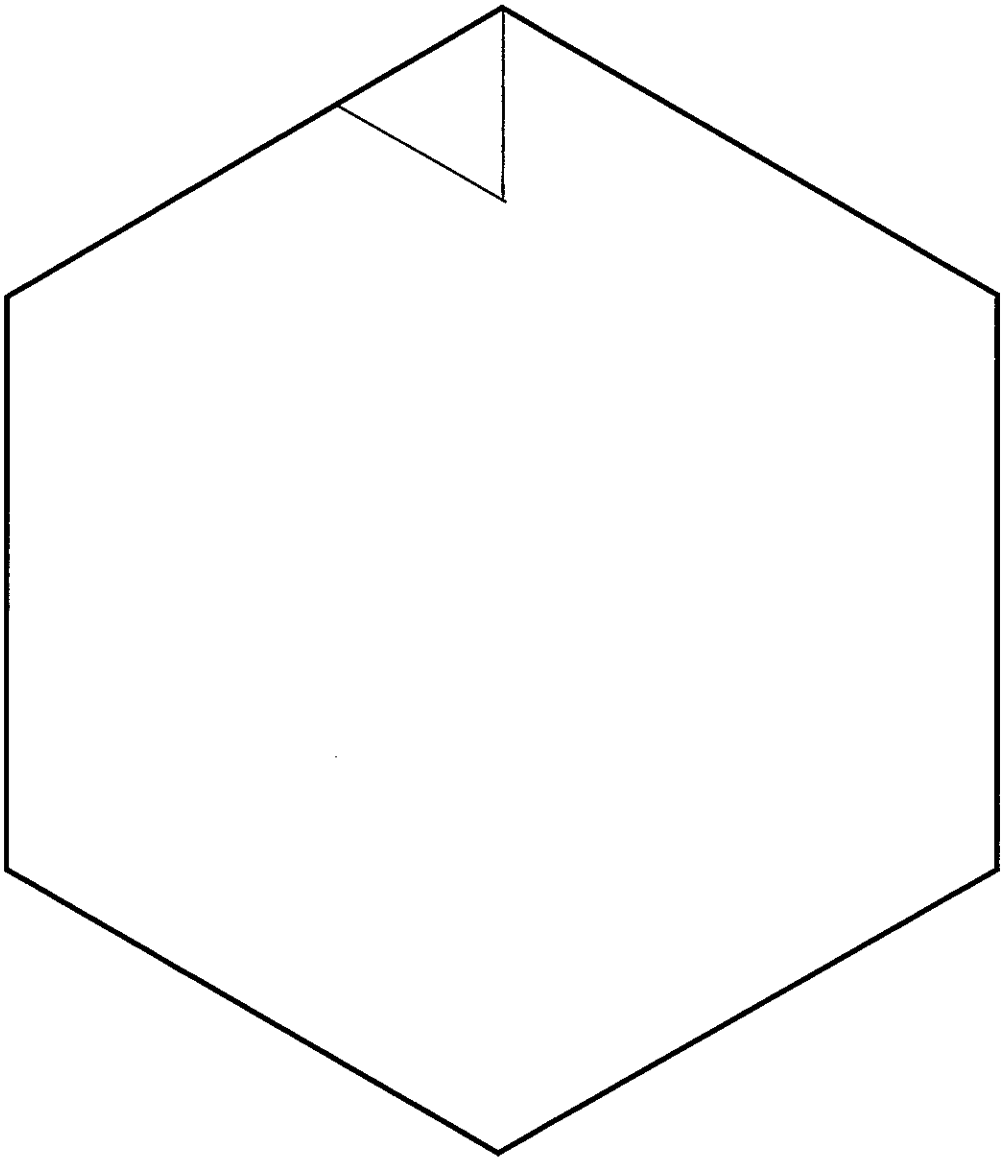
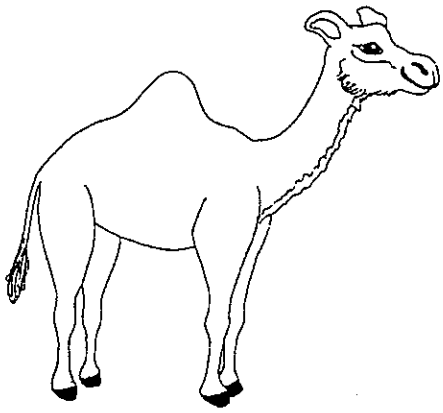
Un jeu pour 2 joueurs ou plus.
La surface de jeu est l'hexagone ci-dessous.On utilise uniquement les blocs verts, bleus, rouges et jaunes.
On commence par placer un bloc vert comme indiqué ci-dessous. Chaque joueur place un autre bloc selon son libre choix jusqu'à ce qu'un joueur puisse placer le dernier bloc qui couvre entièrement l'hexagone. Ce joueur est le vainqueur.

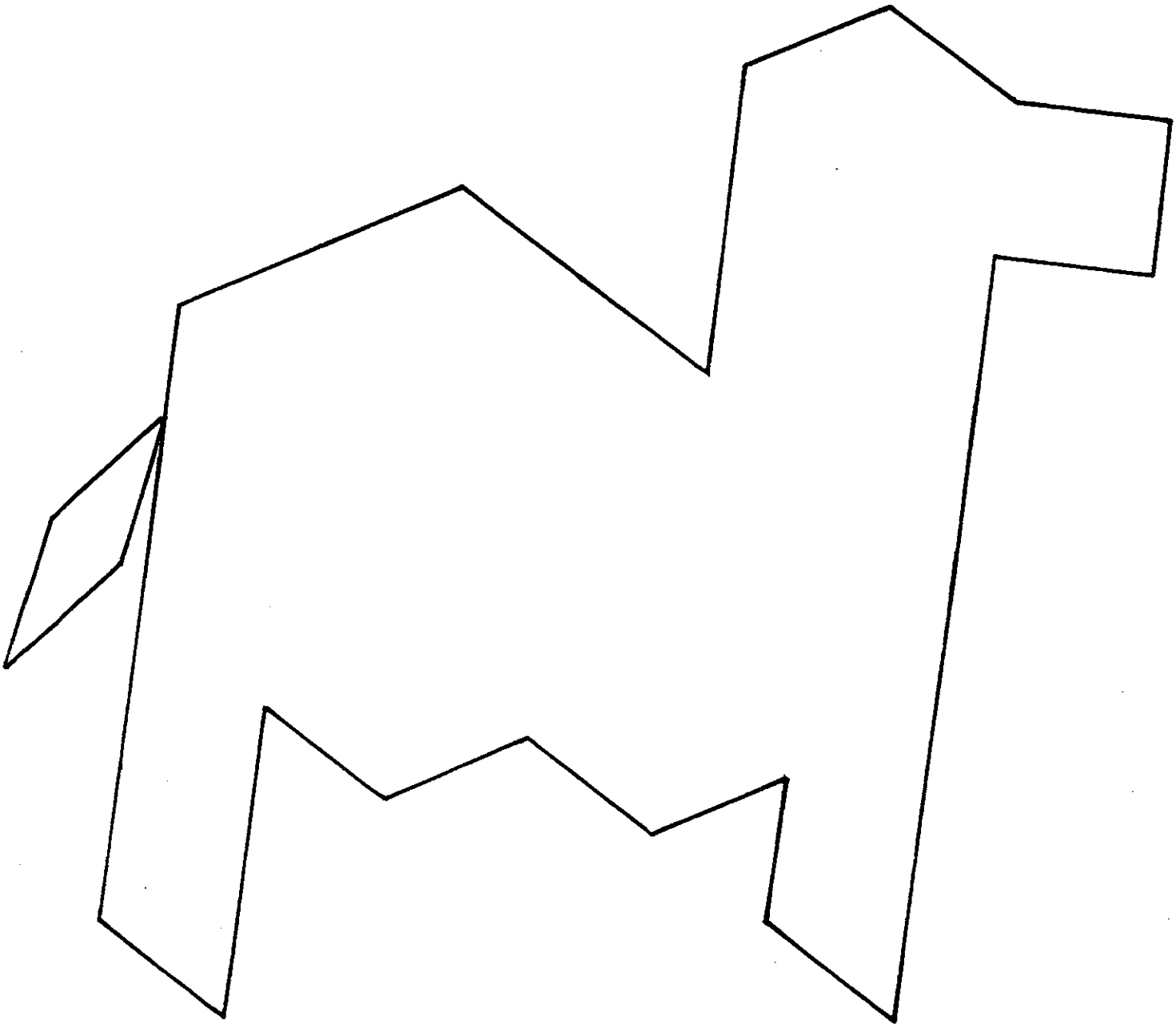


Variante : les joueurs choisissent les blocs de leur choix pour couvrir entièrement l'hexagone. Ensuite ces blocs sont enlevés et sont les seuls blocs qui seront utilisés par les joueurs.
Le vainqueur est celui qui placera le dernier bloc.

ATTRIMATHS - le dromadaire

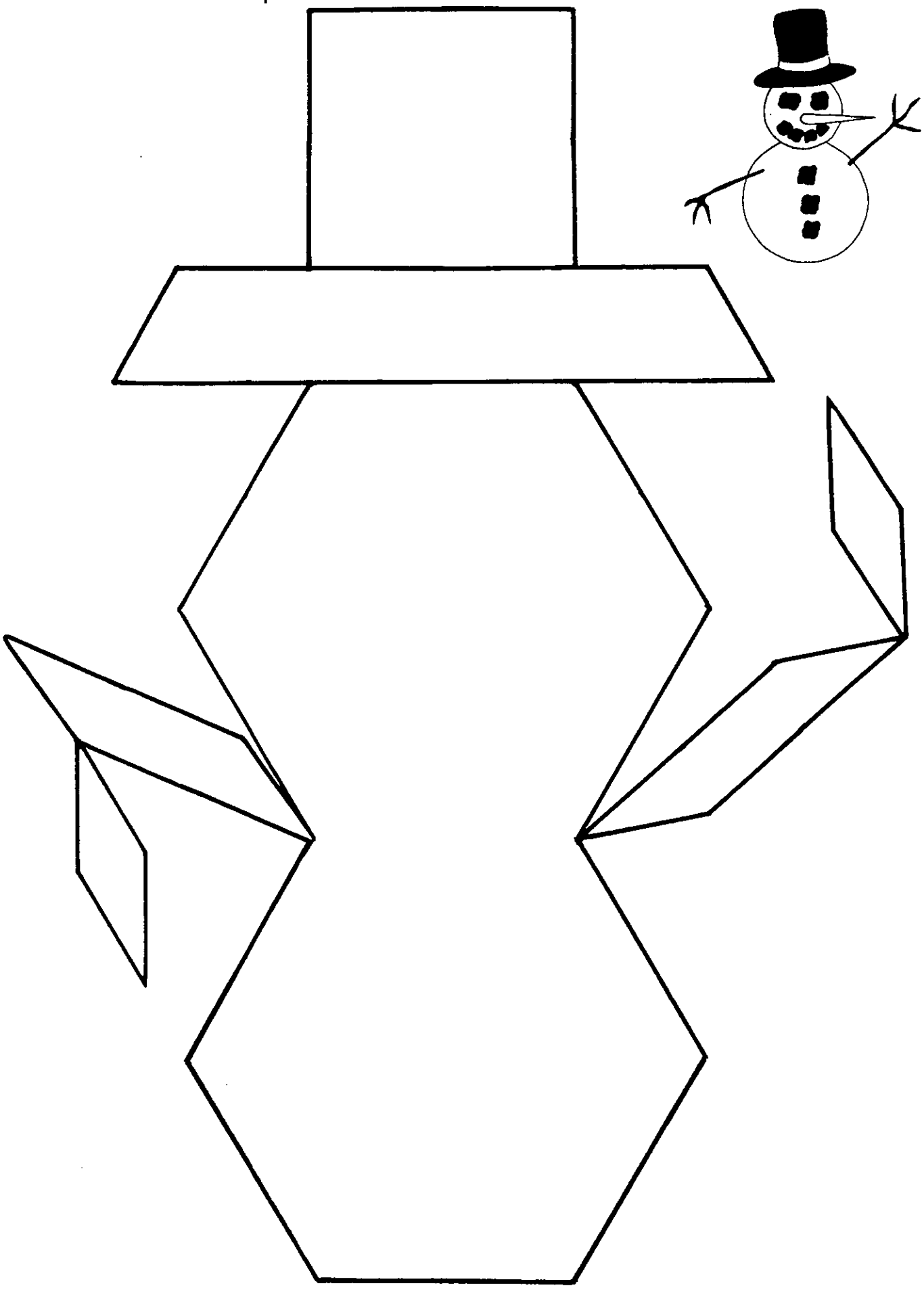
Utilise : 5 losanges bleus
1 losange blanc
3 hexagones
7 trapèzes
2 triangles
1 carré





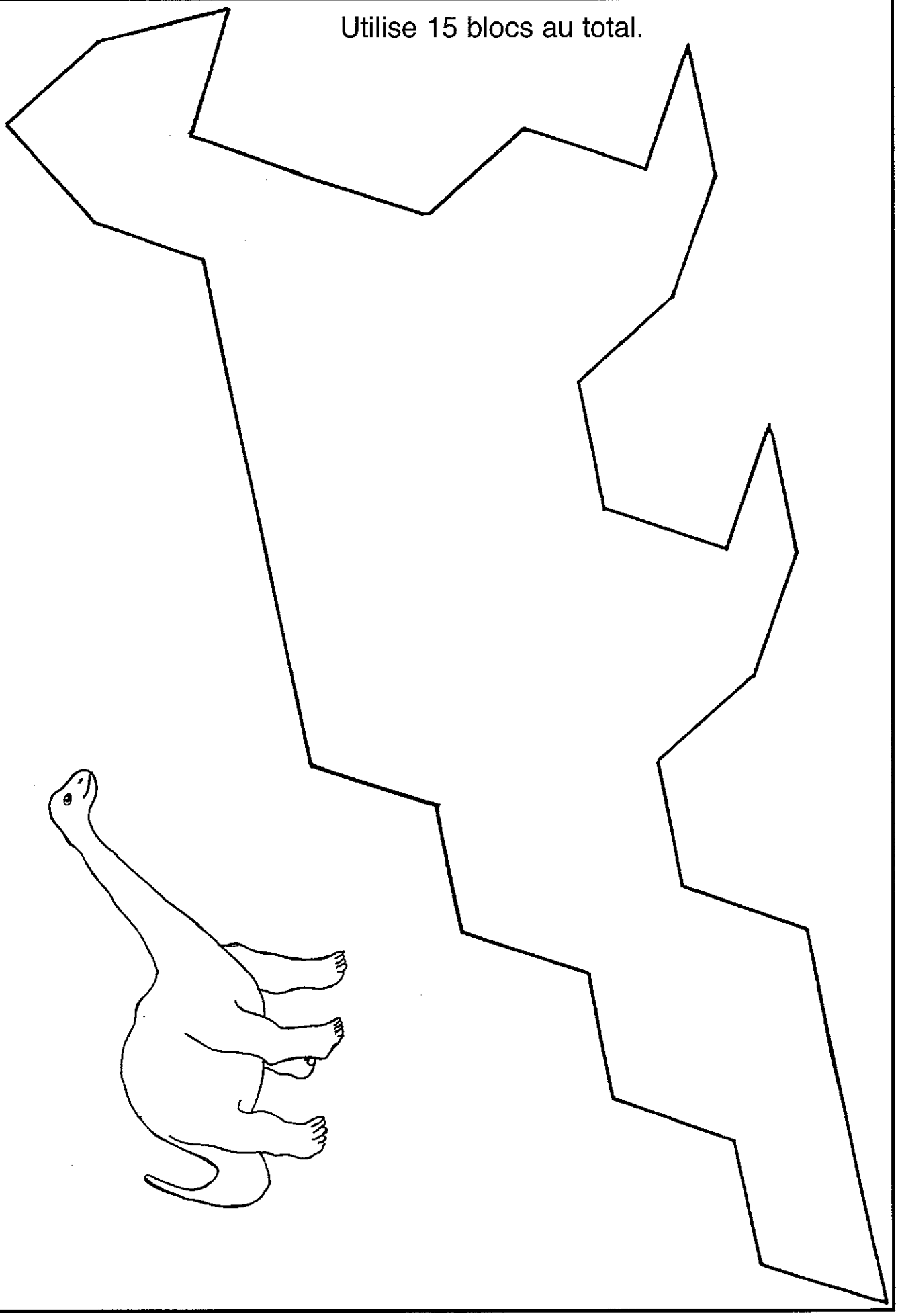
ATTRIMATHS - le bonhomme de neige

Utilise 34 blocs pour recouvrir



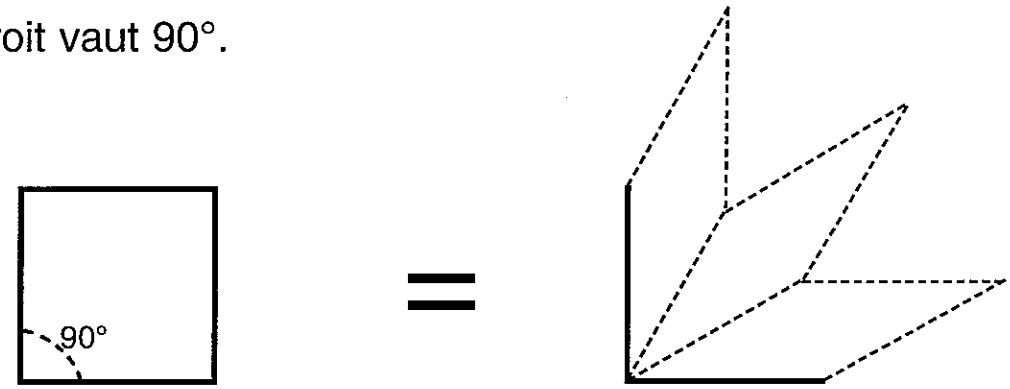
ATTRIMATHS - le dinosaure

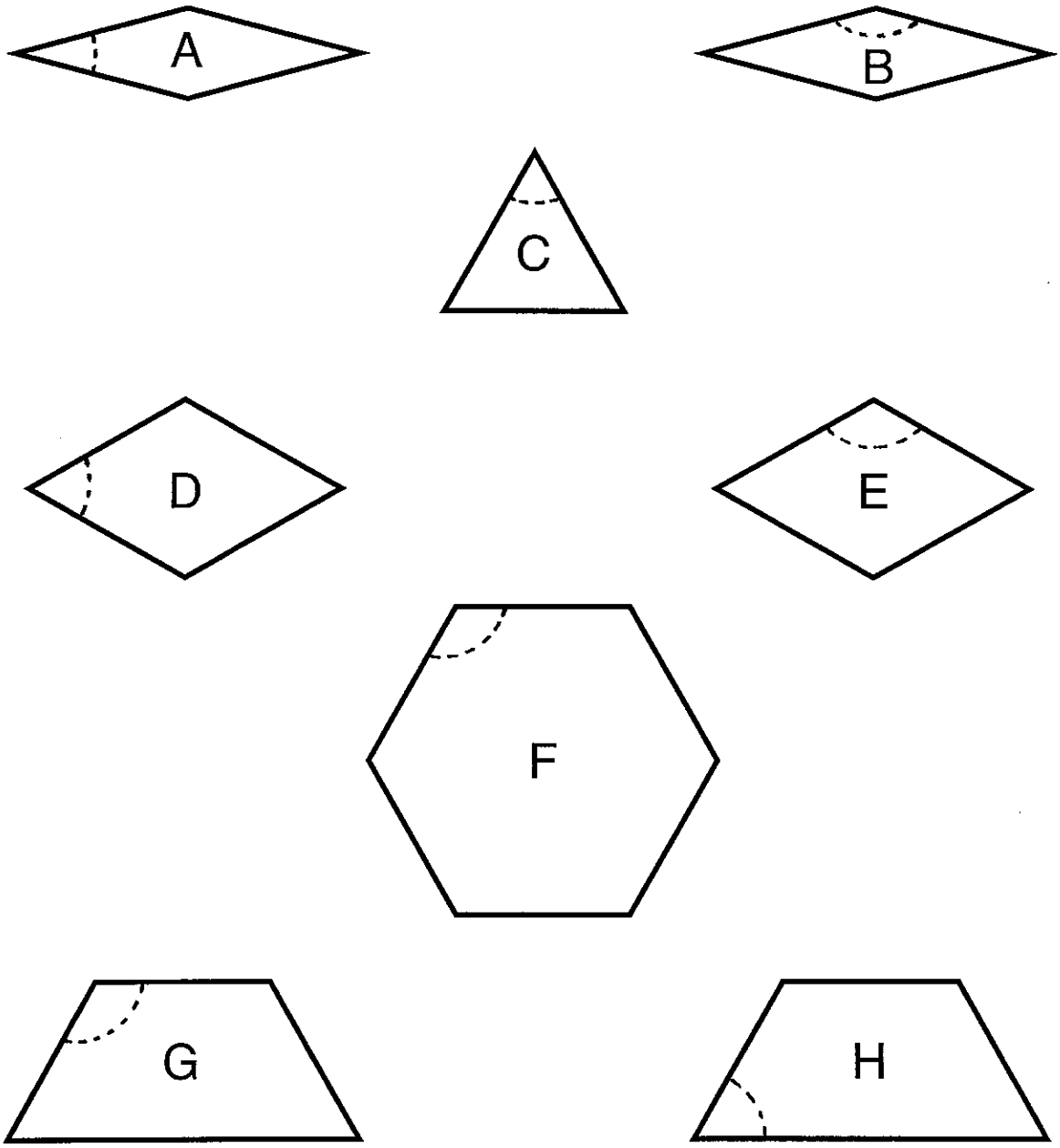
Utilise 15 blocs au total.

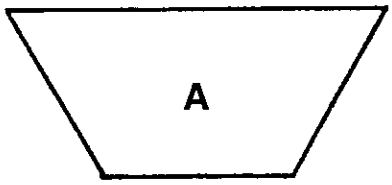


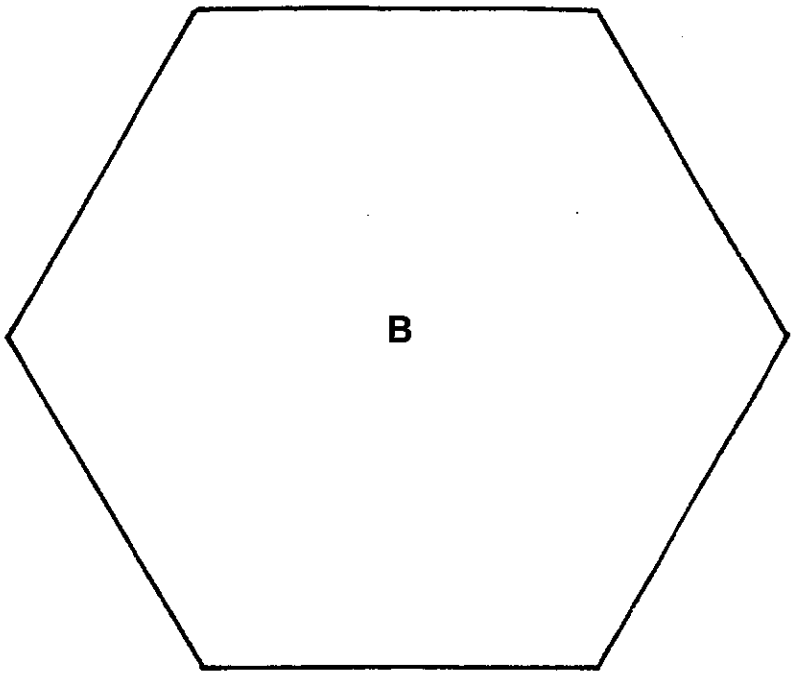
ATTRIMATHS - angles

En utilisant les Attrimaths, trouve la valeur des angles sachant que l'angle droit vaut 90°.







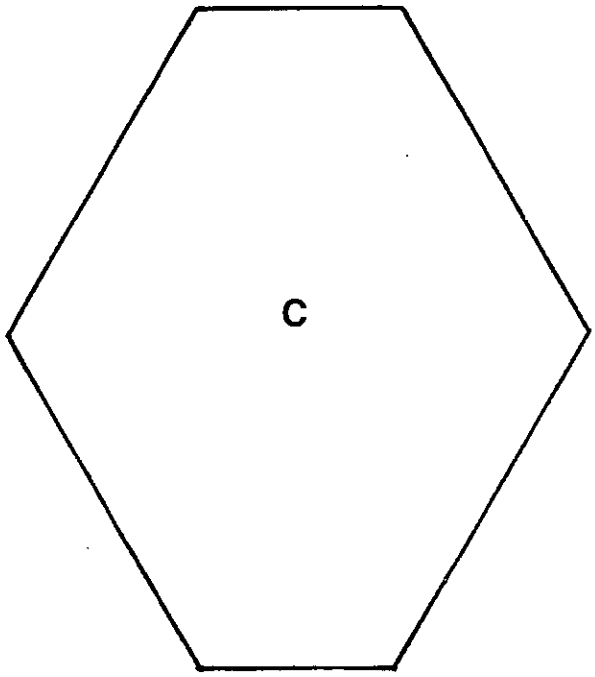


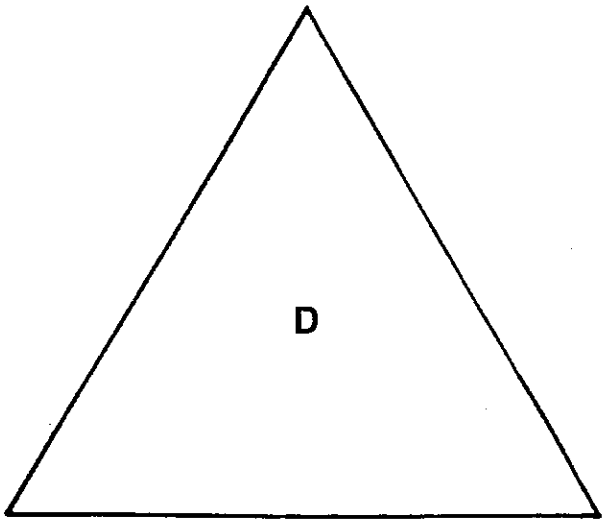
1) SI "A" = 1 ALORS "B" = "C" = "D" =

2) SI "B" = 1 ALORS "A" = "C" = "D" =

3) SI "C" = 1 ALORS "A" = "B" = "D" =

4) SI "D" = 1 ALORS "A" = "B" = "C" =





1) SI "A" = 1 ALORS "B" = "C" = "D" =

2) SI "B" = 1 ALORS "A" = "C" = "D" =

3) SI "C" = 1 ALORS "A" = "B" = "D" =

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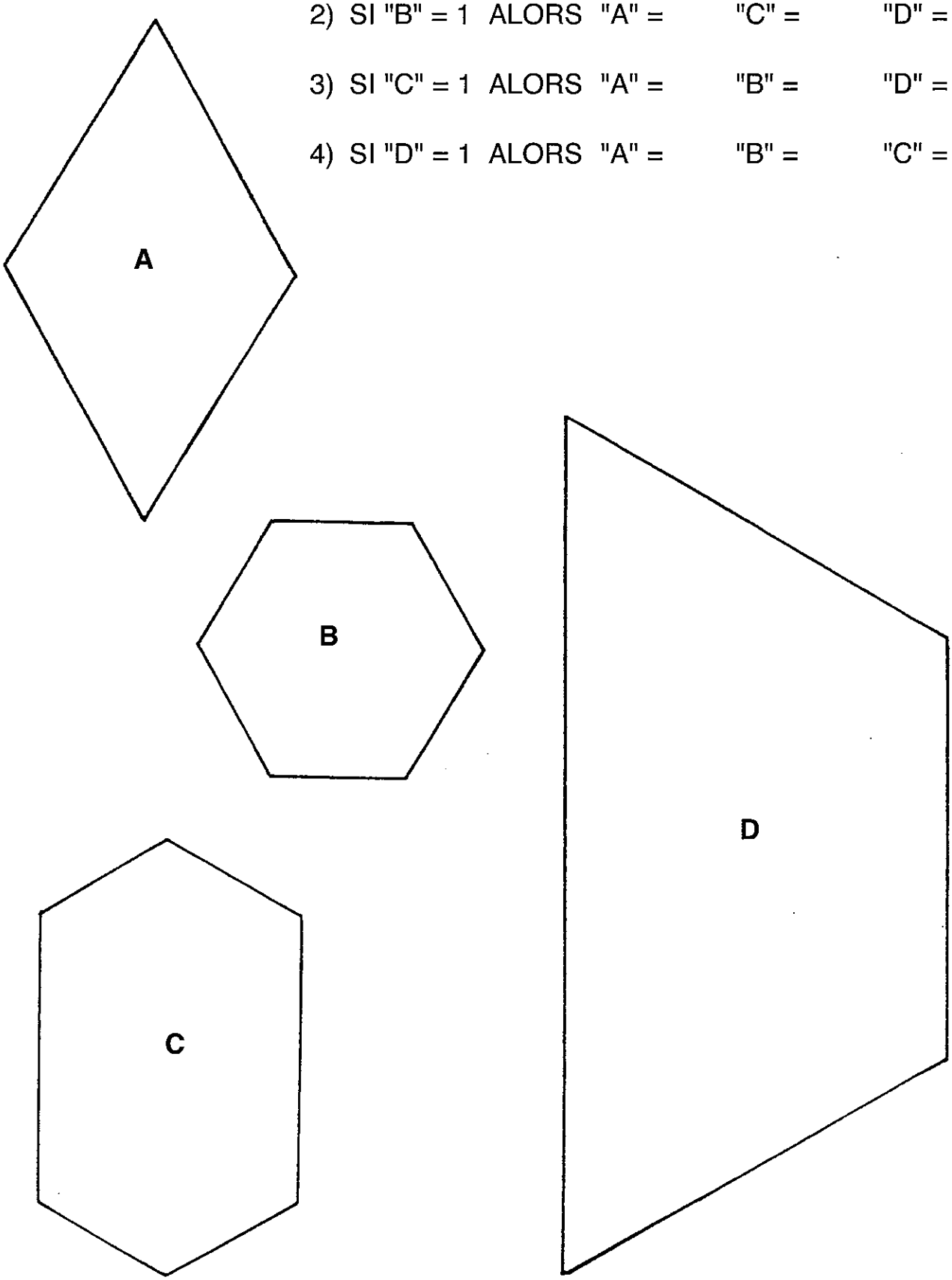
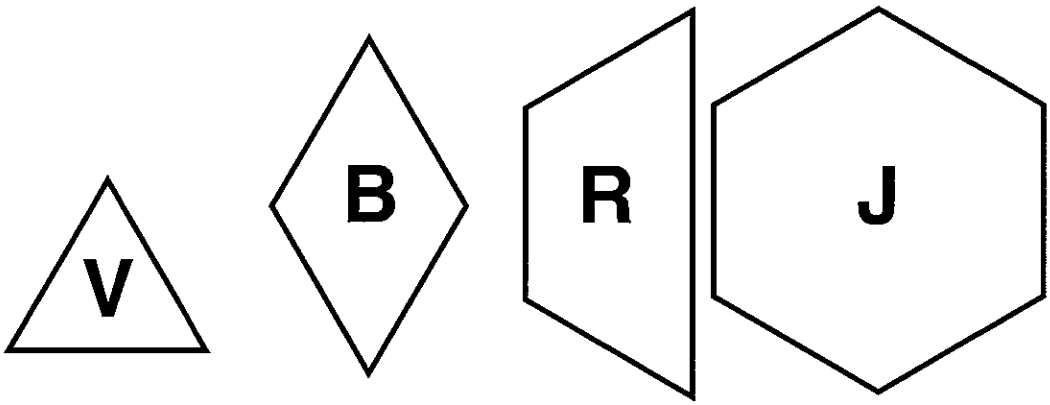
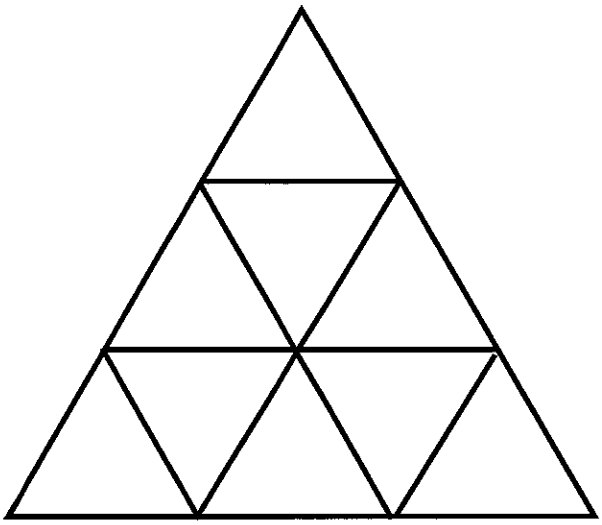




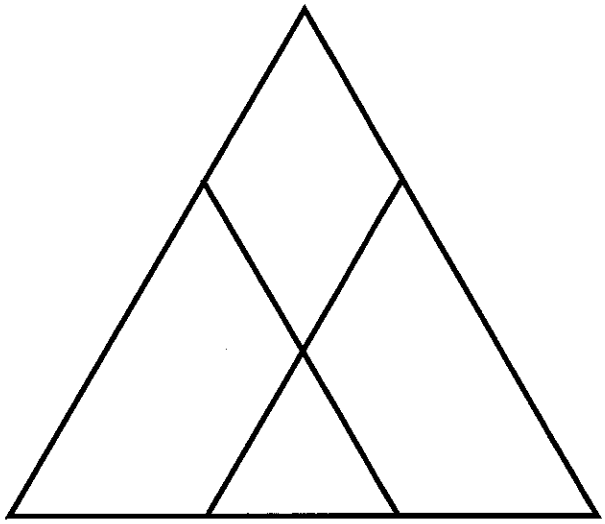
	alors "V" =	alors "B" =	alors "R" =	alors "J" =
Si "V" = 12	12			
Si "B" = 12		12		
Si "R" = 12			12	
Si "J" = 12				12

	alors "V" =	alors "B" =	alors "R" =	alors "J" =
Si "V" = 72	72			
Si "B" = 72		72		
Si "R" = 72			72	
Si "J" = 72				72

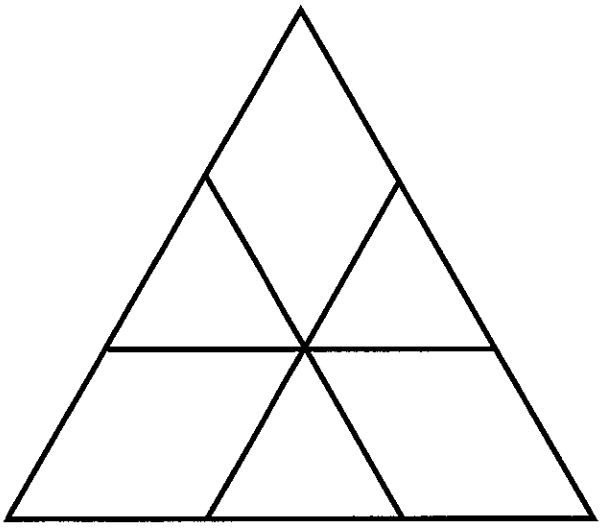
Colorie, mais tu ne peux tracer aucun segment de droite.



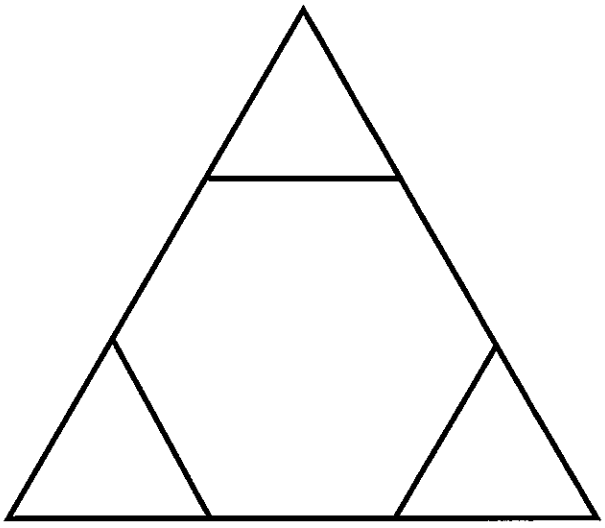
1/9 en rouge
4/9 en bleu



1/3 en bleu
2/3 en orange

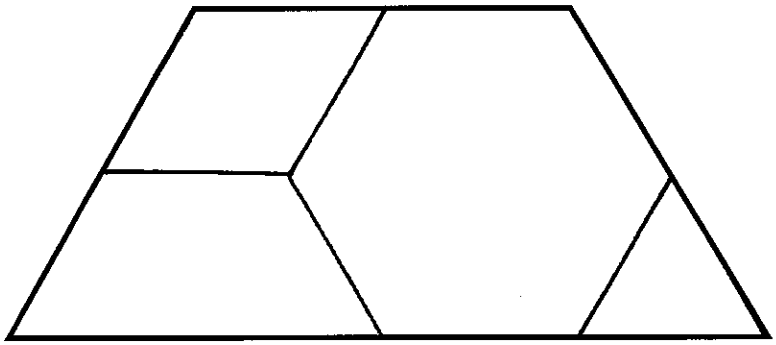


2/9 en brun
5/9 en jaune

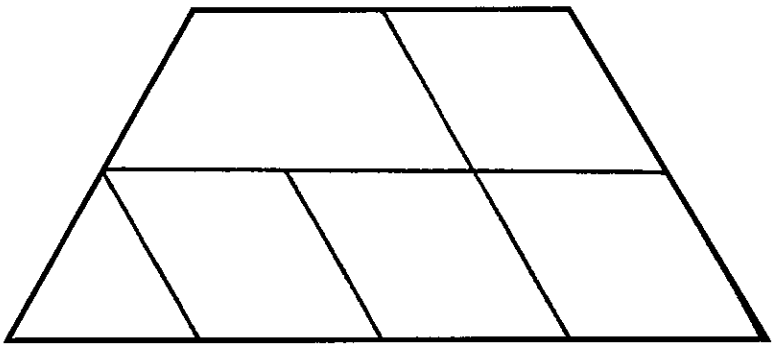


1/3 en rose
2/3 en rouge

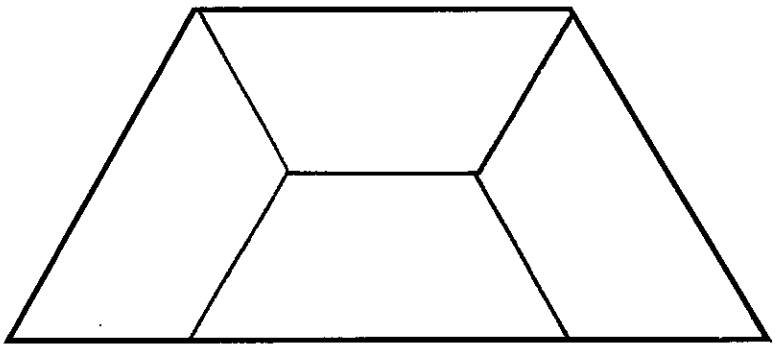
Colorie, mais tu ne peux tracer aucun segment de droite.



1/2 en rouge
un autre 1/2 en jaune



1/2 en bleu
un autre 1/2 en vert



1/2 en brun
un autre 1/2 en orange