



Crowds

Like Sheep



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 holds 2 Cartzzles with 50 cards each (one being on the front side, the other being on the back side):

Crowds (front side)
and Like Sheep (back side).

the game also contains:

- 1 template card
- 1 Challenge card for Crowds
- 1 Challenge card for Like Sheep
- 1 Help card & this How to play card



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.

Crowds

(Jacques Lerouge)

Mehdi Moussaïd is a one-of-a-kind scientist, he is a... **crowdist**! To put it more simply, he studies crowds. For instance, he analyses human movement within big events (concerts, sports events...) or more mundane events, like how pedestrians move in the streets. That is what we want you to discover with this Cartzzle.

First piece the picture together so that you discover these weird city dwellers. Then tear everything down and start again:

1. Cars stop because the traffic light is red. Pedestrians can then cross the road: lots of people can be on the crossing, more so than on the sidewalks, where human density is lower.

You will have to entirely cover certain cards as those cards, if visible, will push you away from your goal.



Crowds - Challenges



2. When the traffic lights go green, do the reverse! Okay, so some rebels are still crossing... However, population density has shifted from a place to the other. Likewise, you will have to lay the unwanted cards first so that you can cover them up.

3. In this third situation, create what is naturally generated: a human highway.

All pedestrians crossing the road from left to right are on the upper part of the crossing, whereas those who cross from right to left are on the lower part.

4. Did you ever notice that when walking, groups of 3 pedestrians and above naturally draw a V shape formation? Find and show all four relevant groups!

Like Sheep

(Jacques Lerouge)

You were sick of all the hubbub in town and got a shepherd job in a bucolic countryside! You are passionate about gazing at your wooly friends... They flow like sand in a hourglass... Are you so far from the human movement you've witnessed back in the city, after all?

- 1. First, piece together a picture where all of your sheep must stay as a herd at the left of the hedge. Beware! A lot of cards are bothersome, and some are not useful at all.**
- 2. Start over. They want to go to the other side of the hedge. Lots of them are stuck... How many will make it? Beware, some cards are not useful, but these won't be the same as in the previous challenge!**



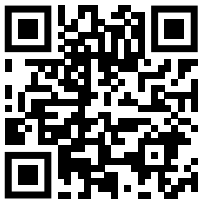
Like Sheep - Challenges

3. Let's do something **surprising**: start over but, this time, place a **character** and a **tree stump** next to the passage. You'll see that the flow of the sheep will be more harmonious with (a little bit) less chaos...Is that why you can find pillars at the exits of big gatherings? So, "breaking" the crowd would be beneficial to its flow?!... And, obviously, you know the gist; some cards are useless, and so on. Have a good transhumance, then!



Want to know more?

Find more info on crowd studies and sheep mobs on our website...



[www.jeux-opla.fr
/cartzle/foules](http://www.jeux-opla.fr/cartzle/foules)



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:

Crowds: **supermehdi**
Like Sheep: **apoillaineux**

Help



Want to have more?



More Cartzzles