



GRILLES BONUS





Nous sommes heureux de vous offrir ces grilles bonus pour prolonger encore un peu le plaisir de jouer !

Vous trouverez ici une sélection de 6 jeux à découvrir
Chaque jeu comporte 12 grilles.

Bonnes parties et à bientôt pour de nouveaux défis !



DuoXO

'DuoXO' est un jeu de logique dont l'objectif est de remplir une grille avec des croix et des ronds.

Les règles sont les suivantes :

- il ne peut pas y avoir plus de deux symboles (rond ou croix) identiques à la suite dans une ligne ou une colonne,
- chaque ligne et chaque colonne doivent contenir autant de ronds que de croix, à savoir trois croix et trois ronds, et
- aucune ligne ou colonne ne doit être identique à une autre.

Le but est de placer correctement chaque symbole.

Exemple de grille avec sa solution

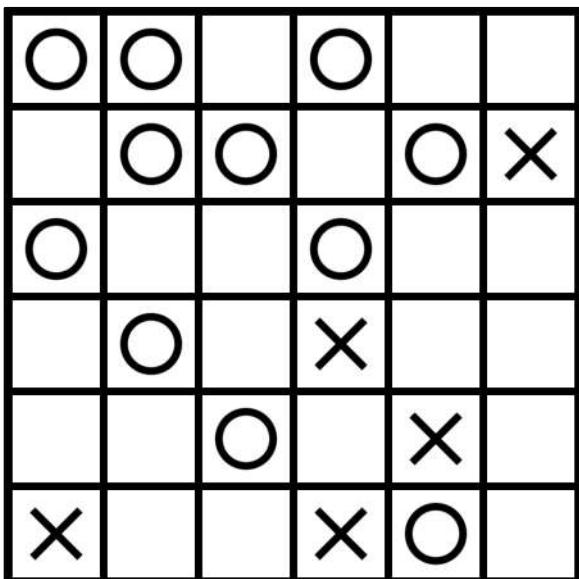
Grille

| | | | | | |
|---|---|---|---|---|---|
| X | O | | X | | |
| | | X | | | X |
| X | | X | O | X | |
| | | O | X | O | |
| | | X | O | | |
| X | O | O | | | O |

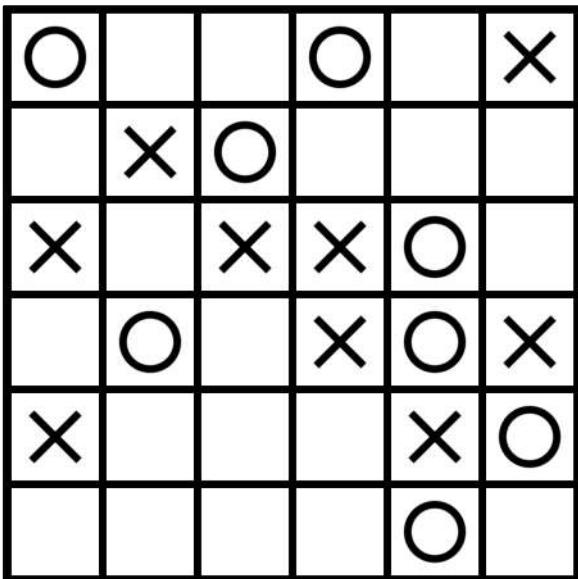
Solution

| | | | | | |
|---|---|---|---|---|---|
| X | O | O | X | O | X |
| O | X | X | O | O | X |
| X | O | X | O | X | O |
| O | X | O | X | O | X |
| O | X | X | O | X | O |
| X | O | O | X | X | O |

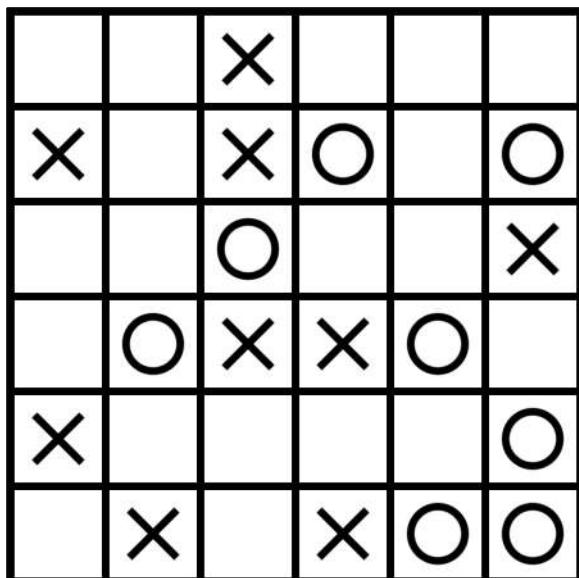
DuoXO#1



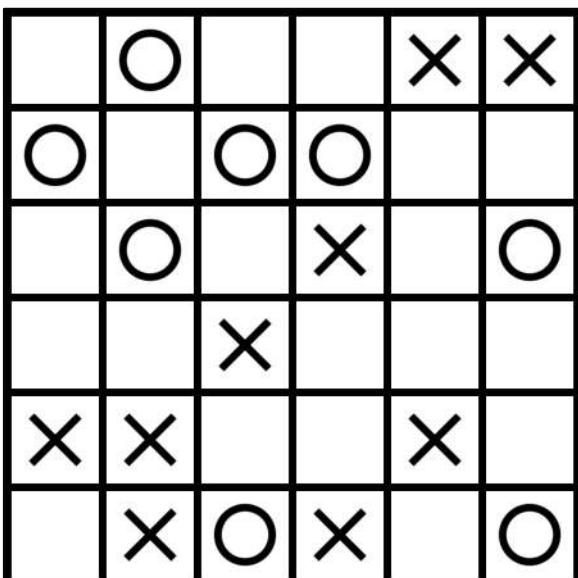
DuoXO#2



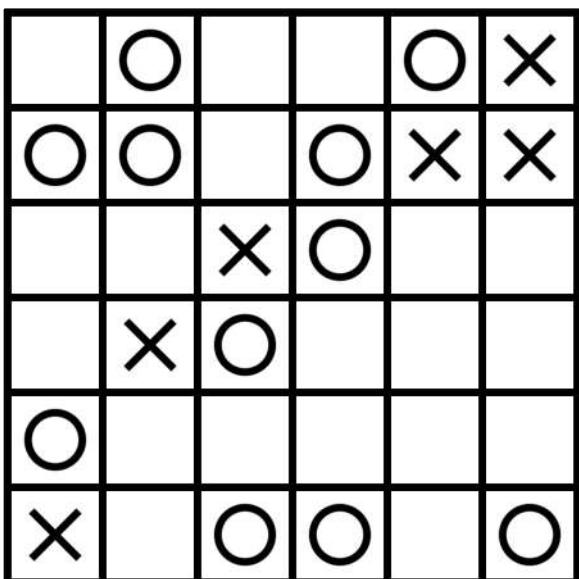
DuoXO#3



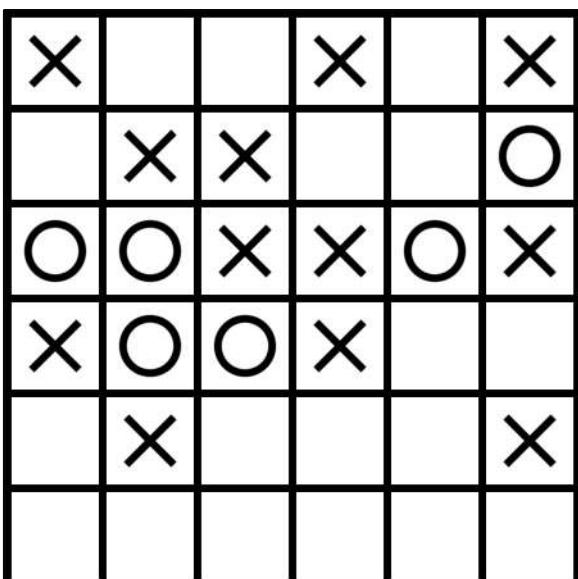
DuoXO#4



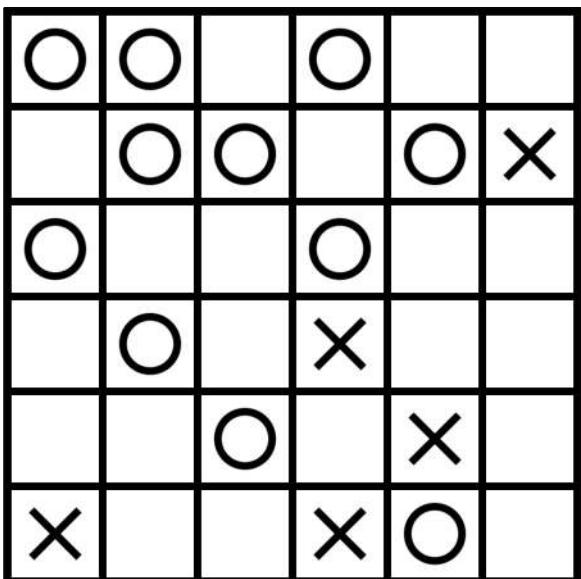
DuoXO#5



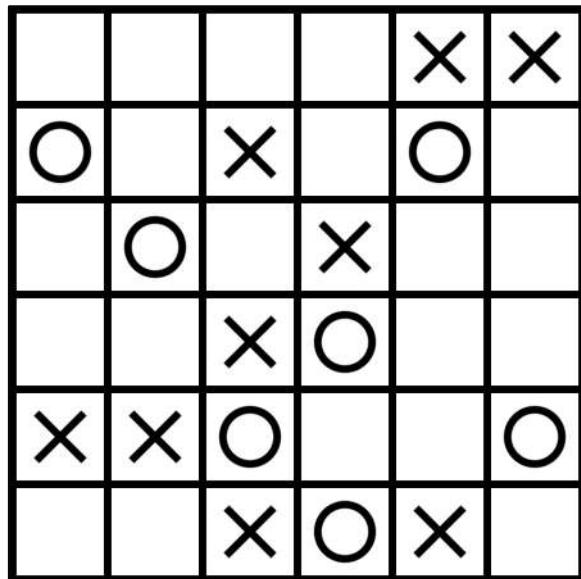
DuoXO#6



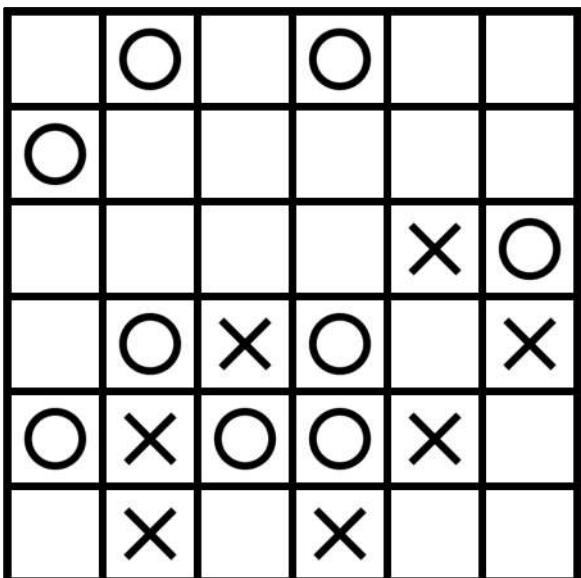
DuoXO#7



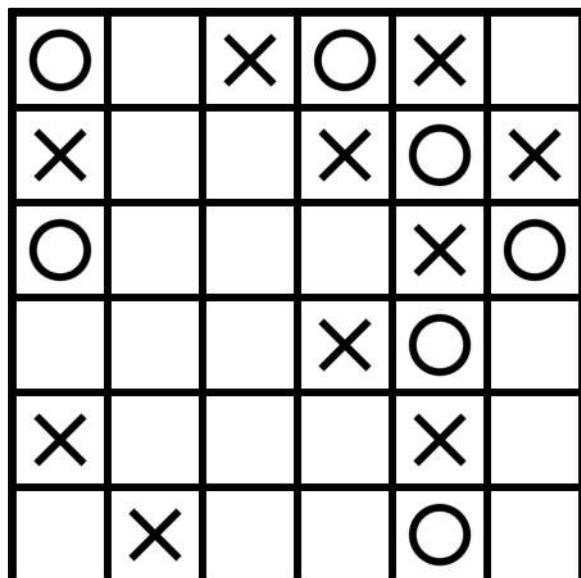
DuoXO#8



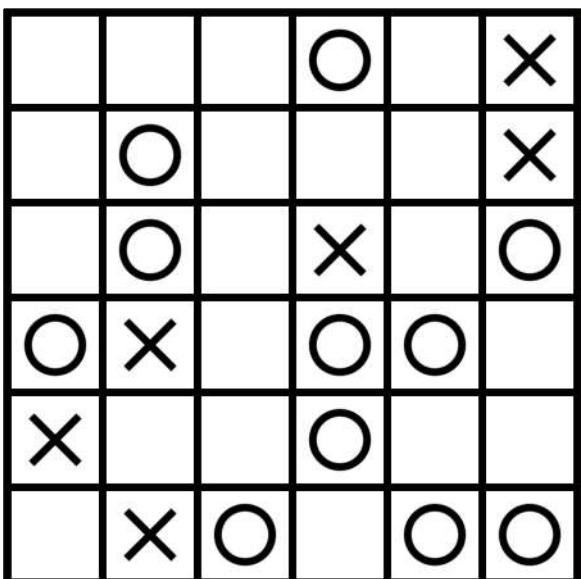
DuoXO#9



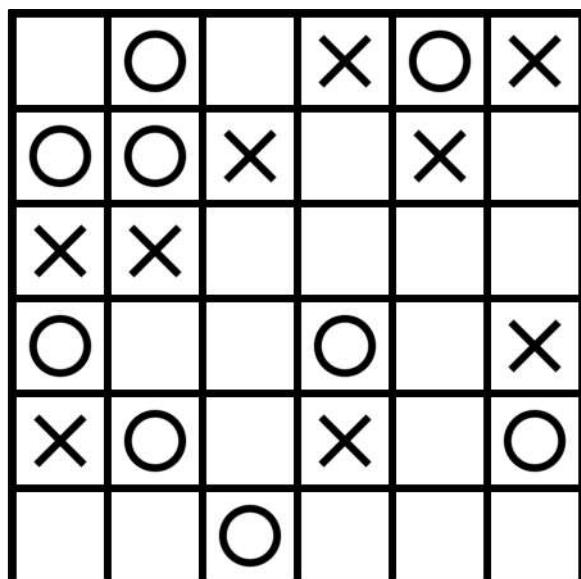
DuoXO#10



DuoXO#11



DuoXO#12



DÉMINEUR

Le 'démineur' est un jeu dont l'objectif est de découvrir l'emplacement des mines dans la grille.

La grille contient des cases blanches et des chiffres.

Les règles sont les suivantes :

- chaque chiffre indique combien de mines se trouvent dans les cases voisines (horizontalement, verticalement ou en diagonale)
- en utilisant ces indices, il faut déduire où se trouvent les mines.

Le but est de découvrir toutes les cases contenant une mine sans se tromper !

Exemple de grille avec sa solution

Grille

| | | | | | |
|---|---|---|---|---|---|
| | 2 | | 1 | | 1 |
| 2 | | 1 | 1 | 2 | |
| | 2 | | | 3 | |
| 2 | 3 | | | | 2 |
| | | 3 | | 4 | |
| 1 | 1 | 1 | 2 | | 2 |

Solution

| | | | | | |
|---|---|---|---|---|---|
| ● | 2 | ● | 1 | | 1 |
| 2 | | 1 | 1 | 2 | ● |
| ● | 2 | | | 3 | ● |
| 2 | 3 | ● | ● | | 2 |
| ● | | 3 | ● | 4 | ● |
| 1 | 1 | 1 | 2 | ● | 2 |

Démineur#1

| | | | | | |
|---|---|---|---|---|---|
| 1 | 1 | 1 | | | 2 |
| 2 | | 1 | 1 | 2 | |
| | 3 | 3 | 2 | | 1 |
| 2 | | | 2 | 1 | |
| | 3 | | | 4 | |
| 2 | | 2 | | 3 | |

Démineur#2

| | | | | | |
|---|---|---|---|---|---|
| | 2 | | 2 | | 1 |
| 2 | 4 | 3 | | | 1 |
| | 2 | | | | 2 |
| 2 | | 3 | 3 | 3 | |
| | | 1 | | | 2 |
| 1 | 1 | 1 | | | 2 |

Démineur#3

| | | | | | |
|---|---|---|---|---|---|
| | 2 | 1 | 2 | | 1 |
| 1 | 2 | | | 3 | 3 |
| 2 | | 2 | 2 | | |
| | | | 2 | | 3 |
| | | 3 | 2 | | 1 |
| 4 | | 2 | | 1 | |

Démineur#4

| | | | | | |
|---|---|---|---|---|---|
| | 1 | 2 | | | |
| 2 | | 2 | | | 3 |
| | 1 | | 3 | 4 | 2 |
| 2 | | 2 | | 3 | |
| | | 3 | | | |
| 1 | 2 | | 1 | 1 | 1 |

Démineur#5

| | | | | | |
|---|---|---|---|---|---|
| | 3 | 2 | | | 1 |
| | | 4 | 4 | 4 | |
| 3 | | | | | 3 |
| | | 3 | 4 | 3 | |
| 4 | | | | | 2 |
| | | 2 | 1 | 1 | |

Démineur#6

| | | | | | |
|---|---|---|---|---|---|
| | 3 | | 2 | | 1 |
| | 4 | 2 | | 3 | |
| 4 | | | 2 | | |
| | | 2 | | | 4 |
| 3 | | | 4 | | 2 |
| | 2 | | | 2 | |

Démineur#7

| | | | | | |
|---|---|---|---|---|---|
| 1 | 1 | 1 | | | 2 |
| 2 | | 1 | 1 | 2 | |
| | 3 | 3 | 2 | | 1 |
| 2 | | | 2 | 1 | |
| | 3 | | | 4 | |
| 2 | | 2 | | 3 | |

Démineur#8

| | | | | | |
|---|---|---|---|---|---|
| 1 | | 1 | 1 | | 1 |
| 2 | | | 2 | | 2 |
| | 2 | | | | 3 |
| 2 | | 2 | 2 | | |
| | 4 | | 3 | 3 | |
| 1 | | | 3 | | 2 |

Démineur#9

| | | | | | |
|---|---|---|---|---|---|
| | 2 | | | 2 | 2 |
| 3 | | 2 | 2 | | |
| | | 1 | 1 | 2 | 2 |
| 3 | 3 | | 2 | 3 | |
| | | 1 | | | |
| 1 | 1 | 1 | 2 | 3 | 2 |

Démineur#10

| | | | | | |
|---|---|---|---|---|---|
| 1 | | 2 | 1 | | 1 |
| 2 | 3 | | 1 | 2 | |
| | | | 1 | | |
| | | 3 | 2 | 3 | |
| 3 | 4 | | | | 3 |
| | 2 | 3 | | | |

Démineur#11

| | | | | | |
|---|---|---|---|---|---|
| 1 | | 1 | | | |
| | 4 | | 2 | 2 | 2 |
| | | 4 | | 2 | |
| 3 | | 3 | | 2 | |
| | 3 | | 3 | | 2 |
| | 2 | | 2 | | 1 |

Démineur#12

| | | | | | |
|---|---|---|---|---|---|
| 1 | | | 1 | | 1 |
| 1 | | 3 | | 2 | |
| 2 | 3 | | 2 | | 2 |
| 2 | | 3 | 2 | | |
| | 3 | | | 3 | 2 |
| 2 | | 2 | 1 | | |

ALTERNO

'Alterno' est un jeu dont l'objectif est de diviser la grille en régions composées de cases blanches et en régions composées de cases grises.

Les règles sont les suivantes :

- un nombre dans une case blanche appartient à une région blanche ; un nombre dans une case grise appartient à une région grise.
- chaque région doit contenir un nombre de cases égal au nombre contenu dans la région
- deux régions de la même couleur ne peuvent pas se toucher par un côté, seulement par les coins.

Le but est de bien observer la grille pour découper les régions correctement !

Exemple de grille avec sa solution

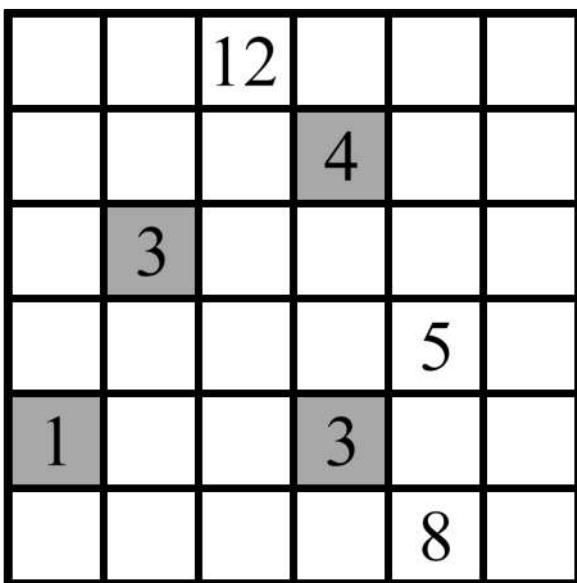
Grille

| | | | | | |
|---|---|---|---|--|---|
| | | | 2 | | 6 |
| | 3 | | | | |
| | | | 2 | | |
| 8 | | 2 | | | |
| | | | | | |
| | 4 | | 9 | | |

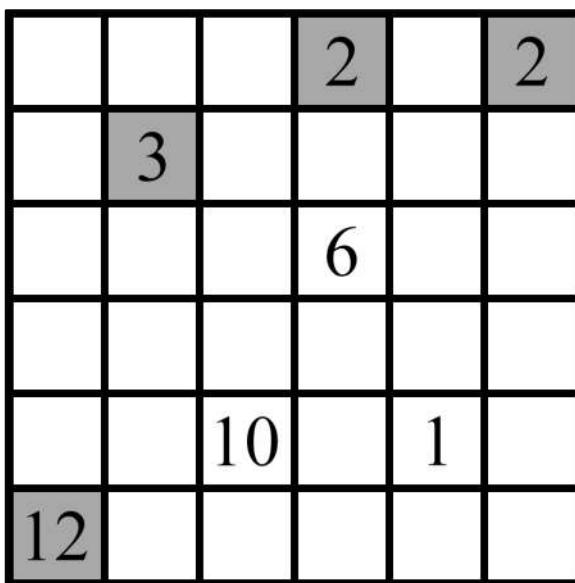
Solution

| | | | | | |
|---|---|---|---|---|---|
| | | | 2 | | 6 |
| | | 3 | | | |
| | | | | 2 | |
| 8 | | 2 | | | |
| | | | | | |
| | 4 | | 9 | | |

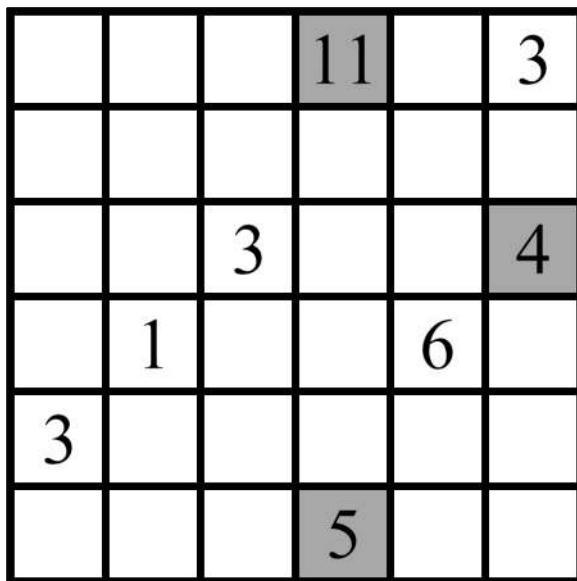
Alterno#1



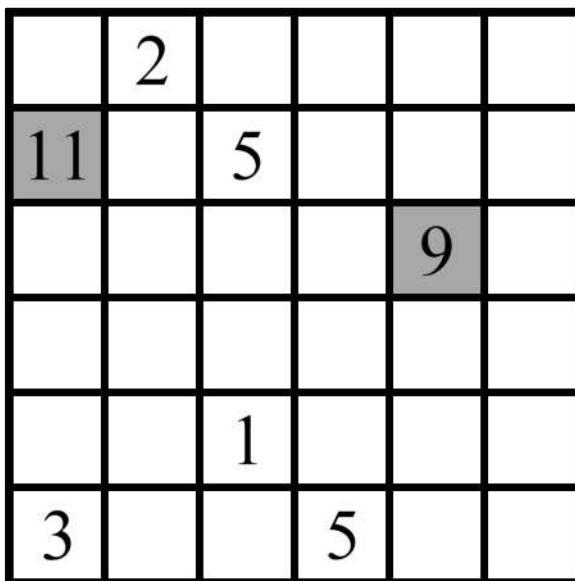
Alterno#2



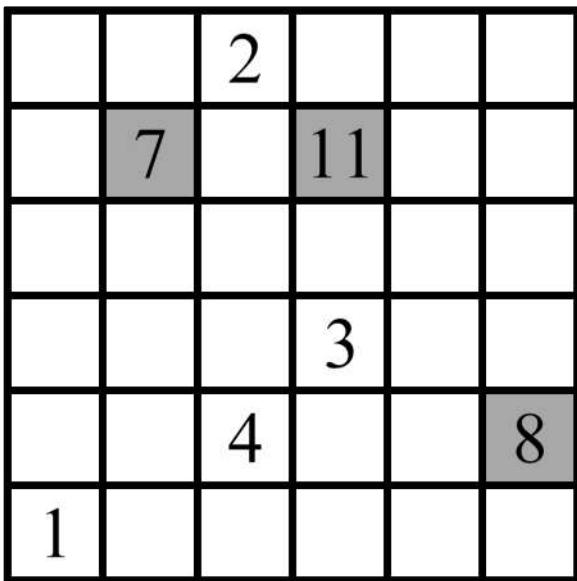
Alterno#3



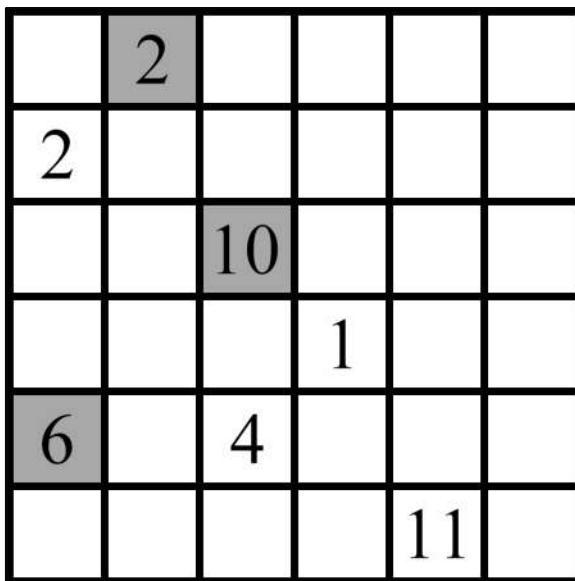
Alterno#4



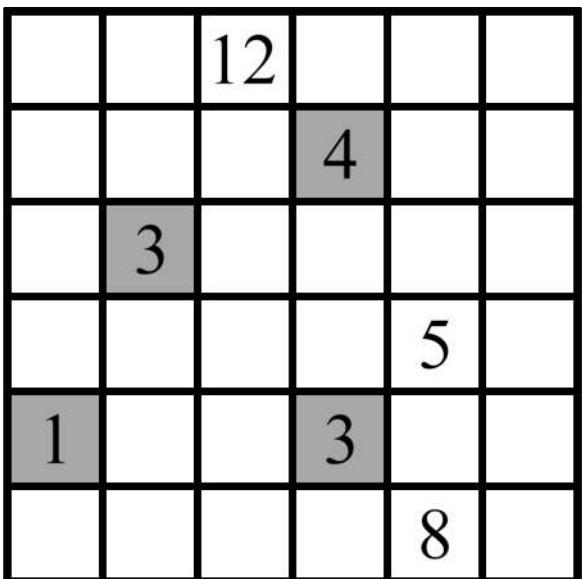
Alterno#5



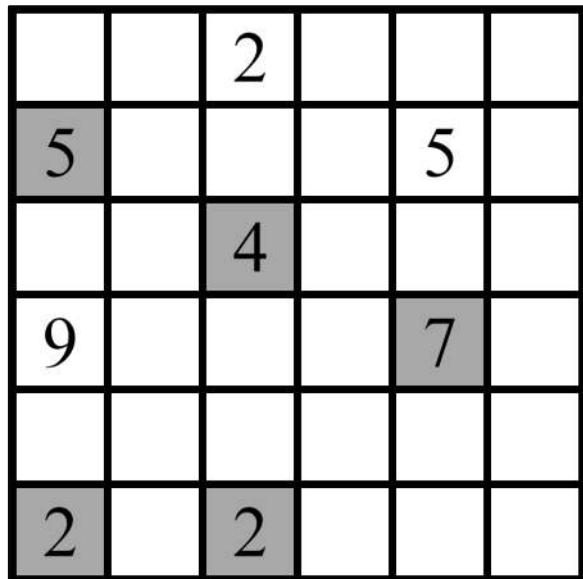
Alterno#6



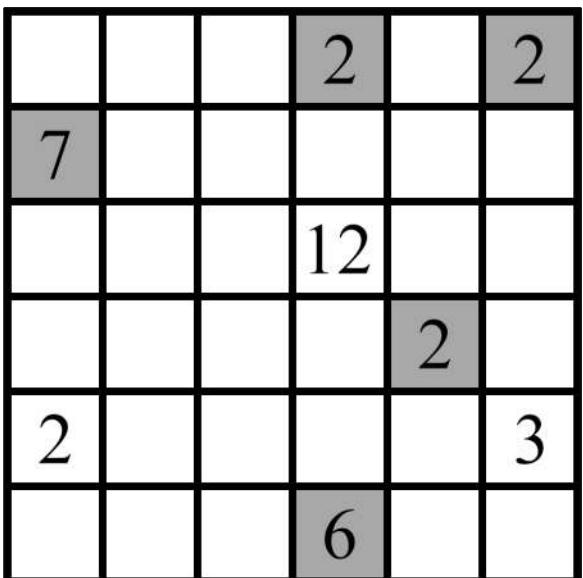
Alterno#7



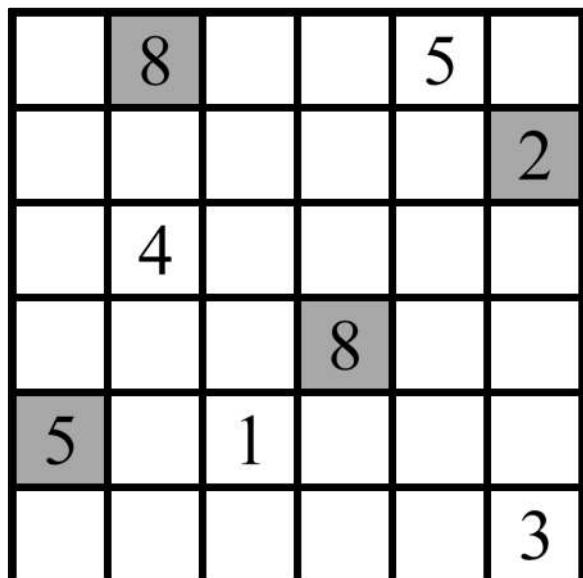
Alterno#8



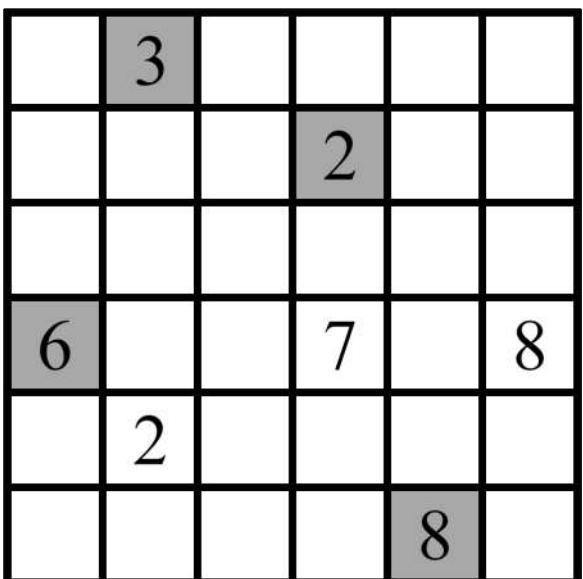
Alterno#9



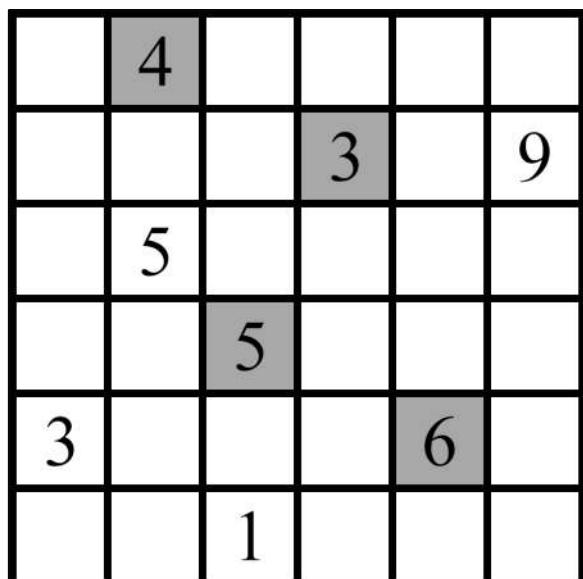
Alterno#10



Alterno#11



Alterno#12



PAS-A-PAS

'Pas-à-Pas' est un jeu consistant à remplir la grille en reliant les nombres dans l'ordre croissant. La grille contient des cases vides et quelques nombres placés au départ.

Les règles sont les suivantes :

- il faut créer un chemin continu de nombres en suivant l'ordre croissant (1, 2, 3...).
- deux nombres consécutifs doivent se toucher horizontalement ou verticalement, mais jamais en diagonale.

Le défi est de trouver le bon chemin sans se bloquer !

Exemple de grille avec sa solution

Grille

| | | | | | |
|----|----|---|----|----|----|
| 14 | 15 | | | 18 | 19 |
| 13 | | | 8 | | 20 |
| | 11 | 6 | | | |
| | | | 4 | 3 | |
| | 35 | | | 2 | |
| | 30 | | 28 | | |

Solution

| | | | | | |
|----|----|----|----|----|----|
| 14 | 15 | 16 | 17 | 18 | 19 |
| 13 | 10 | 9 | 8 | 21 | 20 |
| 12 | 11 | 6 | 7 | 22 | 23 |
| 33 | 34 | 5 | 4 | 3 | 24 |
| 32 | 35 | 36 | 1 | 2 | 25 |
| 31 | 30 | 29 | 28 | 27 | 26 |

Pas-a-Pas#1

| | | | | | |
|----|----|----|----|----|----|
| 20 | | | 23 | | |
| | 18 | 17 | | 15 | 26 |
| | | | 13 | | |
| 9 | | | | | |
| 6 | | | | 30 | |
| 5 | 4 | 3 | | 35 | |

Pas-a-Pas#2

| | | | | | |
|----|--|----|----|----|----|
| | | | | 11 | 12 |
| | | 5 | | | 13 |
| 1 | | | | | 15 |
| | | 31 | | 17 | 19 |
| 33 | | 27 | | | |
| 34 | | | 25 | | 21 |

Pas-a-Pas#3

| | | | | | |
|----|----|---|---|---|---|
| 32 | 33 | | | | |
| 31 | | | | | |
| 26 | 27 | | | | 9 |
| | 18 | | 1 | 8 | |
| | | 3 | | | |
| 23 | 22 | | 5 | 6 | |

Pas-a-Pas#4

| | | | | | |
|----|--|----|----|---|---|
| | | 10 | | 8 | |
| 35 | | 11 | 12 | | 6 |
| | | 31 | | | |
| 29 | | | 18 | | 4 |
| | | 25 | | | |
| 27 | | 23 | | | 2 |

Pas-a-Pas#5

| | | | | | |
|----|----|--|----|----|----|
| | 33 | | 31 | 26 | 25 |
| | 34 | | | | |
| 4 | | | 29 | | 23 |
| | | | | 17 | |
| | | | 15 | | 21 |
| 11 | 12 | | | | 20 |

Pas-a-Pas#6

| | | | | | |
|----|----|----|----|----|----|
| | | 10 | | | 13 |
| | | 34 | | | 14 |
| | | | | | 19 |
| 32 | 31 | 26 | | | 20 |
| | | | | 24 | |
| 1 | | 29 | 28 | | 22 |

Pas-a-Pas#7

| | | | | | |
|----|----|----|----|----|----|
| 20 | | | 23 | | |
| | 18 | 17 | | 15 | 26 |
| | | | 13 | | |
| 9 | | | | | |
| 6 | | | | 30 | |
| 5 | 4 | 3 | | 35 | |

Pas-a-Pas#8

| | | | | | |
|---|---|----|----|----|----|
| 6 | | | | | |
| 5 | | | | | |
| | 9 | | 33 | | 23 |
| 3 | | 11 | 36 | | |
| 2 | | | | 18 | 21 |
| | | 15 | 16 | | 20 |

Pas-a-Pas#9

| | | | | | |
|----|----|----|----|----|----|
| 27 | | 29 | | 33 | 34 |
| | 25 | 30 | | | |
| 23 | | | 14 | | |
| 22 | | 16 | | | 11 |
| | | 19 | | | |
| 2 | 3 | | | | 7 |

Pas-a-Pas#10

| | | | | | |
|----|----|----|----|----|----|
| | 24 | | | 33 | 32 |
| 22 | | | 29 | | |
| | | 27 | | | 2 |
| 20 | | | | 4 | 1 |
| | | 18 | | | |
| 16 | | | 9 | 8 | 7 |

Pas-a-Pas#11

| | | | | | |
|----|----|----|----|----|----|
| | 14 | | | | 28 |
| 12 | | | | | |
| | 16 | | 18 | | |
| 10 | | | | 36 | |
| 7 | | 21 | | | 24 |
| 6 | | | 3 | 2 | 1 |

Pas-a-Pas#12

| | | | | | |
|----|--|----|----|----|----|
| 4 | | 2 | | 36 | 35 |
| 5 | | | 24 | | |
| | | 8 | | 26 | 33 |
| | | | 22 | | |
| | | 14 | | | |
| 17 | | 19 | | | 30 |

BIVOUAC

'Bivouac' est un jeu dont l'objectif est de placer des tentes dans une grille.

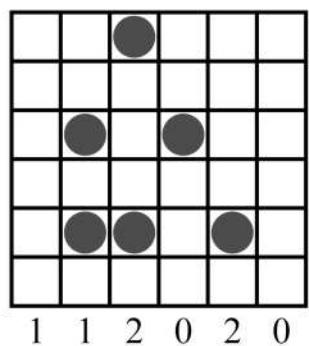
Les règles sont les suivantes :

- chaque tente doit être placée à côté d'un arbre (●) horizontalement ou verticalement.
- deux tentes ne peuvent jamais être adjacentes, même en diagonale.
- les chiffres en bordure de grille indiquent combien de tentes doivent être placées dans chaque ligne et colonne.

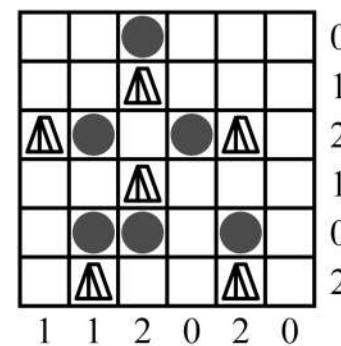
Le but est de trouver le bon emplacement de toutes les tentes en respectant ces règles !

Exemple de grille avec sa solution

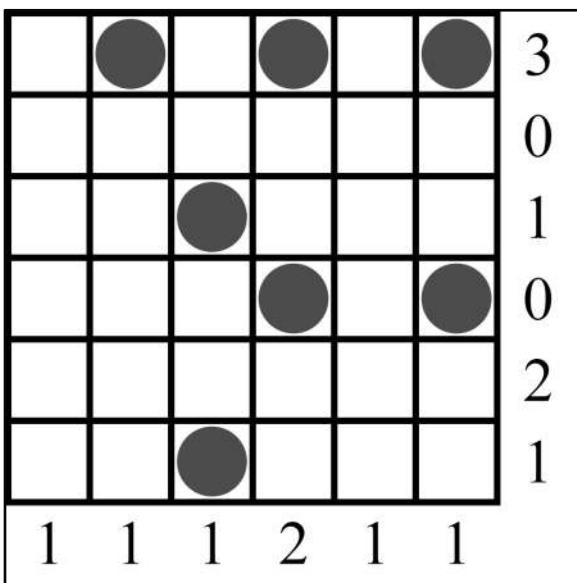
Grille



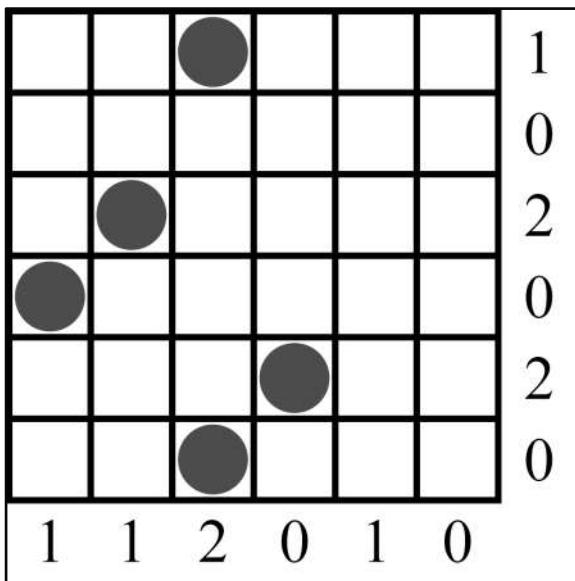
Solution



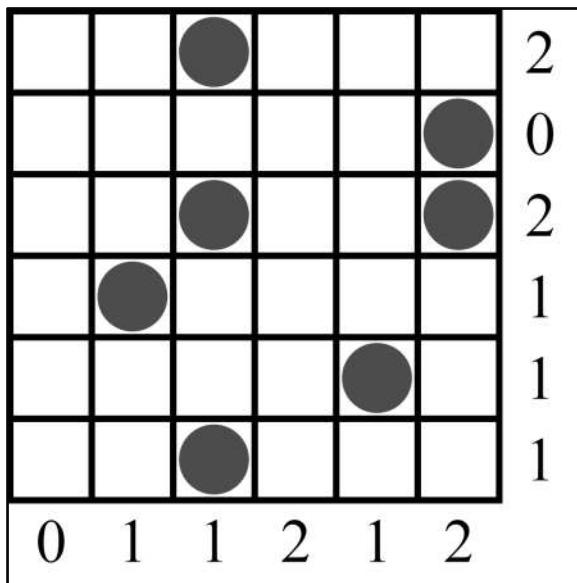
Bivouac#1



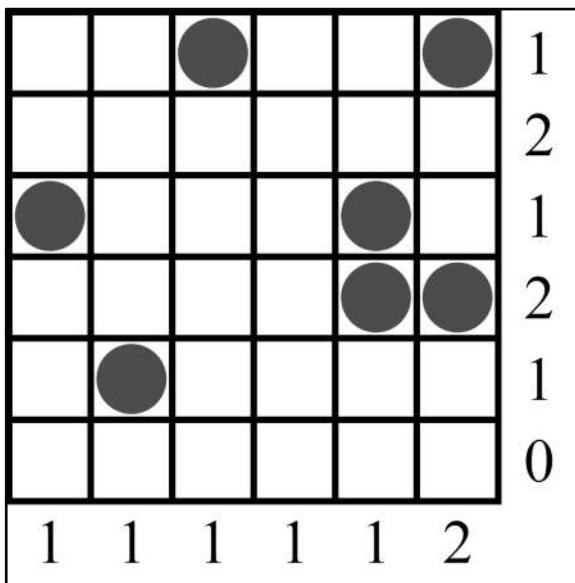
Bivouac#2



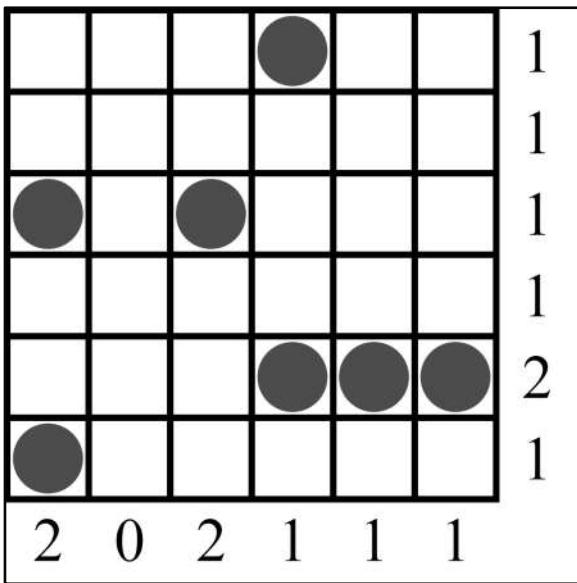
Bivouac#3



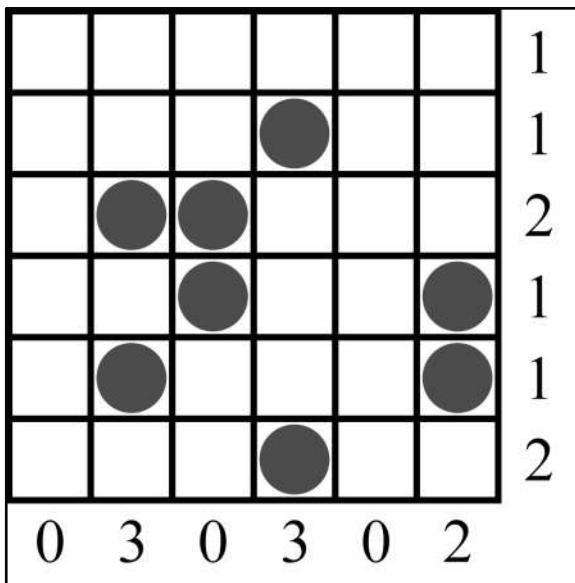
Bivouac#4



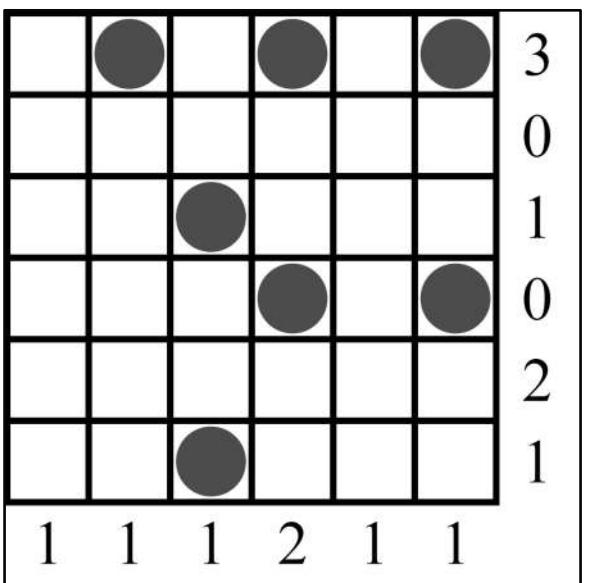
Bivouac#5



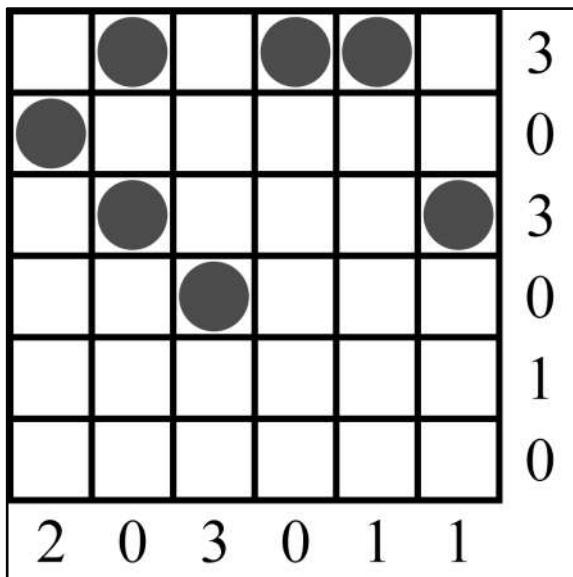
Bivouac#6



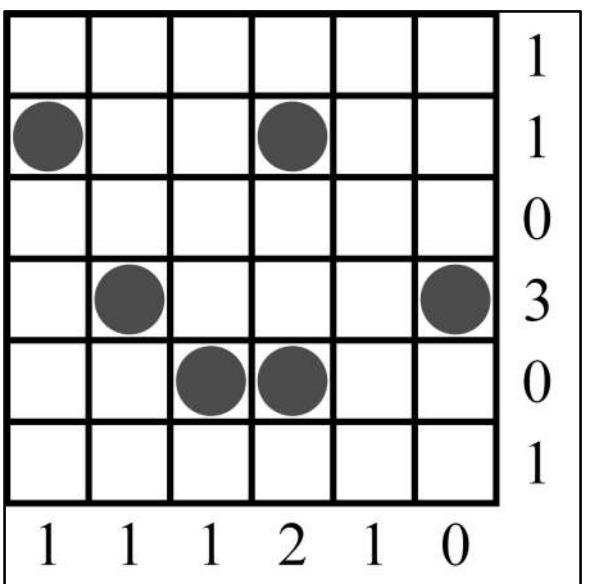
Bivouac#7



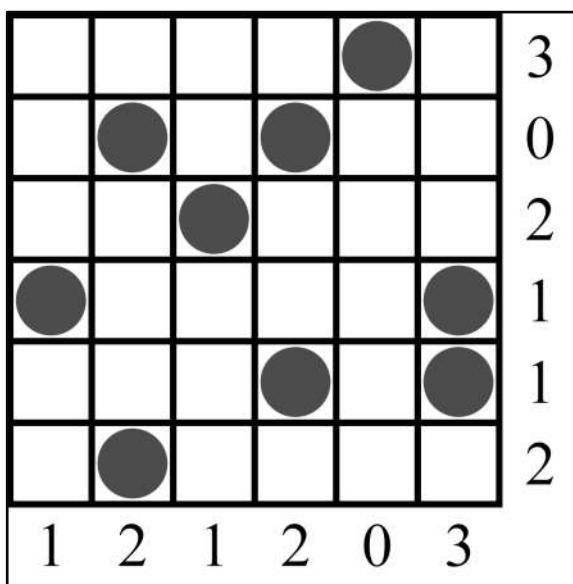
Bivouac#8



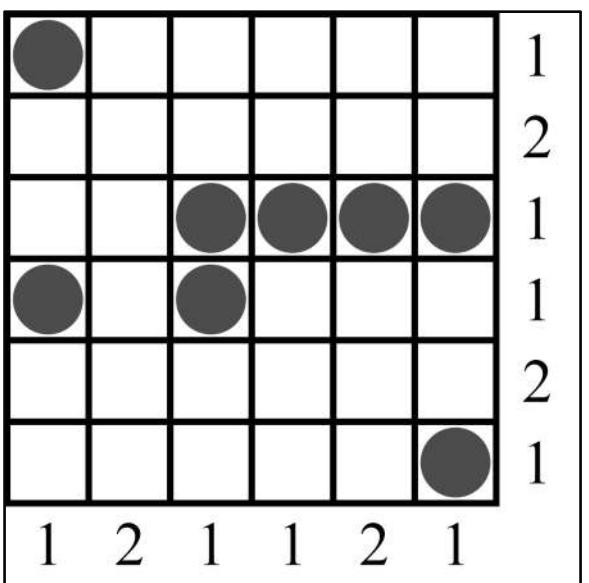
Bivouac#9



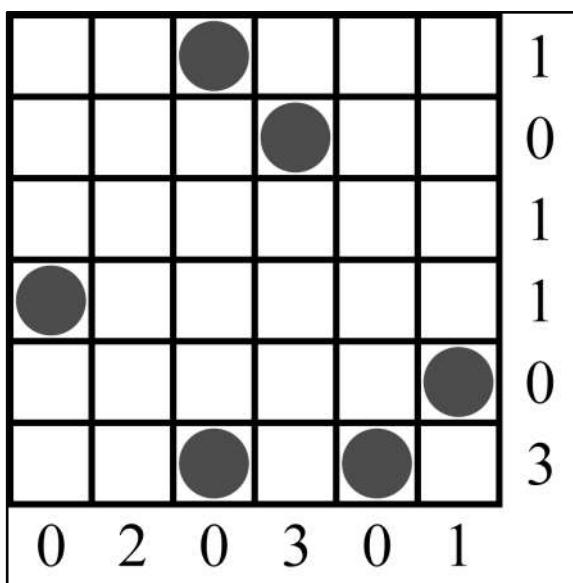
Bivouac#10



Bivouac#11



Bivouac#12



CONNECT+

'Connect+' est un jeu dont l'objectif est de relier chaque région de la grille à toutes ses régions voisines par des "agrafes".

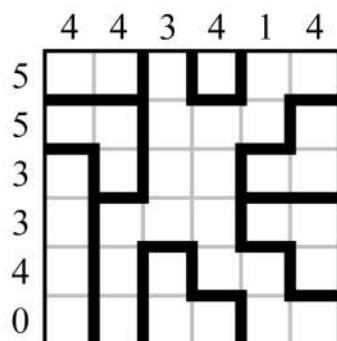
Les règles sont les suivantes :

- chaque région doit être connectée à chacune de ses régions adjacentes (partageant un côté) par une (et une seule) agrafe.
- une agrafe relie deux cases adjacentes (horizontalement ou verticalement) appartenant à des régions différentes.
- deux agrafes ne peuvent pas partir d'une même case.
- les chiffres autour de la grille indiquent le nombre de cases (extrémités des agrafes) présentes dans la ligne ou la colonne correspondante.

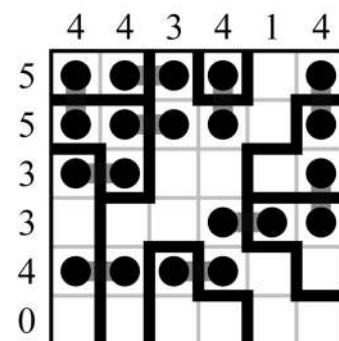
L'objectif est de placer les agrafes en respectant ces contraintes.

Exemple de grille avec sa solution

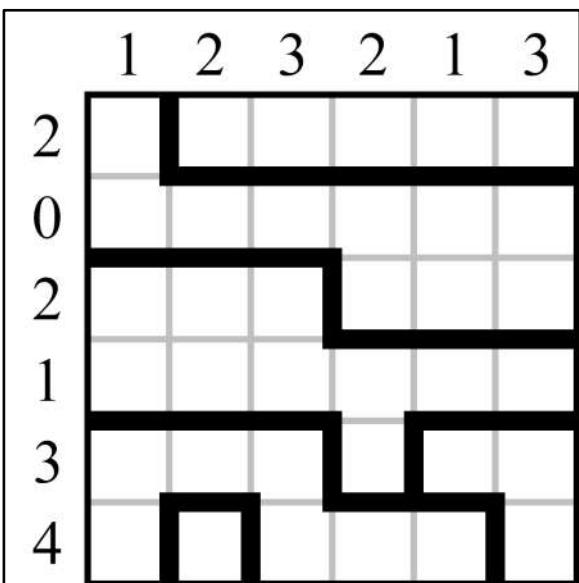
Grille



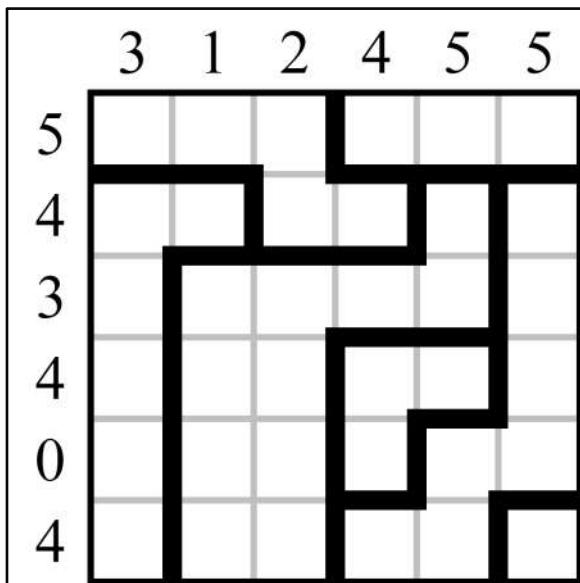
Solution



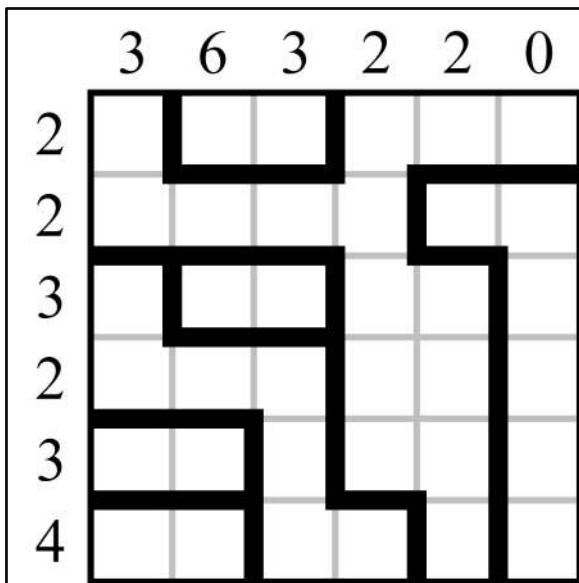
Connect+^{#1}



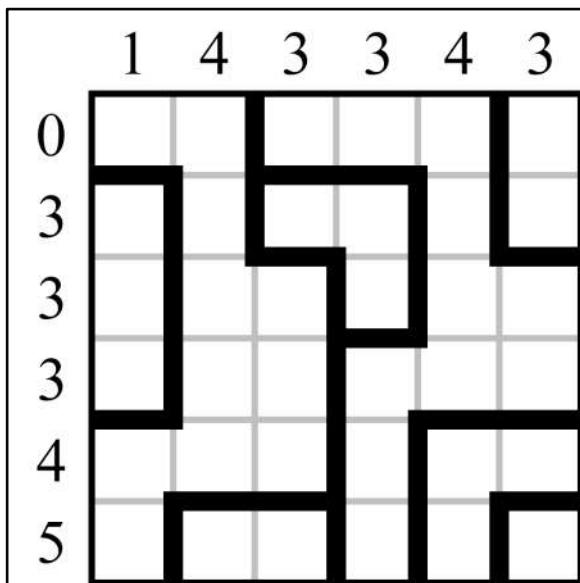
Connect+^{#2}



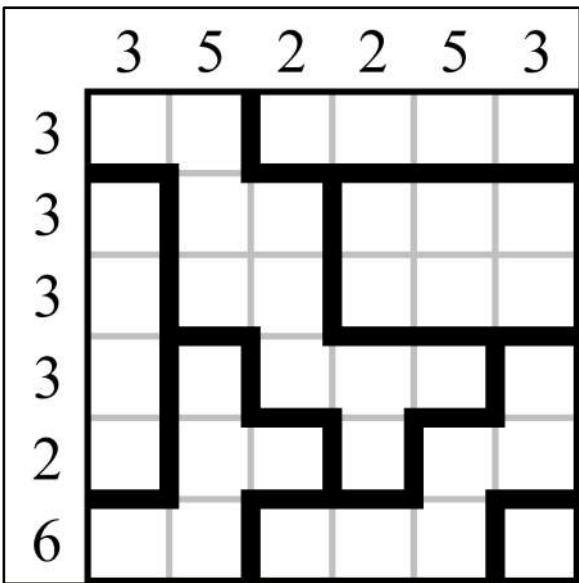
Connect+^{#3}



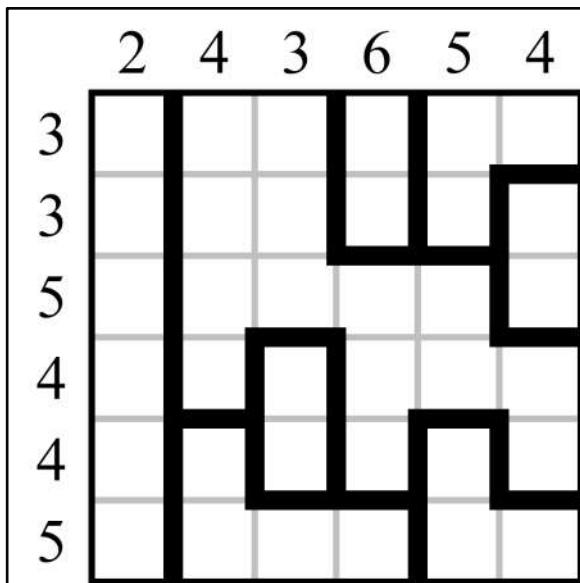
Connect+^{#4}



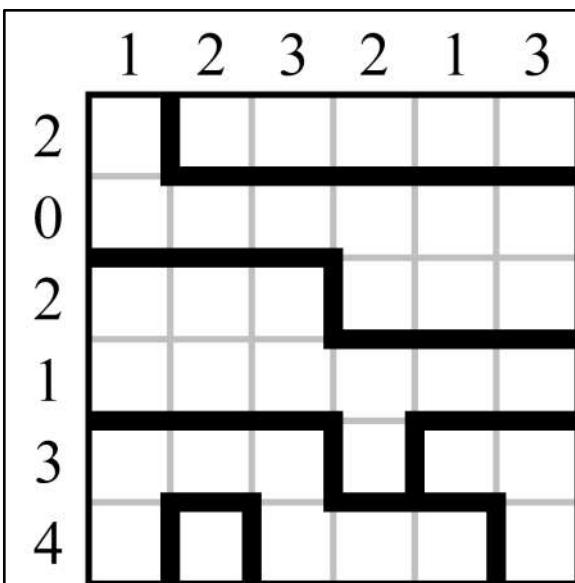
Connect+^{#5}



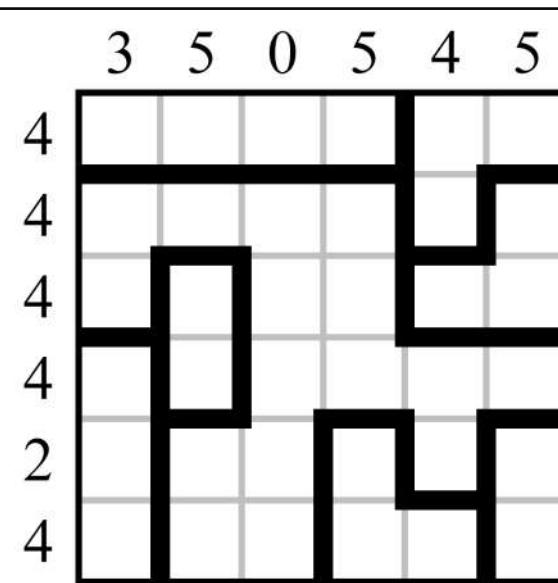
Connect+^{#6}



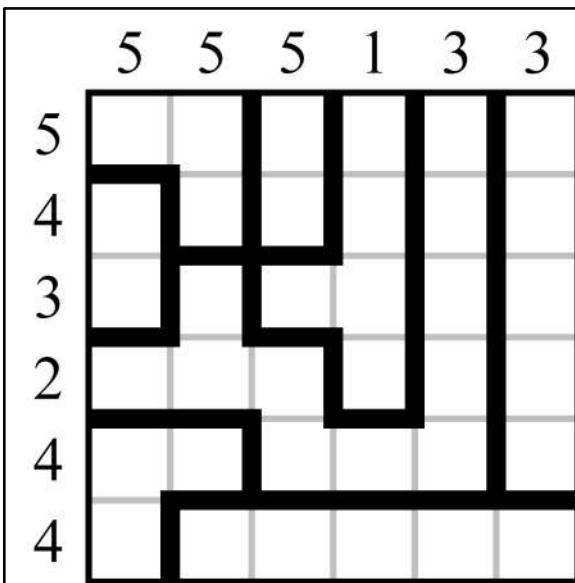
Connect+">#7



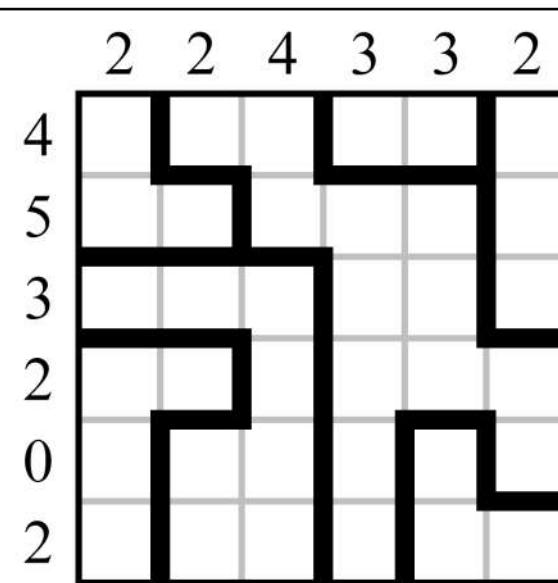
Connect+">#8



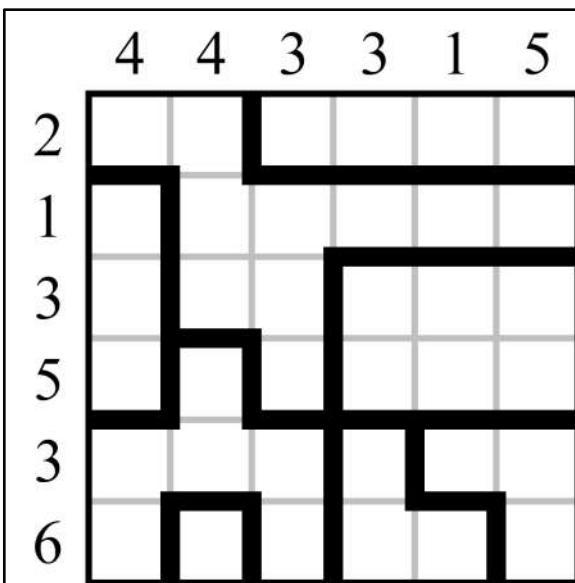
Connect+">#9



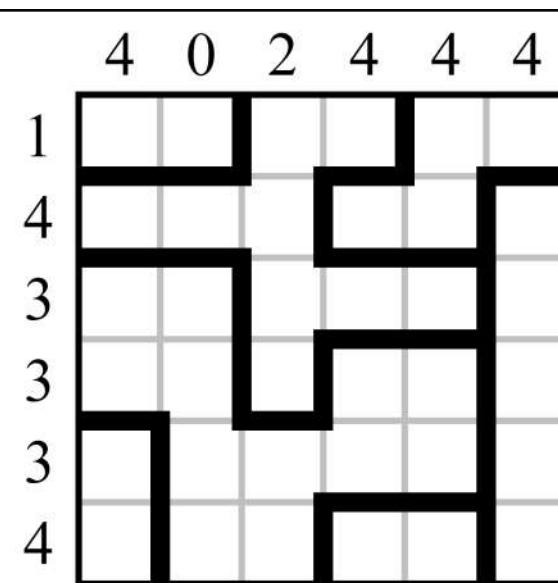
Connect+">#10



Connect+">#11



Connect+">#12



STELLALOGIC

'StellaLogic' est un jeu dont le but est de placer des étoiles dans une grille.

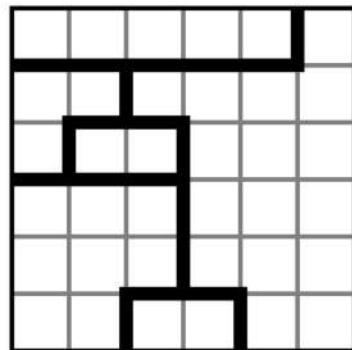
Les règles sont les suivantes :

- chaque ligne, chaque colonne et chaque région délimitée doivent contenir exactement une étoile.
- deux étoiles ne peuvent pas être adjacentes, que ce soit horizontalement, verticalement ou en diagonale.

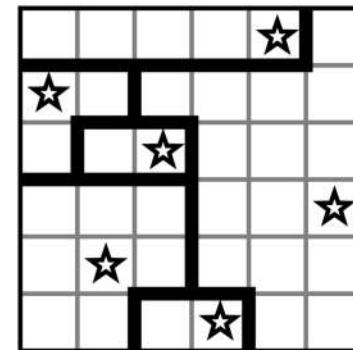
L'objectif est de positionner toutes les étoiles en respectant ces contraintes.

Exemple de grille avec sa solution

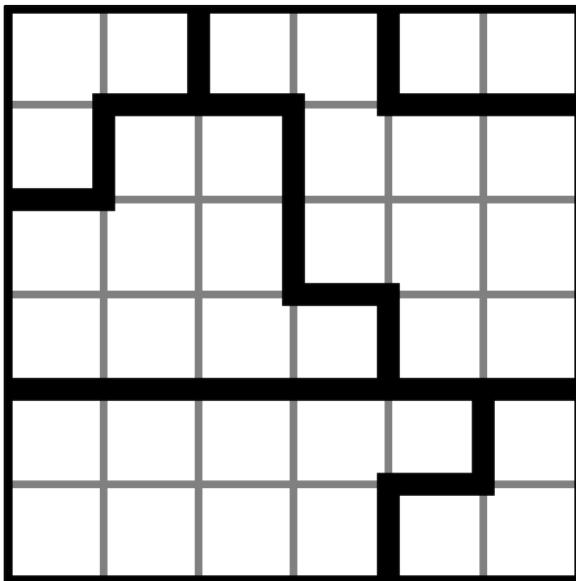
Grille



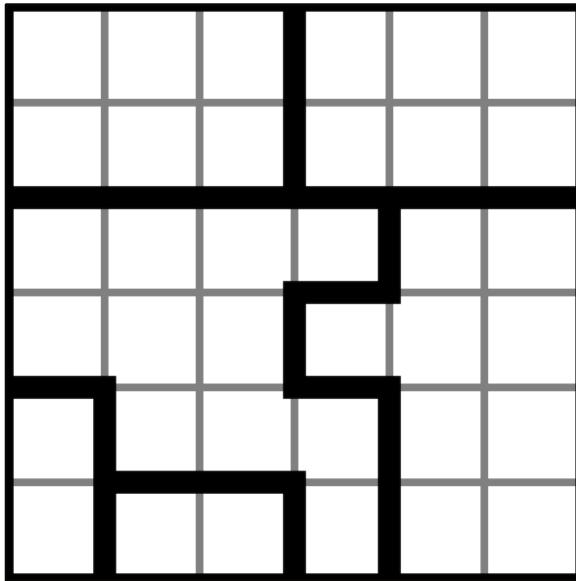
Solution



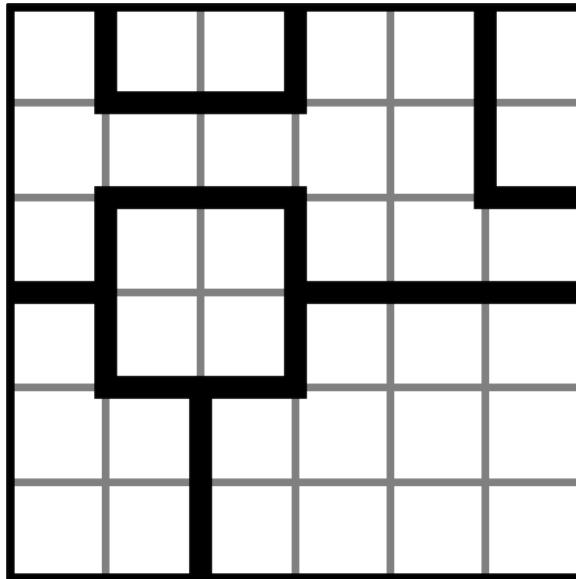
StellaLogic#1



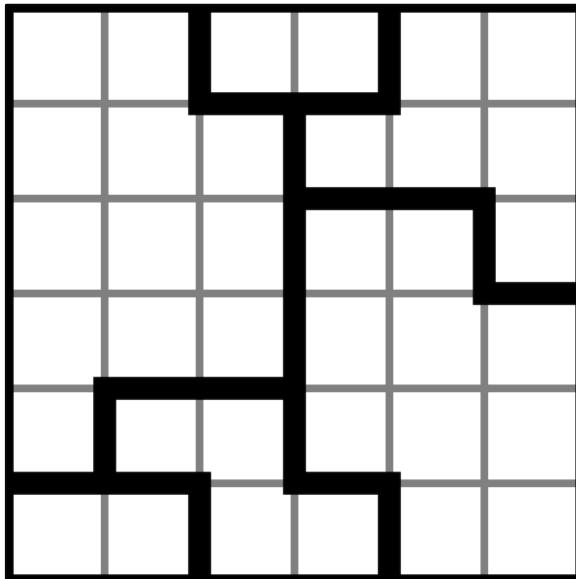
StellaLogic#2



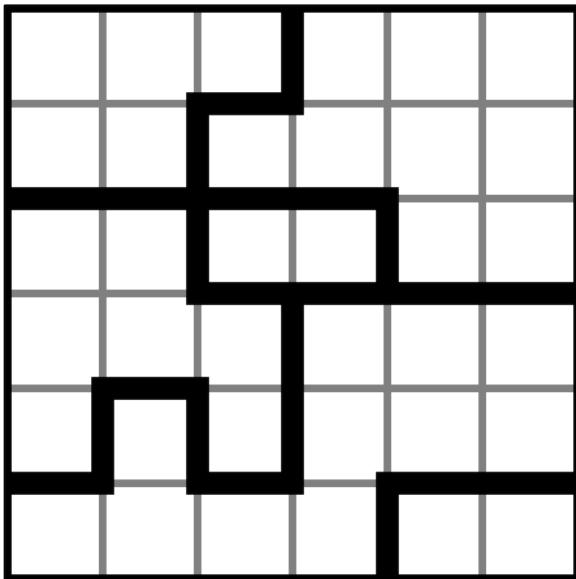
StellaLogic#3



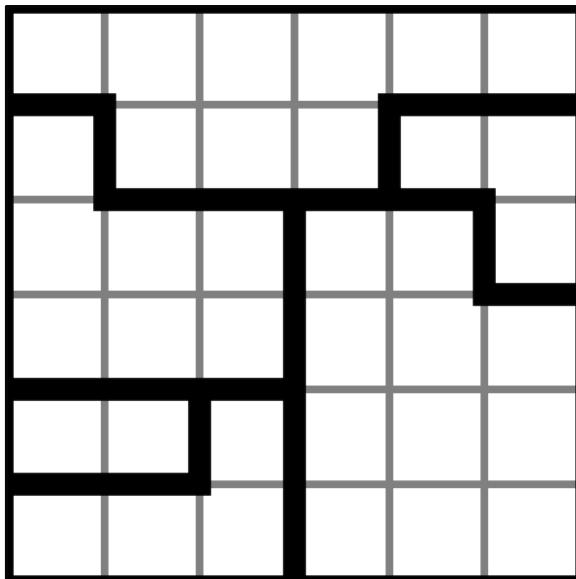
StellaLogic#4



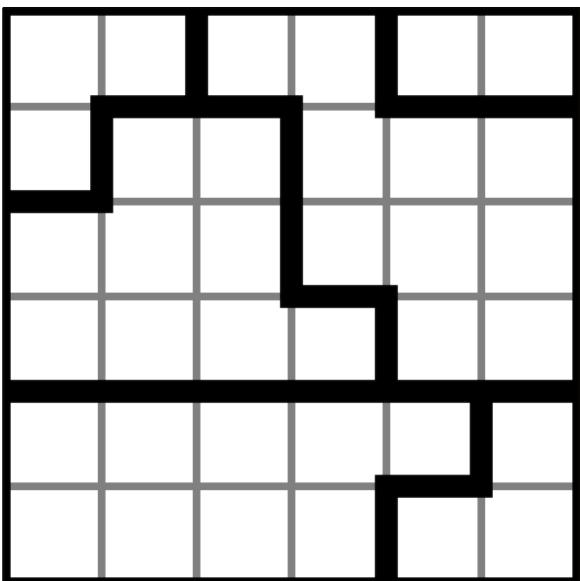
StellaLogic#5



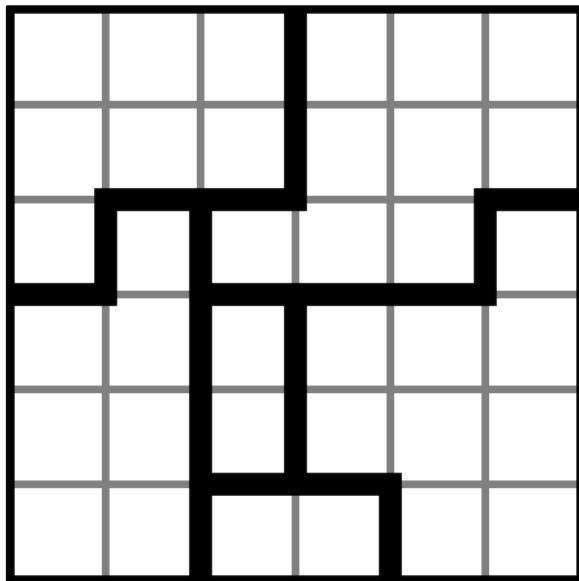
StellaLogic#6



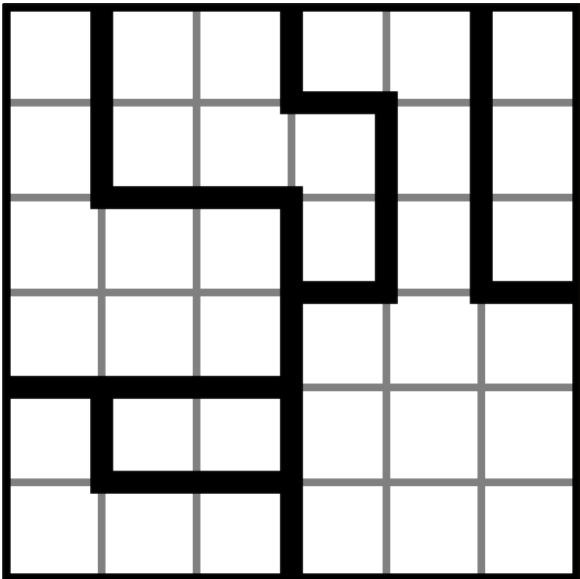
StellaLogic#7



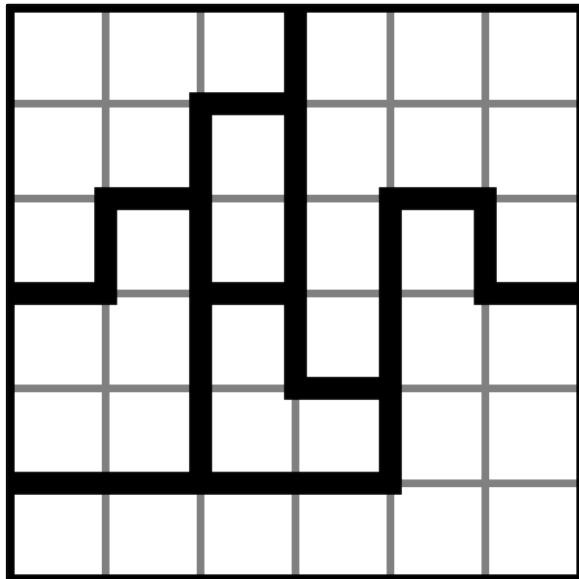
StellaLogic#8



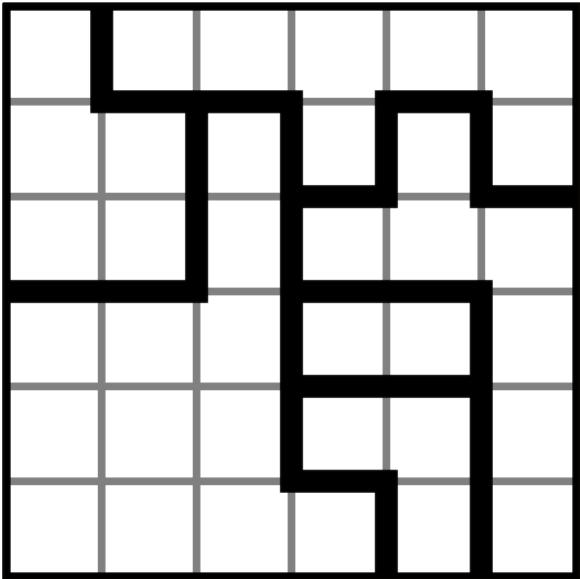
StellaLogic#9



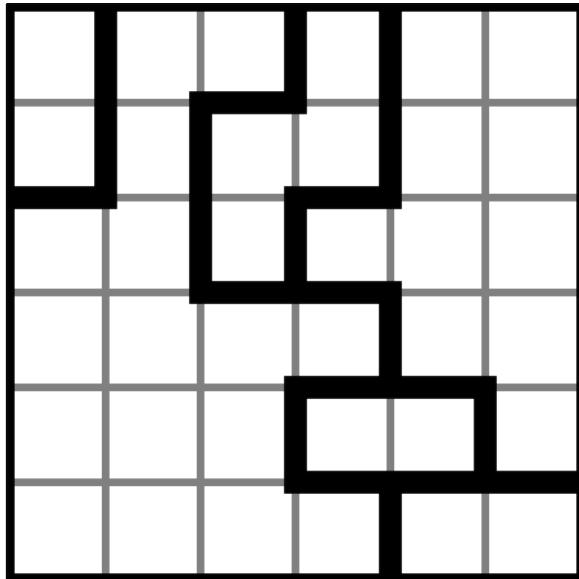
StellaLogic#10



StellaLogic#11



StellaLogic#12



TACTIBLOCK

'TactiBlock' est un jeu dont l'objectif est de diviser une grille en plusieurs zones.

Les règles sont les suivantes :

- chaque case de la grille doit contenir un nombre. Ces cases forment des zones continues de cases adjacentes horizontalement ou verticalement contenant toutes le même nombre.
- chaque zone doit comporter un nombre de cases égal au nombre inscrit dans chacune de ses cases. Par exemple, une zone où chaque case contient le chiffre 3 doit être composée exactement de trois cases.
- deux zones de même taille ne peuvent pas se toucher par un côté, mais peuvent se toucher par les coins.

L'objectif est de remplir toutes les cases de la grille avec un nombre afin de former les zones qui respectent les contraintes.

Exemple de grille avec sa solution

Grille

| | | | | | |
|---|---|---|---|---|---|
| 2 | | | | | 2 |
| | 4 | 8 | | | |
| | | 1 | | | 4 |
| | 2 | | | | 4 |
| | | 2 | | 9 | |
| | | | 6 | 9 | |
| | | 6 | | | |

Solution

| | | | | | | |
|---|---|---|---|---|---|---|
| 2 | 2 | 8 | 8 | 8 | 8 | 2 |
| 4 | 4 | 8 | 8 | 8 | 8 | 2 |
| 4 | 4 | 1 | 2 | 2 | 4 | 4 |
| 2 | 2 | 3 | 3 | 3 | 4 | 4 |
| 3 | 1 | 2 | 2 | 9 | 9 | 9 |
| 3 | 6 | 6 | 6 | 9 | 9 | 9 |
| 3 | 6 | 6 | 6 | 9 | 9 | 9 |

TactiBlock#1

| | | | | | |
|---|---|---|---|--|---|
| | | | | | 3 |
| 4 | 9 | | | | 4 |
| | | 3 | | | |
| 2 | | 2 | 1 | | |
| | 8 | | 1 | | |
| | 8 | 3 | | | |

TactiBlock#2

| | | | | | |
|---|---|---|---|---|---|
| | 5 | | 5 | | 2 |
| 8 | | | 4 | | |
| | | | 4 | 5 | |
| | | | 3 | | |
| | | | 6 | 5 | |
| 2 | | 6 | 6 | | 1 |
| | 7 | | | | |

TactiBlock#3

| | | | | | |
|---|---|---|---|---|---|
| | 7 | | | | |
| 8 | | 8 | 8 | | 3 |
| 8 | | | | 4 | |
| | | 2 | | | 3 |
| 4 | | 4 | 3 | | |
| | 2 | | 2 | 4 | |
| | | 4 | 3 | | |

TactiBlock#4

| | | | | | |
|---|---|---|---|---|---|
| | | 3 | | 6 | |
| | | | | | |
| 4 | 4 | | 6 | | 4 |
| 6 | | | 3 | 2 | |
| | | | | | 3 |
| | | 8 | | 9 | |
| | | | | 9 | |

TactiBlock#5

| | | | | | |
|---|---|---|---|---|---|
| | | 4 | | | 8 |
| 2 | | | 8 | 8 | |
| 3 | | | | | 3 |
| | | 9 | | | |
| 8 | 8 | | | | |
| | | | 4 | | |
| 2 | 3 | | | | 4 |

TactiBlock#6

| | | | | | |
|---|---|---|---|---|---|
| | 1 | | | 3 | |
| 3 | | | 4 | | |
| | | | | | 4 |
| | | | 9 | | |
| 3 | 1 | 9 | | | |
| 1 | | | | | 4 |
| 2 | | 4 | | 3 | |

TactiBlock#7

A 9x9 grid with the following numbers filled in:

| | | | | | | | | |
|---|---|---|--|---|--|---|---|---|
| | | | | | | | | 3 |
| 4 | | 9 | | | | | | 4 |
| | | | | 3 | | | | |
| 2 | | | | 2 | | | 1 | |
| | 8 | | | | | 1 | | |
| | | 8 | | | | 3 | | |

TactiBlock#8

| | | | | |
|---|---|---|---|---|
| | | | | 4 |
| 3 | | | 6 | |
| 4 | | | 6 | 2 |
| | | 9 | | |
| 6 | | | | |
| | 2 | | | |
| 2 | | 3 | | 2 |

TactiBlock#9

A 5x5 grid puzzle with the following numbers filled in:

| | | | | |
|---|---|---|---|---|
| | | 6 | 8 | |
| | | | | 8 |
| 8 | | | 8 | 6 |
| | | | | 5 |
| | 2 | 2 | | 3 |
| | 3 | 4 | | 4 |

TactiBlock#10

| | | | | | |
|---|---|---|---|---|---|
| | | | | 2 | 4 |
| 3 | | | 6 | | |
| 2 | 6 | | | 3 | 3 |
| | 9 | | | | |
| | | 9 | 9 | | |
| | | | | | 8 |
| 6 | | | 3 | | |

TactiBlock#11

| | | | | | | |
|---|---|---|---|---|---|---|
| | 4 | | | 1 | | 2 |
| | | | | 6 | | |
| | 9 | | | 6 | | 4 |
| 9 | | 9 | | | 6 | |
| | | 3 | | | | |
| 3 | | | 4 | | 1 | |
| | 2 | 3 | | 3 | | |

TactiBlock#12

| | | | | | |
|---|---|---|---|---|---|
| | | 3 | | 3 | 2 |
| | | | | 6 | 8 |
| 8 | | 1 | 2 | | |
| | 4 | | | | |
| 4 | | 1 | | | |
| | 2 | | 4 | | |

CHAUD&FROID

'Chaud&Froid' est un jeu dont l'objectif est de remplir des thermomètres dessinés sur une grille, en respectant les indications chiffrées situées à l'extérieur de celle-ci.

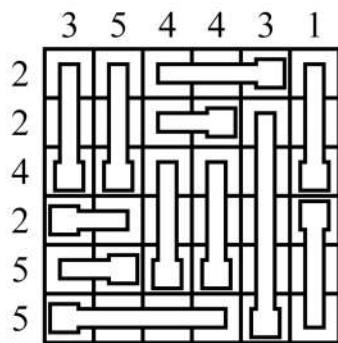
Les règles sont les suivantes :

- chaque thermomètre peut être entièrement vide, partiellement rempli ou complètement rempli.
- le remplissage d'un thermomètre commence toujours par le bulbe (l'extrémité arrondie) et progresse vers l'autre extrémité, quel que soit l'orientation du thermomètre.
- les chiffres situés à l'extérieur de la grille indiquent le nombre de cases qui doivent être remplies dans chaque ligne ou colonne correspondante.

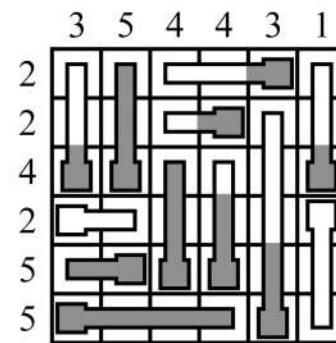
L'objectif est de remplir les thermomètres de manière cohérente avec ces indications.

Exemple de grille avec sa solution

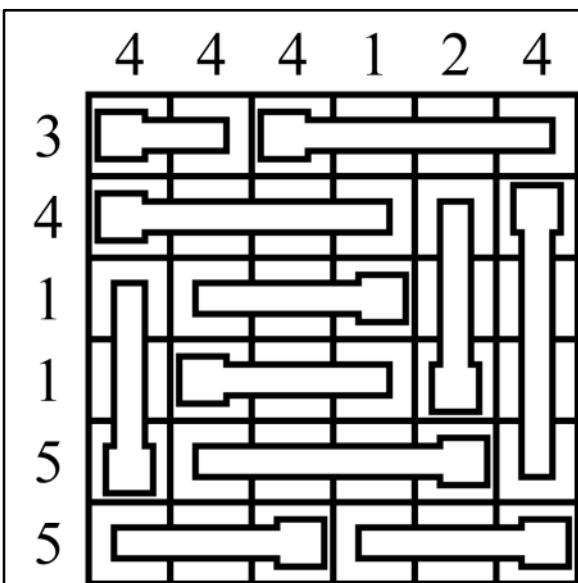
Grille



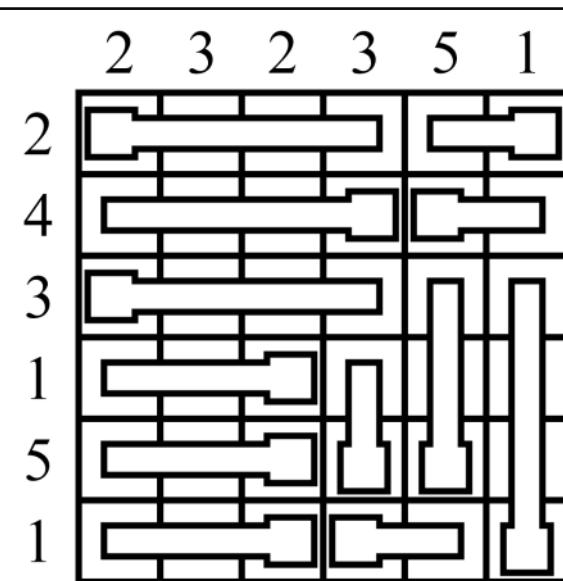
Solution



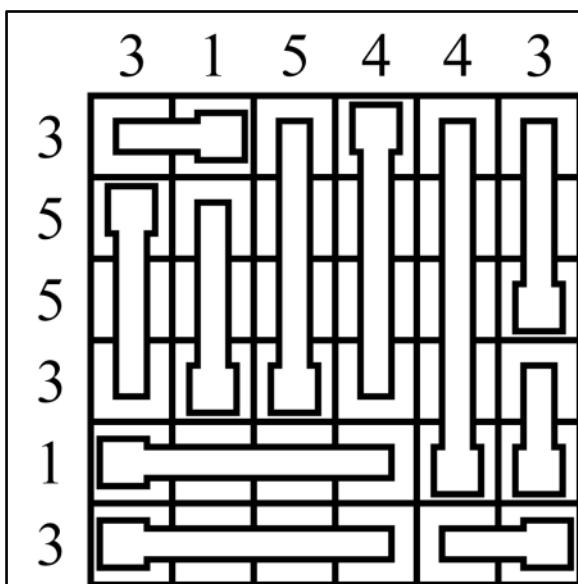
Chaud&Froid#1



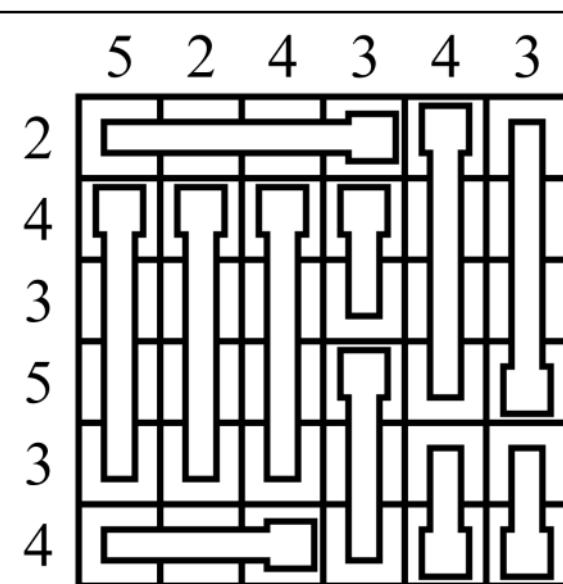
Chaud&Froid#2



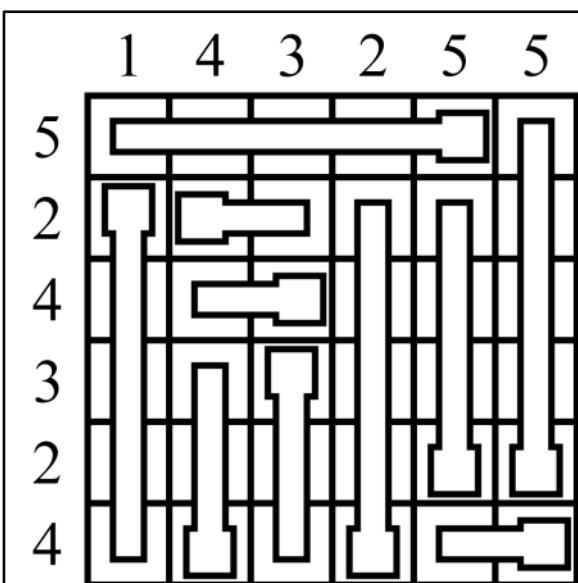
Chaud&Froid#3



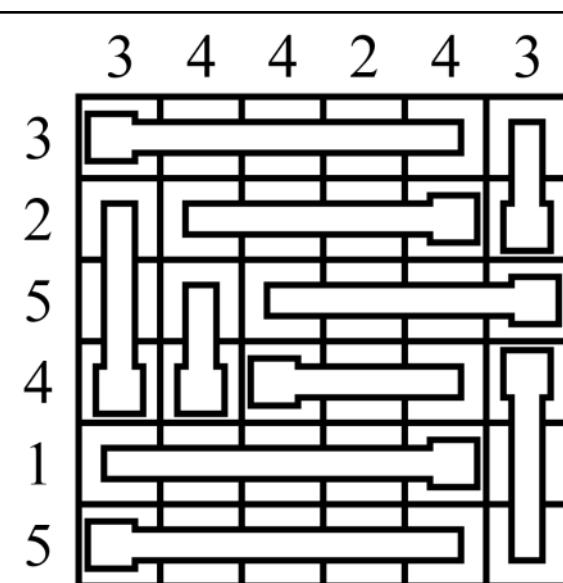
Chaud&Froid#4



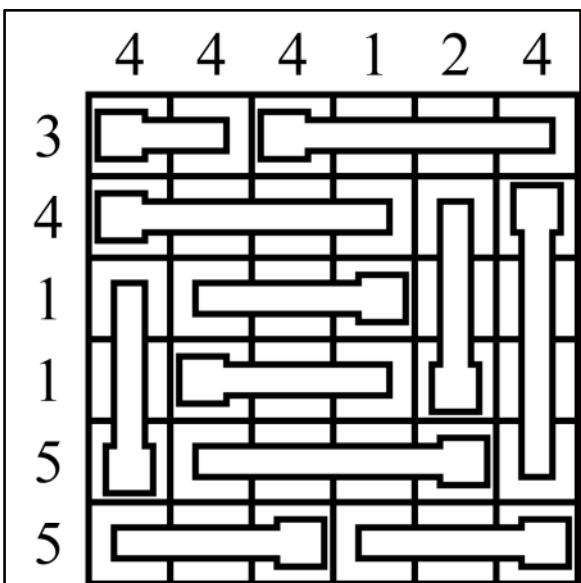
Chaud&Froid#5



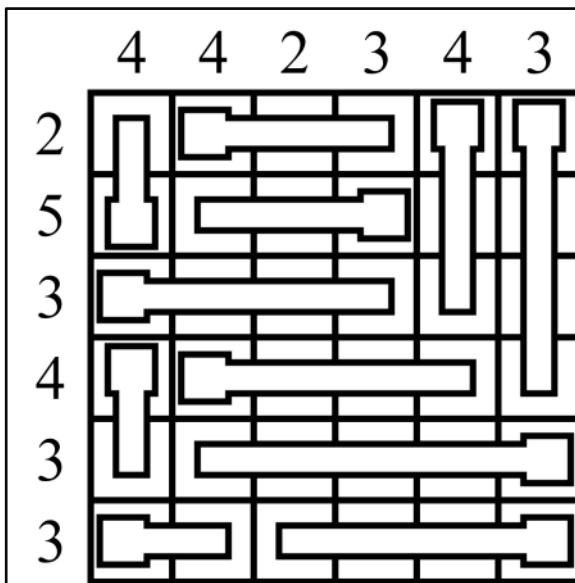
Chaud&Froid#6



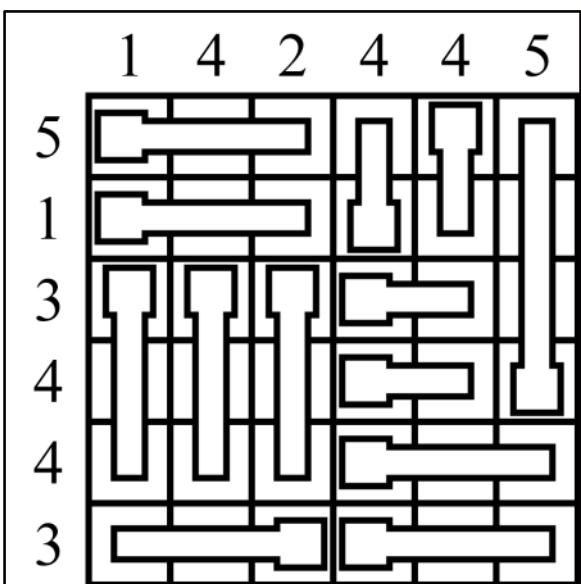
Chaud&Froid#7



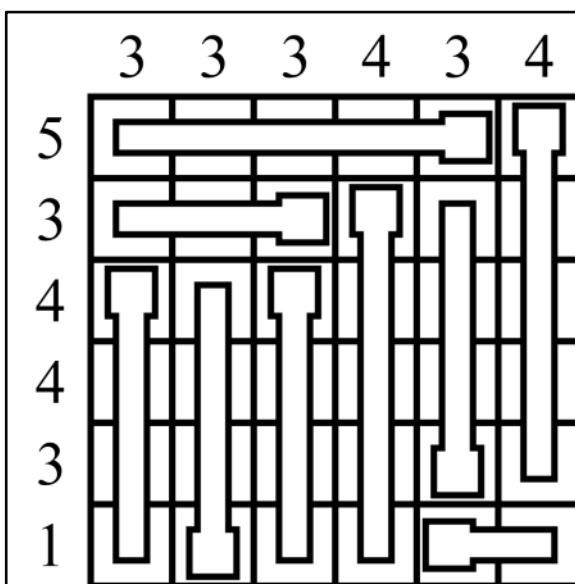
Chaud&Froid#8



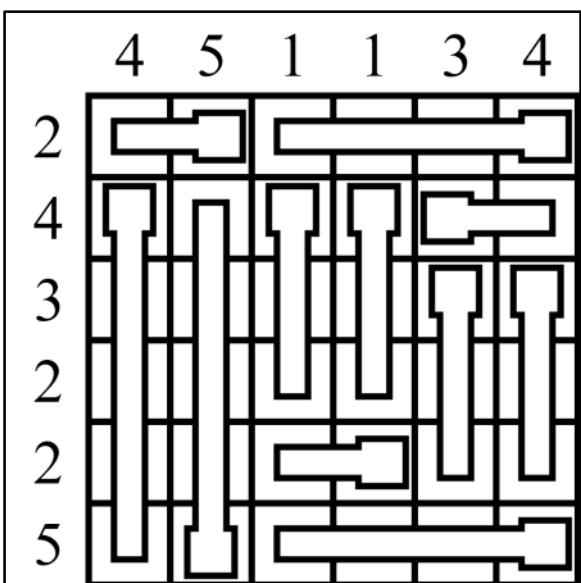
Chaud&Froid#9



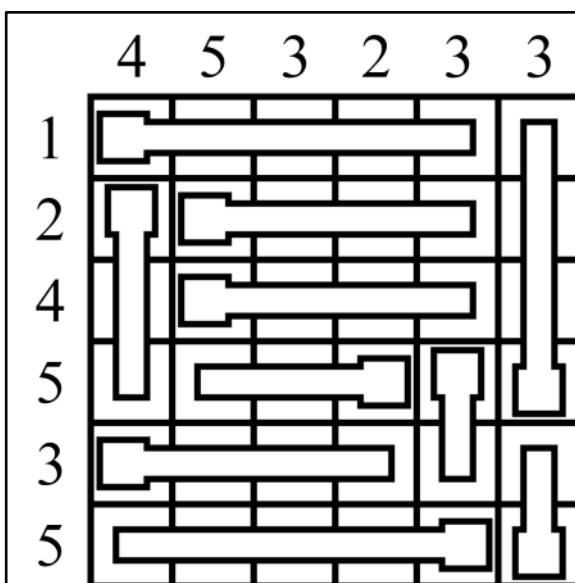
Chaud&Froid#10



Chaud&Froid#11



Chaud&Froid#12



RAILS-ENIGMA

'RailsEnigma' est un jeu dont l'objectif est de compléter une voie ferrée reliant le point A au point B.

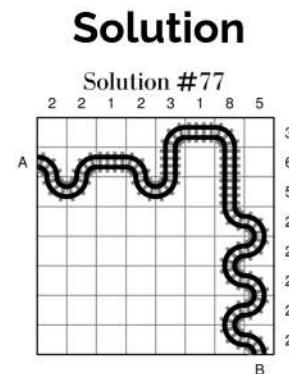
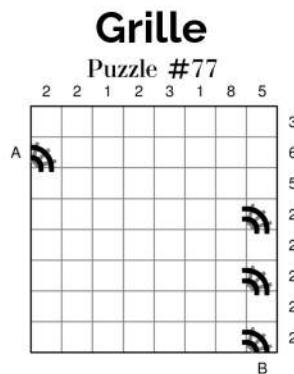
La grille contient déjà quelques morceaux de rails mais les autres morceaux doivent être placés.

Les règles sont les suivantes :

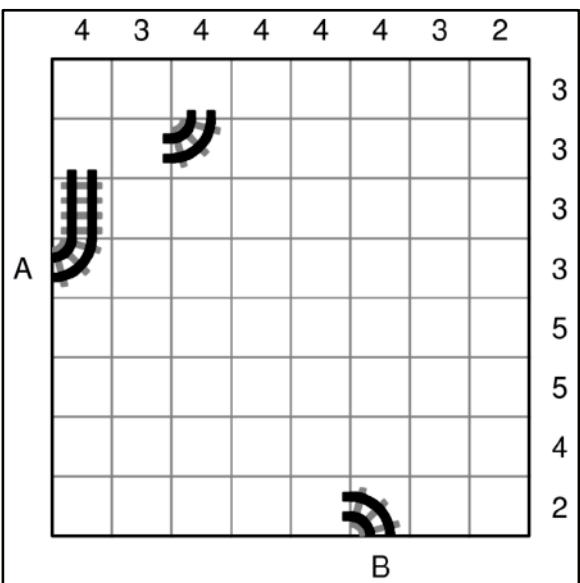
- chaque ligne et chaque colonne doivent avoir exactement le nombre de rails indiqué sur les bords de la grille.
- les rails doivent former un chemin continu sans intersections ni impasses.

Le but est de tracer une voie ferrée correcte en respectant ces règles.

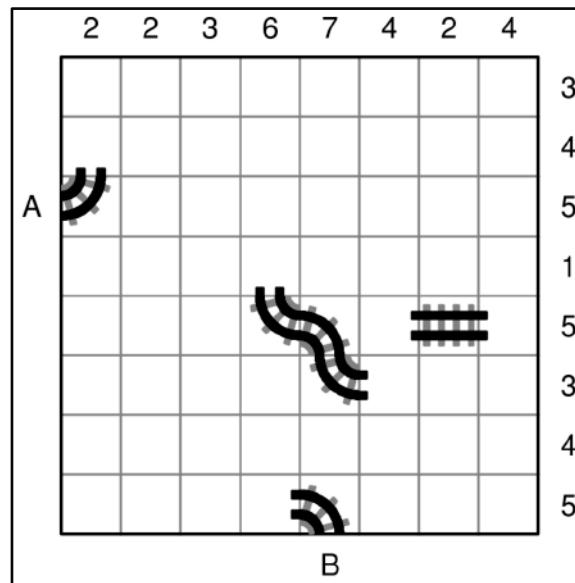
Exemple de grille avec sa solution



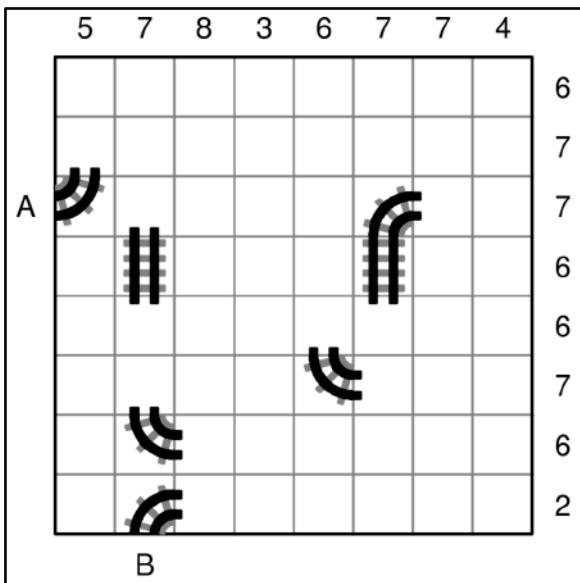
RailsEnigma#1



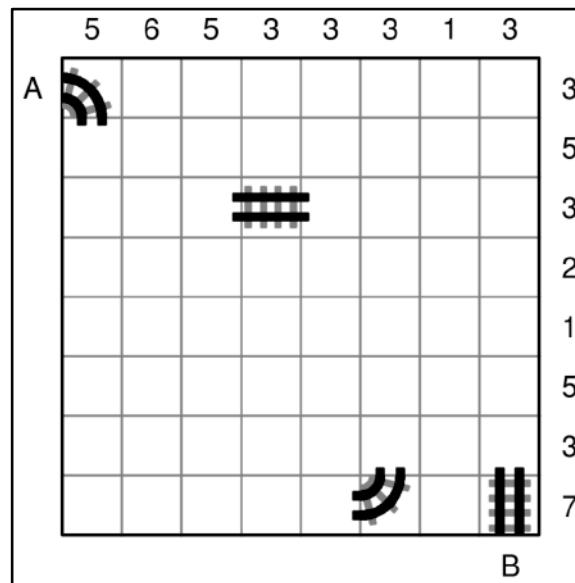
RailsEnigma#2



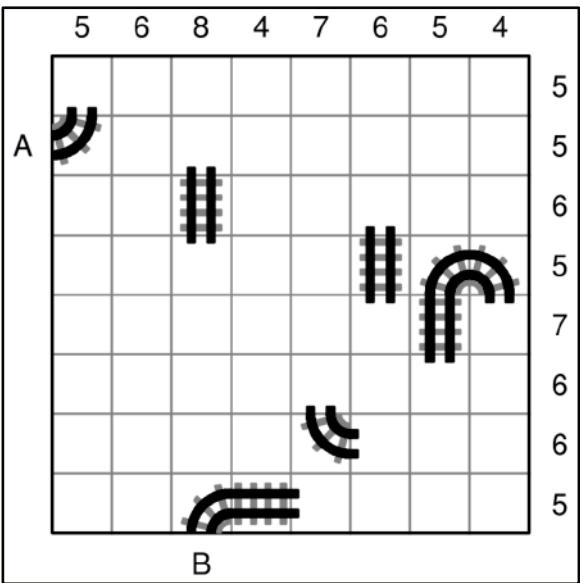
RailsEnigma#3



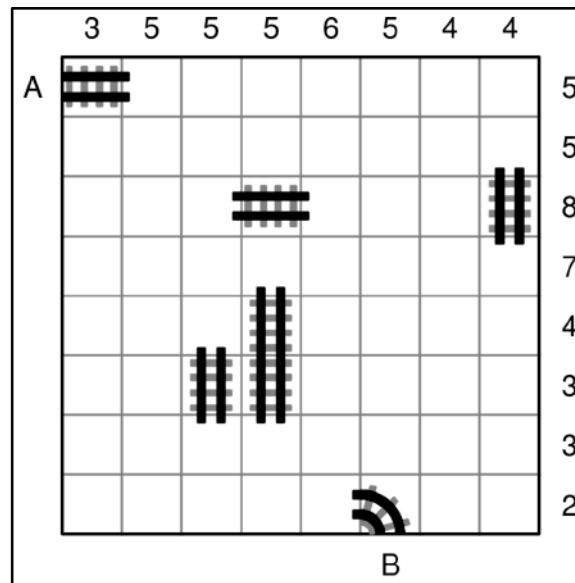
RailsEnigma#4



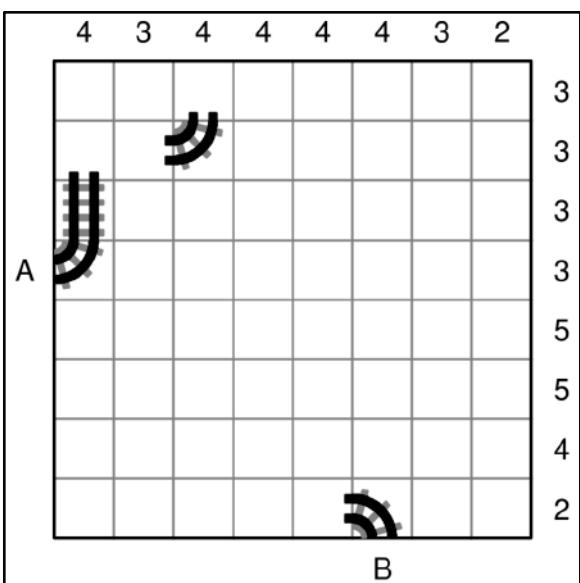
RailsEnigma#5



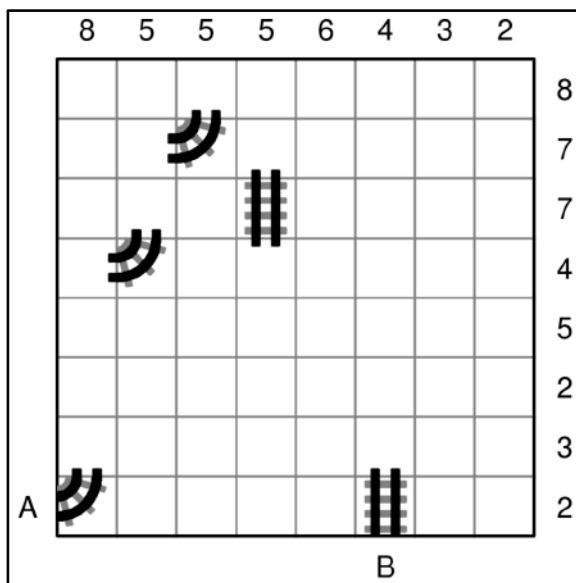
RailsEnigma#6



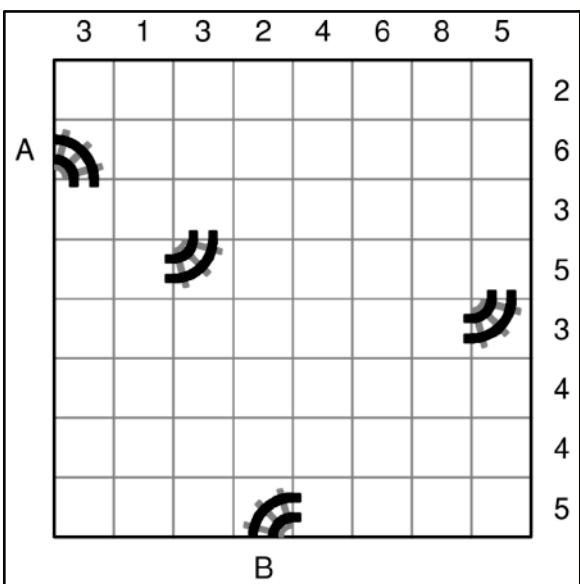
RailsEnigma#7



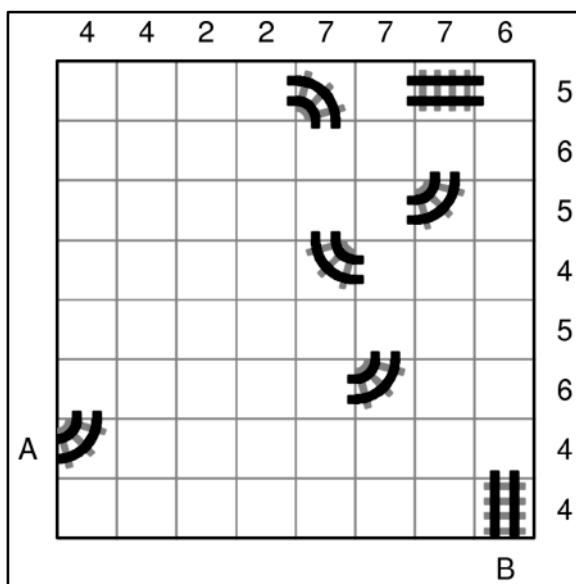
RailsEnigma#8



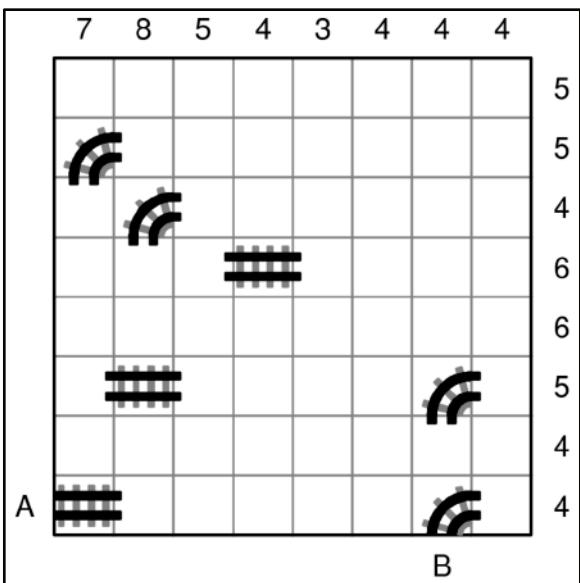
RailsEnigma#9



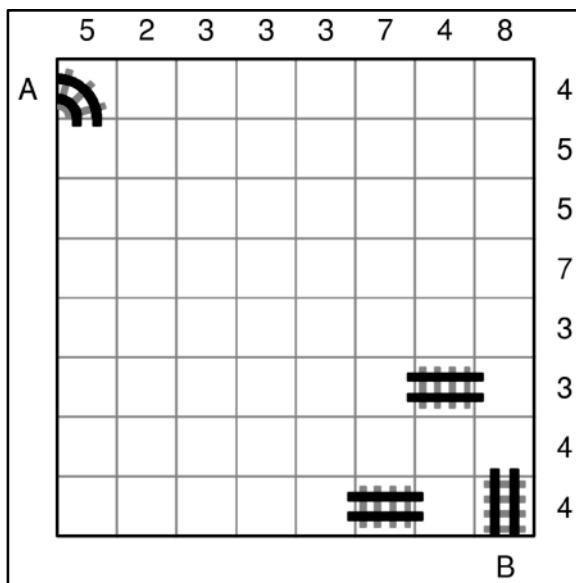
RailsEnigma#10



RailsEnigma#11



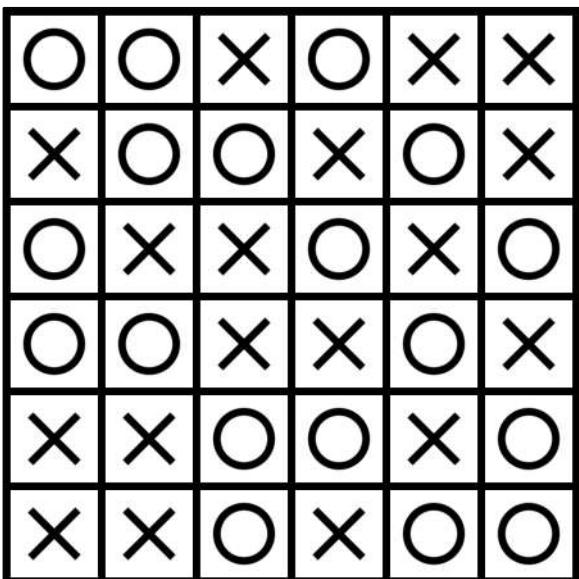
RailsEnigma#12



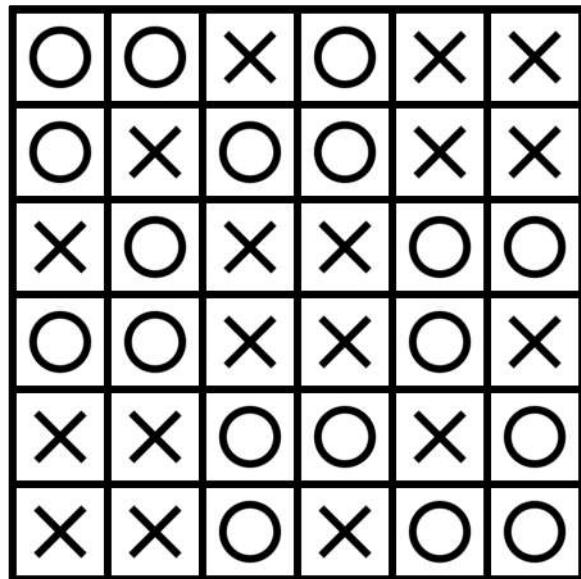


SOLUTIONS DES GRILLES

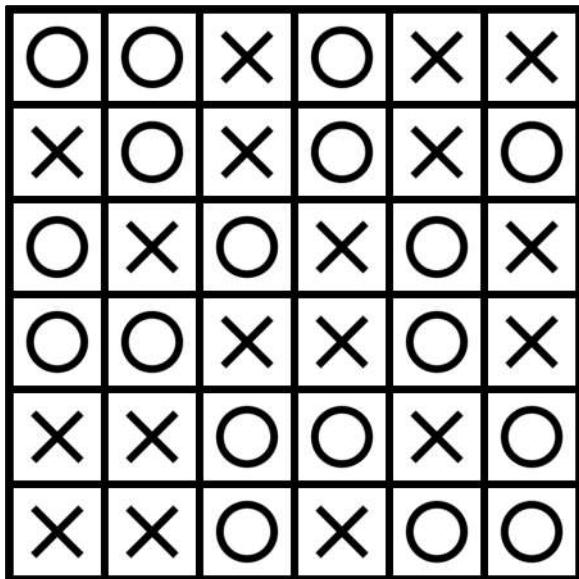
DuoXO#1



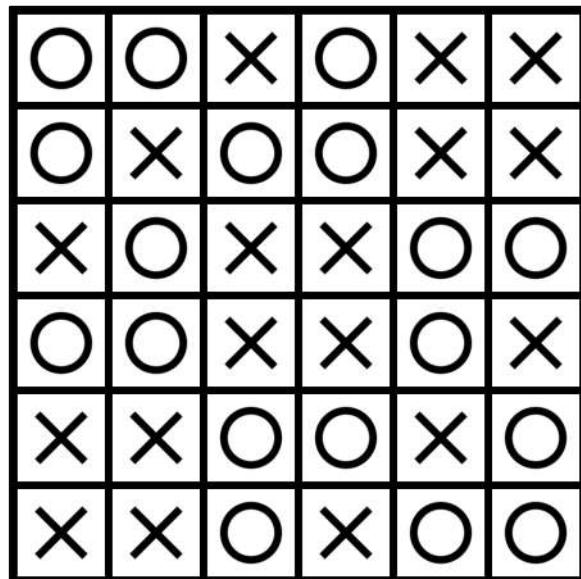
DuoXO#2



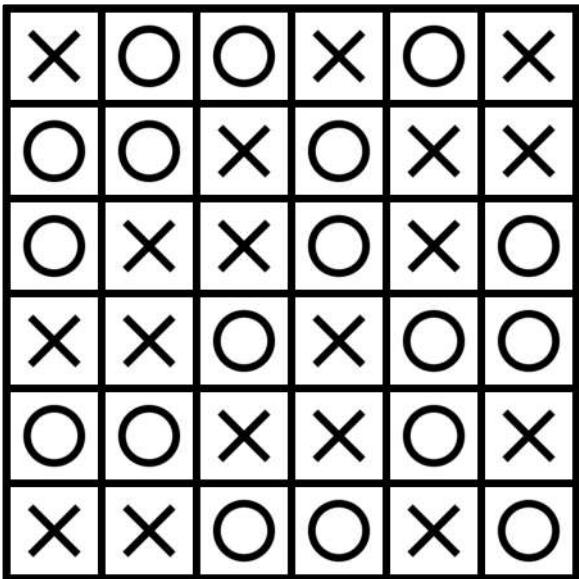
DuoXO#3



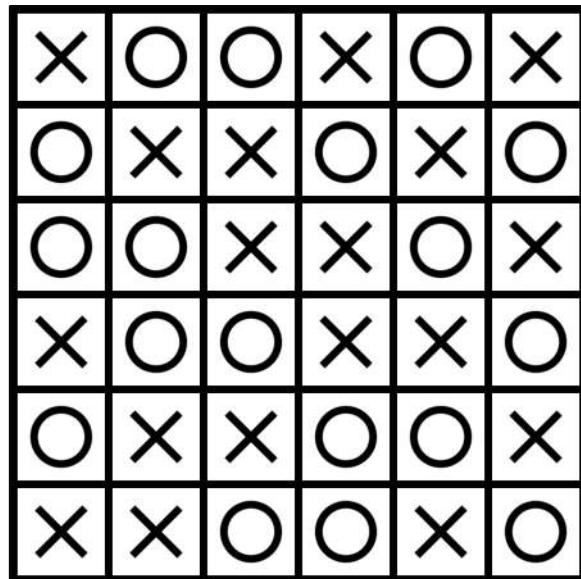
DuoXO#4



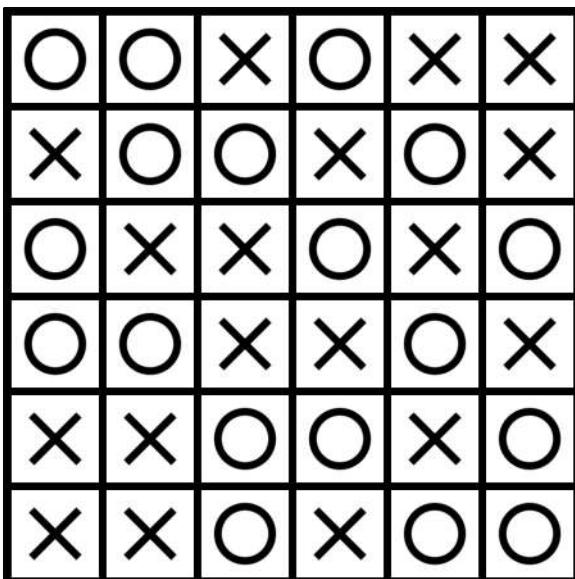
DuoXO#5



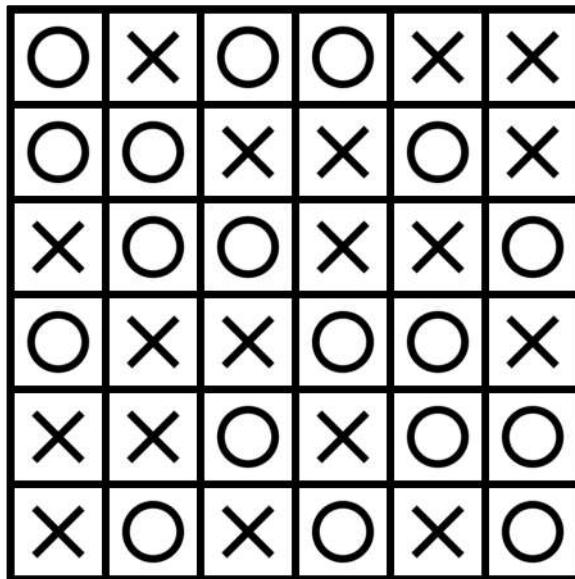
DuoXO#6



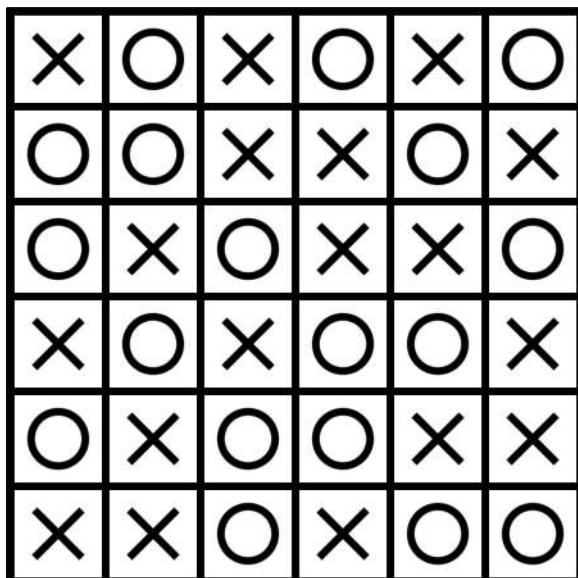
DuoXO#7



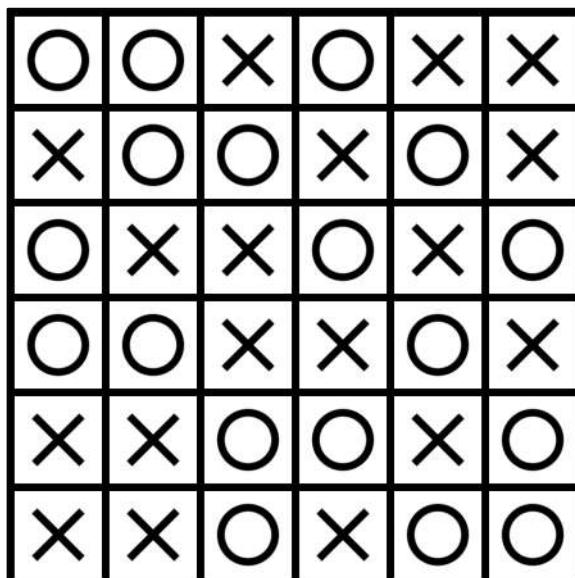
DuoXO#8



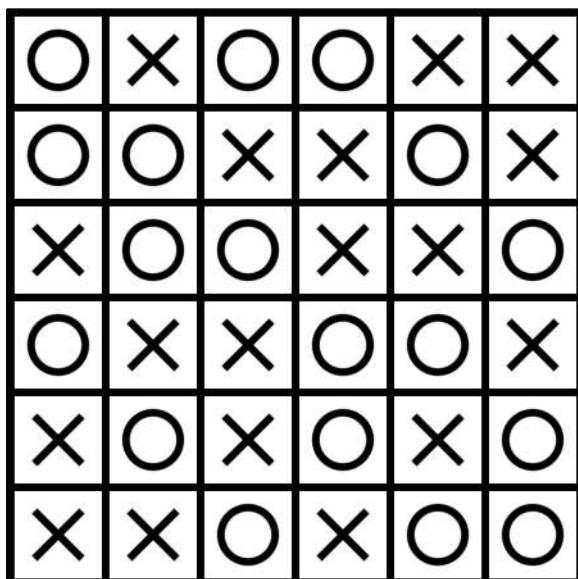
DuoXO#9



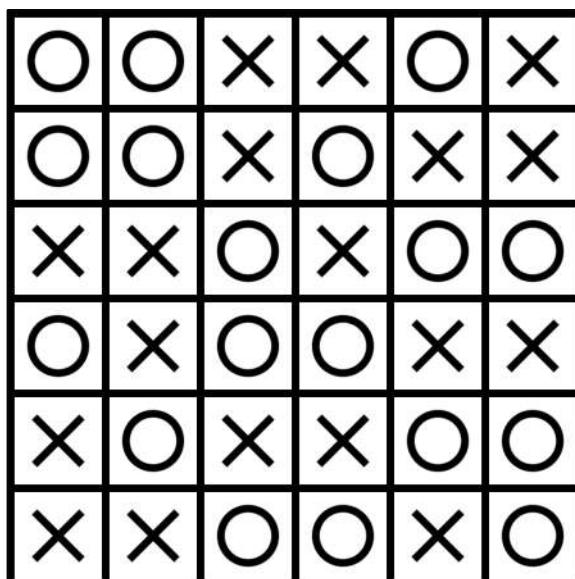
DuoXO#10



DuoXO#11



DuoXO#12



Démineur#1

| | | | | | |
|---|---|---|---|---|---|
| 1 | 1 | 1 | | ● | 2 |
| 2 | ● | 1 | 1 | 2 | ● |
| ● | 3 | 3 | 2 | | 1 |
| 2 | | ● | ● | 2 | 1 |
| ● | 3 | | | 4 | ● |
| 2 | ● | 2 | ● | 3 | ● |

Démineur#2

| | | | | | |
|---|---|---|---|---|---|
| ● | 2 | ● | 2 | ● | 1 |
| 2 | 4 | 3 | | | 1 |
| ● | 2 | ● | ● | 2 | |
| 2 | | 3 | 3 | 3 | ● |
| ● | | 1 | ● | | 2 |
| 1 | 1 | 1 | | 2 | ● |

Démineur#3

| | | | | | |
|---|---|---|---|---|---|
| ● | 2 | 1 | 2 | ● | 1 |
| 1 | 2 | ● | | 3 | 3 |
| 2 | | 2 | 2 | ● | ● |
| ● | ● | | 2 | | 3 |
| ● | ● | 3 | 2 | ● | 1 |
| ● | 4 | ● | 2 | | 1 |

Démineur#4

| | | | | | |
|---|---|---|---|---|---|
| ● | 1 | 2 | ● | ● | ● |
| 2 | | 2 | ● | ● | 3 |
| ● | 1 | | 3 | 4 | 2 |
| 2 | | 2 | ● | 3 | ● |
| | ● | 3 | | | ● |
| 1 | 2 | ● | 1 | 1 | 1 |

Démineur#5

| | | | | | |
|---|---|---|---|---|---|
| ● | 3 | 2 | ● | | 1 |
| ● | ● | 4 | 4 | 4 | ● |
| | 3 | ● | ● | ● | 3 |
| | | 3 | 4 | 3 | ● |
| ● | 4 | ● | | | 2 |
| ● | ● | 2 | 1 | 1 | ● |

Démineur#6

| | | | | | |
|---|---|---|---|---|---|
| ● | 3 | ● | 2 | ● | 1 |
| ● | 4 | 2 | | 3 | |
| 4 | ● | | 2 | ● | ● |
| ● | ● | 2 | | ● | 4 |
| 3 | | | 4 | ● | 2 |
| ● | 2 | ● | ● | ● | 2 |

Démineur#7

| | | | | | |
|---|---|---|---|---|---|
| 1 | 1 | 1 | | ● | 2 |
| 2 | ● | 1 | 1 | 2 | ● |
| ● | 3 | 3 | 2 | | 1 |
| 2 | | ● | ● | 2 | 1 |
| ● | 3 | | | 4 | ● |
| 2 | ● | 2 | ● | 3 | ● |

Démineur#8

| | | | | | |
|---|---|---|---|---|---|
| 1 | ● | 1 | 1 | | 1 |
| 2 | | | 2 | ● | 2 |
| ● | 2 | | | ● | 3 |
| 2 | ● | 2 | 2 | | ● |
| | 4 | ● | 3 | 3 | ● |
| 1 | ● | ● | 3 | ● | 2 |

Démineur#9

| | | | | | |
|---|---|---|---|---|---|
| ● | 2 | ● | | 2 | 2 |
| 3 | | 2 | 2 | ● | ● |
| ● | ● | 1 | 1 | 2 | 2 |
| 3 | 3 | | 2 | 3 | |
| ● | | 1 | ● | ● | ● |
| 1 | 1 | 1 | 2 | 3 | 2 |

Démineur#10

| | | | | | |
|---|---|---|---|---|---|
| 1 | ● | 2 | 1 | | 1 |
| 2 | 3 | ● | 1 | 2 | ● |
| ● | | | 1 | | ● |
| ● | ● | 3 | 2 | 3 | ● |
| 3 | 4 | ● | ● | | 3 |
| ● | 2 | 3 | ● | ● | ● |

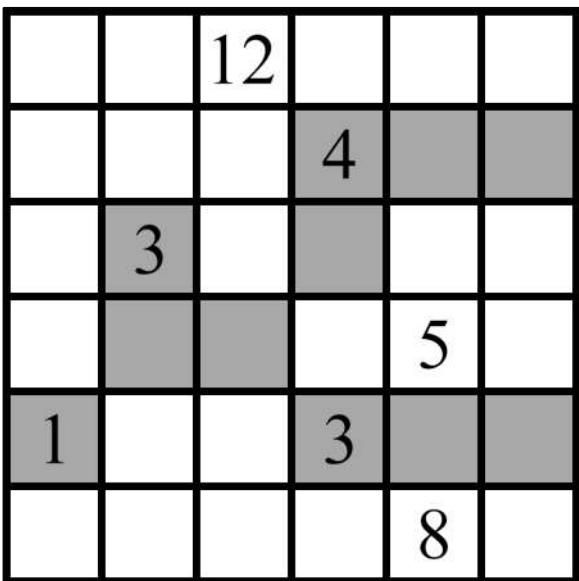
Démineur#11

| | | | | | |
|---|---|---|---|---|---|
| 1 | | 1 | | ● | ● |
| ● | 4 | ● | 2 | 2 | 2 |
| ● | ● | 4 | | 2 | |
| 3 | ● | 3 | ● | 2 | ● |
| | 3 | | 3 | | 2 |
| ● | 2 | ● | 2 | ● | 1 |

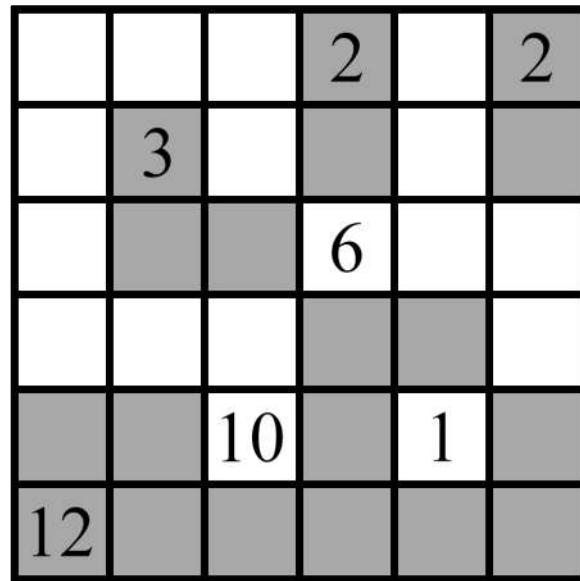
Démineur#12

| | | | | | |
|---|---|---|---|---|---|
| 1 | | | 1 | | 1 |
| 1 | ● | 3 | ● | 2 | ● |
| 2 | 3 | ● | 2 | | 2 |
| 2 | ● | 3 | 2 | | ● |
| ● | 3 | | ● | 3 | 2 |
| 2 | ● | 2 | 1 | | ● |

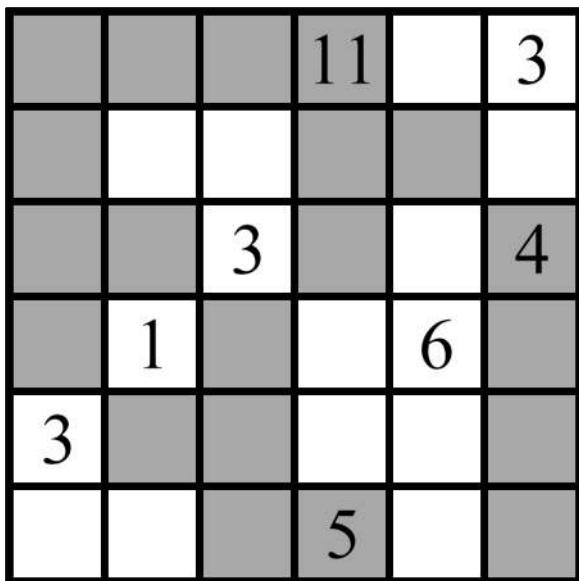
Alterno#1



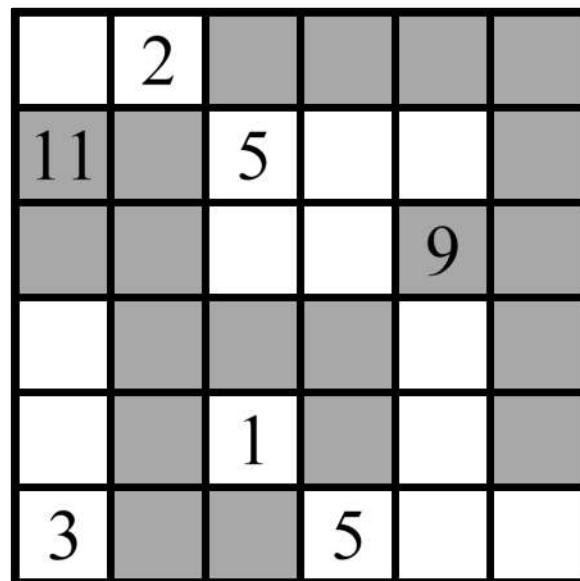
Alterno#2



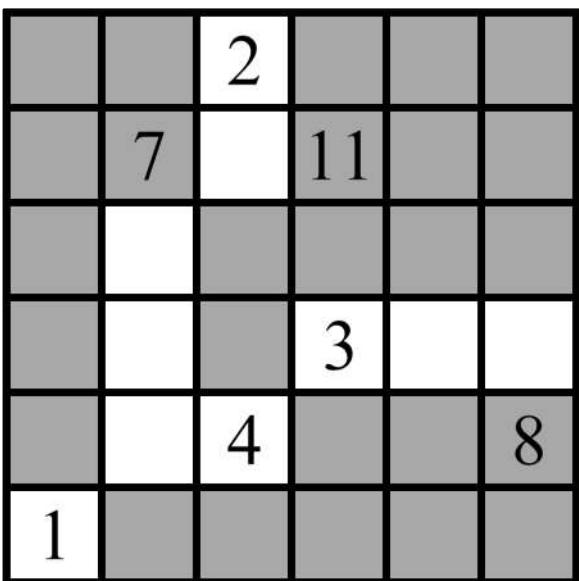
Alterno#3



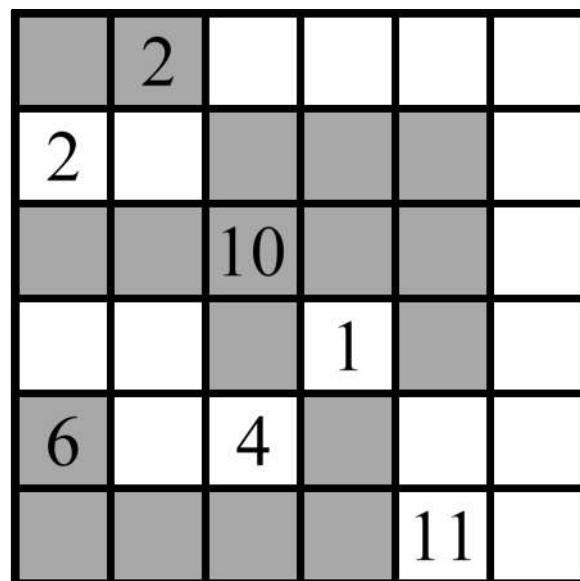
Alterno#4



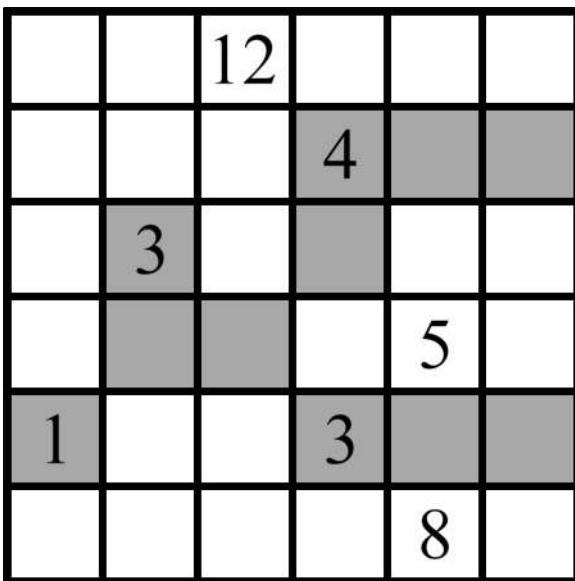
Alterno#5



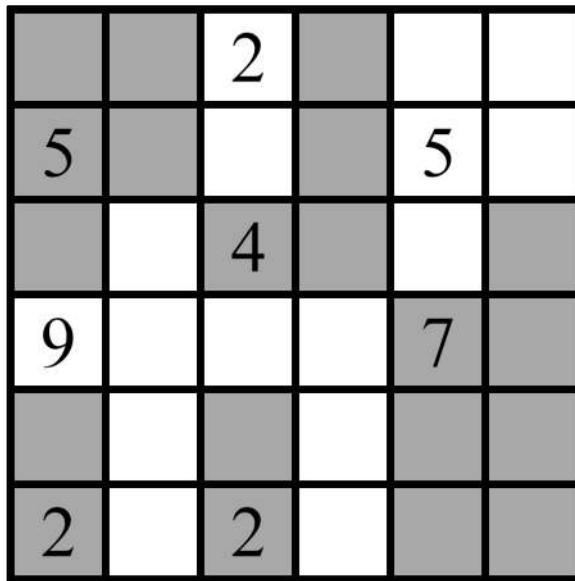
Alterno#6



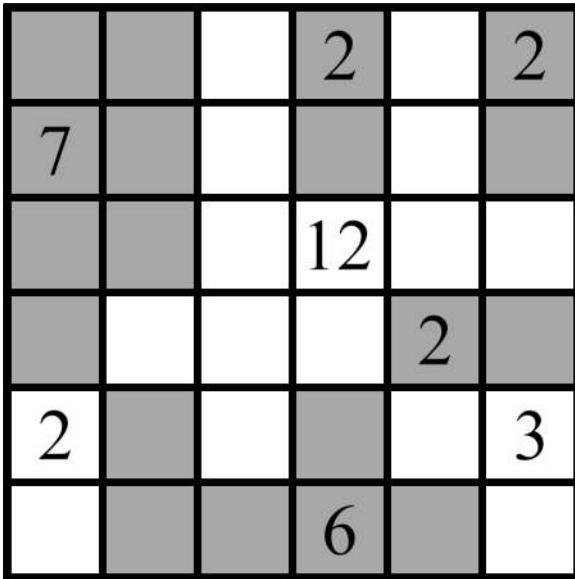
Alterno#7



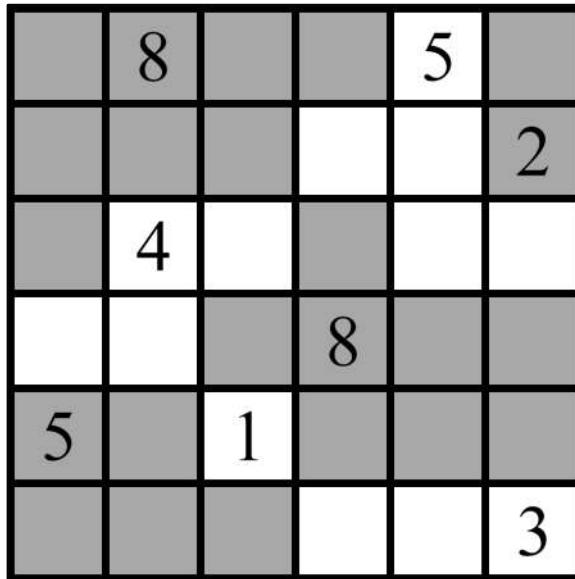
Alterno#8



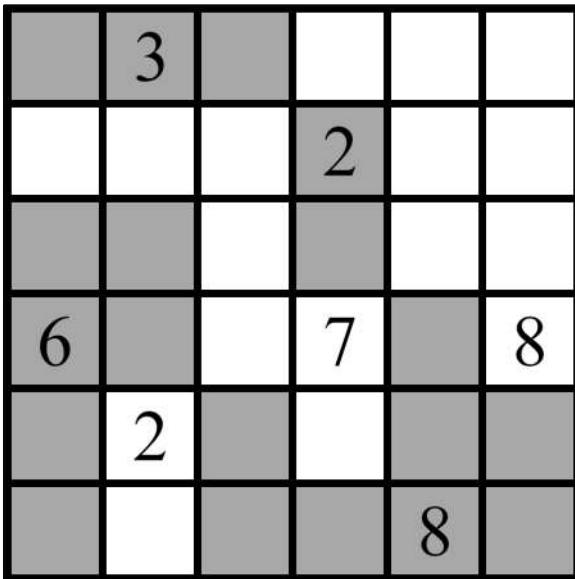
Alterno#9



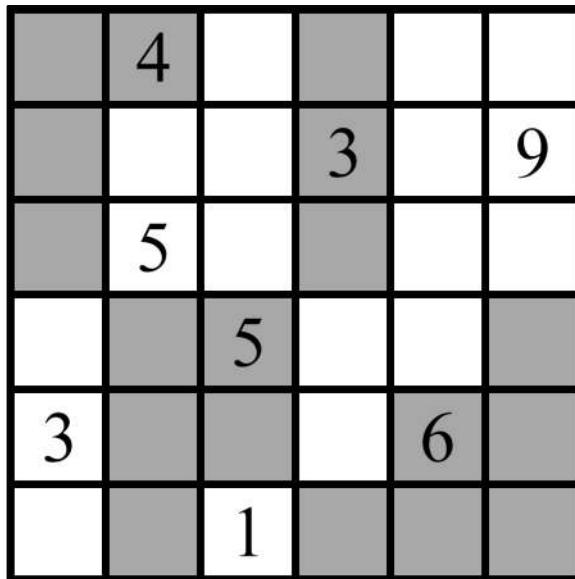
Alterno#10



Alterno#11



Alterno#12



Pas-a-Pas#1

| | | | | | |
|----|----|----|----|----|----|
| 20 | 21 | 22 | 23 | 24 | 25 |
| 19 | 18 | 17 | 16 | 15 | 26 |
| 10 | 11 | 12 | 13 | 14 | 27 |
| 9 | 8 | 1 | 32 | 31 | 28 |
| 6 | 7 | 2 | 33 | 30 | 29 |
| 5 | 4 | 3 | 34 | 35 | 36 |

Pas-a-Pas#2

| | | | | | |
|----|----|----|----|----|----|
| 3 | 4 | 7 | 8 | 11 | 12 |
| 2 | 5 | 6 | 9 | 10 | 13 |
| 1 | 30 | 29 | 16 | 15 | 14 |
| 32 | 31 | 28 | 17 | 18 | 19 |
| 33 | 36 | 27 | 24 | 23 | 20 |
| 34 | 35 | 26 | 25 | 22 | 21 |

Pas-a-Pas#3

| | | | | | |
|----|----|----|----|----|----|
| 32 | 33 | 34 | 35 | 12 | 11 |
| 31 | 30 | 29 | 36 | 13 | 10 |
| 26 | 27 | 28 | 15 | 14 | 9 |
| 25 | 18 | 17 | 16 | 1 | 8 |
| 24 | 19 | 20 | 3 | 2 | 7 |
| 23 | 22 | 21 | 4 | 5 | 6 |

Pas-a-Pas#4

| | | | | | |
|----|----|----|----|----|---|
| 34 | 33 | 10 | 9 | 8 | 7 |
| 35 | 32 | 11 | 12 | 13 | 6 |
| 36 | 31 | 16 | 15 | 14 | 5 |
| 29 | 30 | 17 | 18 | 19 | 4 |
| 28 | 25 | 24 | 21 | 20 | 3 |
| 27 | 26 | 23 | 22 | 1 | 2 |

Pas-a-Pas#5

| | | | | | |
|----|----|----|----|----|----|
| 36 | 33 | 32 | 31 | 26 | 25 |
| 35 | 34 | 1 | 30 | 27 | 24 |
| 4 | 3 | 2 | 29 | 28 | 23 |
| 5 | 6 | 7 | 16 | 17 | 22 |
| 10 | 9 | 8 | 15 | 18 | 21 |
| 11 | 12 | 13 | 14 | 19 | 20 |

Pas-a-Pas#6

| | | | | | |
|---|----|----|----|----|----|
| 8 | 9 | 10 | 11 | 12 | 13 |
| 7 | 34 | 35 | 16 | 15 | 14 |
| 6 | 33 | 36 | 17 | 18 | 19 |
| 5 | 32 | 31 | 26 | 25 | 20 |
| 4 | 3 | 30 | 27 | 24 | 21 |
| 1 | 2 | 29 | 28 | 23 | 22 |

Pas-a-Pas#7

| | | | | | |
|----|----|----|----|----|----|
| 20 | 21 | 22 | 23 | 24 | 25 |
| 19 | 18 | 17 | 16 | 15 | 26 |
| 10 | 11 | 12 | 13 | 14 | 27 |
| 9 | 8 | 1 | 32 | 31 | 28 |
| 6 | 7 | 2 | 33 | 30 | 29 |
| 5 | 4 | 3 | 34 | 35 | 36 |

Pas-a-Pas#8

| | | | | | |
|---|----|----|----|----|----|
| 6 | 7 | 30 | 29 | 26 | 25 |
| 5 | 8 | 31 | 28 | 27 | 24 |
| 4 | 9 | 32 | 33 | 34 | 23 |
| 3 | 10 | 11 | 36 | 35 | 22 |
| 2 | 13 | 12 | 17 | 18 | 21 |
| 1 | 14 | 15 | 16 | 19 | 20 |

Pas-a-Pas#9

| | | | | | |
|----|----|----|----|----|----|
| 27 | 28 | 29 | 32 | 33 | 34 |
| 26 | 25 | 30 | 31 | 36 | 35 |
| 23 | 24 | 15 | 14 | 13 | 12 |
| 22 | 21 | 16 | 17 | 10 | 11 |
| 1 | 20 | 19 | 18 | 9 | 8 |
| 2 | 3 | 4 | 5 | 6 | 7 |

Pas-a-Pas#10

| | | | | | |
|----|----|----|----|----|----|
| 23 | 24 | 35 | 34 | 33 | 32 |
| 22 | 25 | 36 | 29 | 30 | 31 |
| 21 | 26 | 27 | 28 | 3 | 2 |
| 20 | 19 | 12 | 11 | 4 | 1 |
| 17 | 18 | 13 | 10 | 5 | 6 |
| 16 | 15 | 14 | 9 | 8 | 7 |

Pas-a-Pas#11

| | | | | | |
|----|----|----|----|----|----|
| 13 | 14 | 31 | 30 | 29 | 28 |
| 12 | 15 | 32 | 33 | 34 | 27 |
| 11 | 16 | 17 | 18 | 35 | 26 |
| 10 | 9 | 20 | 19 | 36 | 25 |
| 7 | 8 | 21 | 22 | 23 | 24 |
| 6 | 5 | 4 | 3 | 2 | 1 |

Pas-a-Pas#12

| | | | | | |
|----|----|----|----|----|----|
| 4 | 3 | 2 | 1 | 36 | 35 |
| 5 | 6 | 7 | 24 | 25 | 34 |
| 10 | 9 | 8 | 23 | 26 | 33 |
| 11 | 12 | 13 | 22 | 27 | 32 |
| 16 | 15 | 14 | 21 | 28 | 31 |
| 17 | 18 | 19 | 20 | 29 | 30 |

Bivouac#1

| | | | | | |
|---|---|---|---|---|---|
| ▲ | ● | ▲ | ● | ▲ | ● |
| | | | | | |
| | ● | ▲ | | | |
| | | ● | ● | | ● |
| | | | ▲ | ▲ | |
| | | | | | |
| 1 | 1 | 1 | 2 | 1 | 1 |

Bivouac#2

| | | | | | |
|---|---|---|---|---|---|
| | ▲ | ● | | | |
| | | | | | |
| | ▲ | ● | ▲ | | |
| | ● | | | | |
| | | ▲ | ● | ▲ | |
| | | | ● | | |
| 1 | 0 | 2 | 0 | 2 | 0 |
| 1 | 1 | 2 | 0 | 1 | 0 |

Bivouac#3

| | | | | | |
|---|---|---|---|---|---|
| | | ● | ▲ | | ▲ |
| | | | | | |
| | ▲ | ● | ▲ | | ● |
| | | | | | |
| | ● | ● | ▲ | | ● |
| | | | | | |
| 0 | 1 | 1 | 2 | 1 | 2 |

Bivouac#4

| | | | | | |
|---|---|---|---|---|---|
| | | | ● | ▲ | ● |
| | | | | | |
| | ▲ | | ● | | ▲ |
| | ● | | | | |
| | | ▲ | ● | ● | ▲ |
| | | | | | |
| 1 | 2 | 1 | 2 | 1 | 0 |
| 1 | 1 | 1 | 1 | 1 | 2 |

Bivouac#5

| | | | | | |
|---|---|---|---|---|---|
| | | | ▲ | ● | |
| | | | | | |
| | ▲ | | | | |
| | ● | | ● | ▲ | |
| | | | | | |
| | ▲ | | | | |
| | | ▲ | | | |
| | | | | | |
| 2 | 0 | 2 | 1 | 1 | 1 |

Bivouac#6

| | | | | | |
|---|---|---|---|---|---|
| | | | | ▲ | |
| | | | | | |
| | ▲ | | ● | | |
| | ● | | ● | ▲ | |
| | | | | | |
| | ▲ | | | | |
| | | ▲ | | | |
| | | | | | |
| 0 | 3 | 0 | 3 | 0 | 2 |

Bivouac#7

| | | | | | | |
|---|---|---|---|---|---|---|
| | | | | | | 3 |
| | | | | | | 0 |
| | | | | | | 1 |
| | | | | | | 0 |
| | | | | | | 2 |
| | | | | | | 1 |
| 1 | 1 | 1 | 2 | 1 | 1 | |

Bivouac#8

| | | | | | | |
|---|---|---|---|---|---|---|
| | | | | | | 3 |
| | | | | | | 0 |
| | | | | | | 3 |
| | | | | | | 0 |
| | | | | | | 1 |
| | | | | | | 0 |
| 2 | 0 | 3 | 0 | 1 | 1 | |

Bivouac#9

| | | | | | | |
|---|---|---|---|---|---|---|
| | | | | | | 1 |
| | | | | | | 1 |
| | | | | | | 0 |
| | | | | | | 3 |
| | | | | | | 0 |
| | | | | | | 1 |
| 1 | 1 | 1 | 2 | 1 | 0 | |

Bivouac#10

| | | | | | | |
|---|---|---|---|---|---|--|
| | | | | | 3 | |
| | | | | | 0 | |
| | | | | | 2 | |
| | | | | | 1 | |
| | | | | | 1 | |
| | | | | | 2 | |
| 1 | 2 | 1 | 2 | 0 | 3 | |

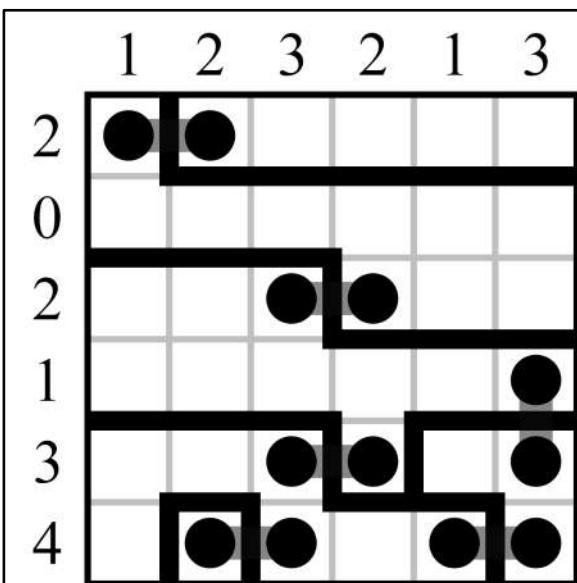
Bivouac#11

| | | | | | | |
|---|---|---|---|---|---|---|
| | | | | | | 1 |
| | | | | | | 2 |
| | | | | | | 1 |
| | | | | | | 1 |
| | | | | | | 2 |
| | | | | | | 1 |
| 1 | 2 | 1 | 1 | 2 | 1 | |

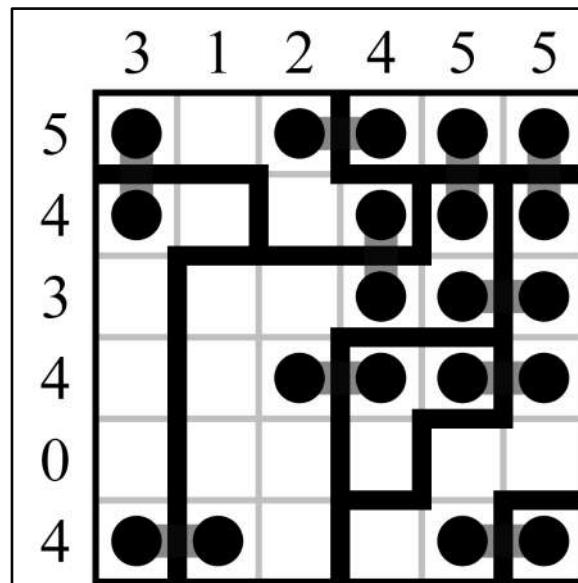
Bivouac#12

| | | | | | | |
|---|---|---|---|---|---|---|
| | | | | | | 1 |
| | | | | | | 0 |
| | | | | | | 1 |
| | | | | | | 1 |
| | | | | | | 0 |
| | | | | | | 3 |
| 0 | 2 | 0 | 3 | 0 | 1 | |

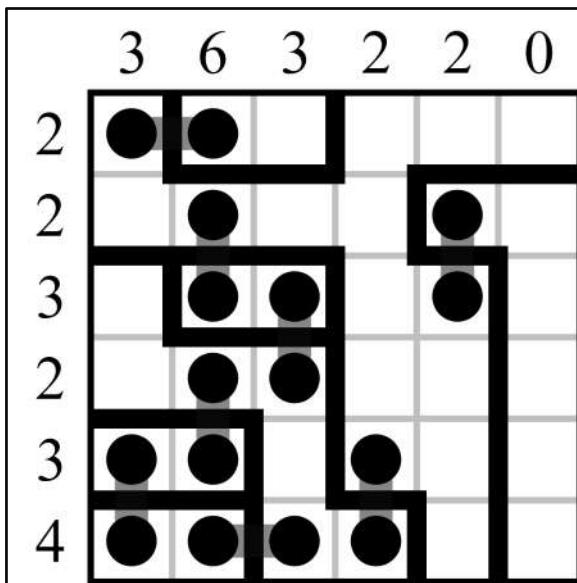
Connect+#1



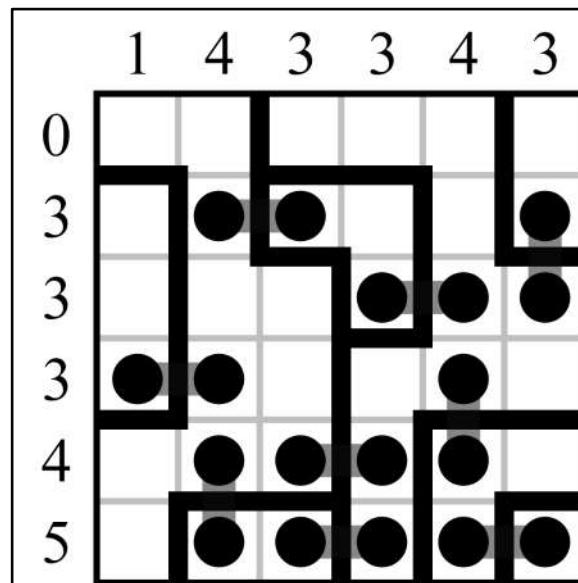
Connect+^{#2}



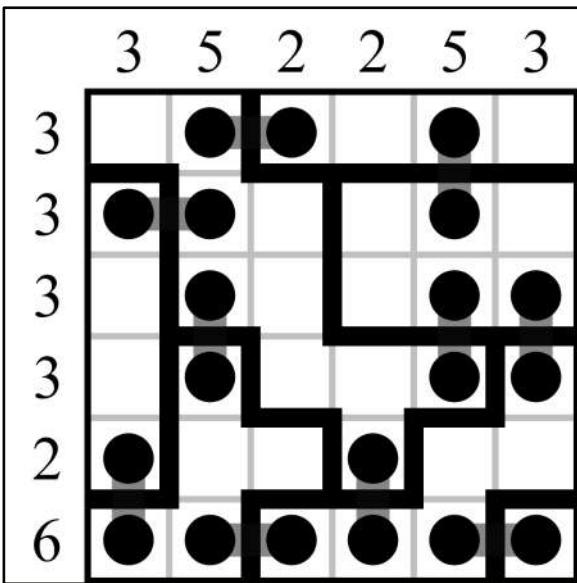
Connect+#3



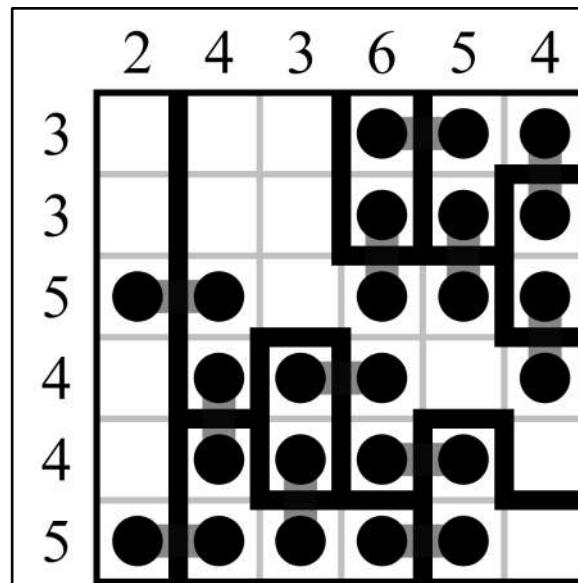
Connect+#4



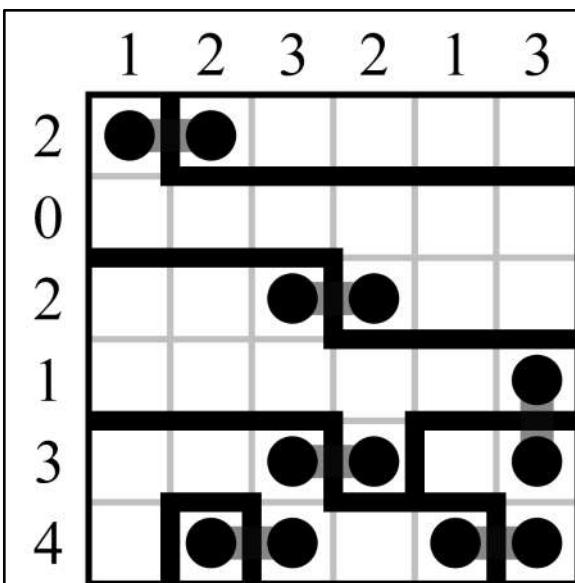
Connect+ #5



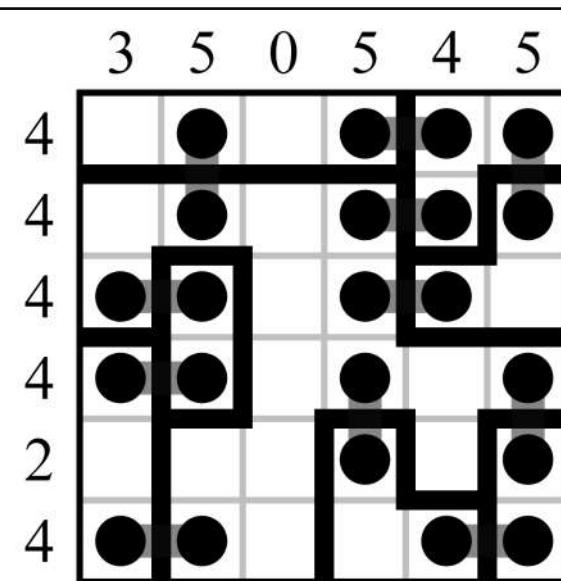
Connect+ #6



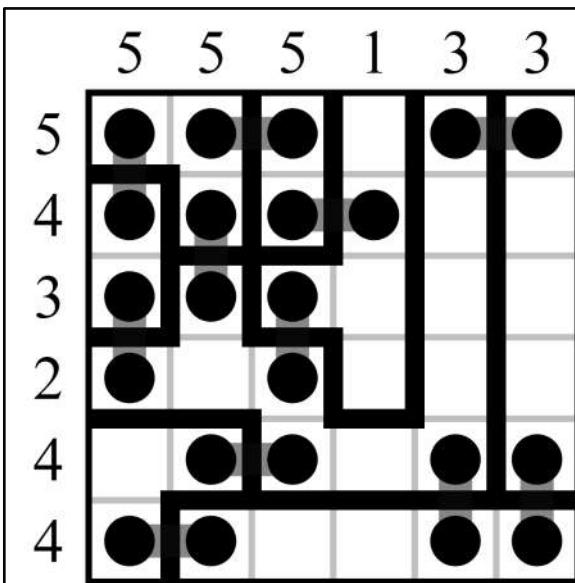
Connect+#7



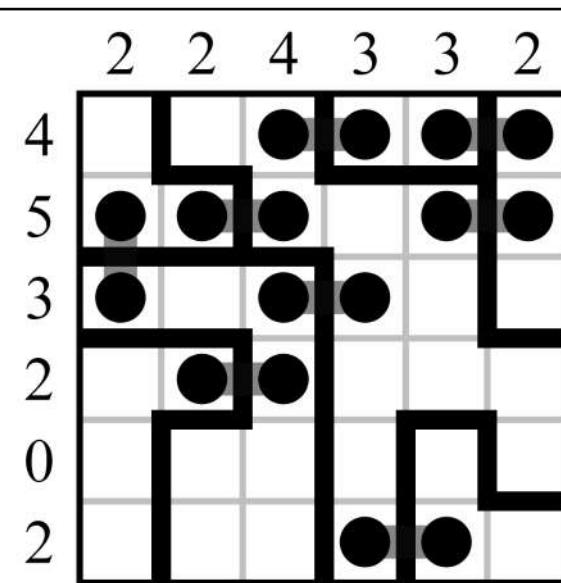
Connect+#8



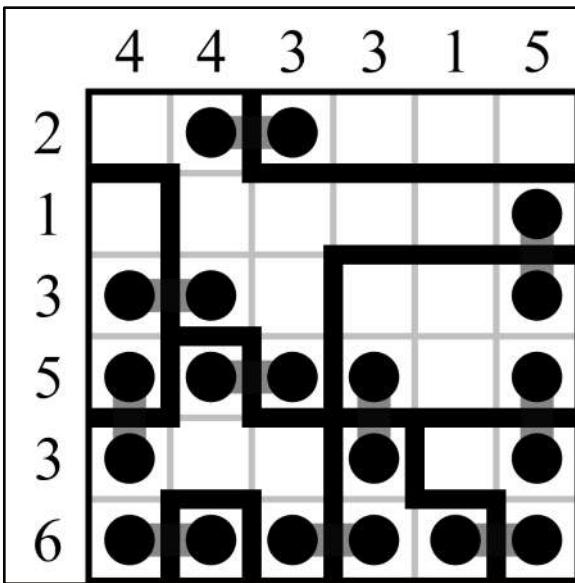
Connect+#9



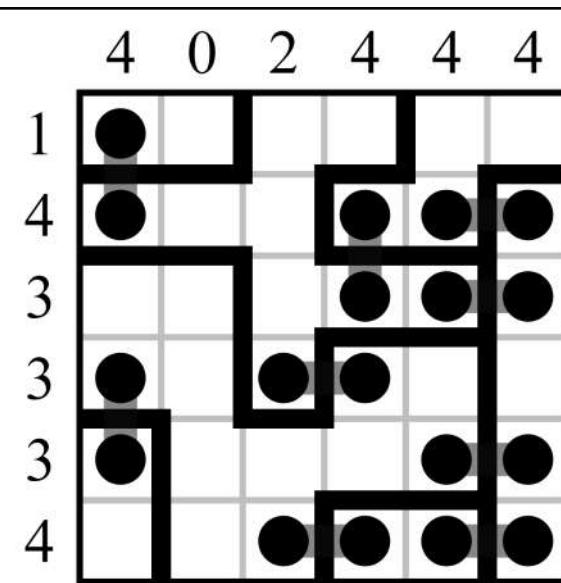
Connect+#10



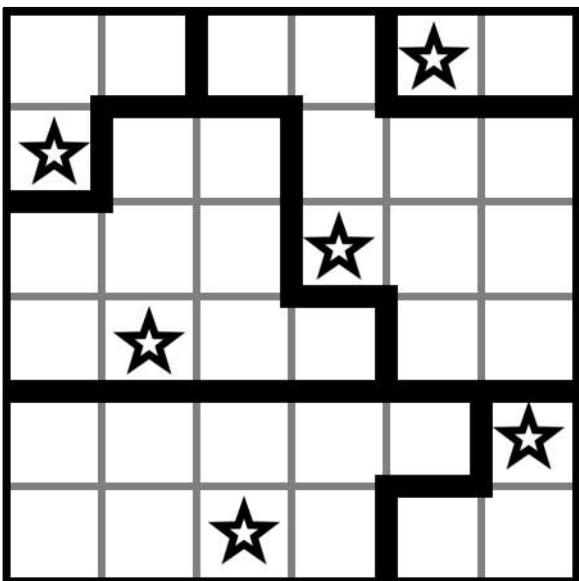
Connect+#11



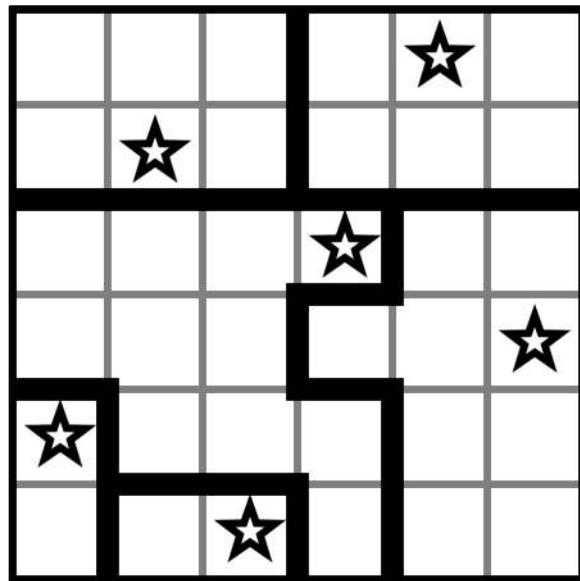
Connect+#12



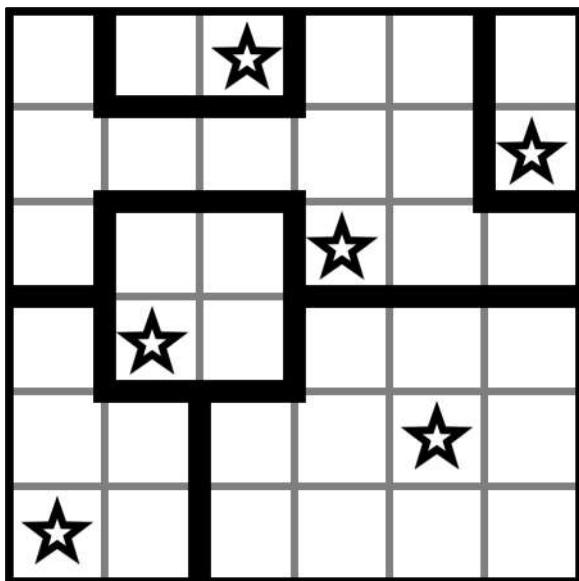
StellaLogic#1



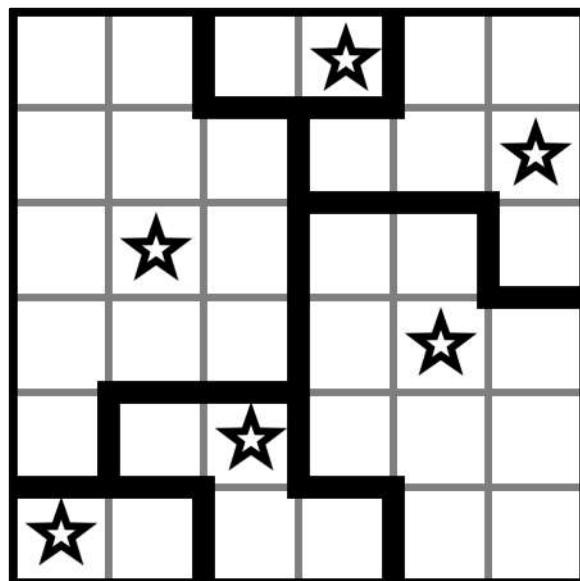
StellaLogic#2



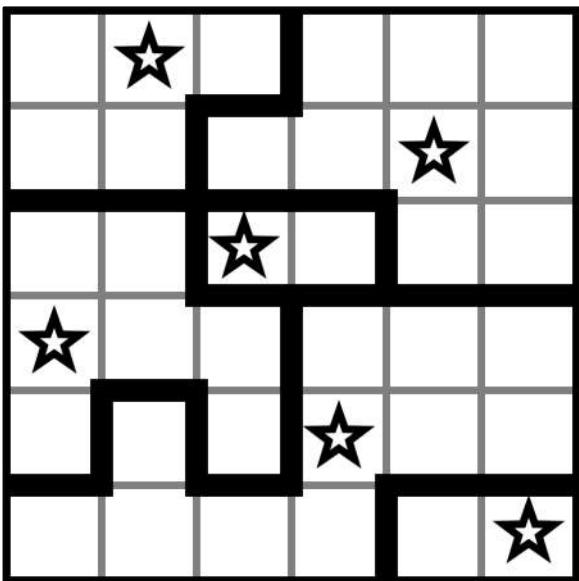
StellaLogic#3



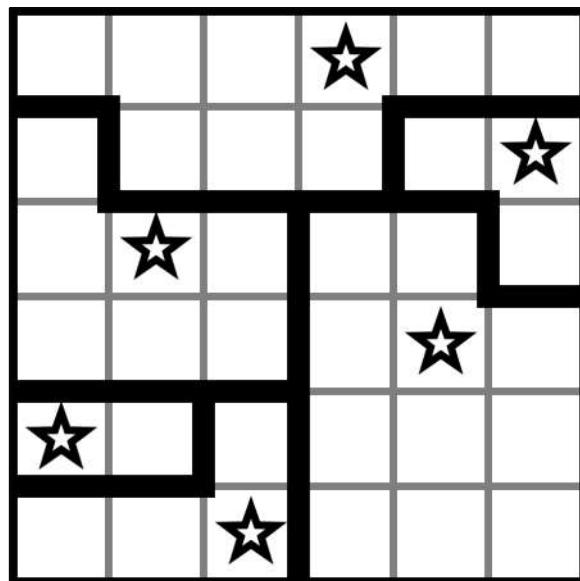
StellaLogic#4



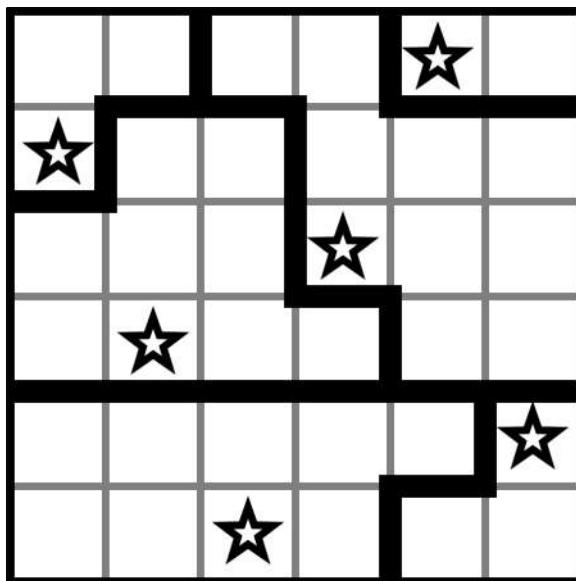
StellaLogic#5



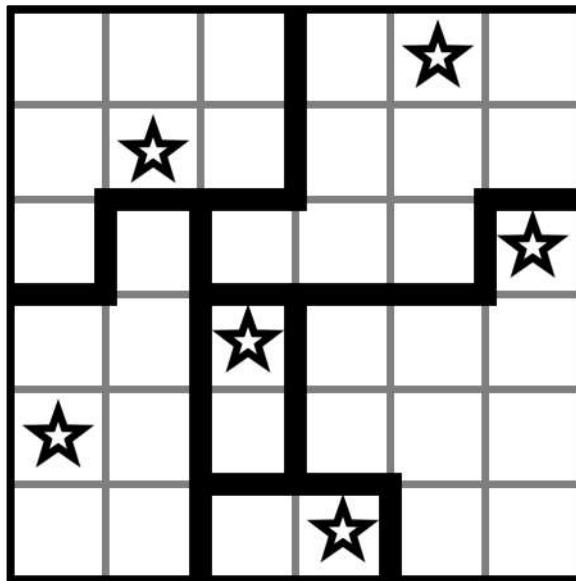
StellaLogic#6



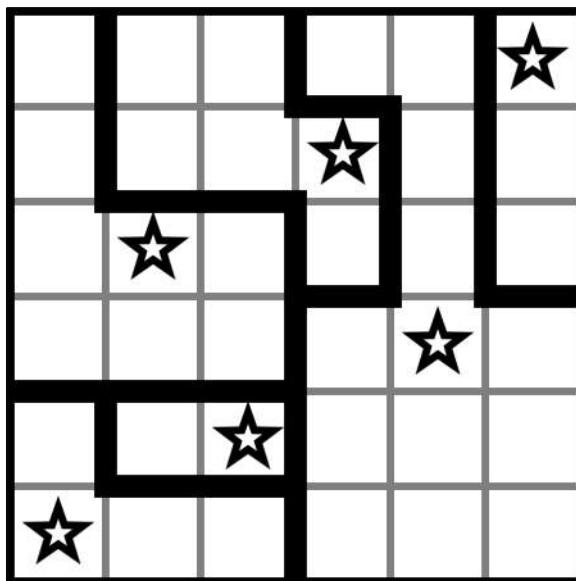
StellaLogic#7



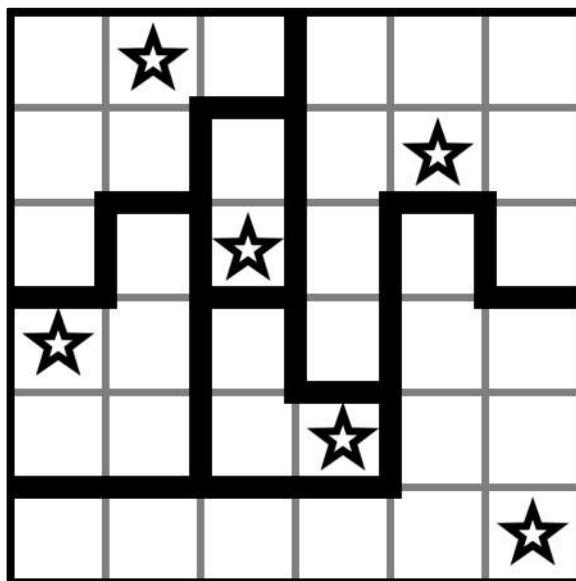
StellaLogic#8



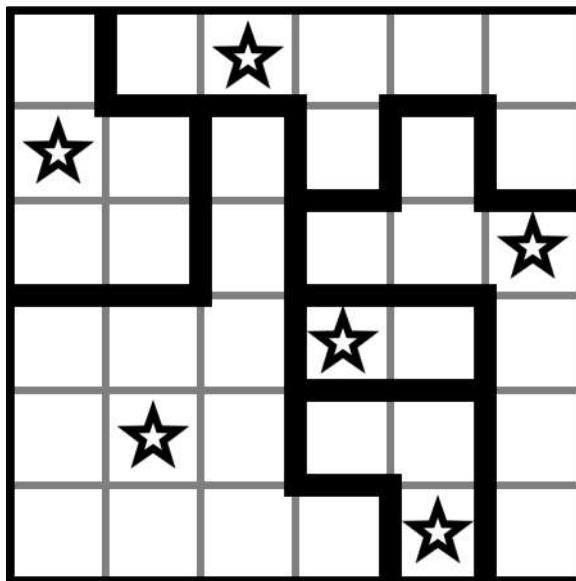
StellaLogic#9



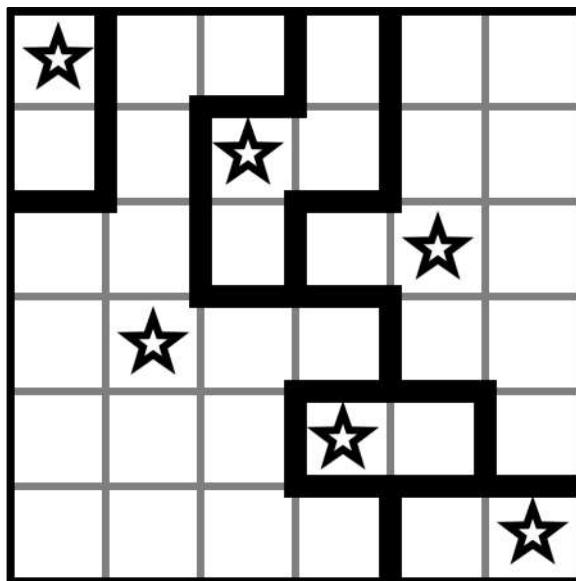
StellaLogic#10



StellaLogic#11



StellaLogic#12



TactiBlock#1

| | | | | | | |
|---|---|---|---|---|---|---|
| 4 | 9 | 9 | 9 | 3 | 3 | 3 |
| 4 | 9 | 9 | 9 | 6 | 6 | 4 |
| 4 | 9 | 9 | 9 | 6 | 6 | 4 |
| 4 | 3 | 3 | 3 | 6 | 6 | 4 |
| 2 | 2 | 1 | 2 | 2 | 1 | 4 |
| 8 | 8 | 8 | 8 | 1 | 2 | 2 |
| 8 | 8 | 8 | 8 | 3 | 3 | 3 |

TactiBlock#2

| | | | | | | |
|---|---|---|---|---|---|---|
| 5 | 5 | 5 | 5 | 5 | 2 | 2 |
| 8 | 8 | 8 | 8 | 4 | 4 | 5 |
| 8 | 8 | 8 | 8 | 4 | 4 | 5 |
| 4 | 4 | 3 | 3 | 3 | 2 | 5 |
| 4 | 4 | 6 | 6 | 6 | 2 | 5 |
| 2 | 2 | 6 | 6 | 6 | 1 | 5 |
| 7 | 7 | 7 | 7 | 7 | 7 | 7 |

TactiBlock#3

| | | | | | | |
|---|---|---|---|---|---|---|
| 7 | 7 | 7 | 7 | 7 | 7 | 7 |
| 8 | 8 | 8 | 8 | 2 | 2 | 3 |
| 8 | 8 | 8 | 8 | 3 | 4 | 3 |
| 1 | 2 | 2 | 1 | 3 | 4 | 3 |
| 4 | 4 | 4 | 4 | 3 | 4 | 2 |
| 2 | 2 | 1 | 2 | 2 | 4 | 2 |
| 4 | 4 | 4 | 4 | 3 | 3 | 3 |

TactiBlock#4

| | | | | | | |
|---|---|---|---|---|---|---|
| 3 | 3 | 3 | 1 | 6 | 6 | 4 |
| 6 | 4 | 4 | 3 | 6 | 6 | 4 |
| 6 | 4 | 4 | 3 | 6 | 6 | 4 |
| 6 | 8 | 8 | 3 | 2 | 2 | 4 |
| 6 | 8 | 8 | 9 | 9 | 9 | 3 |
| 6 | 8 | 8 | 9 | 9 | 9 | 3 |
| 6 | 8 | 8 | 9 | 9 | 9 | 3 |

TactiBlock#5

| | | | | | | |
|---|---|---|---|---|---|---|
| 2 | 4 | 4 | 8 | 8 | 8 | 8 |
| 2 | 4 | 4 | 8 | 8 | 8 | 8 |
| 3 | 8 | 8 | 9 | 9 | 9 | 3 |
| 3 | 8 | 8 | 9 | 9 | 9 | 3 |
| 3 | 8 | 8 | 9 | 9 | 9 | 3 |
| 1 | 8 | 8 | 2 | 2 | 4 | 4 |
| 2 | 2 | 3 | 3 | 3 | 4 | 4 |

TactiBlock#6

| | | | | | | |
|---|---|---|---|---|---|---|
| 3 | 1 | 2 | 2 | 3 | 3 | 3 |
| 3 | 4 | 4 | 4 | 4 | 2 | 2 |
| 3 | 1 | 2 | 9 | 9 | 9 | 4 |
| 2 | 3 | 2 | 9 | 9 | 9 | 4 |
| 2 | 3 | 1 | 9 | 9 | 9 | 4 |
| 1 | 3 | 4 | 4 | 2 | 2 | 4 |
| 2 | 2 | 4 | 4 | 3 | 3 | 3 |

TactiBlock#7

| | | | | | | |
|---|---|---|---|---|---|---|
| 4 | 9 | 9 | 9 | 3 | 3 | 3 |
| 4 | 9 | 9 | 9 | 6 | 6 | 4 |
| 4 | 9 | 9 | 9 | 6 | 6 | 4 |
| 4 | 3 | 3 | 3 | 6 | 6 | 4 |
| 2 | 2 | 1 | 2 | 2 | 1 | 4 |
| 8 | 8 | 8 | 8 | 1 | 2 | 2 |
| 8 | 8 | 8 | 8 | 3 | 3 | 3 |

TactiBlock#8

| | | | | | | |
|---|---|---|---|---|---|---|
| 3 | 2 | 2 | 6 | 6 | 4 | 4 |
| 3 | 4 | 4 | 6 | 6 | 4 | 4 |
| 3 | 4 | 4 | 6 | 6 | 2 | 2 |
| 6 | 6 | 1 | 9 | 9 | 9 | 3 |
| 6 | 6 | 2 | 9 | 9 | 9 | 3 |
| 6 | 6 | 2 | 9 | 9 | 9 | 3 |
| 2 | 2 | 3 | 3 | 3 | 2 | 2 |

TactiBlock#9

| | | | | | | |
|---|---|---|---|---|---|---|
| 6 | 6 | 6 | 8 | 8 | 2 | 2 |
| 6 | 6 | 6 | 8 | 8 | 6 | 6 |
| 8 | 8 | 2 | 8 | 8 | 6 | 6 |
| 8 | 8 | 2 | 8 | 8 | 6 | 6 |
| 8 | 8 | 5 | 5 | 5 | 5 | 5 |
| 8 | 8 | 2 | 2 | 3 | 3 | 3 |
| 3 | 3 | 3 | 4 | 4 | 4 | 4 |

TactiBlock#10

| | | | | | | |
|---|---|---|---|---|---|---|
| 2 | 2 | 6 | 6 | 2 | 4 | 4 |
| 3 | 1 | 6 | 6 | 2 | 4 | 4 |
| 3 | 2 | 6 | 6 | 3 | 3 | 3 |
| 3 | 2 | 9 | 9 | 9 | 8 | 8 |
| 6 | 6 | 9 | 9 | 9 | 8 | 8 |
| 6 | 6 | 9 | 9 | 9 | 8 | 8 |
| 6 | 6 | 3 | 3 | 3 | 8 | 8 |

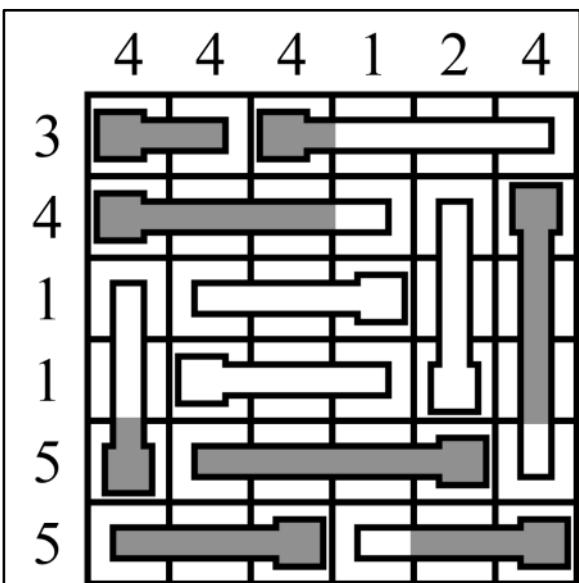
TactiBlock#11

| | | | | | | |
|---|---|---|---|---|---|---|
| 4 | 4 | 4 | 4 | 1 | 2 | 2 |
| 2 | 9 | 9 | 9 | 6 | 6 | 1 |
| 2 | 9 | 9 | 9 | 6 | 6 | 4 |
| 3 | 9 | 9 | 9 | 6 | 6 | 4 |
| 3 | 2 | 2 | 3 | 3 | 3 | 4 |
| 3 | 4 | 4 | 4 | 4 | 1 | 4 |
| 2 | 2 | 3 | 3 | 3 | 2 | 2 |

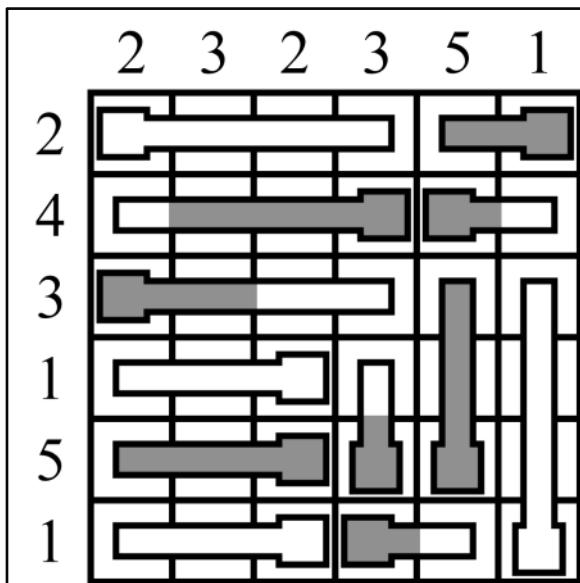
TactiBlock#12

| | | | | | | |
|---|---|---|---|---|---|---|
| 8 | 8 | 3 | 3 | 3 | 2 | 2 |
| 8 | 8 | 6 | 6 | 6 | 8 | 8 |
| 8 | 8 | 6 | 6 | 6 | 8 | 8 |
| 8 | 8 | 1 | 2 | 2 | 8 | 8 |
| 4 | 4 | 3 | 3 | 3 | 8 | 8 |
| 4 | 4 | 1 | 2 | 2 | 1 | 2 |
| 2 | 2 | 4 | 4 | 4 | 4 | 2 |

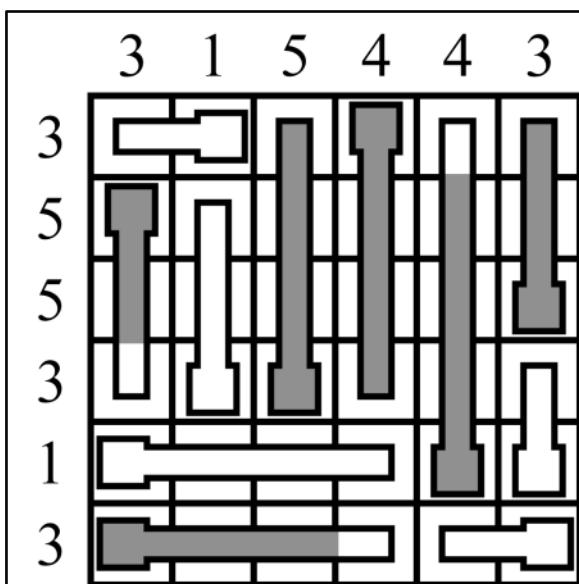
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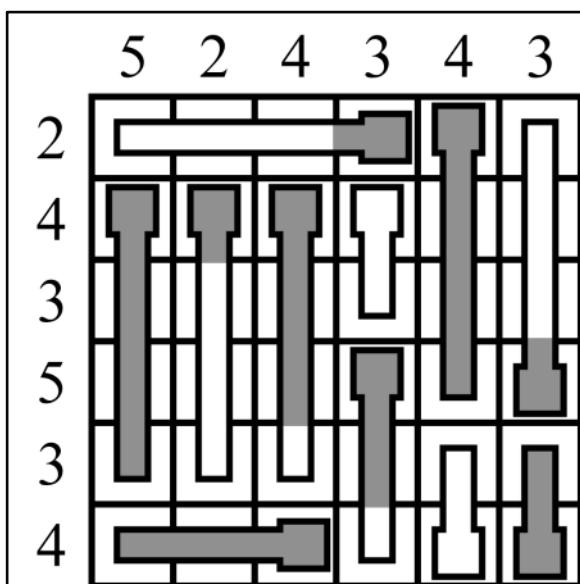
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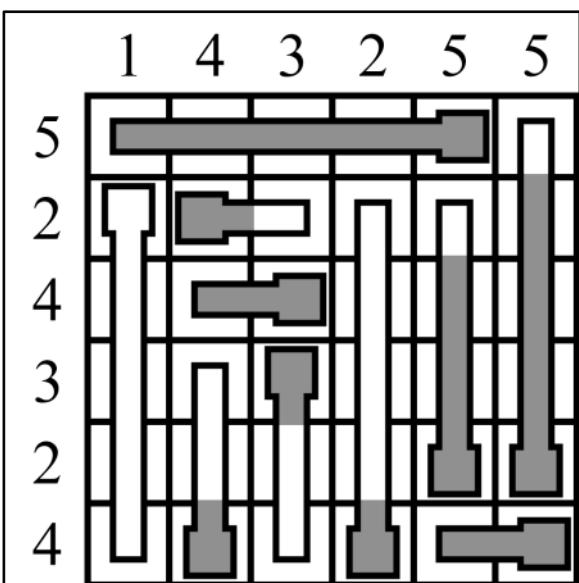
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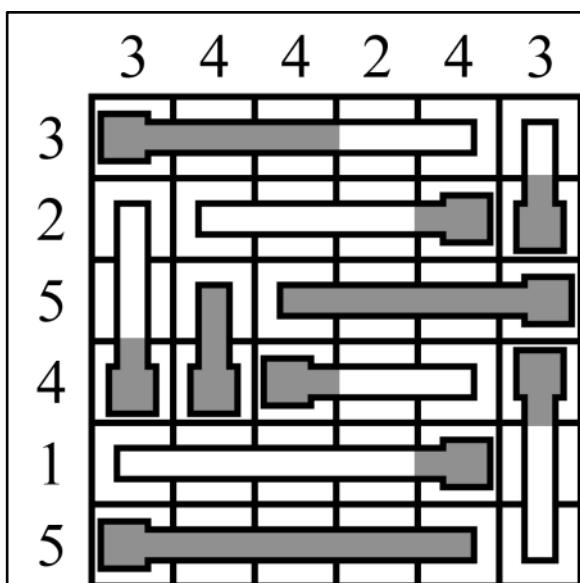
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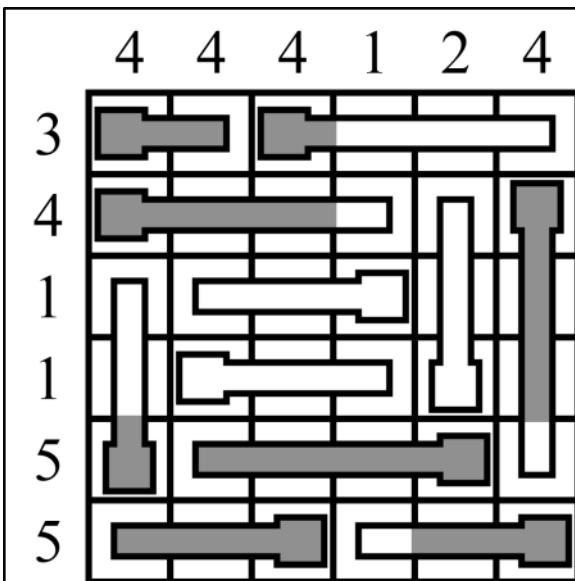
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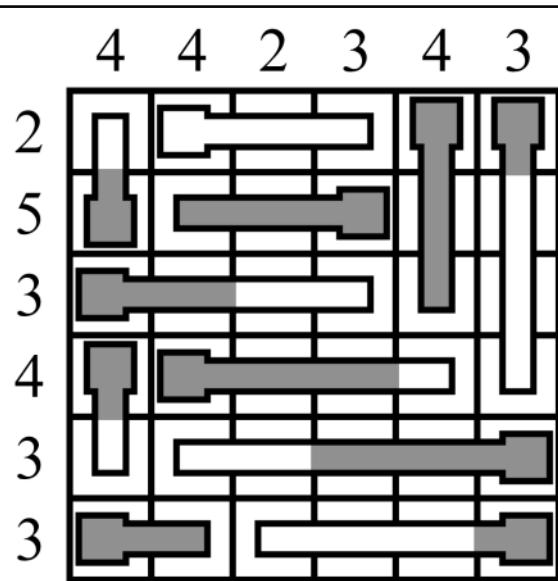
Chaud&Froid#6



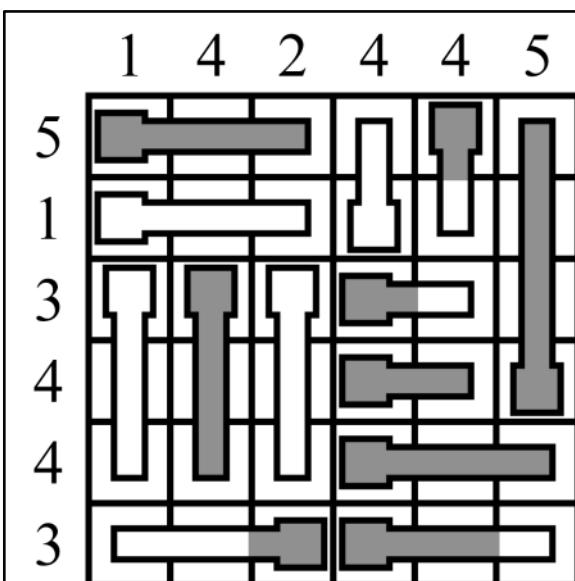
Chaud&Froid#7



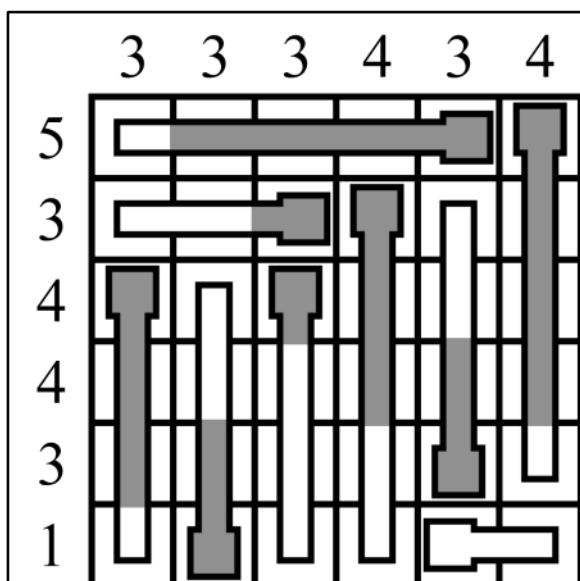
Chaud&Froid#8



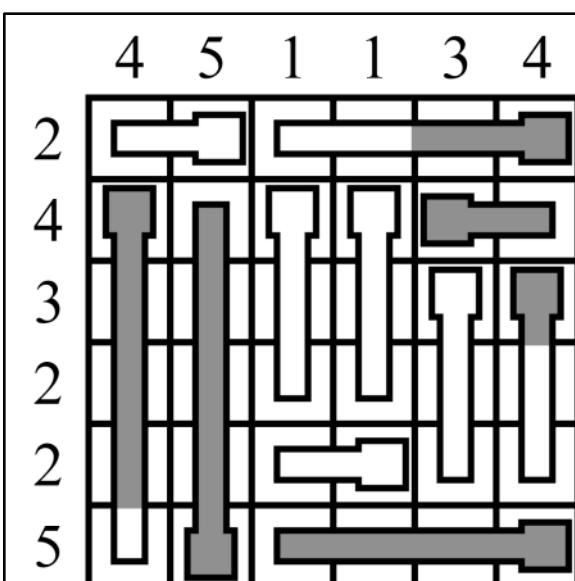
Chaud&Froid#9



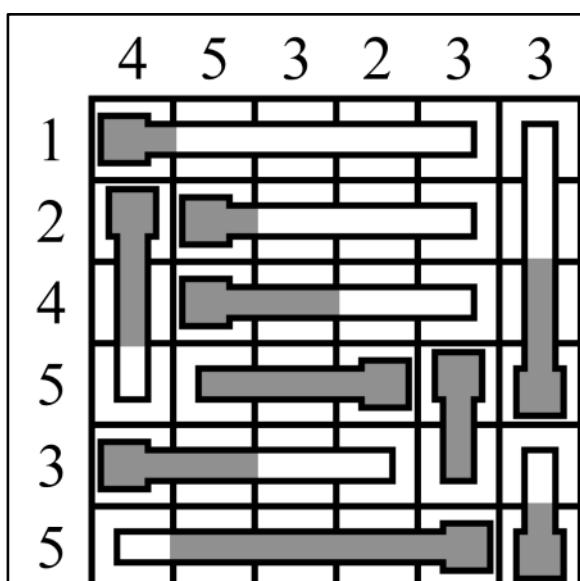
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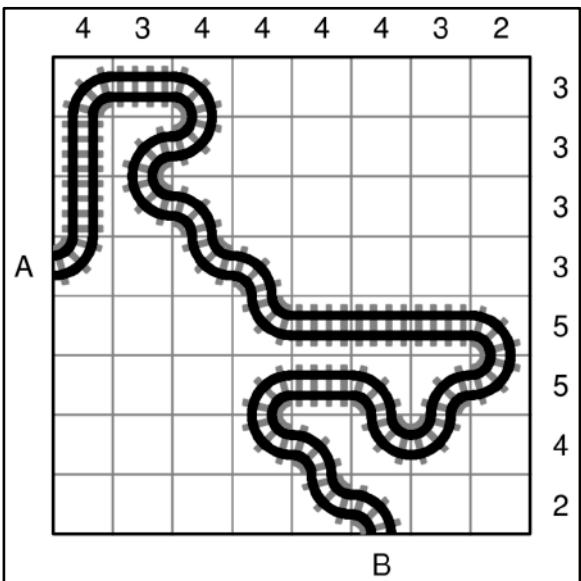
Chaud&Froid#11



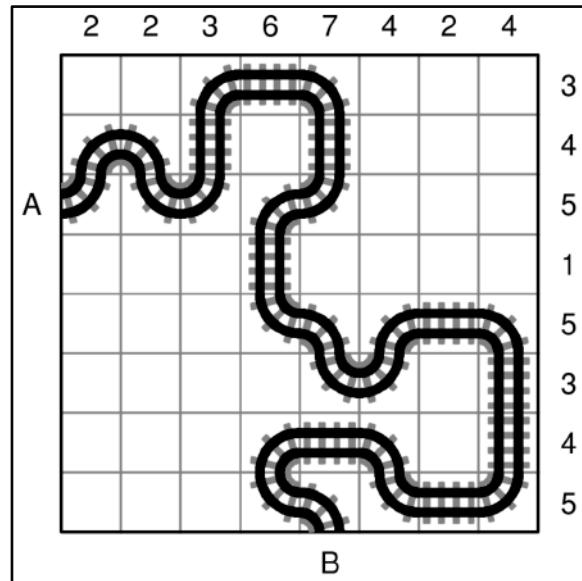
Chaud&Froid#12



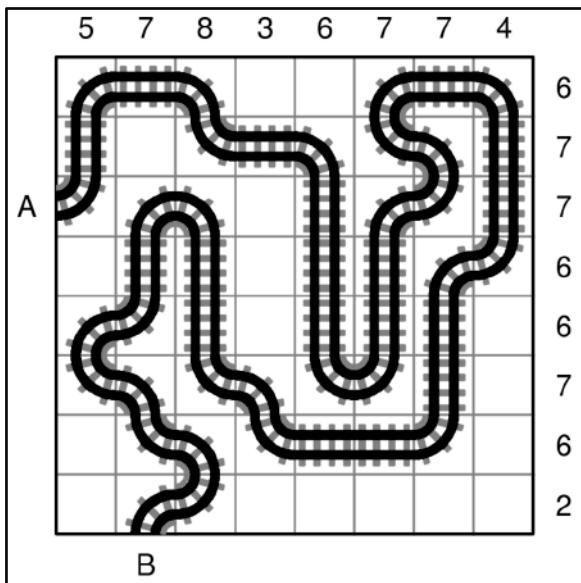
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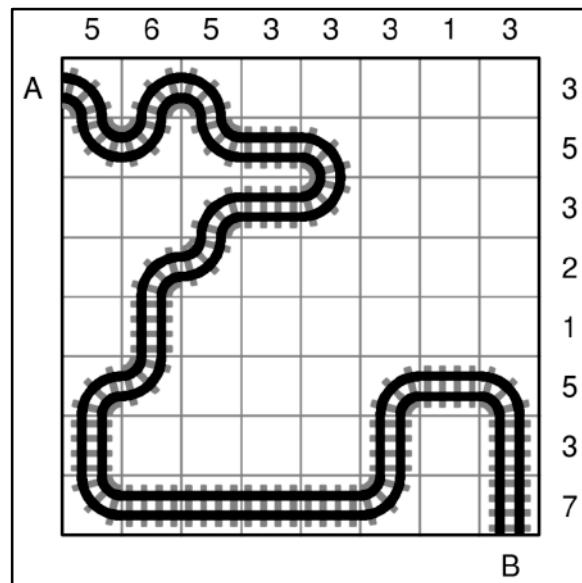
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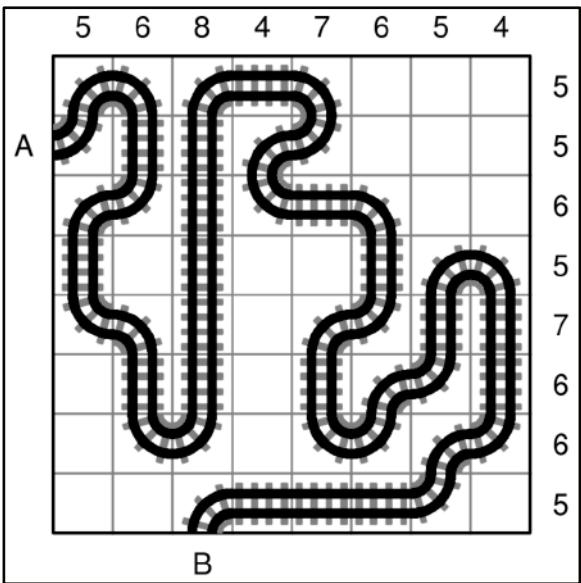
RailsEnigma#3



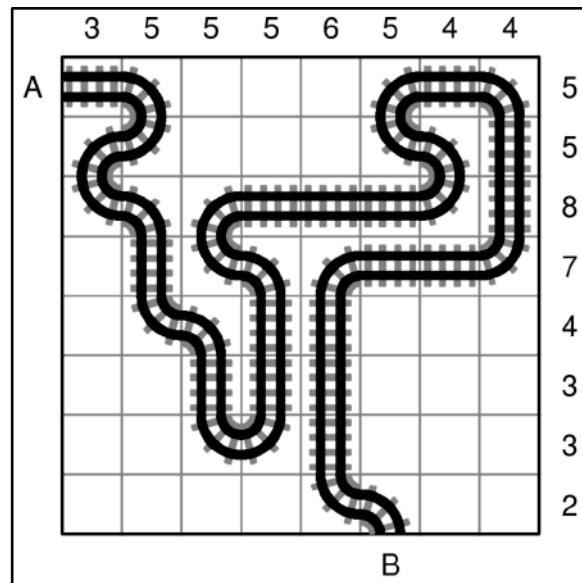
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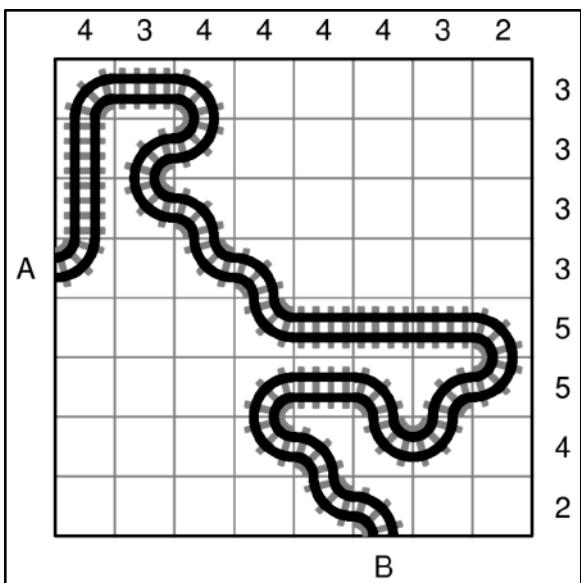
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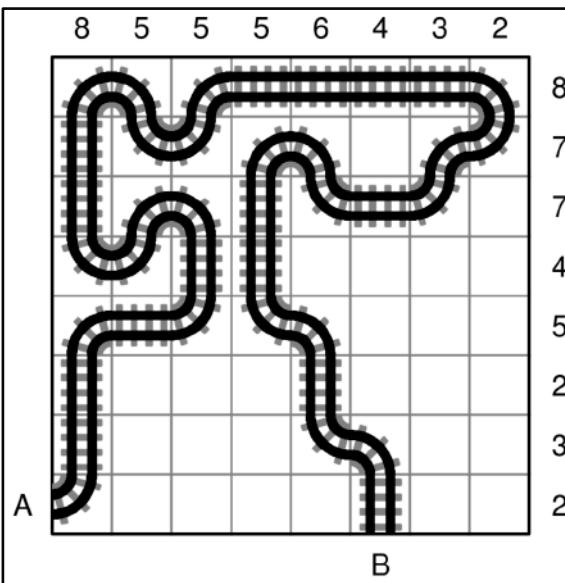
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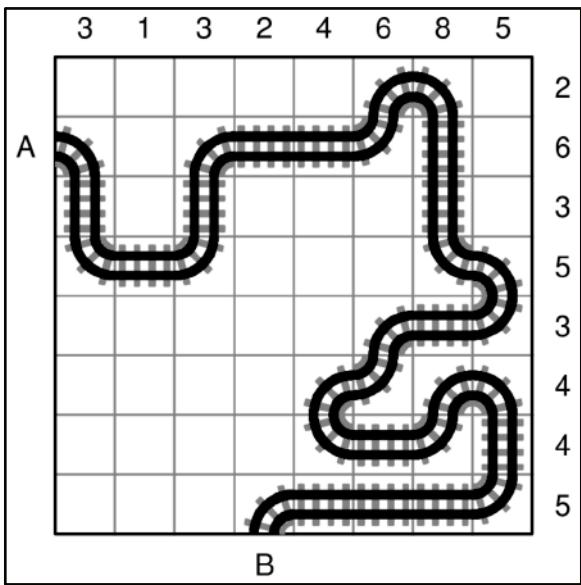
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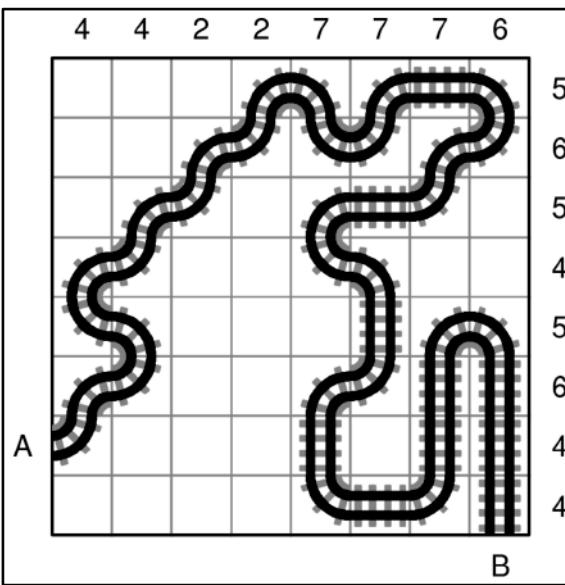
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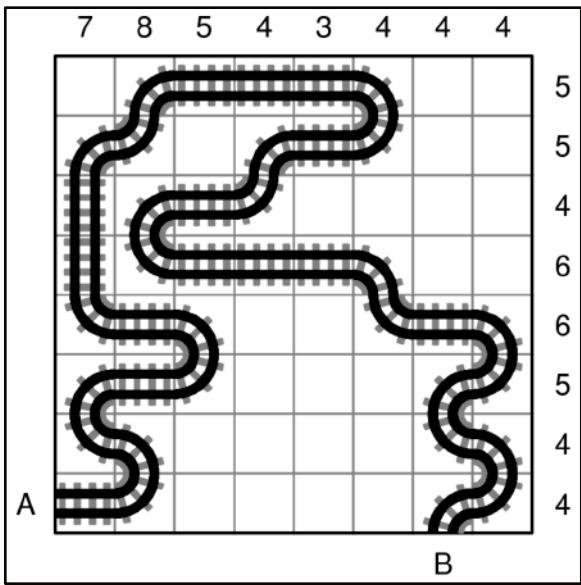
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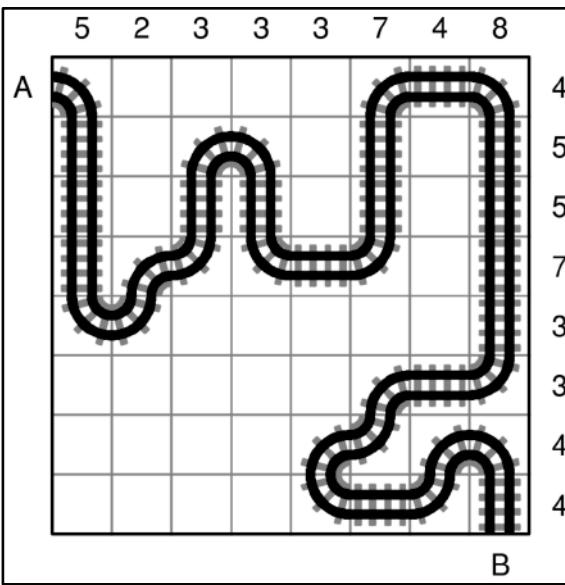
RailsEnigma#10



RailsEnigma#11

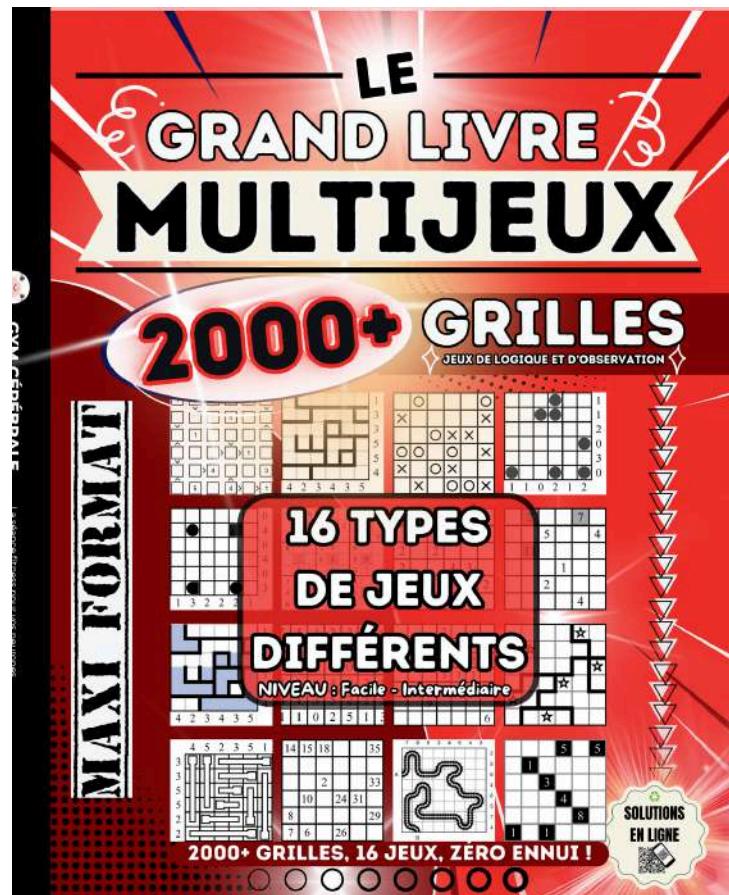


RailsEnigma#12



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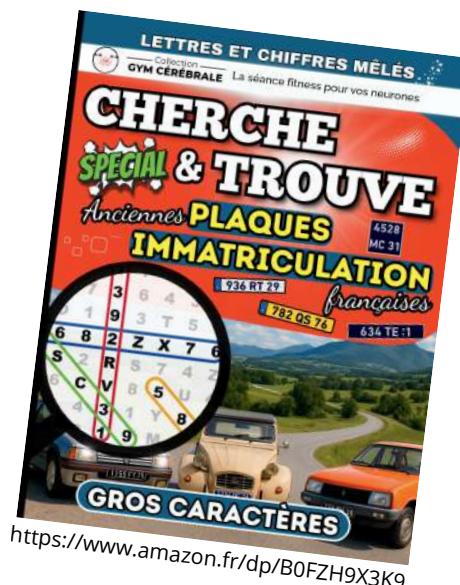
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