

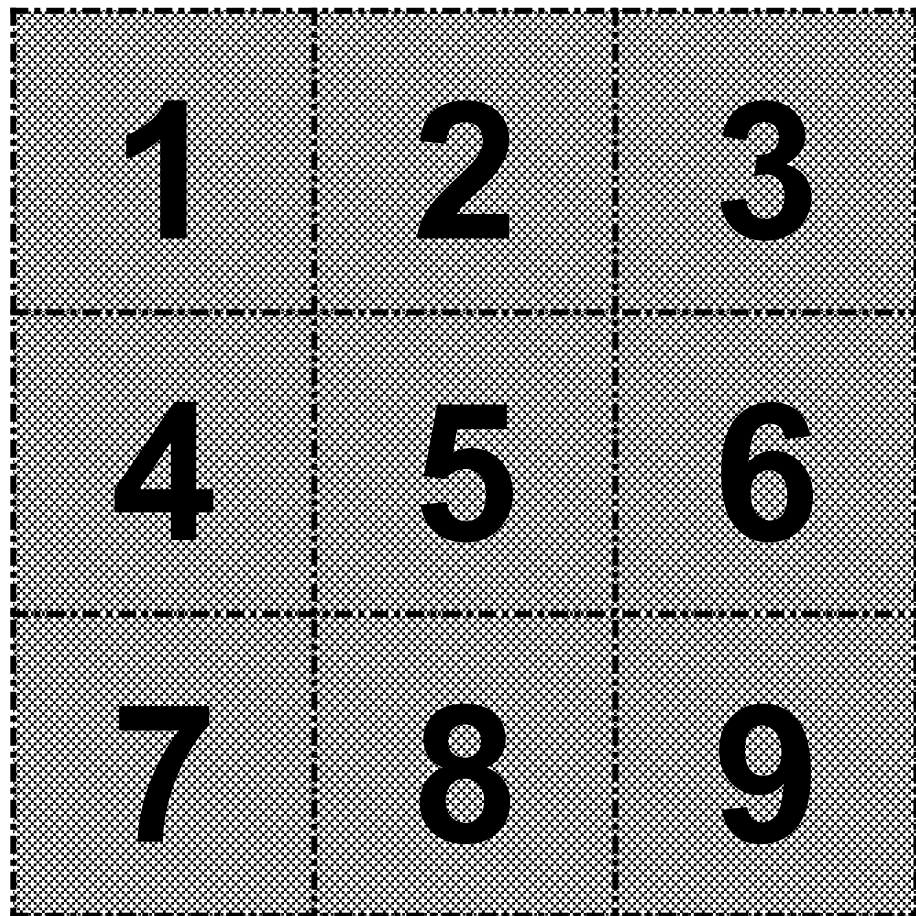
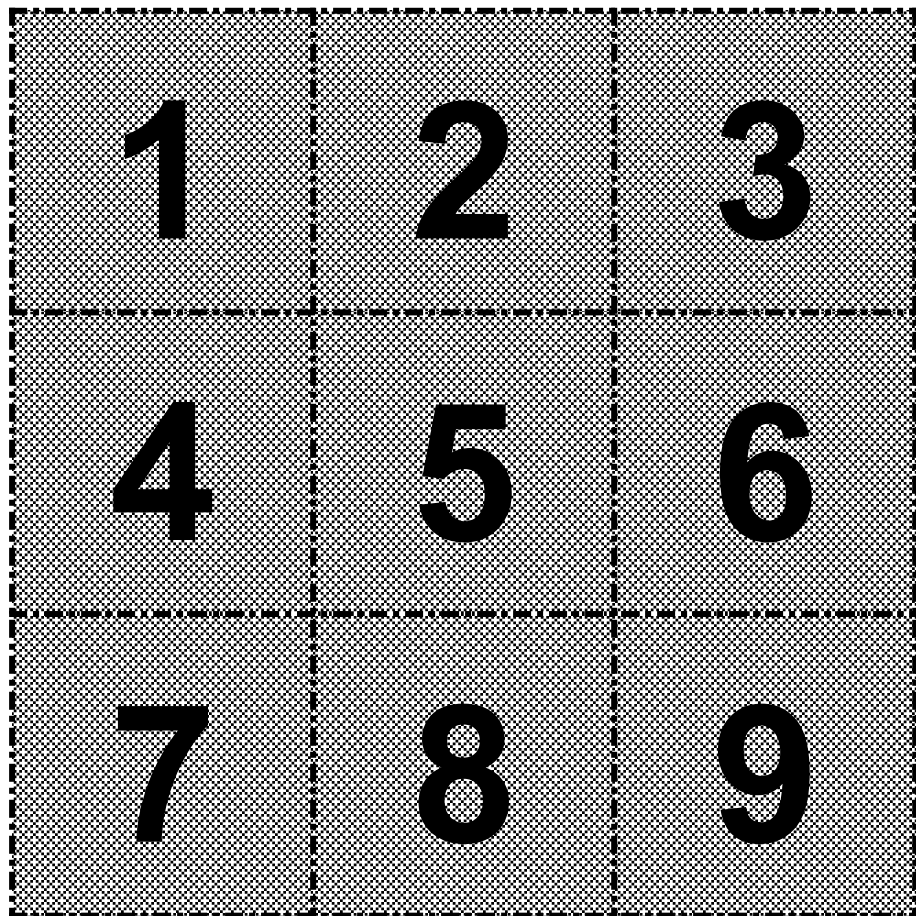
Le nombre mystère

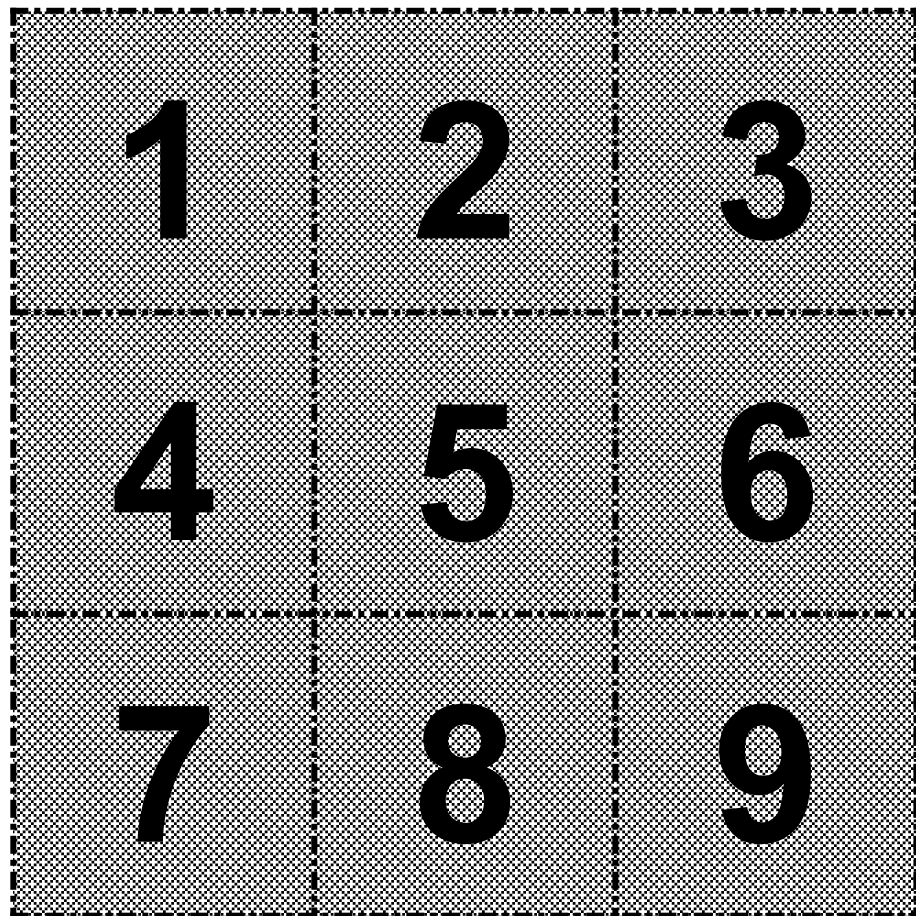
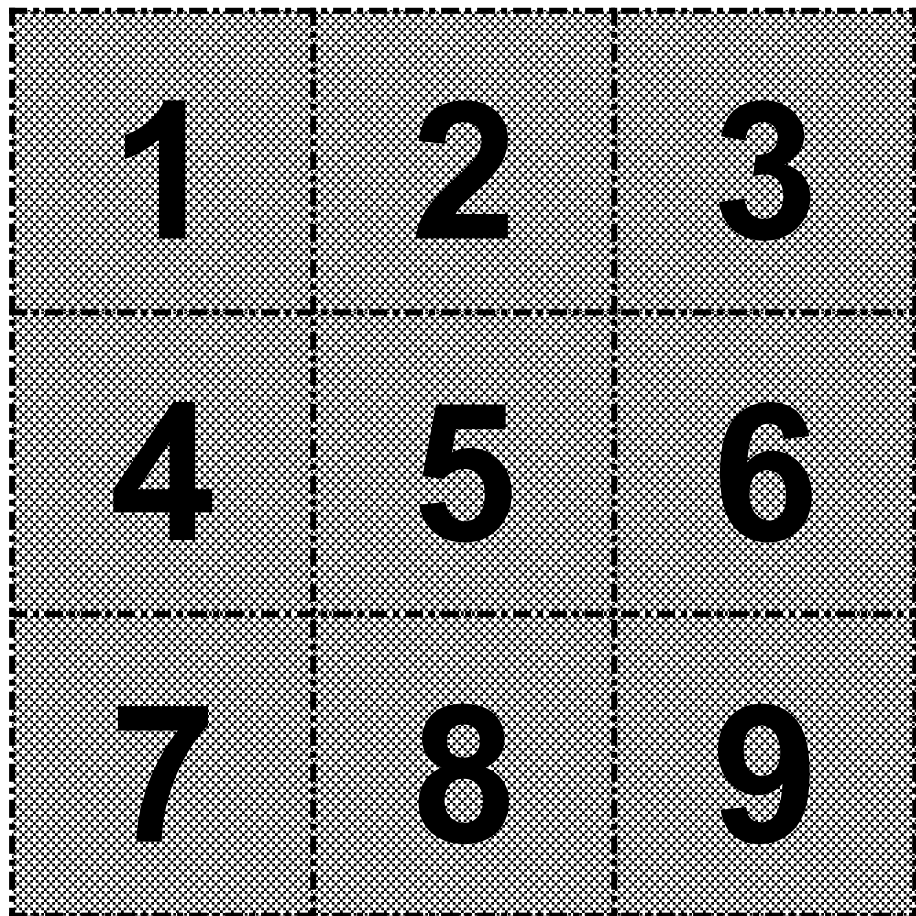


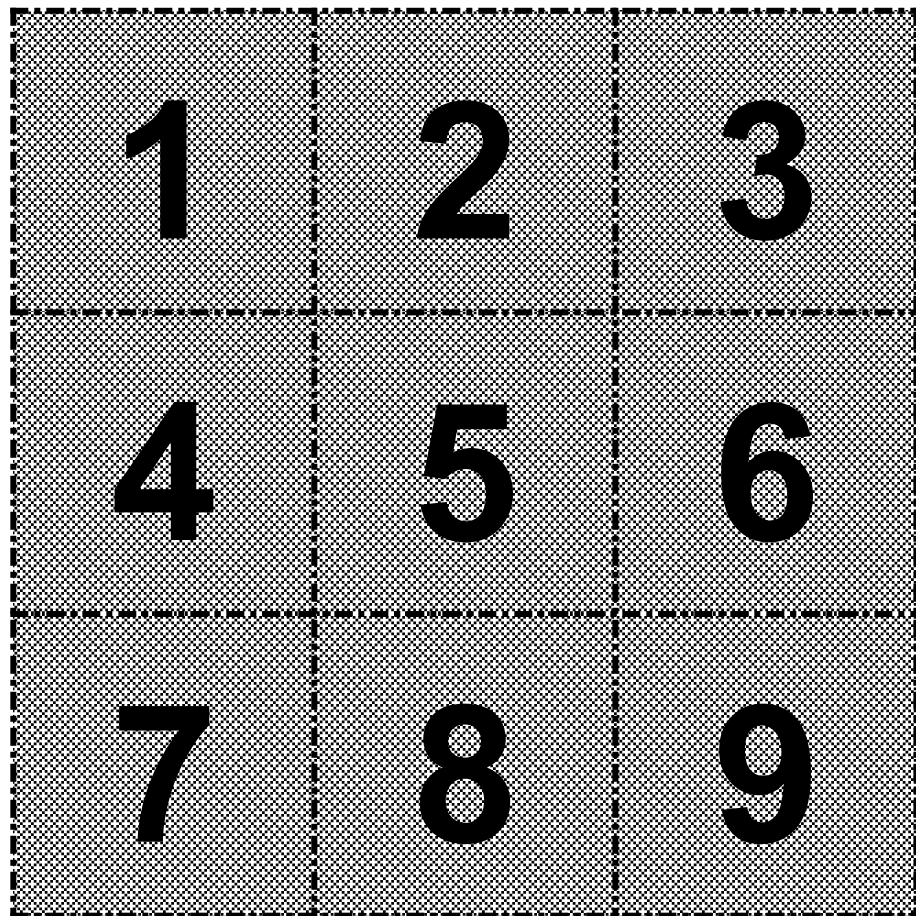
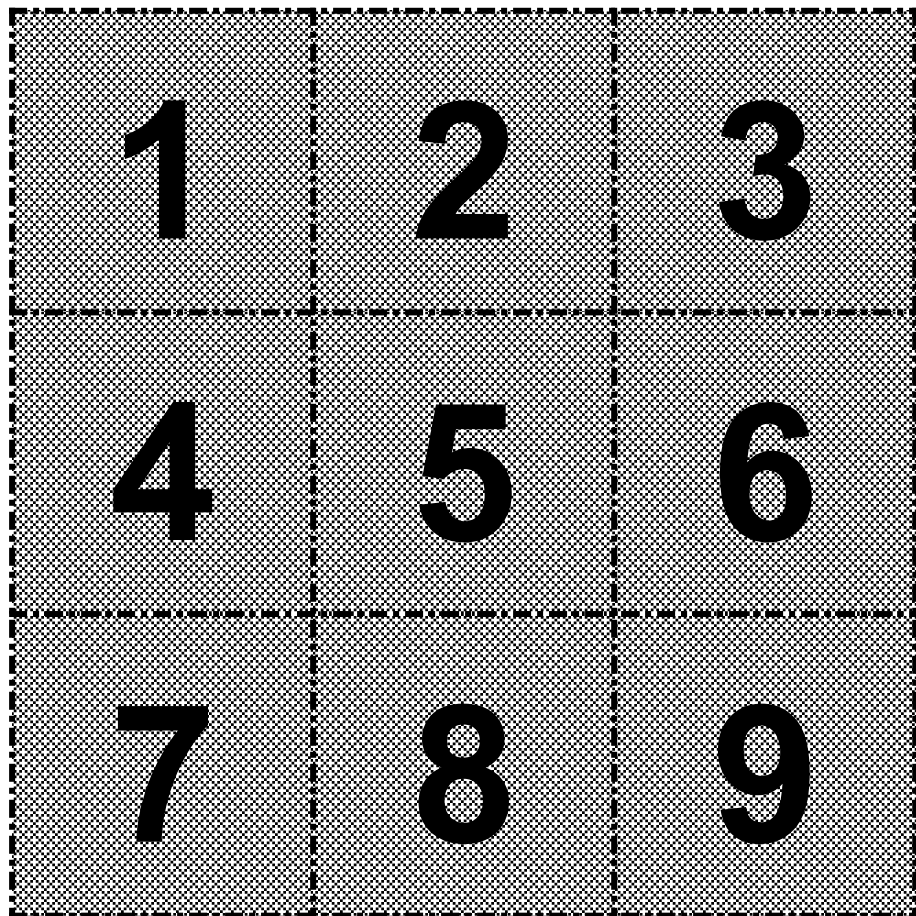
Objectif : Apprendre à décoder et utiliser des informations d'ordre numérique.

Règle du jeu

En respectant les indices fournis sur une carte-problème, placer huit nombres sur la grille, celui qui ne peut pas être placé est le nombre-mystère qui se pose au centre.







NIVEAU 1

1	7	4	2	5	7
8		5	8		9
3	6	2	3	6	1

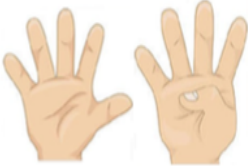
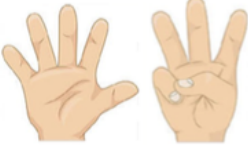
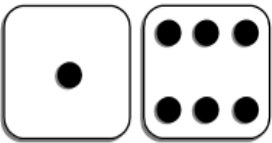
NIVEAU 1

1	8	9	2	7	6
6		7	4		9
3	4	2	3	5	1

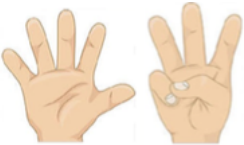
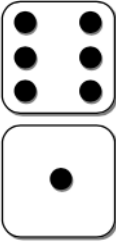
NIVEAU 1

9	4	7	5	1	9
8		2	3		2
3	5	1	8	6	4

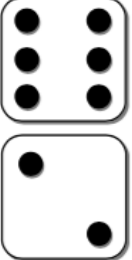
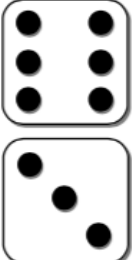
NIVEAU 2

	7			6	
		2			8
5			3		

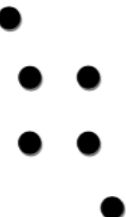
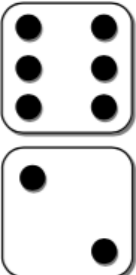
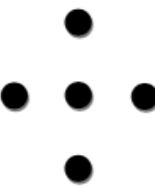
NIVEAU 2

1				5	
		7	8		
9				4	

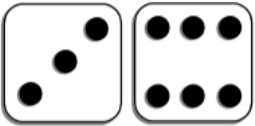
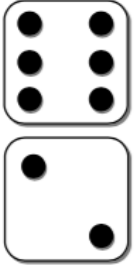
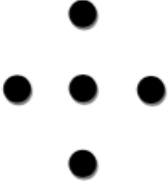
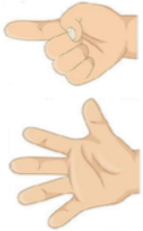
NIVEAU 2

		1			
			3		5
2		8		7	

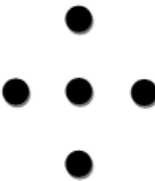
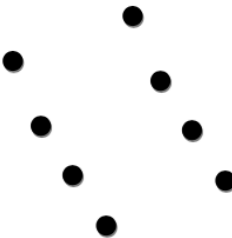
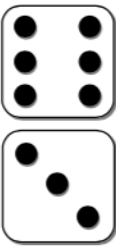
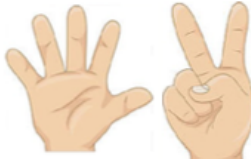
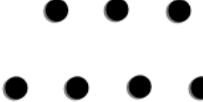
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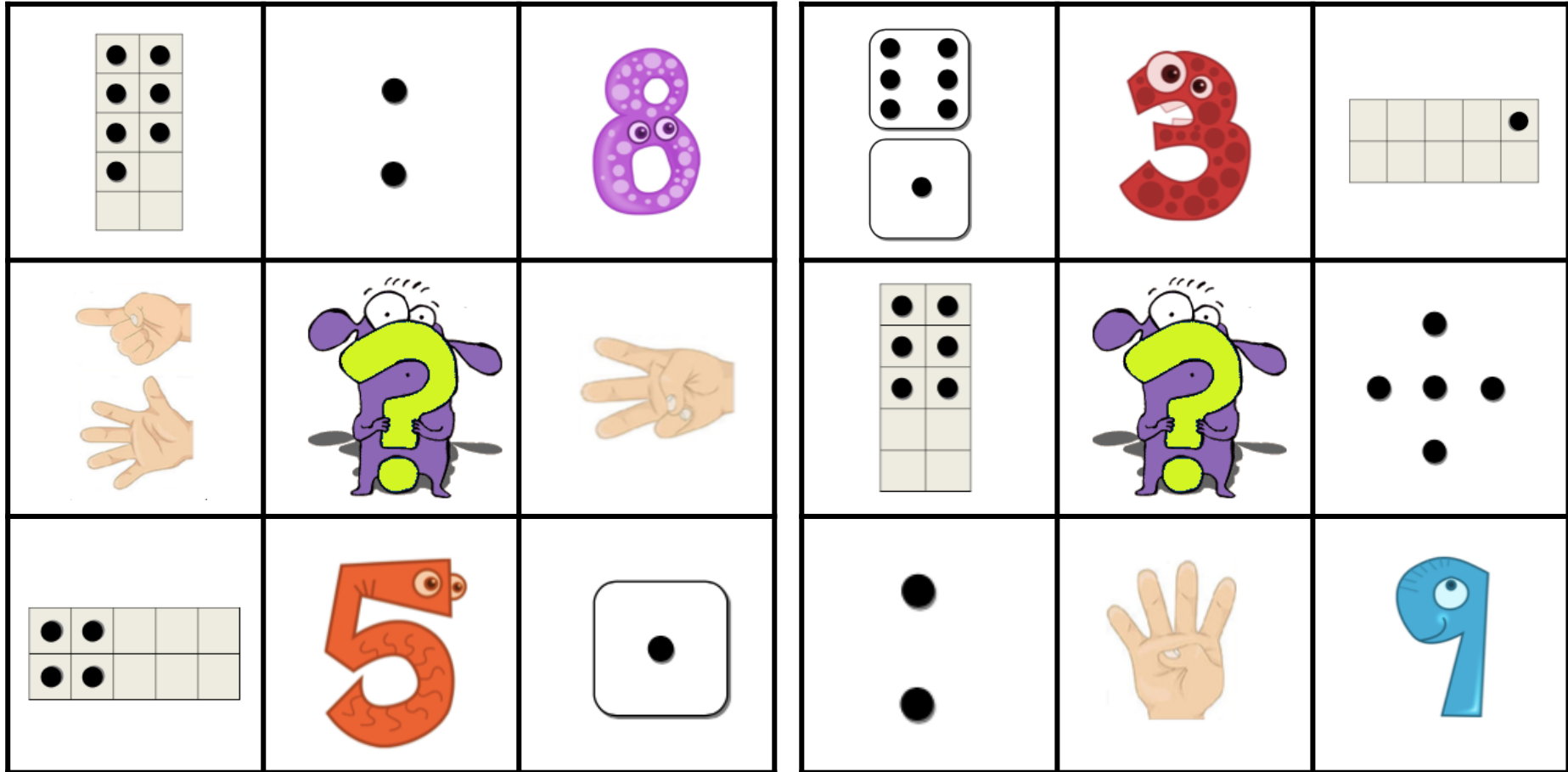
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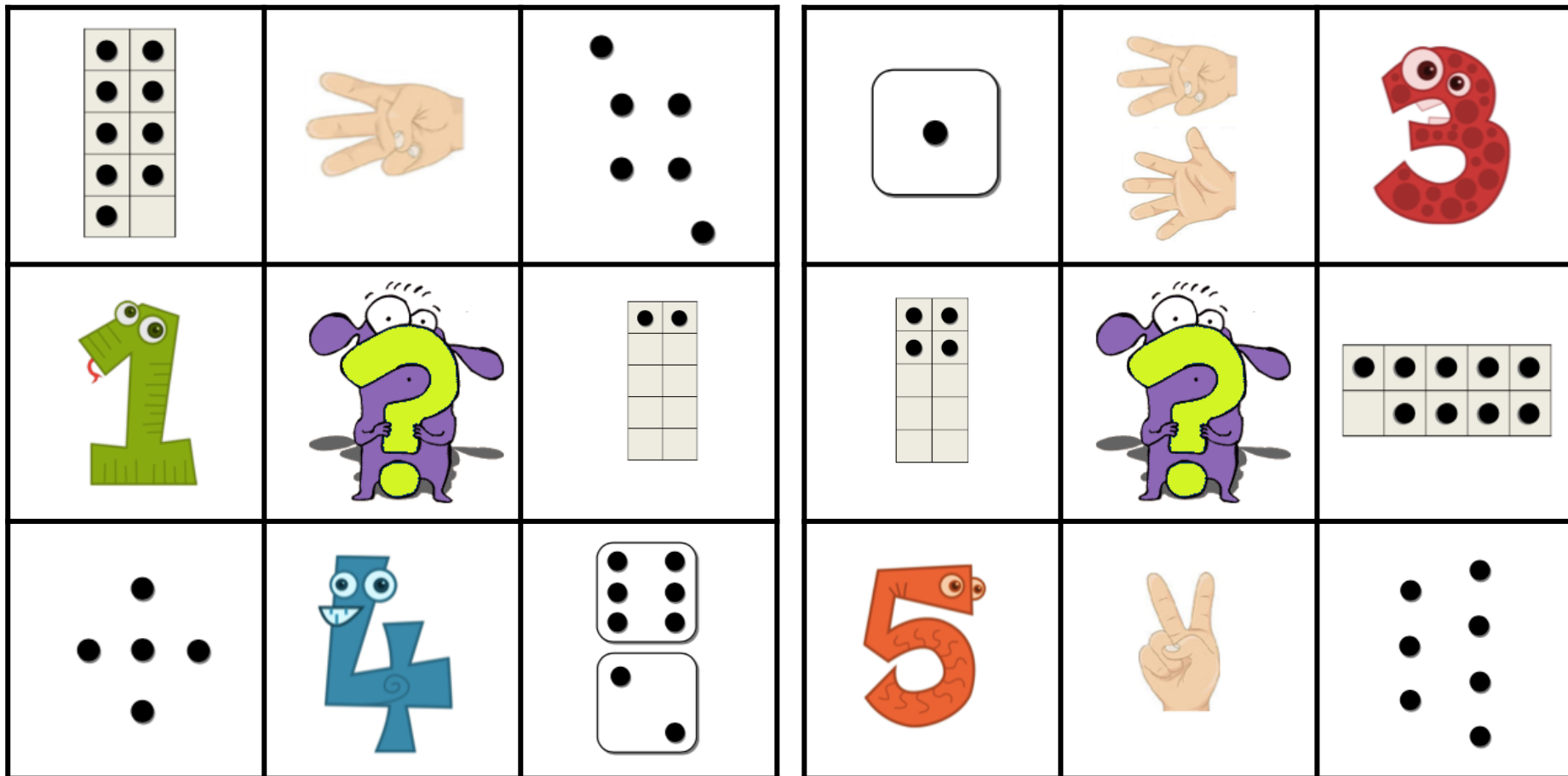
NIVEAU 3

1				2	
					
					

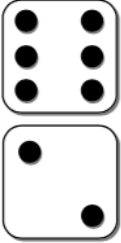
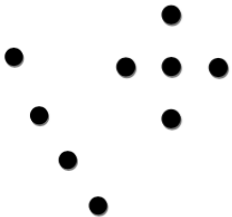
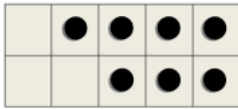
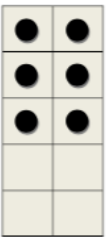
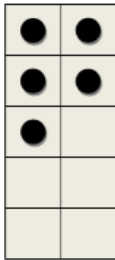
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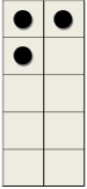
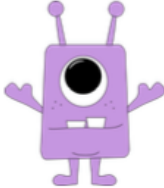
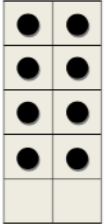
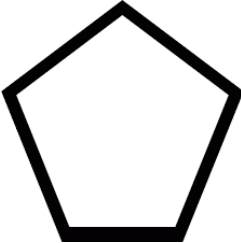
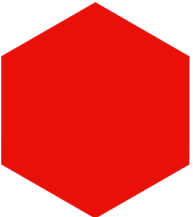
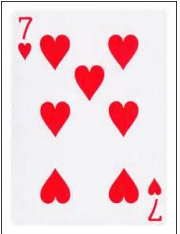
NIVEAU 4



NIVEAU 4

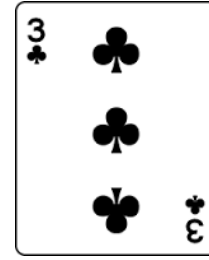
NIVEAU 5

		un			
					deux
	sept			neuf	

NIVEAU 5



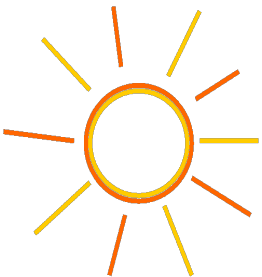
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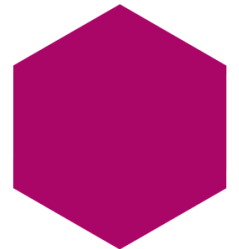
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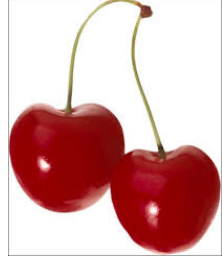
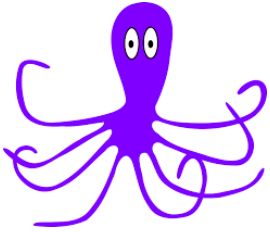
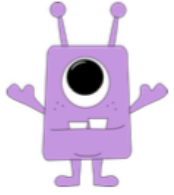
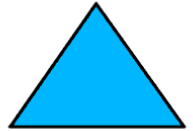
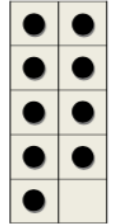
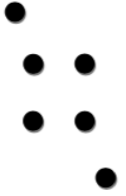
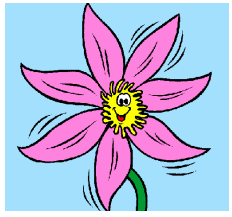
neuf



huit



NIVEAU 5

	cinq				
			six		
		un			trois

