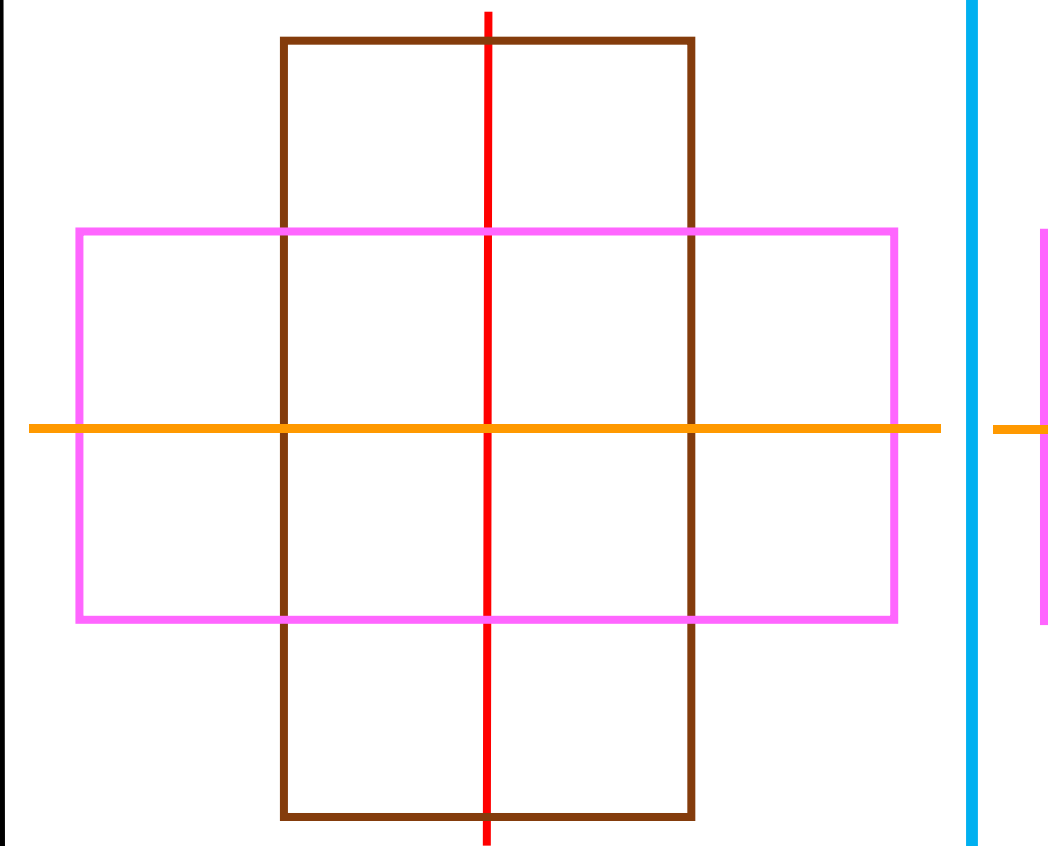
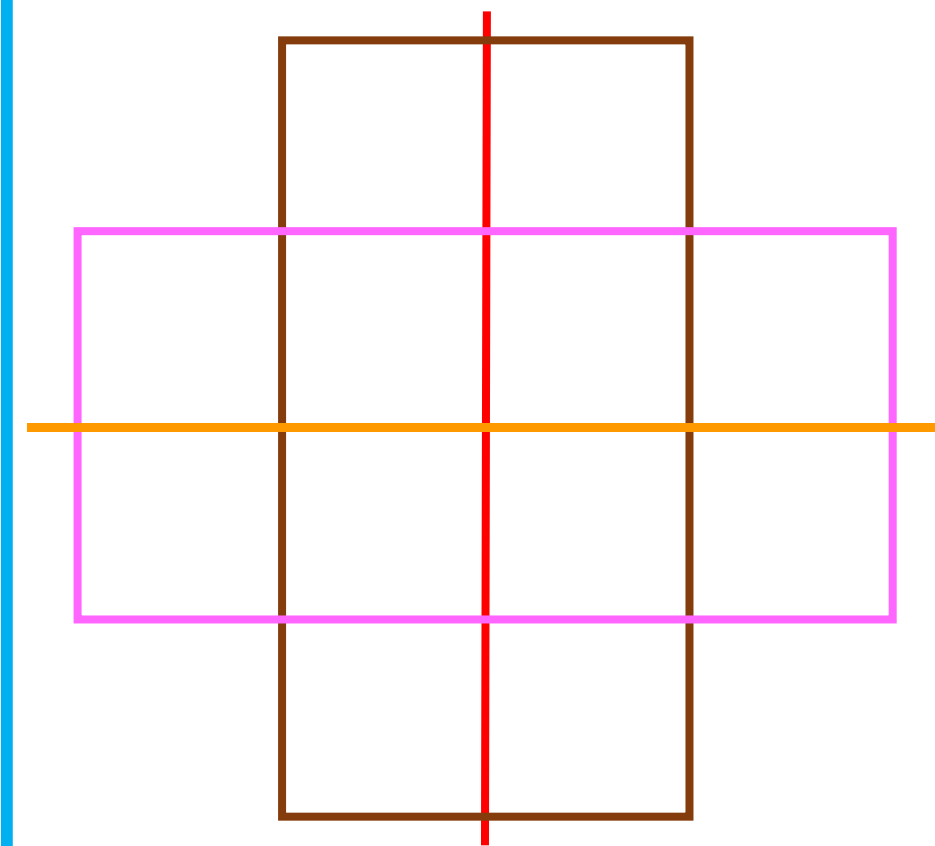
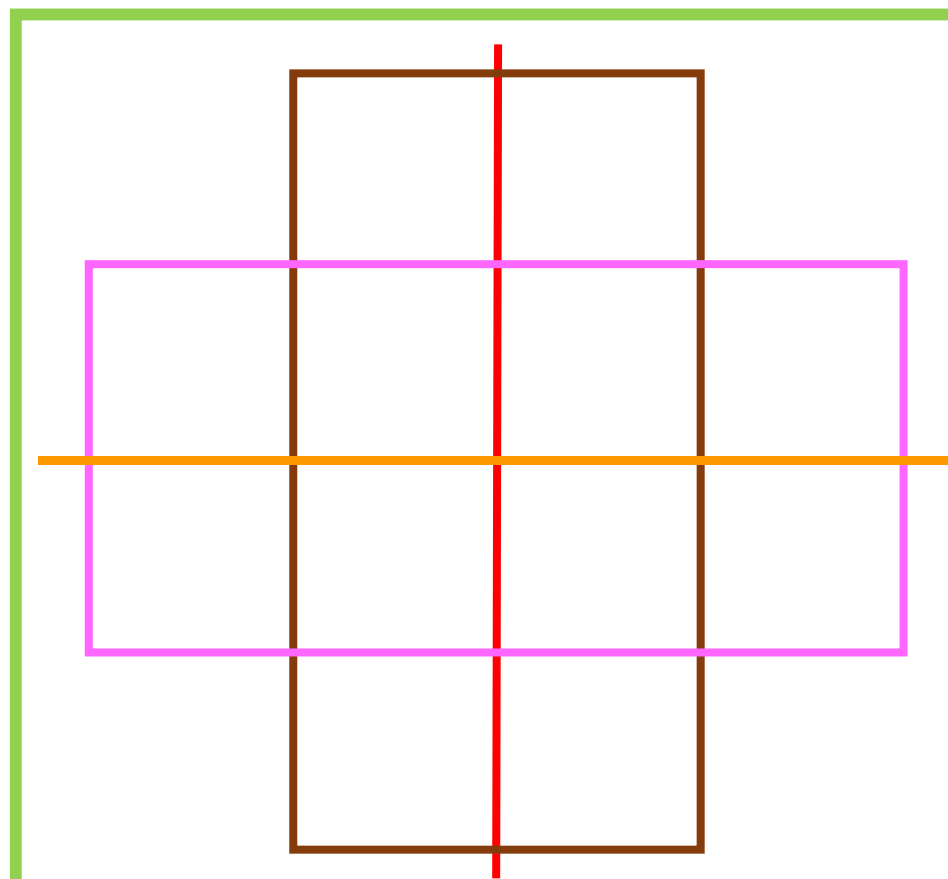
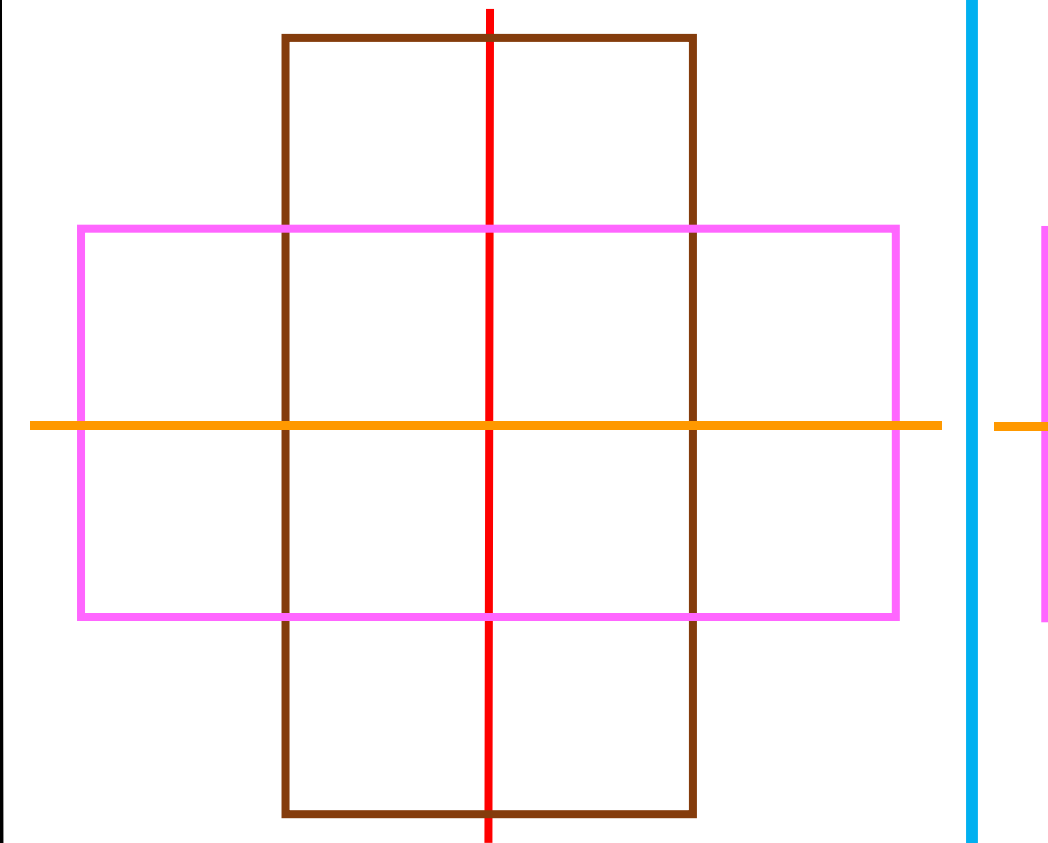
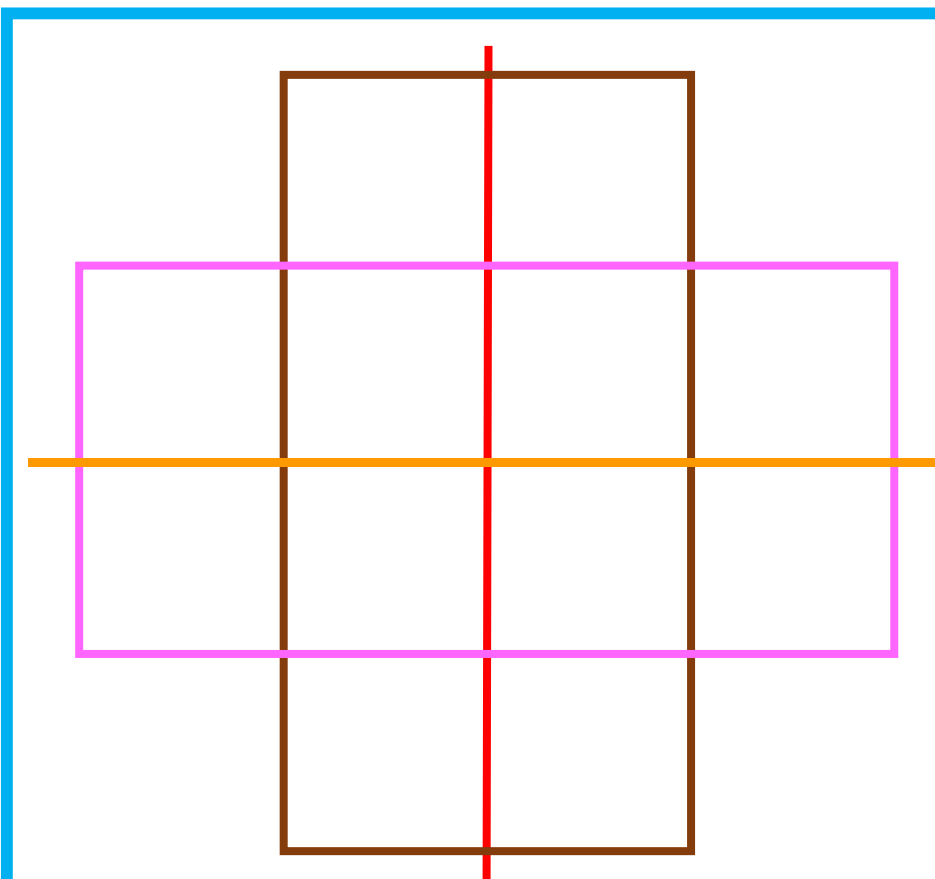
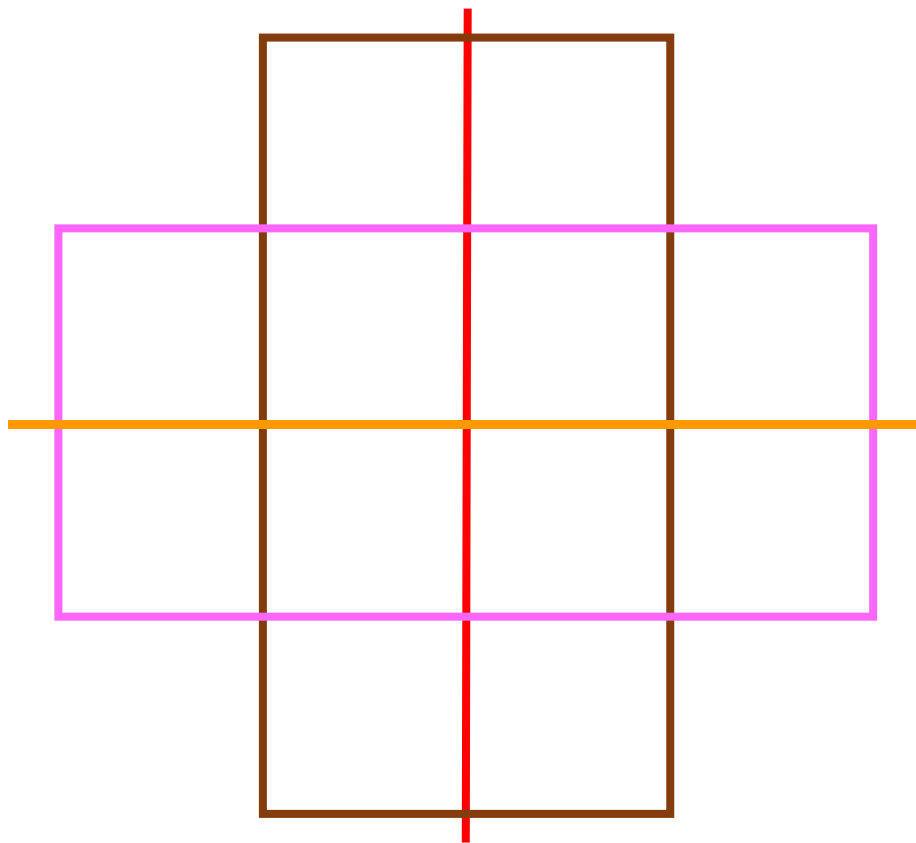
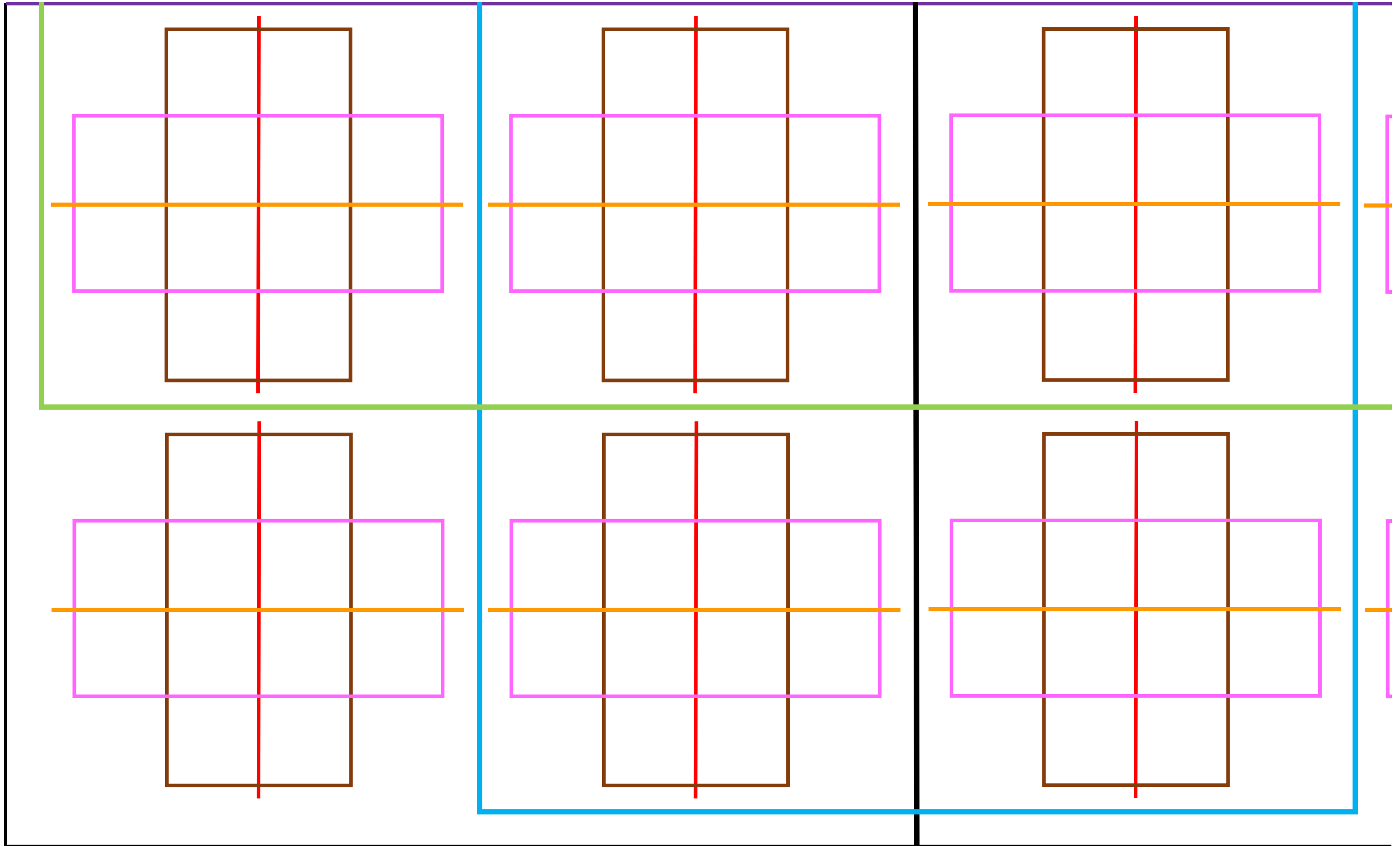
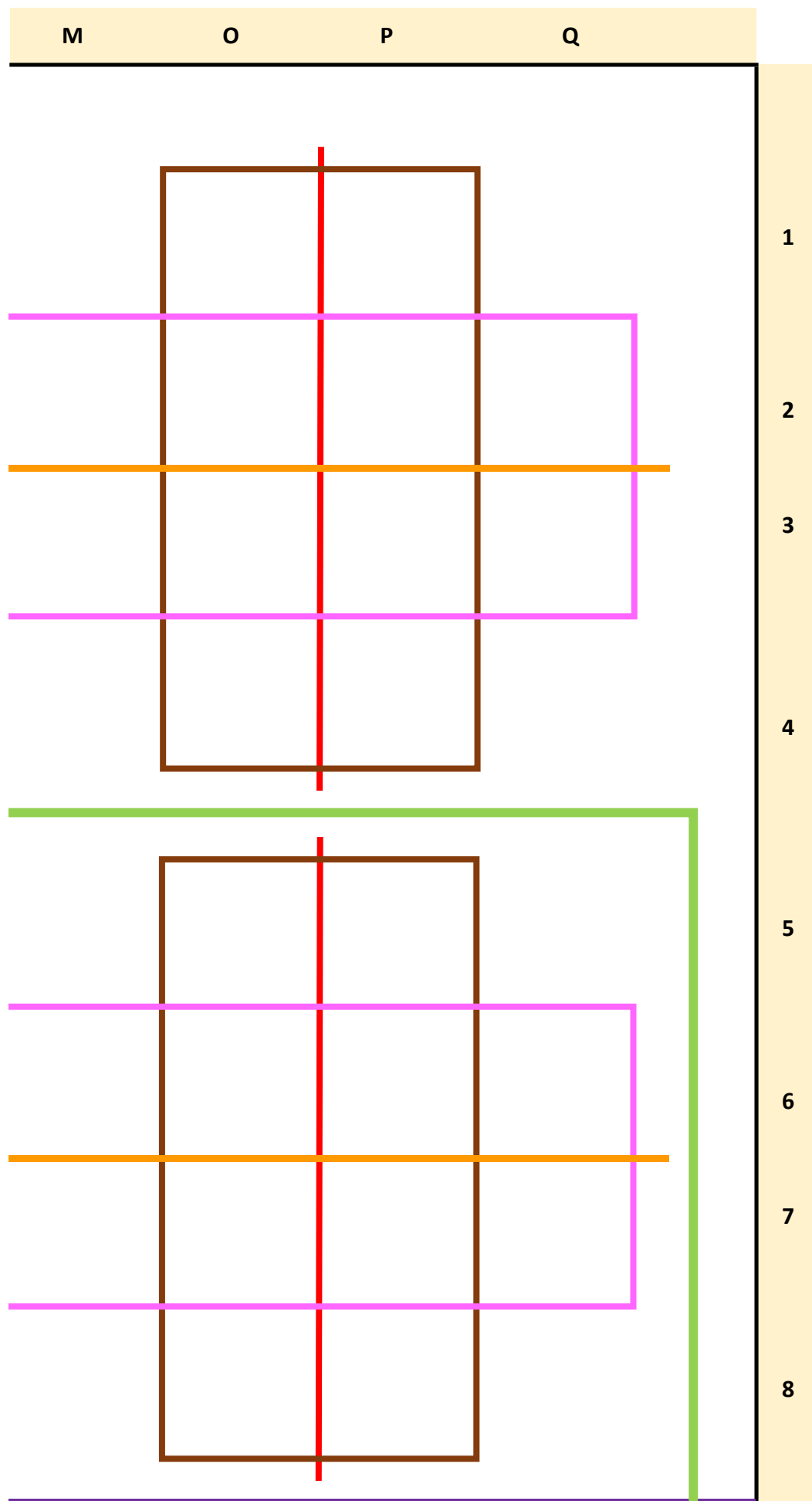


A B C D E F G H I J K L







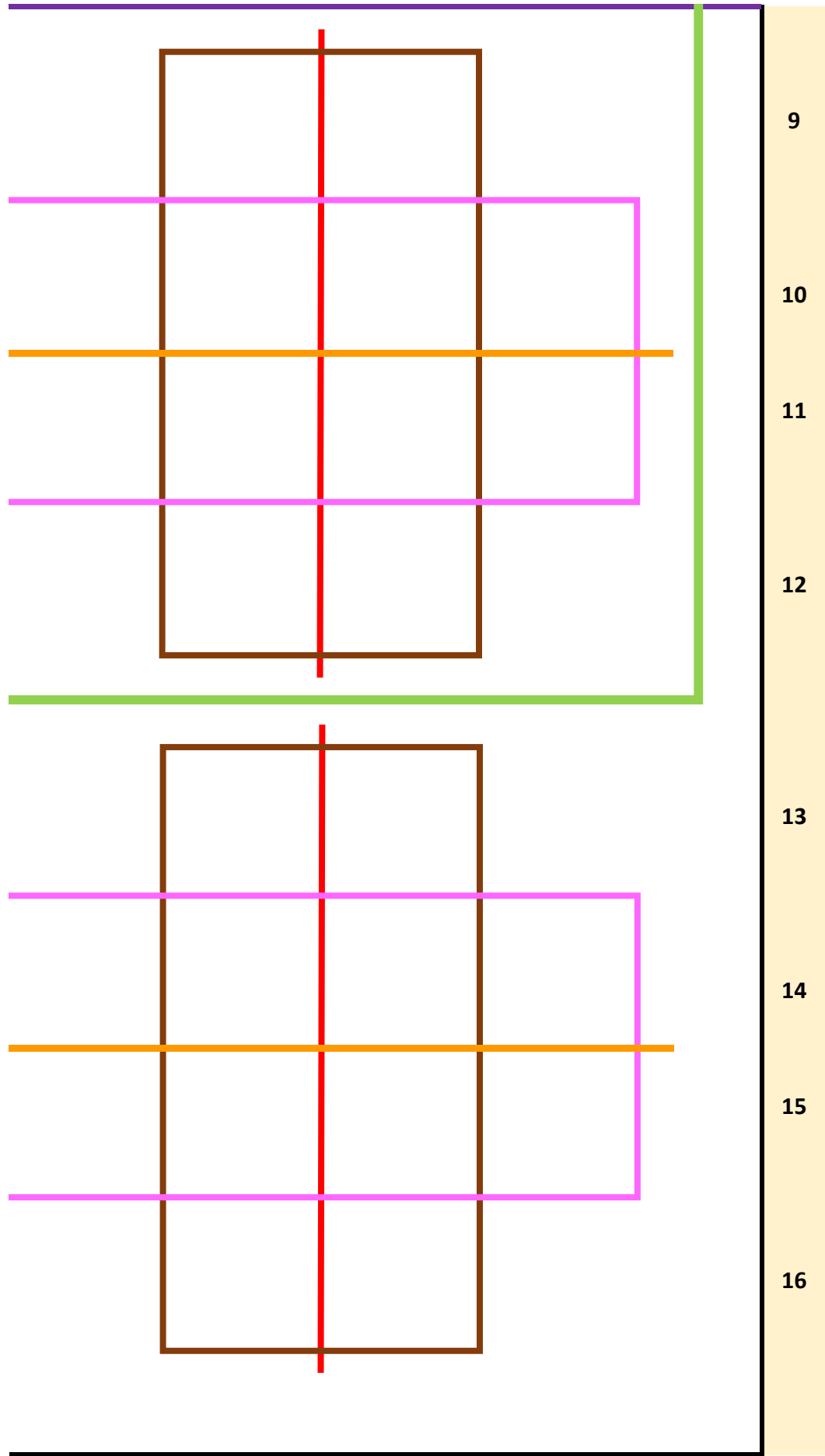
Les colons de l'espace à 8 dimensions

Valeur	Position
V1	●
-V1	●
V2	● —
-V2	— ●
V3	— ●
-V3	— ● ●
V4	— ●
-V4	— ● ●
V5	●
-V5	●
V6	● —
-V6	— ●
V7	— ●
-V7	— ● ●
V8	— ●
-V8	— ● ●

Tour	Spécificité
0	<i>Définition des variables</i>
1	<i>Pioche d'une carte challenge</i>
2	
3	<i>Pioche d'une carte challenge</i>
4	Fin des parties courtes
5	<i>Pioche d'une carte challenge</i>
6	Fin des parties standard
7	<i>Pioche d'une carte challenge</i>
8	Fin des parties longues

Principales étapes d'un tour	
1	Activation ou échange de cartes challenge
2	Réflexion et recherche
	Description argumentées des solutions
3	Placement des pions
	Décompte des points
4	Pioche d'une carte challenge

Principales contraintes (Vo)



Description des variables