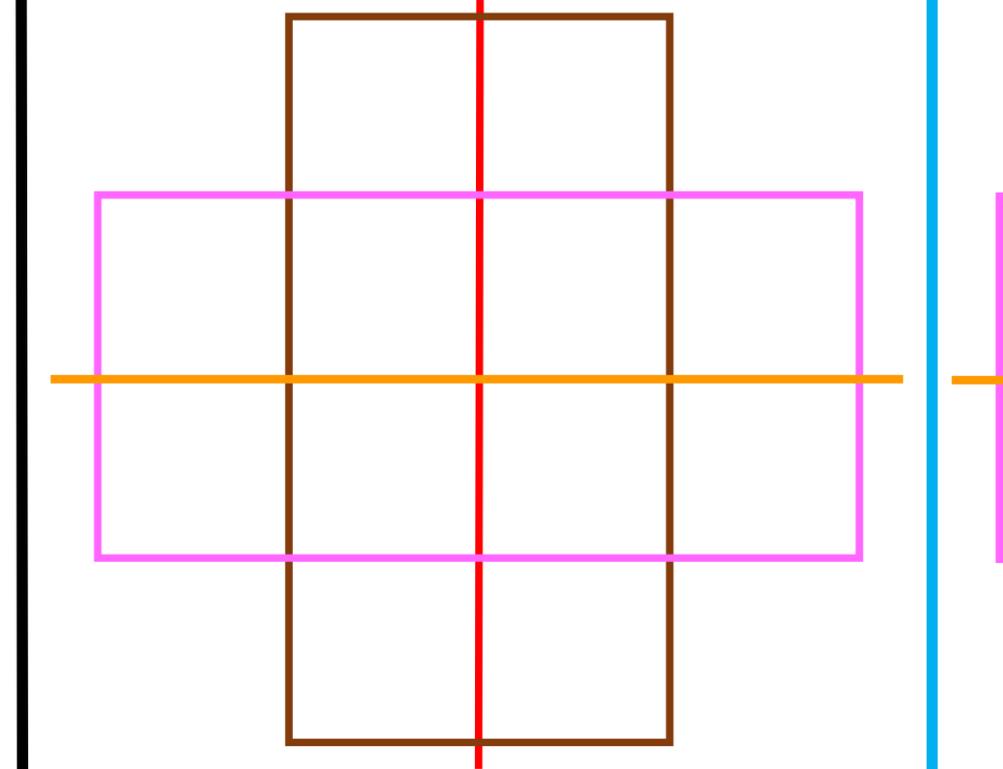
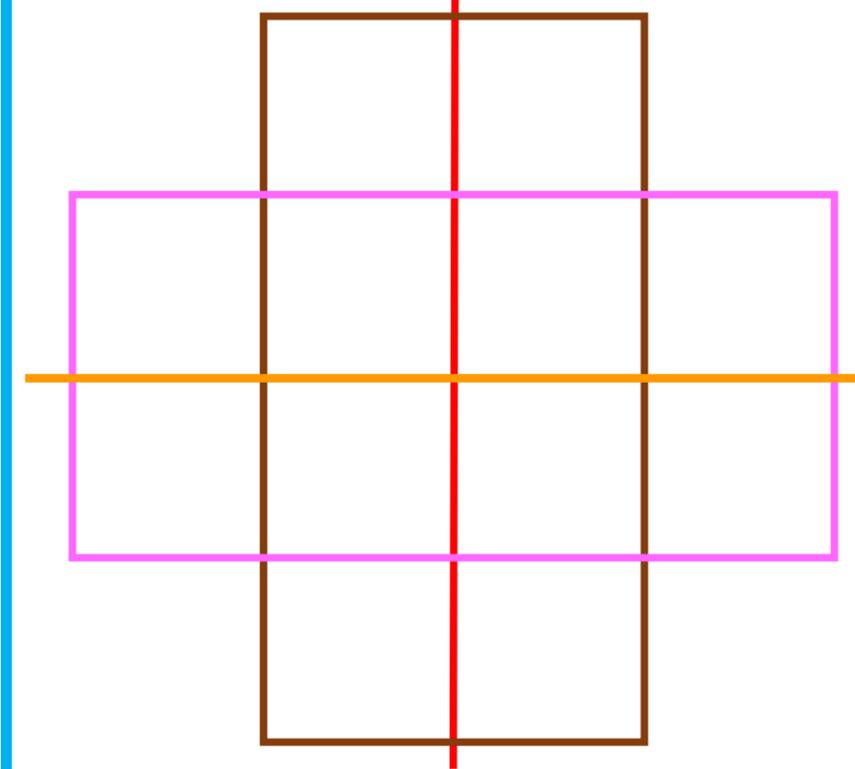
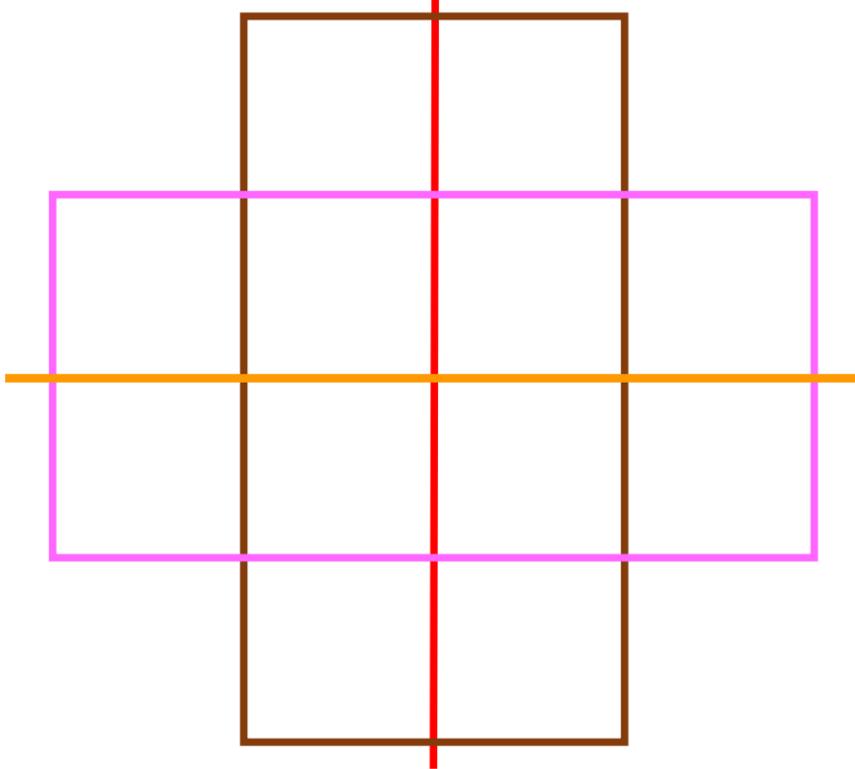
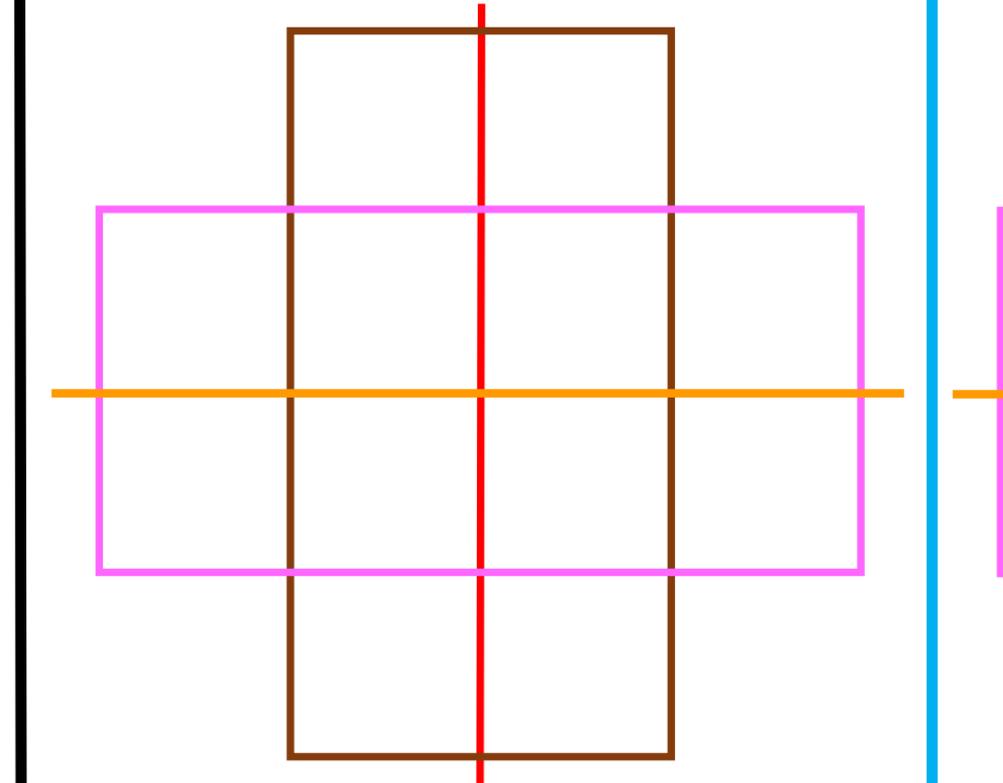
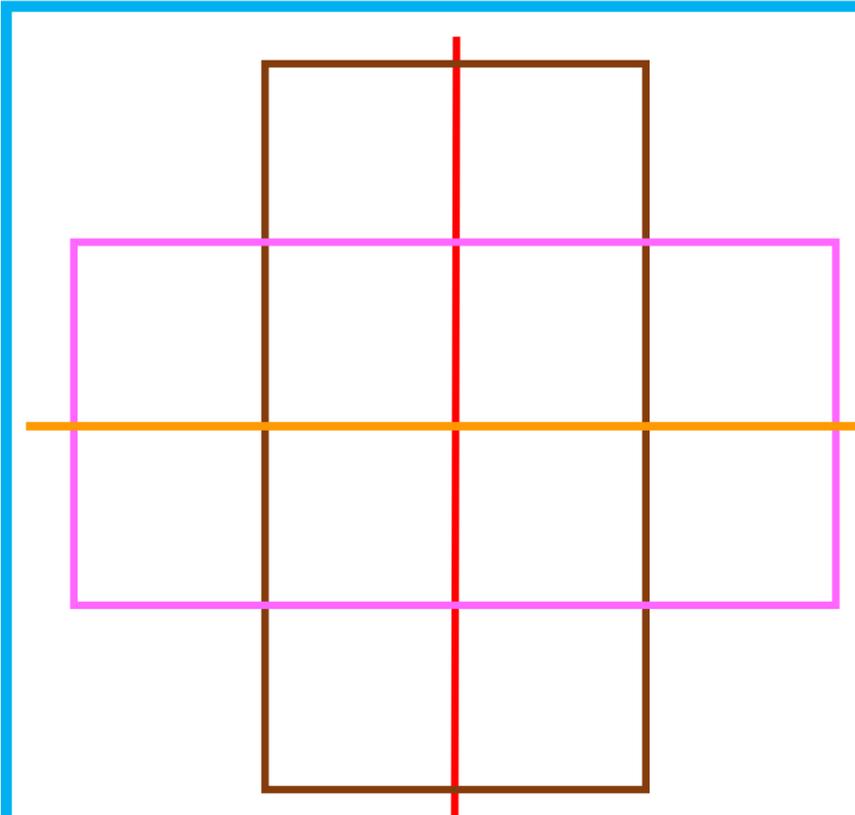
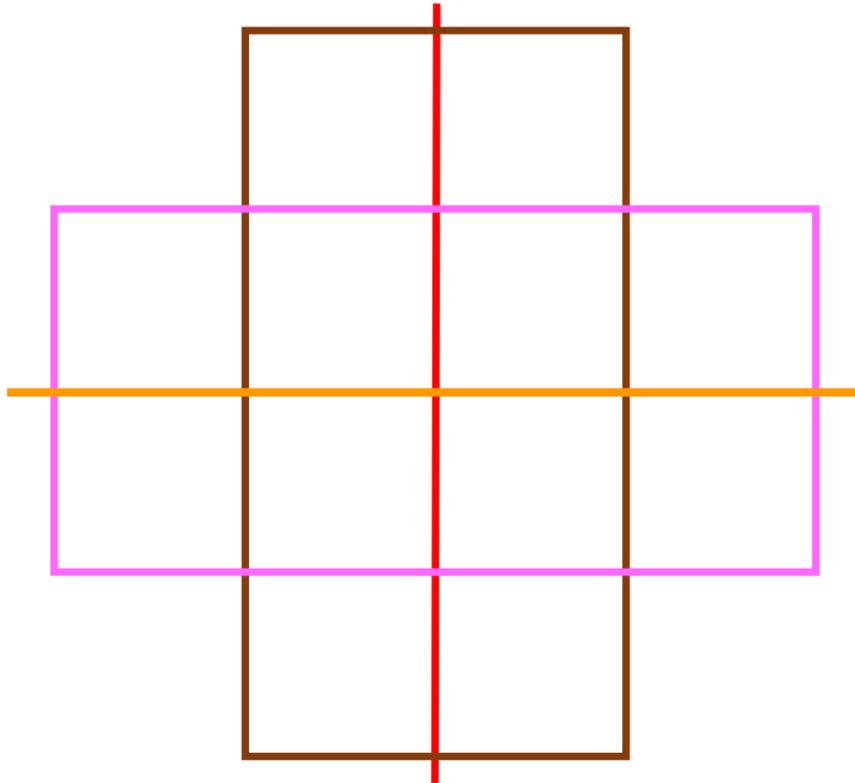
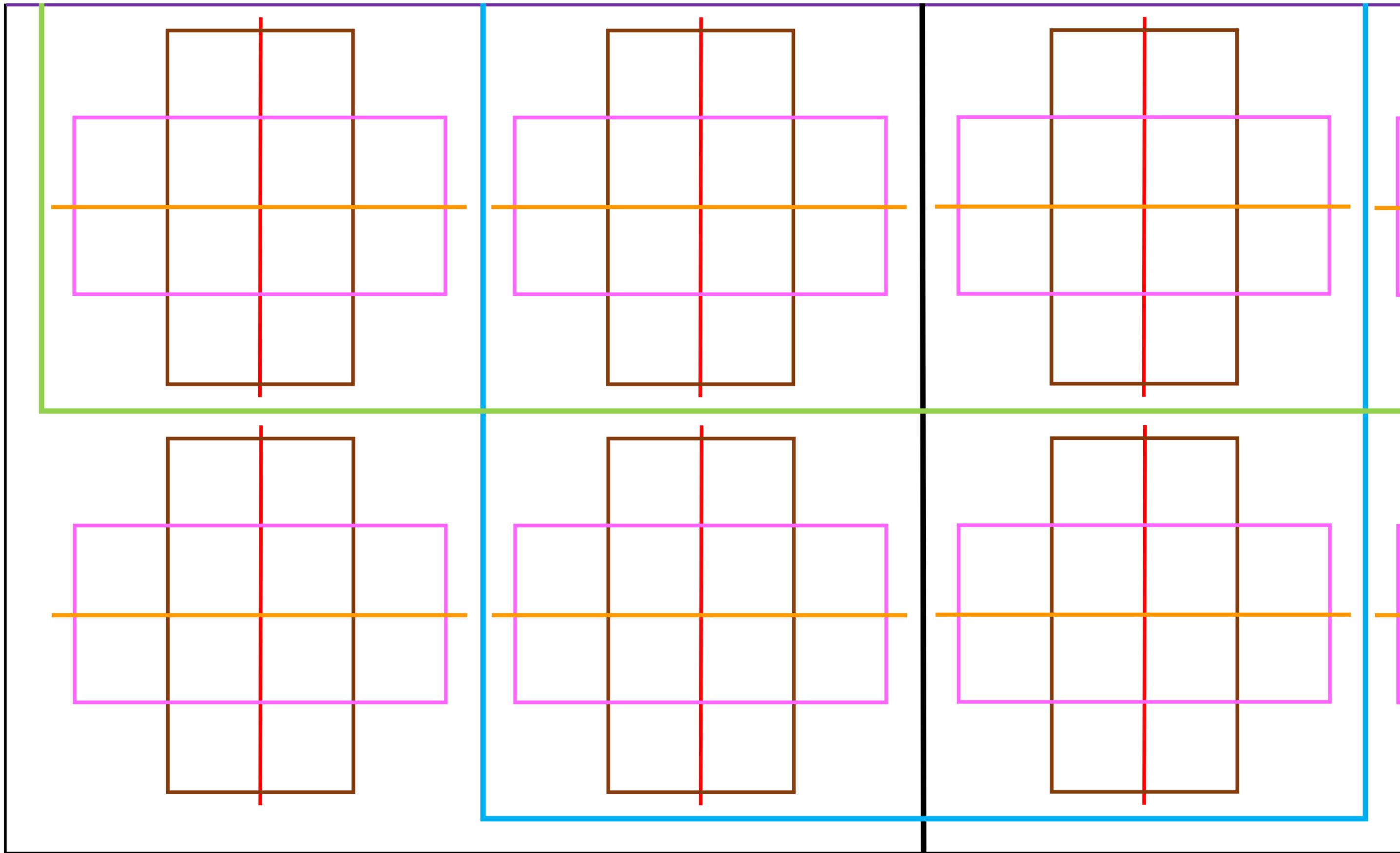
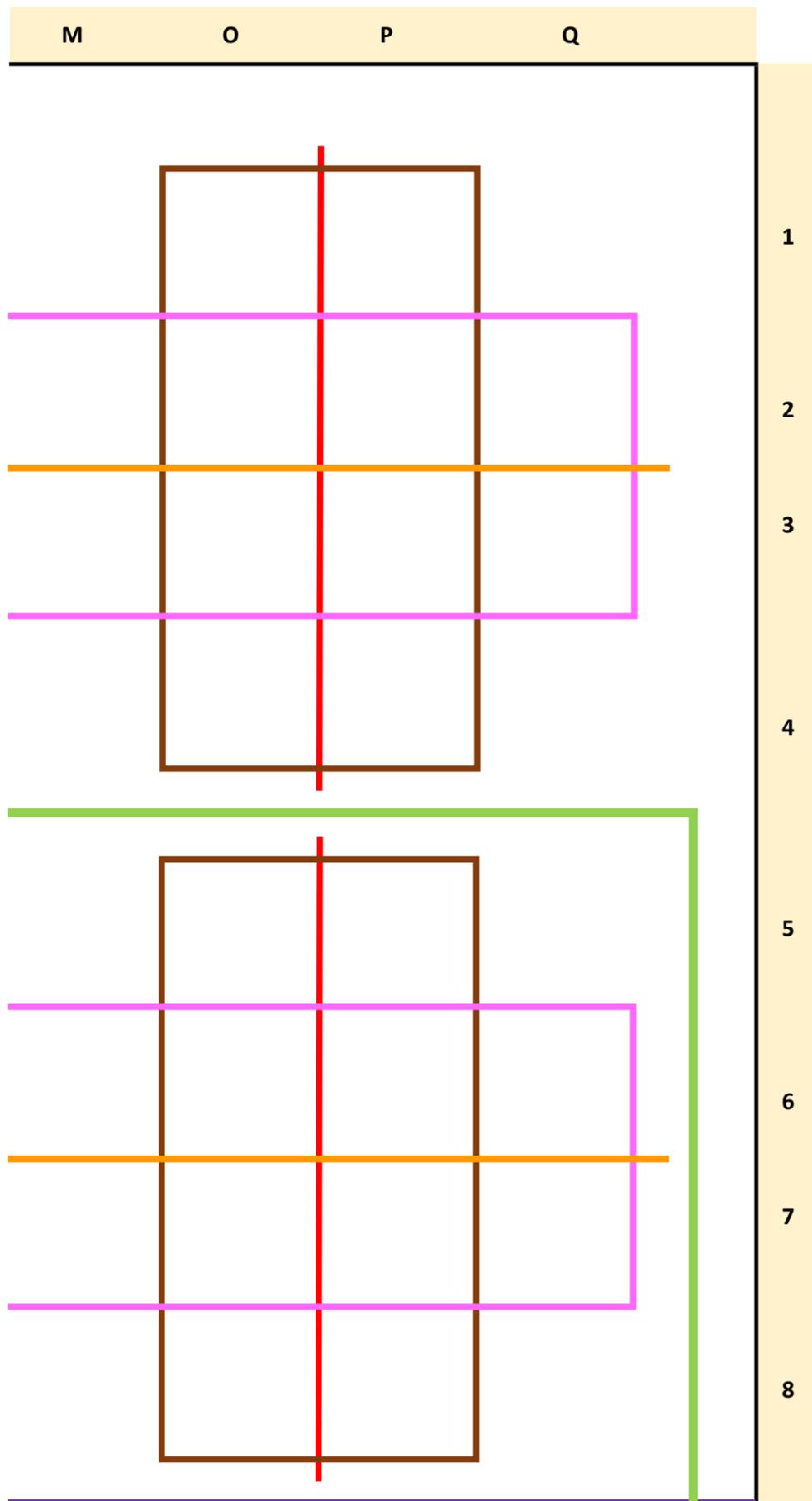


A B C D E F G H I J K L







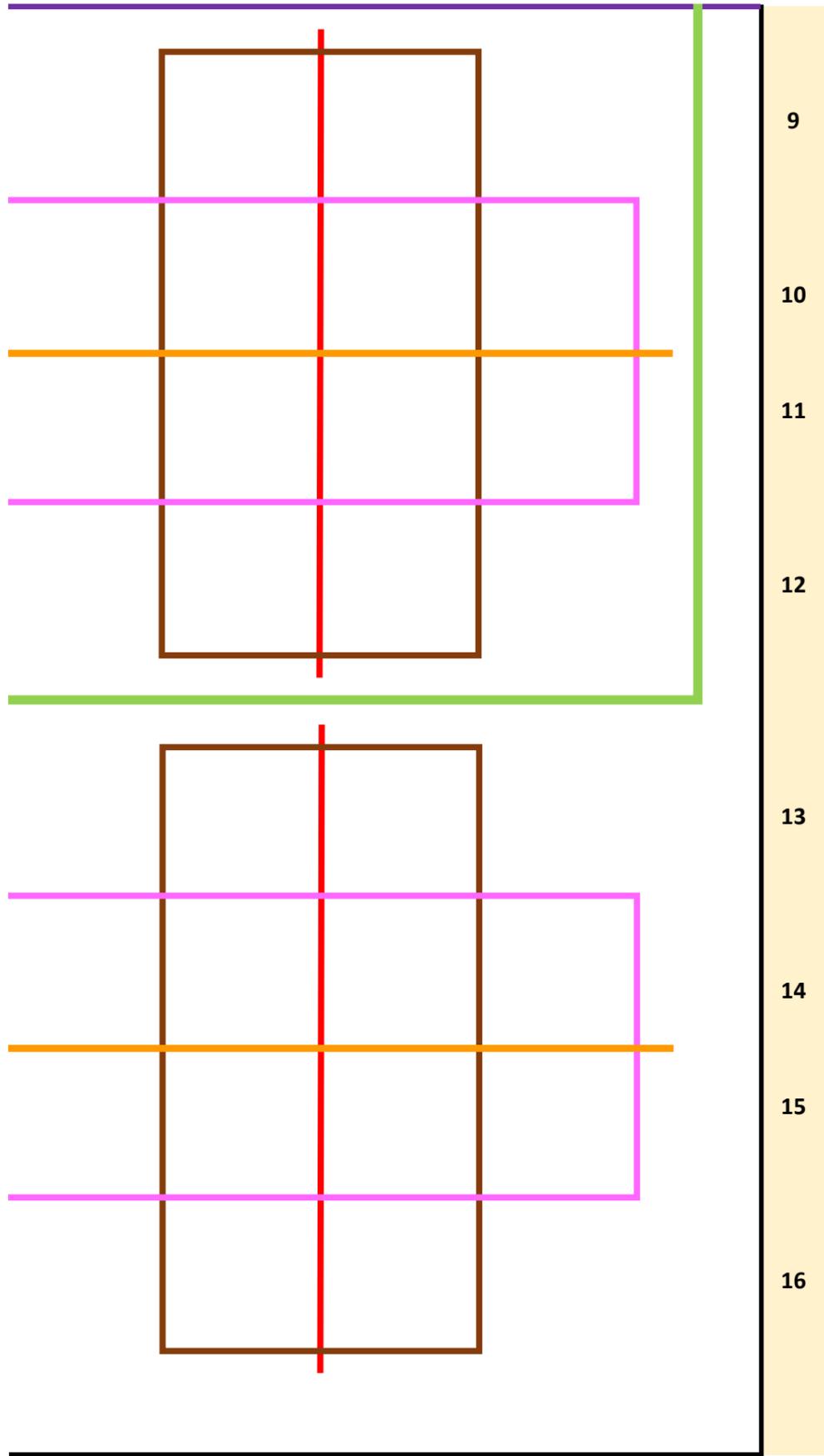
Les colons de l'espace à 8 dimensions

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)



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Description des variables