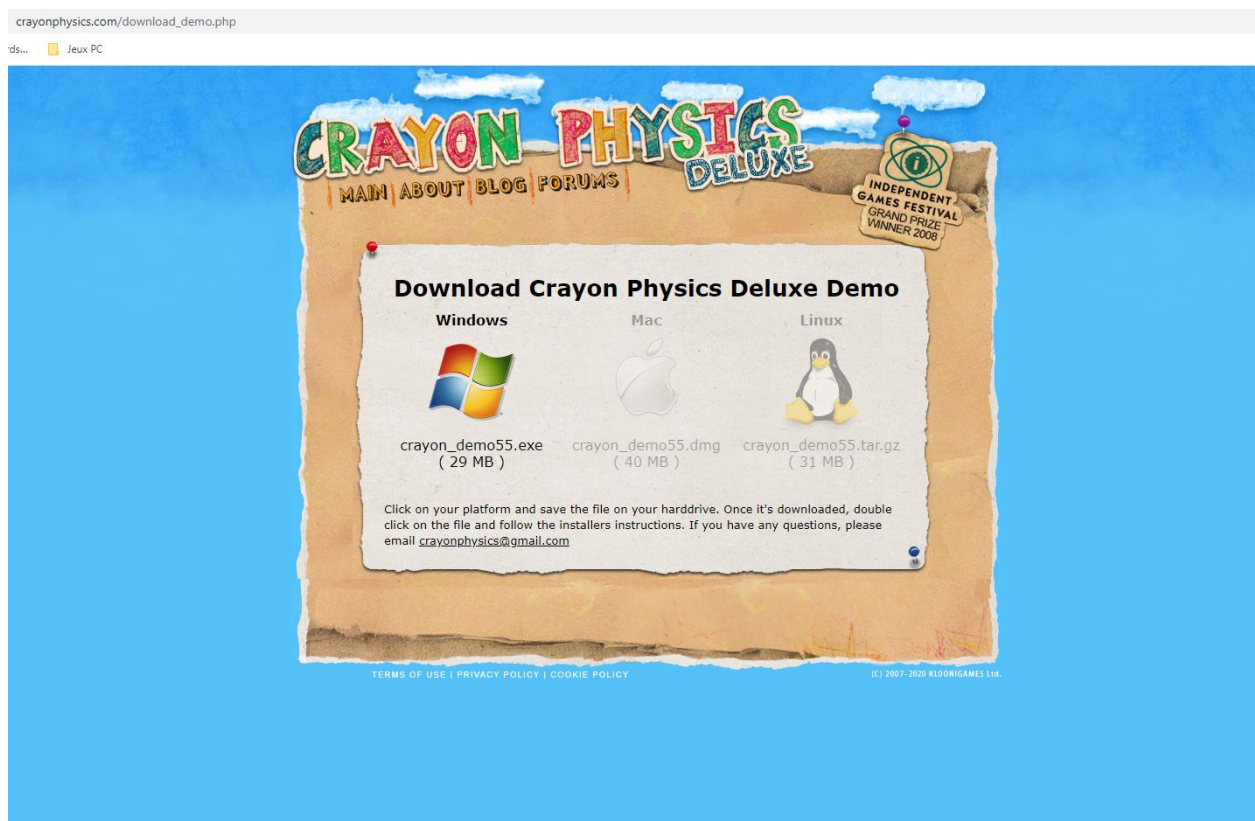


Tutoriel - Crayon Physics Deluxe

Présentation : *Crayons Physics Deluxe* est un jeu vidéo gratuit (démon), utilisable sur PC, Mac et Linux.

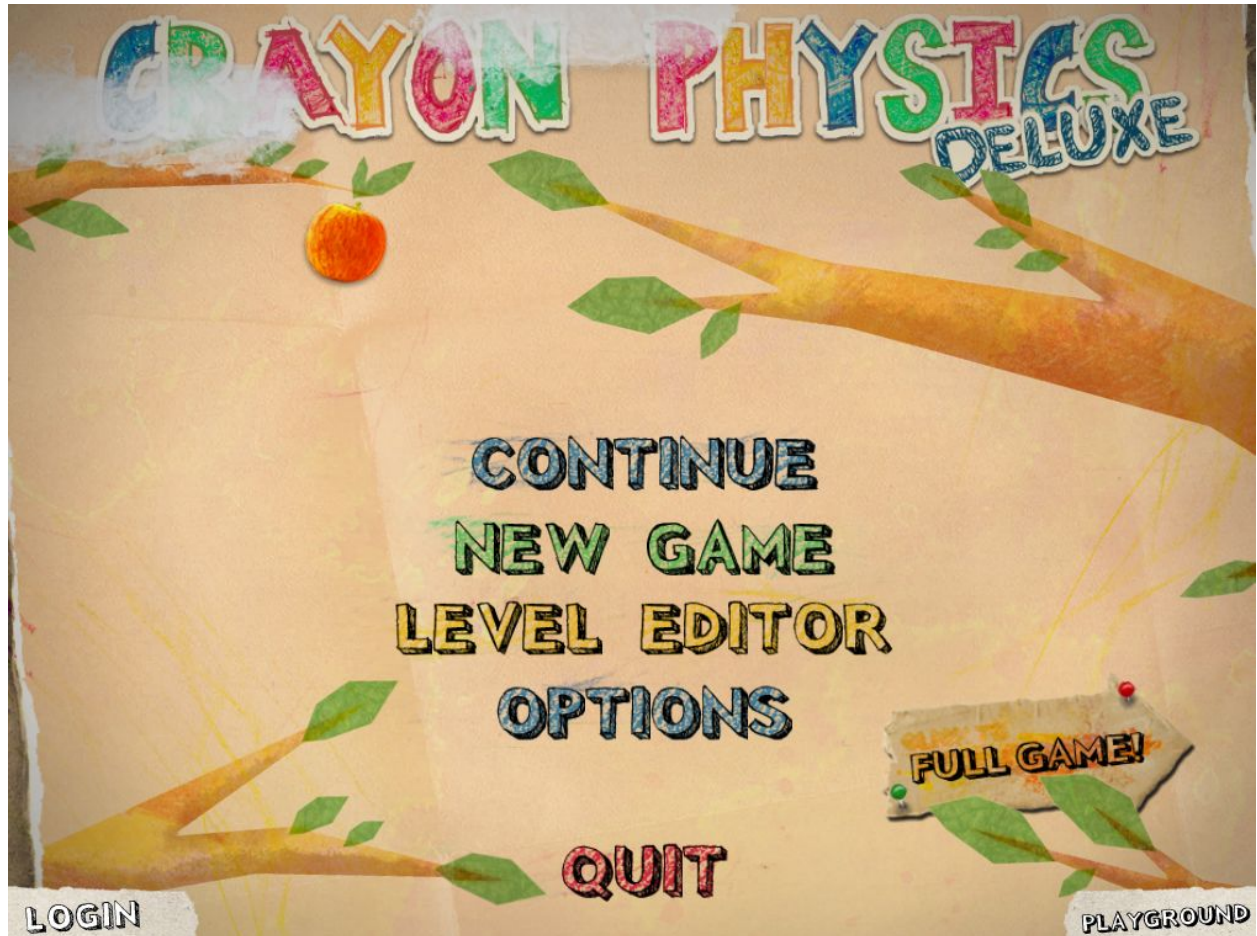
Concept : *Crayons Physics Deluxe* vous demande d'atteindre l'étoile jaune pour finir le niveau. A vous de créer des figures géométriques (triangle, carré, rectangle) et d'utiliser la physique (gravitation, masse, etc.) pour y réussir. Tout se joue à la souris, il faut dessiner les formes.

Lien : http://www.crayonphysics.com/download_demo.php

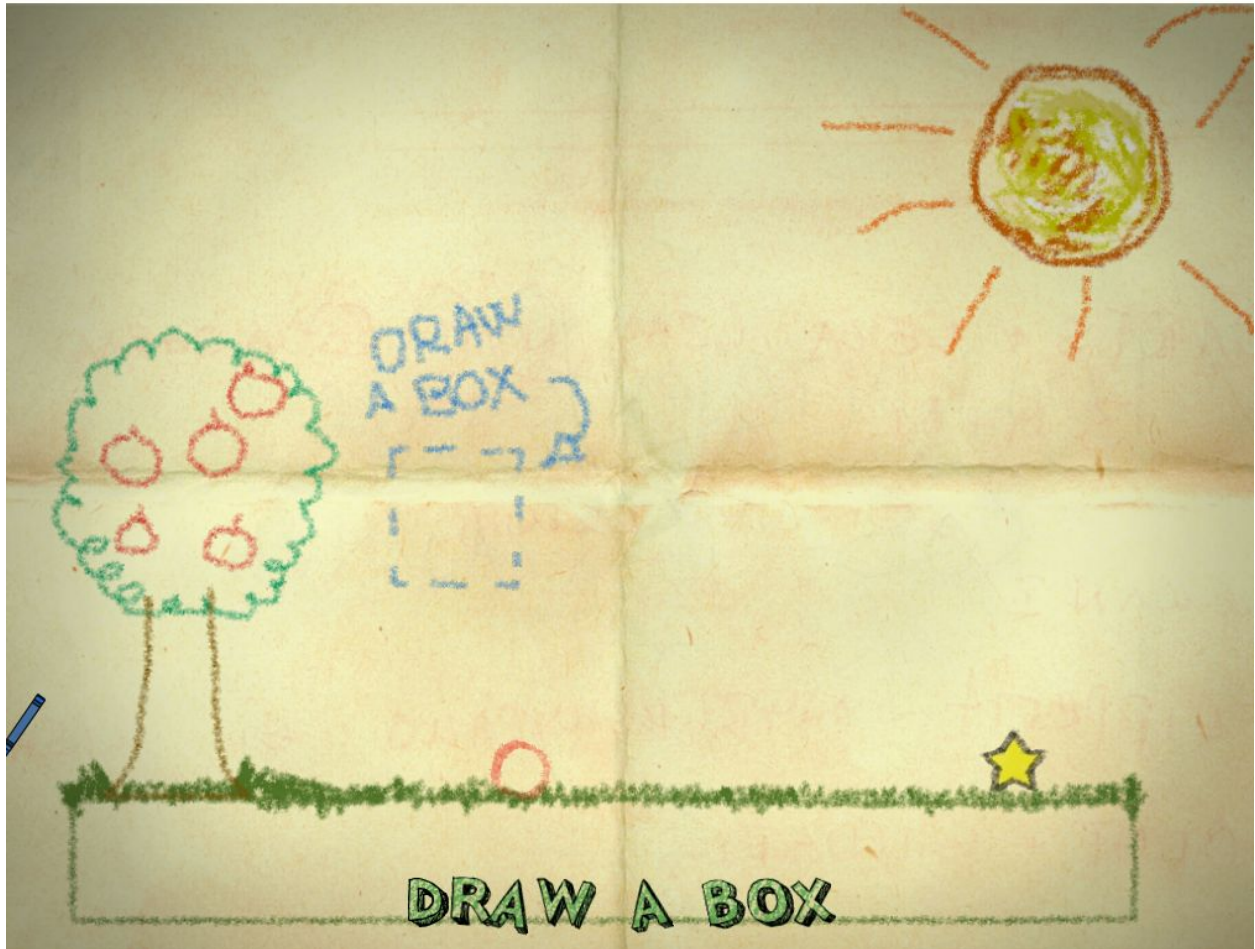


The screenshot shows the website www.crayonphysics.com/download_demo.php. The page features a blue background with a central white box that looks like a piece of torn paper. At the top of the paper, the game title "CRAYON PHYSICS DELUXE" is written in colorful, stylized letters. Below the title are navigation links: "MAIN | ABOUT | BLOG | FORUMS". To the right of the title is a badge that says "INDEPENDENT GAMES FESTIVAL GRAND PRIZE WINNER 2008". The main heading in the white box is "Download Crayon Physics Deluxe Demo". Below this, there are three columns for different operating systems: Windows, Mac, and Linux. Each column has an icon (Windows logo, Apple logo, and Tux the penguin) and a download link with the file name and size: "crayon_demo55.exe (29 MB)", "crayon_demo55.dmg (40 MB)", and "crayon_demo55.tar.gz (31 MB)". At the bottom of the white box, there is a paragraph of instructions: "Click on your platform and save the file on your harddrive. Once it's downloaded, double click on the file and follow the installers instructions. If you have any questions, please email crayonphysics@gmail.com". At the very bottom of the page, there are links for "TERMS OF USE | PRIVACY POLICY | COOKIE POLICY" and a copyright notice "(C) 2007-2020 KLDORIGAMES LTD."

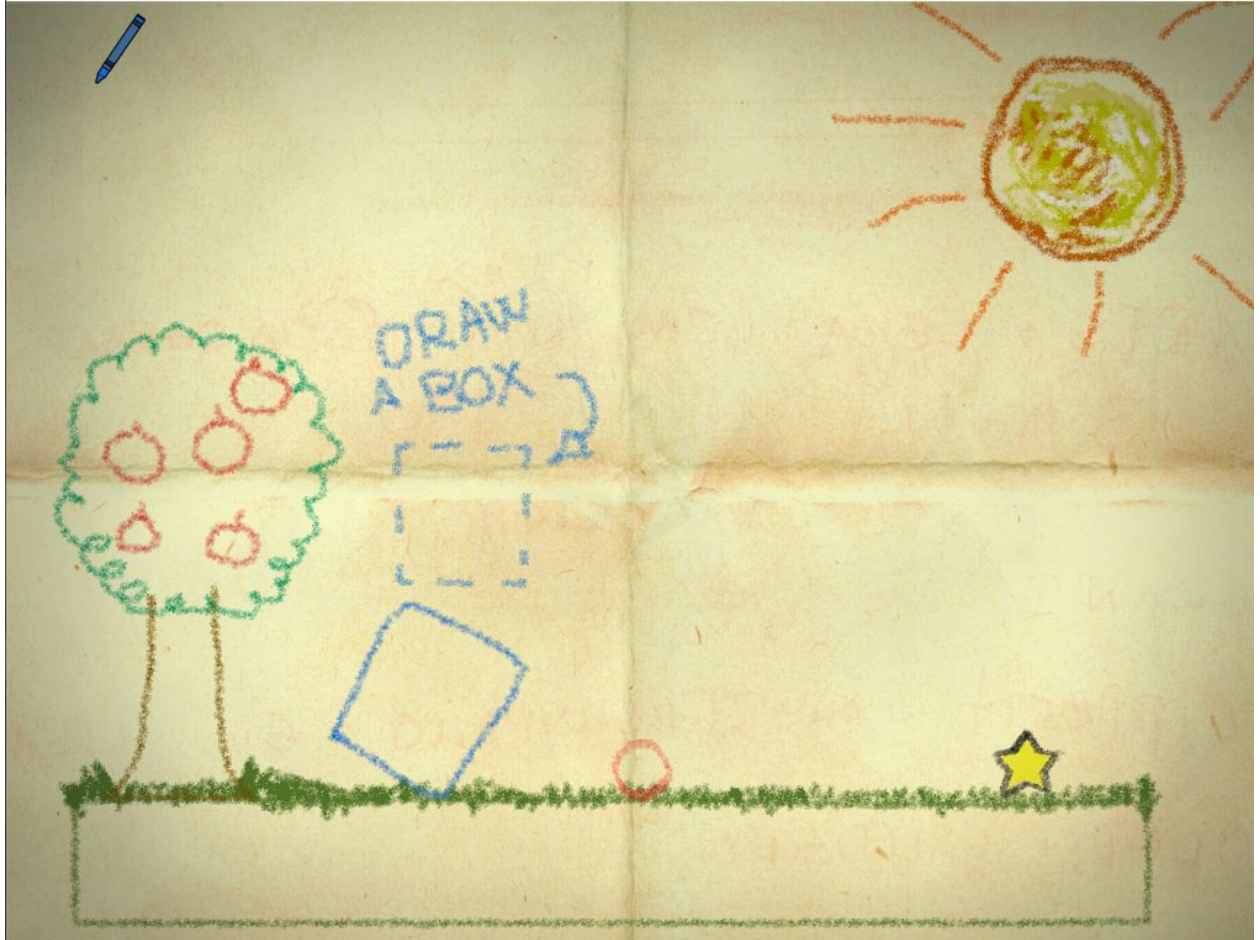
Allez sur le lien et téléchargez la démo



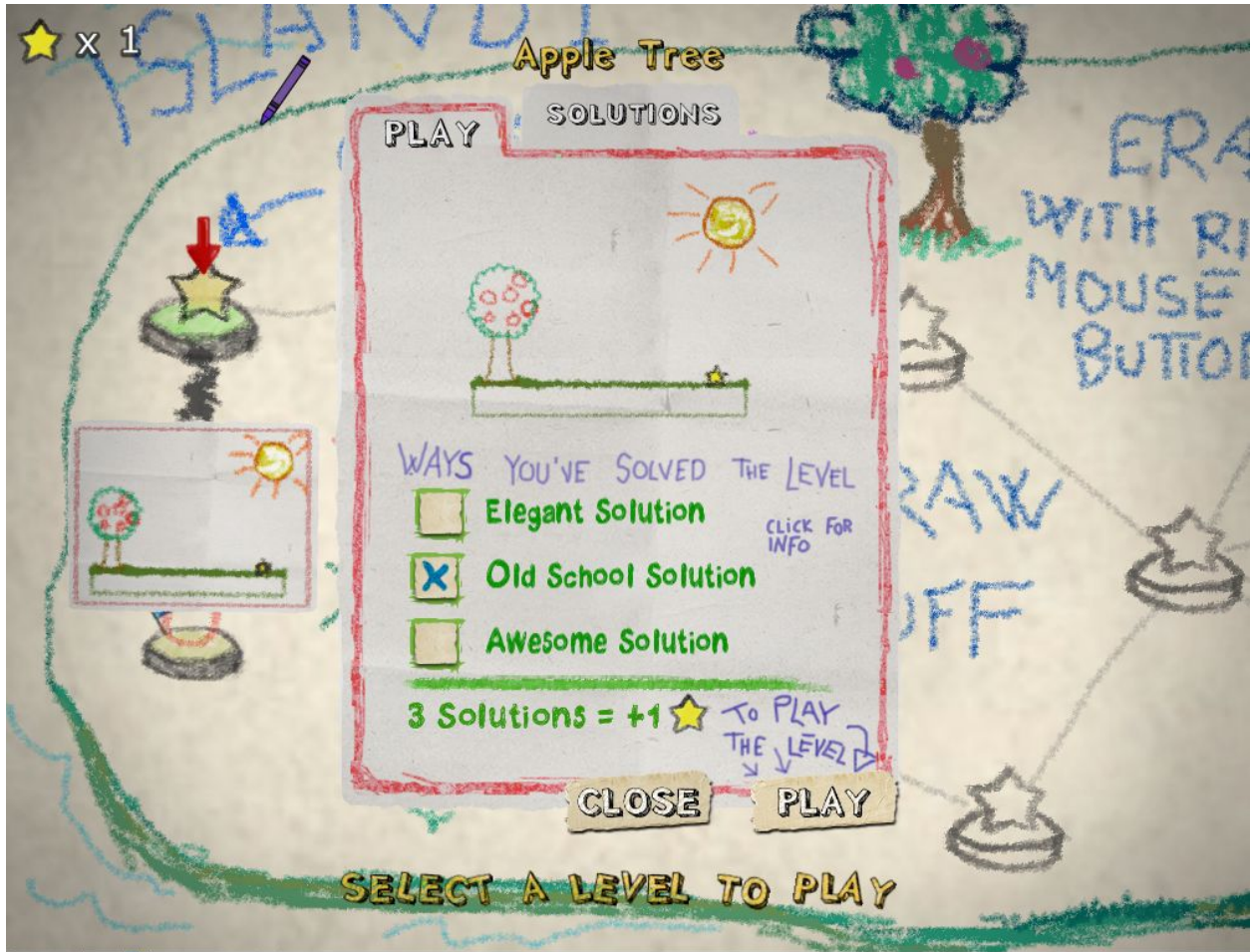
Ouvrir le jeu pour arriver sur le menu principal (il est possible de changer des options : résolution, etc.)



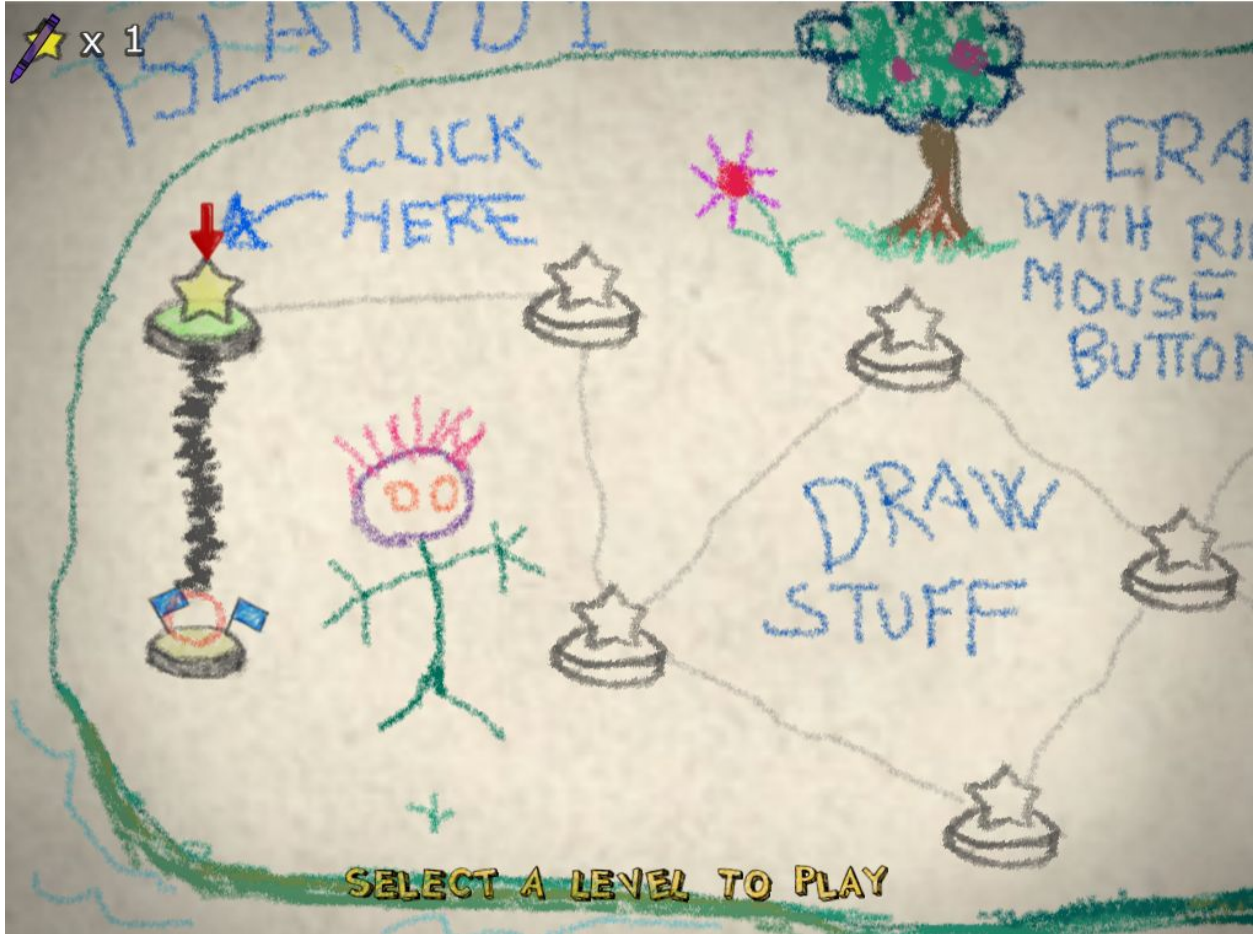
1ère énigme, il faut dessiner une boîte (carré) dans l'élément bleu.



Le carré tombe, percute le cercle qui avance et va toucher l'étoile



Chaque niveau résolution vous explique si la solution utilisée est simple, élégante ou superbe.
Une occasion de vous motiver à refaire le niveau pour trouver une autre solution



A vous de continuer les autres niveaux