

MAZEPOP



8+

1+

INCLUDES:

SPIELMATERIAL:

CONTENU:

CONTIENE:

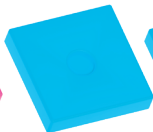
OMVAT:

TARTALOM:

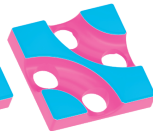
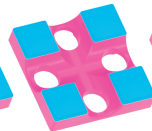
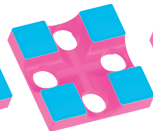
INCLUI:



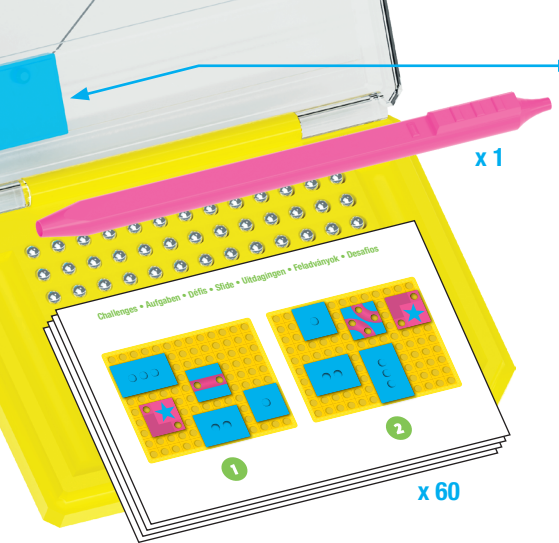
x1



x4



x5



Store extra pieces in the lid during play!

Nicht benötigte Teile werden während des Spielens im Deckel aufbewahrt!

Rangez les pièces qui ne servent pas dans le couvercle !

Riponi nel coperchio i pezzi che non usi!

Bewaar extra stukken in de deksel tijdens het spelen!

A plusz elemeket játék közben tartsd a doboztetőben!

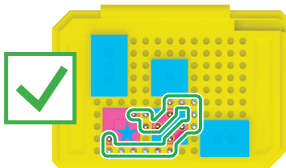
Armazene peças adicionais na tampa durante o jogo!

GOAL: Draw a path that begins at the STAR piece, goes through all path pieces, and ends back at the STAR piece.

SETUP: Select a challenge and place all path pieces and blockers as shown.

STEPS TO PLAY:

1. Start with your wand at one end of the STAR piece
2. Draw a path that passes through all of the path pieces.
3. Once you've passed through all parts of the path pieces and made it back to the other end of the STAR piece - YOU WIN!



Scan to download
the full set of rules

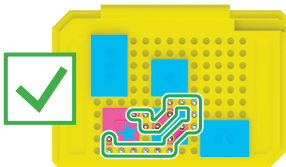


ZIEL: Zeichne mit dem Magnetstab einen Weg, der am STERN-Teil beginnt, durch alle Weg-Teile führt und wieder am STERN-Teil endet.

AUFBAU: Wähle eine Aufgabe und platziere alle Weg-Teile und Blockade-Teile wie abgebildet auf die Spielfläche.

SO WIRD GESPIELT:

1. Setze den Magnetstab an einem Ende des STERN-Teils an.
2. Zeichne einen durchgehenden Weg durch alle Weg-Teile.
3. Wenn du alle Teile vollständig durchlaufen hast und am anderen Ende des STERN-Teils ankommst – HAST DU GEWONNEN!



Scanne hier, um
die vollständigen
Spielregeln
herunterzuladen:

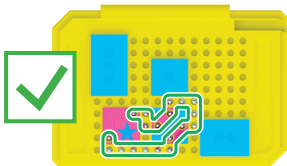


OBJECTIF : Créez un parcours partant de l'ÉTOILE, en empruntant tous les passages, avant de revenir à l'ÉTOILE.

MISE EN PLACE : Choisissez un défi et placez toutes les pièces à l'endroit indiqué sur la grille.

ÉTAPES DU JEU :

1. Commencez à l'un des coins de l'ÉTOILE avec votre baguette magnétique.
2. Créez un chemin qui passe par toutes les pièces du défi.
3. Si vous réussissez à passer par tous les passages et à revenir à l'autre coin de l'ÉTOILE, vous AVEZ GAGNÉ !



Scannez pour
télécharger
les règles :

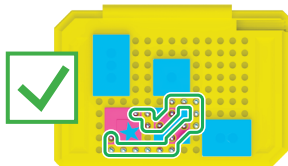


OBIETTIVO: Disegnare un percorso che inizia dal pezzo STELLA, attraversa tutti i pezzi del percorso e termina di nuovo al pezzo STELLA.

IMPOSTAZIONE: Selezionare una sfida e posizionare tutti i pezzi del percorso e i bloccanti come indicato.

PASSI PER GIOCARE:

1. Iniziare con la bacchetta a un'estremità del pezzo STELLA.
2. Disegnare un percorso che passi attraverso tutti i pezzi del percorso.
3. Quando avrete attraversato tutti i pezzi del percorso e sarete tornati all'altra estremità del pezzo STELLA, avrete vinto!



Scansionat
per scaricare
il regolamento
completo:

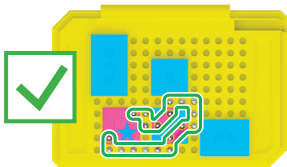


DOEL: Teken een pad dat begint bij het STER-stuk, die langs alles route-stukken gaat en weer eindigt bij het STER-stuk.

VOORBEREIDING: Kies een uitdaging en plaats alle route-stukken en blokkades zoals aangegeven.

SPELVERLOOP:

1. Begin met je magnetische toverstaf aan één kant van het STER-stuk.
2. Teken een pad dat langs alle route-stukken loopt.
3. Als je alle delen van de route-stukken bent gepasseerd en terug bent bij de andere kant van het STER-stuk – DAN WIN JE!



Scan om de
volledige spelregels
te downloaden.

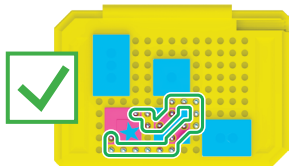


A JÁTÉK CÉLJA: Rajzolj egy olyan útvonalat, amely a CSILLAG elemtől indul, áthalad az összes útelemen, majd ugyanide, a CSILLAG elemhez tér vissza!

ELŐKÉSZÜLETEK: Válassz egy feladványt, majd helyezd el az összes útelemet és akadályt az ábrának megfelelően!

A JÁTÉK MENETE:

1. Indítsd el a ceruzát a CSILLAG elem egyik végétől!
2. Rajzolj egy olyan útvonalat, amely áthalad az összes útelemen!
3. Ha már az összes útelem minden részén áthaladtál, és megérkeztél a CSILLAG elem másik végére, akkor NYERTÉL!



Olvasd be a kódot
a teljes szabályzat
letöltéséhez!

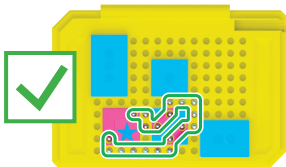


OBJETIVO: Desenhe um caminho que comece na peça ESTRELA, atravessa todas as peças de caminho e termina novamente na peça ESTRELA.

PREPARAÇÃO: Selecione um desafio e coloque todas as peças e bloqueadores conforme mostrado.

PASSOS PARA JOGAR:

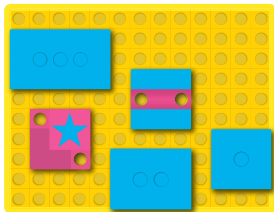
1. Comece com a sua varinha numa ponta da peça ESTRELA.
2. Desenhe um caminho que deve passar por todas as peças de caminho.
3. Assim que passar por todas as partes das peças de caminho e voltar para a outra ponta da peça ESTRELA – GANHA!



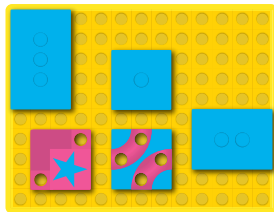
Faça a leitura
do código para
descarregar o
conjunto completo
das regras:



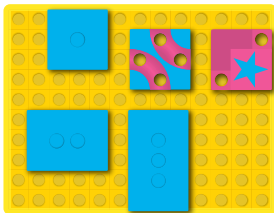
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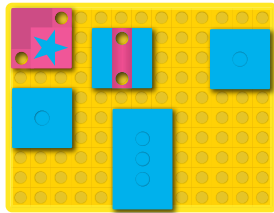
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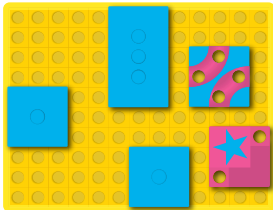
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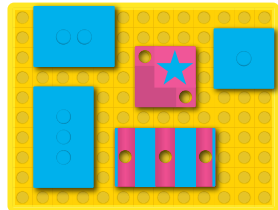
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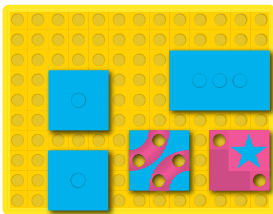
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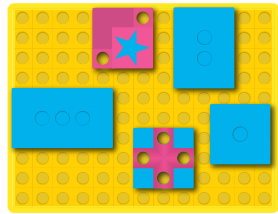
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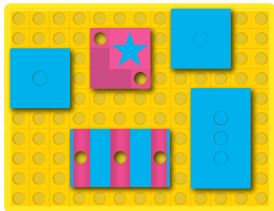
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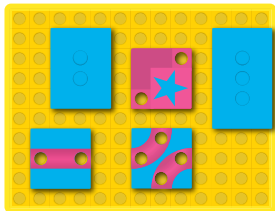
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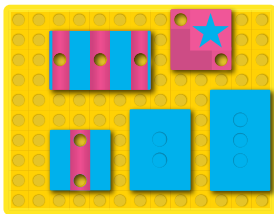
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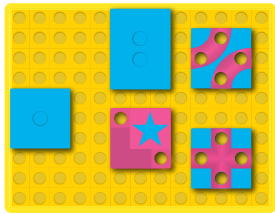
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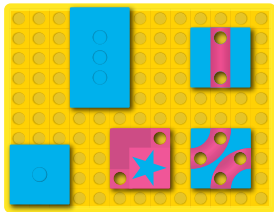
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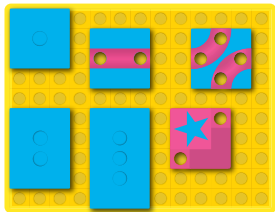
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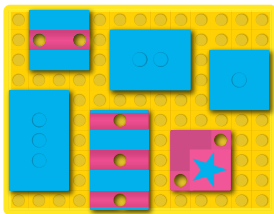
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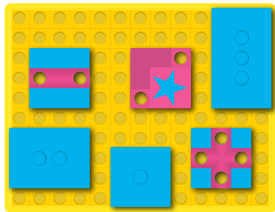
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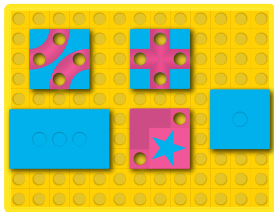


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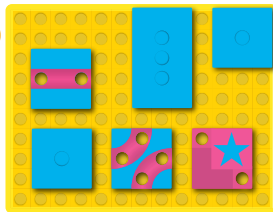


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Középfaladó • Intermédio

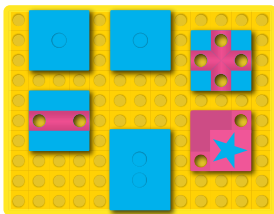
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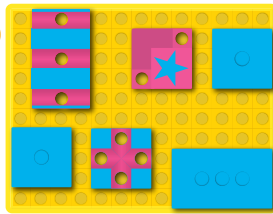
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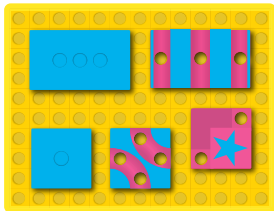
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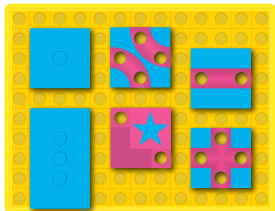
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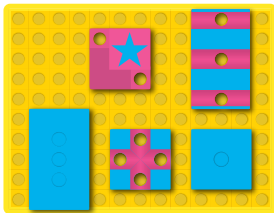
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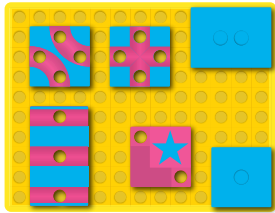
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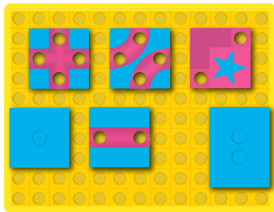
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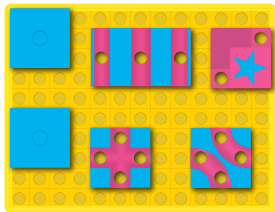
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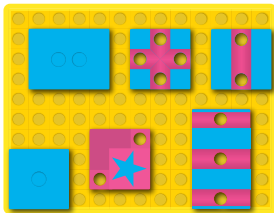
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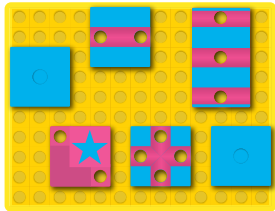
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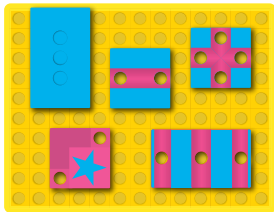
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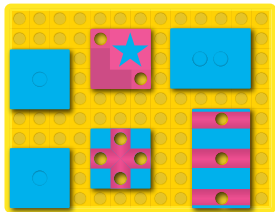
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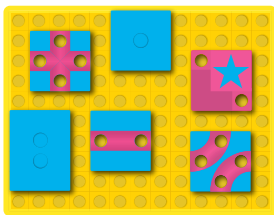
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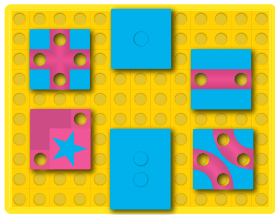
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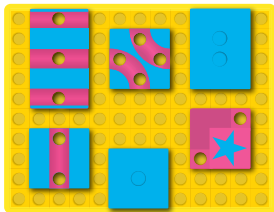
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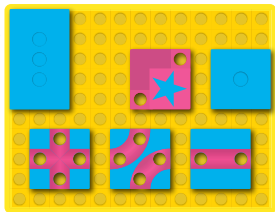
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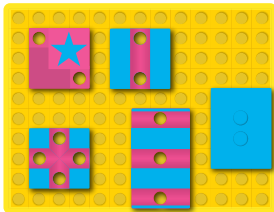
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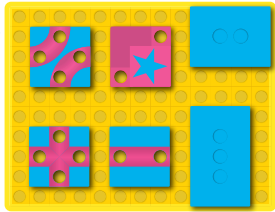
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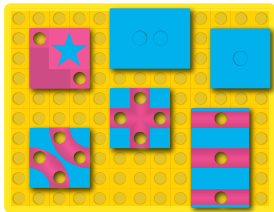
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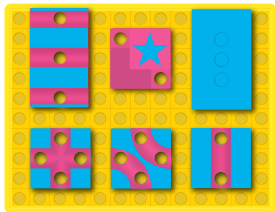
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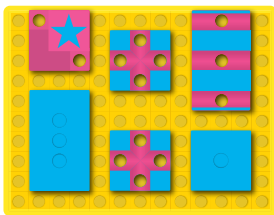
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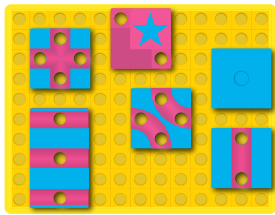
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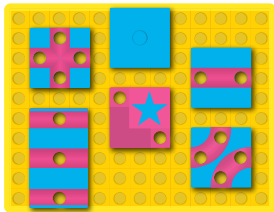
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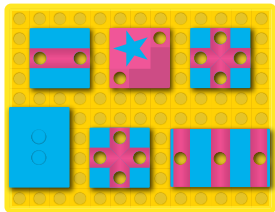
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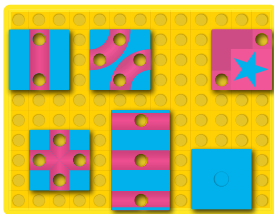
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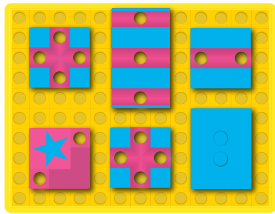
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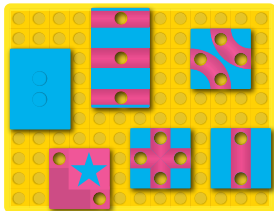
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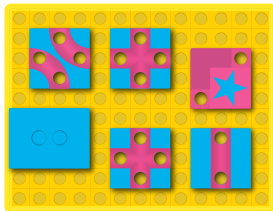
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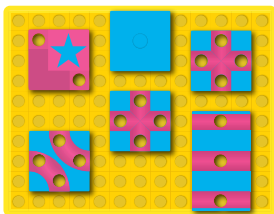
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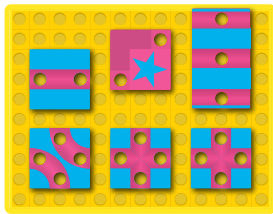
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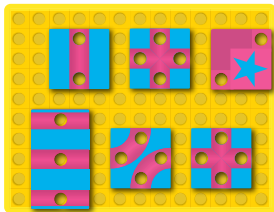


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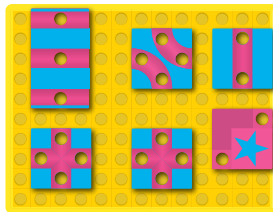


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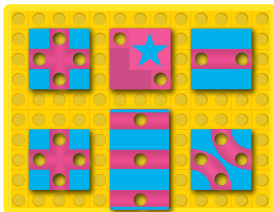
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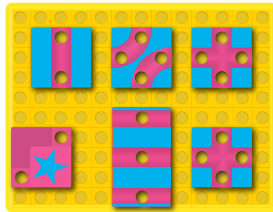
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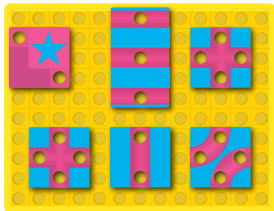
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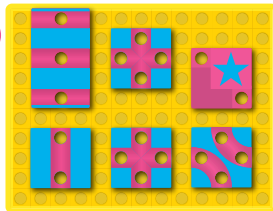
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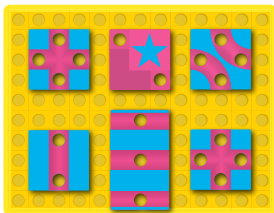
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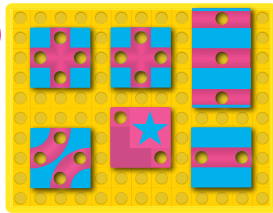
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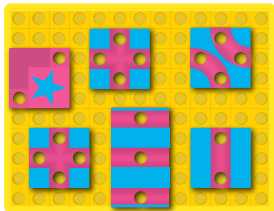
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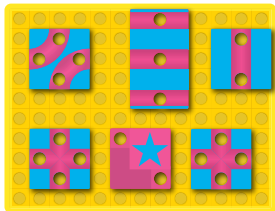
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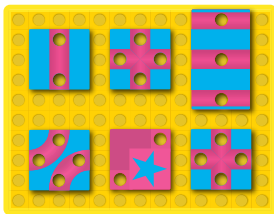
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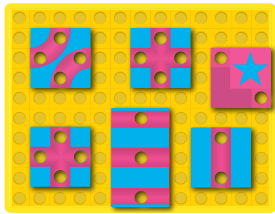
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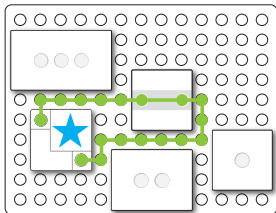
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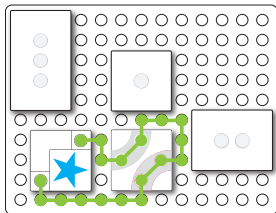
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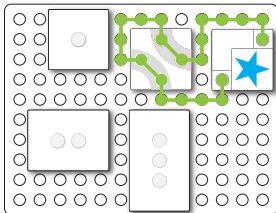
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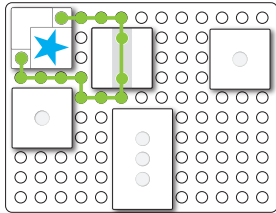
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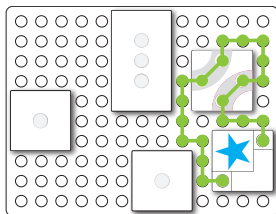
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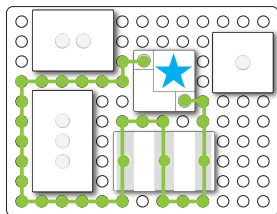
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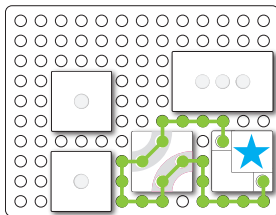
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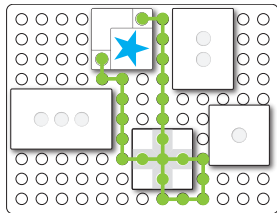
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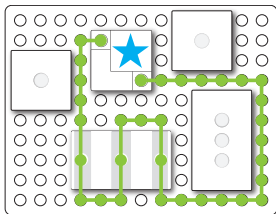
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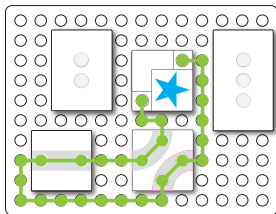
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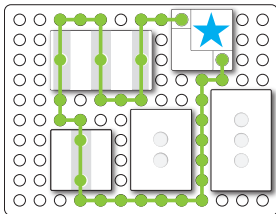
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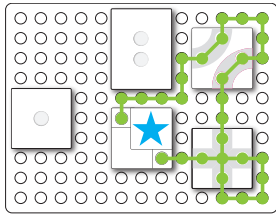
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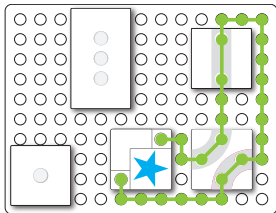
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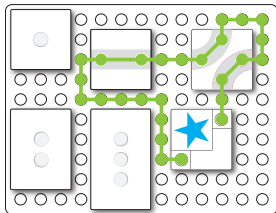
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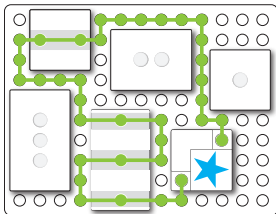
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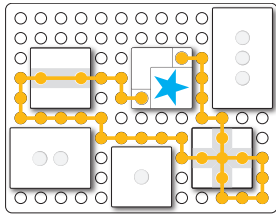
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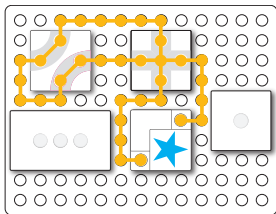
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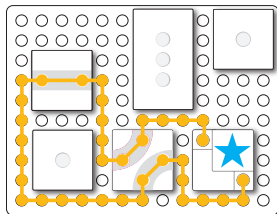
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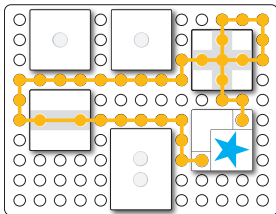
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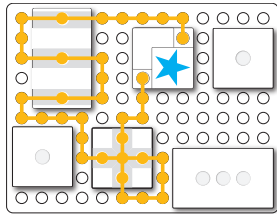
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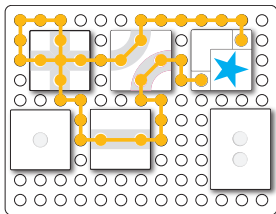
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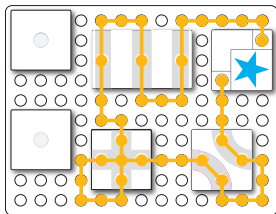
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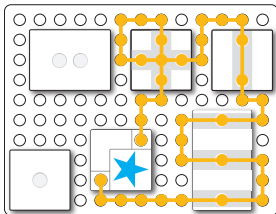
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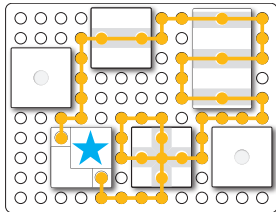
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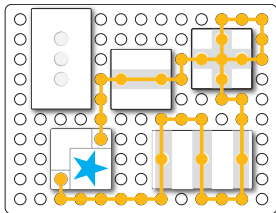
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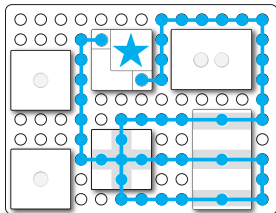
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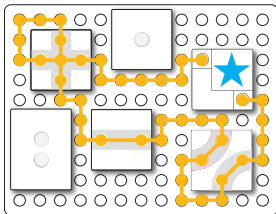
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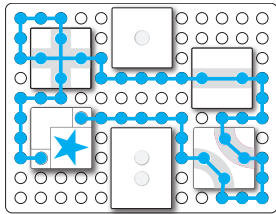
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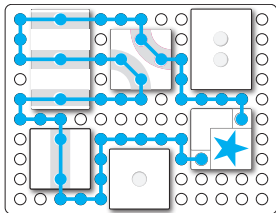
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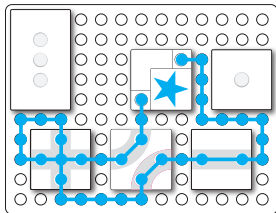
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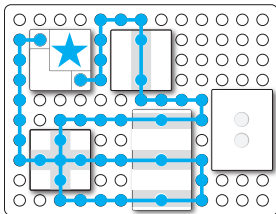
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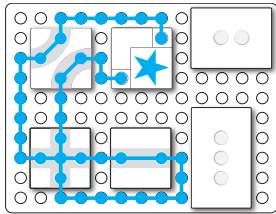
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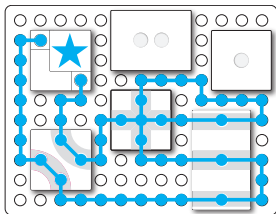
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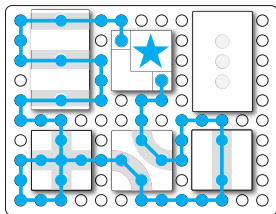
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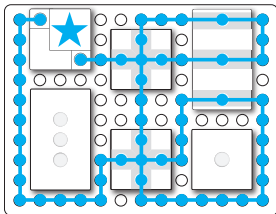
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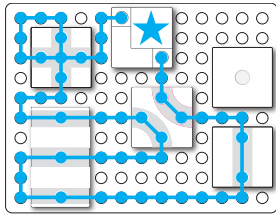
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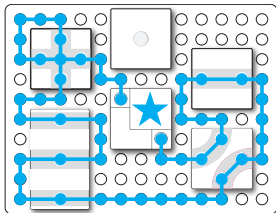
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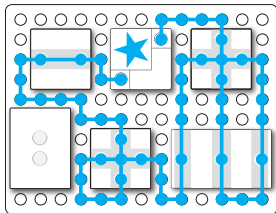
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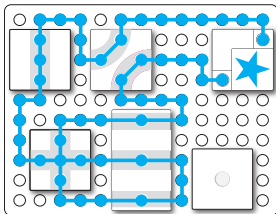
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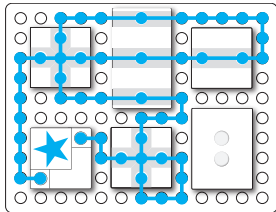
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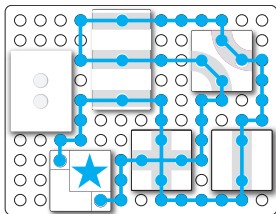
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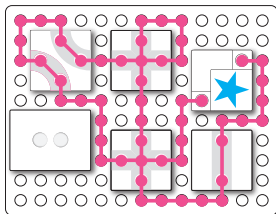
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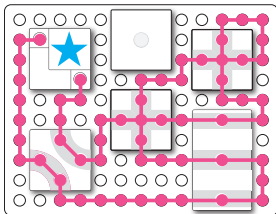
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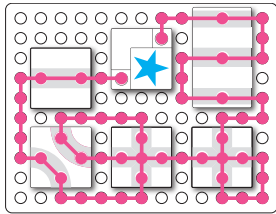
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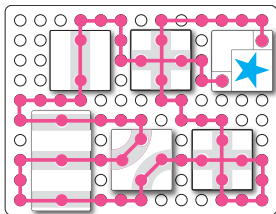
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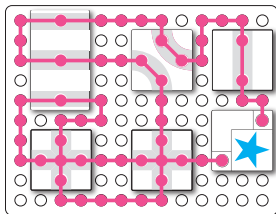
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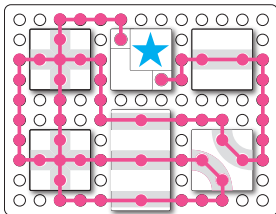
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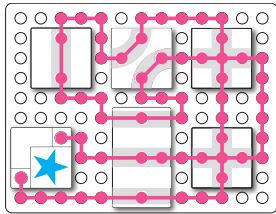
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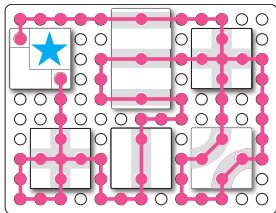
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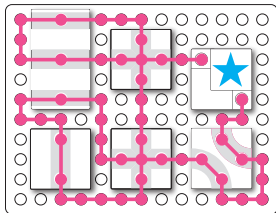
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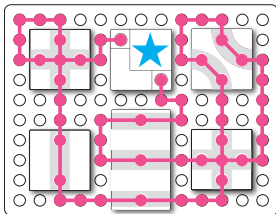
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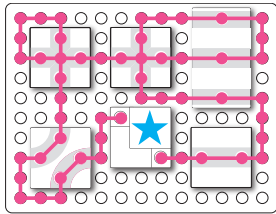
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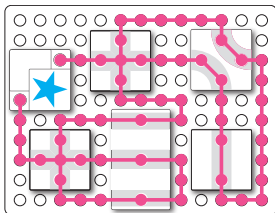
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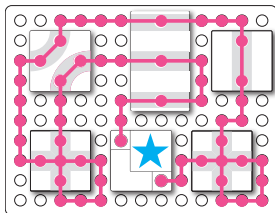
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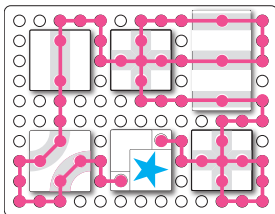
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