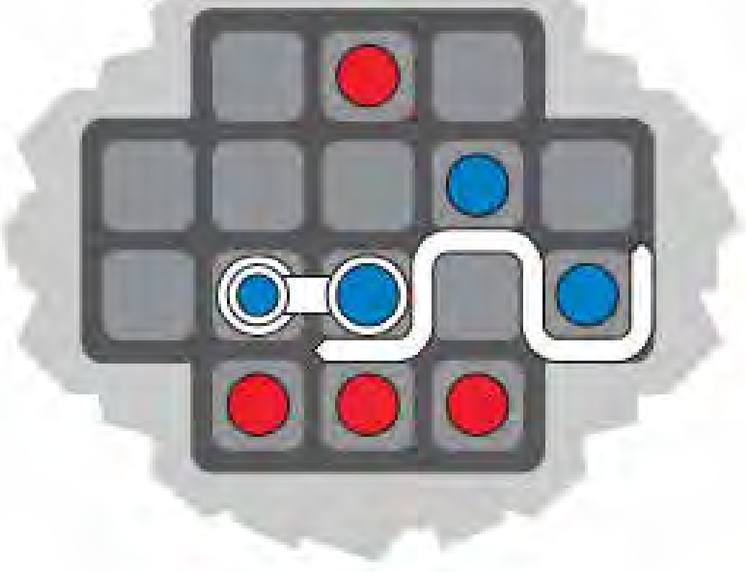

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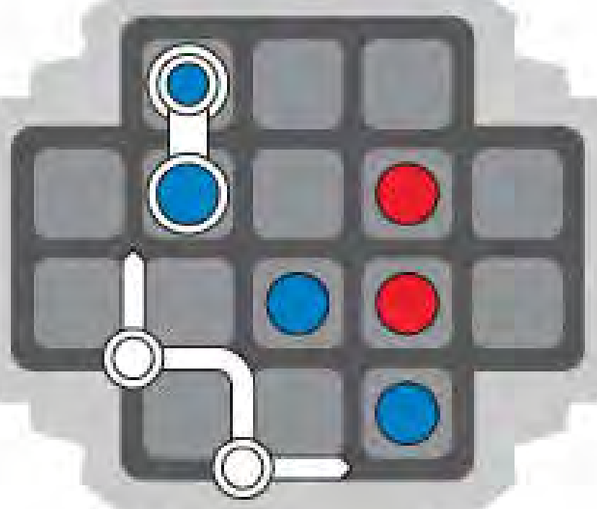

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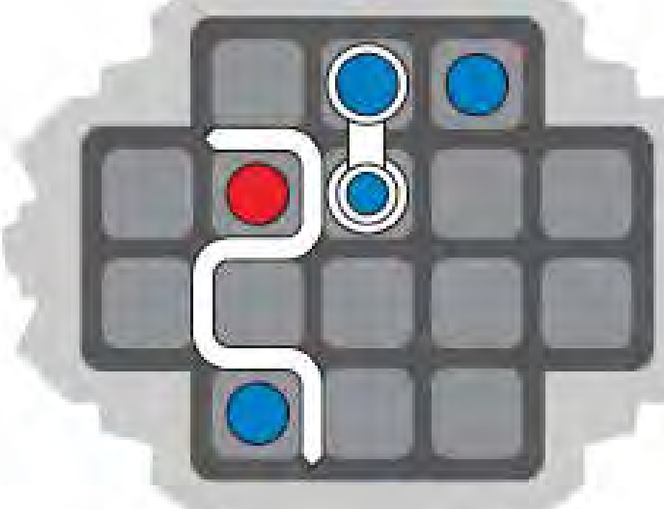

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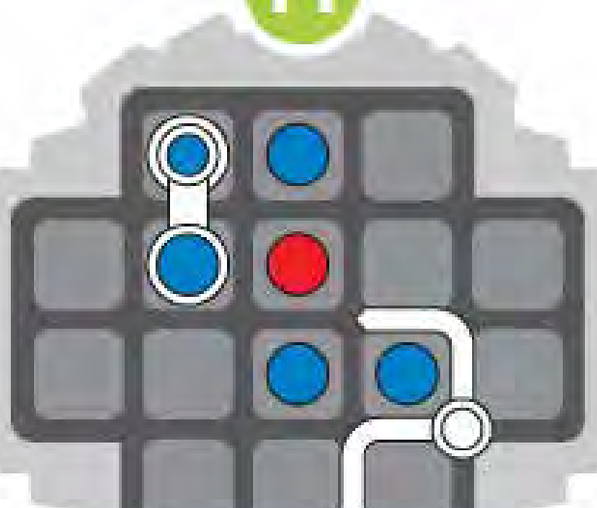

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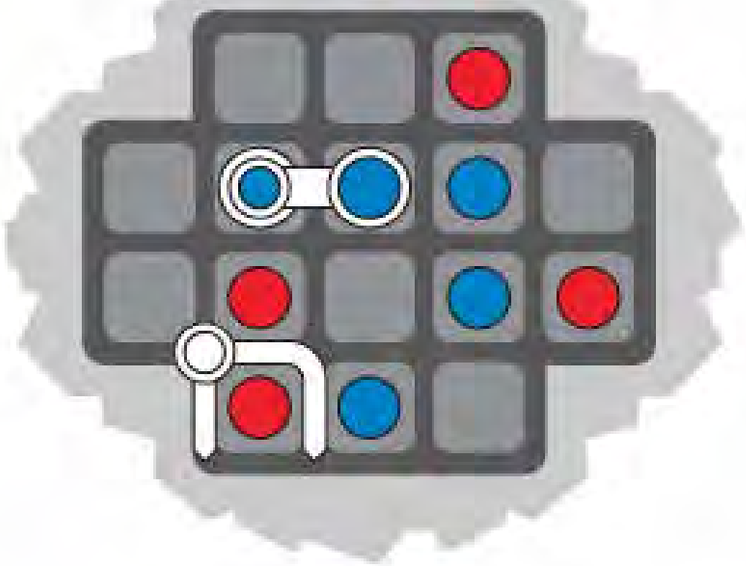

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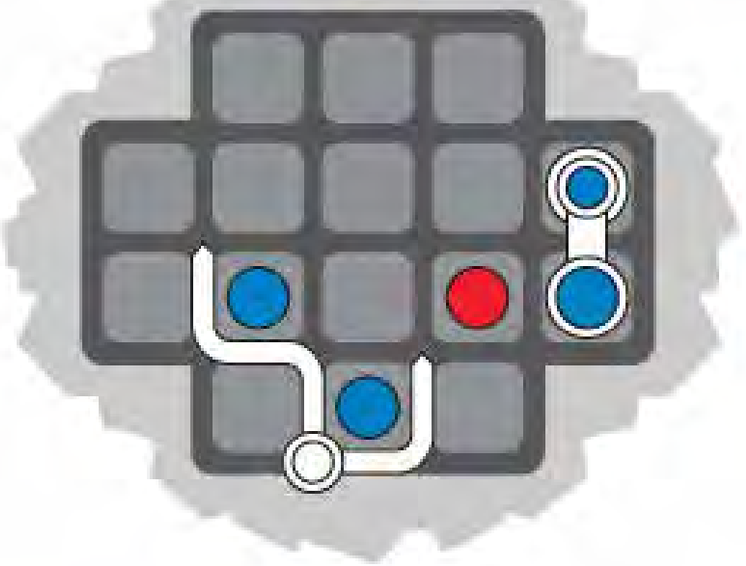

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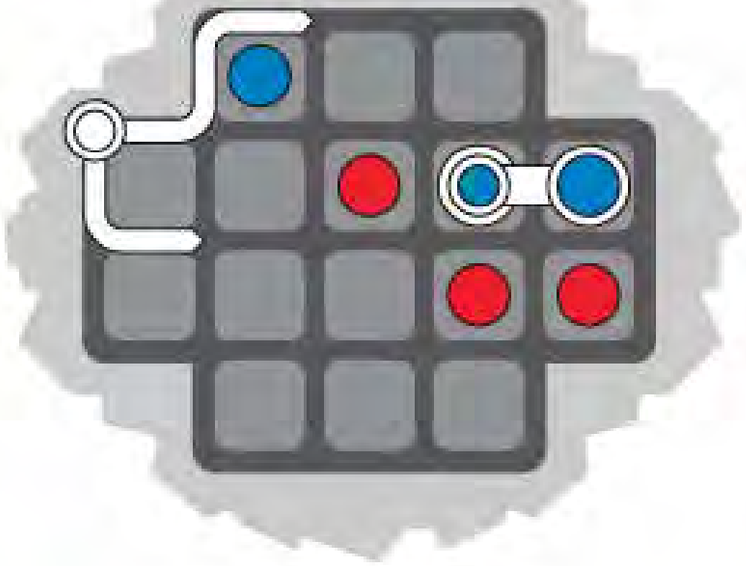

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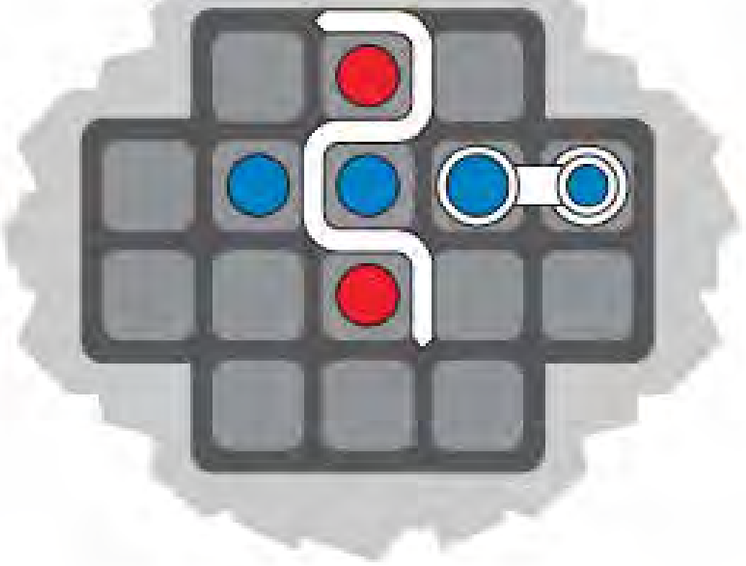

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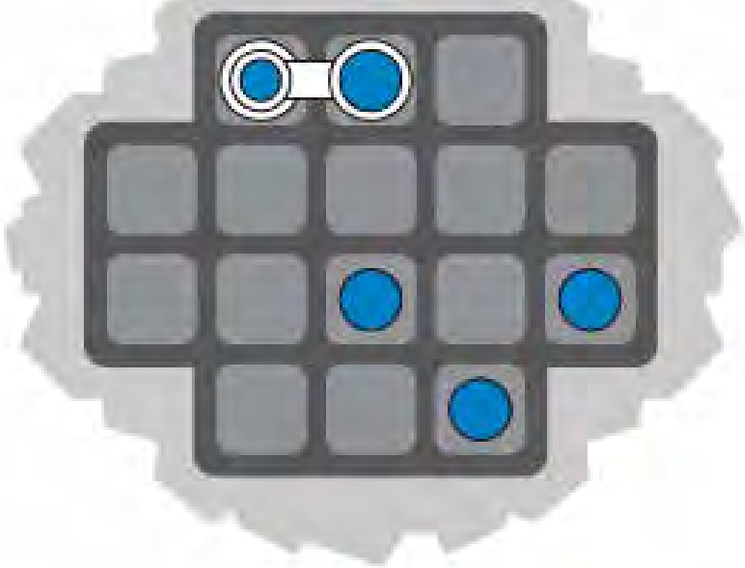

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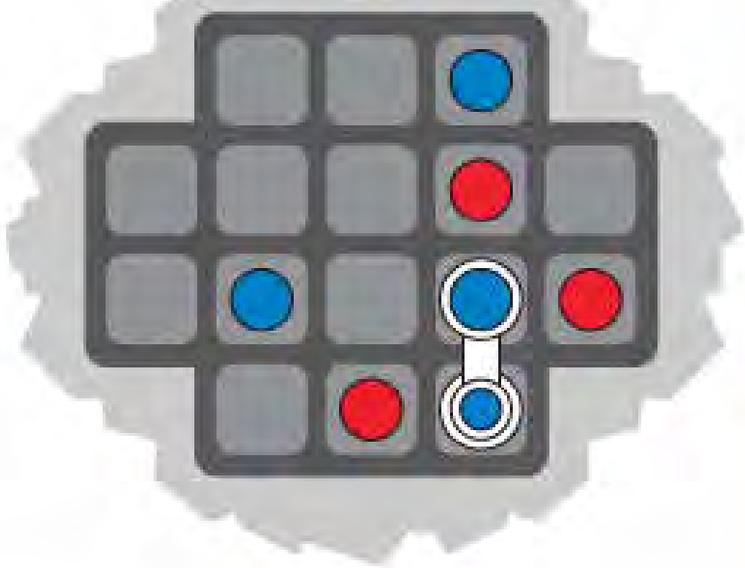

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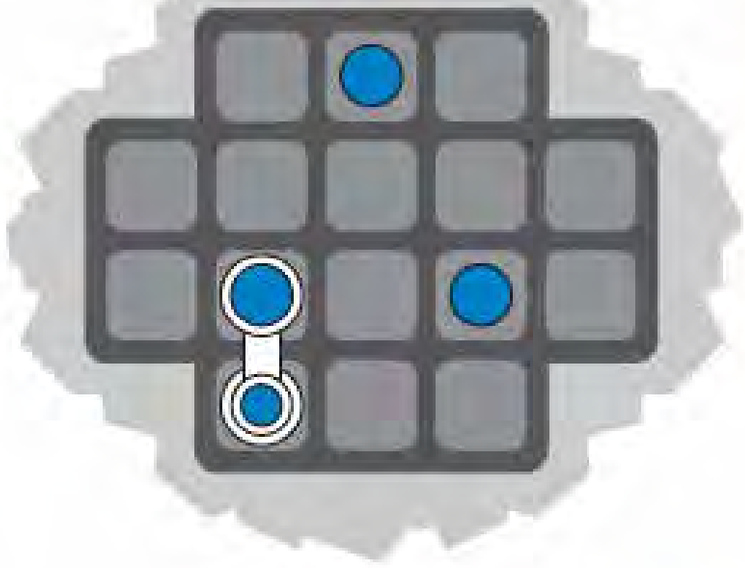

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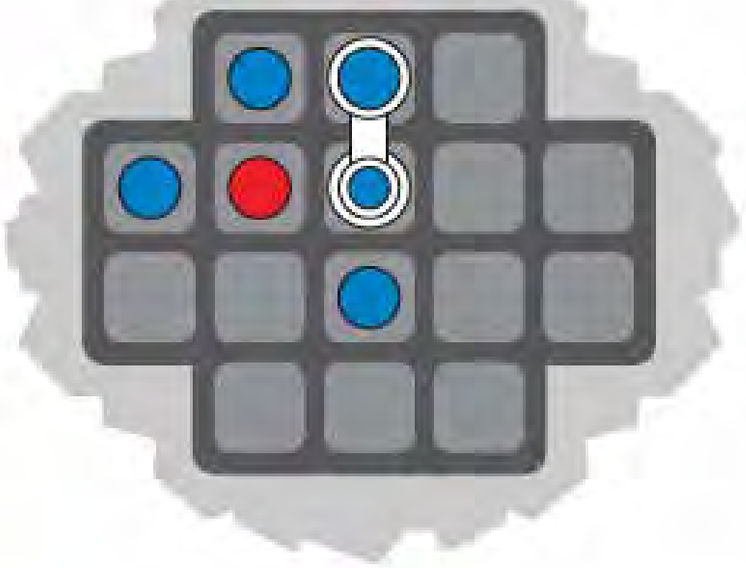

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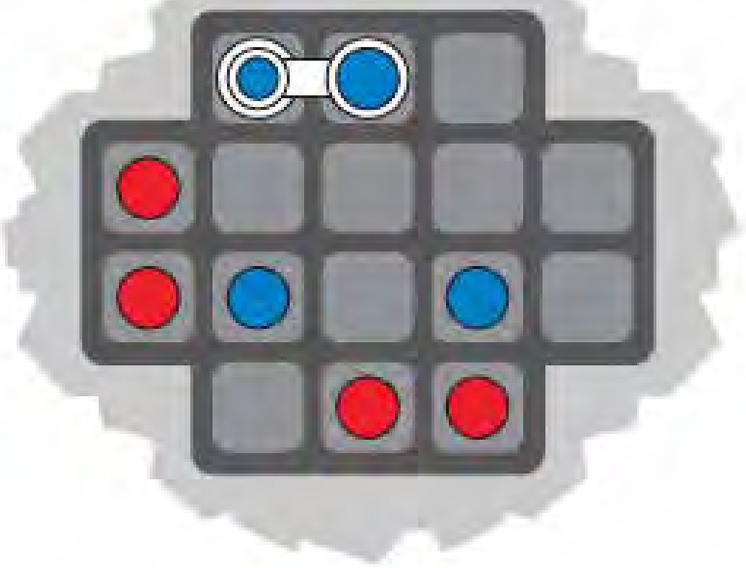

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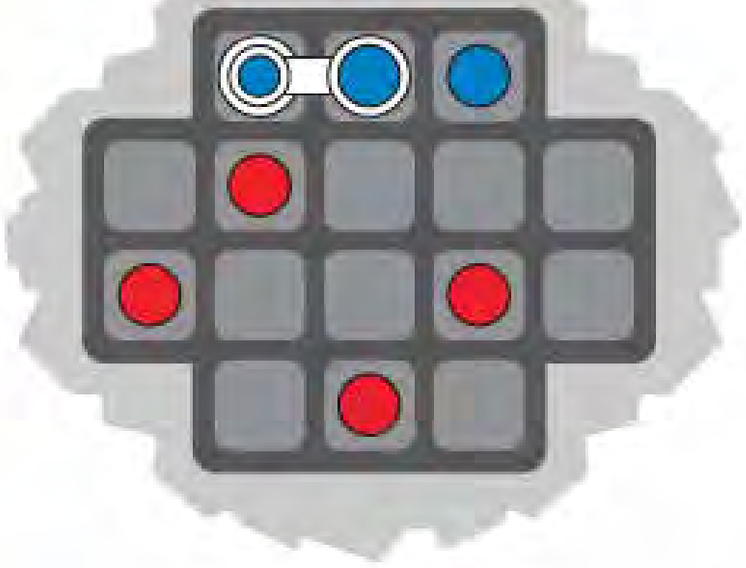

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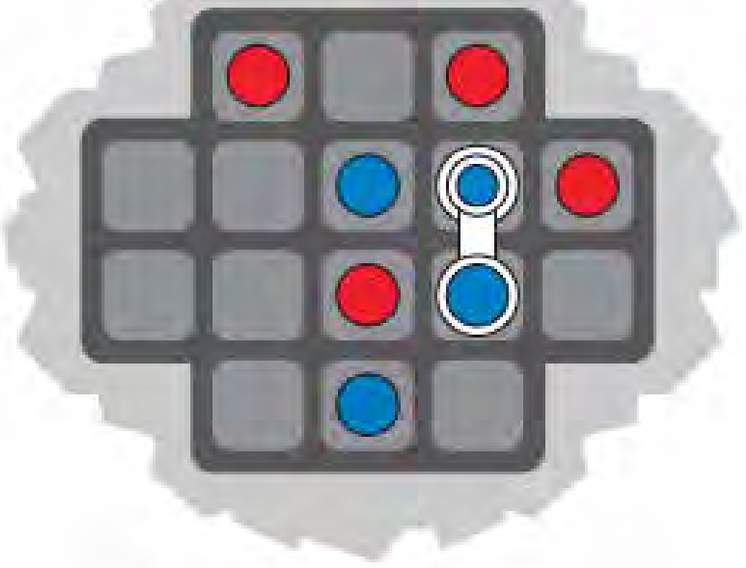

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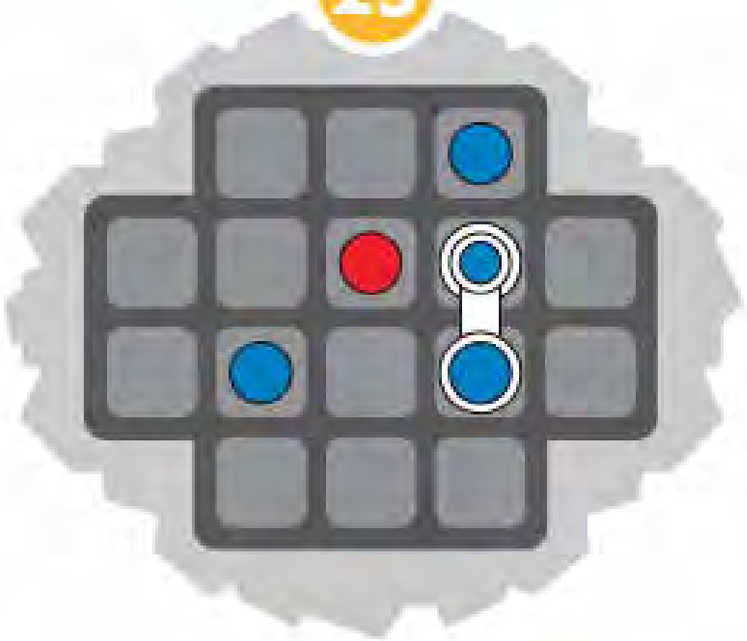

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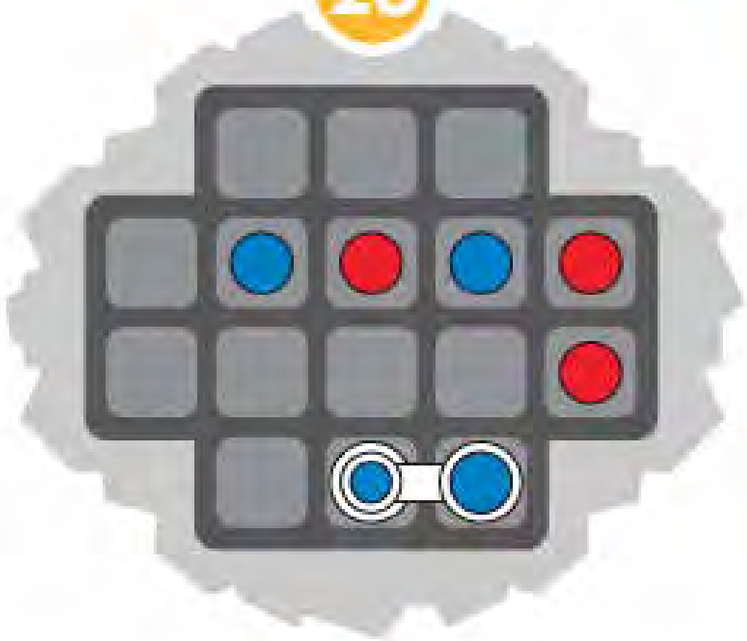

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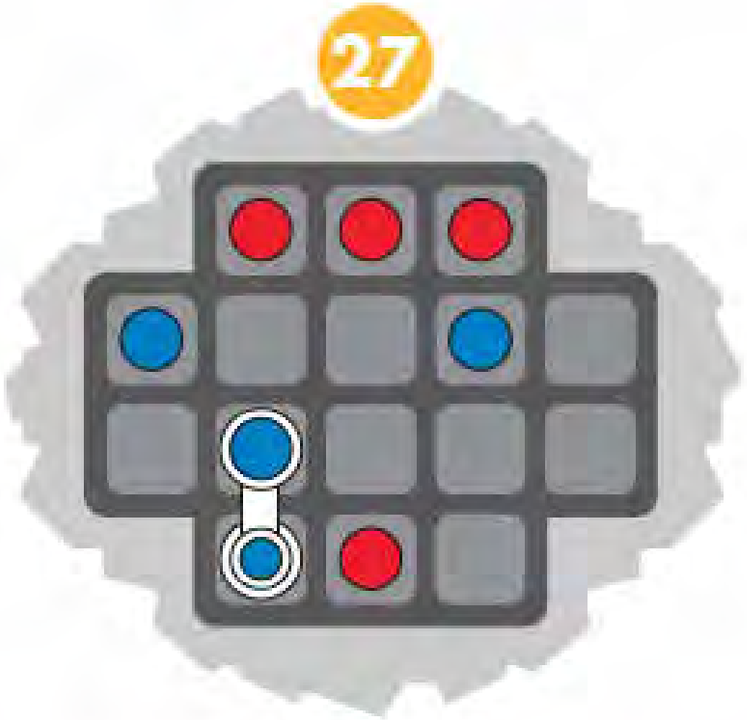

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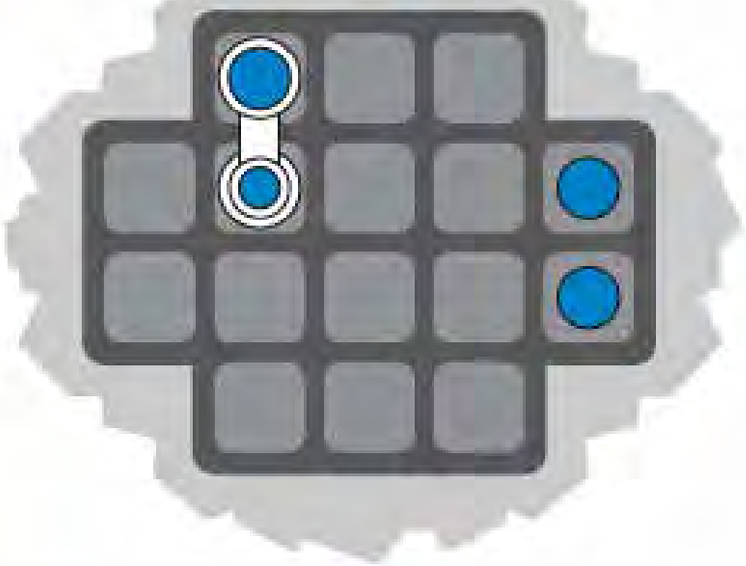

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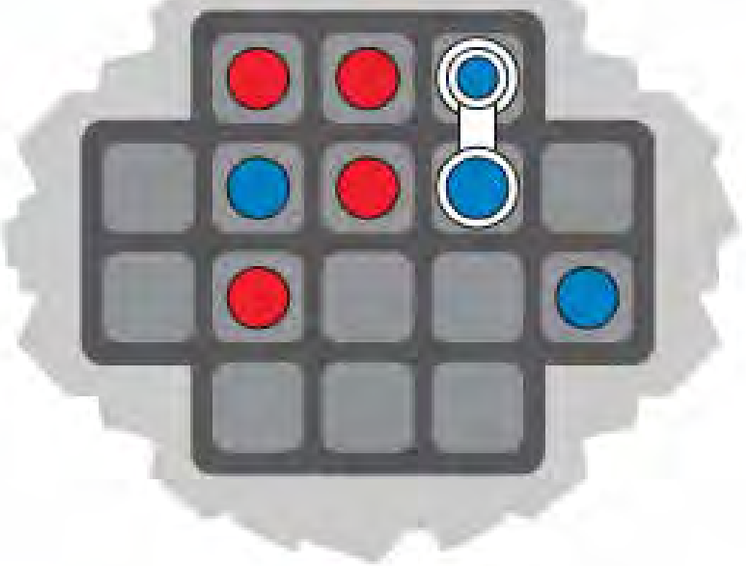

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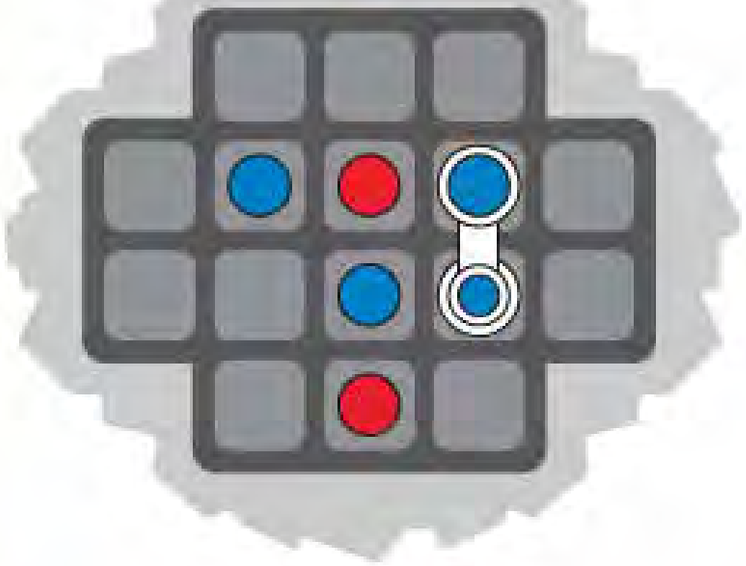

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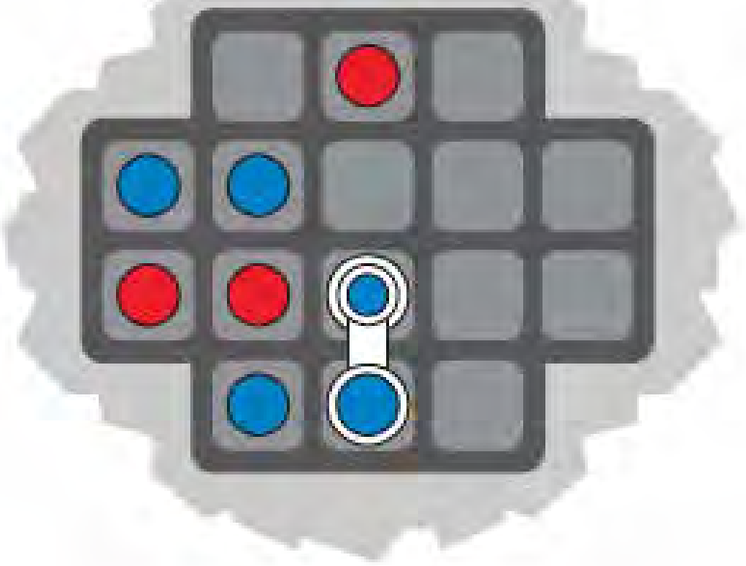

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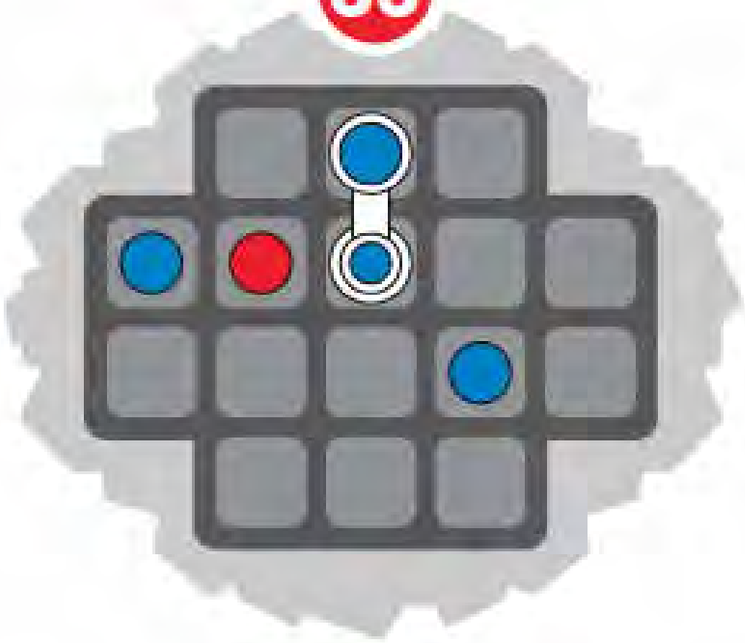

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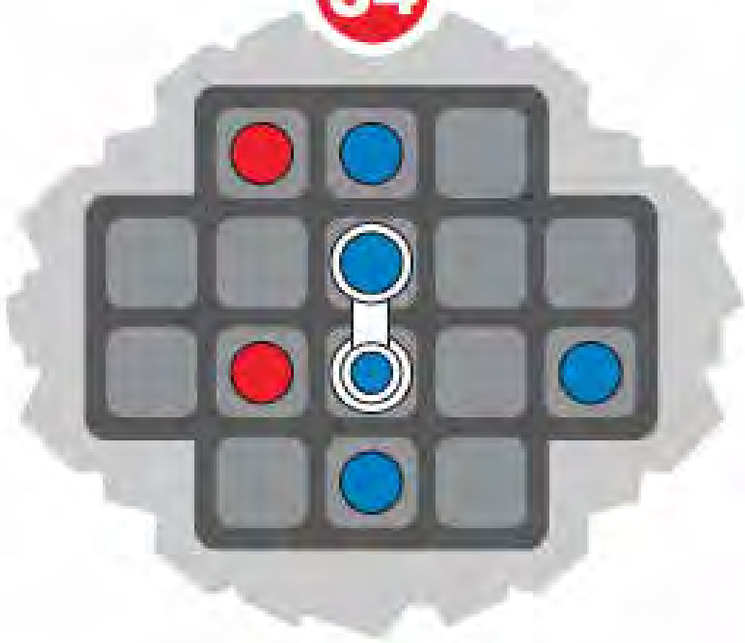

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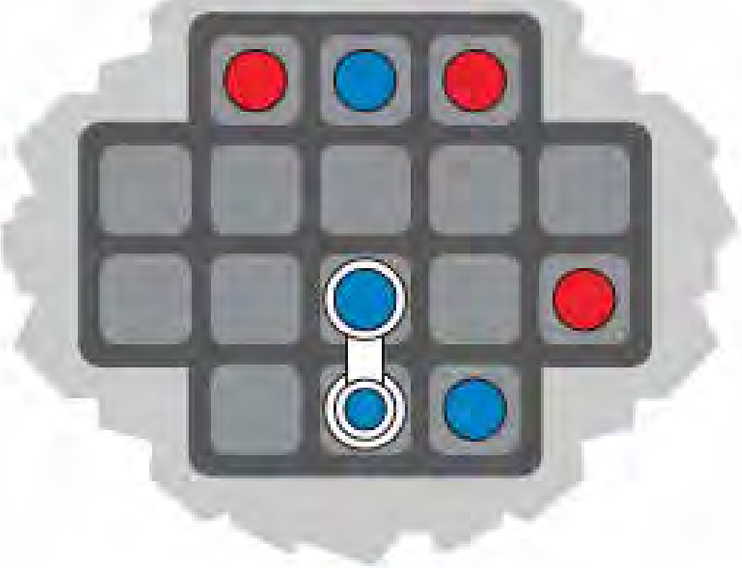

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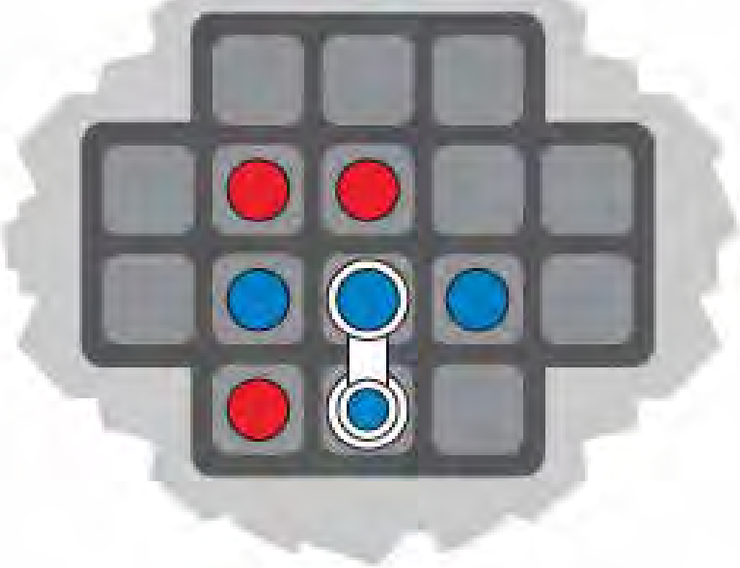

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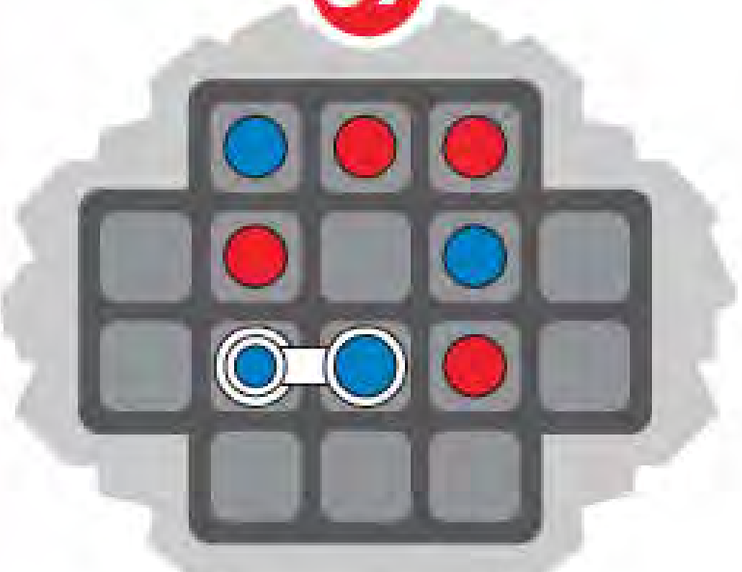

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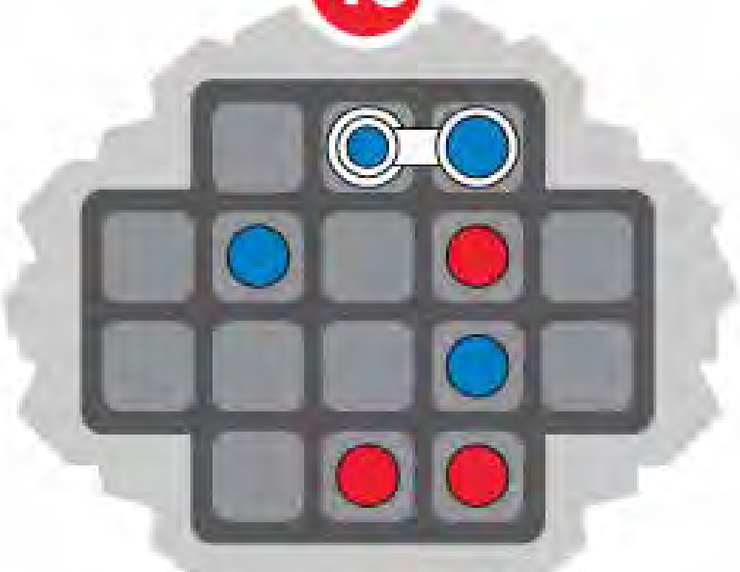

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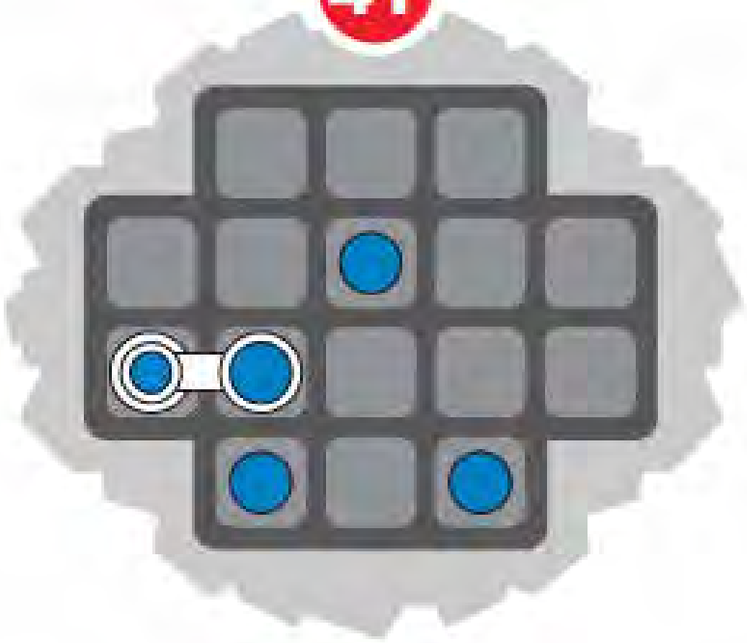

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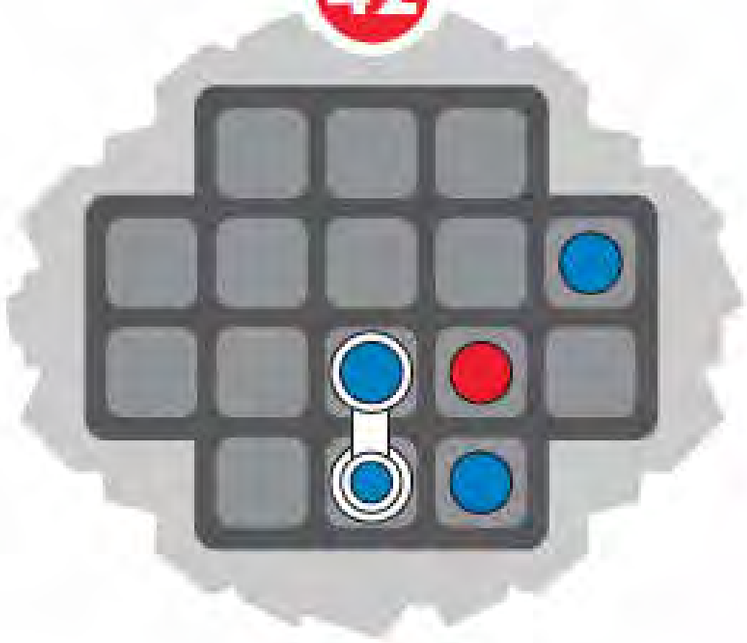

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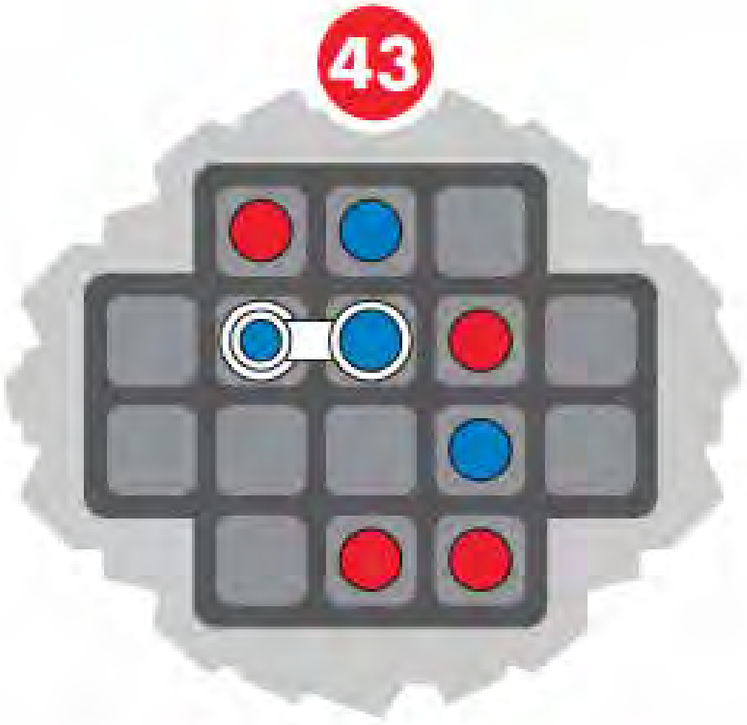

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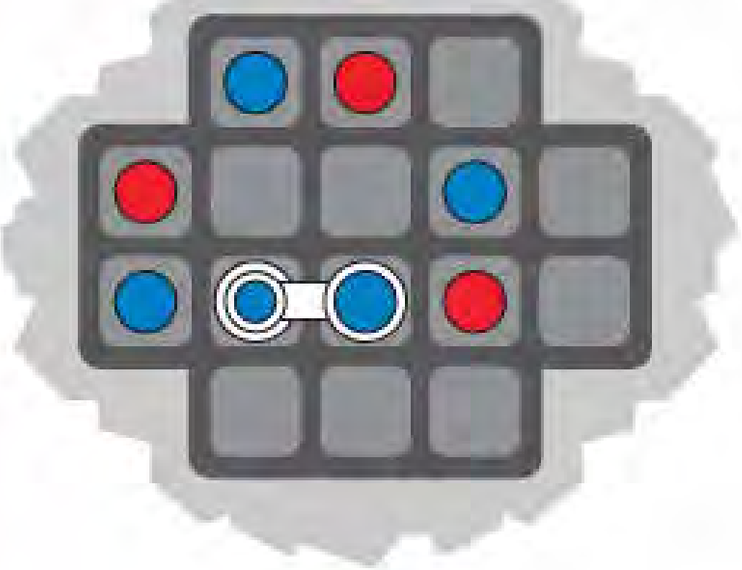

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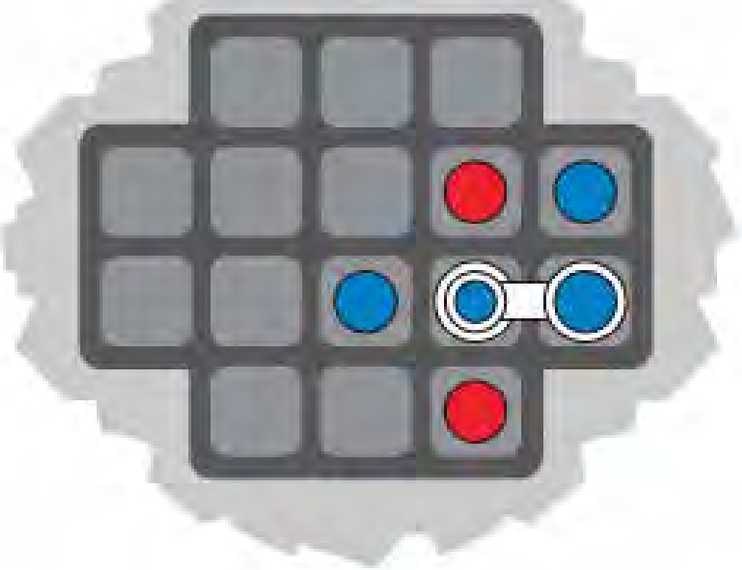

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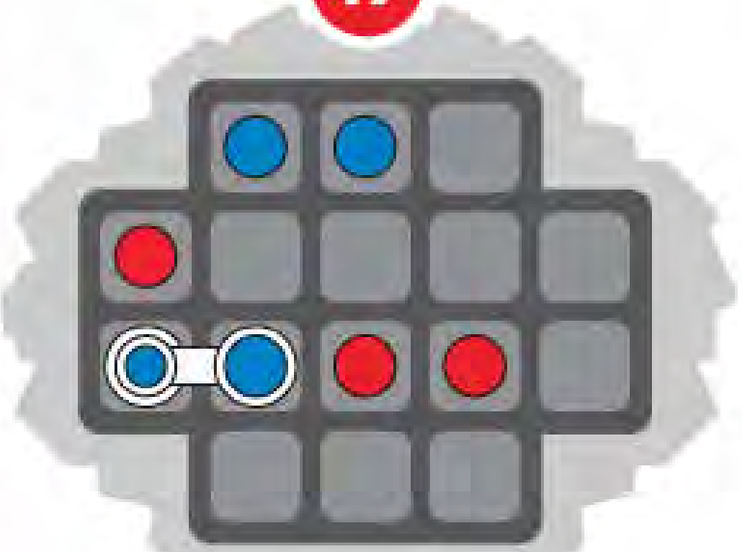

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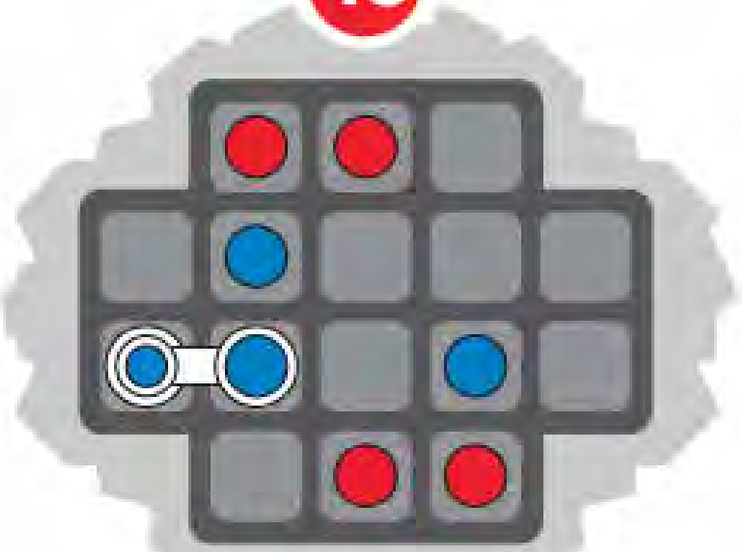

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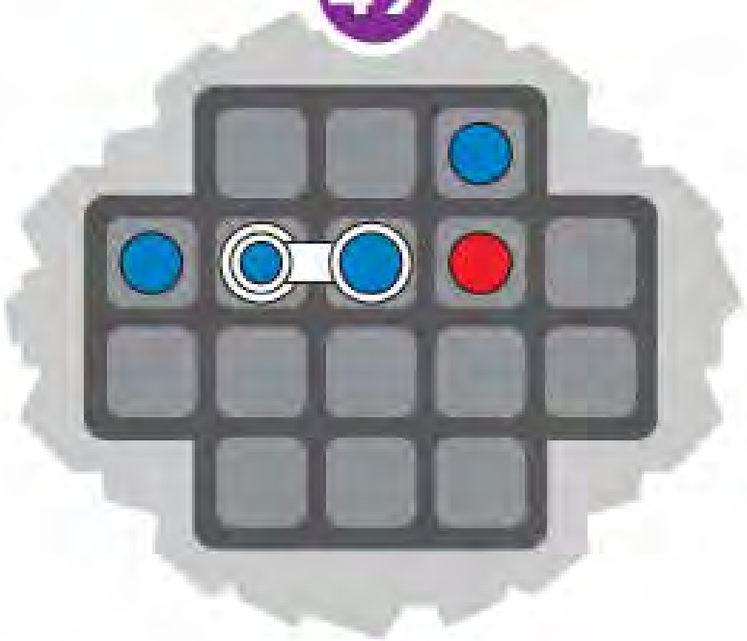

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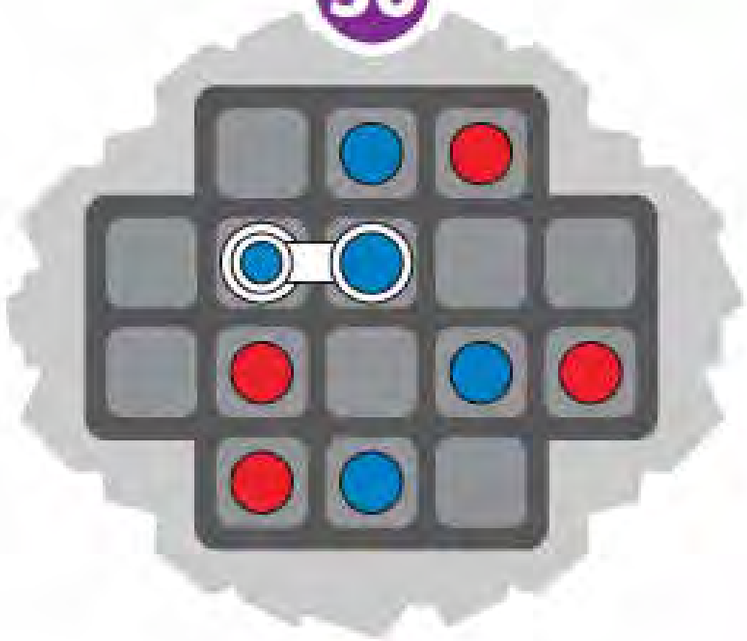

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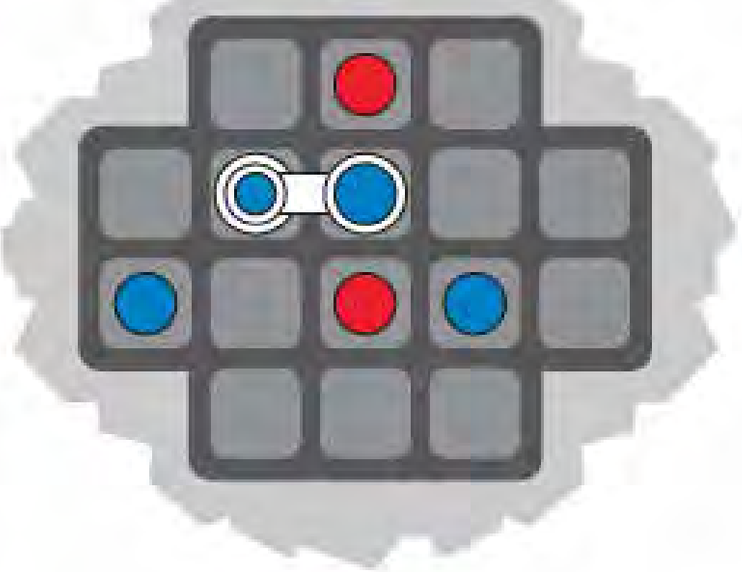

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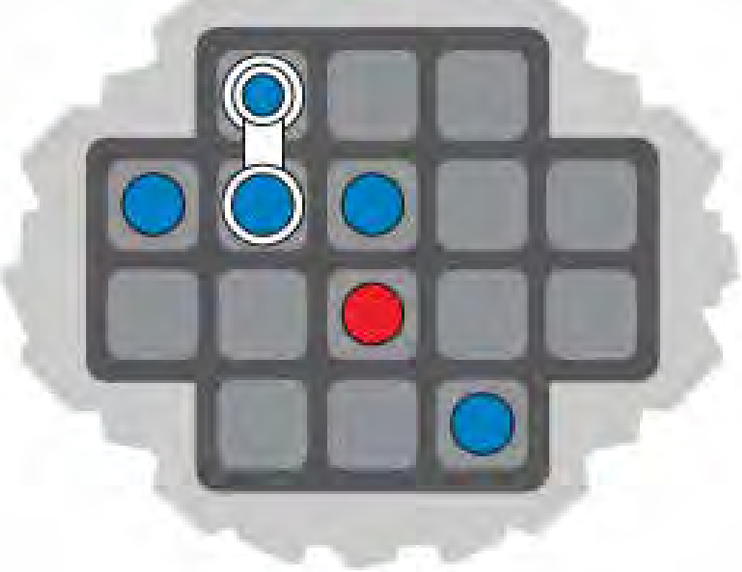

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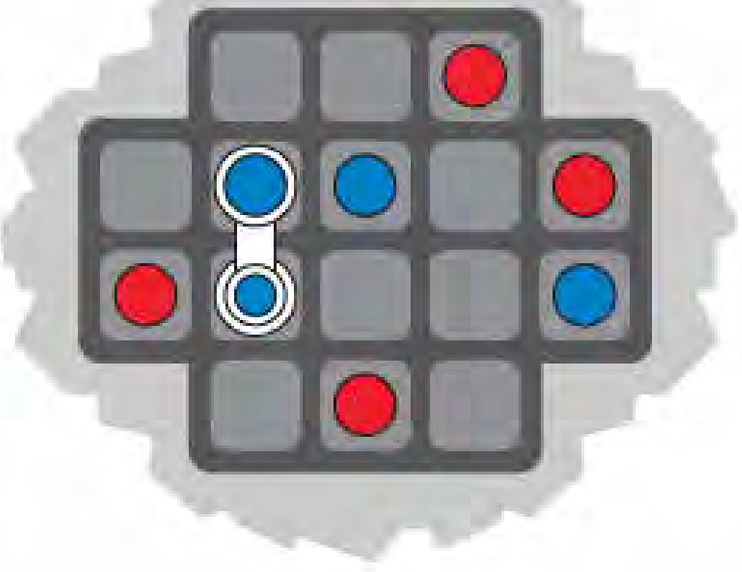

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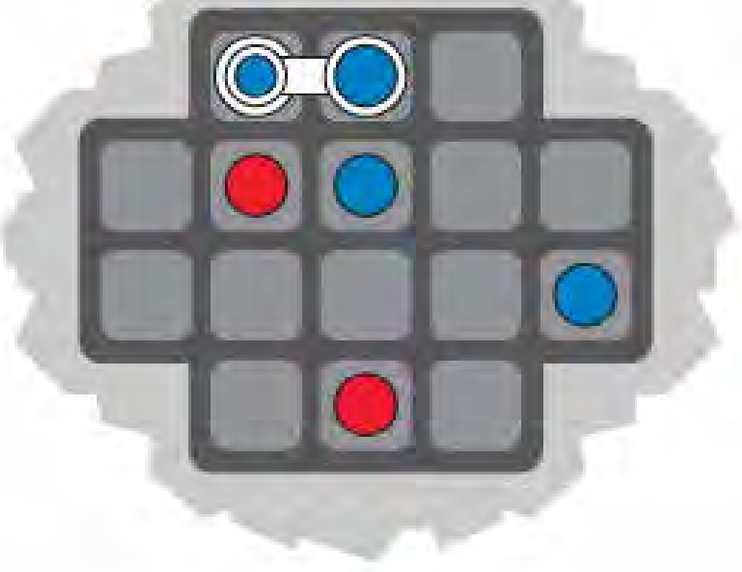

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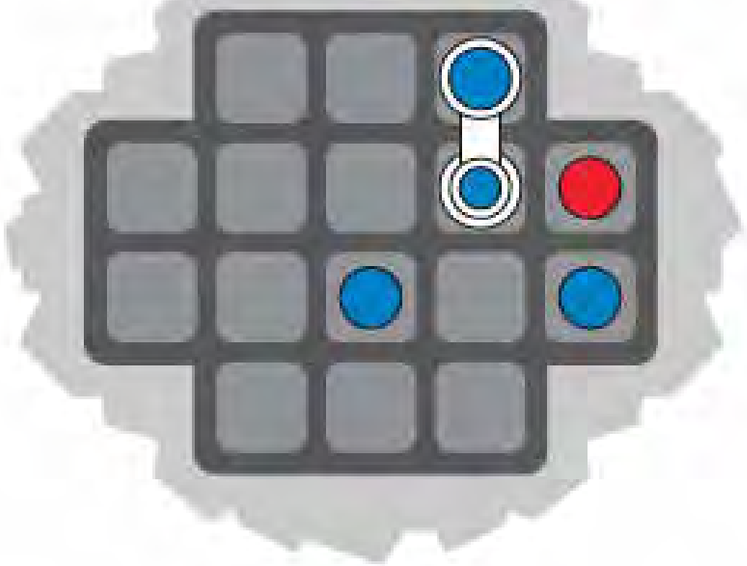

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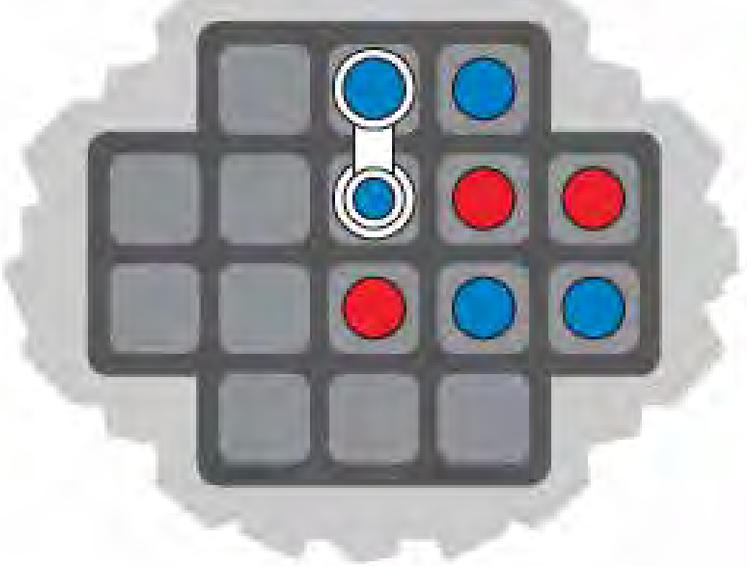

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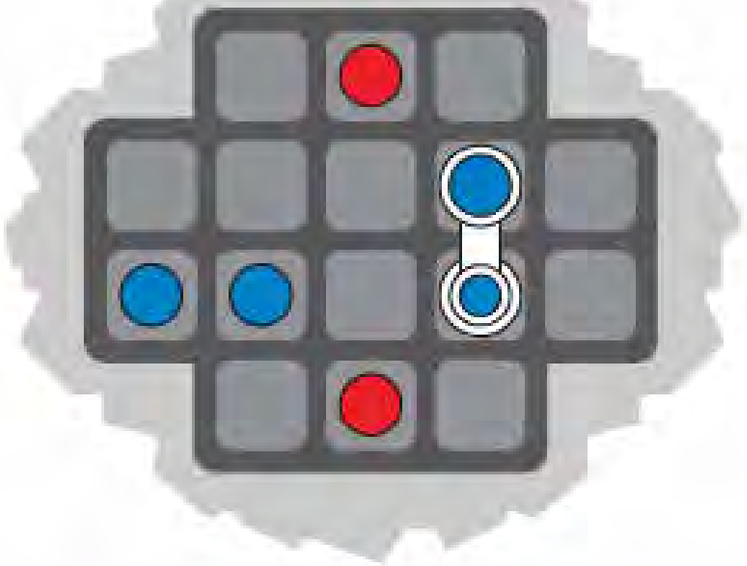

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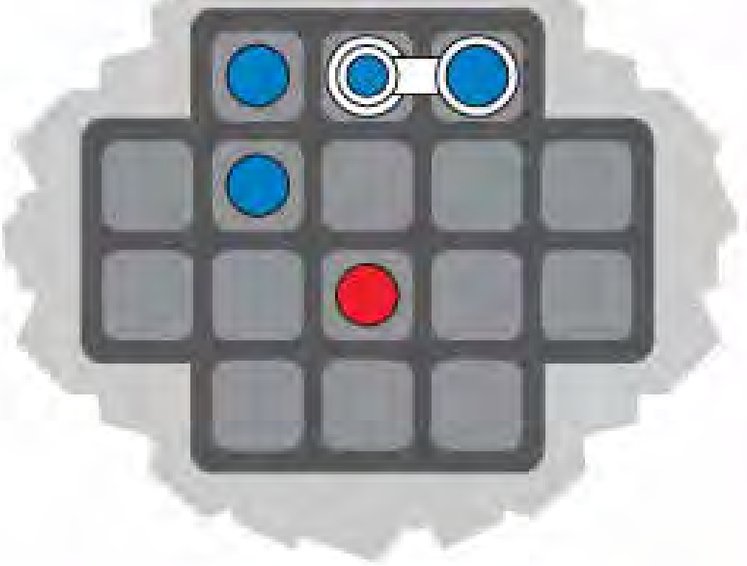

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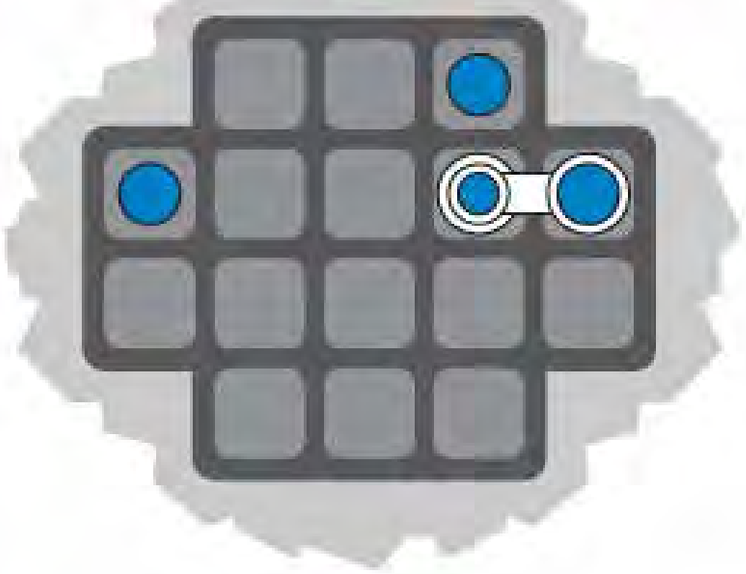

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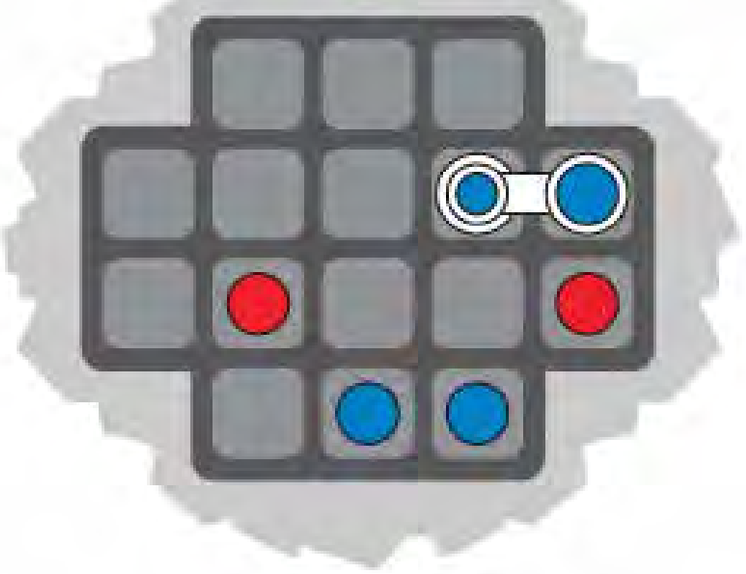

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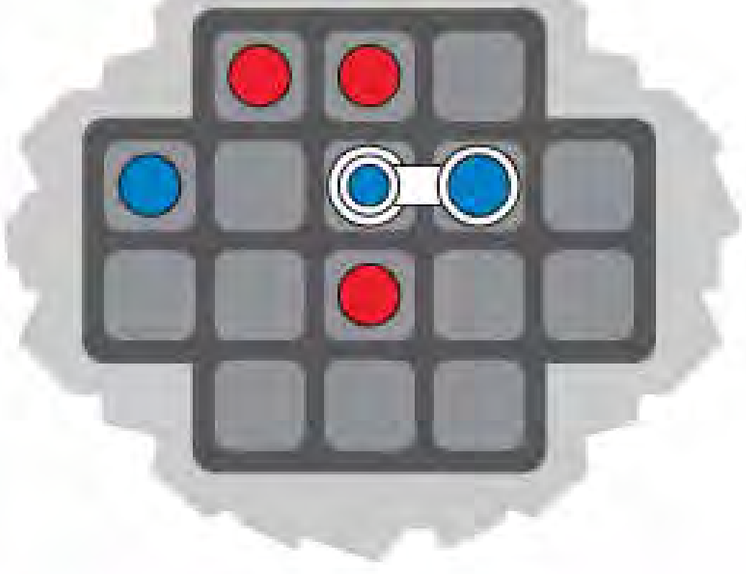

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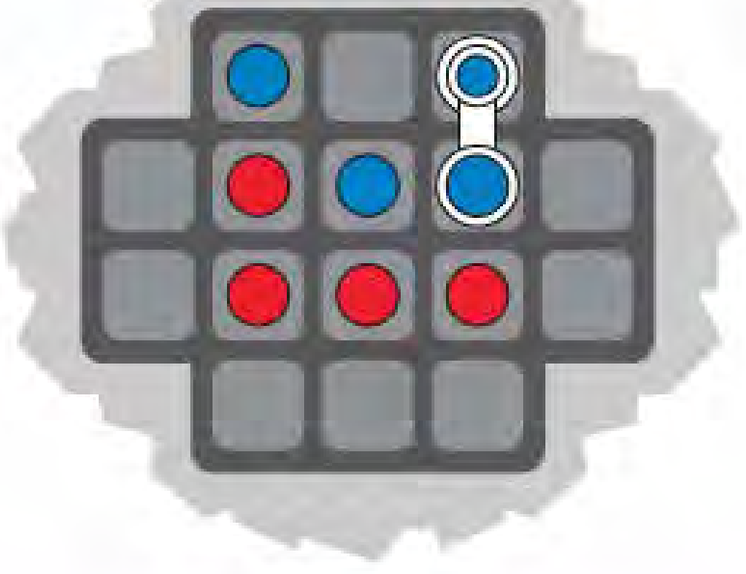

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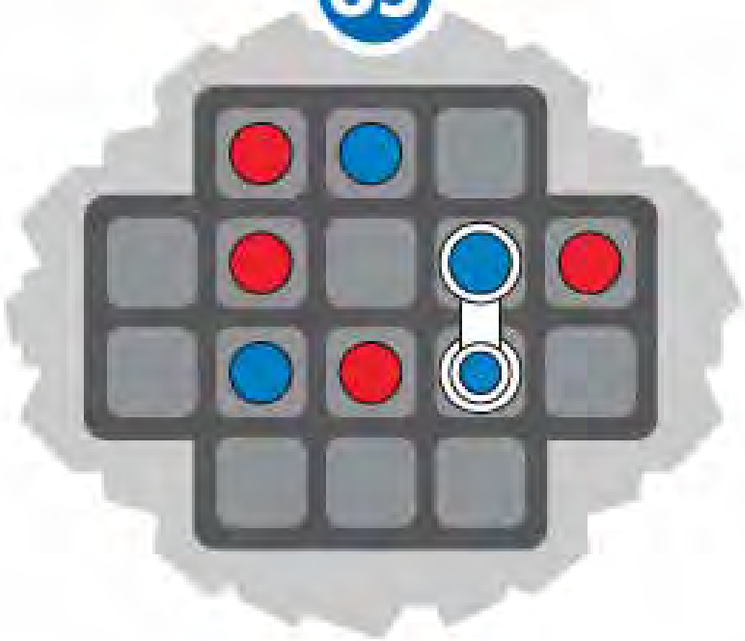

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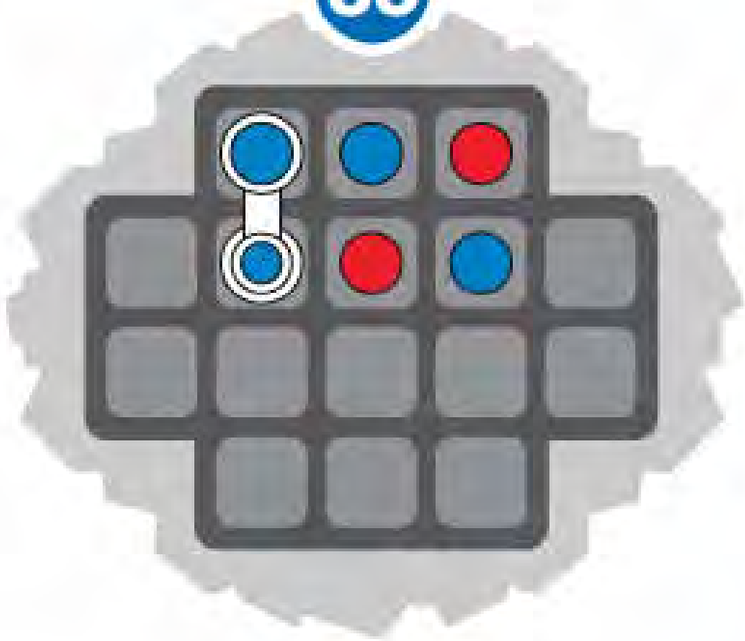

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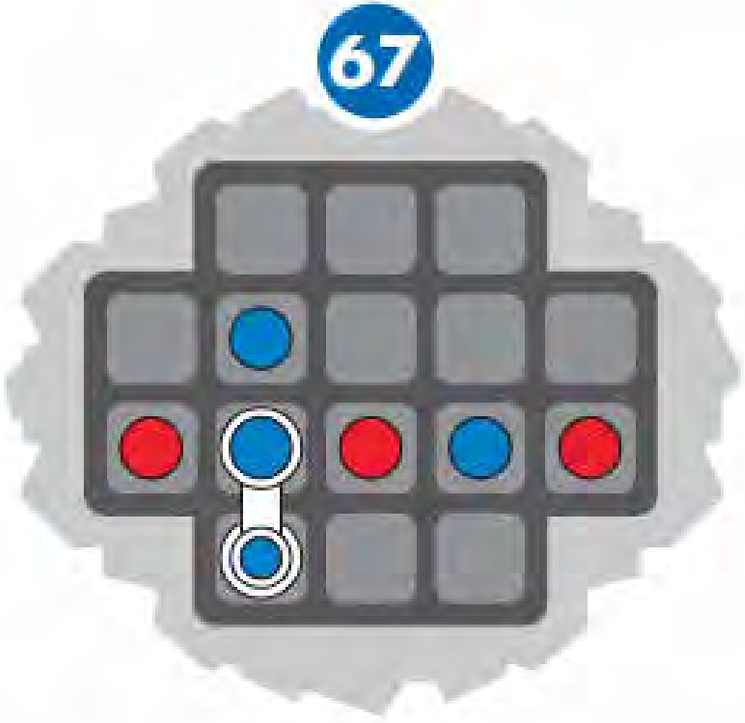

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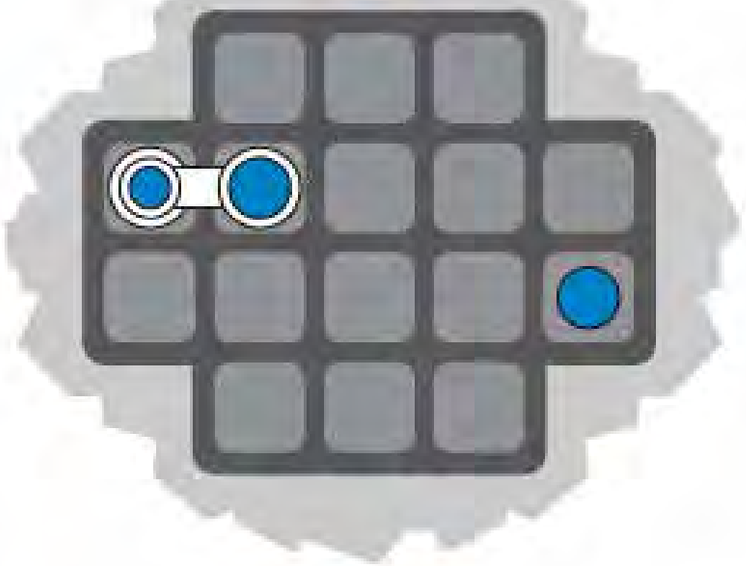

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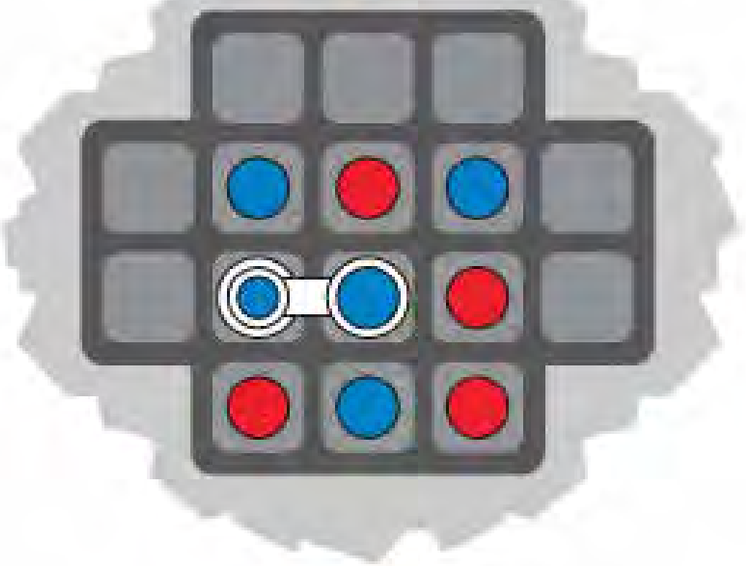

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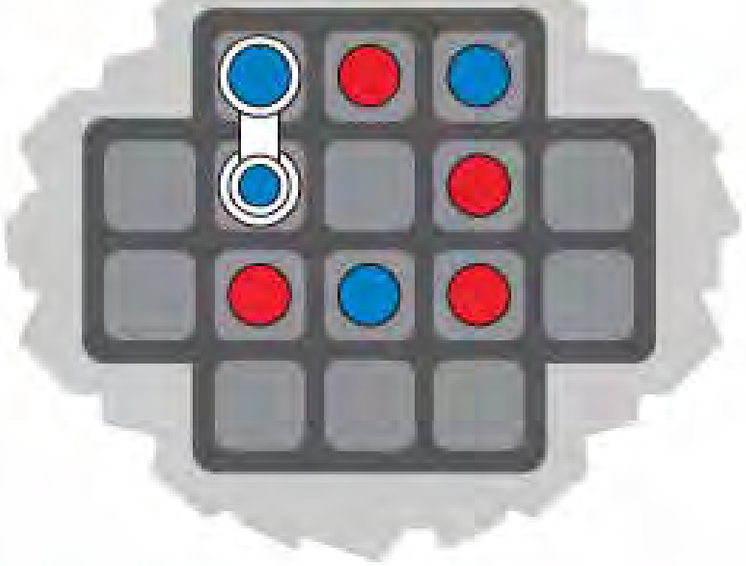

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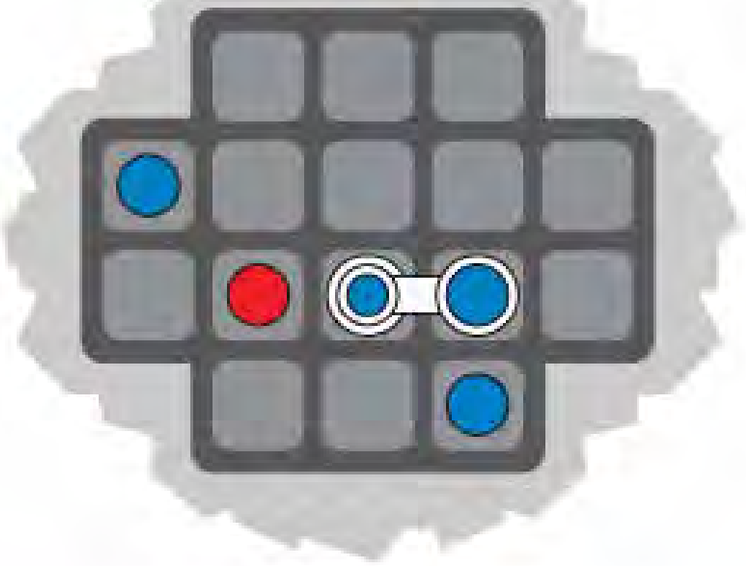

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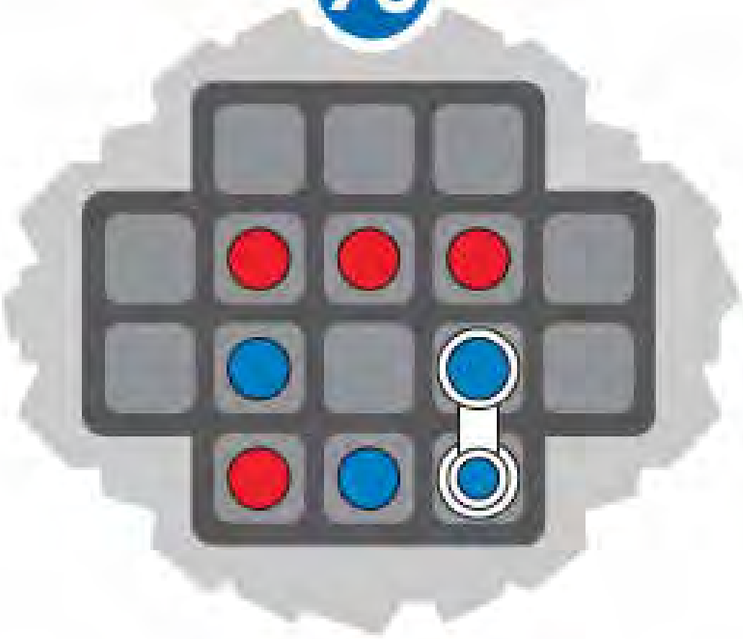

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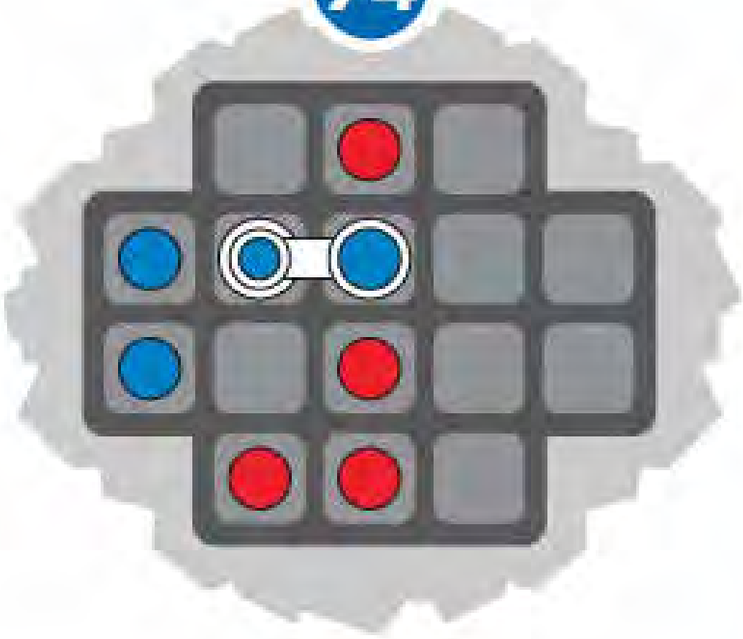

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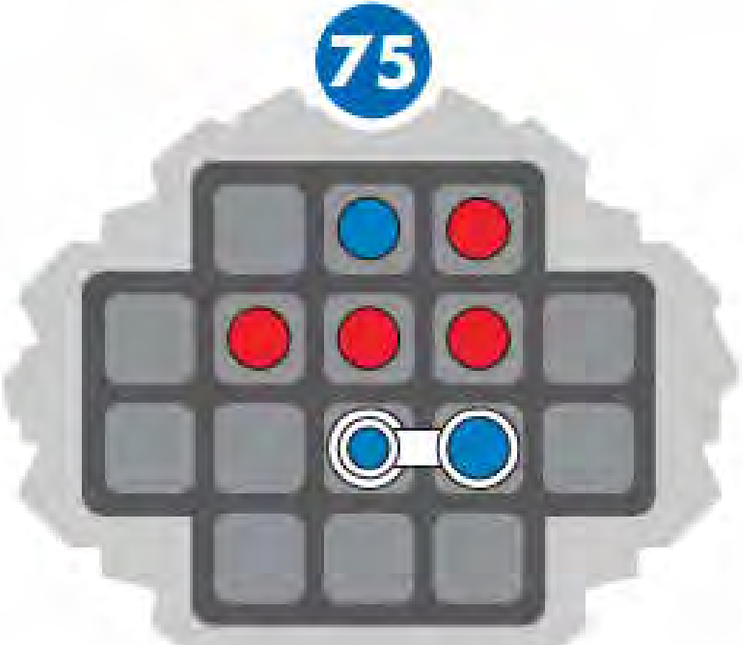

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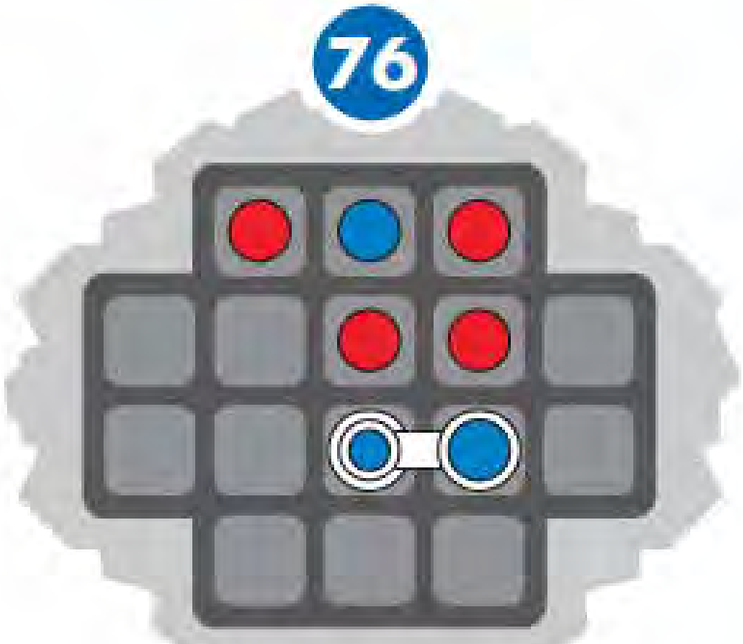

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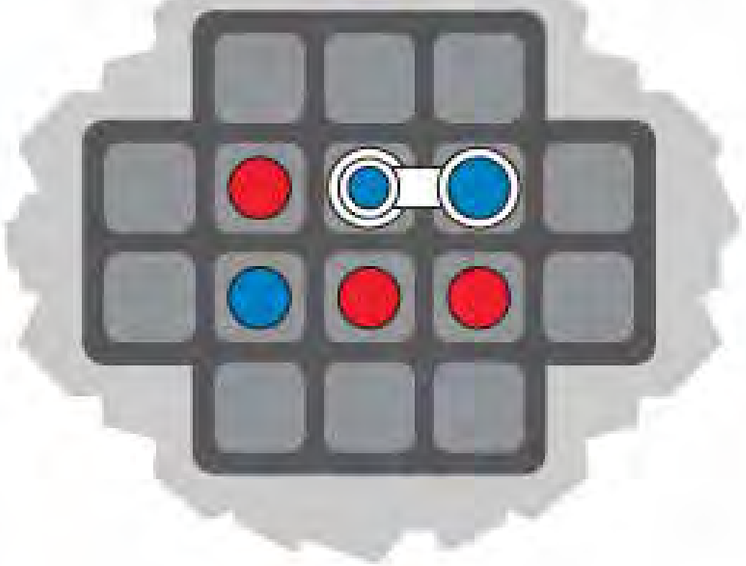

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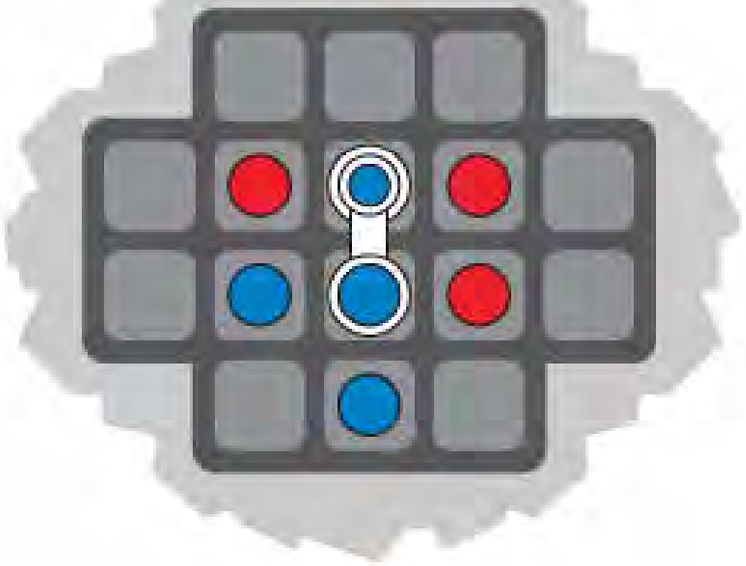

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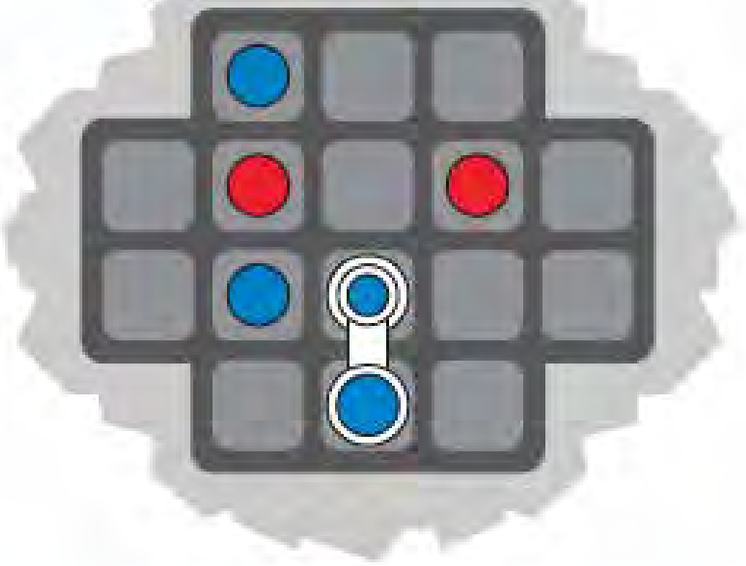

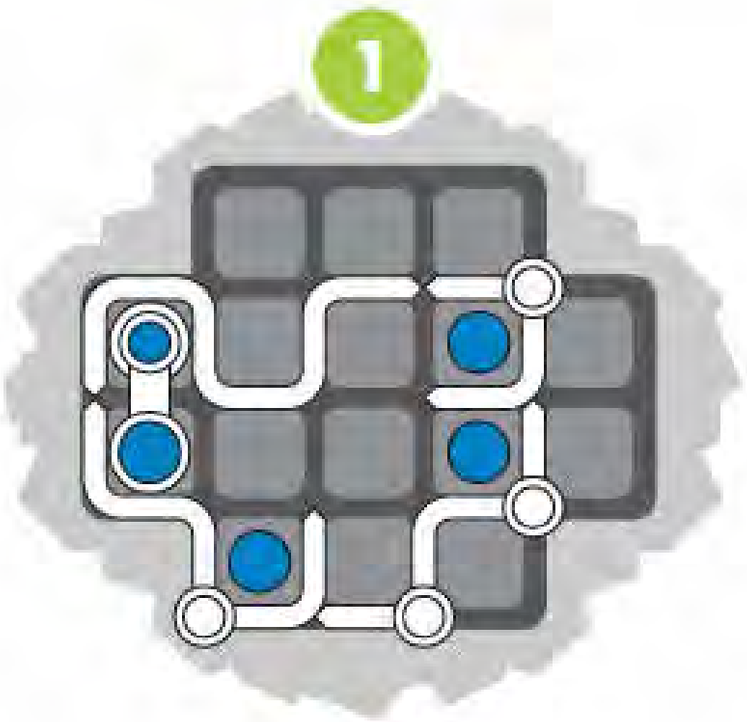

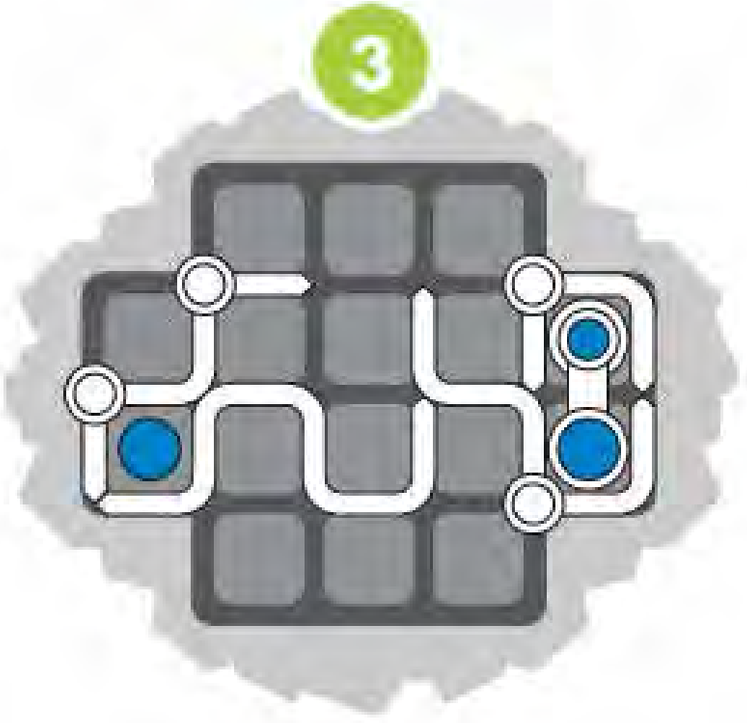

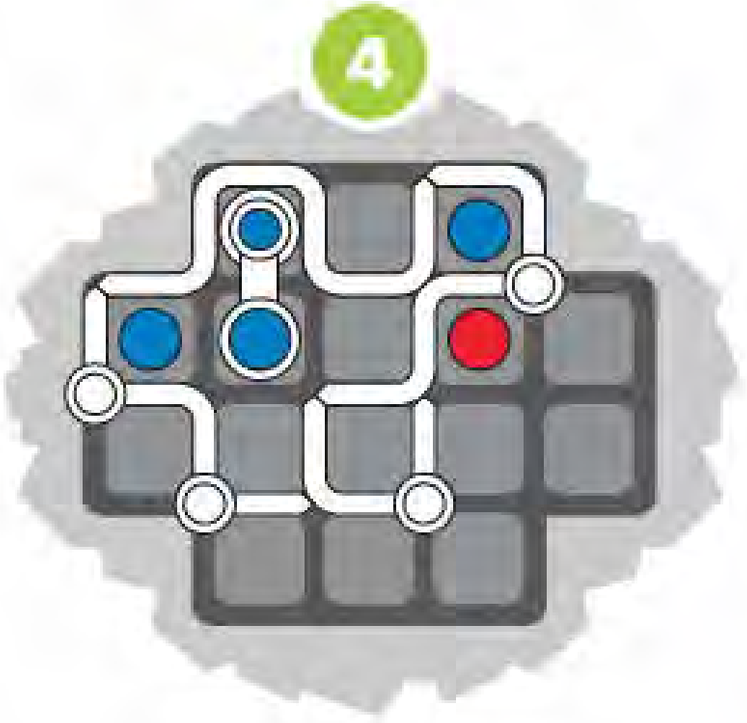

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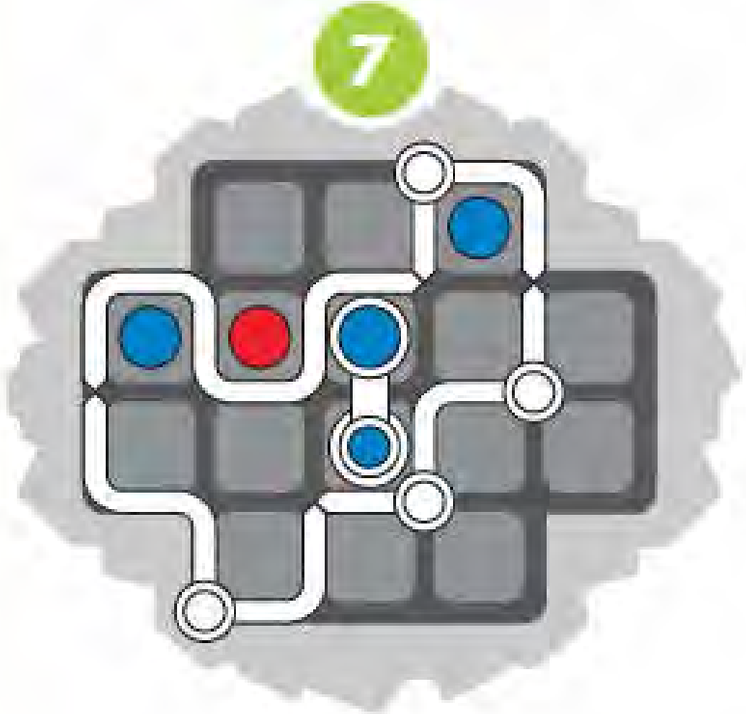

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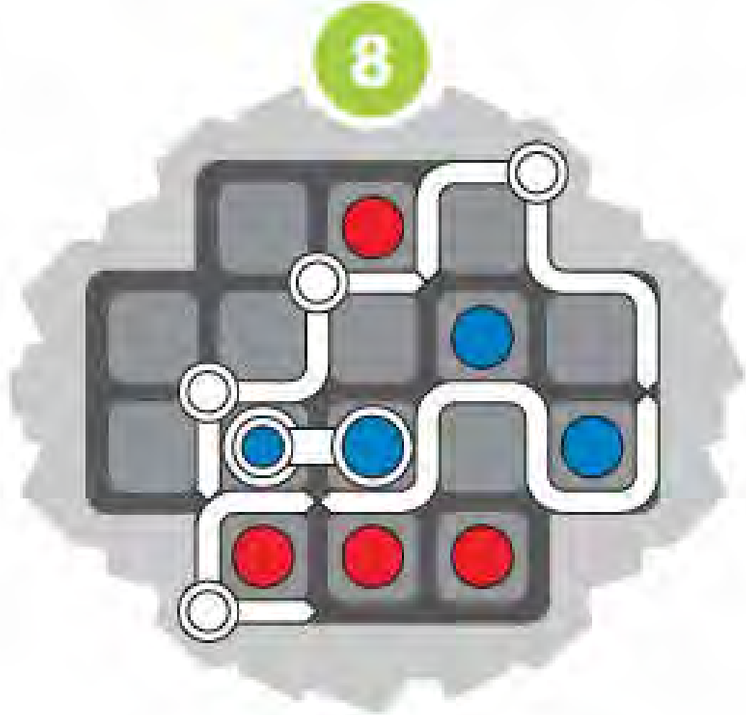

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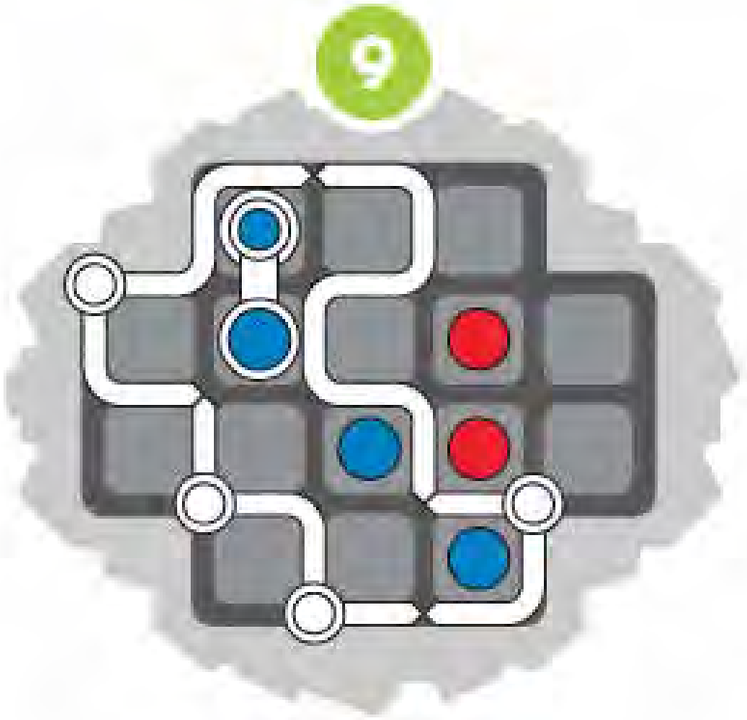

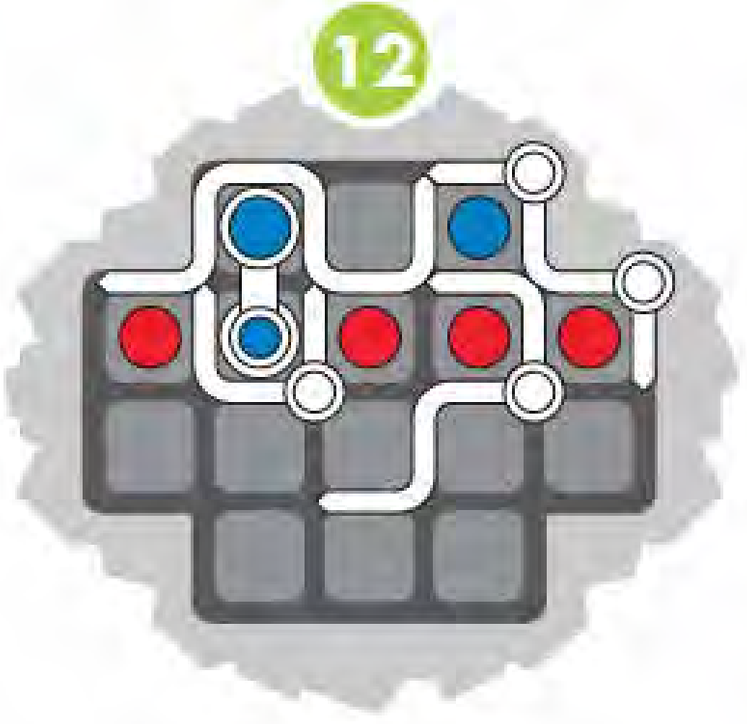

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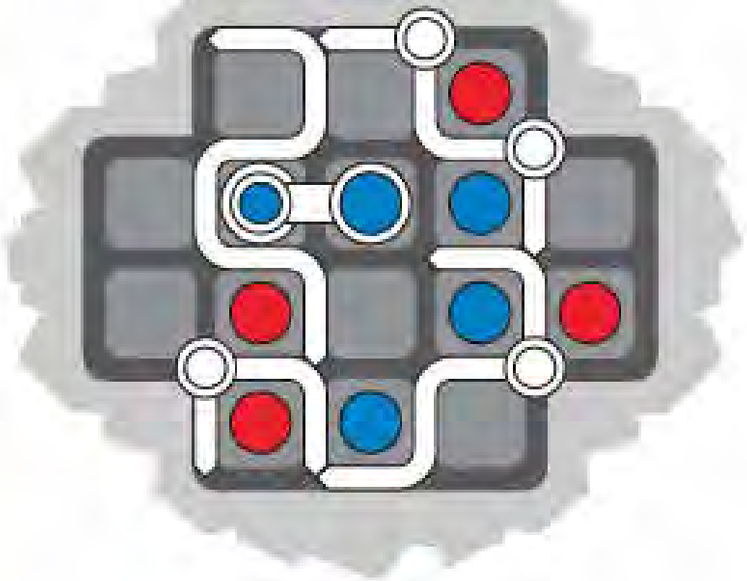

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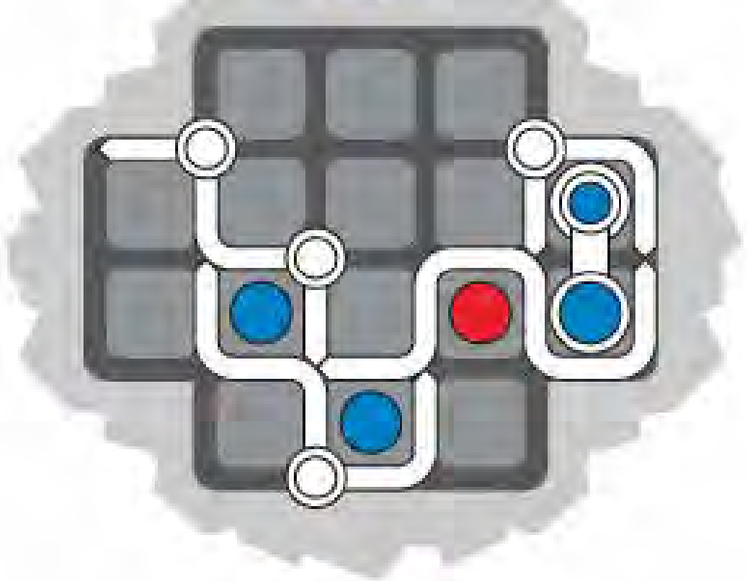

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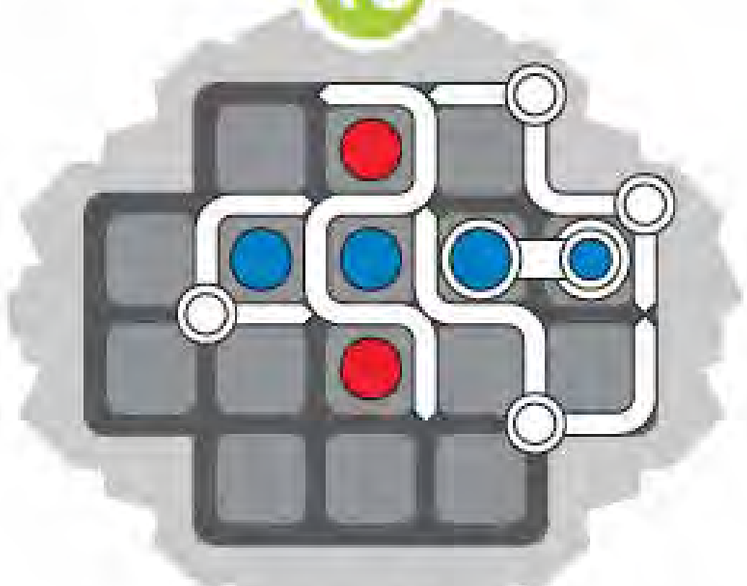

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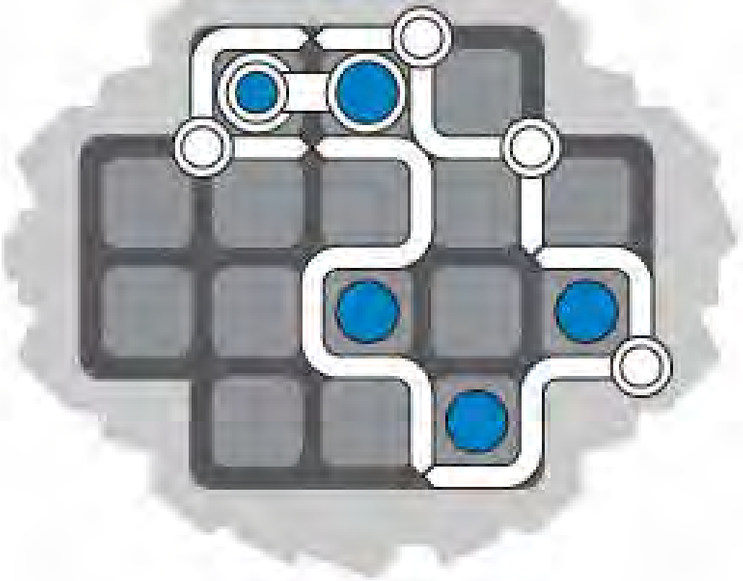

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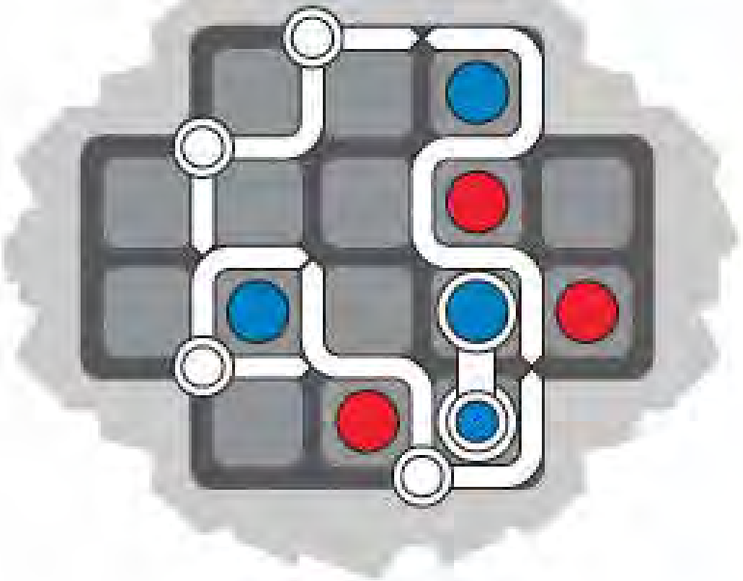

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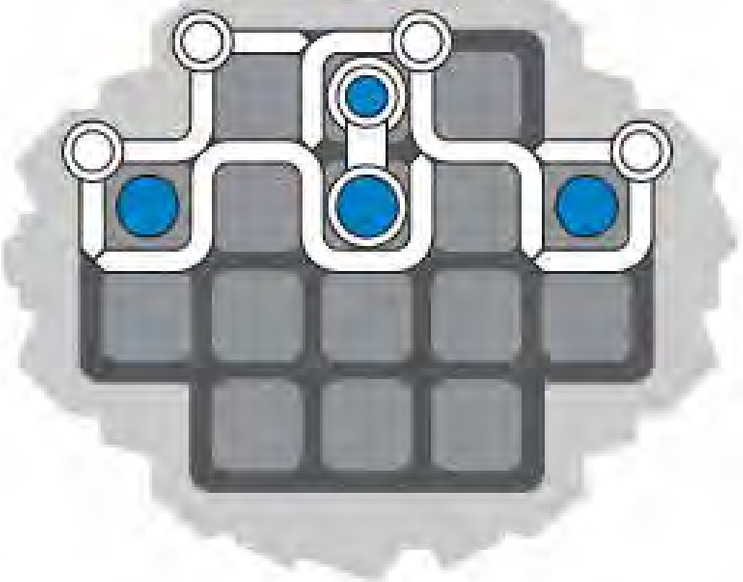

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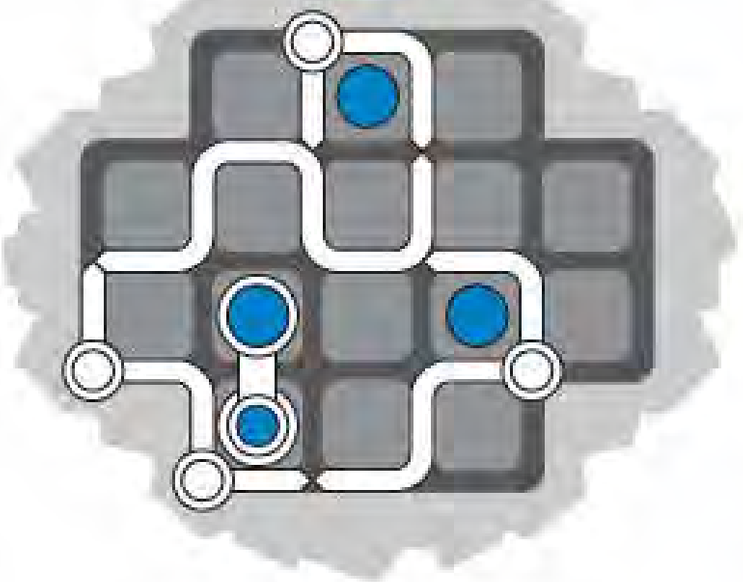

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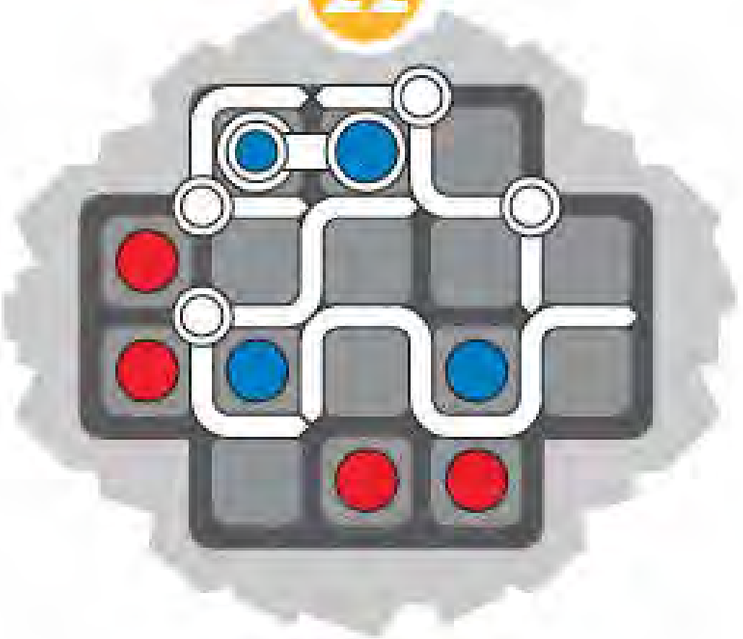

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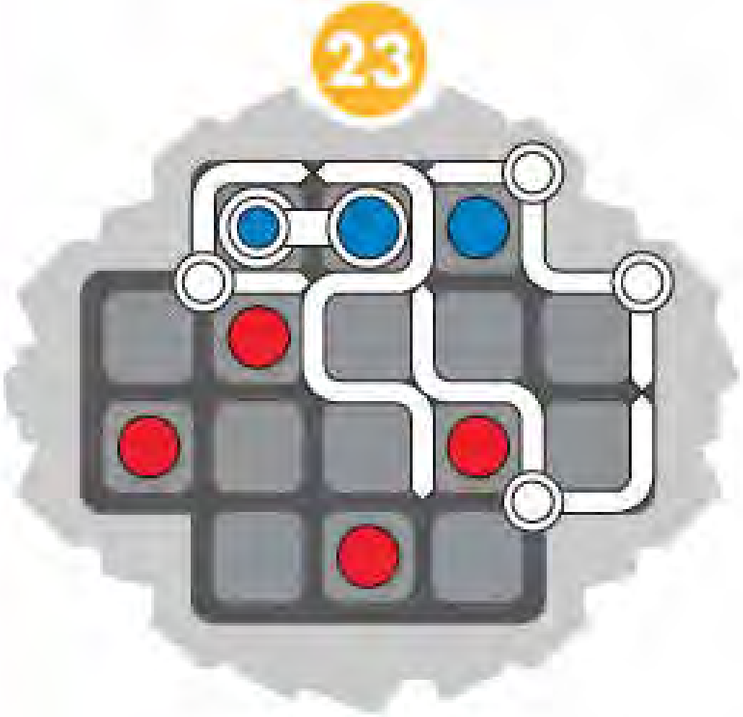

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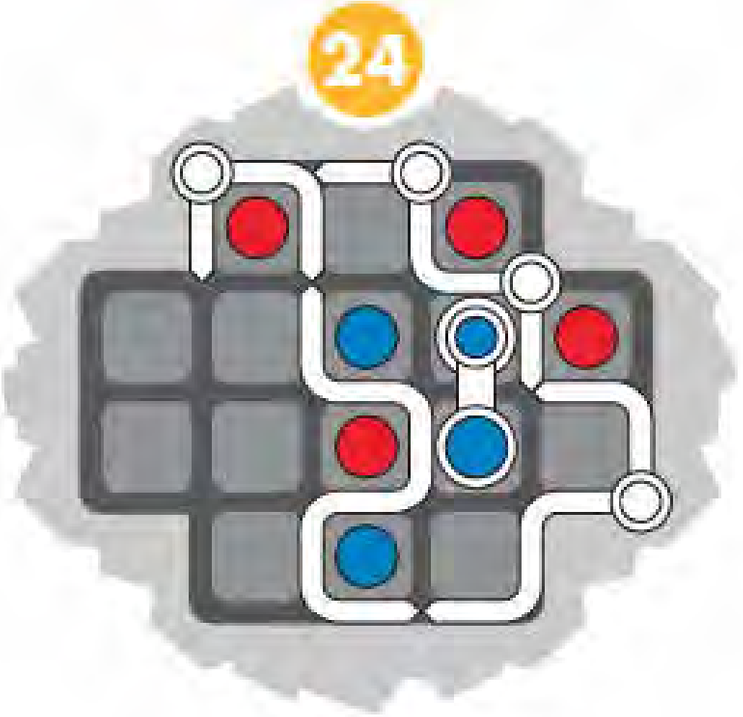

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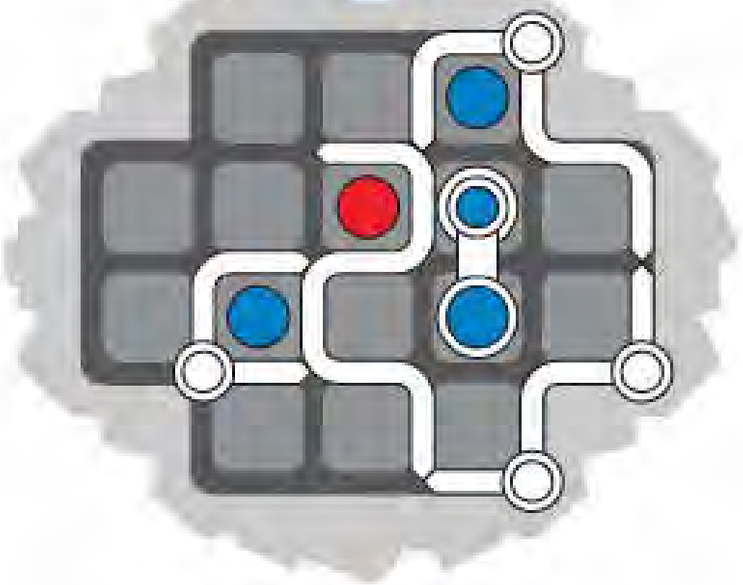

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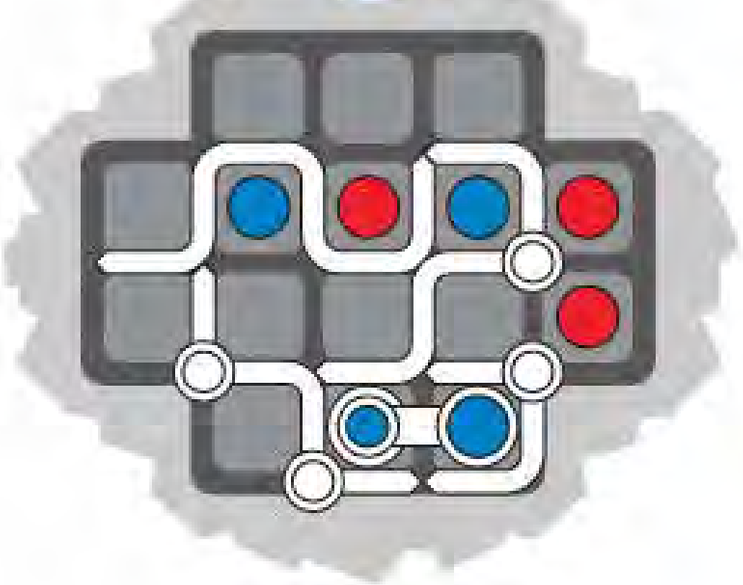

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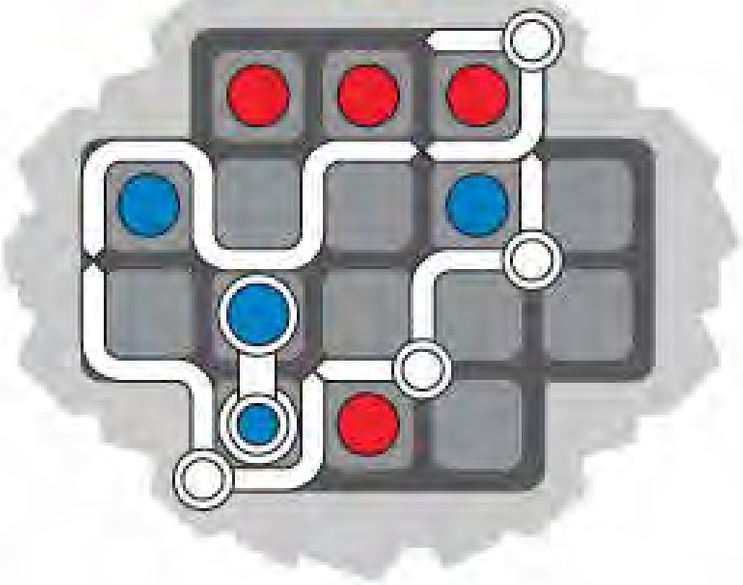

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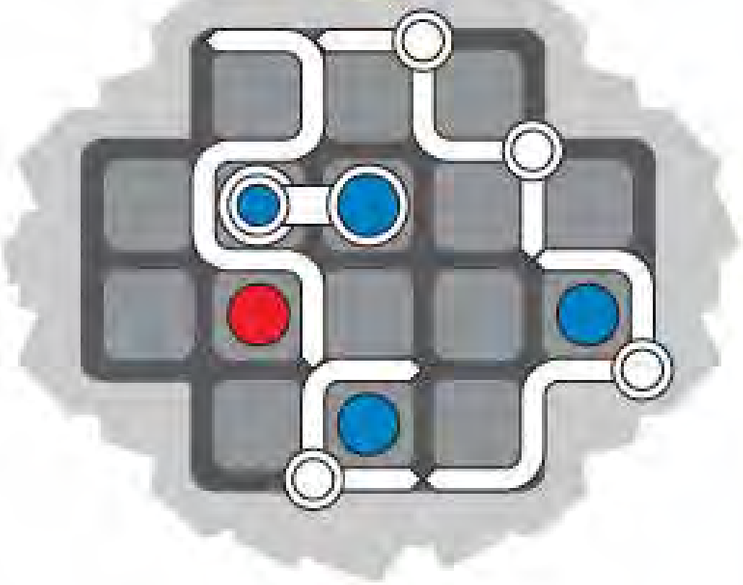

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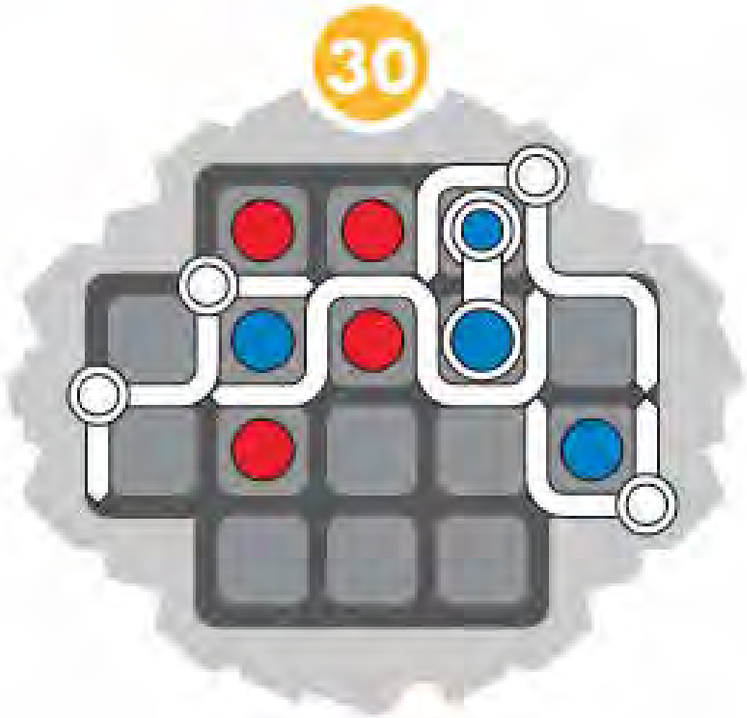

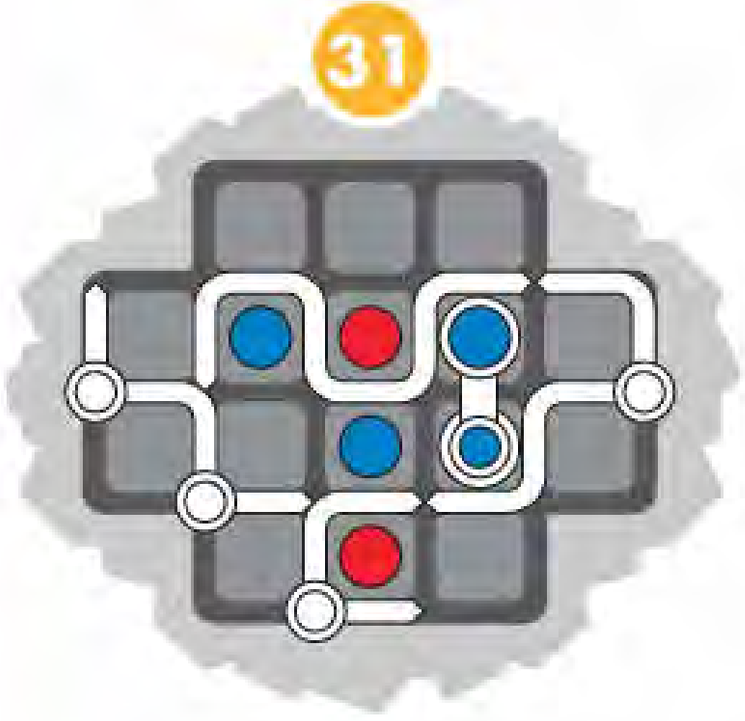

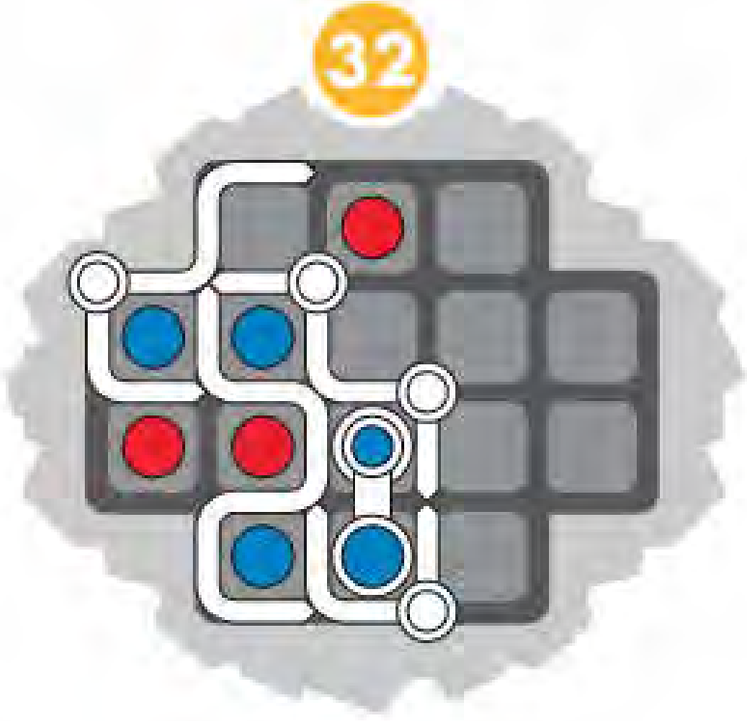

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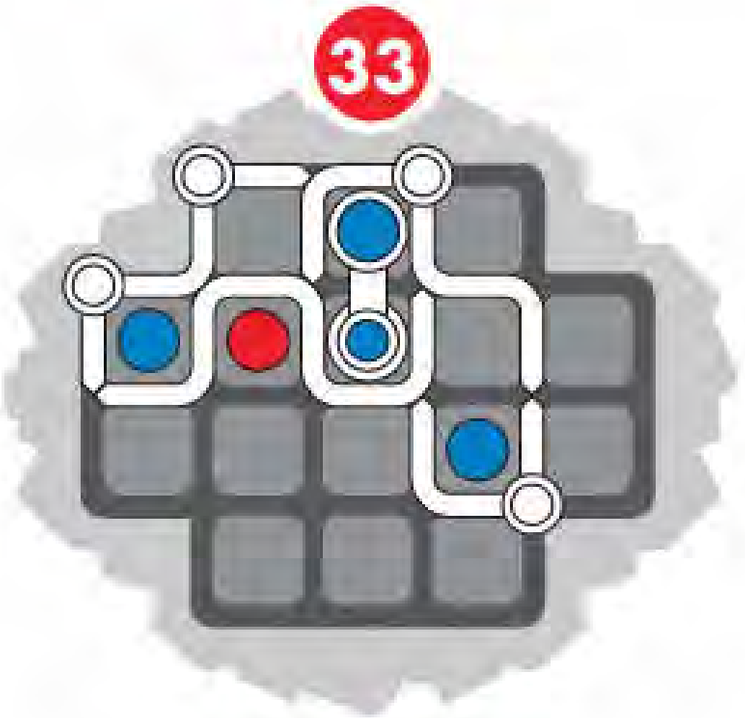

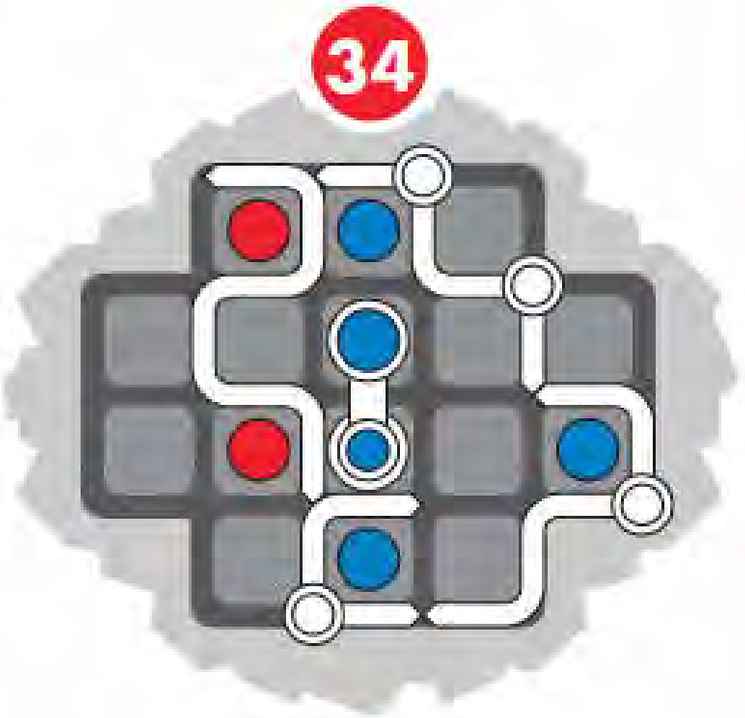

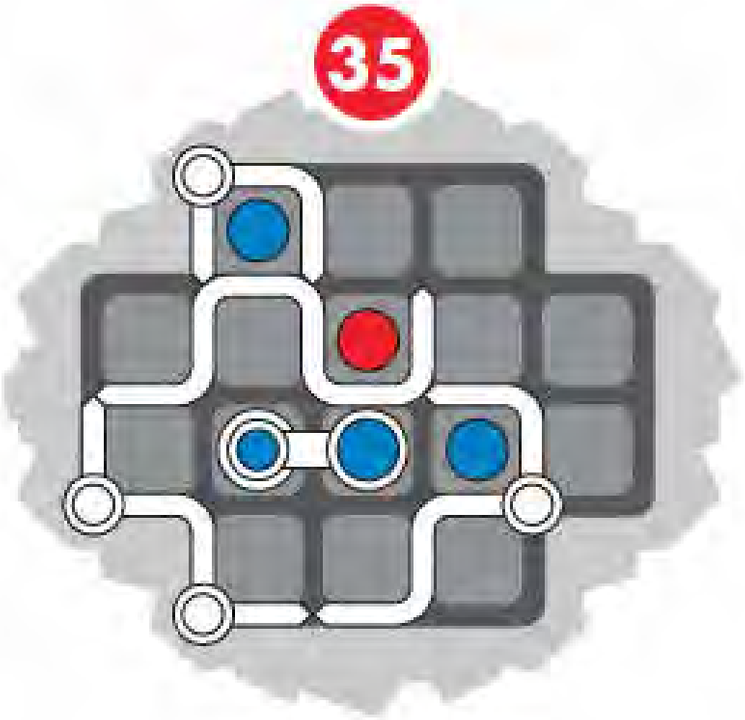

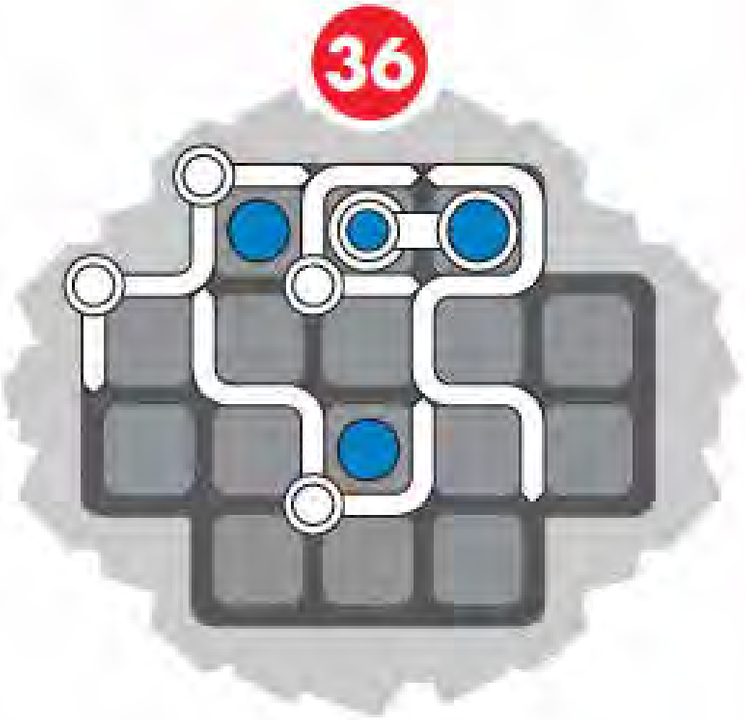

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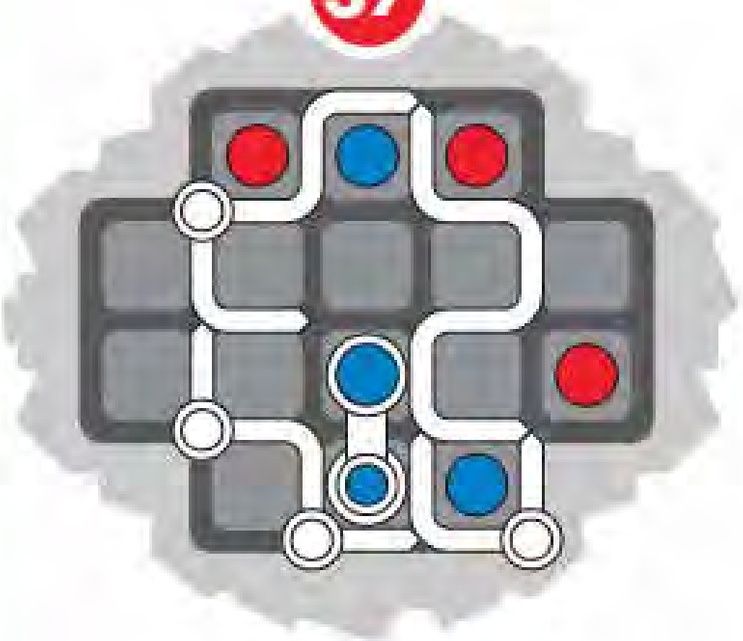

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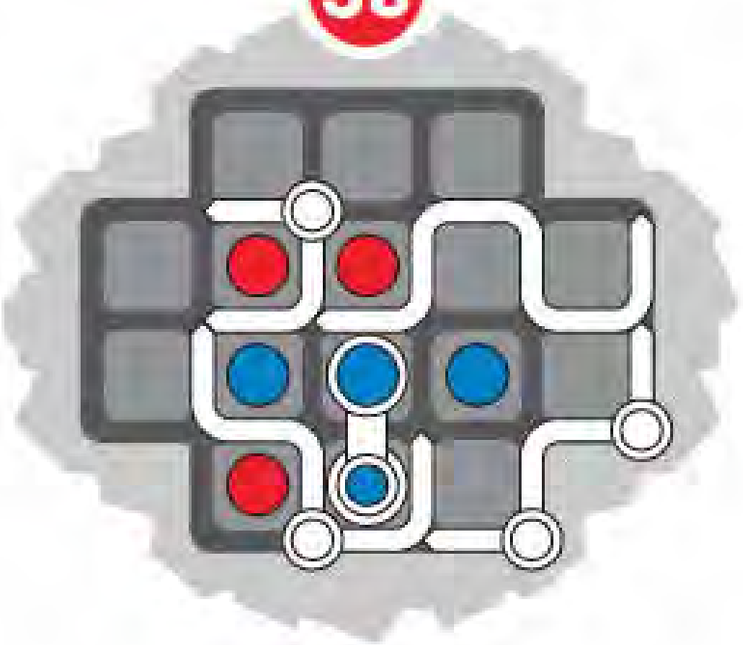

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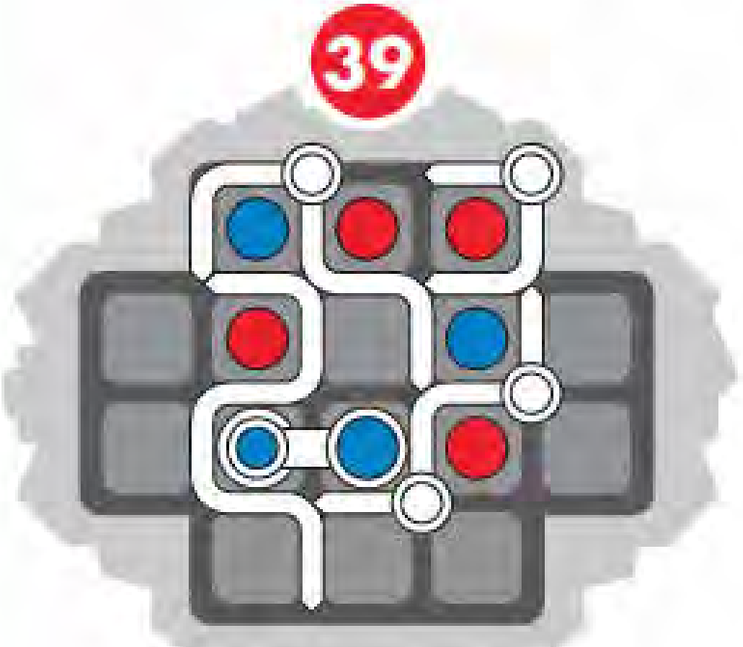

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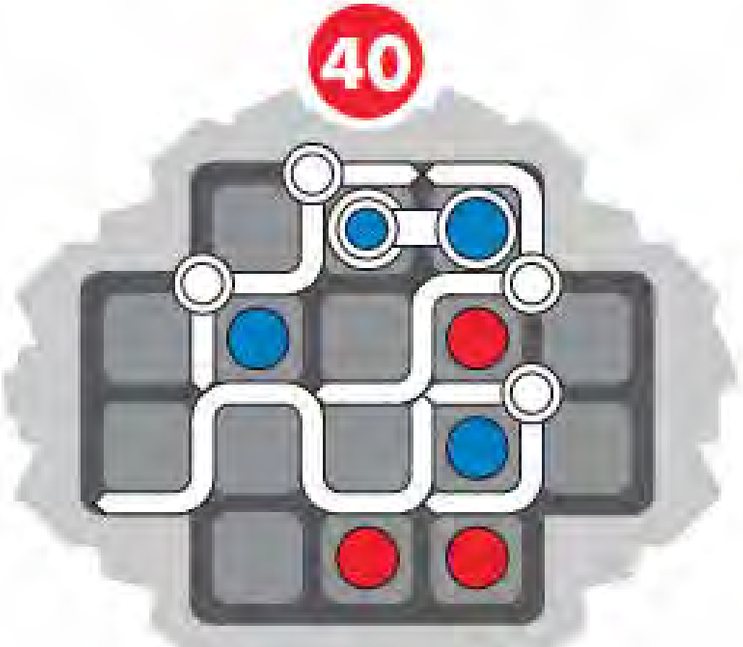

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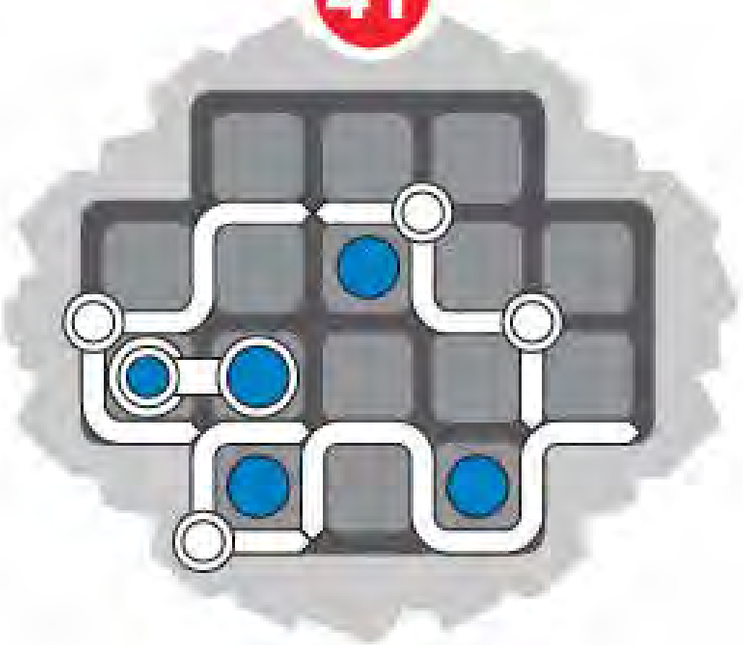

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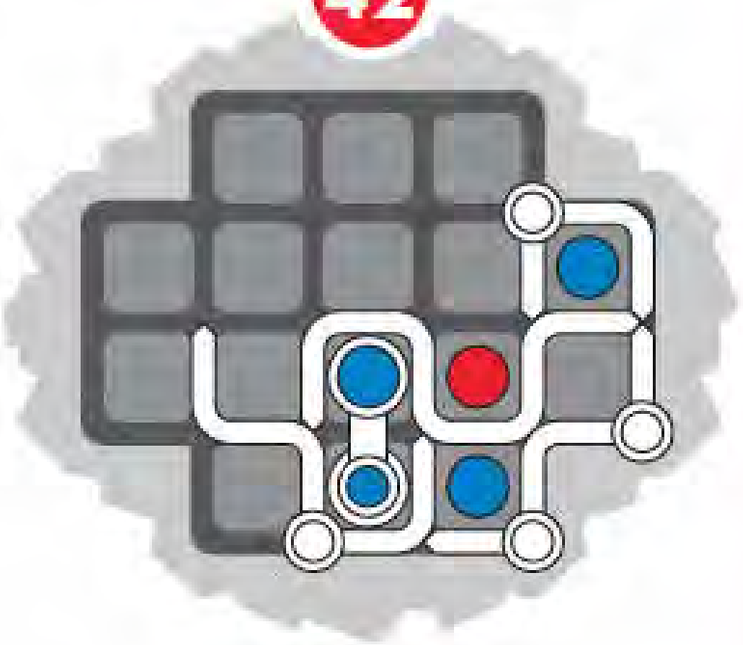

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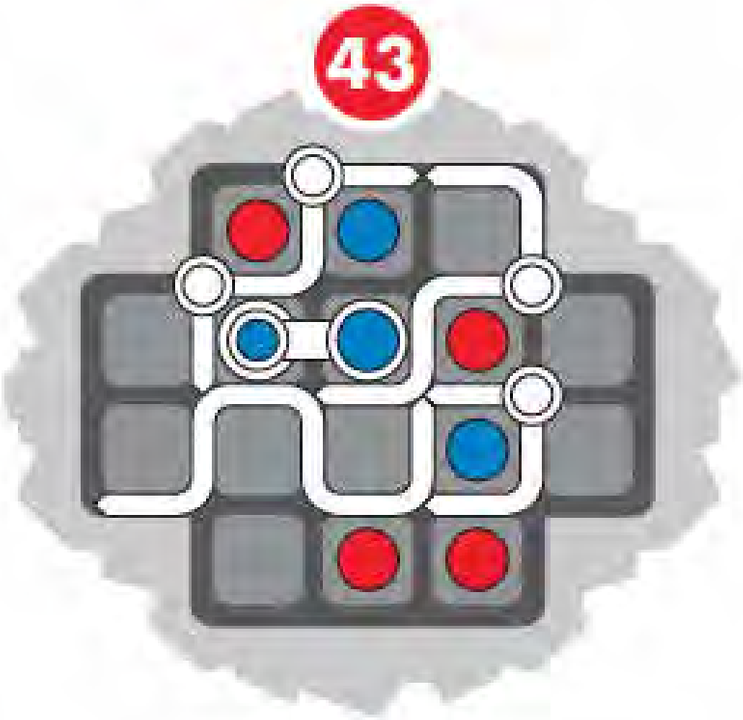

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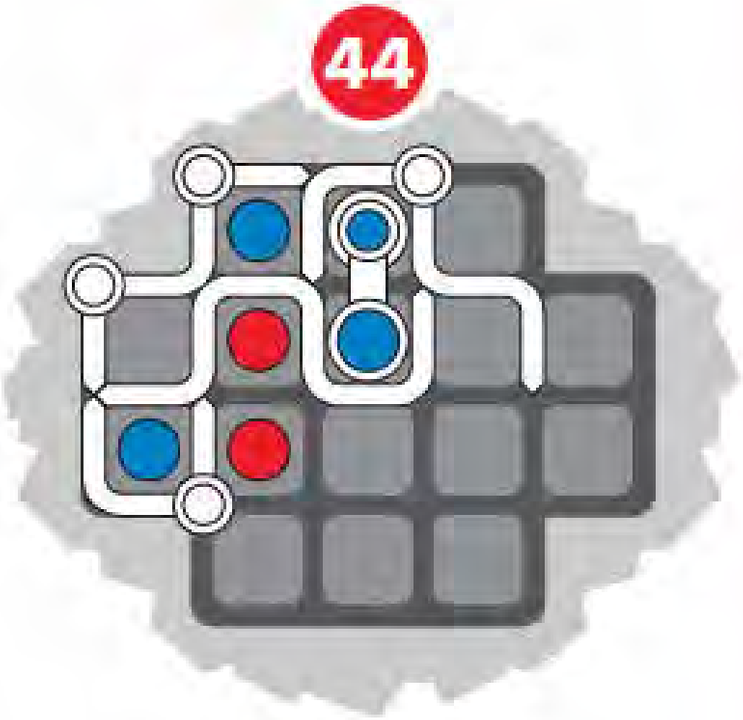

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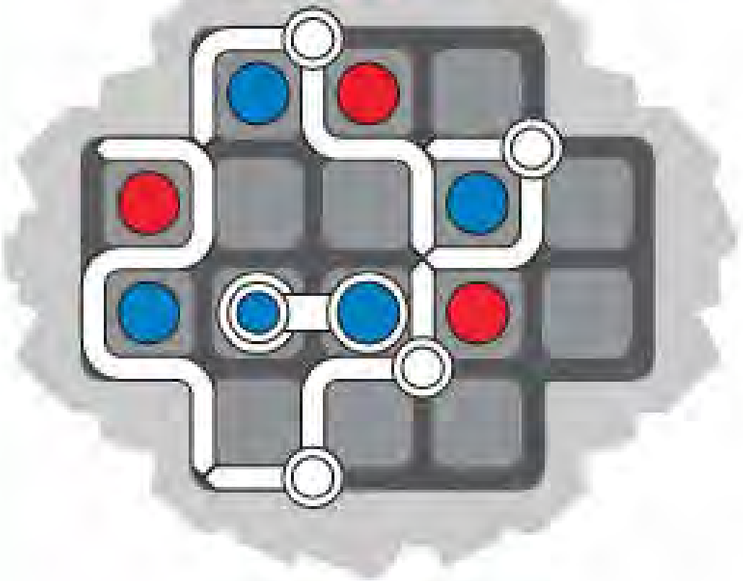

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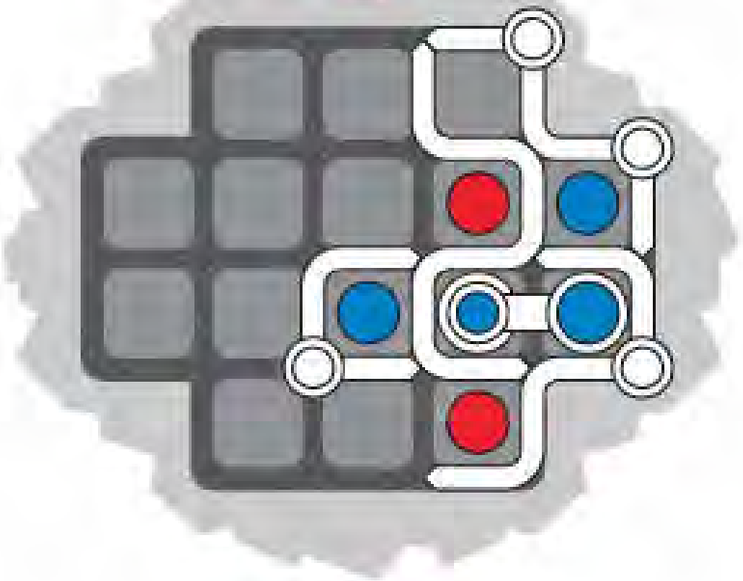

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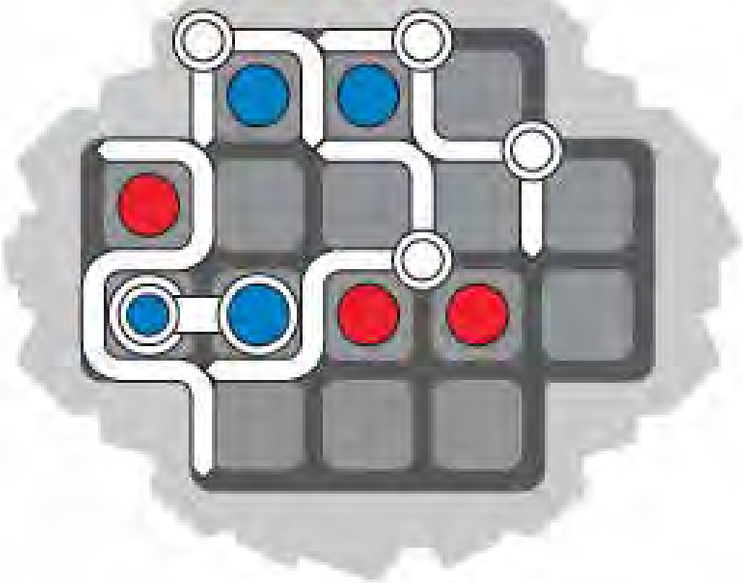

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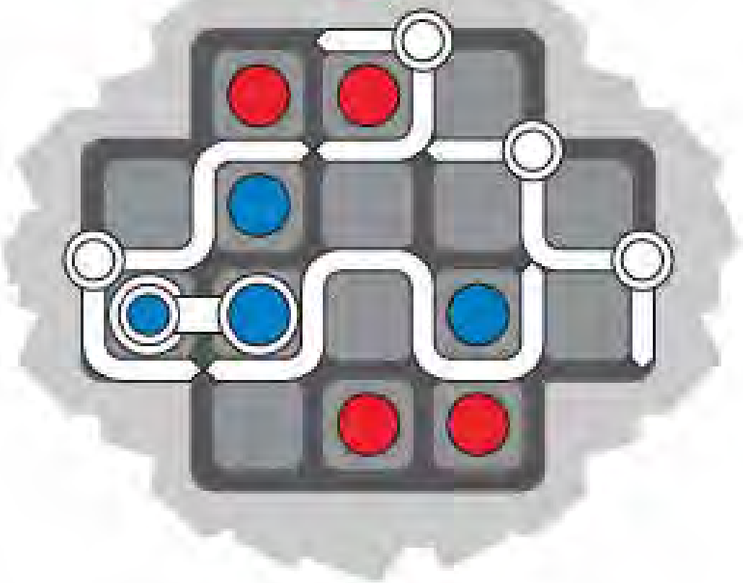

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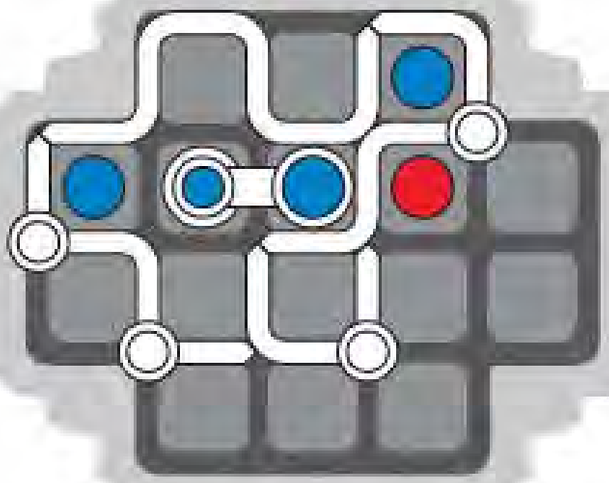

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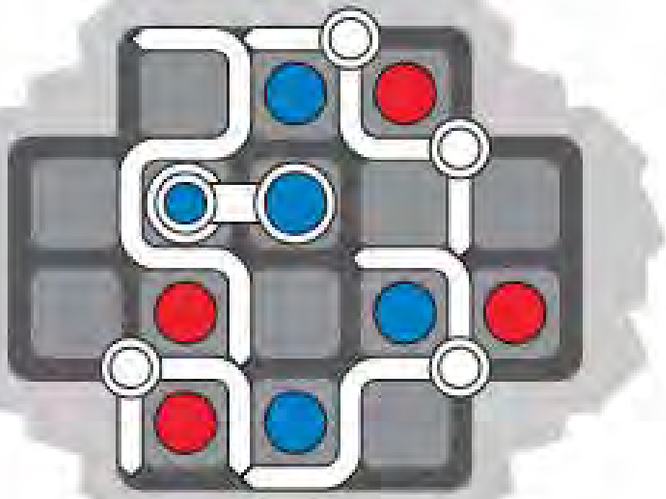

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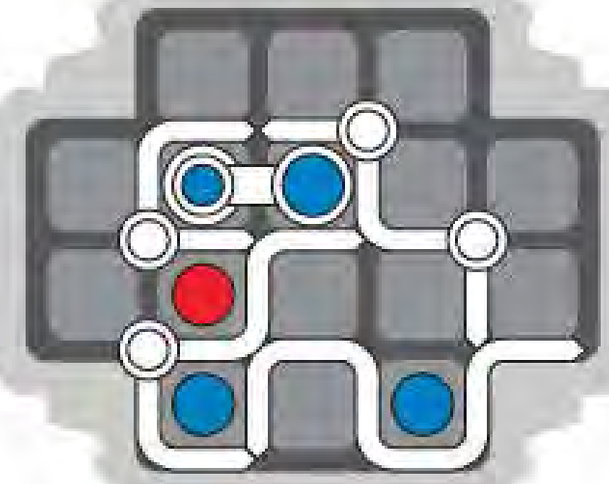

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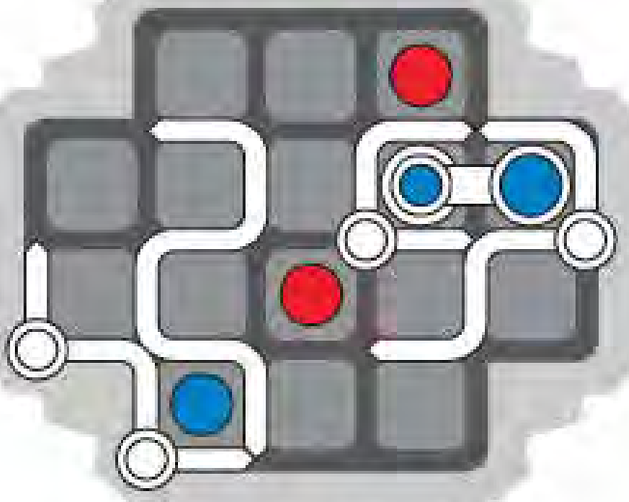

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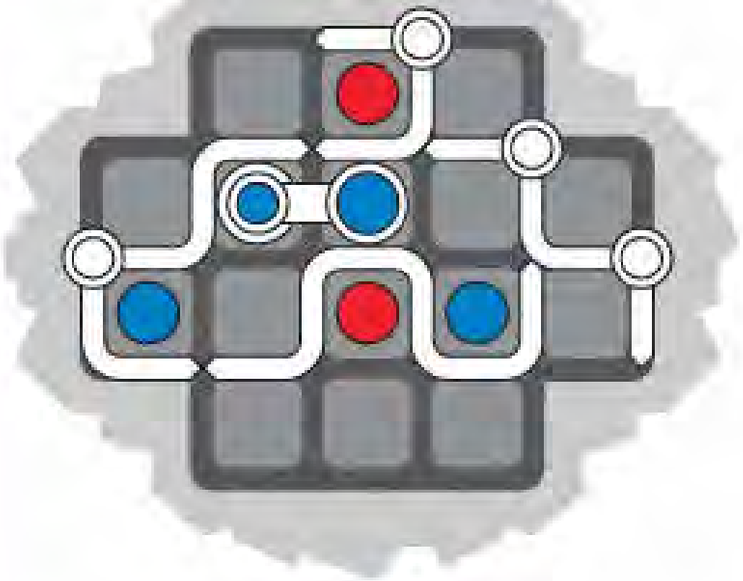

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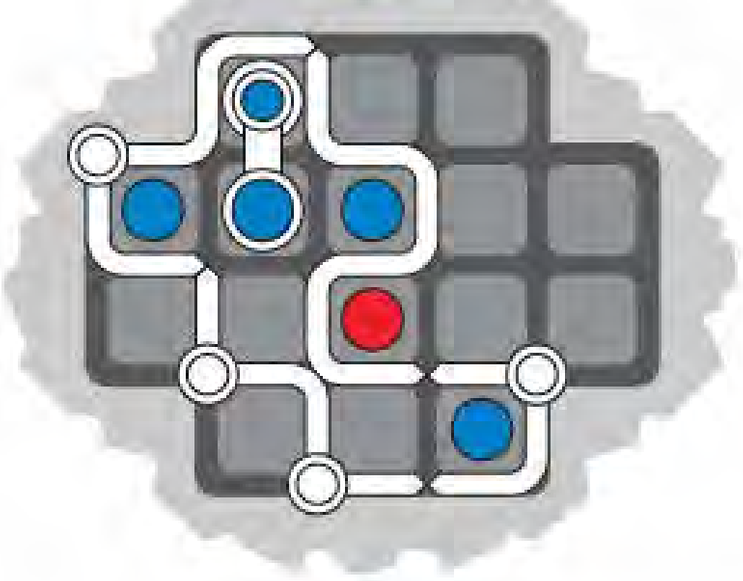

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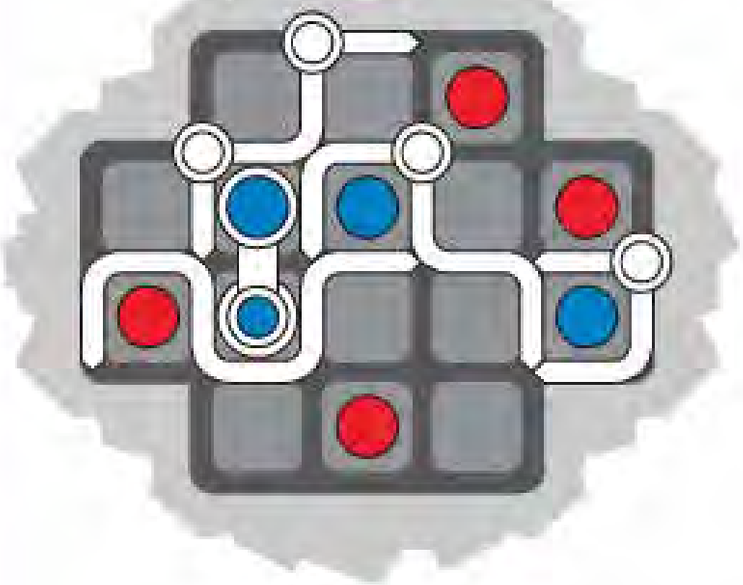

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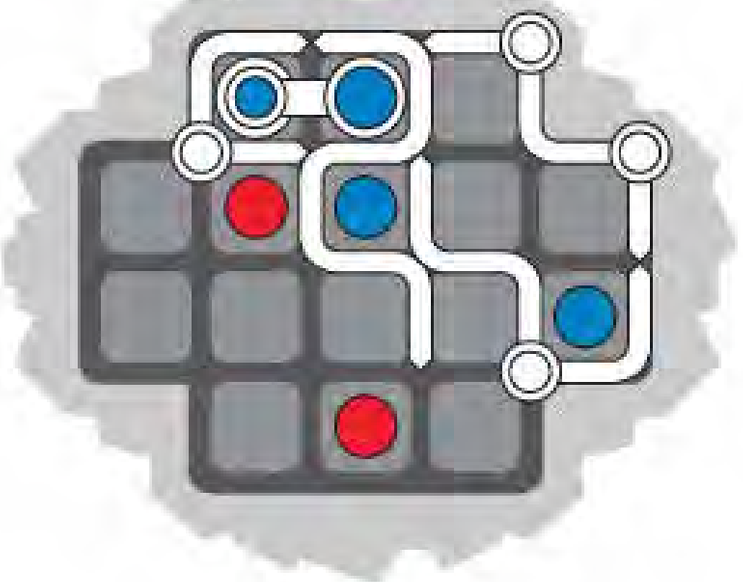

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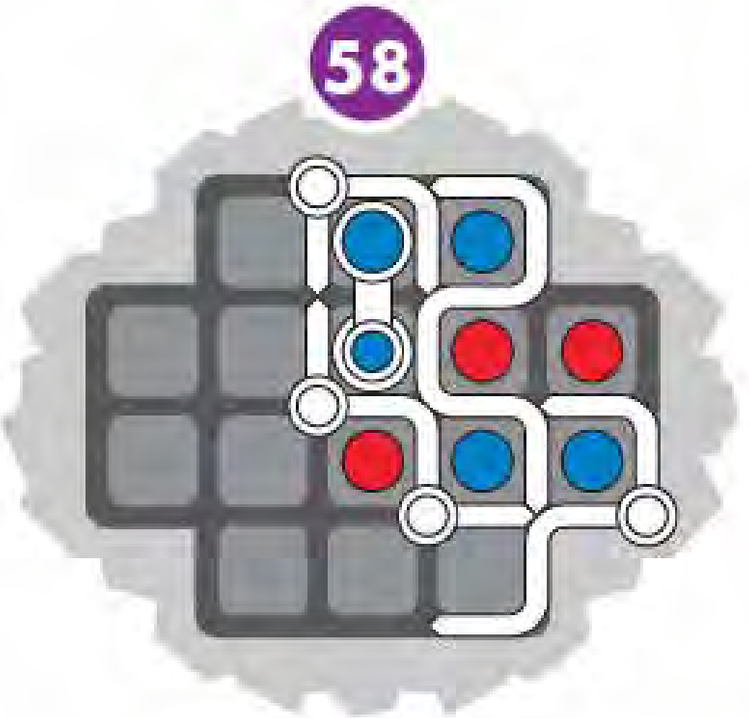

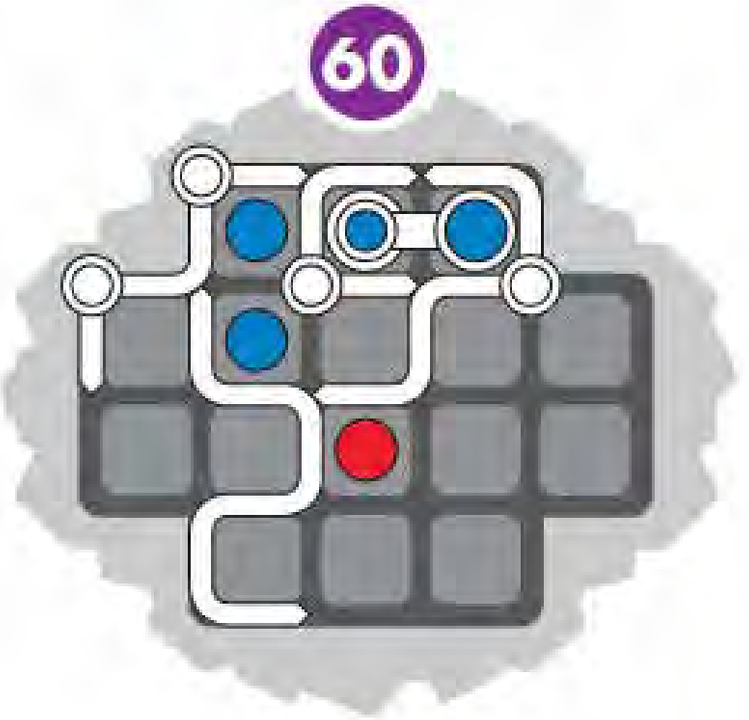

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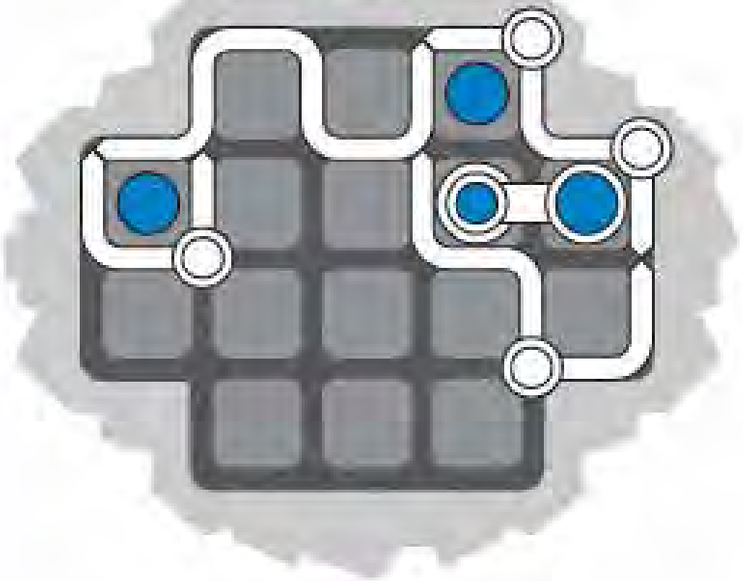

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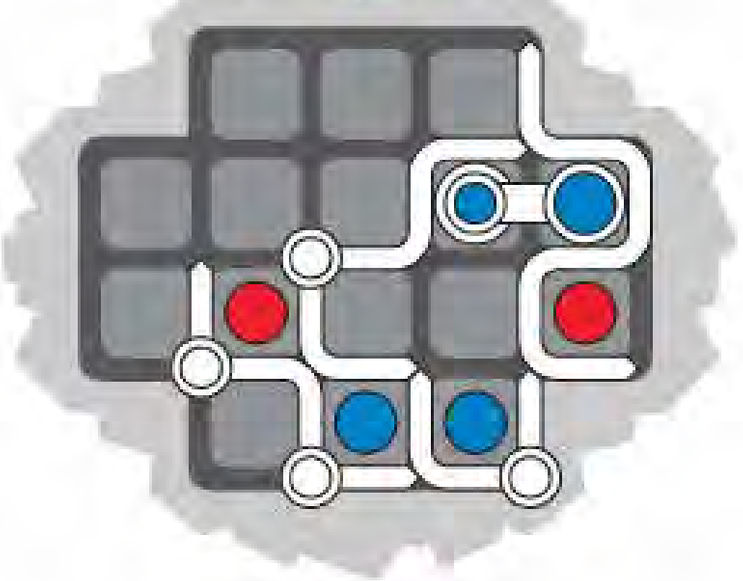

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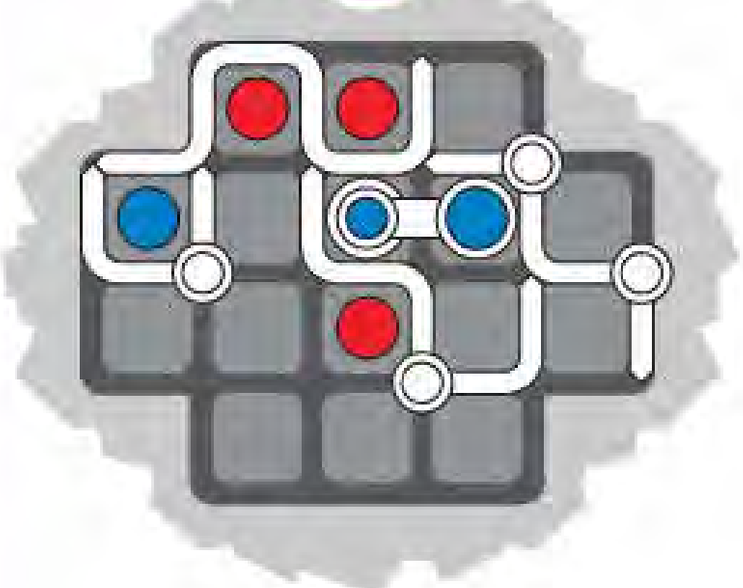

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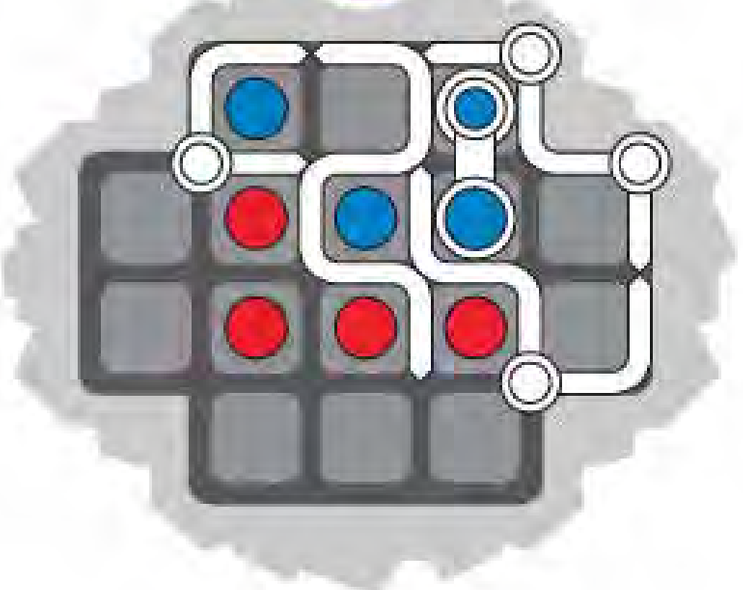

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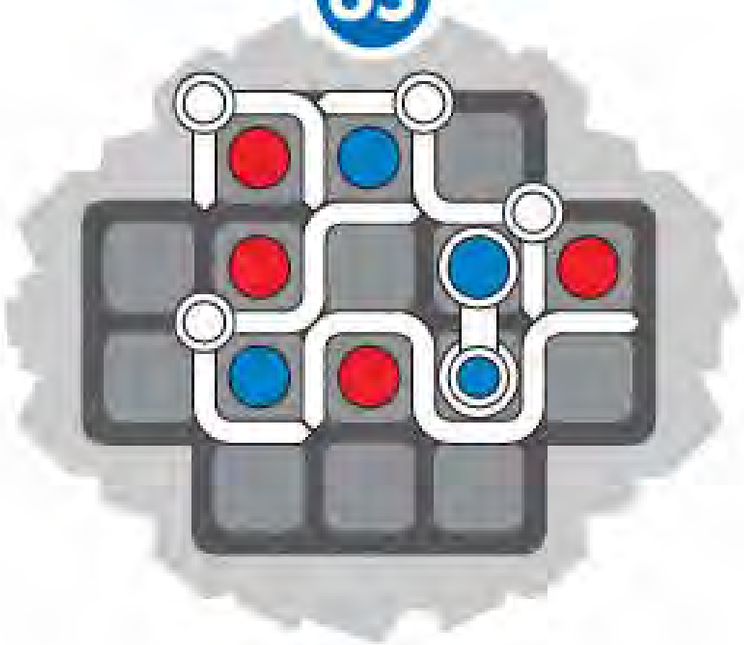

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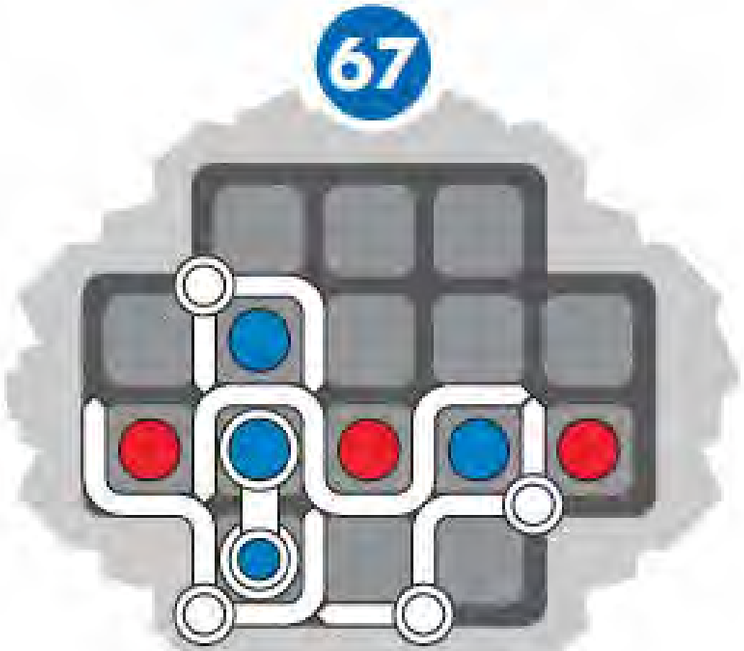

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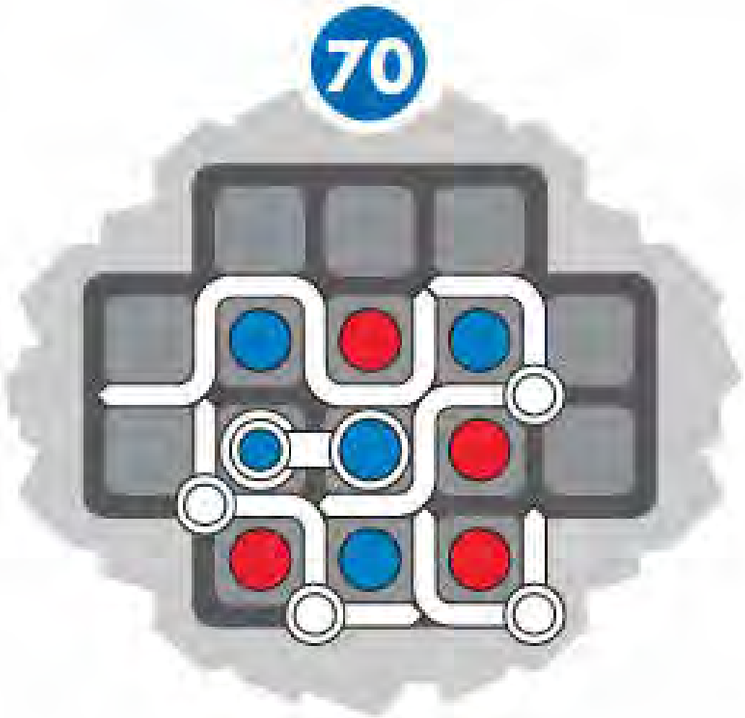

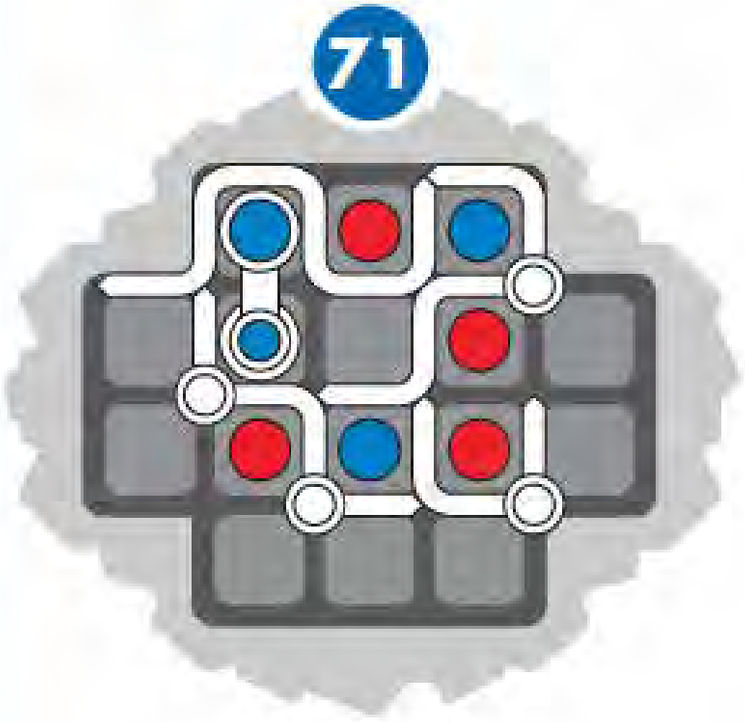

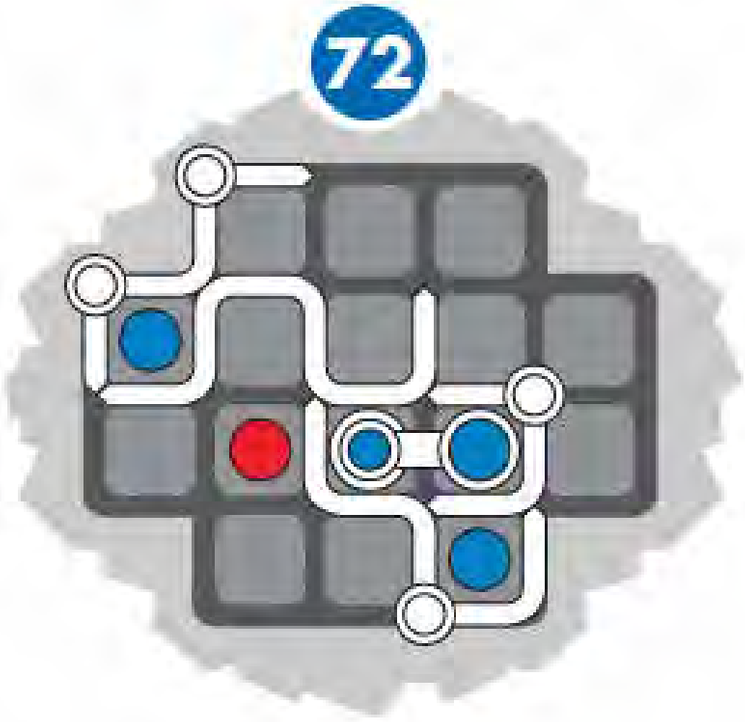

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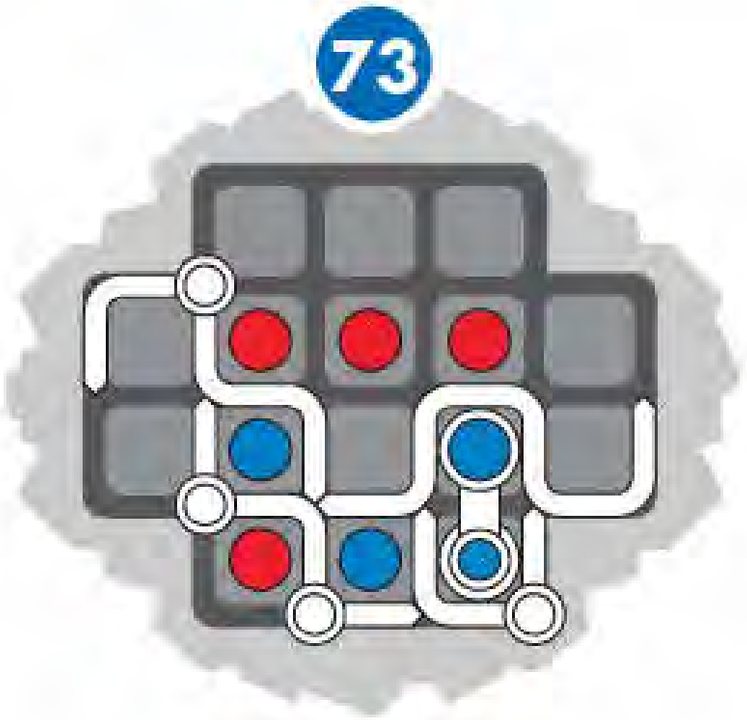

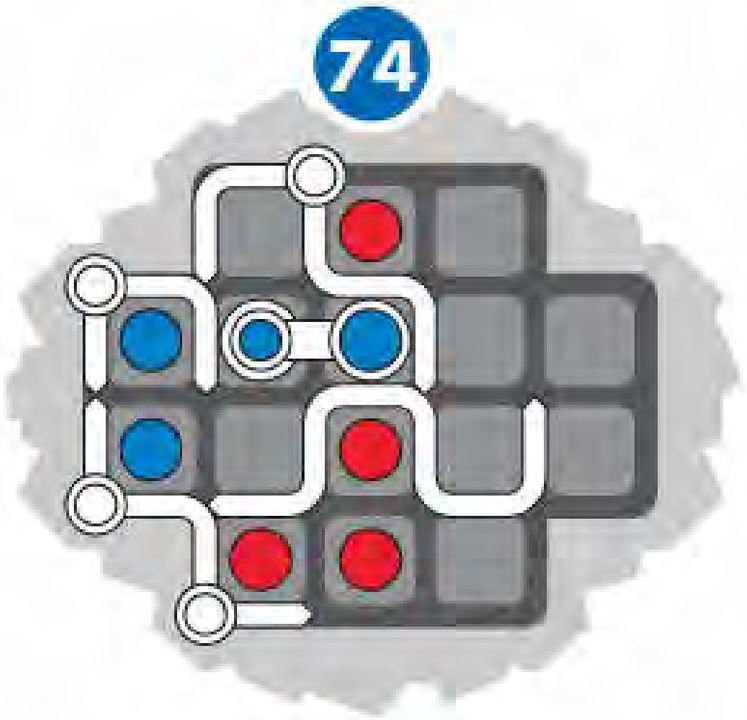

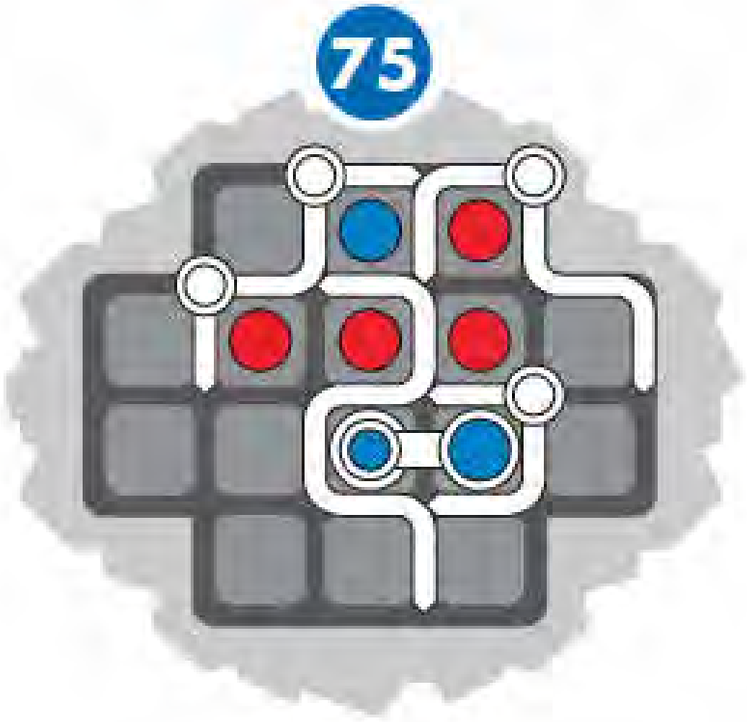

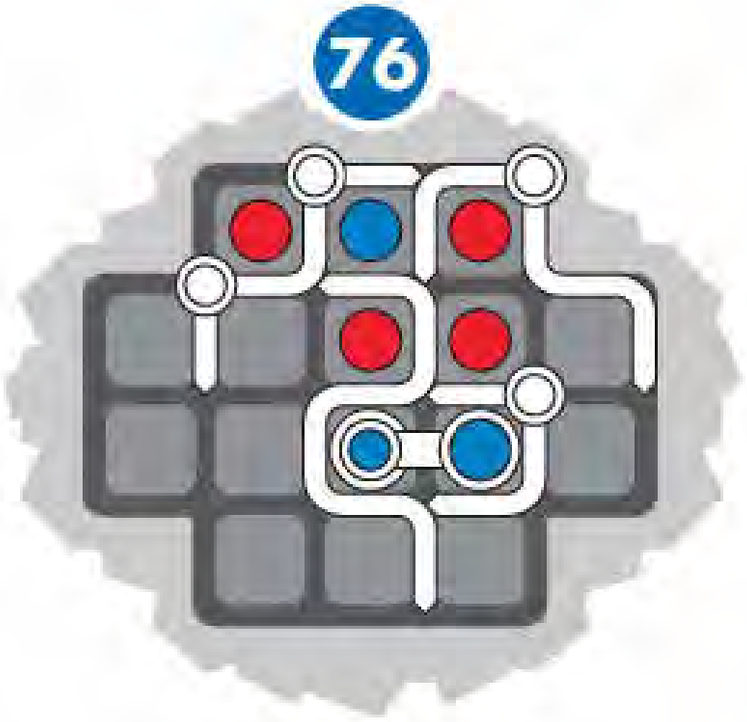

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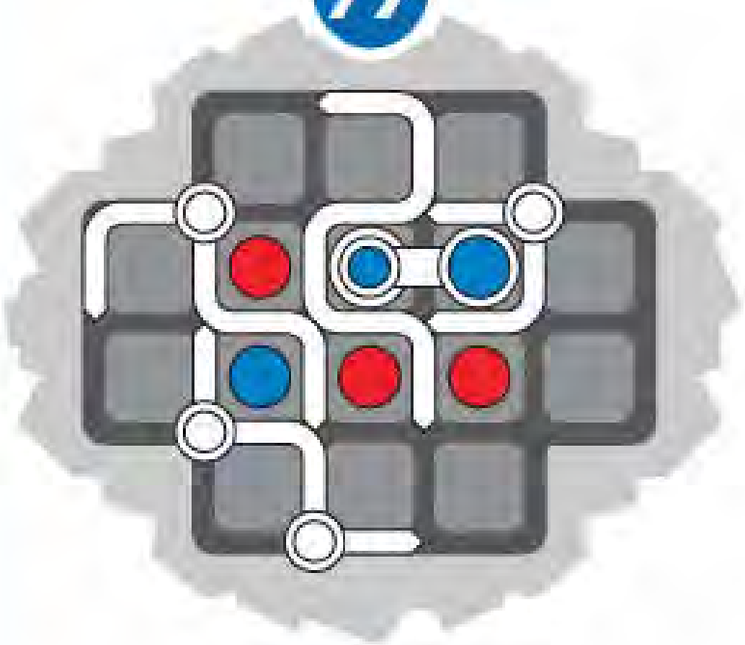

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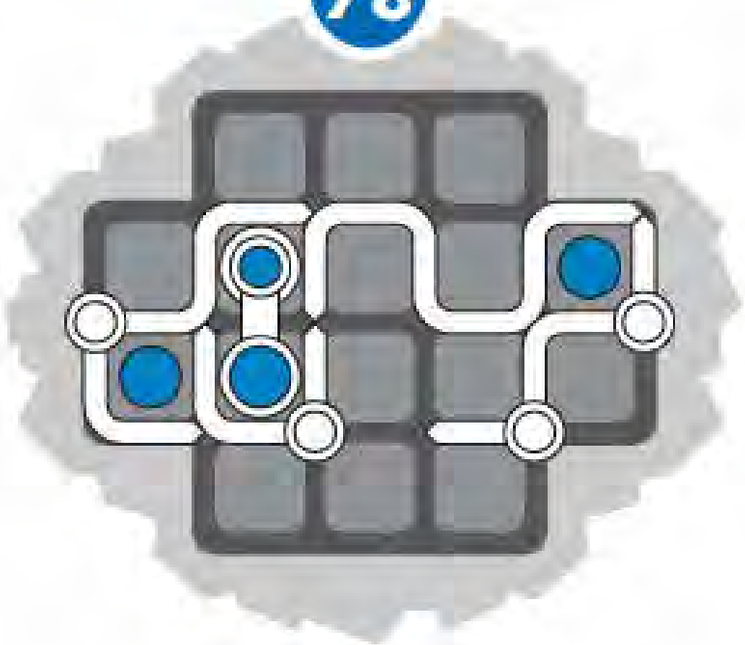

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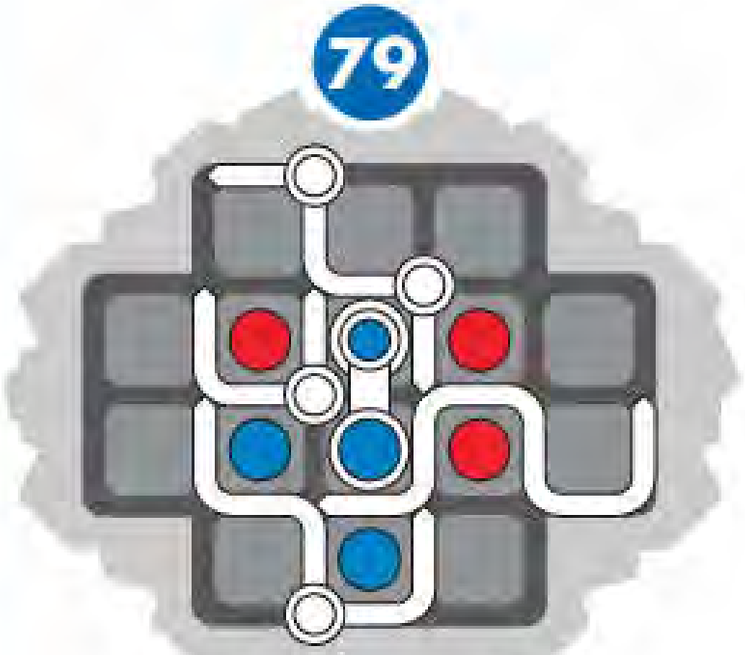

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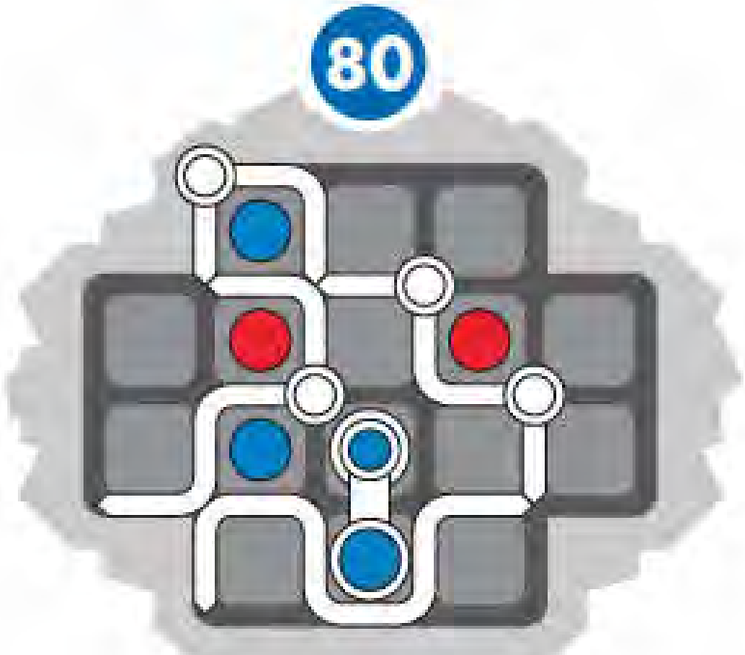

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Original product name: Walls & Warriors
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