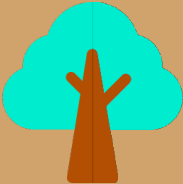
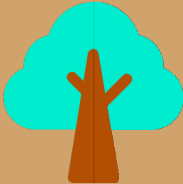
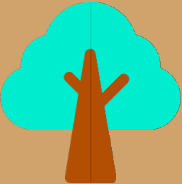
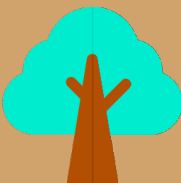
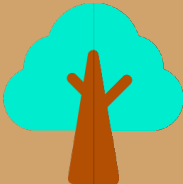
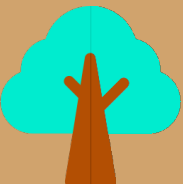
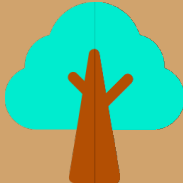
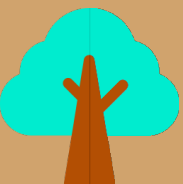
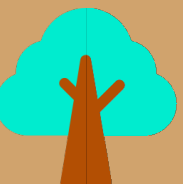


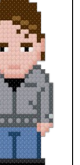
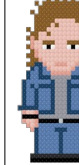
HAWKINGS			 HARRINGTON		 WHEELERS			
 RENDŐRSÉG							 TITKOS HÁZ.	
		 BOLT						
 JÁTÉKTEREM				 SINCLAIR				 LABOR
		 ISKOLA						
 ÉTTEREM			 MAX & BILLY		 HENDERSON		 BYERS	

MÉHECSKÉS KALANDOK II. FEJEZET 4.RÉSZ

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- A Stranger Things filmsorozat alapján készült pályán a kék rész a „TÓTÁGAS” nevű hely, ahol minden fordítva van egy másik dimenzióban.
- A szereplők közül bárki „TÓTÁGAS”-ban jár: minden parancs az ellenkezőjét jelenti!
- A Demogorgon egy szörny. **BÁRMELYIK MEZŐN MOZOGHAT!** Ha azonos mezőn vagy a szörnnyel, elviszi magával és elrejt a barlangjában!
- A züminek (szereplőknek) **bármelyik** mezőn lehet mozognia, **de** a fával jelölt mezőkre NEM léphet.
- A „HAWKINGS” (barna) és „TÓTÁGAS” (kék) mezők (dimenziók) között **csak** a Labor-on keresztül lehet közlekedni!
- Elindulni mindig az adott szereplőtől kell, ahogy az utasítás jelzi (a szereplők **lefelé** néznek – **mivel szemben van.**)
- A feladatok végén a szereplők ottmaradnak abba az irányba néznek ahová megérkeztek, innen folytatják az útjukat a következő feladatban.
- Lehet olyan is, amikor egyszerre többen mozognak!
- A megoldásokat kérem küldjék el a tacsi@tutaimail.com email címre. Szkennelve vagy fotózva! Beérkezési határidő: **2024. június 30. vasárnap, 23:59**
- Ikonok: <https://www.flaticon.com/> Szereplők: <https://www.pixelpowerdesign.com/shop/tv/stranger-things>
- Havonta új rész következik! A feladatok megoldása 14 parancsba bele kell férjen. Kíváncsi vagyok, hogy oldják meg a feladatokat! :-)
- Tehát nincs kőbe vésett megoldás! Ha teljesítik a feladatot, egy pont jár érte!
- Célszerű a méhecskés kupakokra felragasztatni a szereplőket! Úgy egyértelműbb lesz a mozgás!

Szereplők:

															
WILL	LUCAS	ELEVEN	MIKE	MAX	DUSTIN	HOPPER	JOICE	JONATHAN	NANCY	STEVE	DR.OWENS	BOB	BILLY	DEMO-GORGON	ELME NYÚZÓ

Használható parancsok:

előre
mozdul

hátra

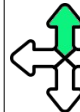
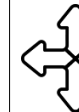
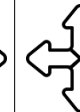
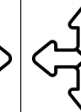
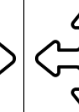
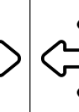
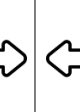
jobbra

balra

nem



PÉLDA: Joyce menjen az iskolába!

										
JOICE										ISKOLA

A szereplők szemben vannak, lefelé néznek, két darab előre parancs kell hozzá, ezért két zöld színű előre parancs kell hozzá!

4.rész

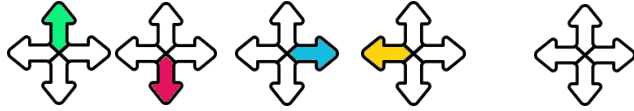
A bölcs Will

Will magához tér barátai és Joyce előtt. Joyce hazaviszi fiát, de észreveszi, hogy Will furcsán viselkedik, miután különféle dolgokat kezd firkálni lapokra. Joyce Hoppert hívja segítségül, akivel közösen rájön, hogy a Will által rajzoltak egy hatalmas indarendszert alkotnak. Hopper ráismer egy területre és Joyce tudtán kívül elmegy. Nancyt és Jonathant álruhában lévő ügynökök csalják csapdába, amikor azok Barb édesanyjával próbálnak kapcsolatba lépni. Dr. Owens megmutatja nekik az Upside Downba vezető portált, illetve bevallja, hogy Barb emiatt vesztette életét. Amikor kiengedik a laboratóriumból a két fiataalt, Nancy elárulja, hogy felvette Dr. Owens vallomását. Dustin megtudja, hogy Dart kitört a ketrecéből és megölte a család macskáját. Dart egy, a Demogorgonhoz hasonló kisebb szörnnyé növekszik. Eleven a Hopperrel való vitája után megtalálja Hopper kutatásainak dokumentumait biológiai édesanyjáról, Terry Ivesről, akivel megpróbál kapcsolatba lépni erejét használva. Hopper leás a földbe az egyik fertőzött területen, ahol a föld alatt egy, az Upside Downba vezető alagutat talál.

MÉHECSKÉS KALANDOK II. FEJEZET 4.RÉSZ (C) Szabó János | 2024. június tácsi.hu

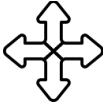
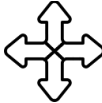
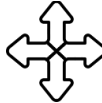
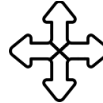
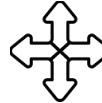
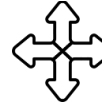
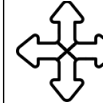
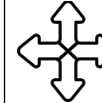
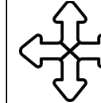
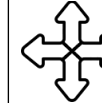
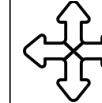
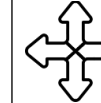
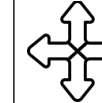
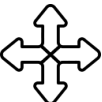
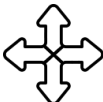
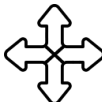
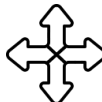
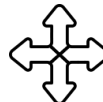
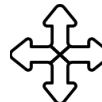
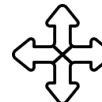
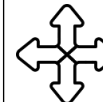
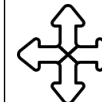
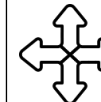
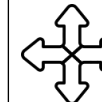
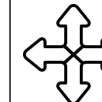
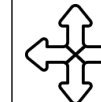
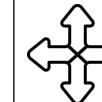
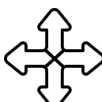
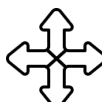
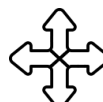
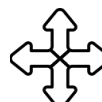
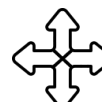
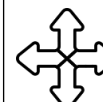
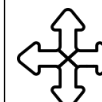
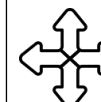
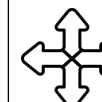
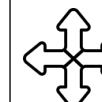
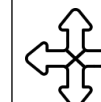
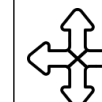
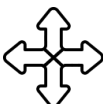
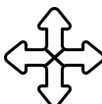
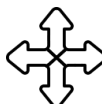
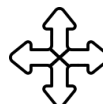
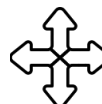
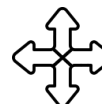
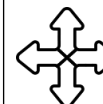
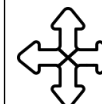
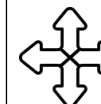
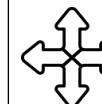
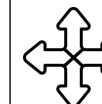
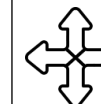
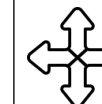
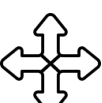
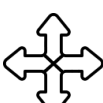
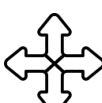
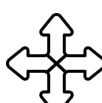
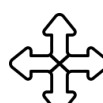
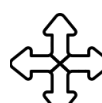
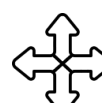
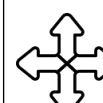
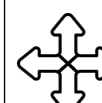
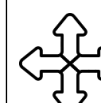
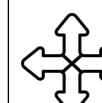
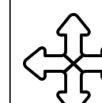
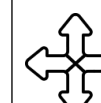
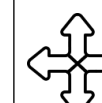
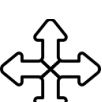
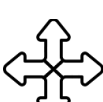
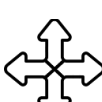
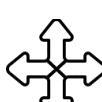
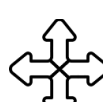
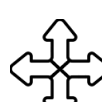
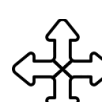
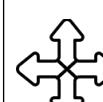
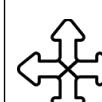
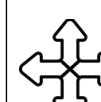
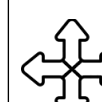
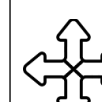
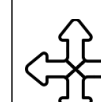
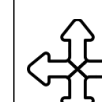
Használható parancsok:

előre hátra jobbra balra nem mozdul



Csapat neve: _____ Osztály: _____

1. Will magához tér barátai és Joyce előtt. **Joyce hazaviszi fiát a házukba! (Együtt mozognak!)**
2. Joyce Hoppert hívja segítségül. **Hopper menjen a Byers házába!**
3. Hopper ráismer egy területre és Joyce tudtán kívül elmegy. Vidd **Hopper-t az indával jelölt tökök mezőre!**
4. Nancyt és Jonathant elviszik a Laborba az ügynökök Vidd oda őket! **(Együtt mozognak!)**
5. Dr. Owens megmutatja nekik az Upside Downba vezető portált **Nancy-nek és Jonathan-nak utána vidd őket a piros kocsival megjelölt mezőre! (Együtt mozognak!)**
6. Dustin megtudja hazaérve, hogy Dart kitört a ketrecéből. Vidd **Dustin-t haza a Henderson házába!**

 JOICE+WILL															 BYERS
 HOPPER															 BYERS
 HOPPER															
 JONATHAN+NANCY															 LABOR
 JONATHAN+NANCY															
 DUSTIN															 HENDERSON