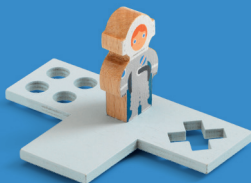
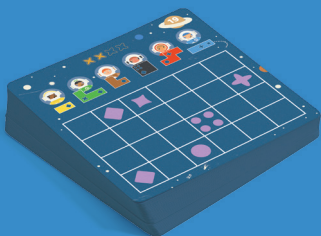


FR RÈGLES DU JEU EN RULES OF THE GAME DE SPIELREGELN ES REGLAS DEL JUEGO  
IT REGOLE DEL GIOCO PT REGRAS DO JOGO NL SPELREGELS SE SPELREGLER  
DA SPILLEREGLER RU ПРАВИЛА ИГРЫ



# SPACE ORBIT

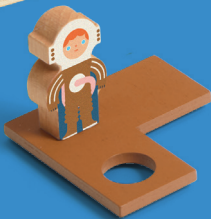
60 CHALLENGES

AUTHOR  
YOANN LEVET

DESIGN  
PATRICIA GEIS

6-99

ANS YEARS  
AÑOS JAHRE



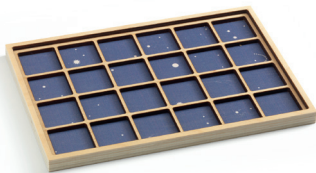
# SOLOGIC



# SPACE ORBIT



x 30



x 1



x 1



x 12



x 7

**FR**

4 - 5

**EN**

6 - 7

**DE**

8 - 9

**ES**

10 - 11

**IT**

12 - 13

**PT**

14 - 15

**NL**

16 - 17

**SE**

18 - 19

**DA**

20 - 21

**RU**

22 - 23


**BUT DU JEU**

Accrocher chaque astronaute à sa station spatiale en respectant les consignes.

**CONTENU DU JEU**


- 1 plateau en bois
- 7 pièces-astronaute en bois
- 12 stations spatiales en plastique
- 1 croix rouge
- 30 cartes-défi recto et verso

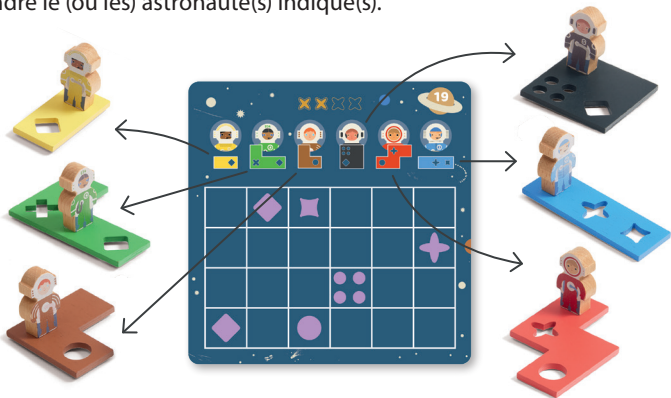
**DÉROULEMENT DU JEU**


• Placer le plateau de jeu devant soi.

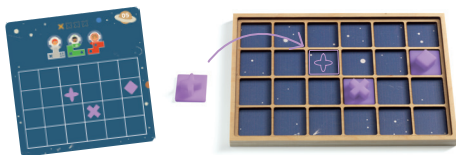
• Choisir une carte-défi.

Le niveau de difficulté progressif est indiqué par ce symbole : ✘ ☒ ☑ ☑☑ ☑☑☑

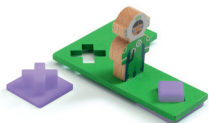
• Prendre le (ou les) astronaute(s) indiqué(s).



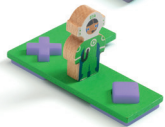
- Dans la grille, placer les stations spatiales comme indiqué.



La croix rouge n'est pas une station.  
Il s'agit d'une zone interdite... impossible de s'y trouver !



Chaque pièce-astronaute possède des découpes de la forme de différentes stations spatiales.



Un astronaute doit être arrimé à au moins l'une de ses 2 stations possibles.

- Placer les astronautes dans la grille de façon à les arrimer chacun à leur(s) station(s) sans aucune superposition et sans sortir du plateau.

Exemple :



À chaque défi, une seule solution !  
Les solutions se trouvent à la fin de ce livret.

**AIM OF THE GAME**

To secure each astronaut to their space station, while following the instructions given.

**CONTENTS OF THE GAME**

- 1 wooden board
- 7 wooden astronaut pieces
- 12 plastic space stations
- 1 plastic red cross
- 30 double-sided challenge cards

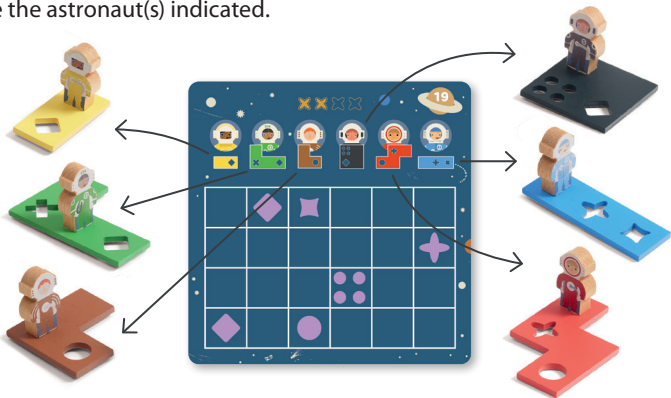
**HOW TO PLAY**

• Place the game board in front of you.

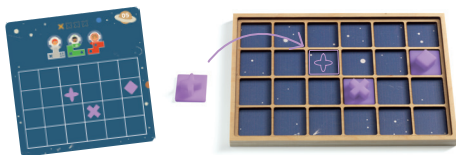
• Choose a challenge card.

Increasing levels of difficulty are shown by this symbol: ✖ ✖ ✖ ✖

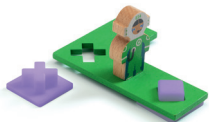
• Take the astronaut(s) indicated.



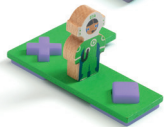
- Position the space stations in the grid as indicated.



The red cross is not a station.  
It is a no-go zone – no one is allowed there!



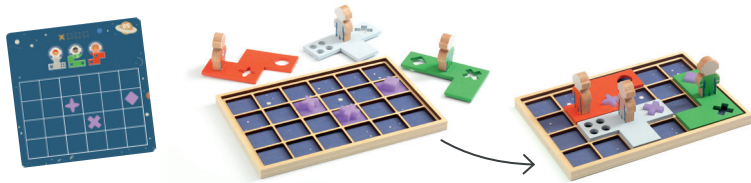
Each astronaut piece has cut-outs shaped like the different space stations.



An astronaut has to be secured to one of the 2 stations possible for them.

- Position the astronauts in the grid so that each one is secured to one of the stations, without any overlapping and without them leaving the board.

Example:



There is only one solution for each challenge!  
Solutions can be found at the end of this booklet.

DE LOGIKSPIEL



## ZIEL DES SPIELS

Verbinde unter Beachtung der Vorgaben die Astronauten mit ihrer jeweiligen Raumstation.

## SPIELABLAUF



- Leg das Spielbrett in die Tischmitte.
- Wähle eine Aufgabenkarte. Den Schwierigkeitsgrad siehst du an folgendem Symbol: ✕ ✕ ✕ ✕
- Nimm den (oder die) angegebenen Astronauten.

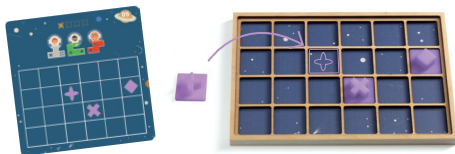


## INHALT

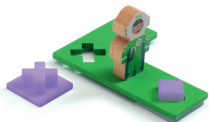


- 1 Spielbrett aus Holz
- 7 Astronauten-Teile aus Holz
- 12 Raumstationen aus Kunststoff
- 1 rotes Kreuz aus Kunststoff
- 30 Aufgabenkarten (Vorder- und Rückseite)

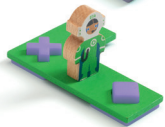
- Leg die Raumstationen wie angegeben in das Raster.



Das rote Kreuz ist keine Raumstation.  
Dies ist eine verbotene Zone – kein Astronaut darf sich dort aufhalten!



Jedes Astronauten-Teil hat Aussparungen in Form der verschiedenen Raumstationen.



Jeder Astronaut muss an eine der 2 möglichen Stationen angekoppelt werden.

- Leg die Astronauten so ins Raster, dass sie jeweils an einer der Stationen angekoppelt sind, ohne dass es Überlappungen gibt oder sie über das Spielbrett hinausragen.

Beispiel:



Für jede Aufgabe gibt es nur eine Lösung!  
Die Lösungen findest du am Ende dieser Anleitung.



## ES JUEGO DE LÓGICA



## OBJETIVO DEL JUEGO

Acoplar cada astronauta a su estación espacial respetando las instrucciones.

## CONTENIDO DEL JUEGO



- 1 tablero de madera
- 7 piezas-astronauta de madera
- 12 estaciones espaciales de plástico
- 1 cruz roja de plástico
- 30 cartas-reto con lado anverso y reverso

## DESARROLLO DEL JUEGO

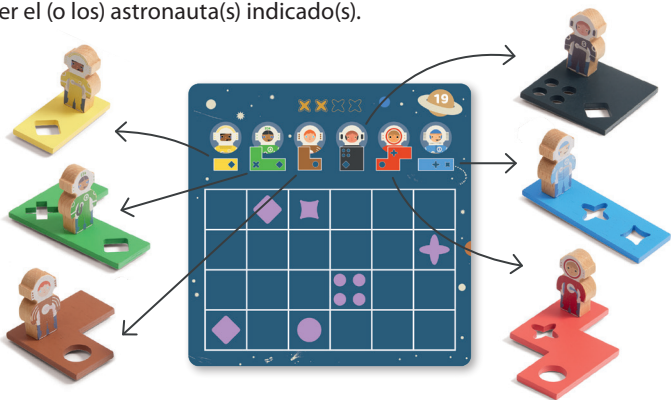


• Colocarse el tablero de juego delante.

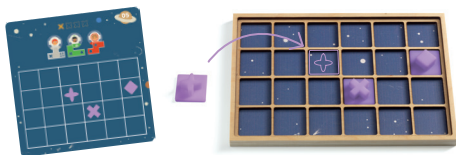
• Elegir una carta-reto.

El nivel de dificultad progresivo está indicado por este símbolo: ✖ ✖ ✖ ✖

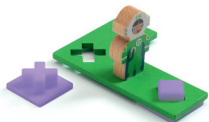
• Coger el (o los) astronauta(s) indicado(s).



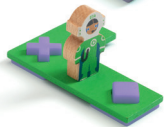
- En la cuadrícula, colocar las estaciones espaciales como se indica.



La cruz roja no es una estación.  
Se trata de una zona restringida... ¡No se puede estar ahí!



Cada pieza-astronauta presenta recortes en forma de diferentes estaciones espaciales.



Un astronauta debe estar acoplado a una de sus 2 posibles estaciones.

- Colocar los astronautas en la cuadrícula para acoplar a cada uno de ellos a una de sus estaciones sin que se superpongan ni salirse del tablero.

Ejemplo:



¡Para cada reto solo existe una solución!  
Las soluciones se encuentran al final de este folleto.

IT GIOCO DI LOGICA



## SCOPO DEL GIOCO

Agganciare ogni astronauta alla sua stazione spaziale rispettando le istruzioni date.

## CONTENUTO DEL GIOCO

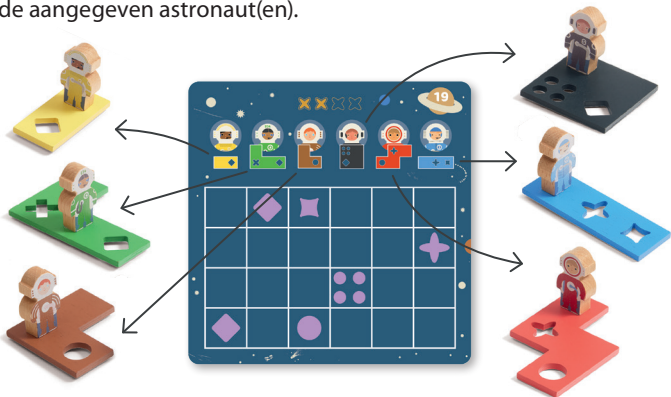


- 1 tabellone di legno
- 7 pedine astronauta di legno
- 12 stazioni spaziali di plastica
- 1 croce rossa di plastica
- 30 carte sfida fronte-retro

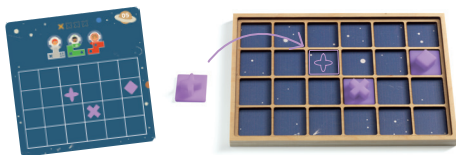
## SVOLGIMENTO DEL GIOCO



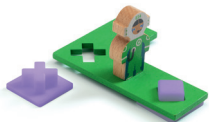
- Posizionare il tabellone di gioco davanti a sé.
- Scegliere una carta sfida.  
Il livello di difficoltà crescente è indicato da questo simbolo: ✕ ✖ ✗ ✘
- Pak de aangegeven astronaut(en).



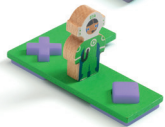
- Nella griglia, posizionare le stazioni spaziali come indicato.



La croce rossa non è una stazione.  
È una zona proibita... e non ci si può stare!



Ogni pedina astronauta ha degli intagli della forma delle diverse stazioni spaziali.



Un astronauta deve essere agganciato ad una delle sue 2 stazioni possibili.

- Posizionare gli astronauti nella griglia e agganciarli ognuno alla propria stazione, senza che si sovrappongano o che escano dal tabellone.

Esempio:



Ogni sfida ha solo una soluzione!  
Le soluzioni sono in fondo a questo libretto.

NL LOGICASPEL


**DOEL VAN HET SPEL**

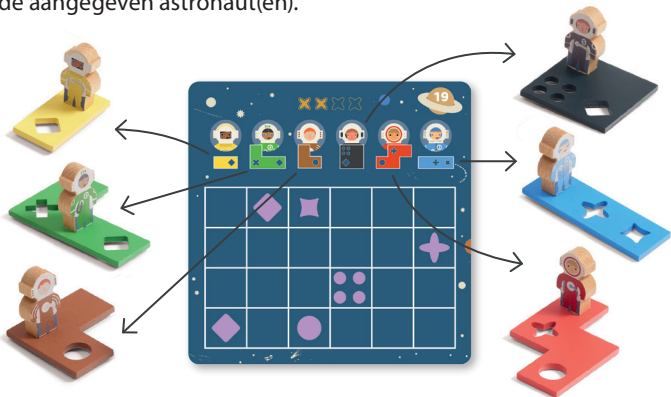
Elke astronaut aan zijn ruimtestation koppelen volgens de instructies.

**INHOUD VAN HET SPEL**

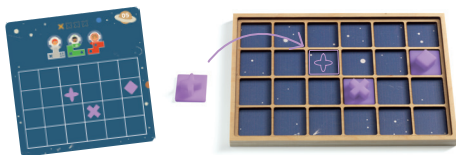

- 1 houten bord
- 7 houten astronautstukken
- 12 plastic ruimtestations
- 1 plastic rood kruis
- 30 dubbelzijdige uitdaging斯卡ten

**SPELVERLOOP**

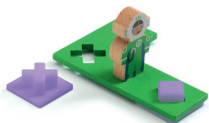

- Placer le plateau de jeu devant soi.
- Kies een uitdaging斯卡art. De oplopende moeilijkheidsgraad wordt aangeduid door dit symbool: ✕ ✕ ✕ ✕
- Pak de aangegeven astronaut(en).



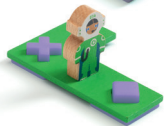
- Plaats de ruimtestations in het rooster zoals aangegeven.



Het rode kruis is geen station.  
Dit is een no-gogebied: hier mag je niet komen!



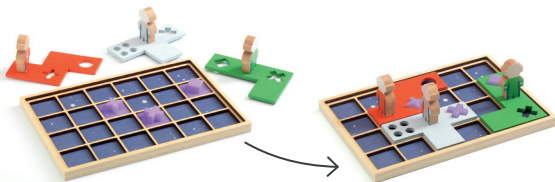
Elk astronautstuk heeft openingen in de vorm van verschillende ruimtestations.



Een astronaut moet aan een van zijn 2 mogelijke stations worden gekoppeld.

- Plaats de astronauten zo in het rooster dat ze allemaal aan een van hun stations vastzitten. Ze mogen niet op elkaar worden gelegd en ook niet buiten het bord uitsteken.

Voorbeeld:



Voor elke uitdaging is maar één oplossing!  
De oplossingen staan achter in dit boekje.  
*Een spel van Yoann Levet*

PT UM JOGO DE LÓGICA

**OBJETIVO DO JOGO**

Amarre cada astronauta à sua estação,  
respeitando as regras.

**CONTEÚDO DE EMBALAGEM**

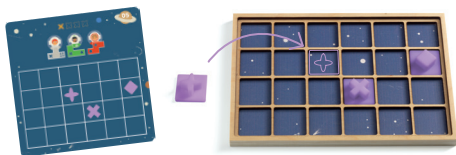
- 1 tabuleiro de madeira
- 7 peças-astronautas de madeira
- 12 estações espaciais de plástico
- 1 cruz vermelha de plástico
- 30 cartas-desafio, frente e verso

**COMO JOGAR**

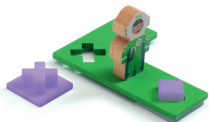
- Colocar o tabuleiro de jogo em frente do jogador.
- Escolher uma carta-desafio.  
O nível de dificuldade crescente é indicado por este símbolo: ✖ ✖ ✖ ✖
- Pegar no (ou nos) astronauta(s) indicado(s).



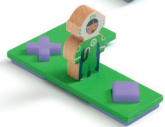
- Na grelha, colocar as estações espaciais conforme indicado.



A cruz vermelha não é uma estação.  
Trata-se de uma zona proibida... impossível estar ali!



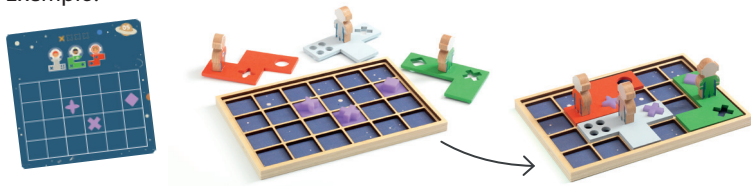
Cada peça-astronauta tem cortes que correspondem à forma de diversas estações espaciais.



Um astronauta tem de ser amarrado a uma das 2 estações possíveis.

- Colocar os astronautas na grelha de forma a amarrar cada um deles às suas estações sem qualquer sobreposição e sem sair do tabuleiro.

Exemplo:



Apenas uma solução para cada desafio!  
As soluções encontram-se no final deste folheto.




**SPELETS MÅL**

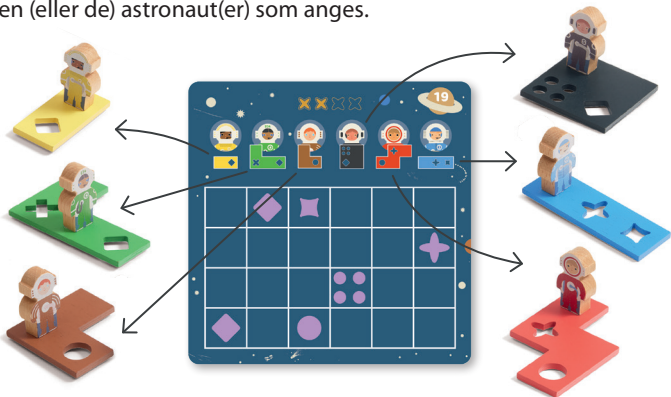
Att fästa varje astronaut vid dess rymdstation enligt de angivna anvisningarna.

**SPELINNEHÅLL**

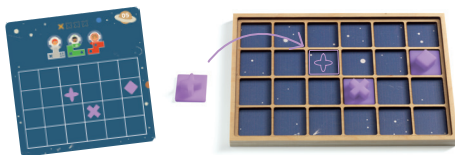

- 1 spelplatta i trä
- 7 astronautpjäser i trä
- 12 rymdstationer i plast
- 1 rött kors i plast
- 30 tvåsidiga utmaningskort

**SPELETS GÅNG**


- Placera spelplattan framför dig.
- Välj ett utmaningskort.  
Den ökande svårighetsgraden visas med den här symbolen: ✕ ✕ ✕ ✕
- Ta den (eller de) astronaut(er) som anges.

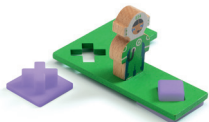


- Placera ut rymdstationerna i rutnätet såsom anges.

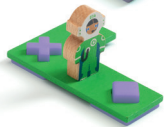


Det röda korset är inte en station.

Det är en förbjuden zon där man inte får uppehålla sig!



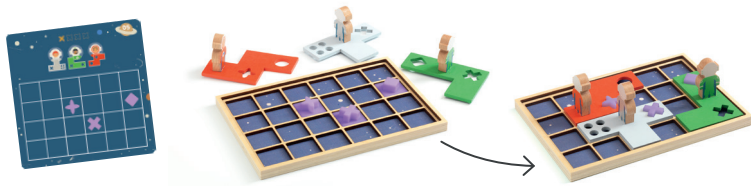
Varje astronautpjäs har utskärningar med de olika rymdstationernas form.



En astronaut måste förtöjas vid en av sina 2 möjliga stationer.

- Placera astronauterna i rutnätet så att var och en förtöjs vid en av sina stationer utan att staplas över varandra, och utan att sticka ut utanför spelplattan.

Exempel:



Varje utmaning har endast en lösning!  
Lösningarna står längst bak i detta häfte.

DA LOGIKSPIL



## SPILLETS FORMÅL

Fastgør hver astronaut til sin rumstation ved at følge anvisningerne.

## SÅDAN FOREGÅR SPILLET

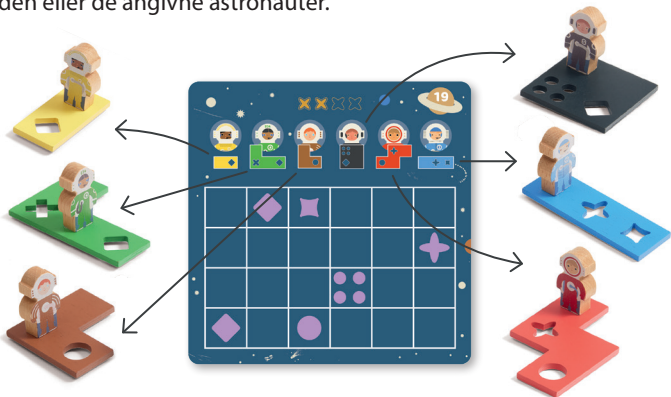


- Læg spillepladen foran dig.
- Vælg et udfordringskort.  
Den stigende sværhedsgrad er angivet med dette symbol: ✕ ✕ ✕ ✕
- Tag den eller de angivne astronauter.

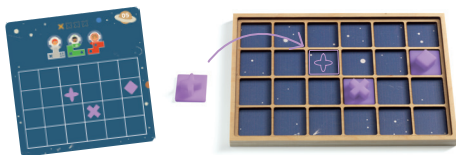
## SPILLETS INDHOLD



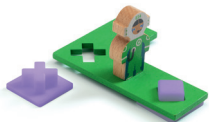
- 1 træplade
- 7 astronautbrikker i træ
- 12 rumstationer i plastik
- 1 rødt plastikkryds
- 30 udfordringskort med for- og bagside



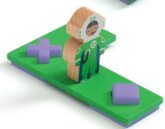
- Anbring rumstationerne i gitteret som anvist.



Det røde kryds er ikke en rumstation.  
Det er en forbudt zone... Udelukket at befinde sig her!



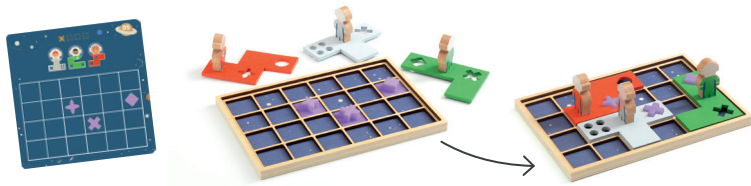
Hver astronautbriks form passer til forskellige rumstationer.



En astronaut skal være stationeret på en af sine 2 mulige stationer.

- Anbring astronauterne i gitteret ved at sætte dem på hver deres station uden nogen overlaping og uden at overskride pladen.

Eksempel:



Kun 1 løsning til hver udfordring!  
Løsningerne findes i slutningen af dette hæfte.

RU ЛОГИЧЕСКАЯ ИГРА



## ЦЕЛЬ ИГРЫ

Прикрепить каждого космонавта к своей космической станции, следуя карточке с заданием.

## ИГРОВОЙ КОМПЛЕКТ

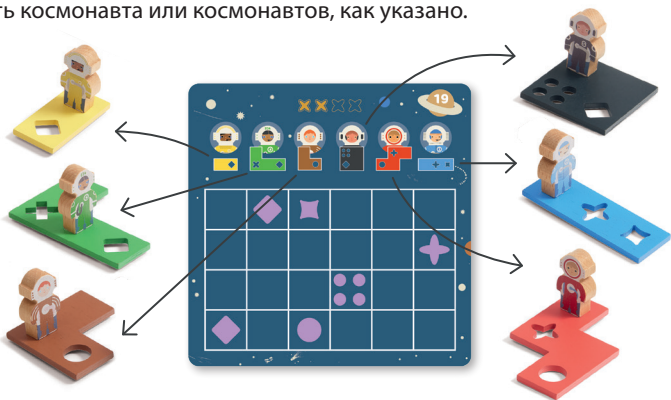


- 1 деревянное игровое поле
- 7 деревянных фигурок космонавтов
- 12 космических станций из пластика
- 1 красный крест из пластика
- 30 двусторонних карточек с заданиями

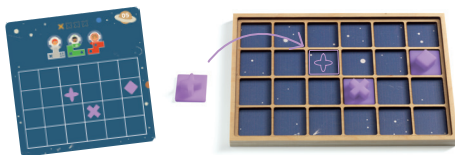
## ХОД ИГРЫ



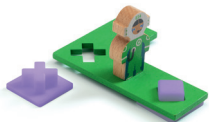
- Положите перед собой игровое поле.
- Выберите карточку с заданием.  
Уровень сложности обозначен этим символом: ✕ ✕ ✕ ✕
- Взять космонавта или космонавтов, как указано.



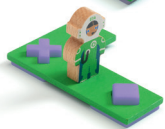
- Разместить на таблице космические станции, как указано.



Красный крест не является космической станцией. Он обозначает запретную зону, в которой нельзя находиться!



На подставке каждой фигурки космонавта имеются прорезы, соответствующие определенным космическим станциям.



Космонавт должен быть прикреплен к одной из 2-х возможных станций.

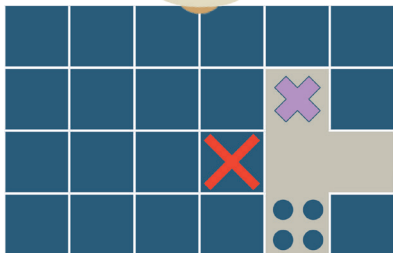
- Разместить космонавтов на таблице таким образом, чтобы каждый был прикреплен к одной из возможных станций, избегая накладывания одного на другого и не выходя за пределы таблицы.

Пример:

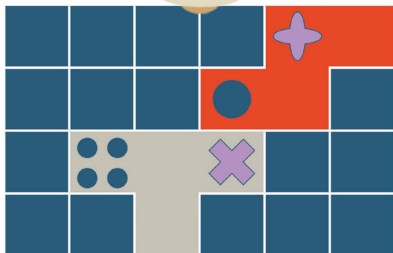


У каждого задания есть только одно решение!  
Решения приведены в конце брошюры.

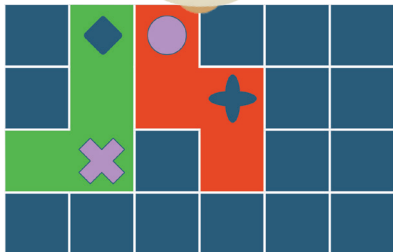
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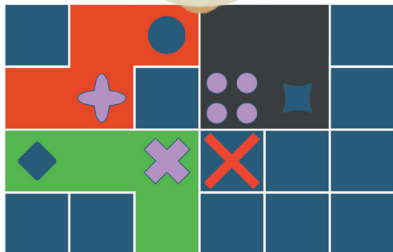
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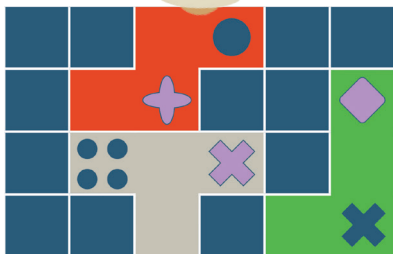
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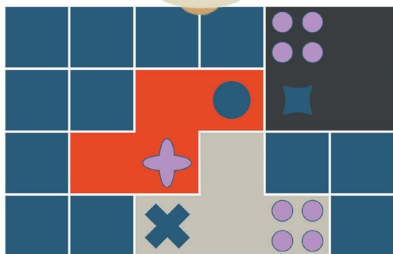
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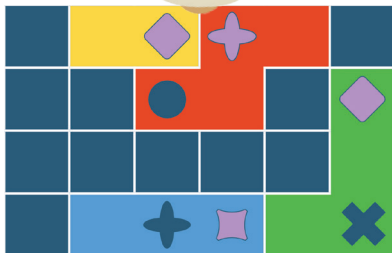
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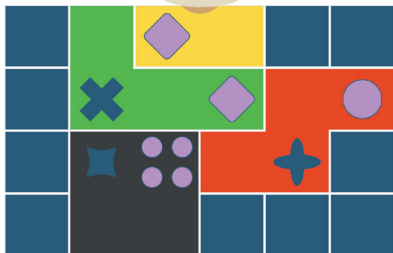
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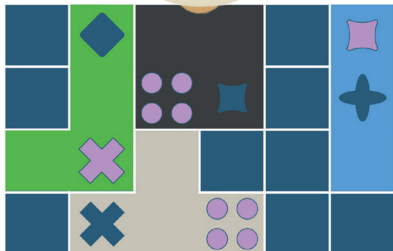
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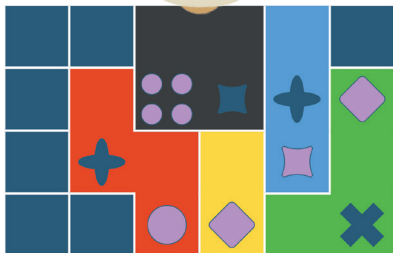
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11



12





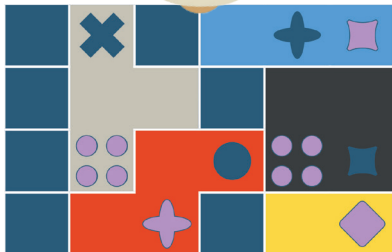
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14



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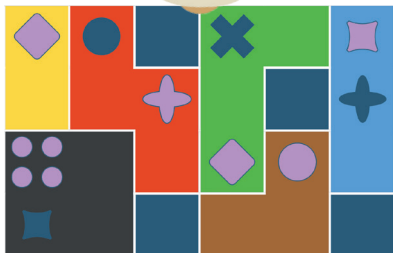
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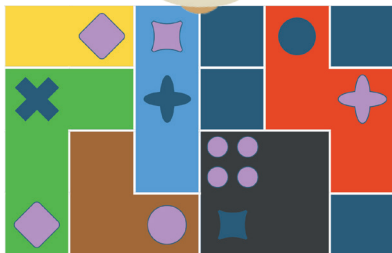
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18



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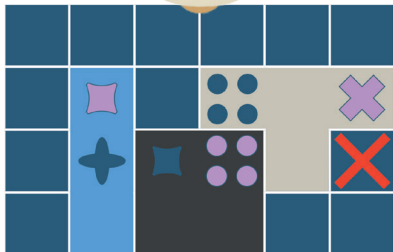
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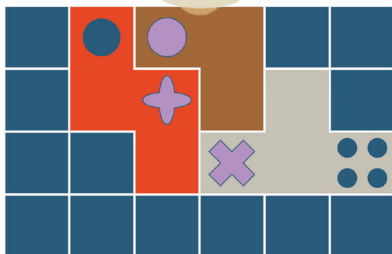
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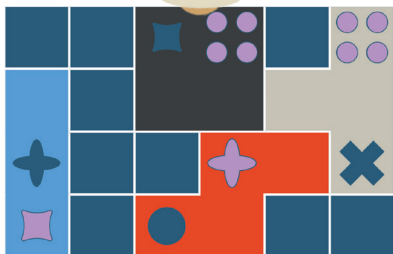
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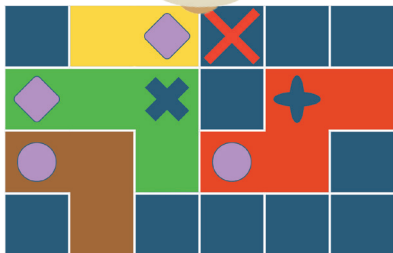
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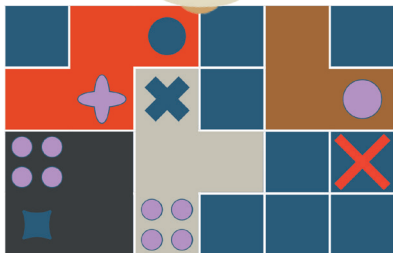
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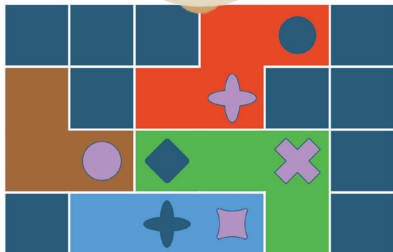
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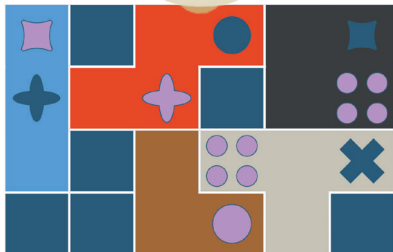
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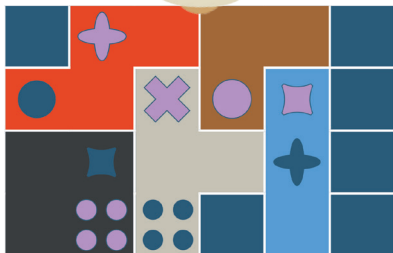
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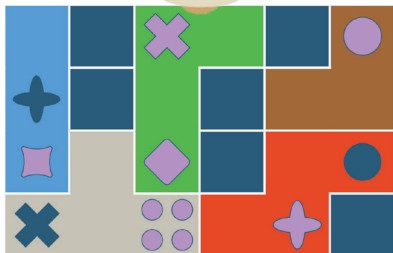
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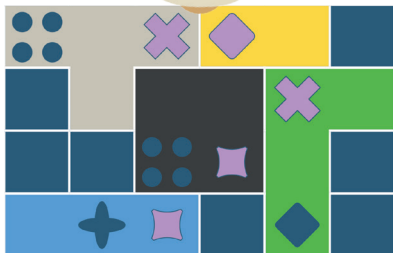
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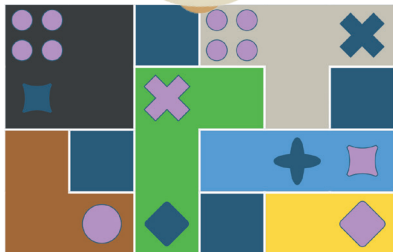
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34



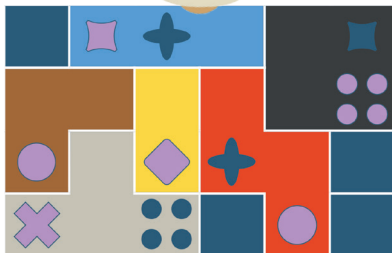
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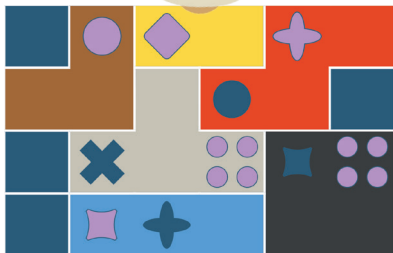
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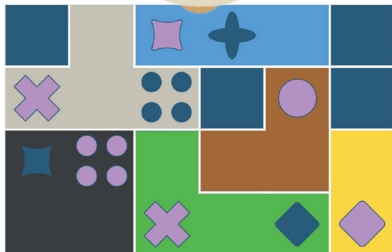
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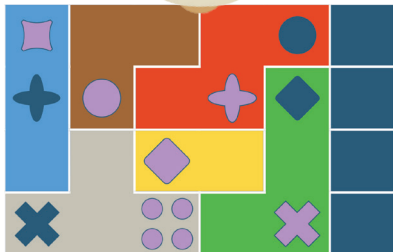
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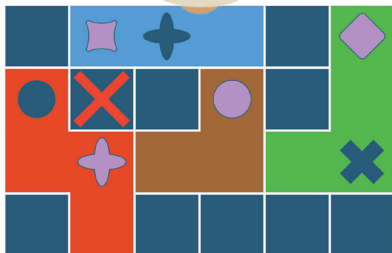
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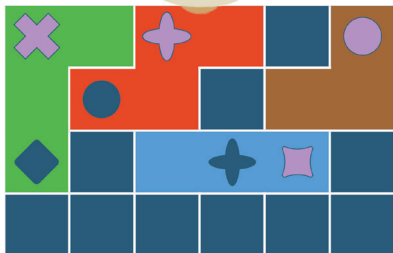
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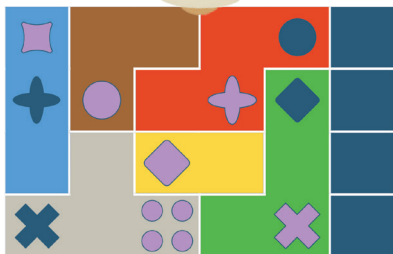
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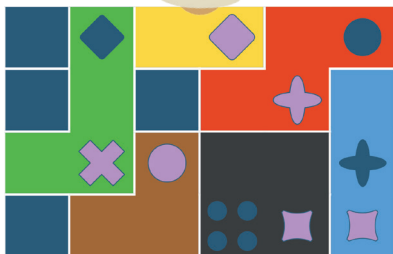
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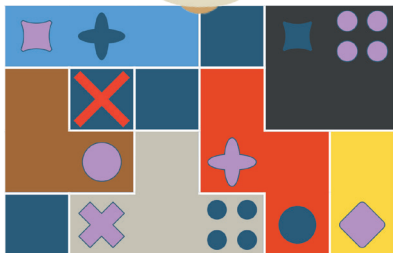
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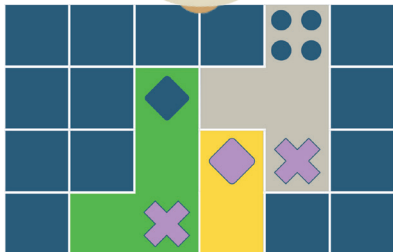
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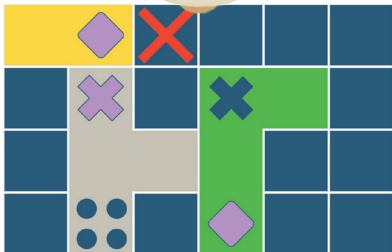
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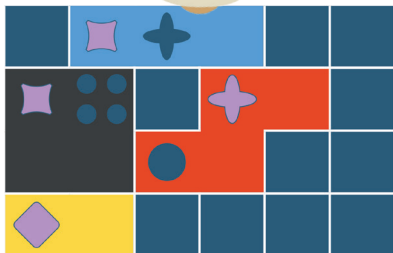
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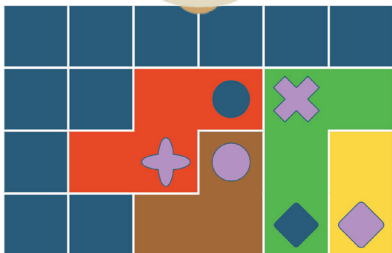
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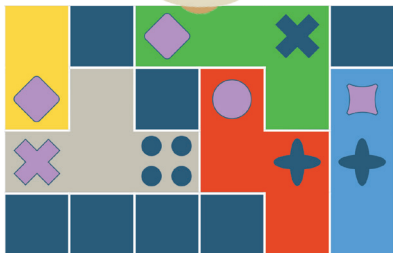
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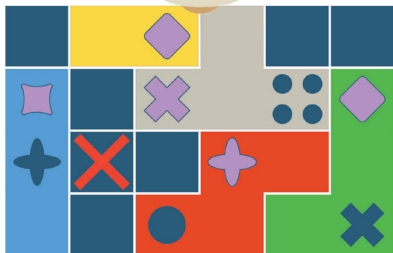
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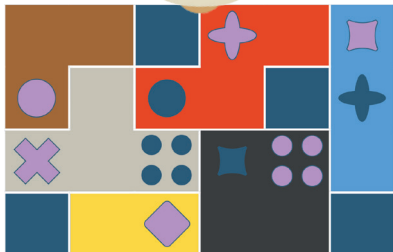
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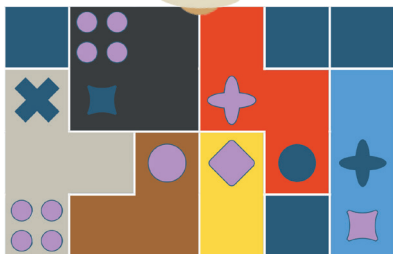
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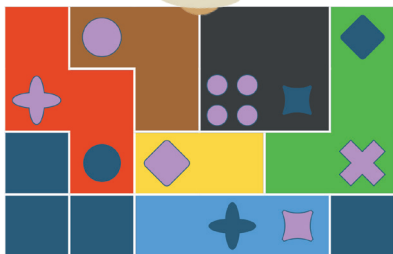
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