

# ARCHIOLOGIC

50 CHALLENGES

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5-99

ANS YEARS  
AÑOS JAHRE



# SOLOGIC





### CONTENU DU JEU :

25 cartes-défi numérotées (niveaux de difficulté croissants)  
et 8 pièces-immeubles en bois.



### BUT DU JEU :

Reproduire la skyline de la carte choisie avec les 8 pièces-immeubles,  
en respectant les emplacements des habitants.

### DÉROULEMENT DU JEU :

Choisir une carte-défi.

Pour résoudre le défi, placer toutes pièces-immeubles sur la carte en respectant la skyline et les habitants :

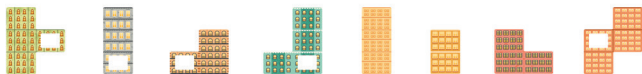
- **La skyline** : les pièces doivent être placées en respectant la silhouette formée par les immeubles,
- **Les habitants** : placer un trou au-dessus de chaque habitant pour que tous restent visibles.

Attention, les pièces-immeubles ont 2 faces !

Côté recto, le toit est toujours en haut.



Côté verso, les pièces peuvent être placées avec l'orientation souhaitée.



Au fil des cartes, la difficulté augmente.

Sur les premiers défis, certaines pièces sont illustrées. Placer les pièces correspondantes par-dessus.



Par la suite, certaines pièces sont indiquées partiellement. Trouver comment placer les pièces correspondantes par-dessus.



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

*Un jeu de Levet's.*



### CONTENTS OF THE GAME:

25 numbered challenge cards (with increasing levels of difficulty), 8 wooden building pieces.



### AIM OF THE GAME:

Recreate the skyline on the chosen card with the 8 building pieces, without blocking any of the residents.

### HOW TO PLAY:

Choose a challenge card.

To solve the challenge, place all of the building pieces on the card, while respecting both the skyline and the residents:

•**The skyline** : the pieces must be positioned to match the outline formed by the buildings.

•**The residents** : position a hole over each resident so that they all remain visible.

Careful though – the building pieces have 2 sides!

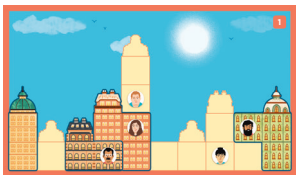
On the front side, the roof is always at the top.



On the reserve side, the pieces can be rotated and positioned in any direction.



The level of difficulty increases according to the number on the cards. In the first few challenges, some pieces are already illustrated on the cards. Position the matching cards over the illustrations.



Subsequently, some pieces are partially shown on the cards. Work out how to position the matching cards over the illustrations.



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

*A game by Levet's.*

**INHALT:**

25 nummerierte Aufgabenkarten (mit steigendem Schwierigkeitsgrad) und 8 Gebäudeteile aus Holz.

**ZIEL DES SPIELS:**

Bilde mit den 8 Gebäudeteilen die Skyline der Aufgabenkarte nach, so dass alle Bewohner weiterhin sichtbar sind.

**SPIELABLAUF:**

Wähle eine Aufgabenkarte aus.

Um die Aufgabe zu lösen, lege alle 8 Gebäudeteile auf die Karte, wobei du auf die Skyline und die Bewohner achten musst:

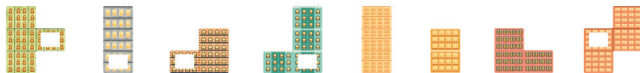
- **Die Skyline:** Die Teile müssen so platziert werden, dass sie mit der von den Gebäuden gebildeten Silhouette übereinstimmen.
- **Die Bewohner:** Bei jedem Bewohner musst du eine Aussparung platzieren, damit alle gut sichtbar bleiben.

Achtung: Die Gebäudeteile haben 2 Seiten!

Auf der Vorderseite muss das Dach immer oben sein.



Auf der Rückseite kannst du die Teile in eine beliebige Richtung drehen.



Mit jeder Karte steigt der Schwierigkeitsgrad.  
Auf den ersten Aufgabenkarten sind einige Gebäudeteile bereits abgebildet.  
Lege die entsprechenden Teile dorthin.



Bei den schwierigeren Aufgaben werden einige Teile unvollständig gezeigt.  
Finde heraus, wie du die entsprechenden Gebäudeteile darauf platzieren musst.



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

*Ein Spiel von Levet's.*

**CONTENIDO DEL JUEGO:**

25 cartones-reto numerados (nivel de dificultad creciente)  
y 8 piezas-edificio de madera.

**OBJETIVO DEL JUEGO:**

Reproducir el perfil urbano que aparece en la tarjeta elegida con ayuda de las 8 piezas-edificio respetando la ubicación de los habitantes.

**DESARROLLO DEL JUEGO:**

Elegir un cartón-reto.

Para resolver el reto, es necesario colocar todas las piezas-edificio sobre el cartón respetando el perfil urbano y la vista de los habitantes:

- **El perfil urbano:** las piezas deben estar colocadas respetando la silueta que forman los edificios,
- **Los habitantes:** colocar el agujero correspondiente sobre cada habitante para que todos permanezcan visibles.

Cuidado: ¡las piezas-edificio tienen 2 caras!

Lado anverso: el techo siempre está en la parte superior.



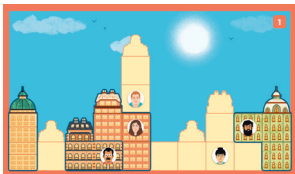


Lado reverso: las piezas pueden colocarse según la orientación deseada.



El nivel de dificultad aumenta con cada cartón.

En los primeros retos aparecen ilustradas algunas piezas. Colocar las piezas correspondientes encima.



Posteriormente, algunas piezas aparecen parcialmente ilustradas. Encontrar la forma de colocar las piezas correspondientes encima.



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

*Un juego de Level's.*

**CONTENUTO DEL GIOCO:**

25 carte sfida numerate (livelli di difficoltà crescenti) e 8 pedine edificio di legno.

**SCOPO DEL GIOCO:**

riprodurre lo skyline della carta scelta con le 8 pedine edificio rispettando il posizionamento degli abitanti.

**SVOLGIMENTO DEL GIOCO:**

scegliere una carta sfida.

Per vincere la sfida, posizionare tutte le pedine edificio sulla carta rispettando lo skyline e gli abitanti:

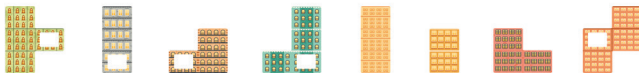
- **lo skyline:** le pedine devono essere posizionate rispettando il profilo disegnato dagli edifici;
- **gli abitanti:** posizionare un buco sopra a ogni abitante in modo che siano tutti ben visibili.

Attenzione: le pedine edificio hanno 2 lati!

Nel lato fronte, il tetto è sempre in alto.



Nel lato retro, le pedine possono essere posizionate nel verso desiderato.



Man mano che si procede con le carte, la difficoltà aumenta. Sulle prime sfide, alcune pedine sono illustrate. Posizionarvi sopra le pedine corrispondenti.



Continuando, alcune pedine sono parzialmente indicate. Trovare come posizionarvi sopra le pedine corrispondenti.



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

*Un gioco di Levet's.*



### INHOUD VAN HET SPEL:

25 genummerde uitdaging斯卡arten (oplopend in moeilijkheidsgraad) en 8 houten flatgebouwstenen.



### DOEL VAN HET SPEL:

De skyline van de gekozen kaart namaken met de 8 flatgebouwstenen, waarbij de bewoners zichtbaar moeten blijven.

### SPELVERLOOP:

Kies een uitdaging斯卡art.

Om de uitdaging op te lossen moet je alle flatgebouwstenen op de kaart leggen, volgens de onderstaande regels voor de skyline en de bewoners:

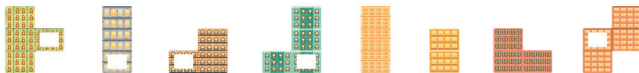
- **De skyline:** de stenen moeten volgens het silhouet van de gebouwen worden gelegd,
- **De bewoners:** boven elke bewoners moet een gat komen te liggen zodat alle bewoners zichtbaar blijven.

Let op: de flatgebouwstenen hebben 2 kanten!

Voorkant: het dak bevindt zich altijd bovenaan.



Achterkant: de stenen mogen in de gewenste richting worden gelegd.

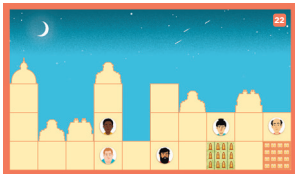


De moeilijkheidsgraad neemt met elke kaart toe.

Bij de makkelijkste uitdagingen zijn sommige stenen al afgebeeld. Leg de bijbehorende flatgebouwstenen erop.



Bij de moeilijkere uitdagingen zijn sommige stenen voor een deel afgebeeld. Zoek uit hoe je de daarbij passende flatgebouwstenen erop legt.



**Voor elke uitdaging is maar één oplossing!**  
**De oplossingen staan achter in dit boekje.**

*Een spel van Levet's.*

**CONTEÚDO DA EMBALAGEM:**

25 tabuleiros numerados (níveis de dificuldade crescentes)  
e 8 peças de madeira com prédios.

**OBJETIVO DO JOGO:**

Reproduzir a linha do céu do tabuleiro escolhido com as 8 peças de madeira respeitando a localização dos habitantes.

**COMO JOGAR:**

Escolher um tabuleiro.

Para resolver o enigma colocar todas as peças com prédios em cima do tabuleiro seguindo a linha do céu e a localização dos habitantes:

- **A linha do céu:** as peças devem ser colocadas de acordo com a silhueta formada pelos prédios,
- **Os habitantes:** colocar uma janela aberta por cima de cada habitante para que fique bem visível.

Cuidado, as peças com prédios têm 2 faces impressas!

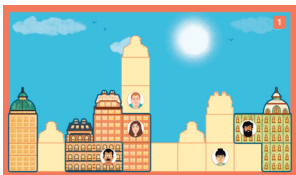
Frente, o telhado está sempre no cima.



Costas, as peças podem ser colocadas segundo a orientação desejada.



À medida que o número das cartas progride, a dificuldade aumenta. Nos primeiros desafios, algumas das peças têm ilustrações. Colocar as peças correspondentes por cima das ilustrações.



Em seguida, algumas peças estão parcialmente ilustradas. Descobre como colocar as peças correspondentes por cima das ilustrações.



**Para cada desafio, apenas uma solução!**  
**As soluções encontram-se no final deste folheto**

*Um jogo de Levet's.*



### SPILLETS INDHOLD:

25 nummererede udfordringskort (med stigende sværhedsgrad),  
8 bygningsbrikker i træ.



### SPILLETS FORMÅL:

At genskabe skylinen på det valgte kort med de 8 bygningsbrikker og respektere beboernes pladser.

### SÅDAN FOREGÅR SPILLET:

Vælg et udfordringskort.

Du løser udfordringen ved at placere alle bygningsbrikkerne på kortet og samtidigt respektere skylinen og beboerne:

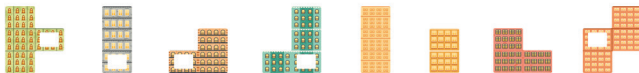
- **Skylinen:** Brikkerne skal placeres indenfor bygningernes silhuet.
- **Beboerne:** Placer et hul over hver beboer, så de forbliver synlige.

Vær opmærksom på, at bygningsbrikkerne har 2 sider!  
På forsiden er taget altid opad.





På bagsiden kan du vende brikkerne, som du vil.



Sværheden stiger med kortene.

På de første udfordringer er nogle af brikkerne illustreret. Placer de tilsvarende brikker derpå.



Derefter er nogle af brikkerne delvist angivet. Find ud af, hvordan du placerer de tilsvarende brikker derpå.



**Kun 1 løsning for hver udfordring!**  
**Løsningerne findes i slutningen dette hæfte**

*Et spil af Levet's.*



### SPELINNEHÅLL:

25 nummerade utmaningskort (ökande svårighetsgrad), 8 husbrickor i trä.



### SPELETS MÅL:

Återskapa stadssiluetten med de 8 husbrickorna samtidigt som du respekterar invånarnas placeringar.

### SPELETS GÅNG:

Välj ett utmaningskort.

Nu ska du placera alla husbrickor på kortet så att invånarnas placeringar och siluetten respekteras:

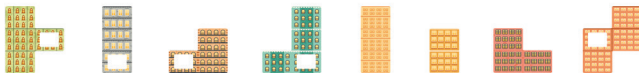
- **Siluetten:** Placera brickorna på ett sätt som respekterar den illustrerade stadssiluetten.
- **Invånarna:** Placera ett hål över varje invånare så att de förblir synliga.

Observera att husbrickorna har 2 sidor!

På ena sidan är taket alltid uppåt.

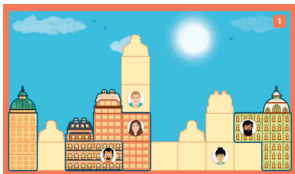


På andra sidan kan delarna placeras i valfri riktning.



Korten har ökande svårighetsgrad.

På de första utmaningarna är vissa delar illustrerade. Placera de motsvarande husbrickorna ovanpå.



I senare utmaningar visas vissa husdelar delvis. Ta reda på hur de motsvarande husdelarna ska placeras ovanpå.



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

*Ett spel av Levet's.*

**ИГРОВОЙ КОМПЛЕКТ:**

25 пронумерованных карточек с заданиями (возрастающий уровень сложности), 8 деревянных деталей со зданиями.

**ЦЕЛЬ ИГРЫ:**

При помощи 8 деталей с элементами зданий воспроизвести очертания небоскребов на выбранной карточке, сохраняя при этом жильцов на своих местах.

**ХОД ИГРЫ:**

Выберите карточку с заданием.

Для выполнения задания необходимо расположить детали на карточке в нужной последовательности, повторяя форму небоскребов и оставляя жильцов на своих местах:

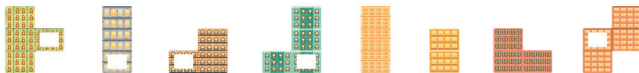
- **небоскребы:** детали следует выкладывать так, чтобы они воспроизводили очертания зданий;
- **жильцы:** на каждого жильца накладываются детали с отверстиями, чтобы их лица оставались видны.

Помните, что на деталях со зданиями есть изображения с 2 сторон!

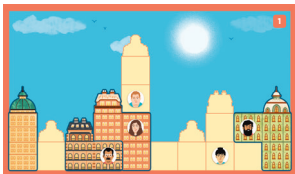
Передняя сторона: крыша всегда будет располагаться сверху.



Обратная сторона: детали можно располагать в любом направлении.



С каждой карточкой уровень сложности возрастает.  
На первых карточках некоторые здания изображены полностью. Разместите соответствующие детали поверх них.

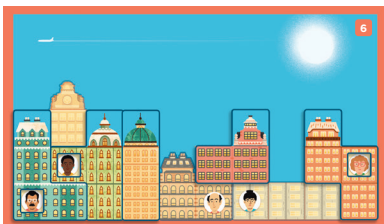
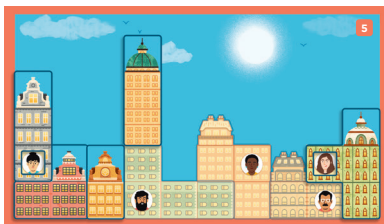
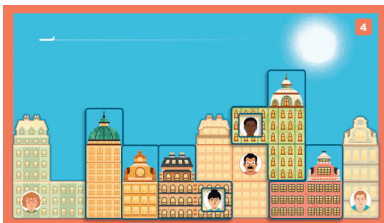
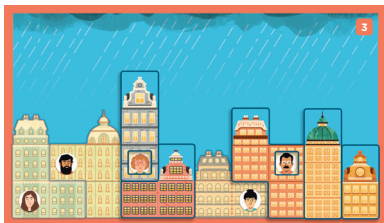
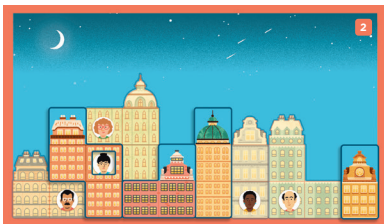
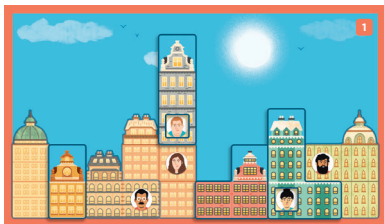


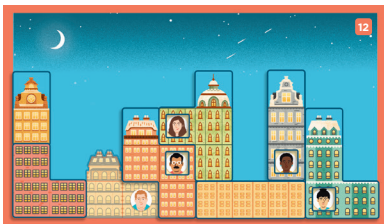
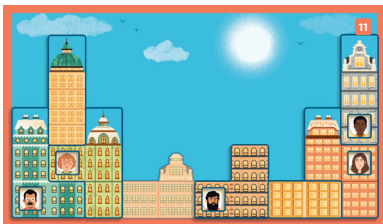
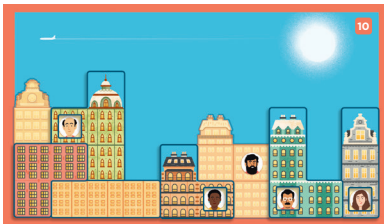
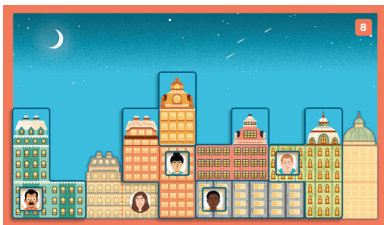
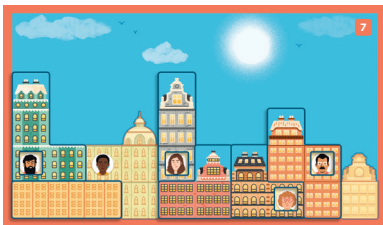
На последующих карточках изображены только отдельные фрагменты зданий. Найдите и разместите соответствующие детали поверх них.

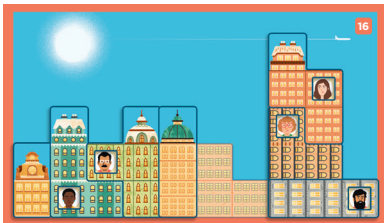
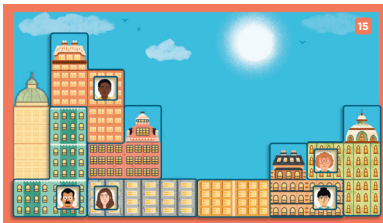
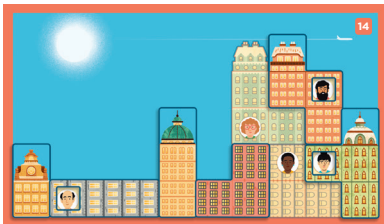
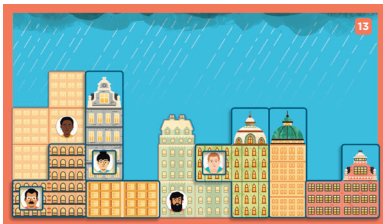


**У каждого задания есть только одно решение!**  
**Решения приведены в конце брошюры**

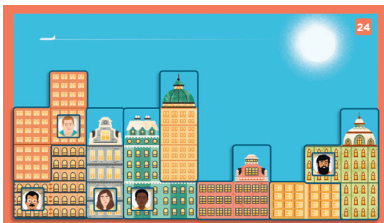
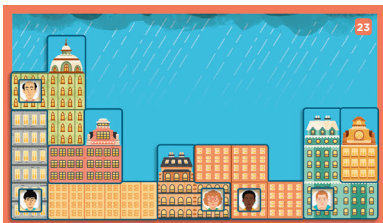
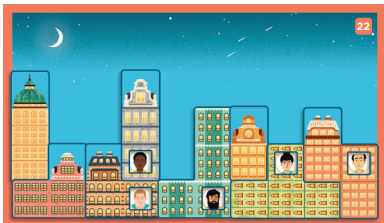
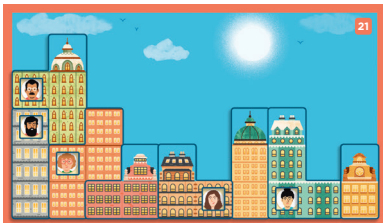
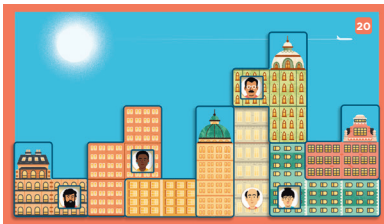
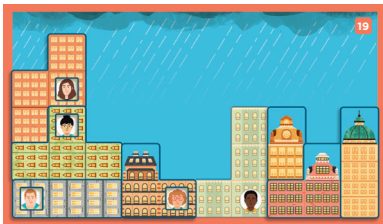
*Автор игры: Levet's.*

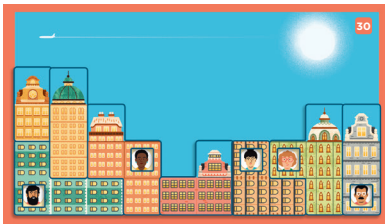
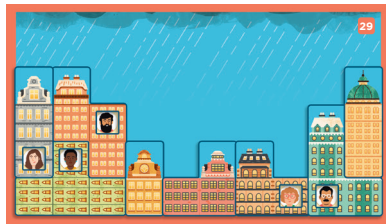
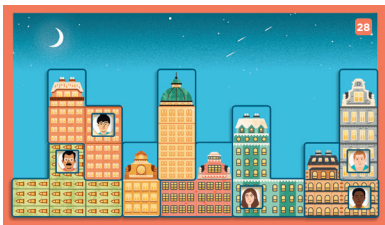
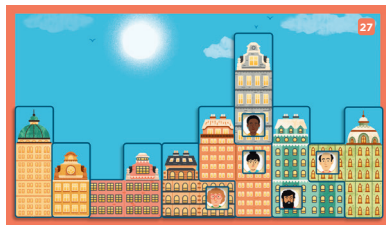
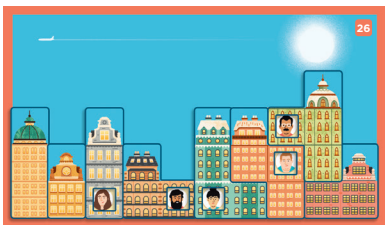
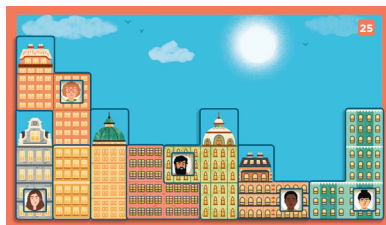


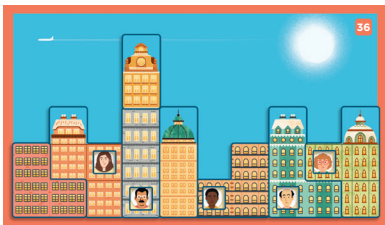
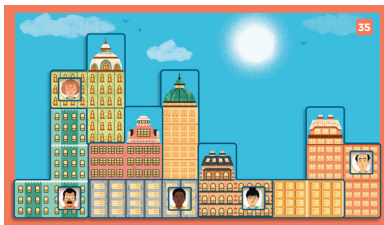
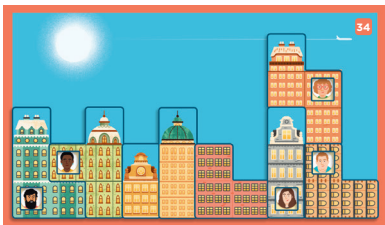
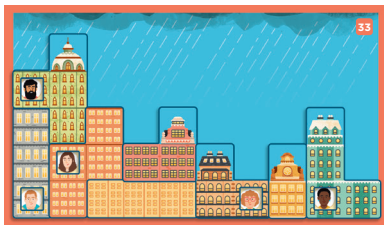
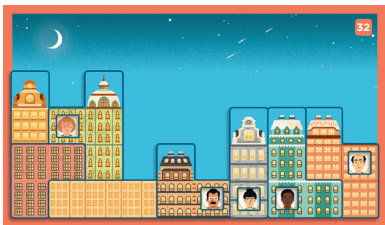
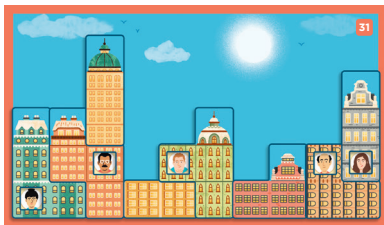


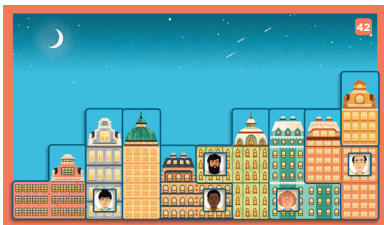
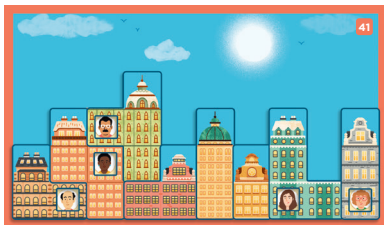
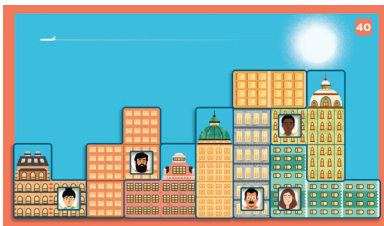
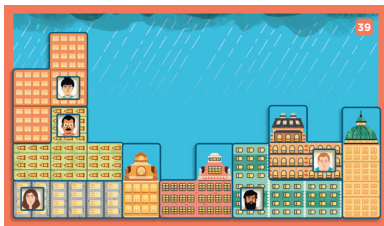
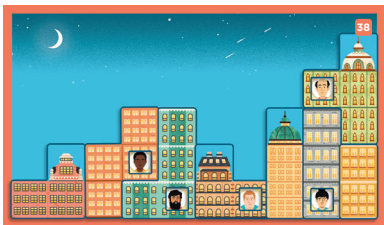
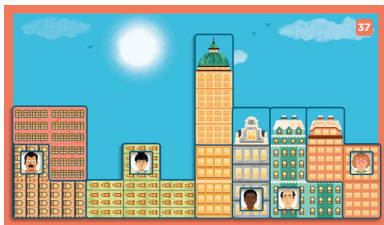


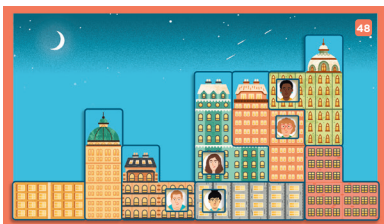
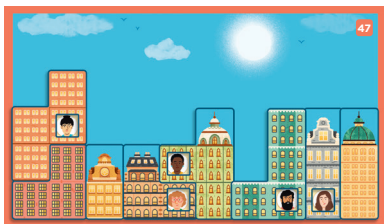
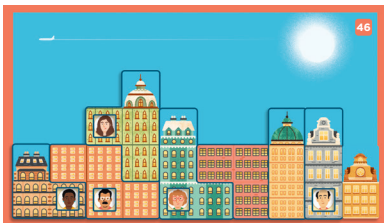
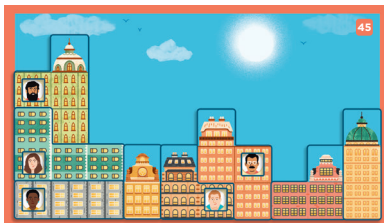
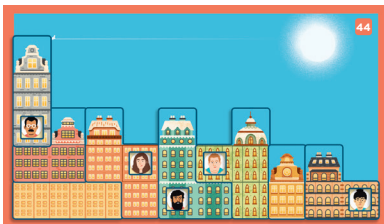
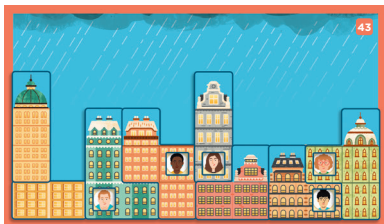


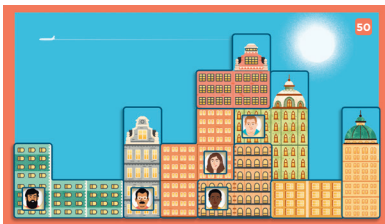
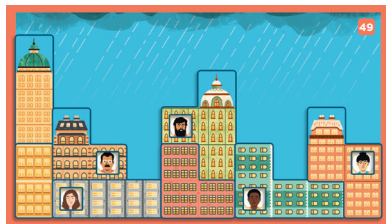














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