

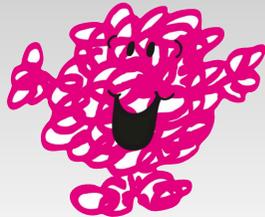
le

poilleux



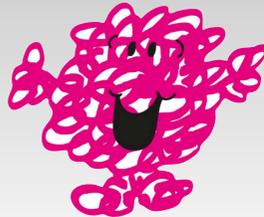
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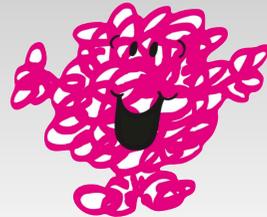
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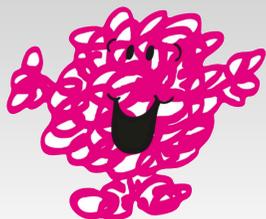
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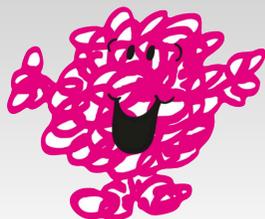
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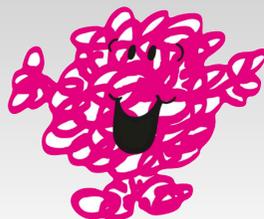
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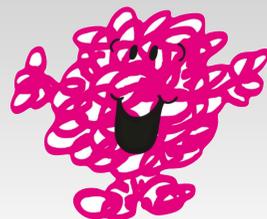
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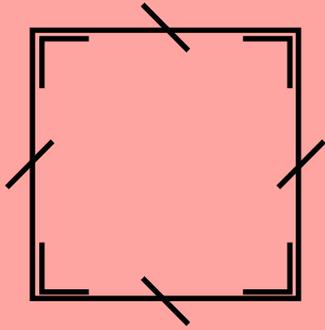
poilleux



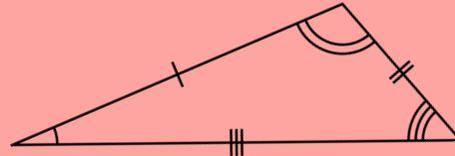
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poilleux

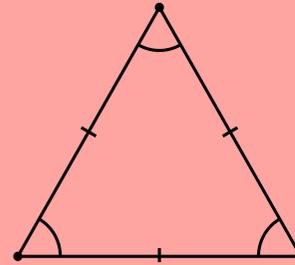




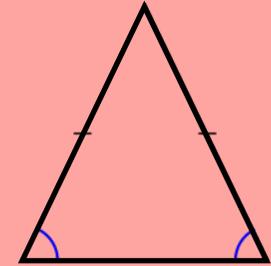
Un carré



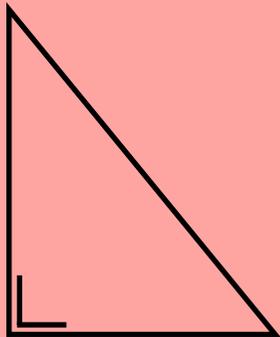
Un triangle scalène



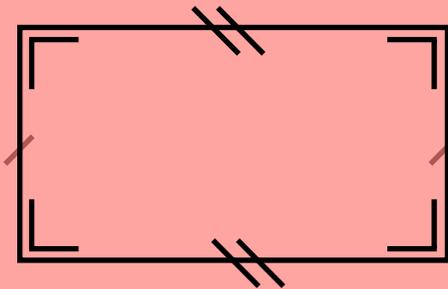
Un triangle équilatéral



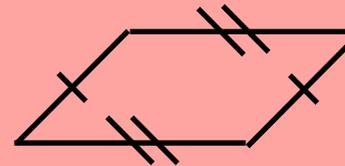
Un triangle isocèle



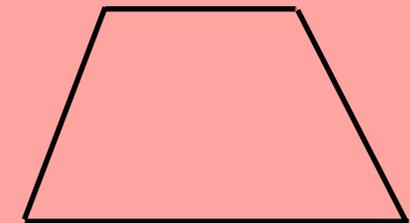
Un triangle rectangle



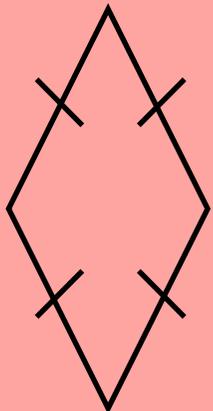
Un rectangle



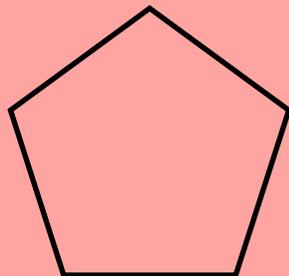
Un parallélogramme



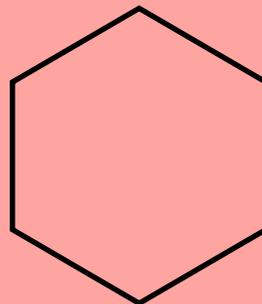
Un trapèze



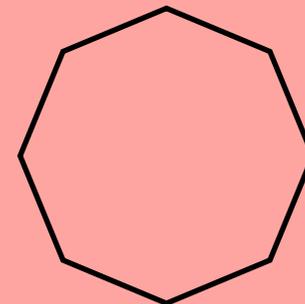
Un losange



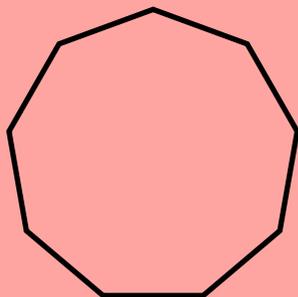
Un pentagone



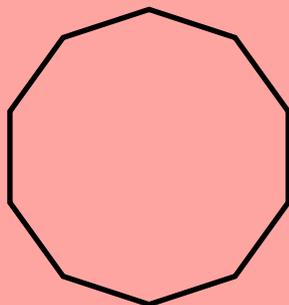
Un hexagone



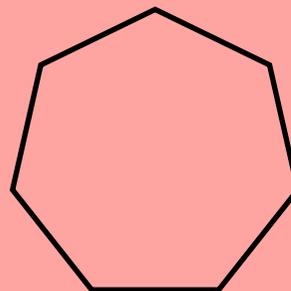
Un octogone



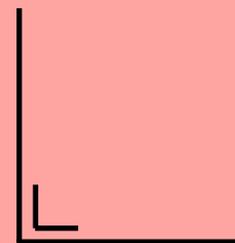
Un enneagone



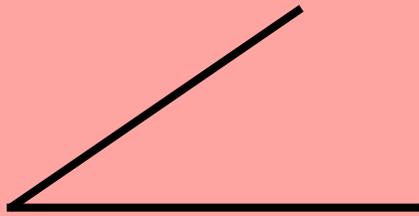
Un décagone



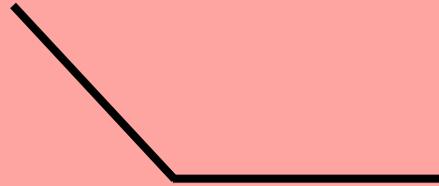
Un heptagone



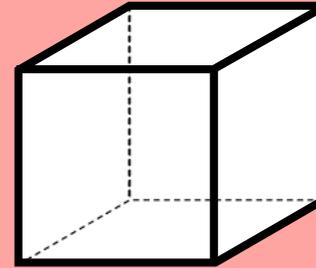
Un angle droit



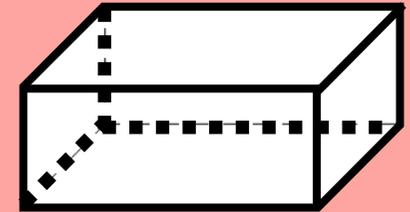
Un angle aigu



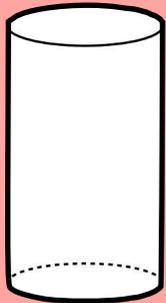
Un angle obtus



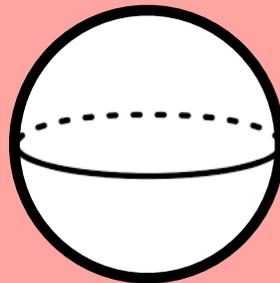
Un cube



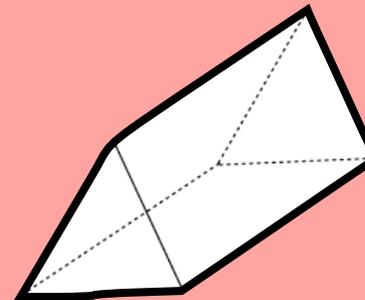
Un parallélépipède



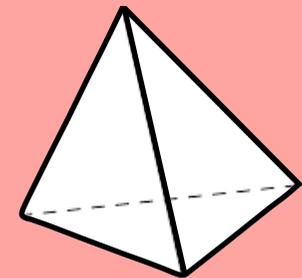
Un cylindre



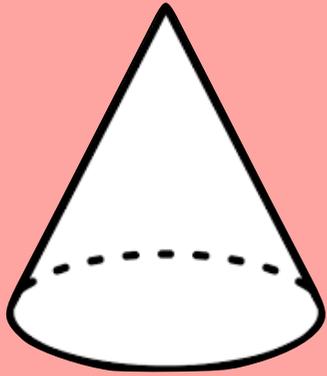
Une sphère



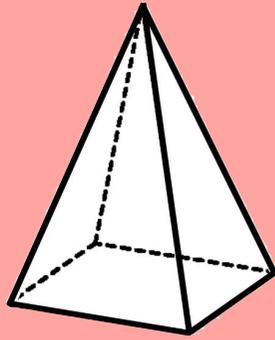
Un prisme à base triangulaire



Un tétraèdre



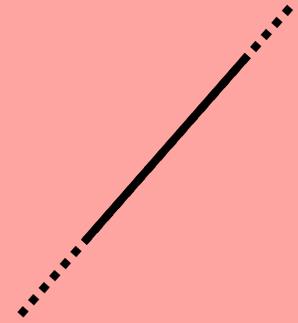
Un cône



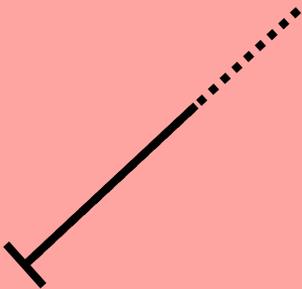
Une pyramide



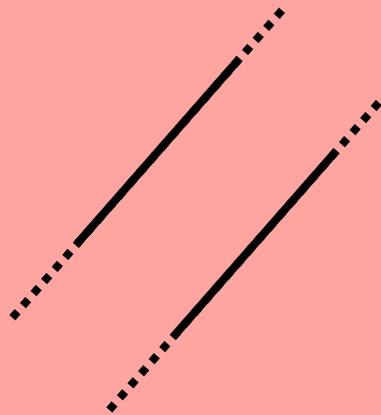
Un segment



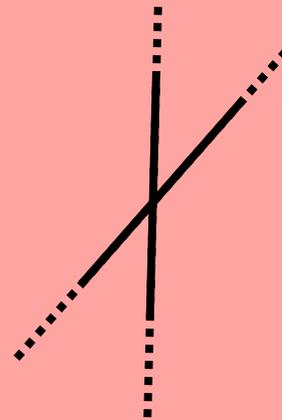
Une droite



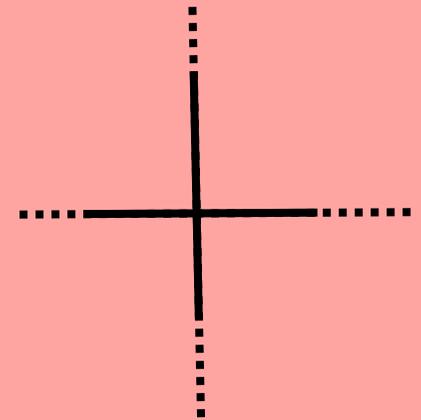
Une demi-droite



Deux droites parallèles



Deux droites sécantes



Deux droites perpendiculaires



Règles du Pouilleux

Mélangez bien les cartes (bleues et rouges).

Distribuez toutes les cartes aux joueurs.

Chaque joueur regarde les paires qu'il peut faire avec ses cartes en main.

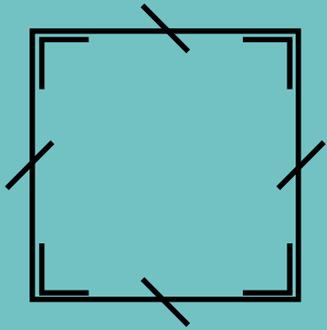
Puis un premier joueur pioche au hasard dans les cartes du joueur de gauche, sans la montrer aux autres joueurs :

- si la carte piochée lui permet de faire une paire avec une de ses cartes, il retire la paire de son jeu ;
- s'il ne peut pas faire une paire, il garde la carte piochée dans son jeu.

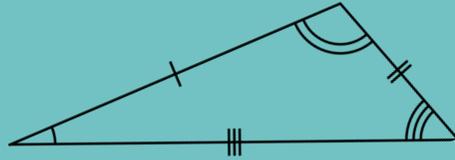
C'est ensuite au tour du joueur suivant et ainsi de suite, jusqu'à ce que toutes les paires soient formées.

L'un des joueurs aura alors encore une carte en main, le pouilleux (Monsieur Sale).

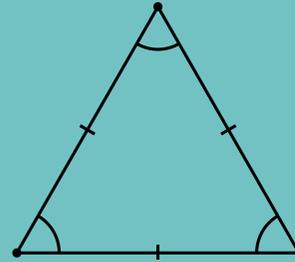
Il y aura donc plusieurs gagnants et un seul perdant, qui sera le pouilleux.



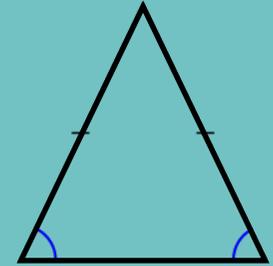
Un carré



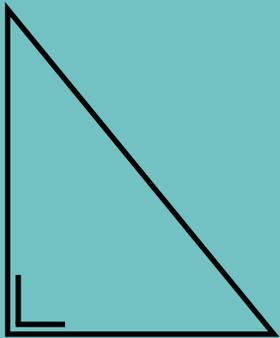
Un triangle scalène



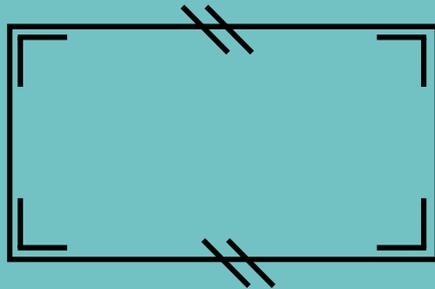
Un triangle équilatéral



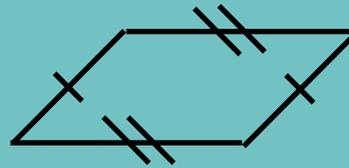
Un triangle isocèle



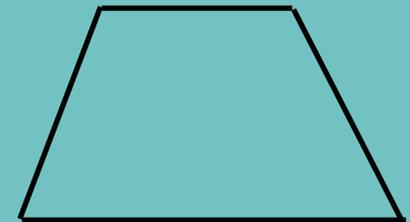
Un triangle rectangle



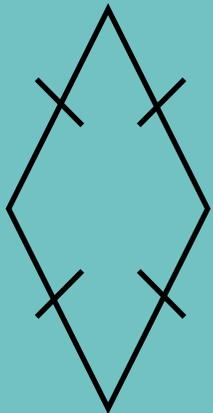
Un rectangle



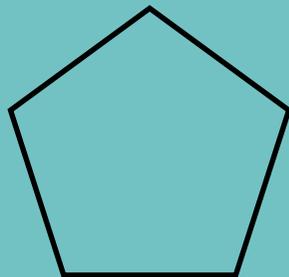
Un parallélogramme



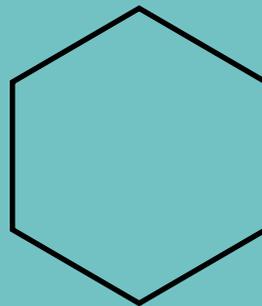
Un trapèze



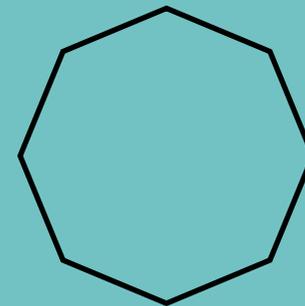
Un losange



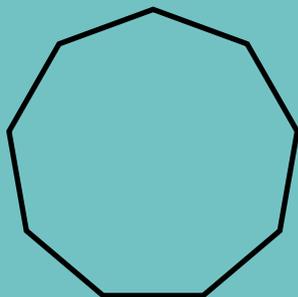
Un pentagone



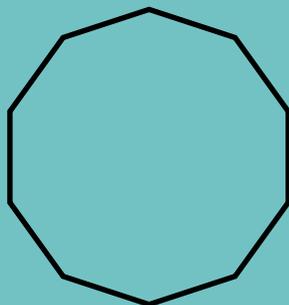
Un hexagone



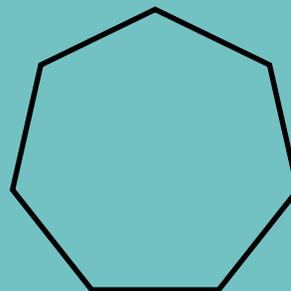
Un octogone



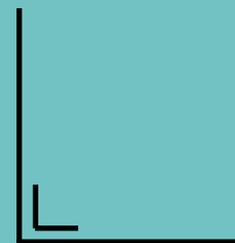
Un enneágone



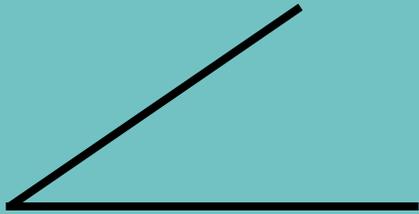
Un décagone



Un heptagone



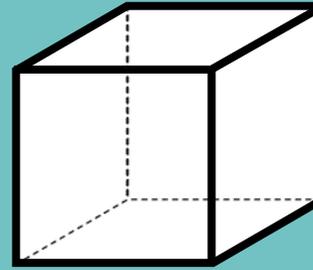
Un angle droit



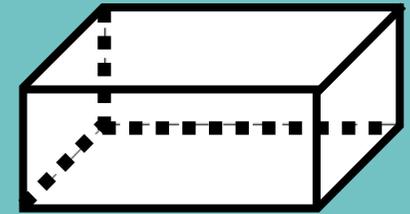
Un angle aigu



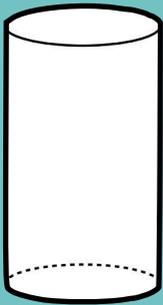
Un angle obtus



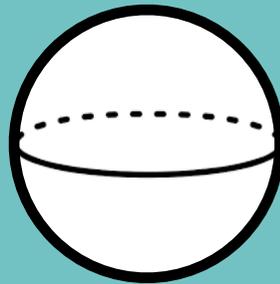
Un cube



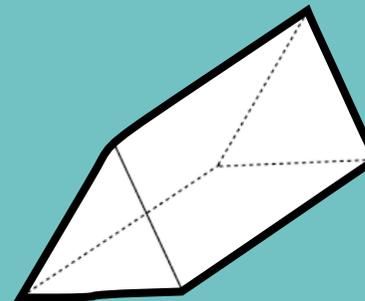
Un parallélépipède



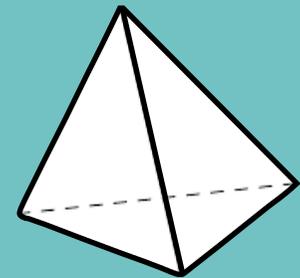
Un cylindre



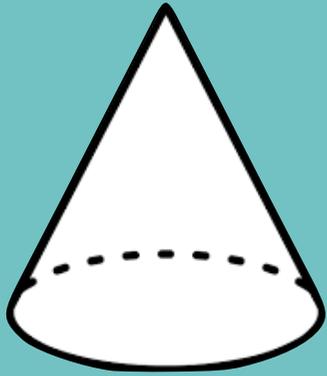
Une sphère



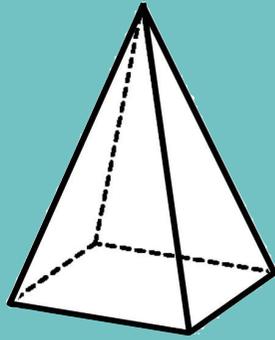
Un prisme à base triangulaire



Un tétraèdre



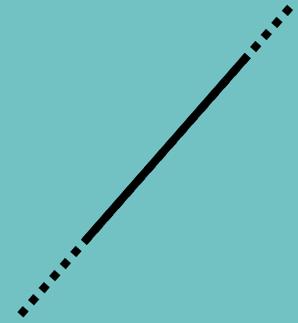
Un cône



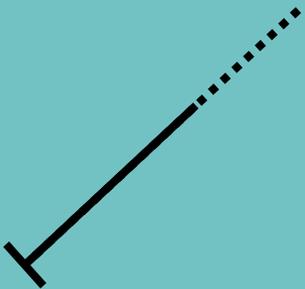
Une pyramide



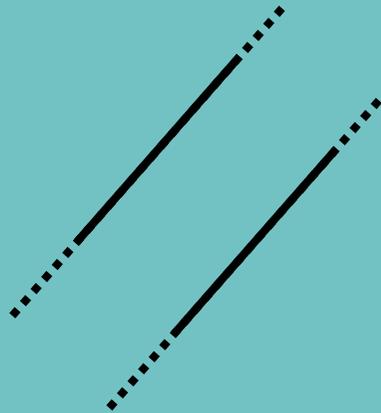
Un segment



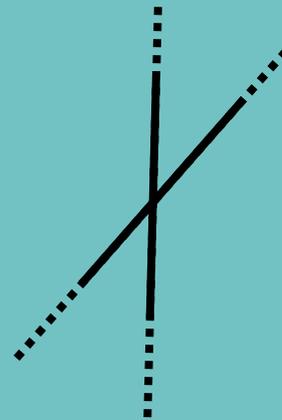
Une droite



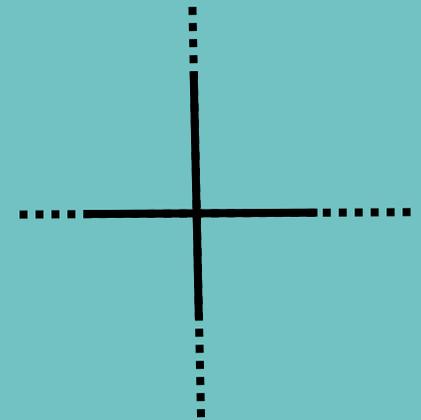
Une demi-droite



Deux droites parallèles



Deux droites sécantes



Deux droites perpendiculaires