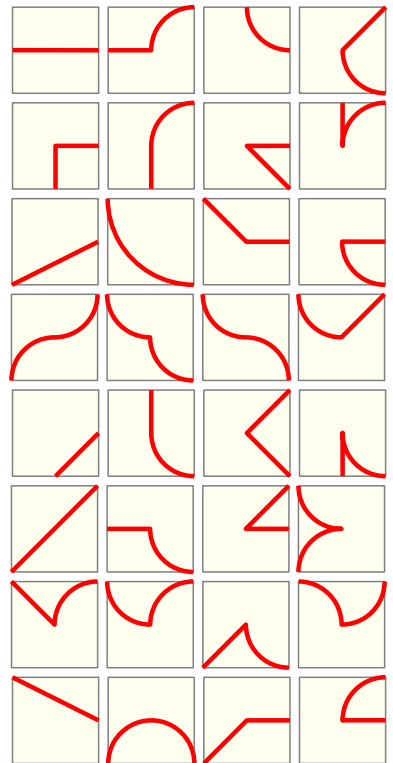
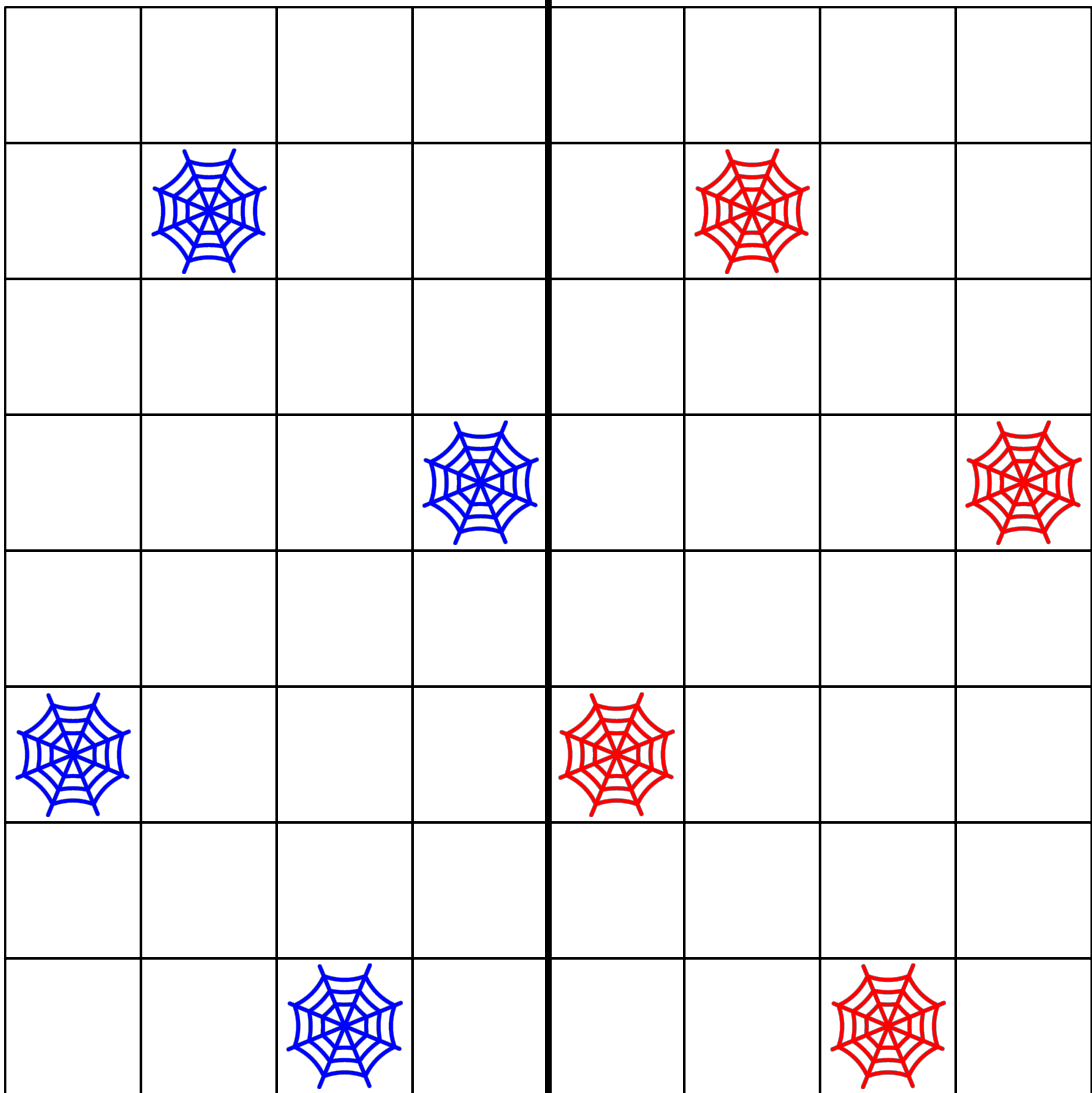
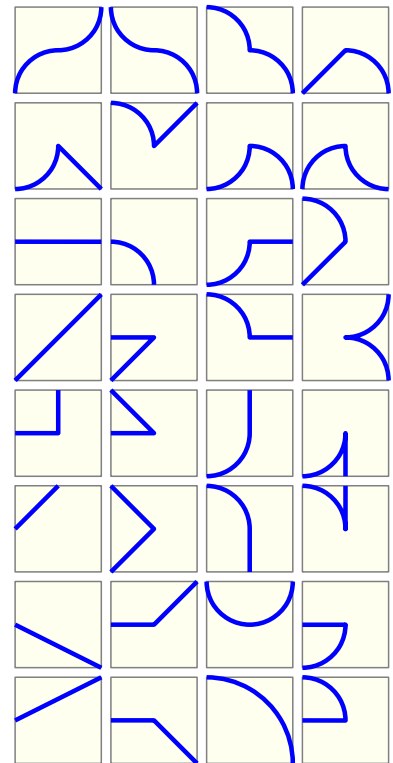


0 point

0 point

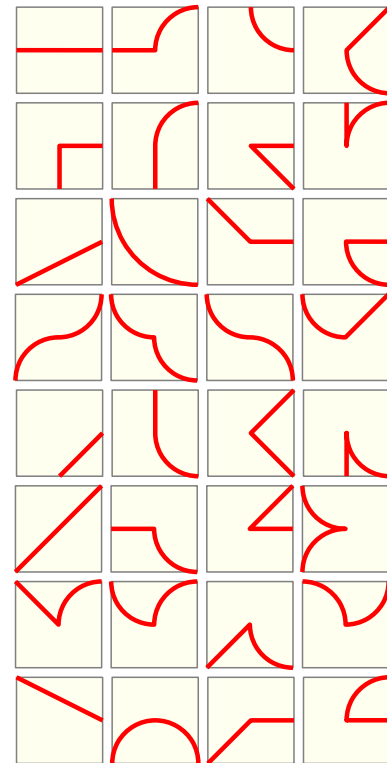
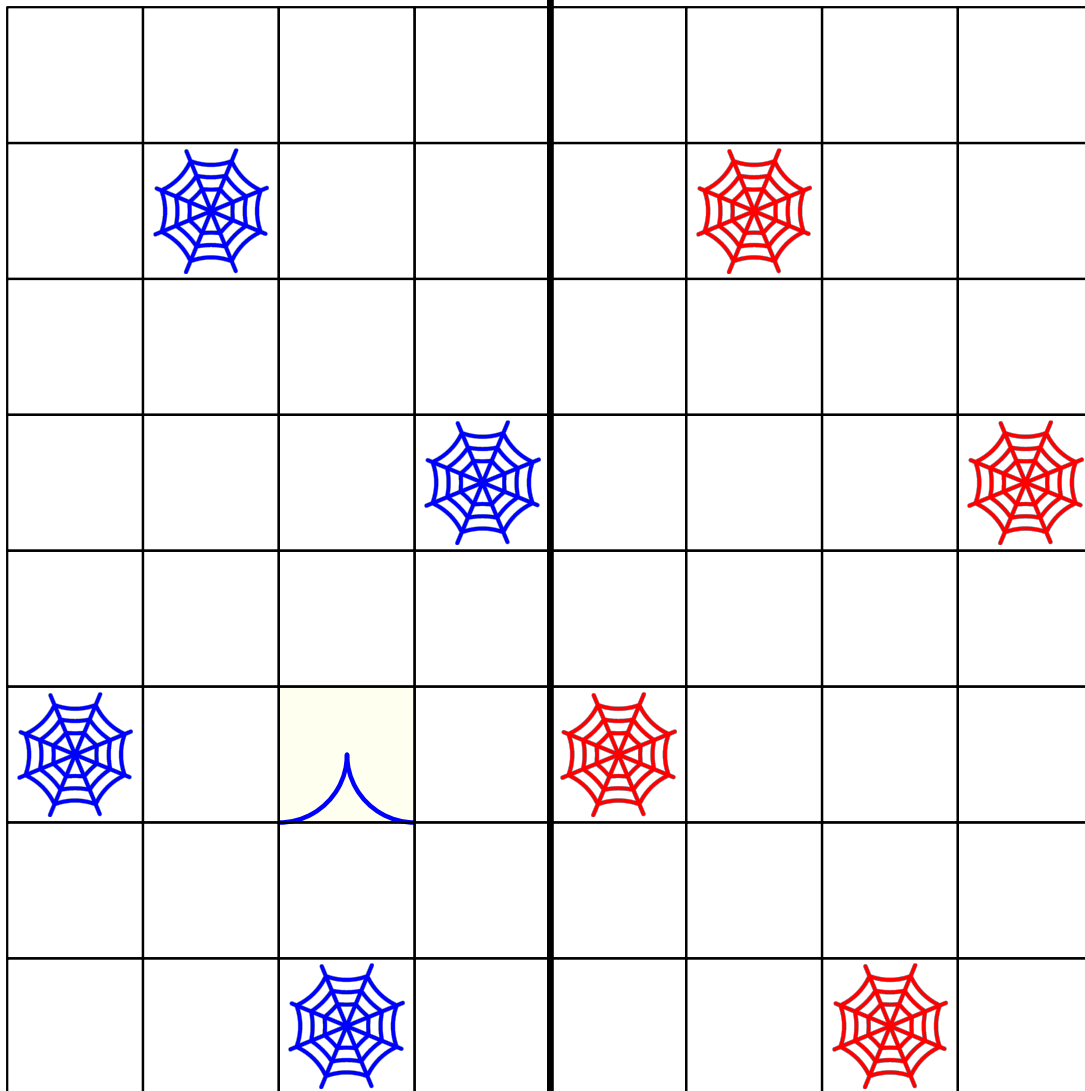
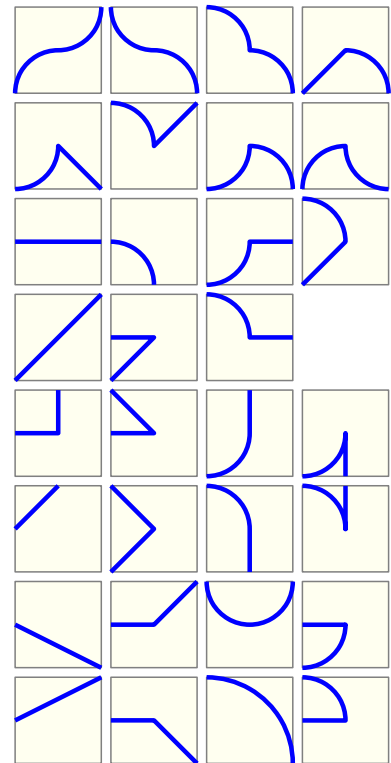
SYMETRON : les joueurs jouent en SYMÉTRIE AXIALE.



0 point

0 point

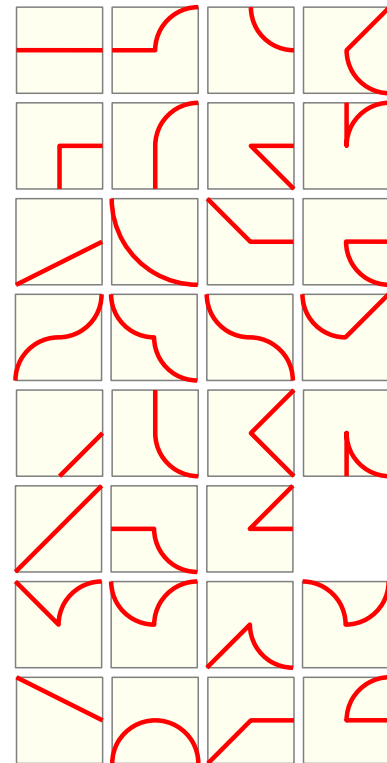
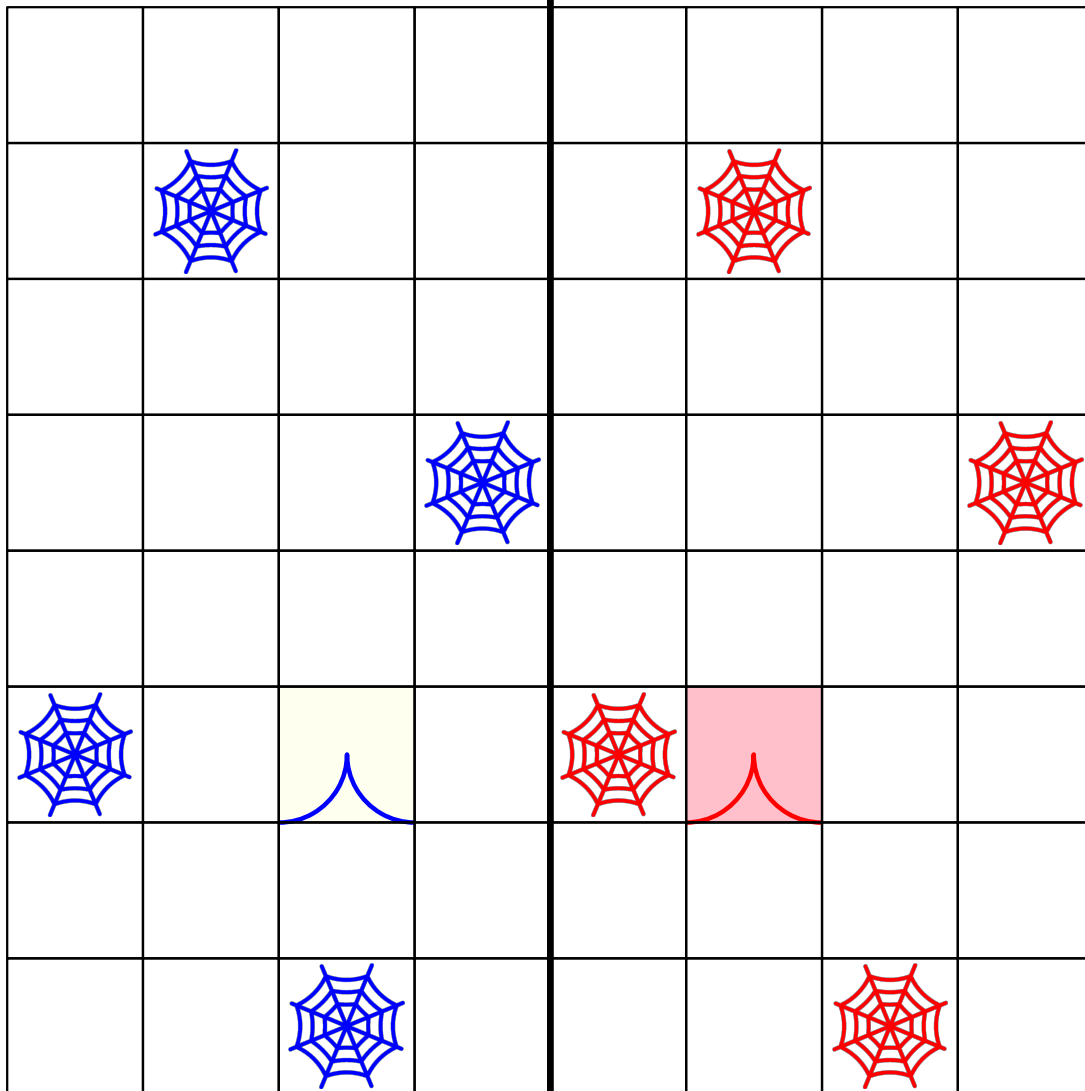
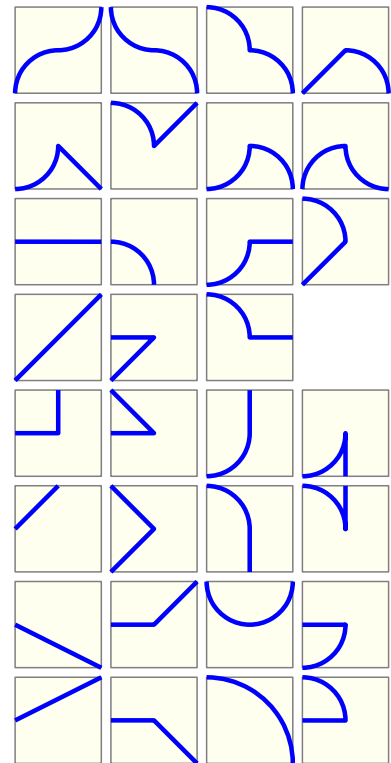
Le but du jeu est de marquer le maximum de points en fermant des lignes.



0 point

0 point

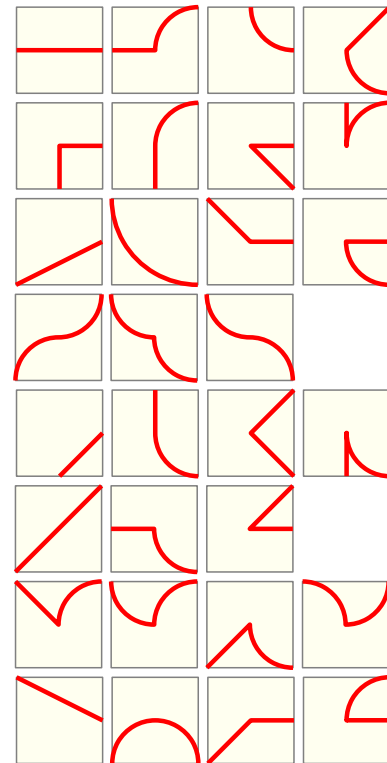
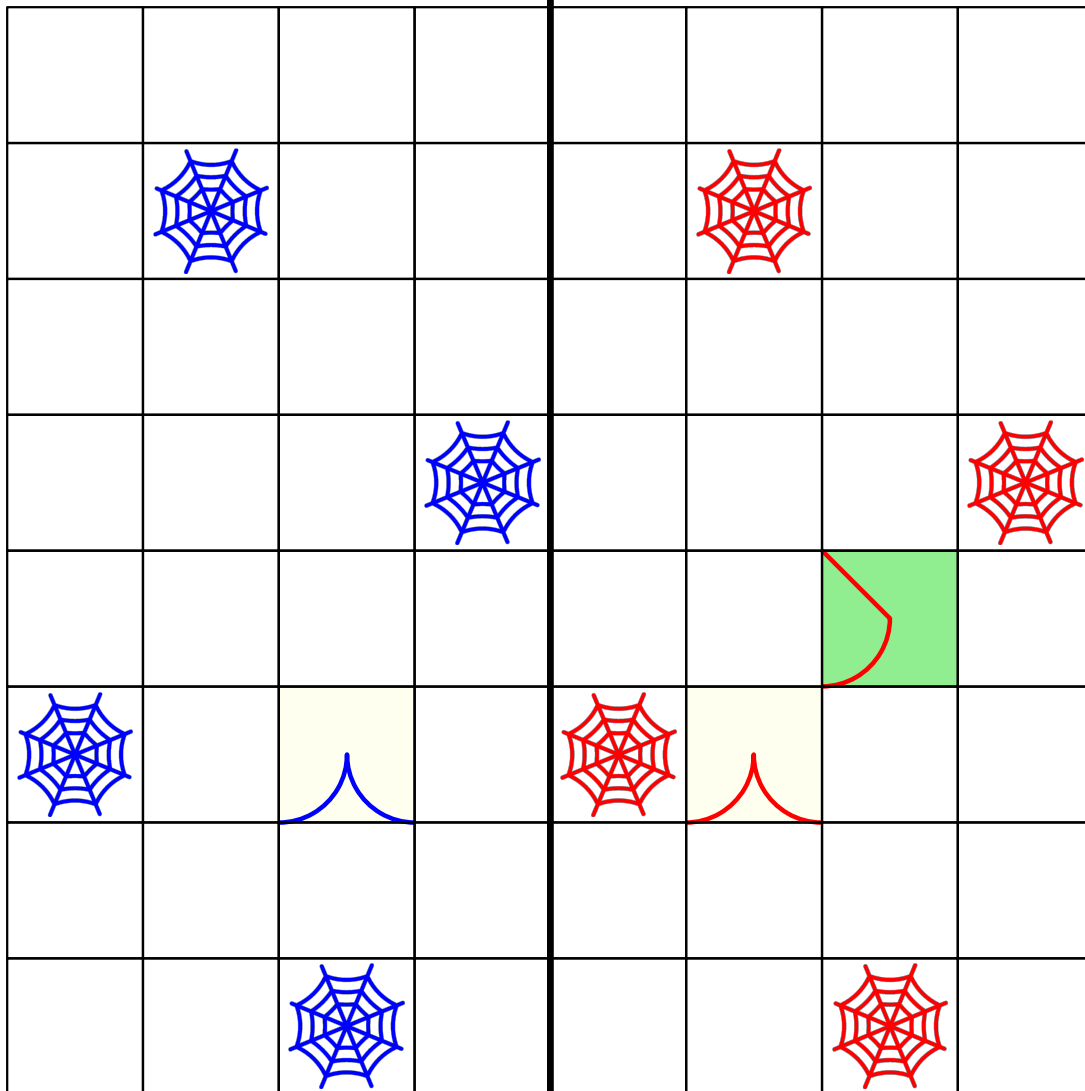
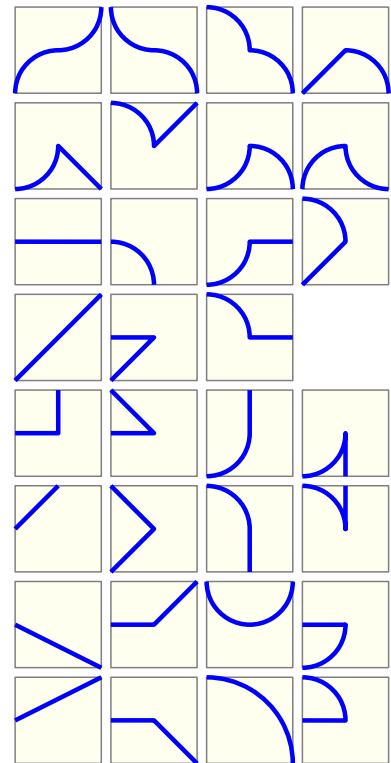
Bleu commence en posant une tuile dans son camp.



0 point

0 point

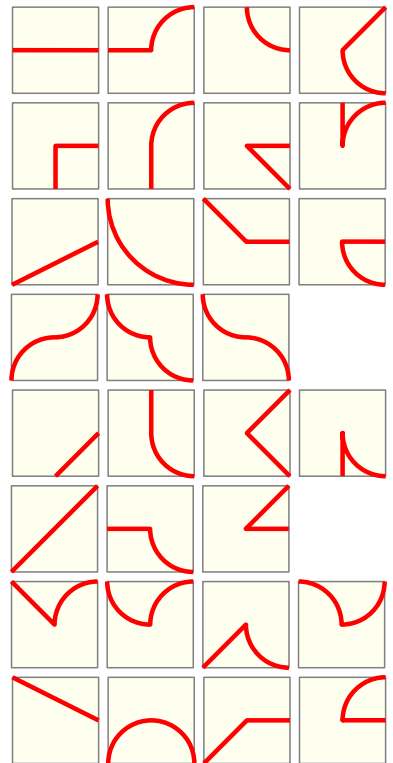
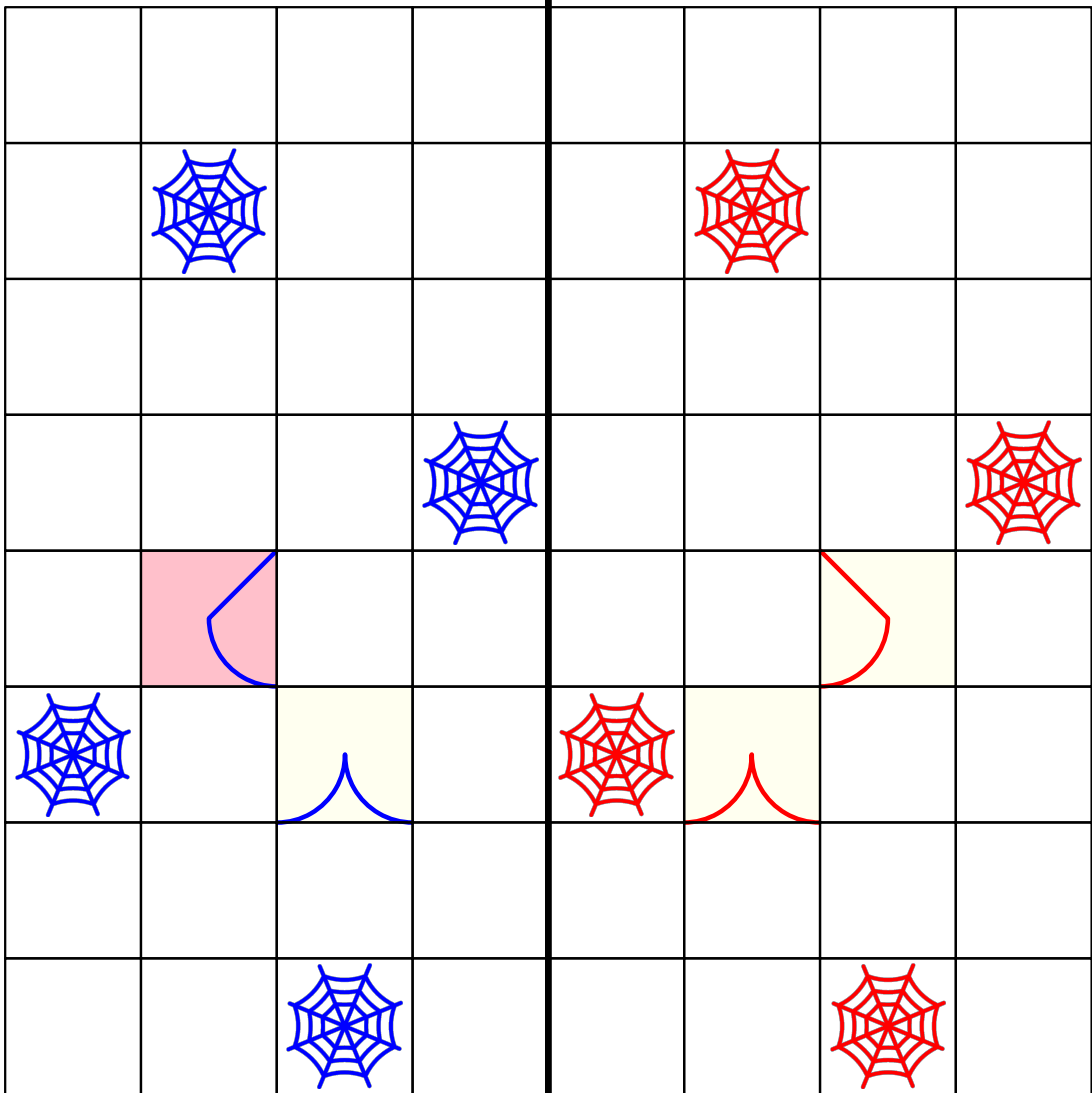
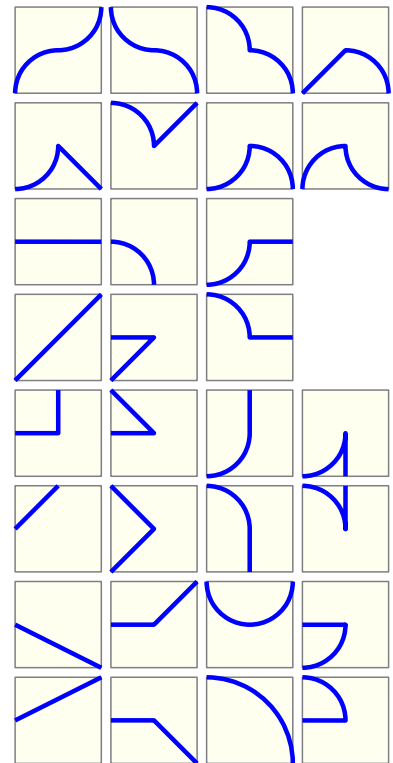
Rouge répond en posant la tuile symétrique : c'est la POSE FORCÉE.



0 point

0 point

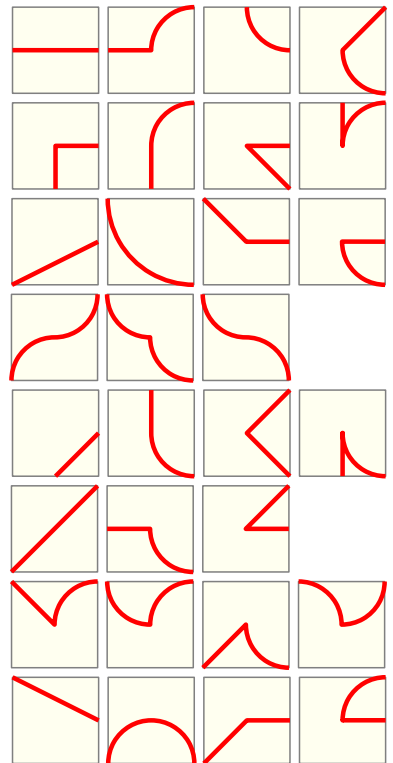
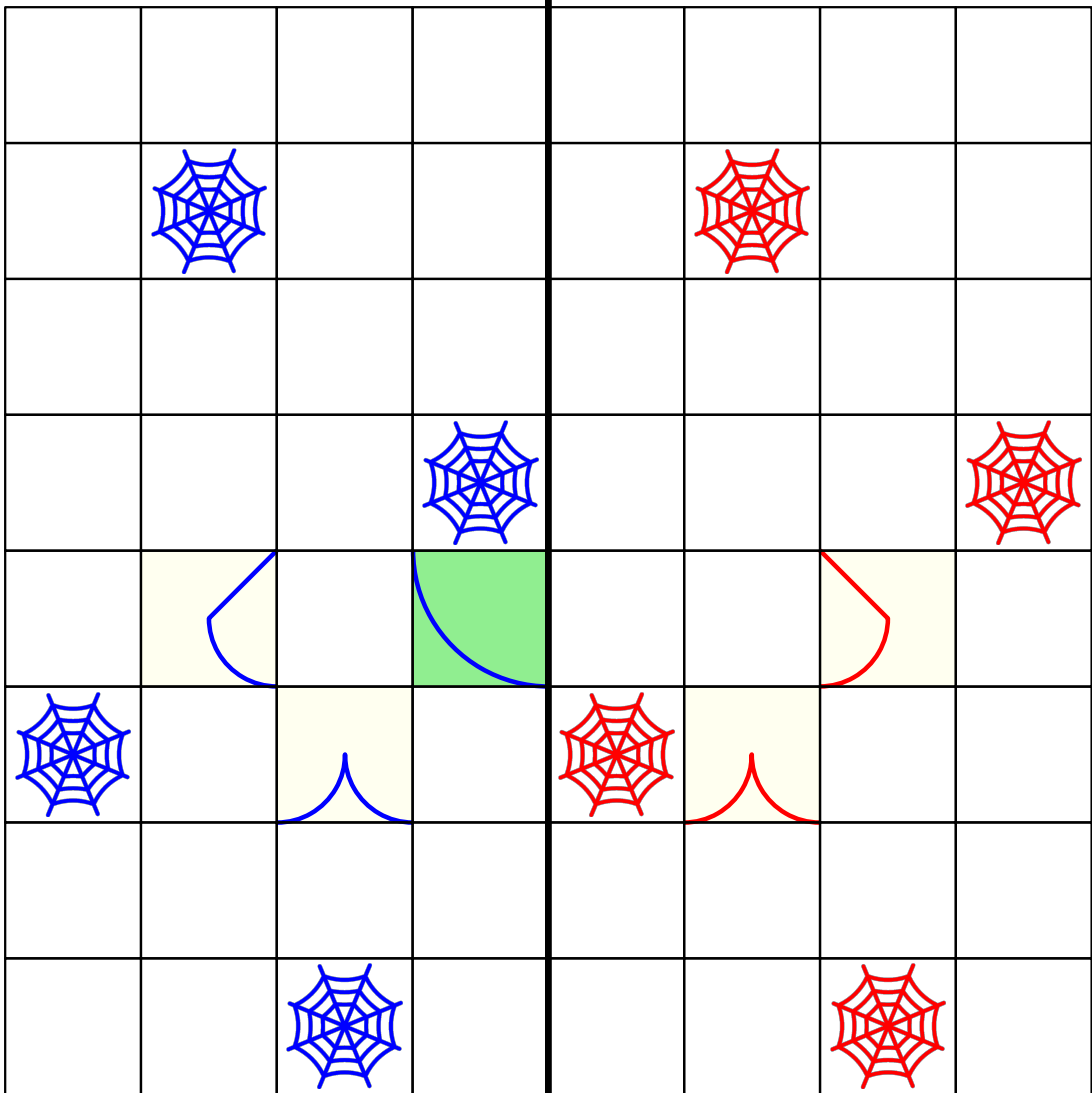
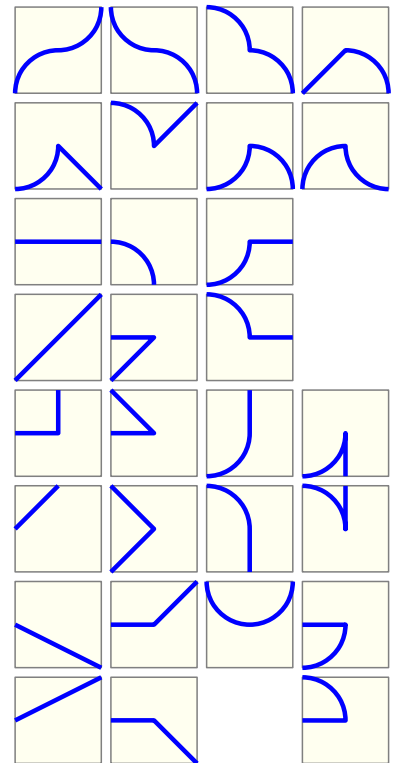
Puis Rouge pose une tuile de son choix dans son camp : c'est la POSE LIBRE.



0 point

0 point

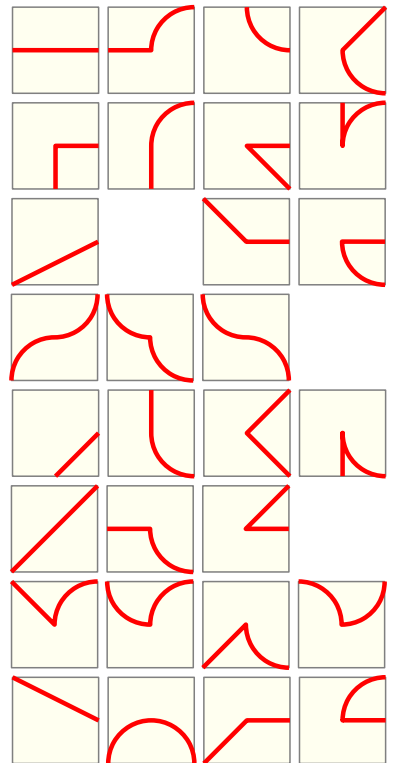
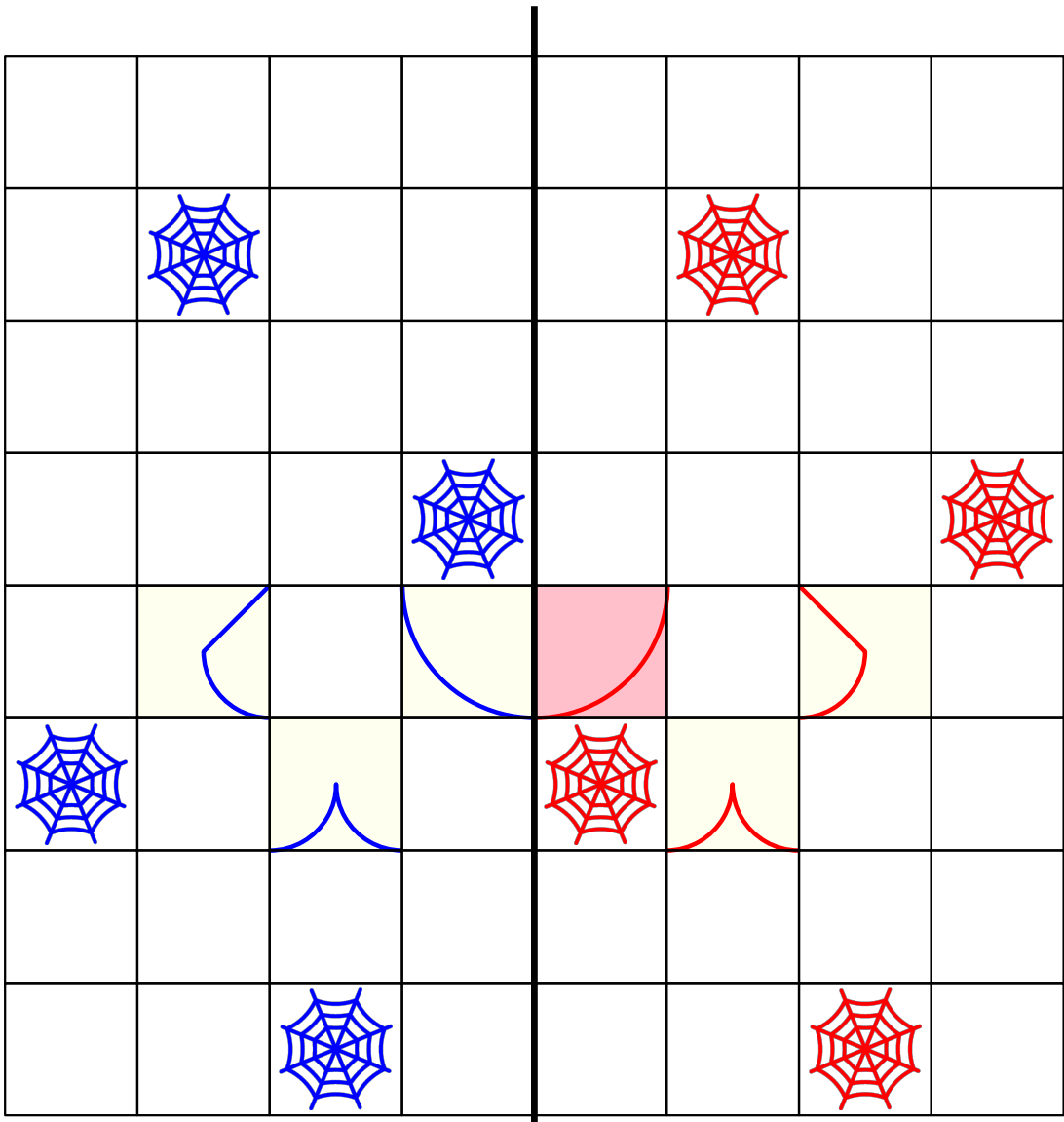
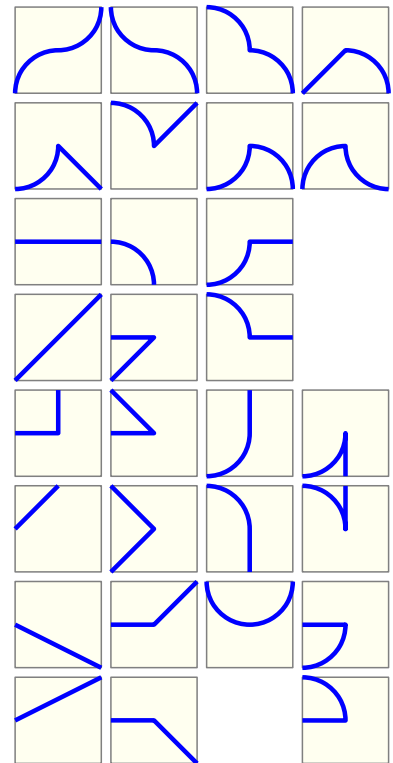
Bleu répond en posant la tuile symétrique : c'est la POSE FORCÉE.



0 point

0 point

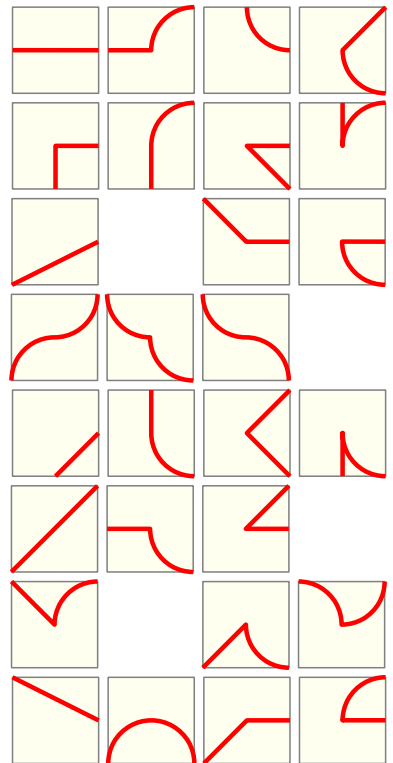
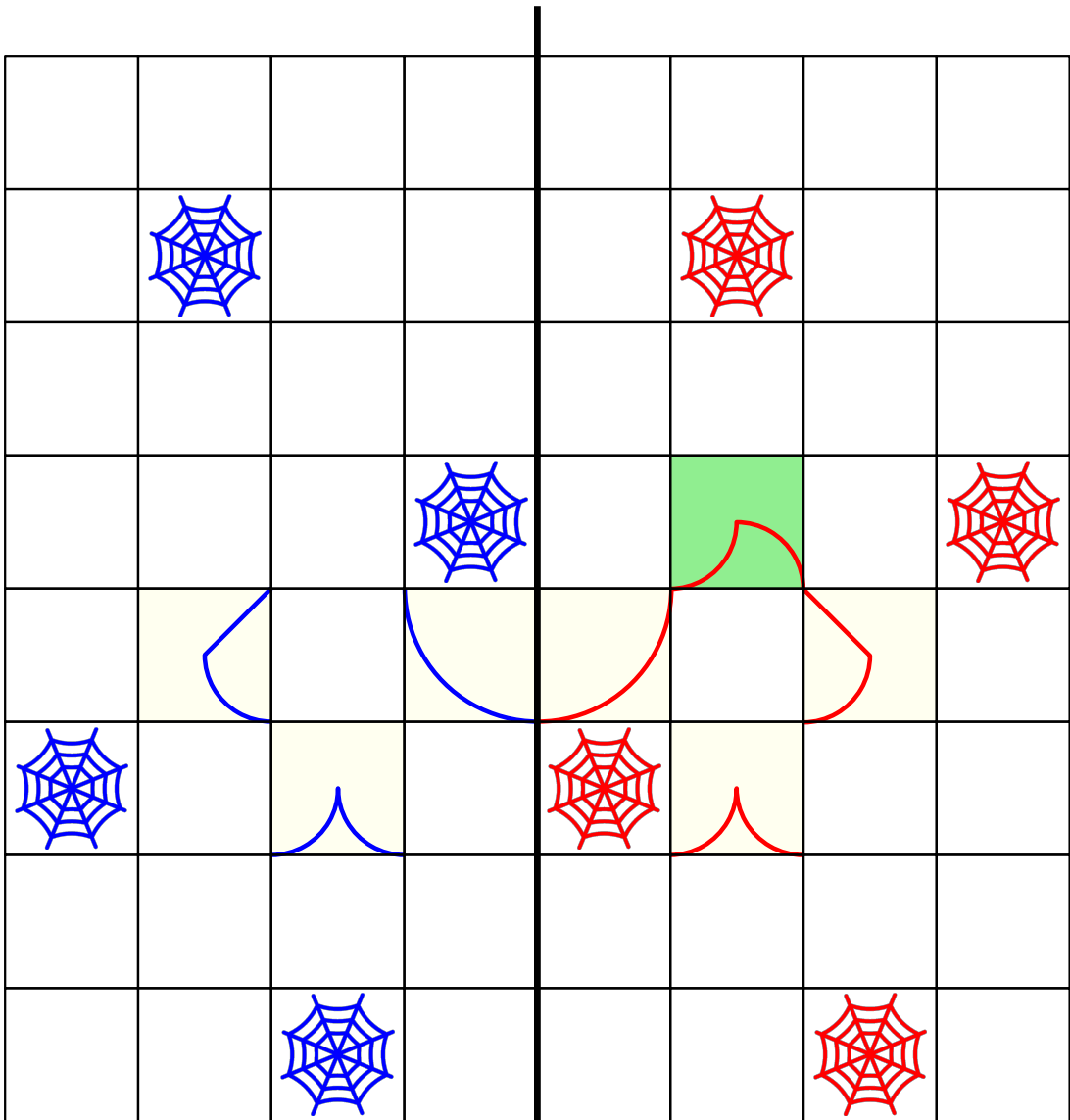
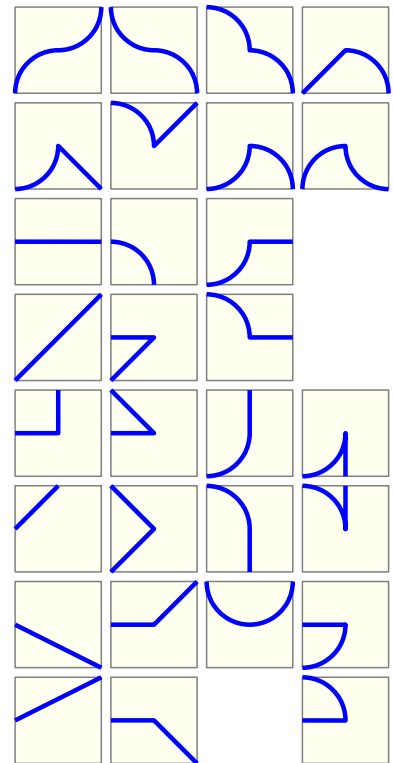
Puis **Bleu** pose une tuile de son choix dans son camp : c'est la **POSE LIBRE**.



0 point

0 point

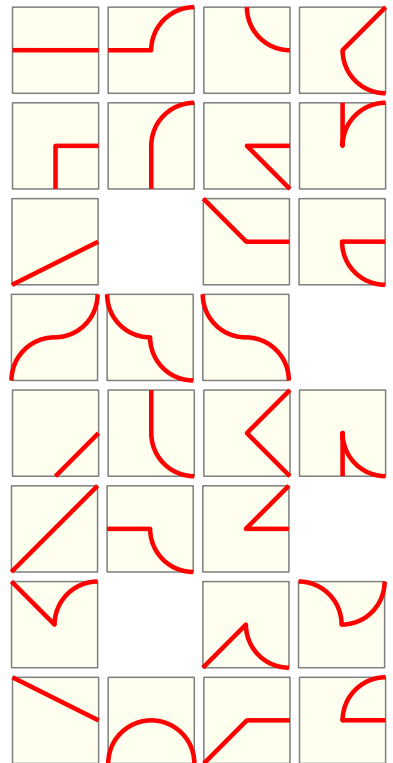
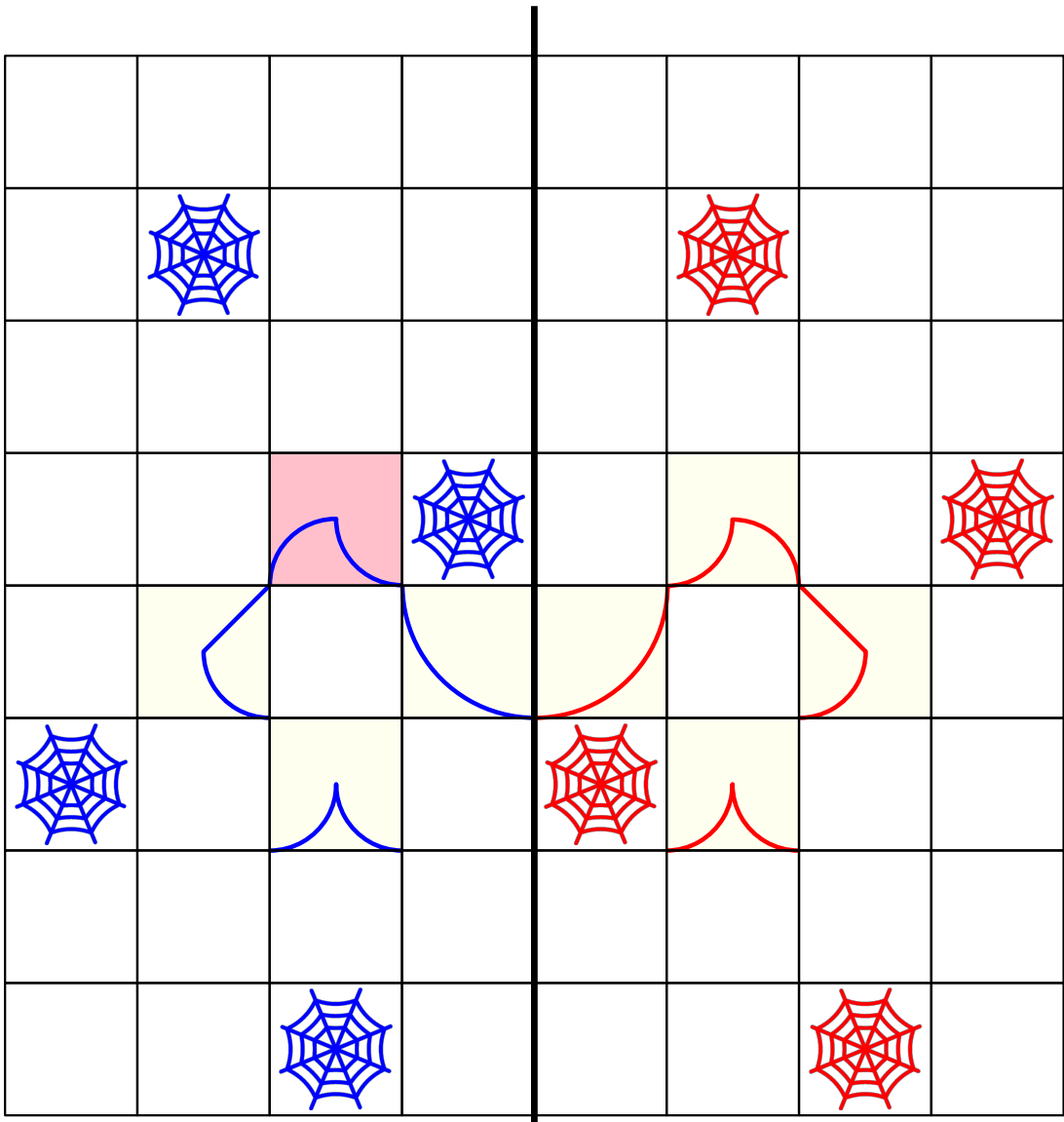
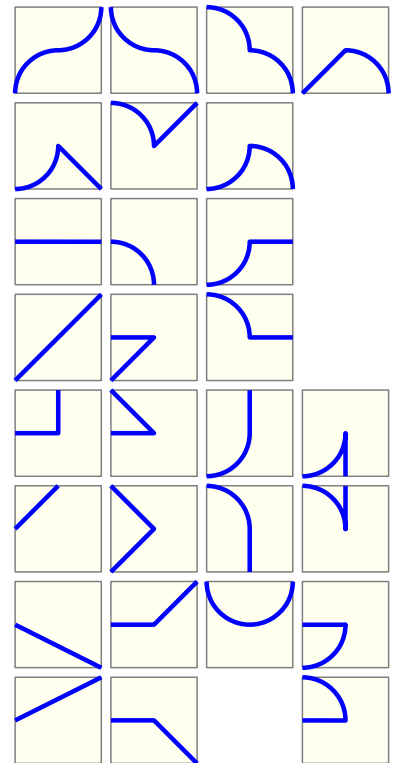
Rouge répond en posant la tuile symétrique.



0 point

0 point

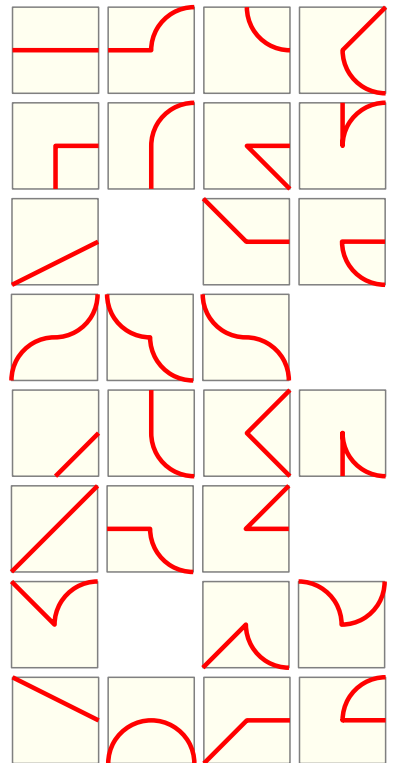
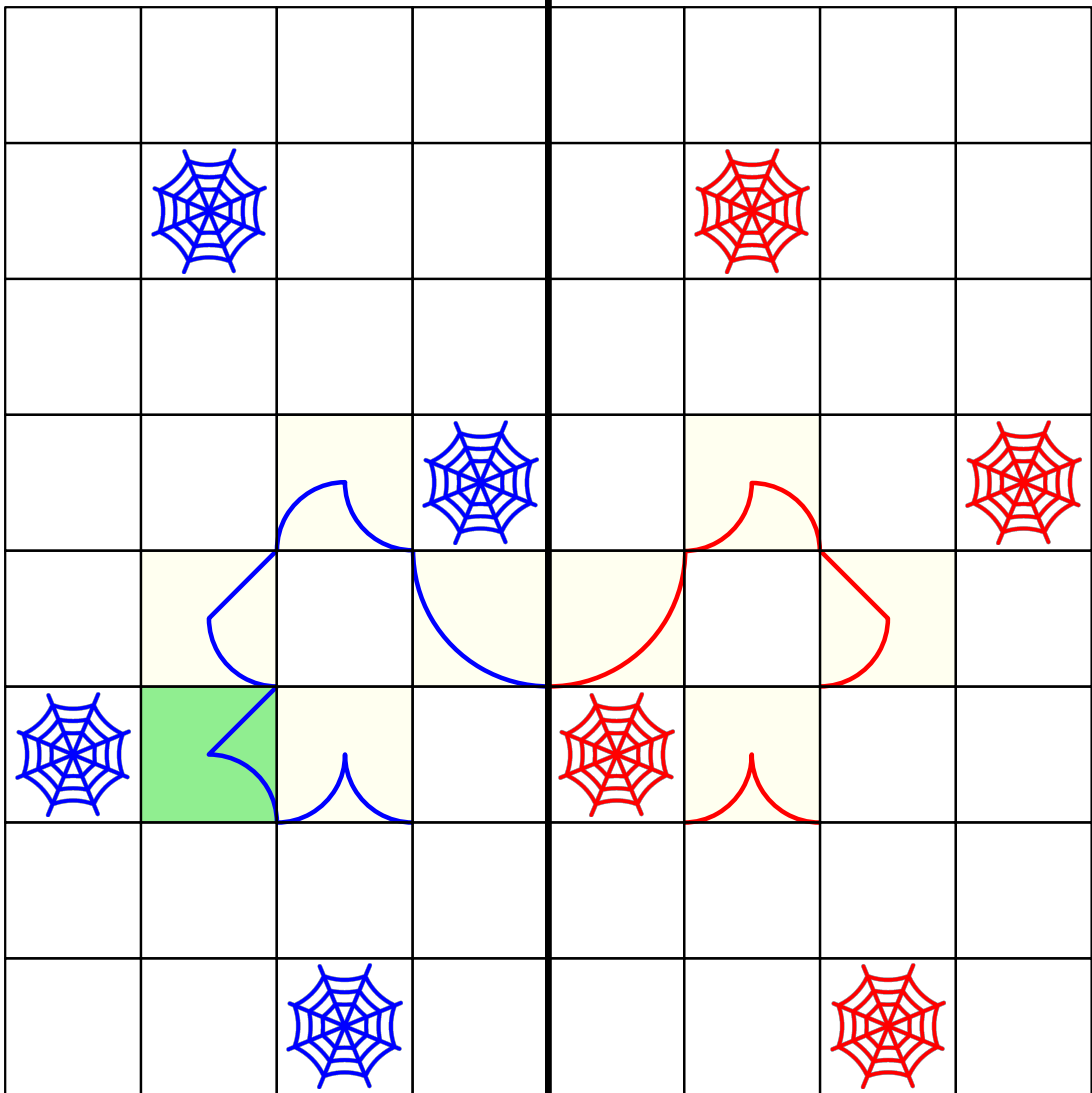
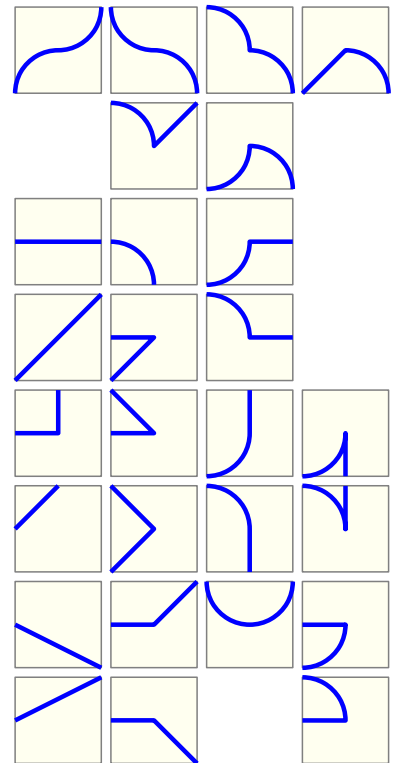
Puis **Rouge** pose une tuile de son choix dans son camp.



0 point

0 point

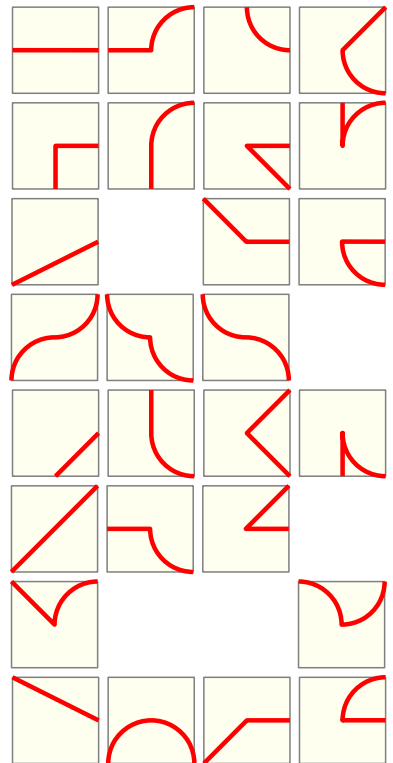
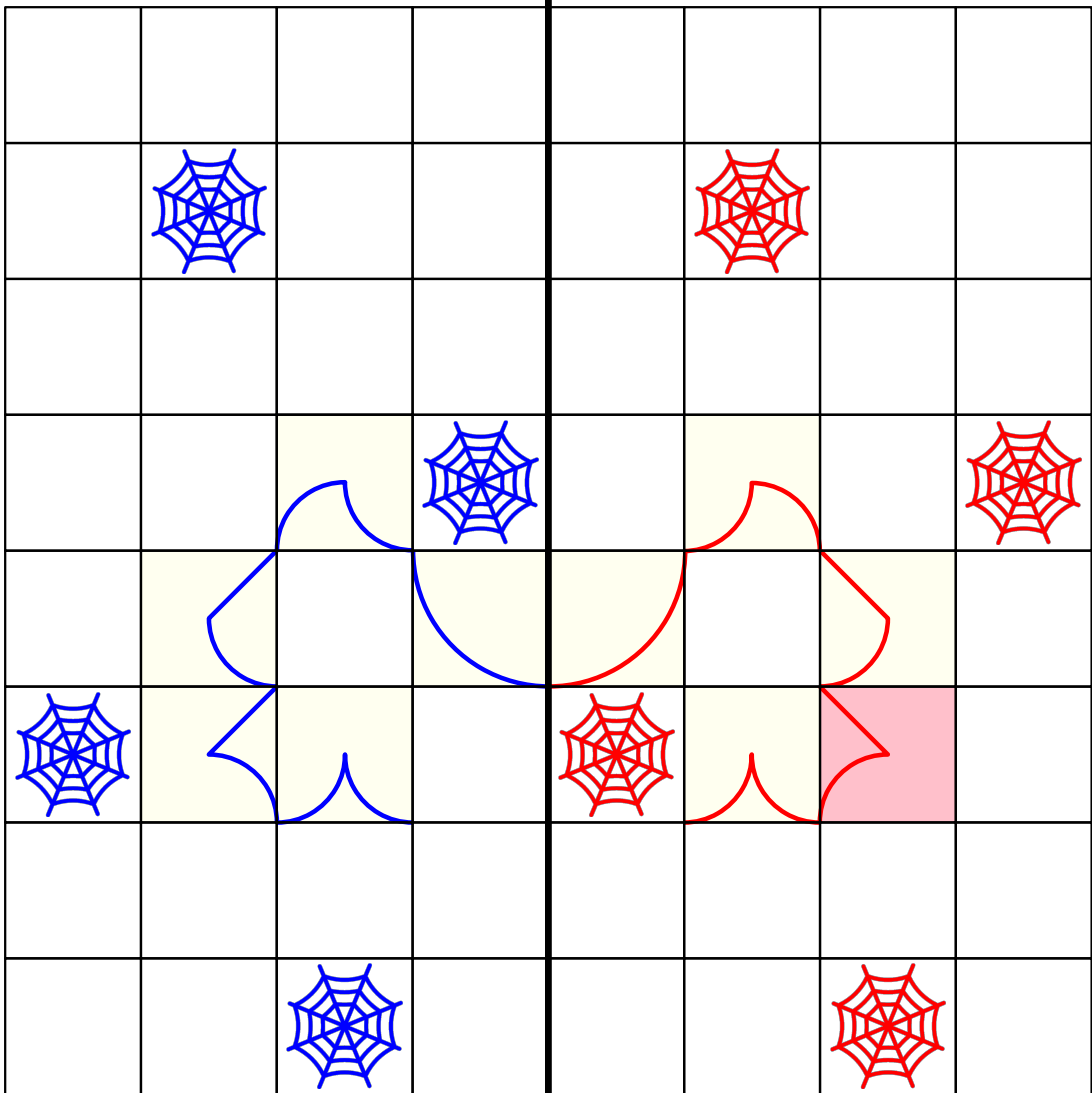
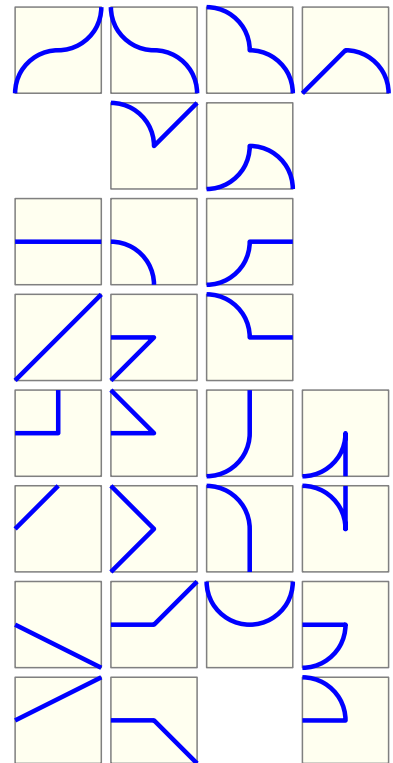
Bleu répond en posant la tuile symétrique.



0 point

0 point

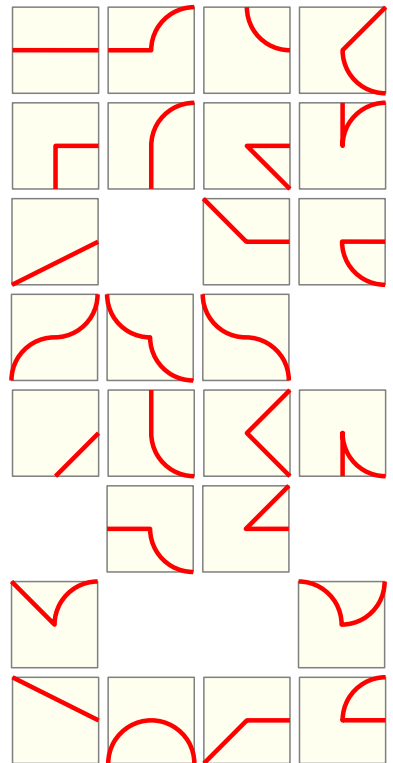
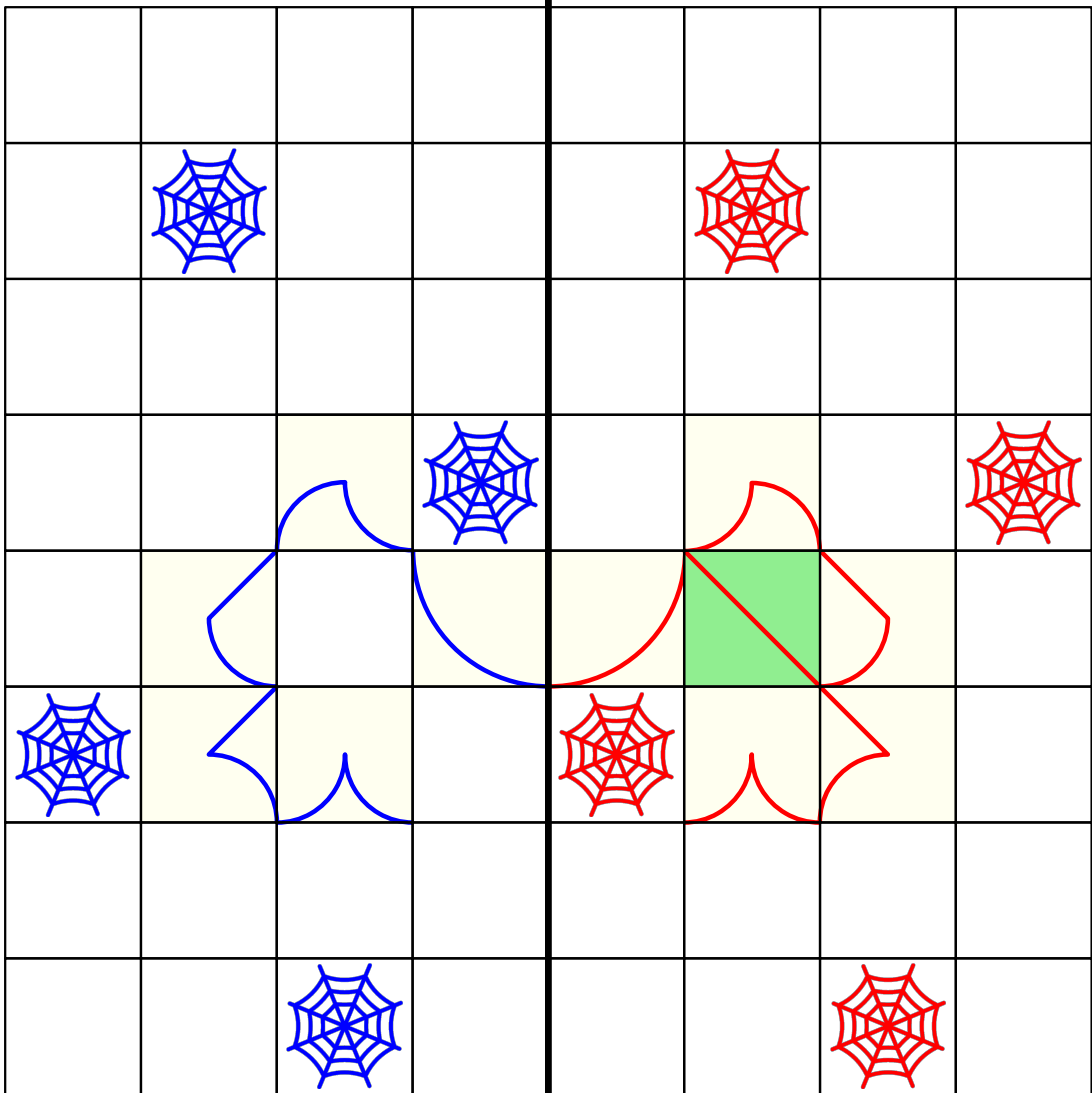
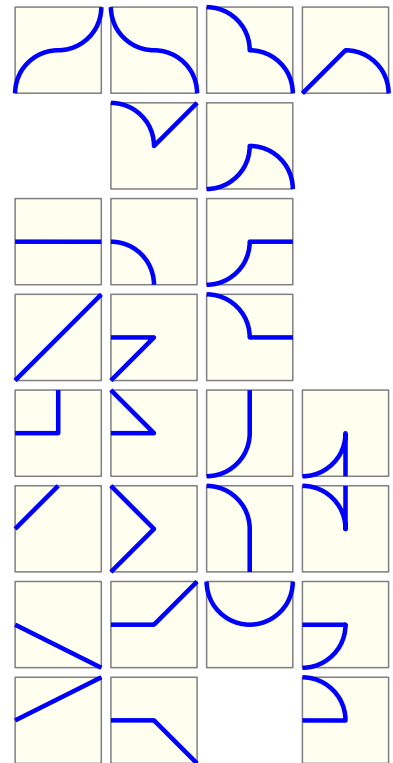
Puis **Bleu** pose une tuile de son choix dans son camp.



0 point

0 point

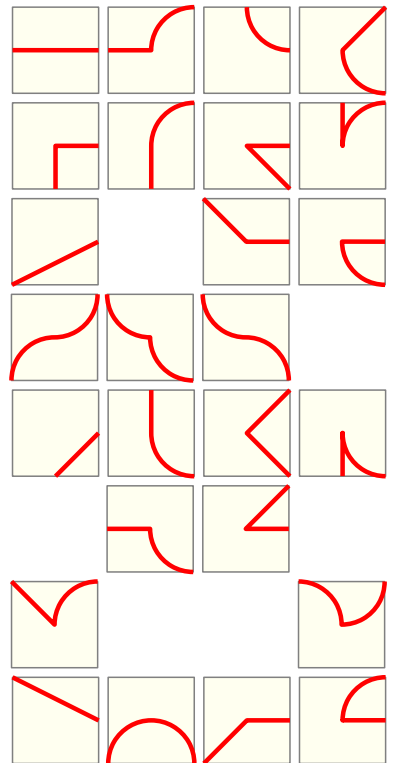
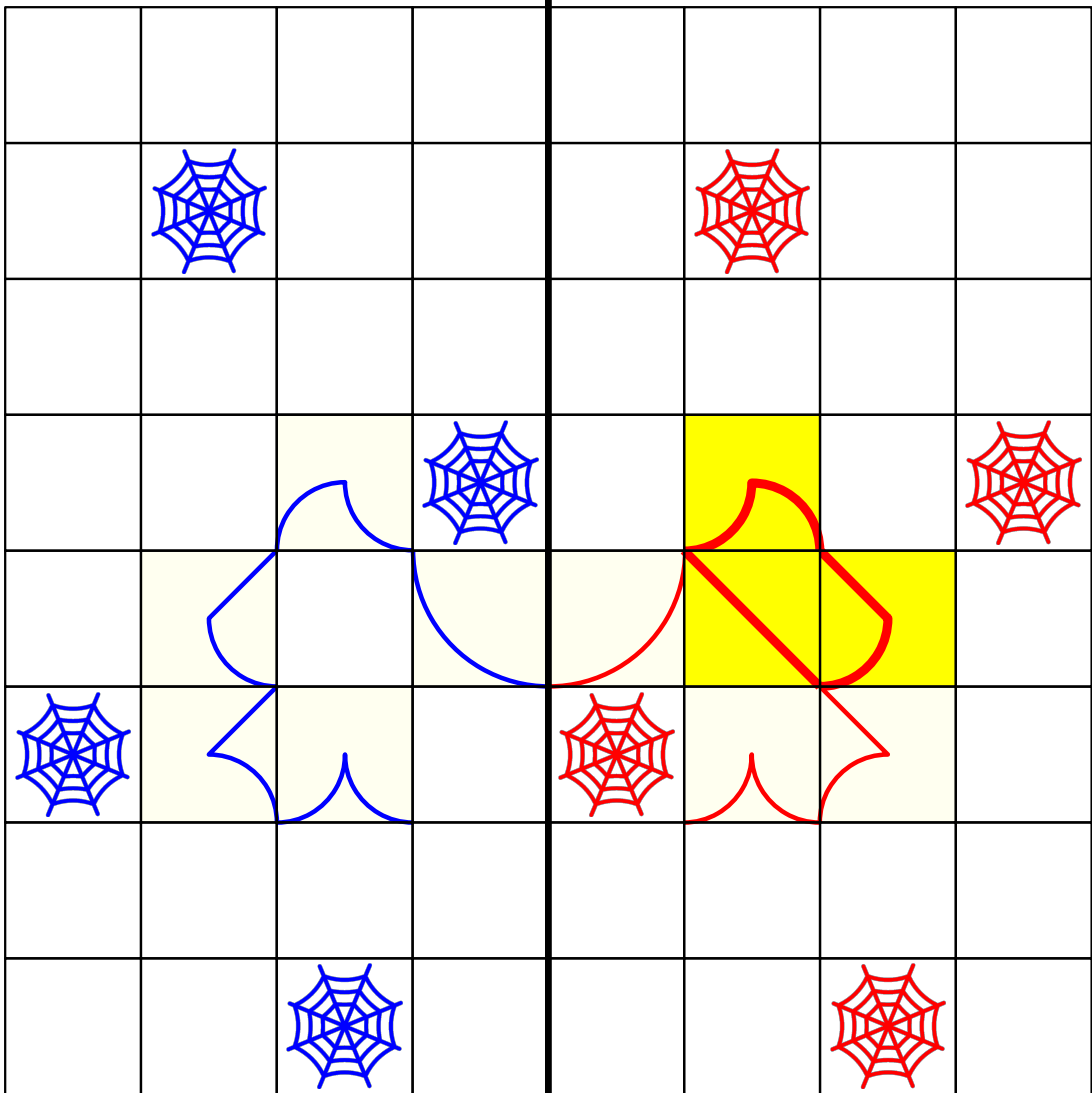
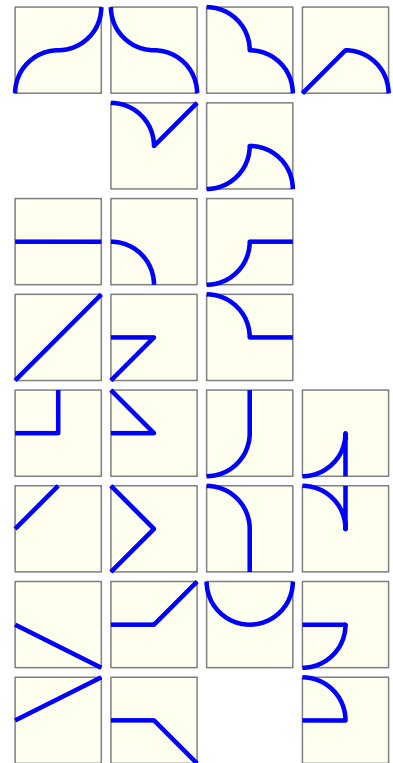
Rouge répond en posant la tuile symétrique.



0 point

0 point

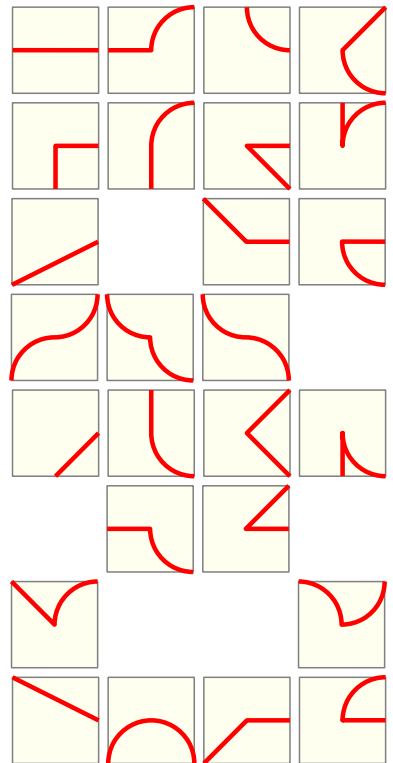
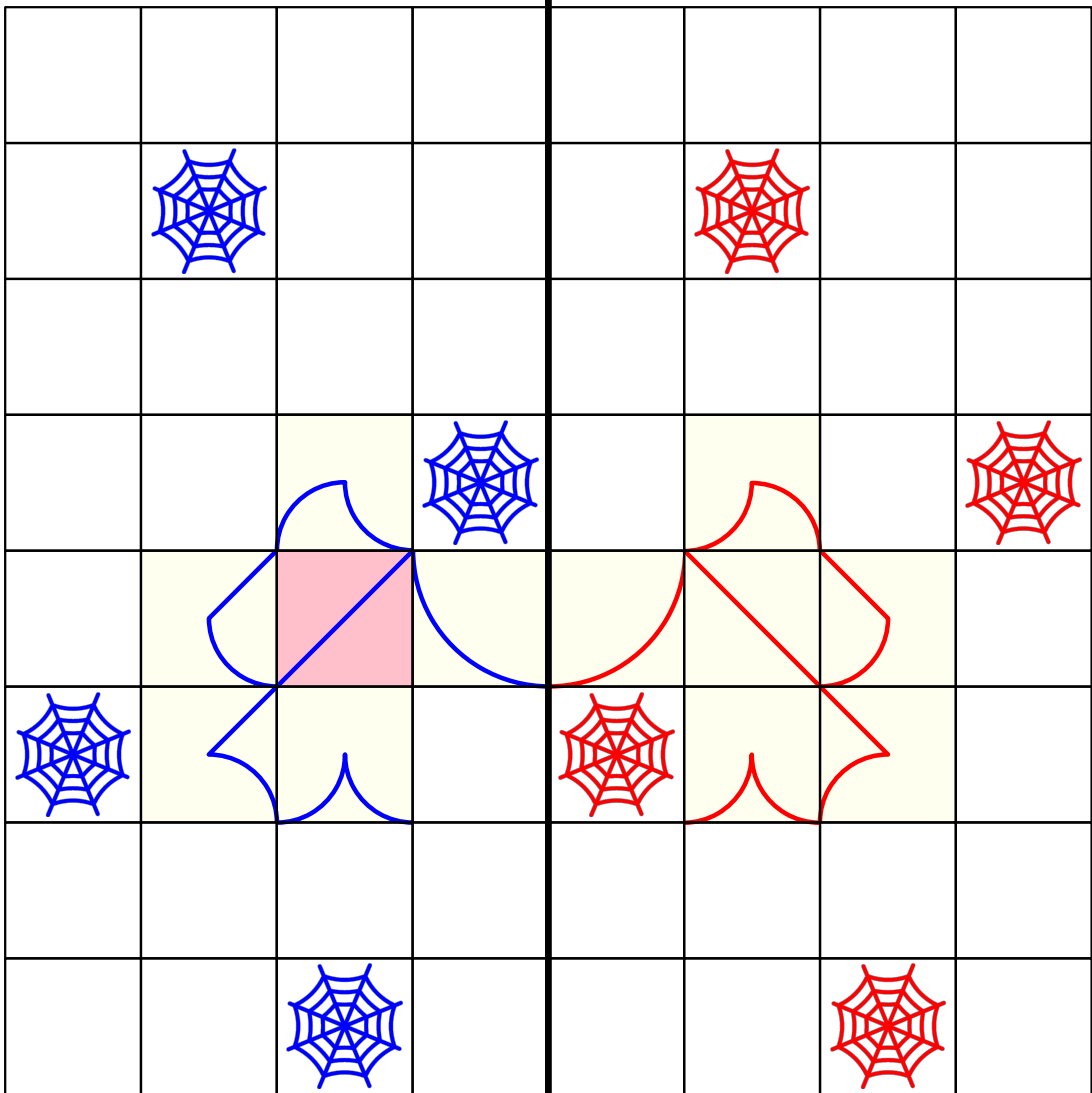
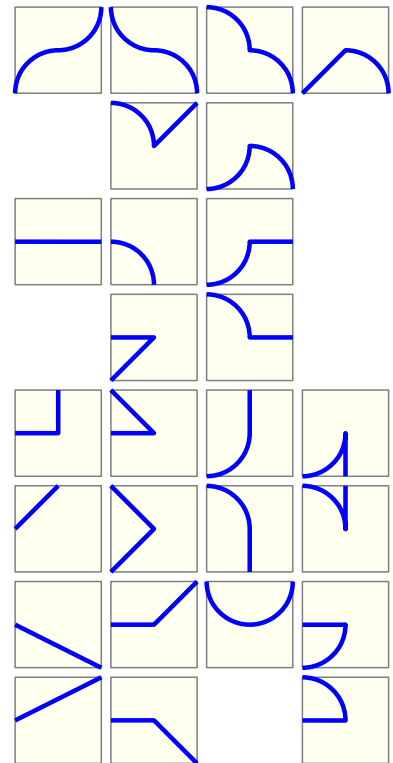
Puis Rouge pose une tuile de son choix dans son camp ET ferme une ligne.



0 point

3 points

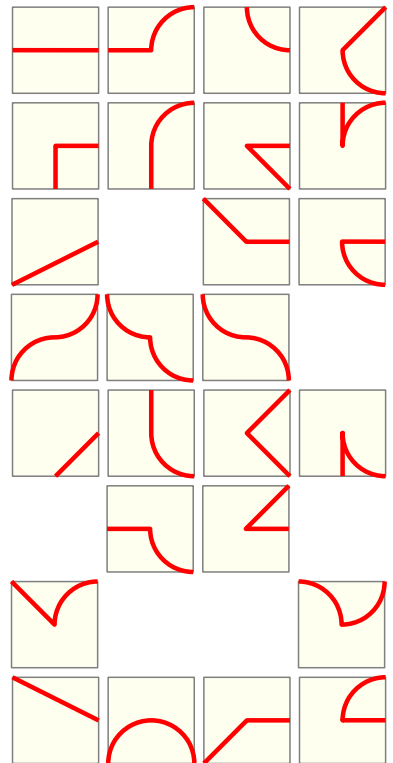
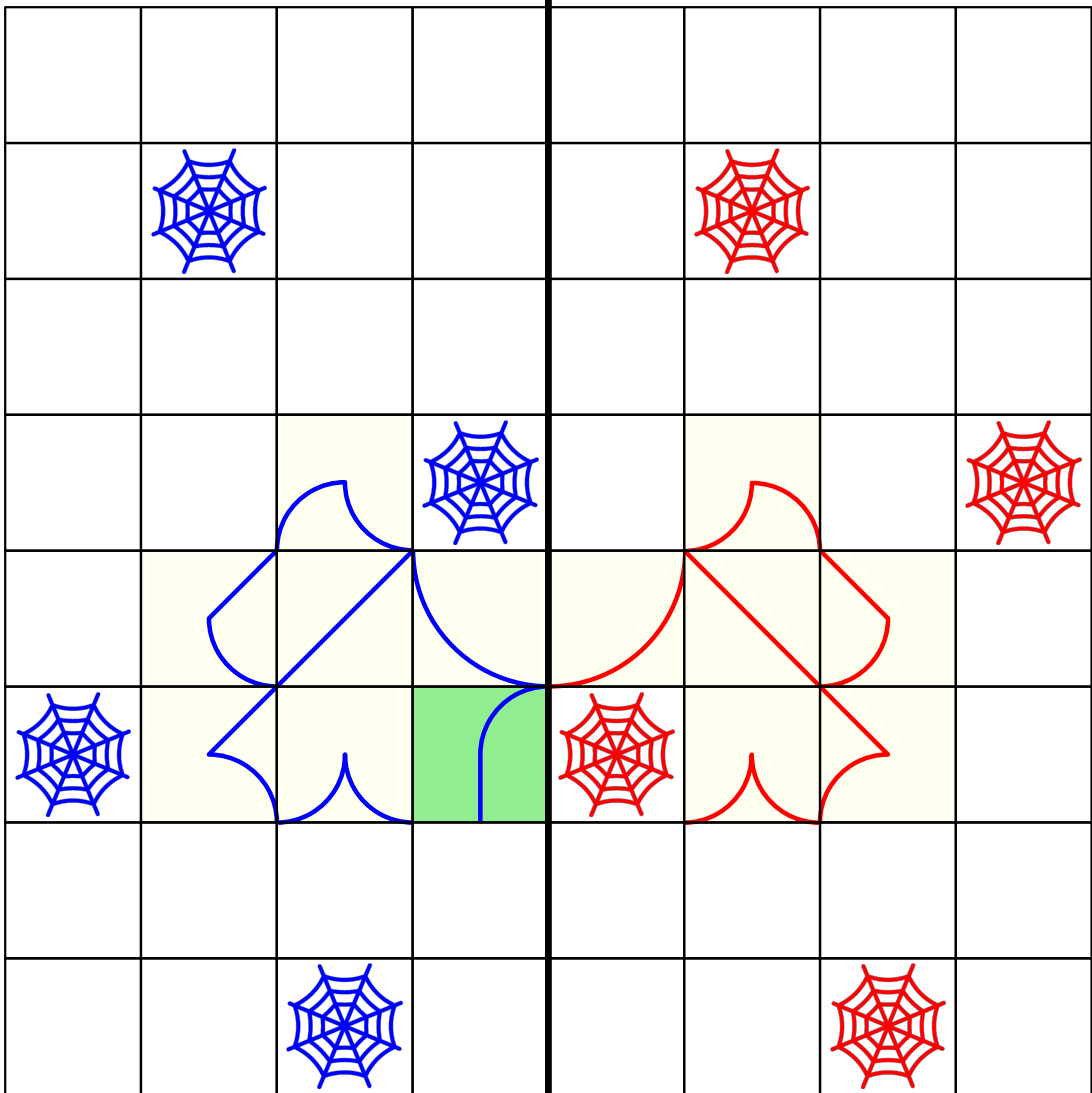
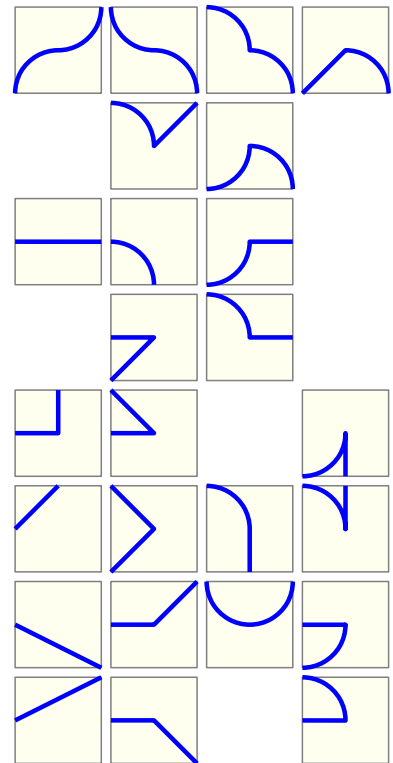
Cette ligne est fabriquée grâce à 3 tuiles : Rouge marque 3 points.



0 point

3 points

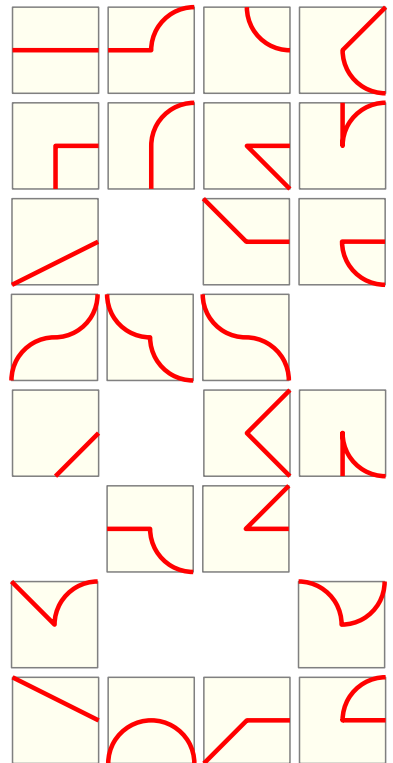
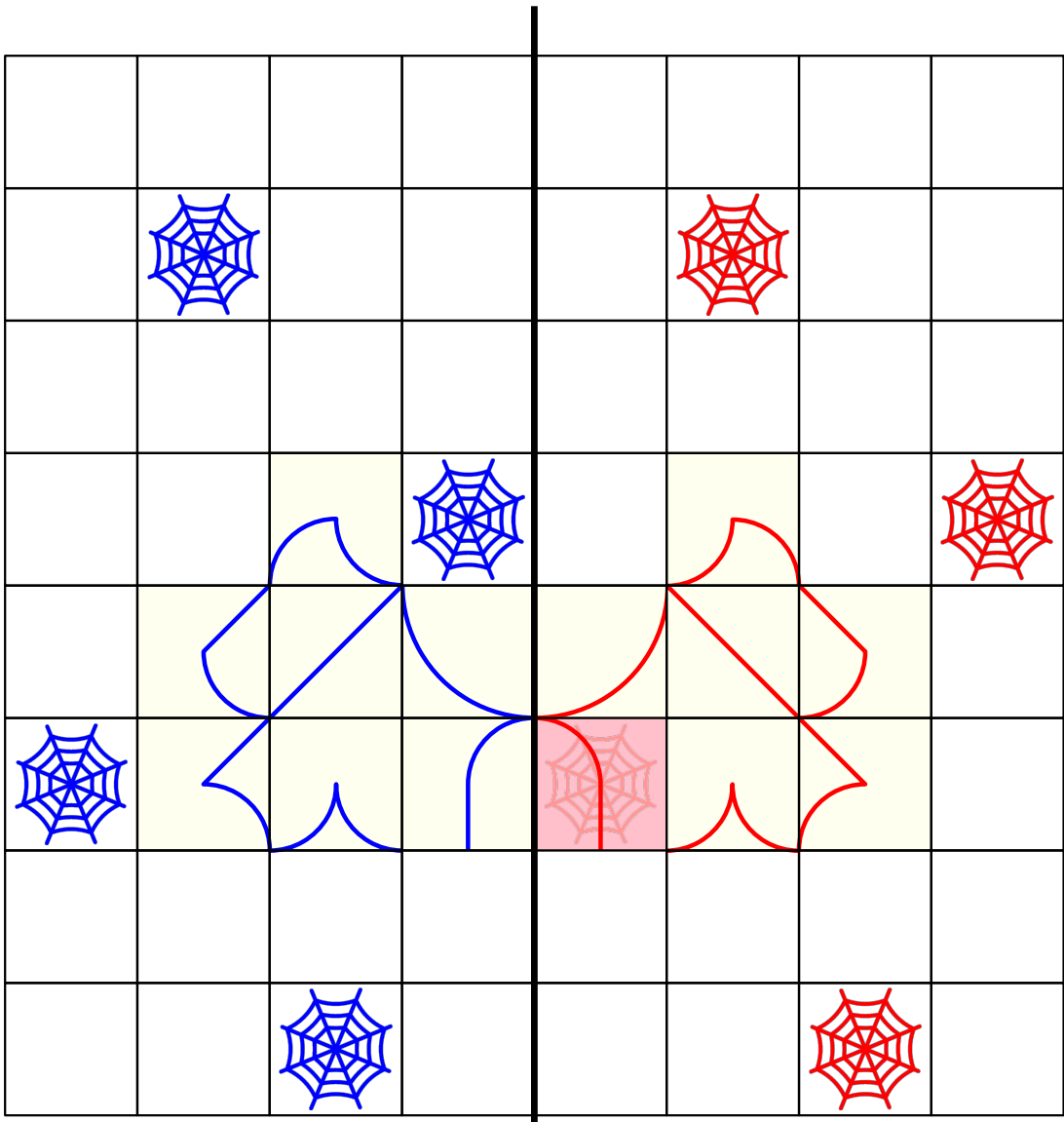
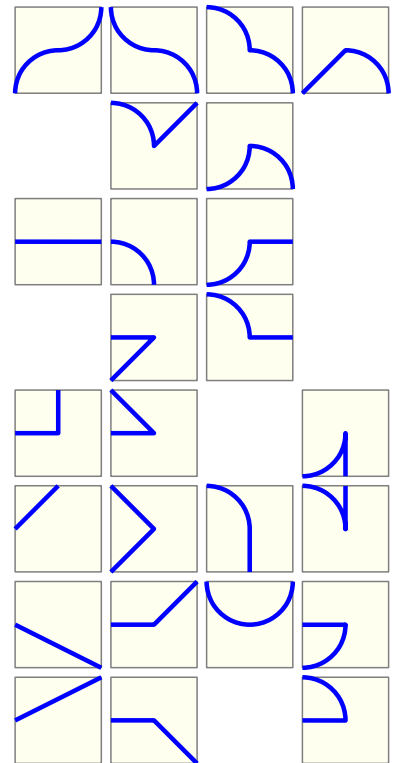
Bleu répond en posant la tuile symétrique, ferme la ligne MAIS ne marque pas de points.



0 point

3 points

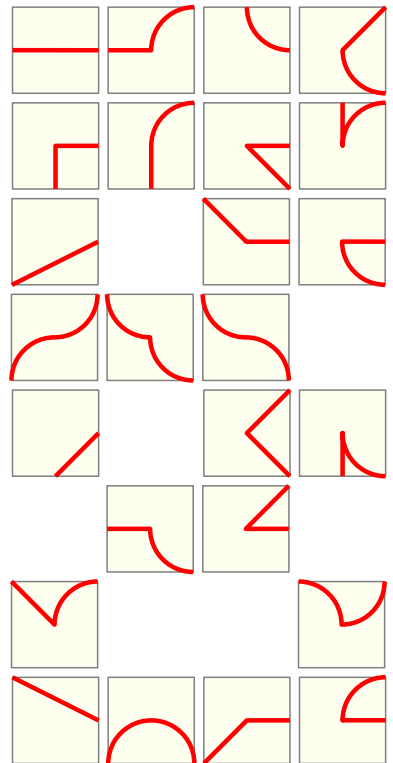
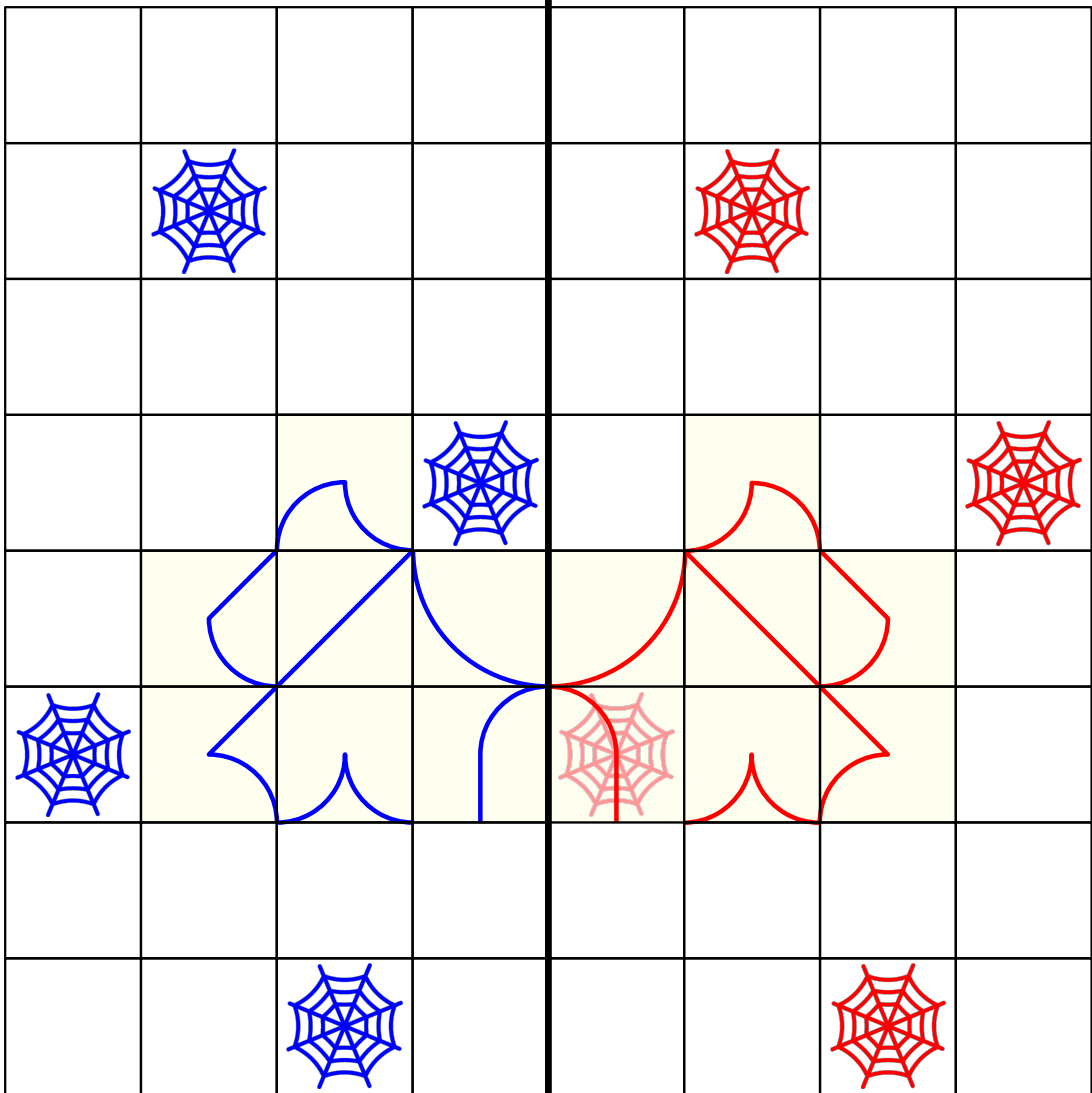
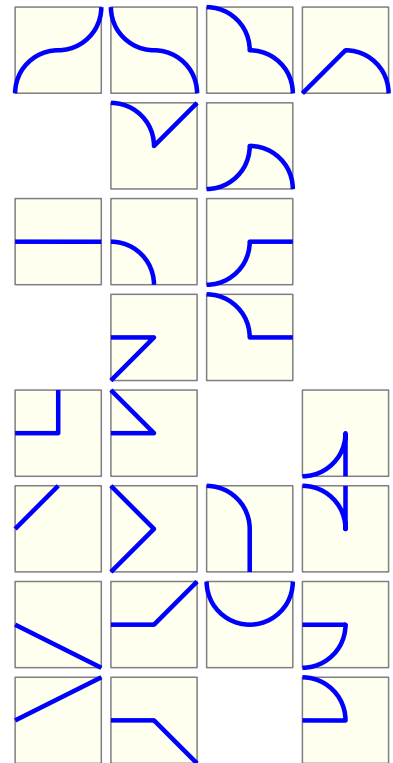
Puis **Bleu** pose une tuile de son choix dans son camp.



0 point

3 points

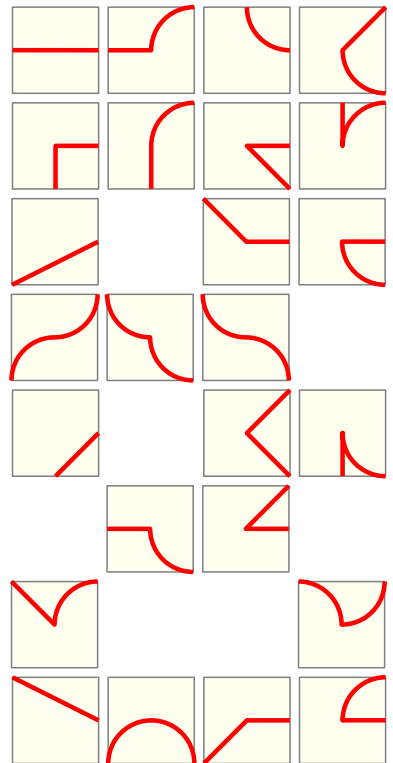
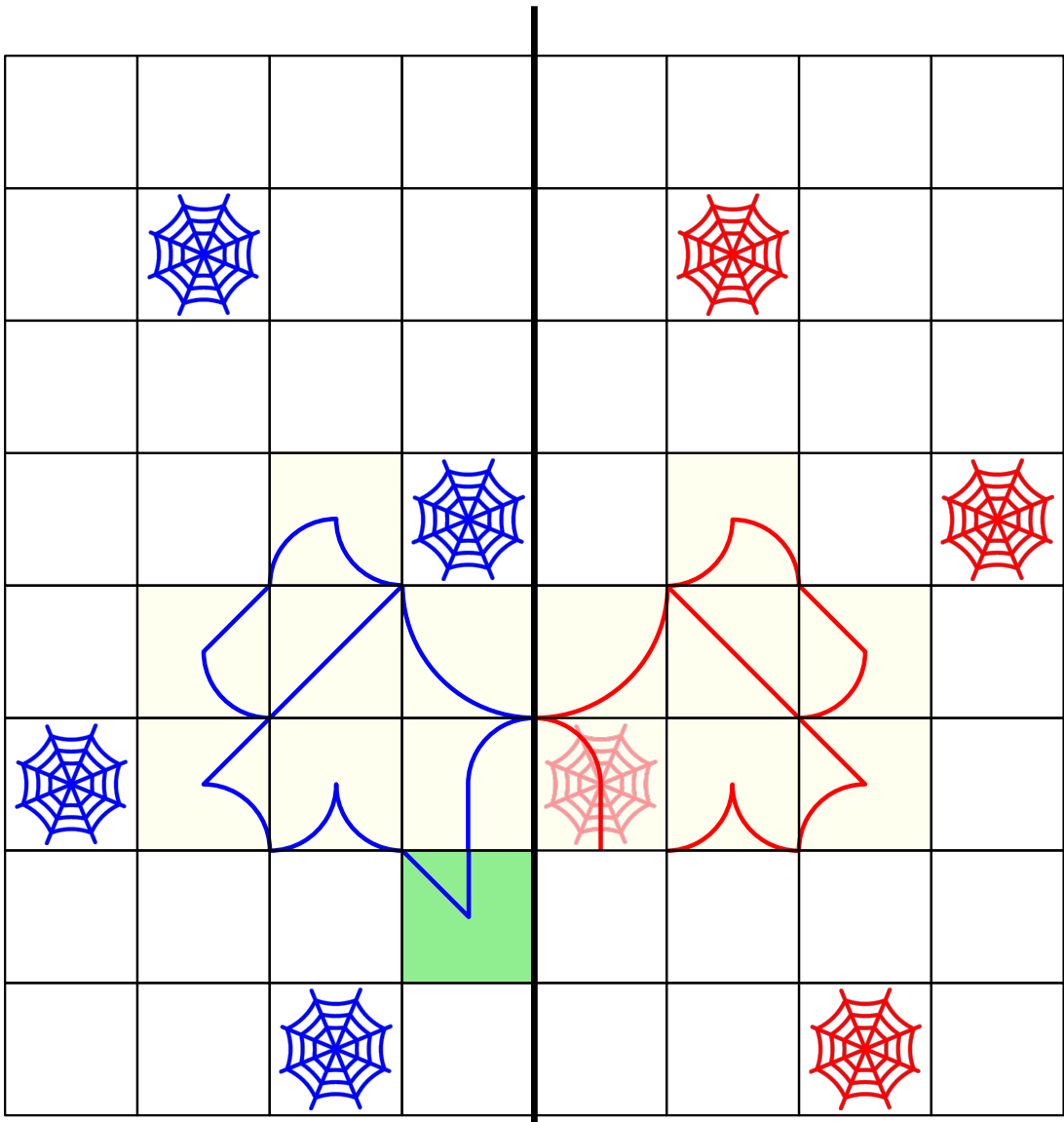
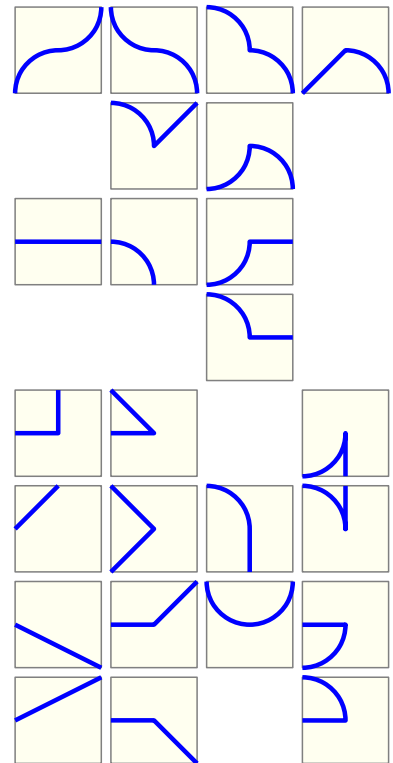
Rouge répond en posant la tuile symétrique qui est prise dans une toile d'araignée !



0 point

3 points

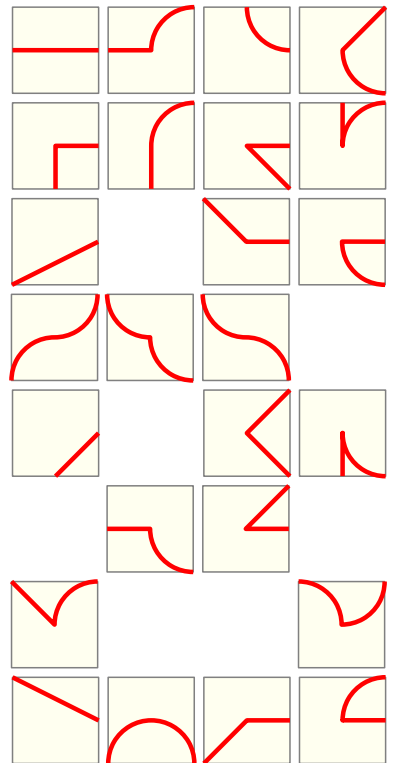
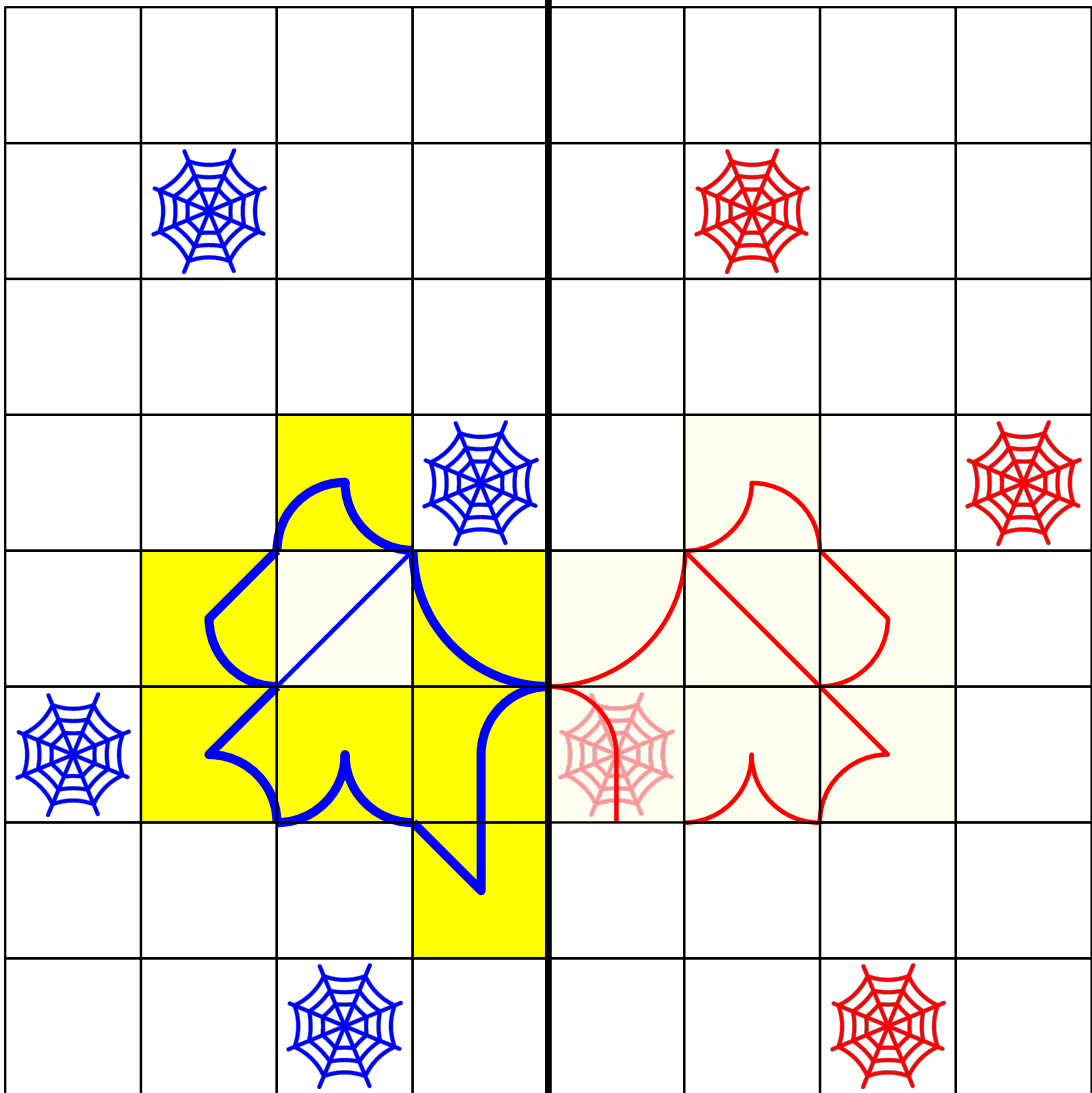
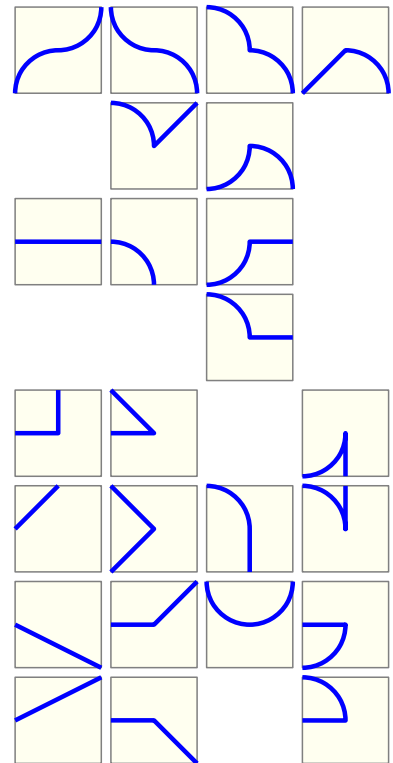
Rouge ne joue pas sa POSE LIBRE !



0 point

3 points

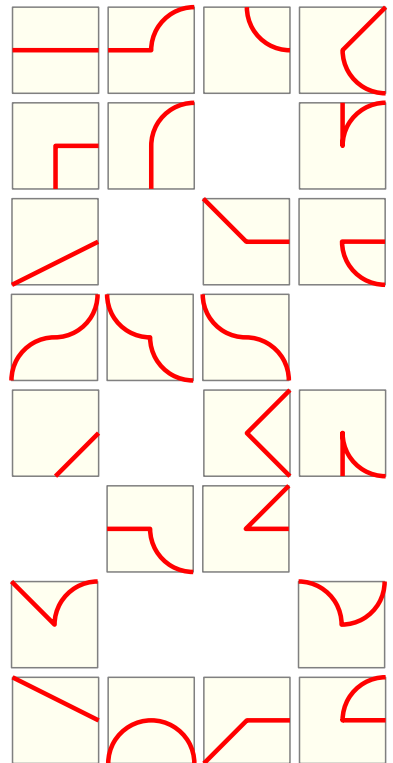
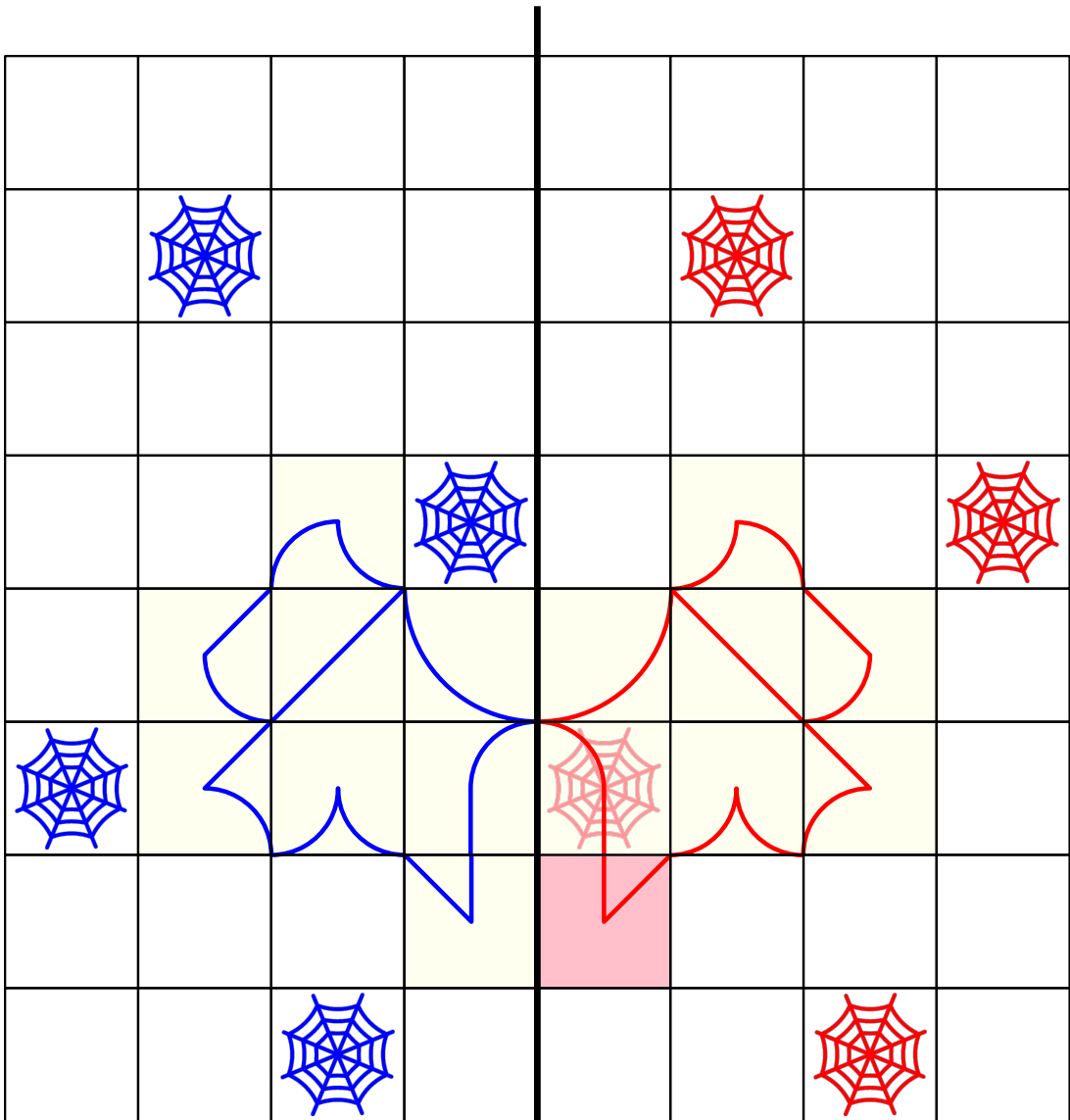
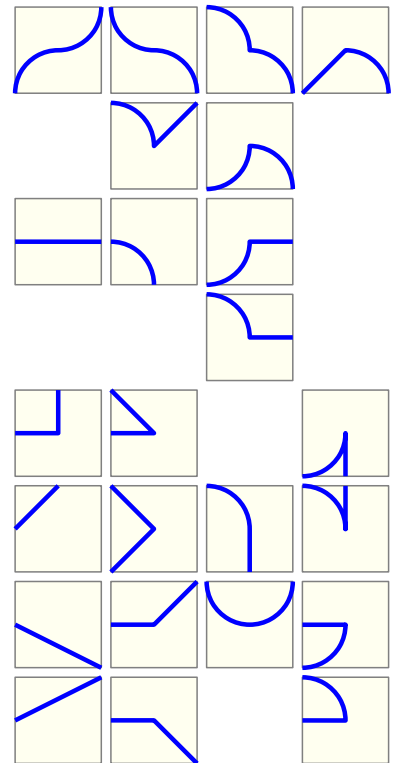
Bleu rejoue en posant librement une tuile de son choix ET ferme une ligne.



7 points

3 points

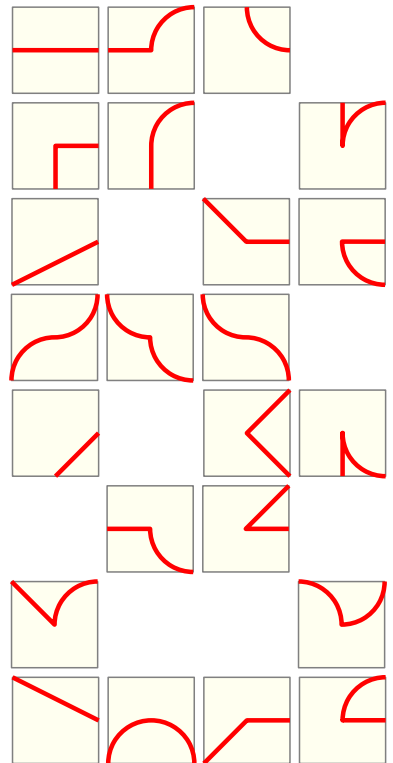
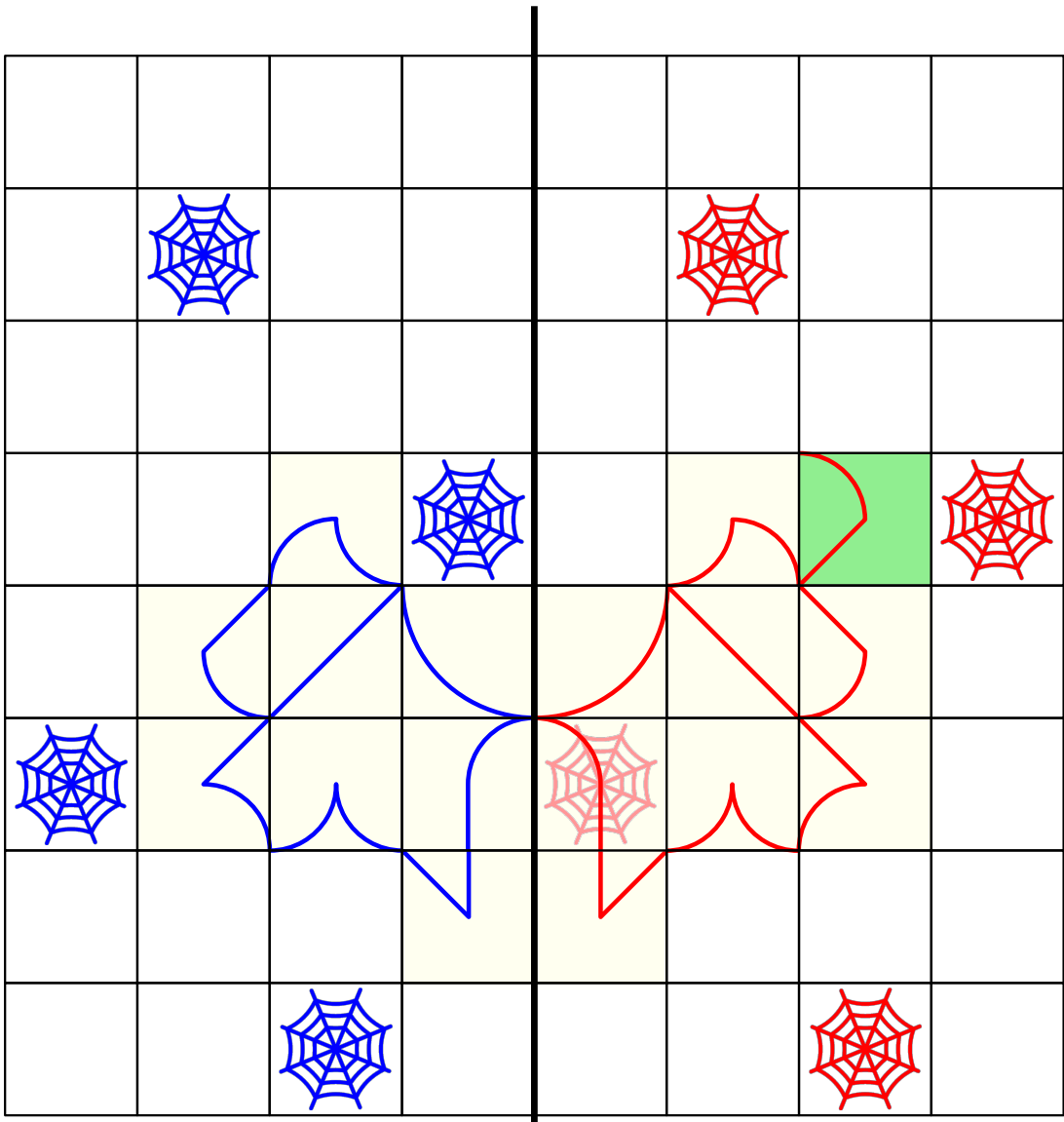
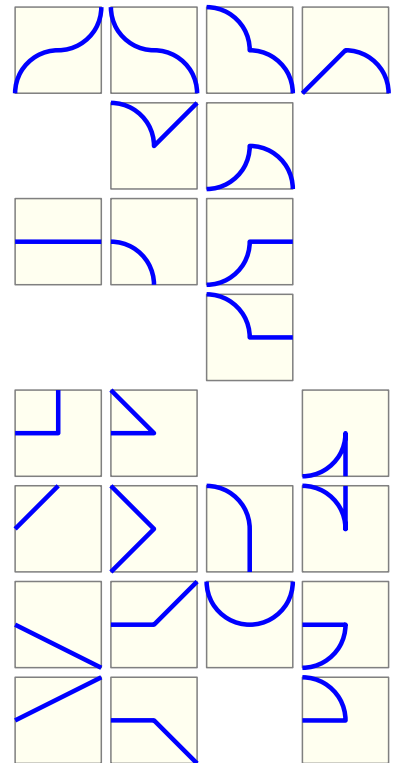
Cette ligne est fabriquée grâce à 7 tuiles : Bleu marque 7 points.



7 points

3 points

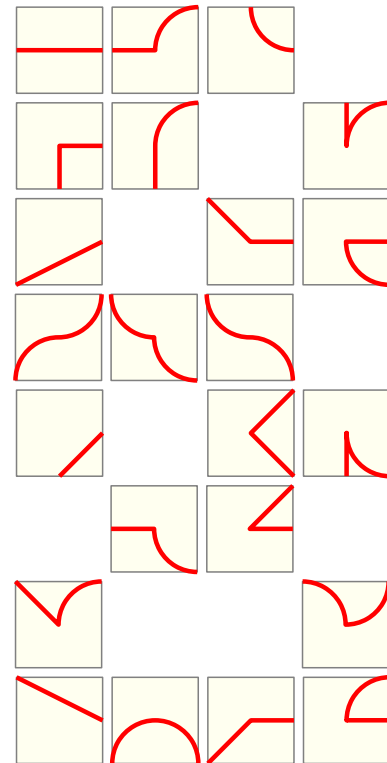
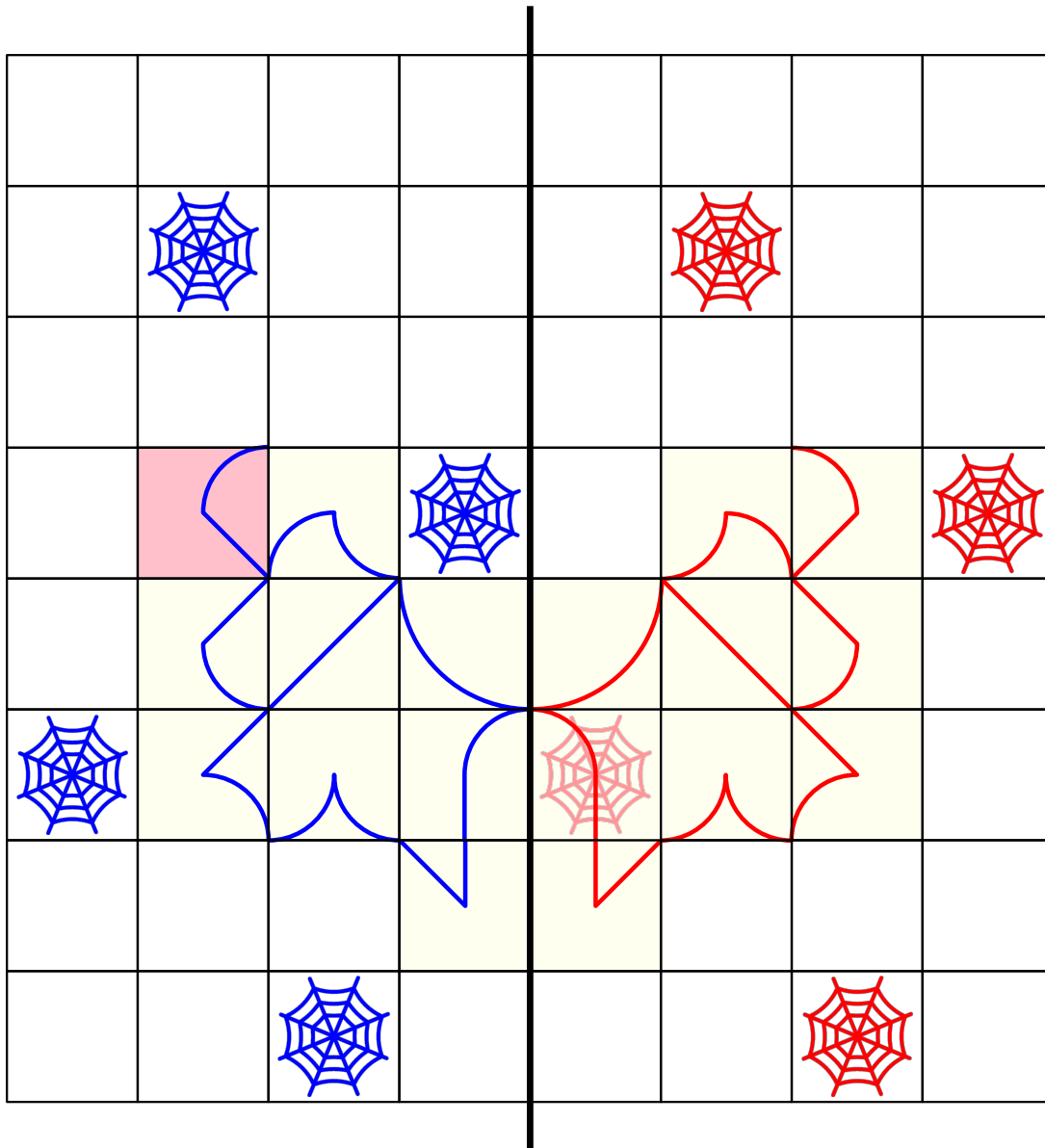
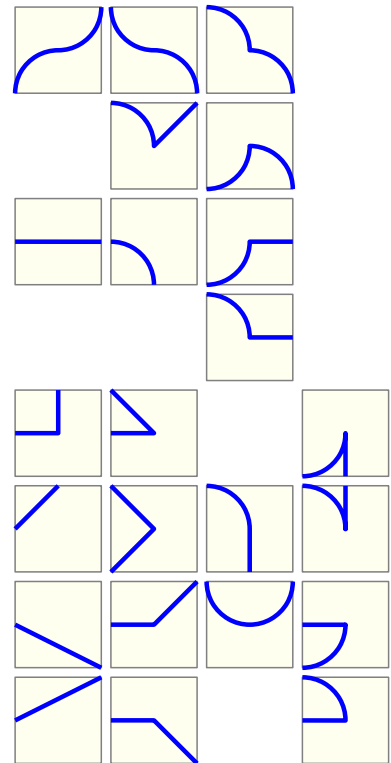
Rouge répond en posant la tuile symétrique, ferme la ligne MAIS ne marque pas de points.



7 points

3 points

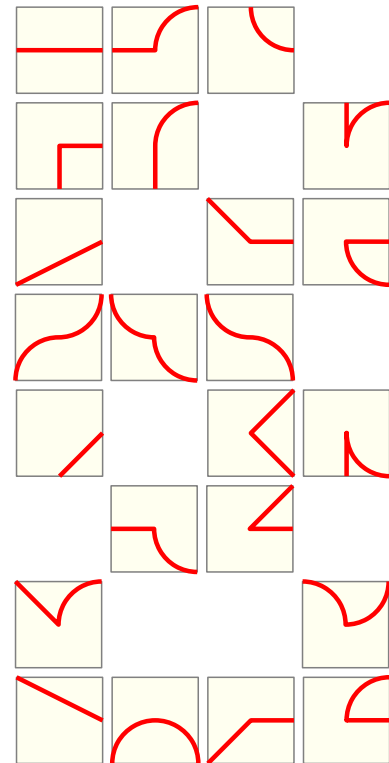
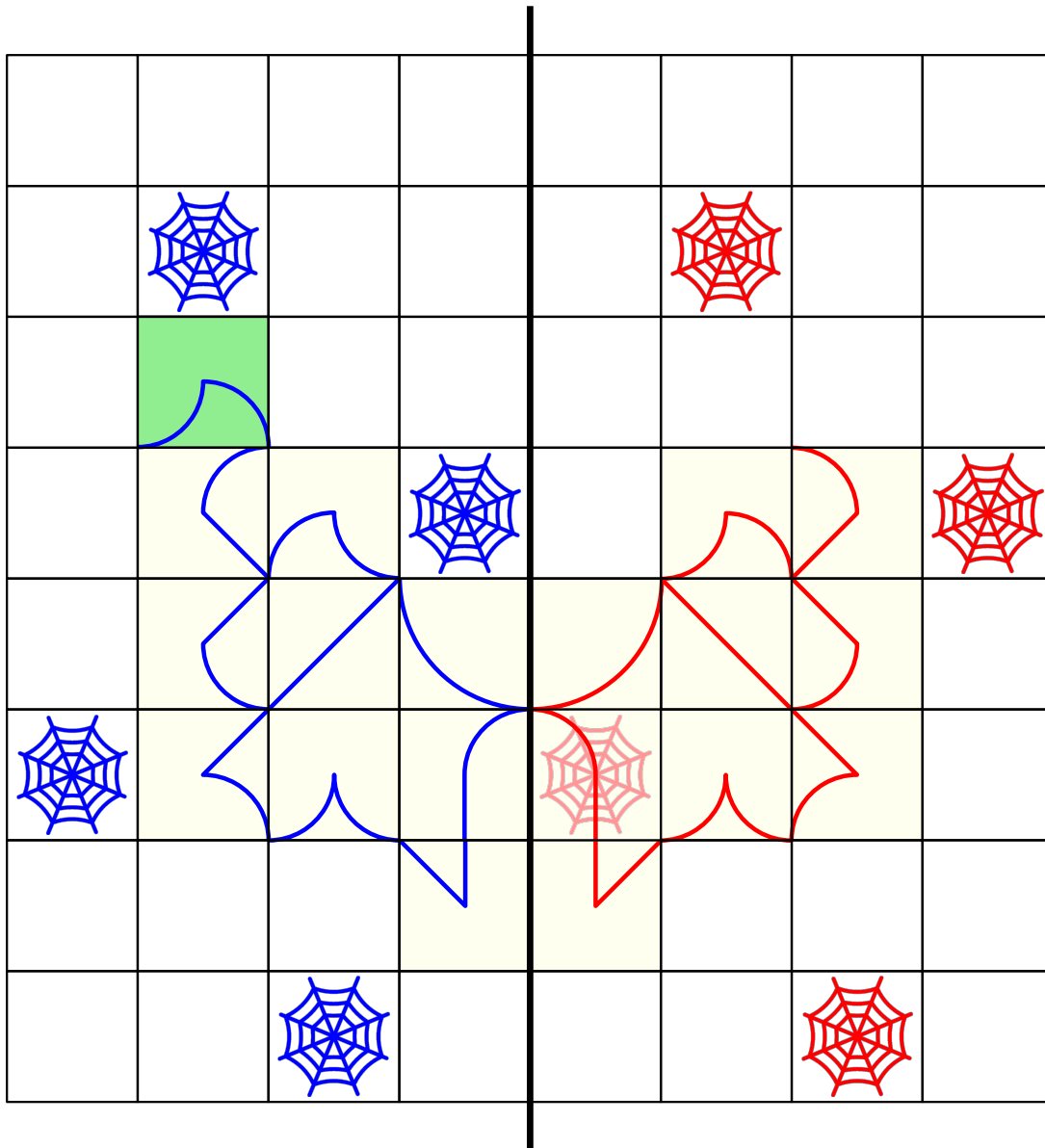
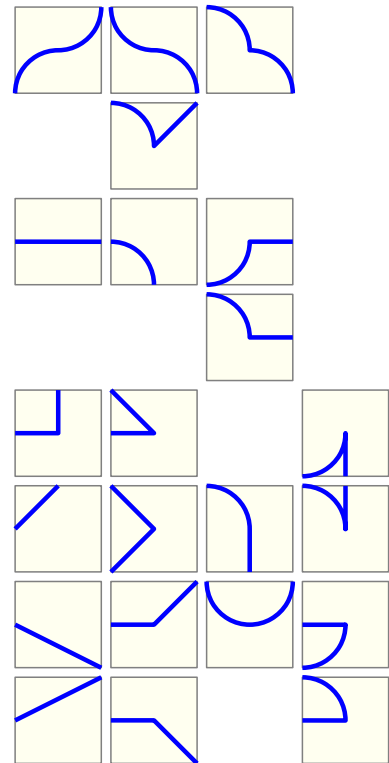
Puis Rouge pose une tuile de son choix dans son camp.



7 points

3 points

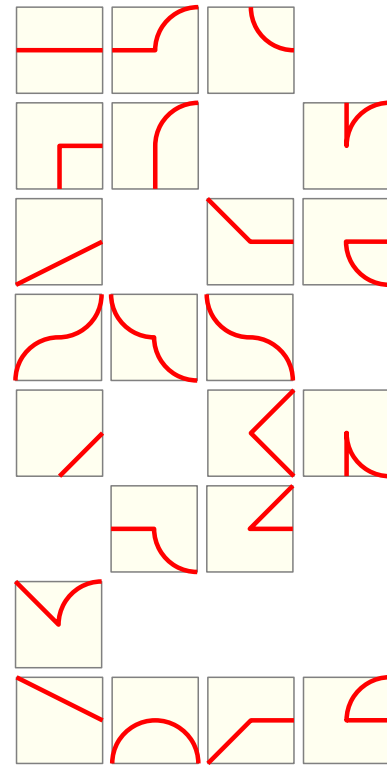
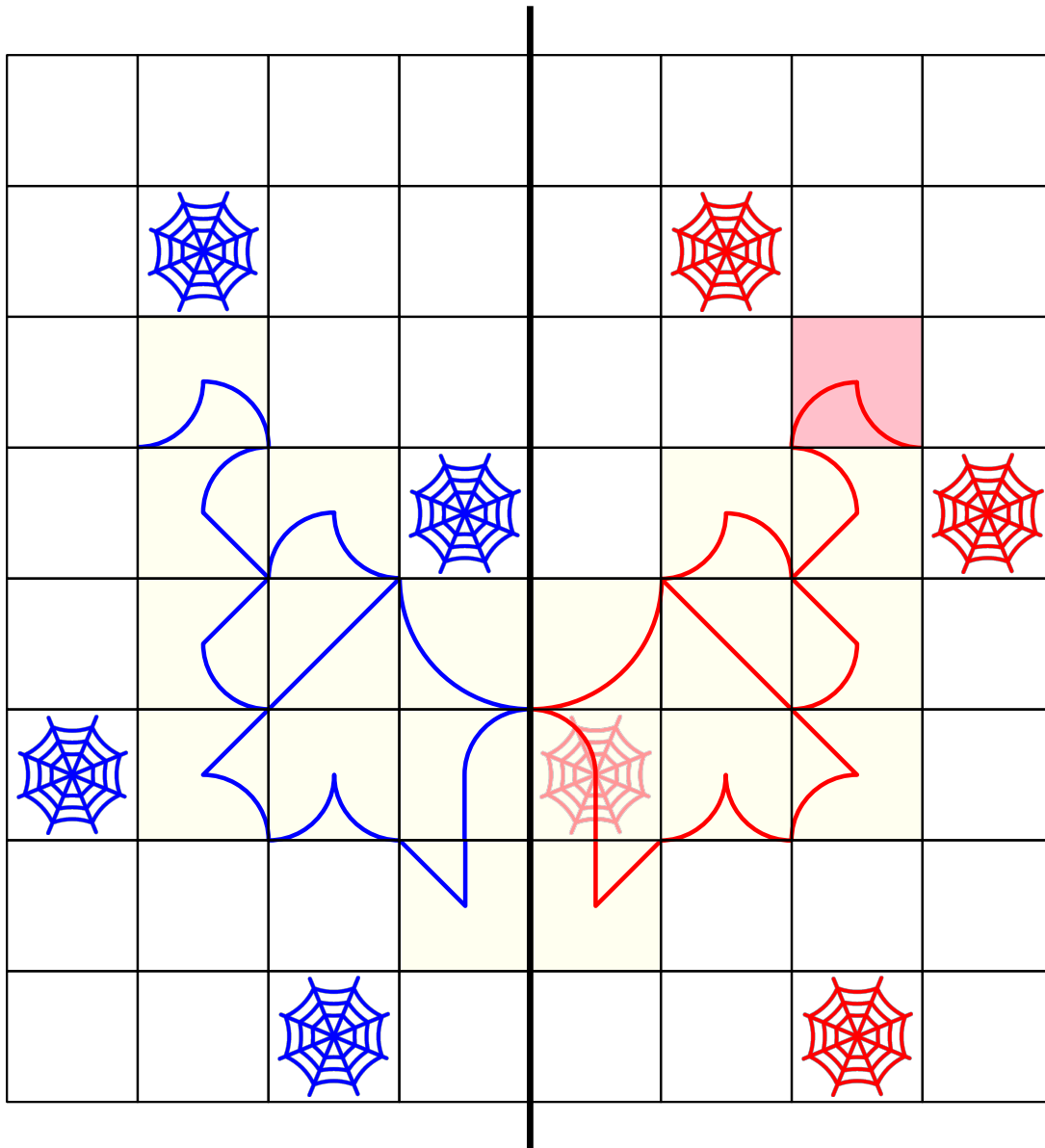
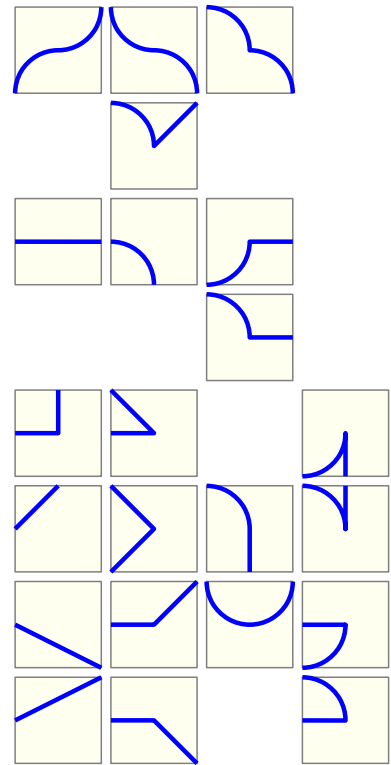
Bleu répond en posant la tuile symétrique.



7 points

3 points

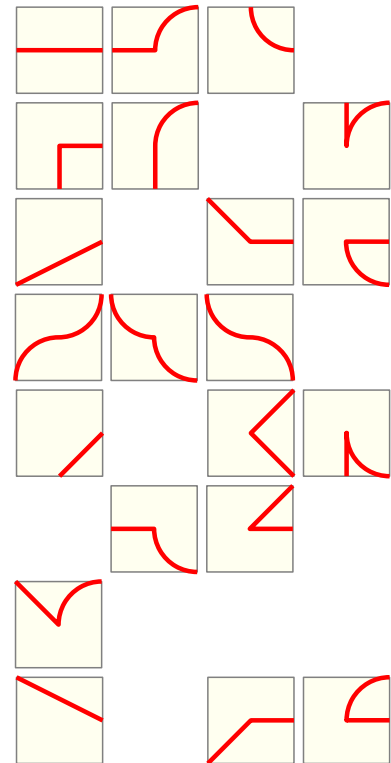
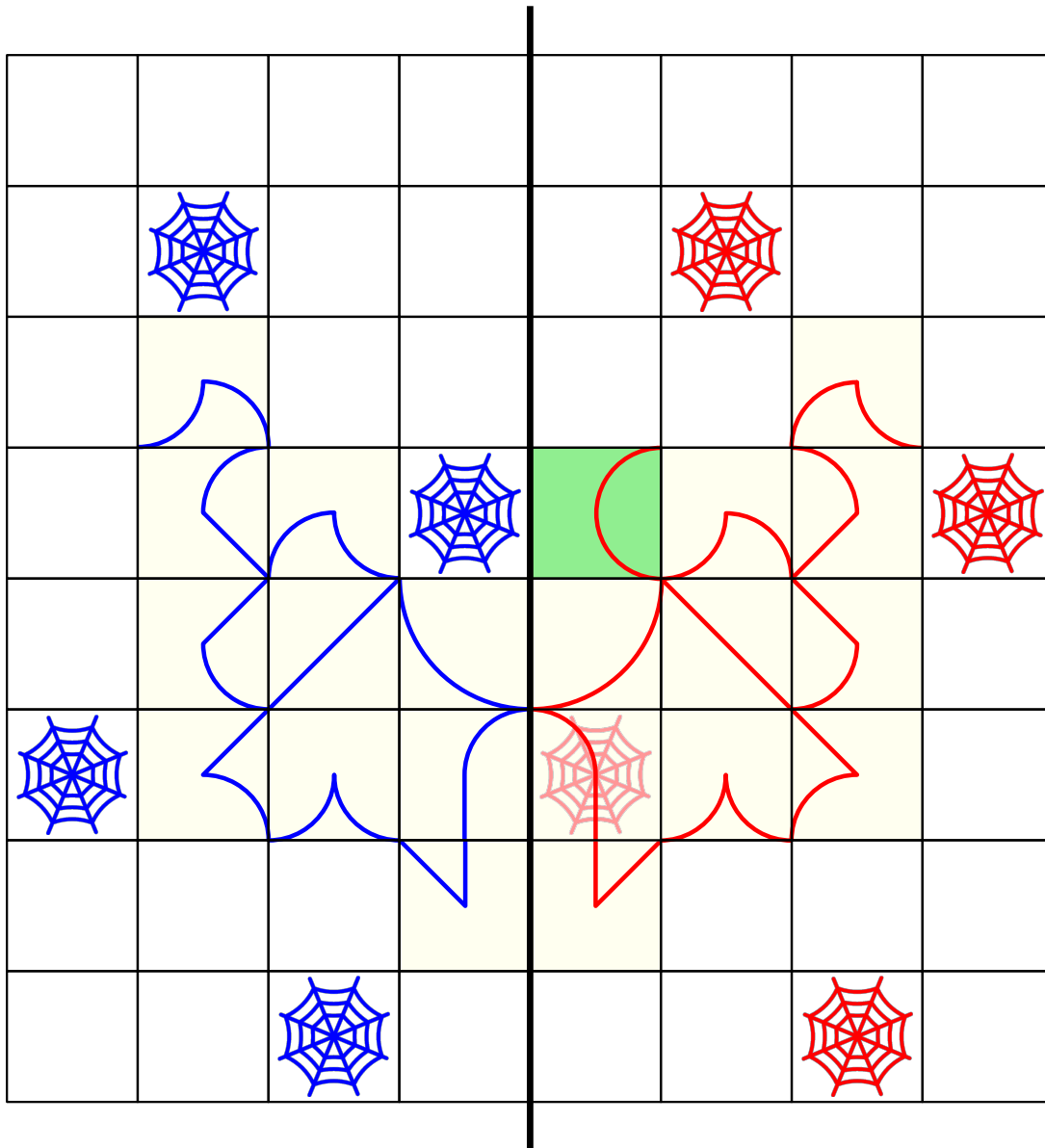
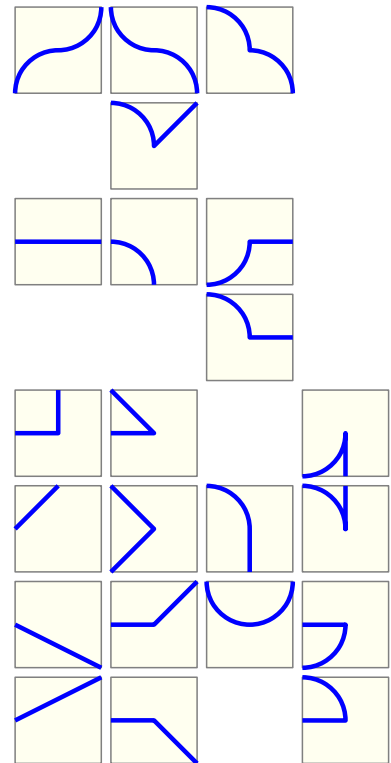
Puis **Bleu** pose une tuile de son choix dans son camp.



7 points

3 points

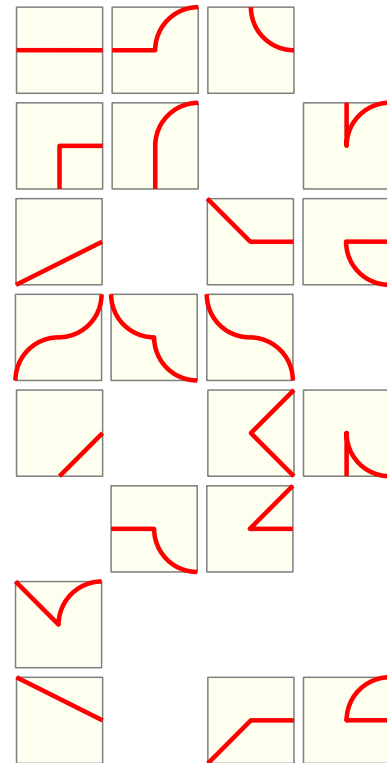
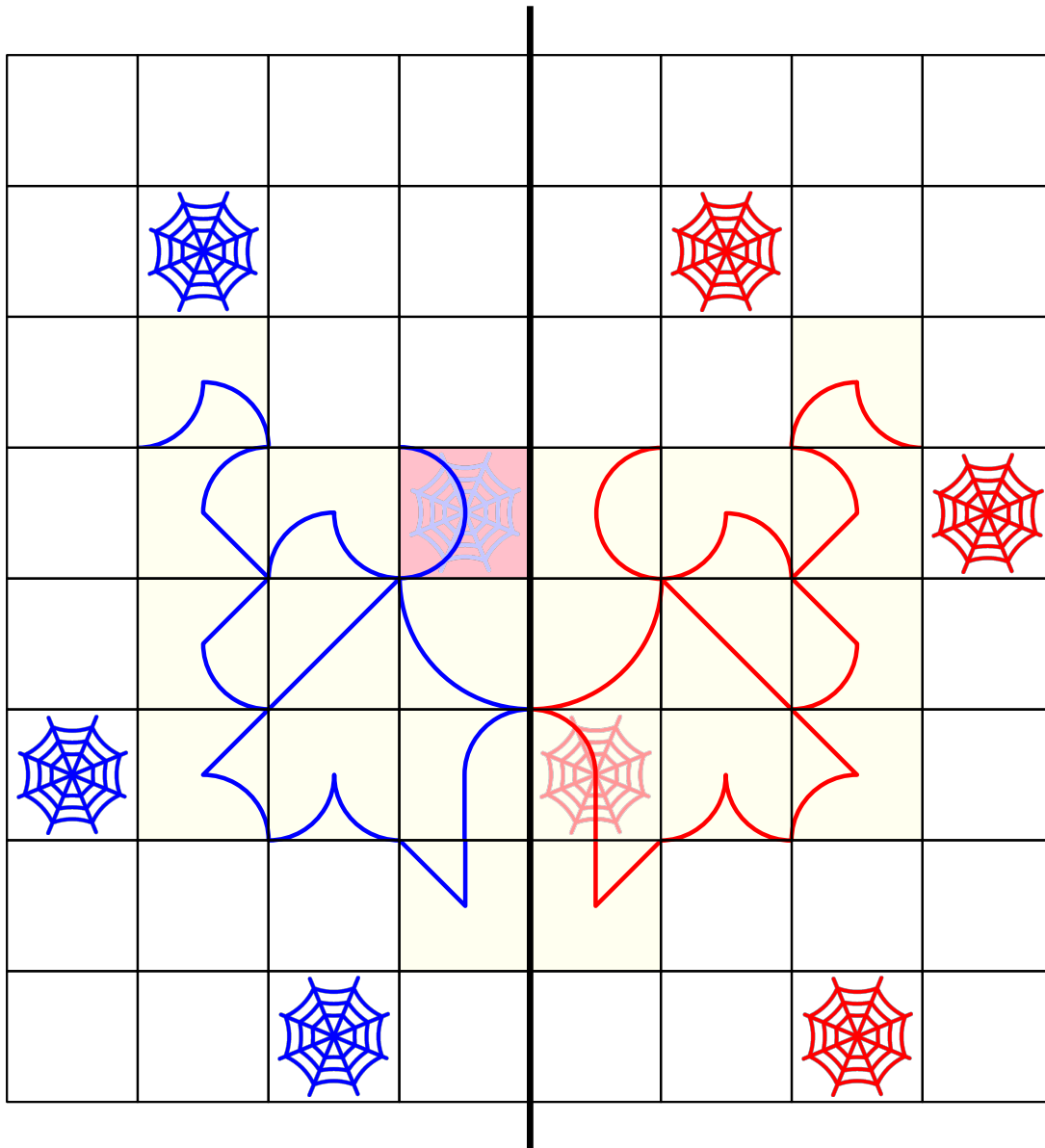
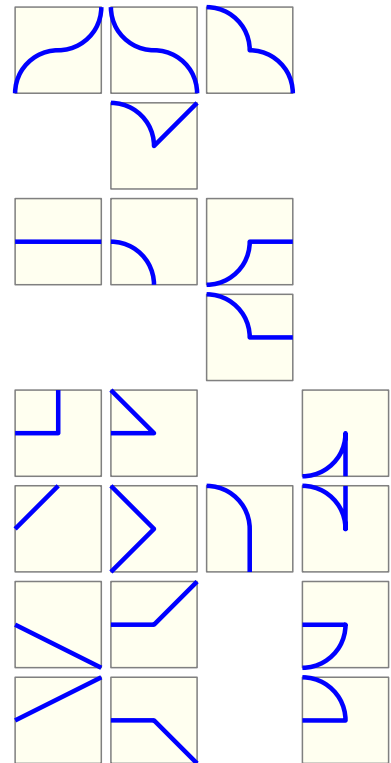
Rouge répond en posant la tuile symétrique.



7 points

3 points

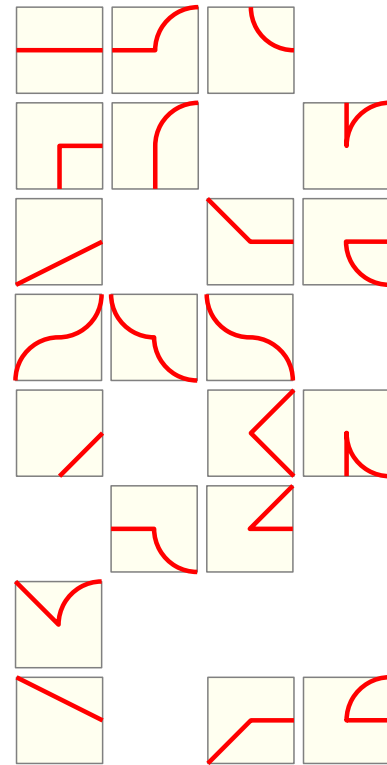
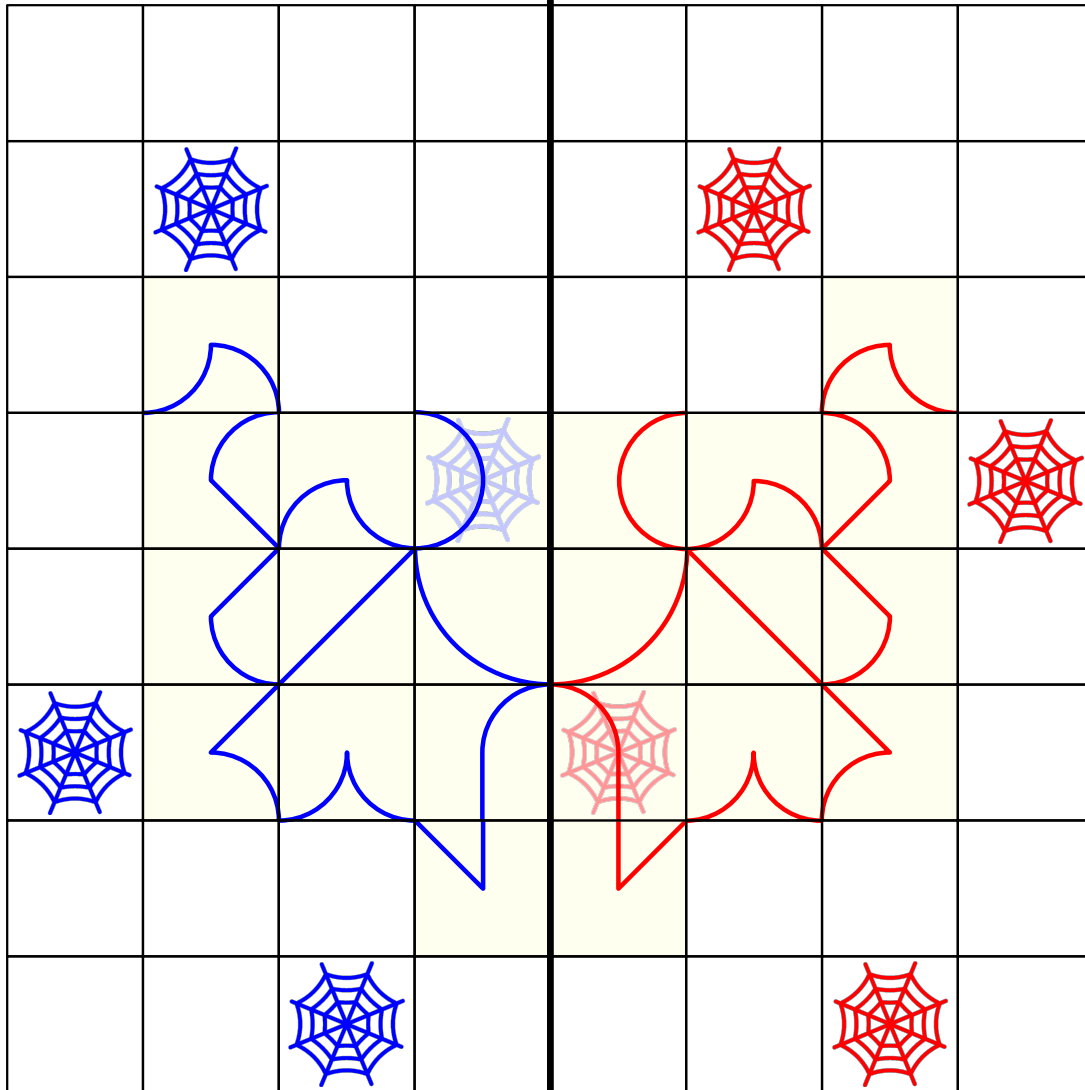
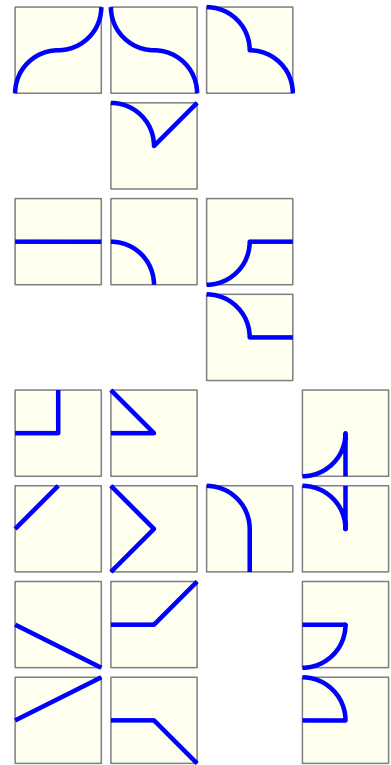
Puis Rouge pose une tuile de son choix dans son camp.



7 points

3 points

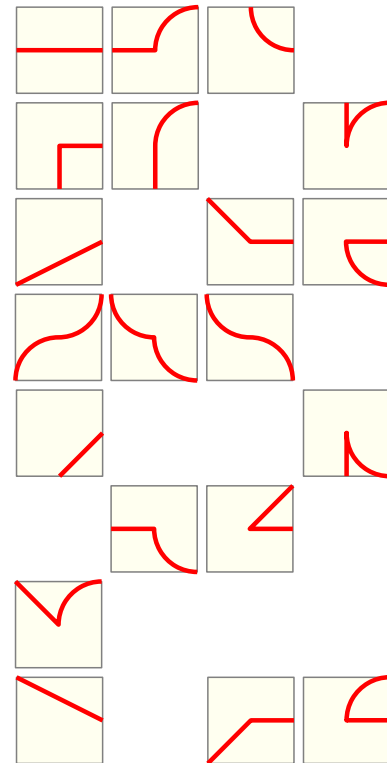
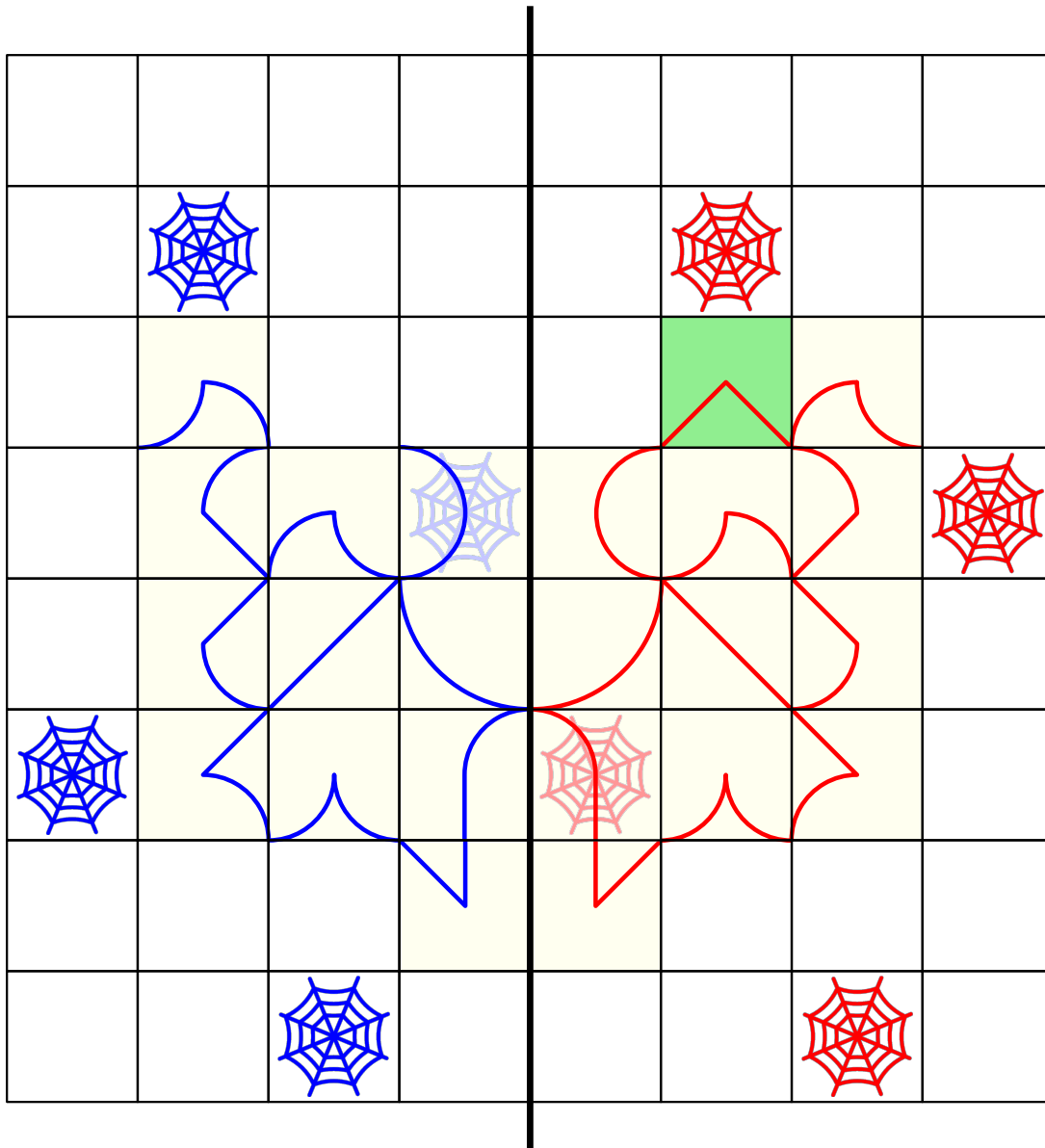
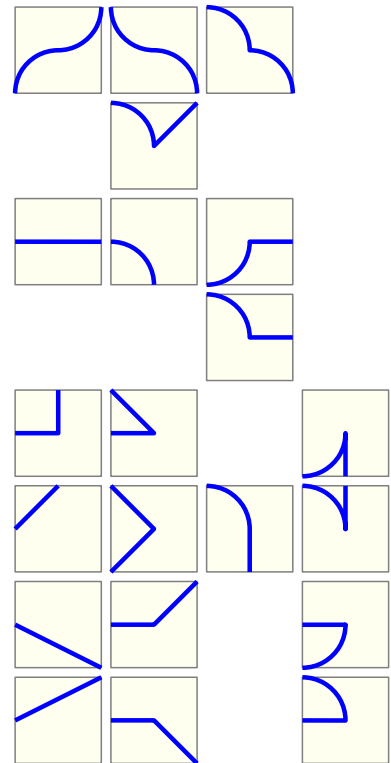
Bleu répond en posant la tuile symétrique qui est prise dans une toile d'araignée !



7 points

3 points

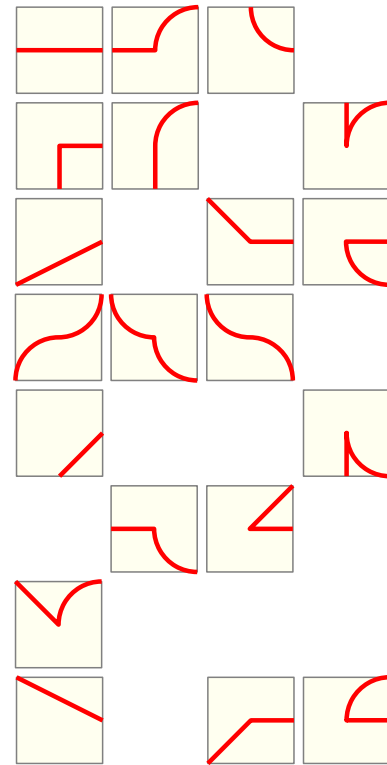
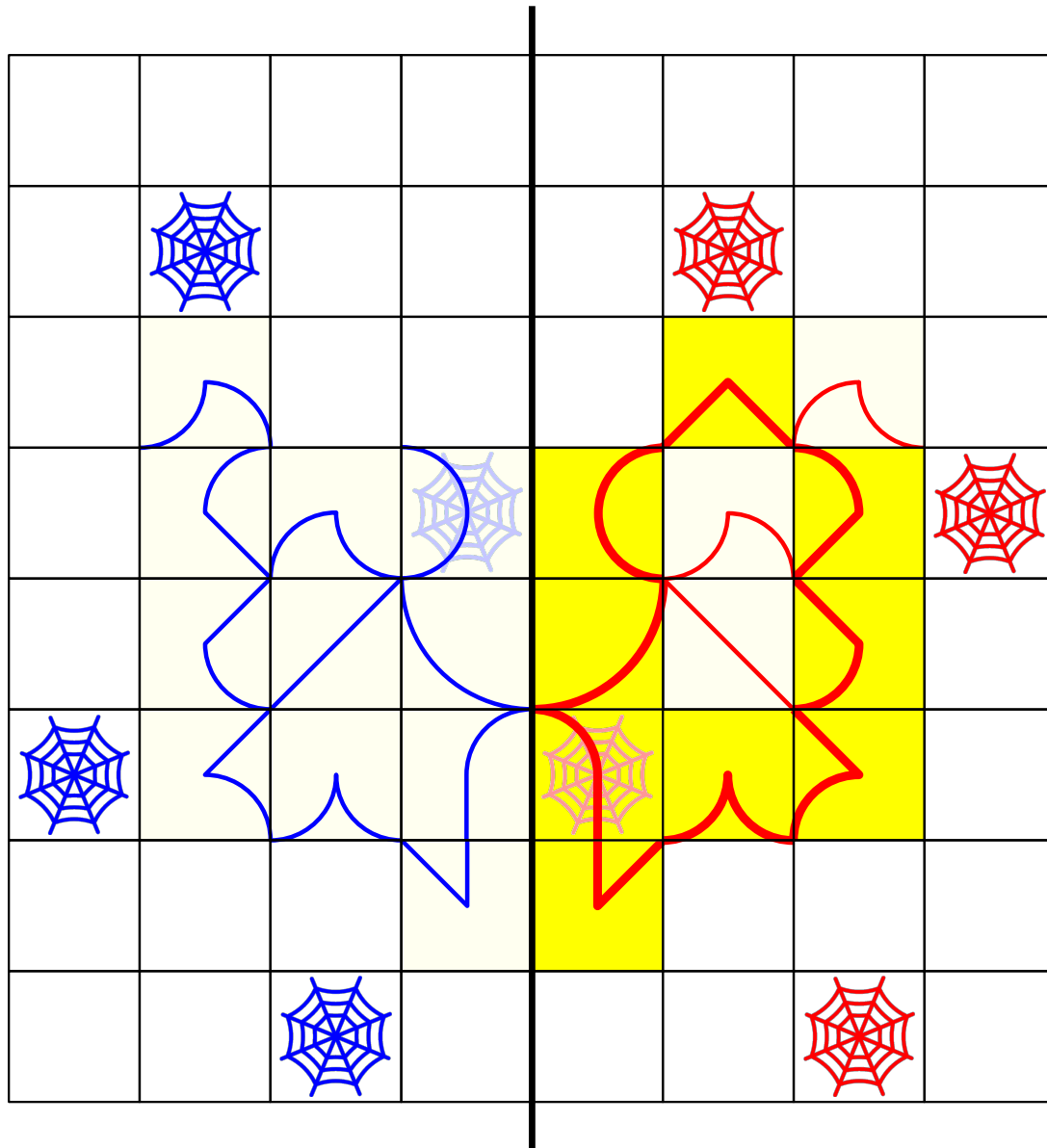
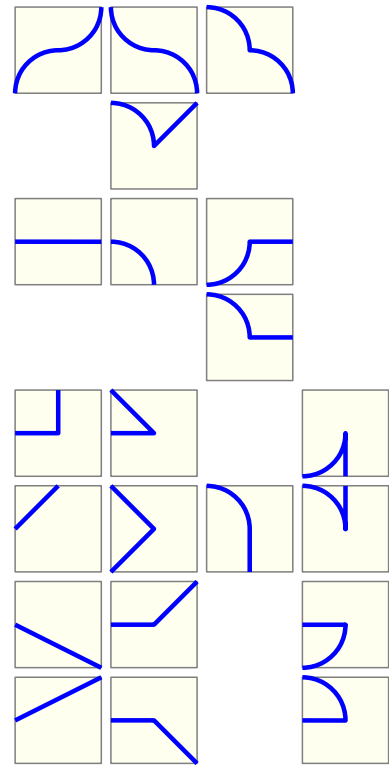
Bleu ne joue pas sa POSE LIBRE !



7 points

3 points

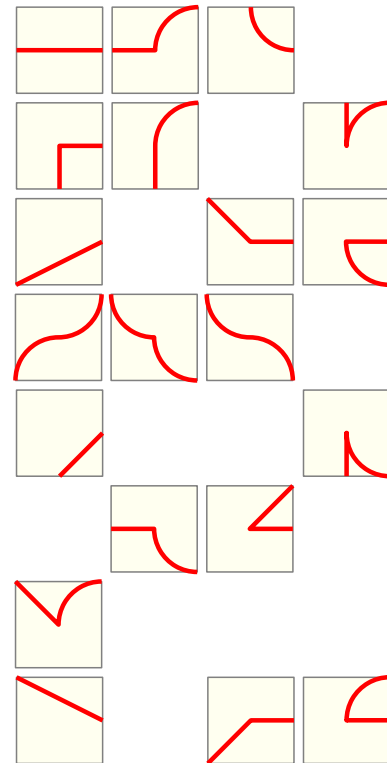
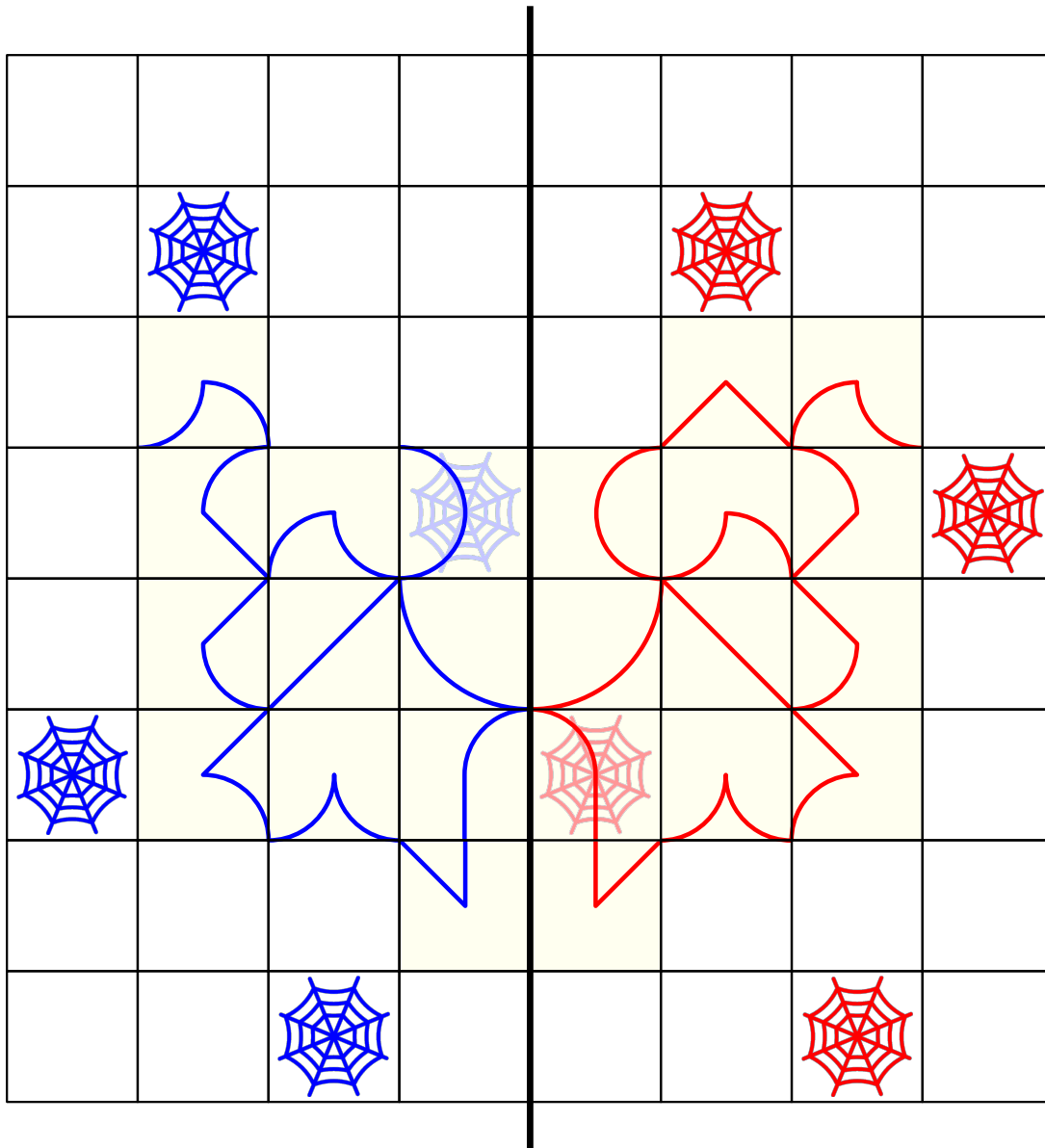
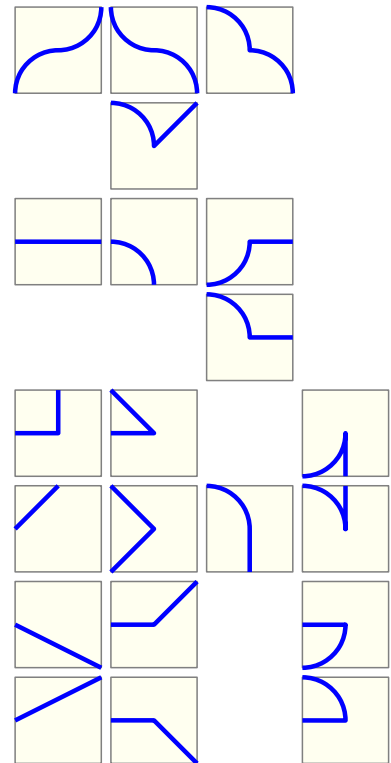
Rouge rejoue en posant librement une tuile de son choix ET ferme une ligne.



7 points

12 points

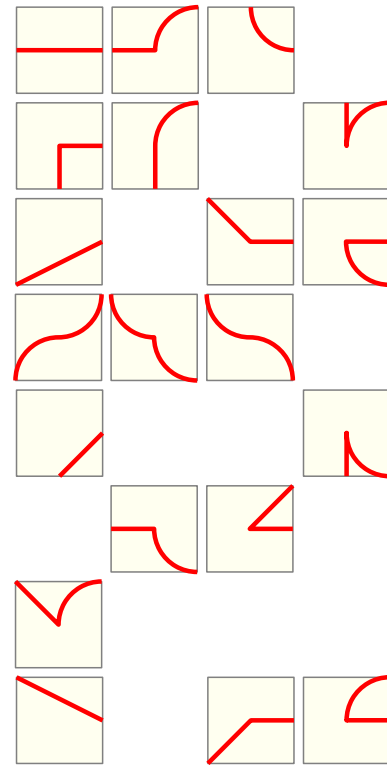
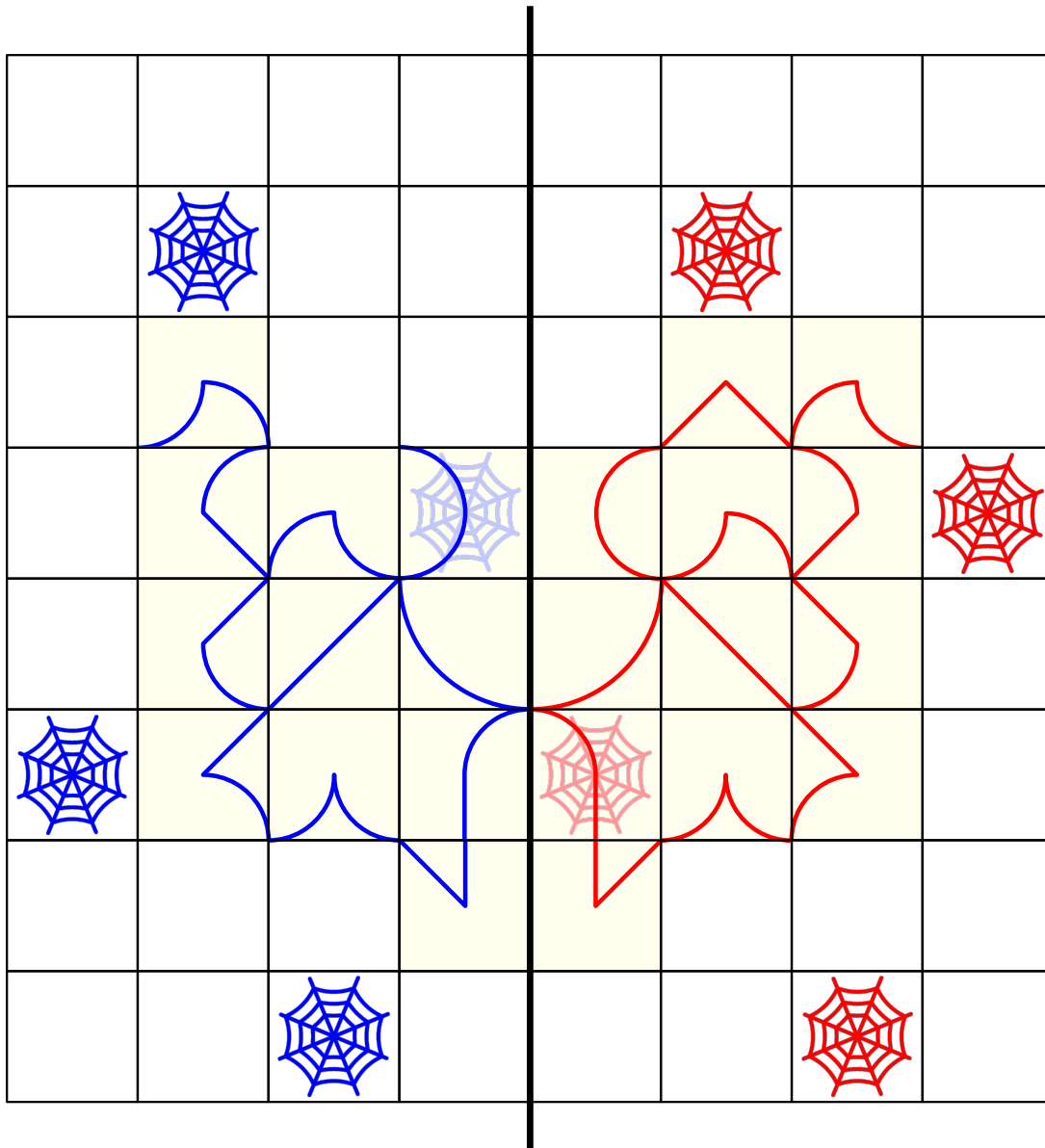
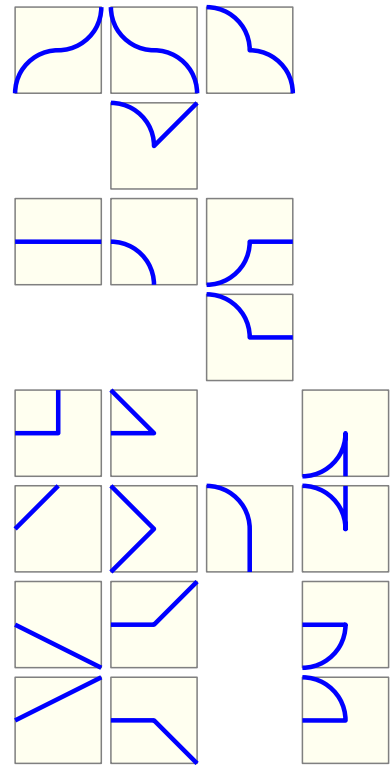
Cette ligne est fabriquée grâce à 9 tuiles : Rouge marque 9 points.



7 points

12 points

La partie continue jusqu'à ce qu'il ne soit plus possible de construire une nouvelle ligne fermée ...



7 points

12 points

... ou qu'aucune tuile ne puisse être placée. Le vainqueur est celui qui a marqué le plus de points.

