



# Extreme Exploration

# The Last Desert





# How to play

Cartzzles are pictures you must first piece together by laying cards on top of each other (with or without the template, depending on your dedication). Then, start again, using challenges this time!

**This box contains 2 Cartzzles over 50 cards** (one on the front of the cards, the other on the back):

**Extreme Exploration** (front)  
**and The Last Desert** (back).

**the game also contains:**

- 1 template card
- 1 Challenge card for Extreme Exploration
- 1 Challenge card for The Last Desert
- 1 Help card & this How to play card

**To succeed, you'll need to be gentle above all!**



## A few words of advice

- Some elements differ from card to card (either by nature, color or shape), even if they should go in the same place?  
This is normal!
- You feel some cards overlap in a weird way during your first attempt? Not too bad... if you can stand the weirdness, that is.
- Check every single detail to find the best angle to lay your card.
- Train your dexterity and try to find techniques to lay the cards, to hold them, and to slide them very delicately. You can also play on a game mat for maximum efficiency.



# Extreme Exploration

(Jérôme et Anne-Claire Jouvray)



**Roald Hotfrost is a daring adventurer, even when facing certain death... all in the name of science and self-improvement. Follow his arctic expedition to the North Pole where he's going to discover the wild**

**fauna... but not only that! That's not all! You'll face a lot of dangers: a Cartzle expedition is a delicate venture... However, don't be so afraid!**

Start with the boat. You can put your cards on an A4 white sheet for a beautiful white ice floe... (The template's dotted line shows how to use it.) For each challenge, start from scrap!



## Extreme Exploration - Challenges

1 Lay all cards to follow Roald's expedition, as he circles around the ice floe and reaches the North Pole. Forget about his misfortunes... for now.

2 Start again and, this time, avoid the 9 deaths on Roald's path! Dying is a tad dangerous, y'know?



3 As a last challenge, there should be

15 penguins alongside Roald as he journeys on the ice... without him ever dying once.



# The Last Desert

(Jérôme et Anne-Claire Jouvray)

A new quest for Roald Hotfrost!  
He now crosses the desert on foot,  
searching for a mysterious ruined  
temple. This journey is of course  
hotter than the last, but equally  
as perilous. Keep your cool as you  
embark with him as he fights against  
his own limits... Yours may be tested  
too! Now... that adventure may be  
his last.



## The Last Desert - Challenges

- 1 Set aside all 17 cards with the scarab beetle that escorts Roald to the temple. Compose the picture in which Roald, the Oh so great Roald, faces the desert and studies the map.



- 2 You quite like this desert, don't you? Complete the landscape, placing, one after the other, from left to right, those 17 cards that tell Roald's venture into the desert. At the end, only one scarab beetle should be seen and you will be able to choose how the venture ends by laying the last two cards.

# Want to know more?

Head to our website to learn things about Adventure and about the art of documentary...



[www.jeux-opla.fr  
/cartzzle/exploration-extreme](http://www.jeux-opla.fr/cartzzle/exploration-extreme)



Lost in the picture?

Would you like some help? We hid a few tips and solutions on the game's website, if you use the right password:

**Extreme Exploration: leroaldesneiges**  
**The Last Desert: leroaldudesert**

Help

Want to know more?



More Cartzzles