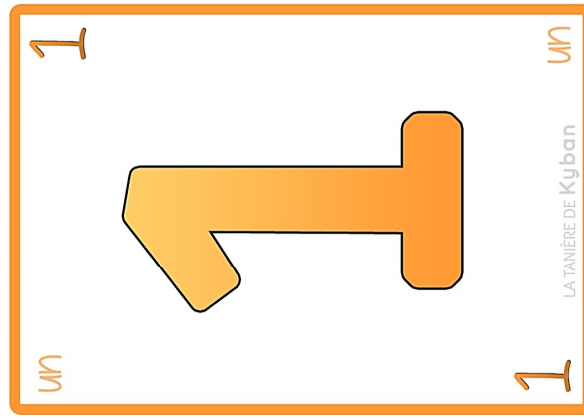
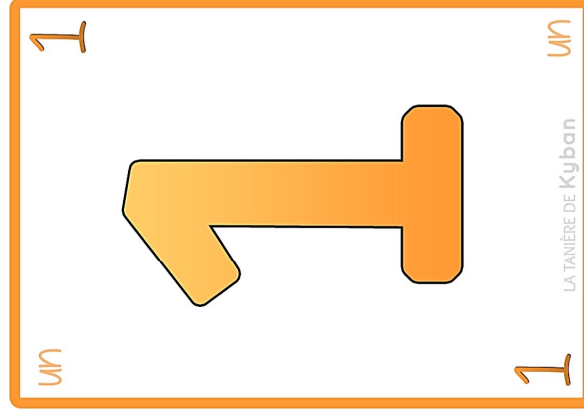
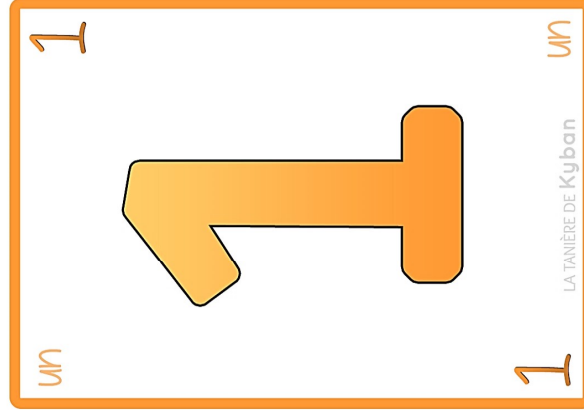
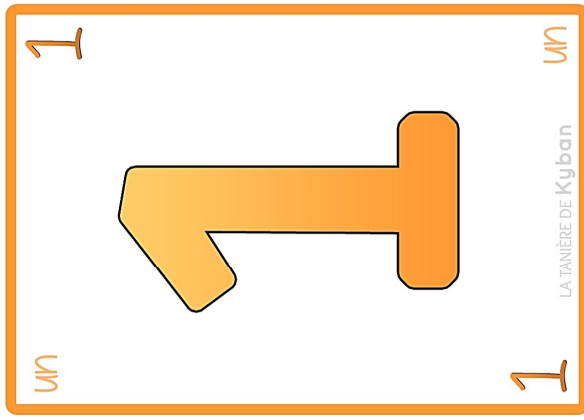
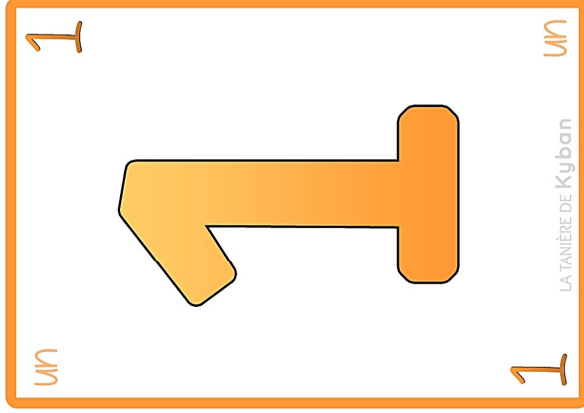
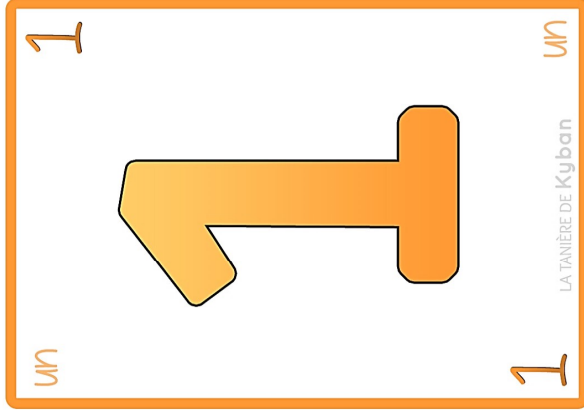
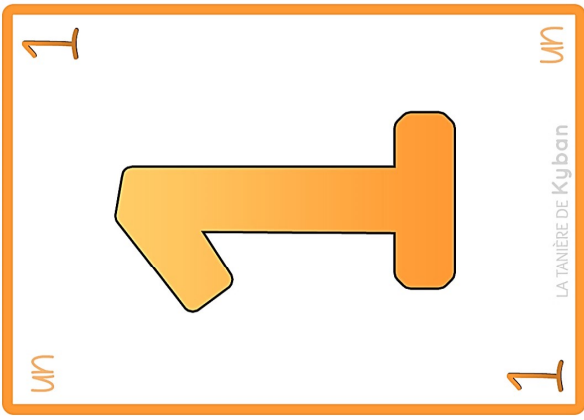
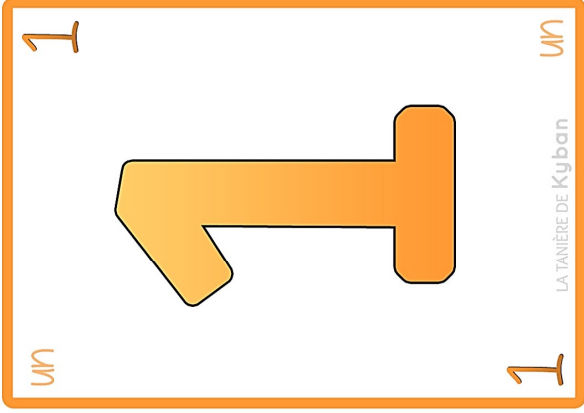
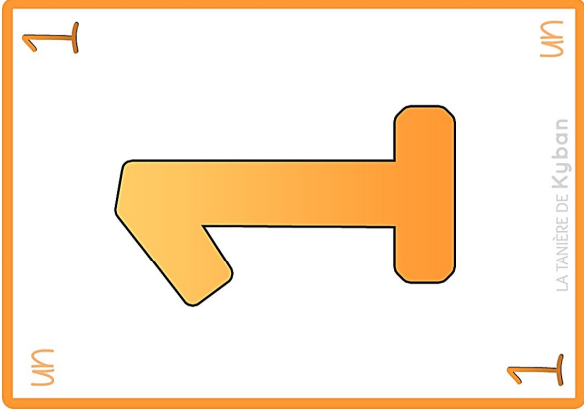
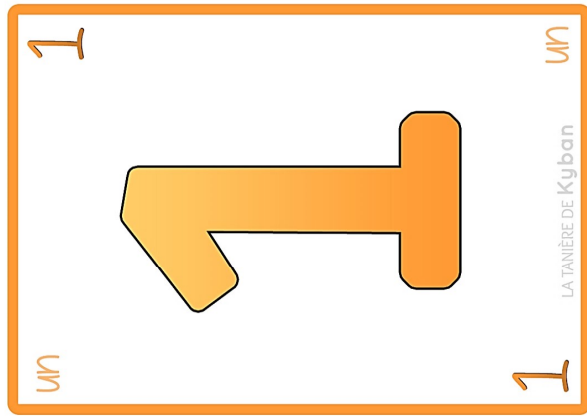
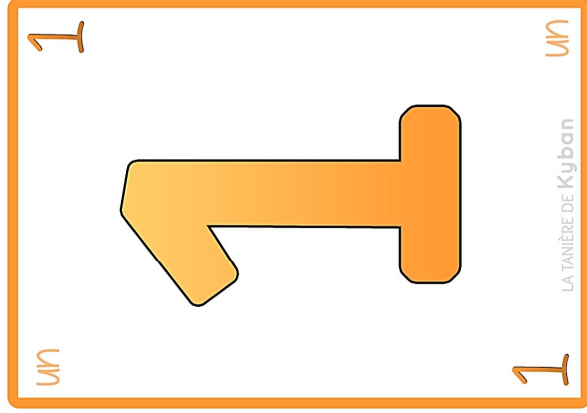
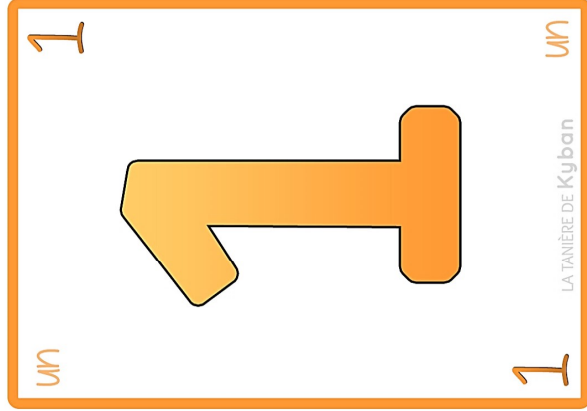
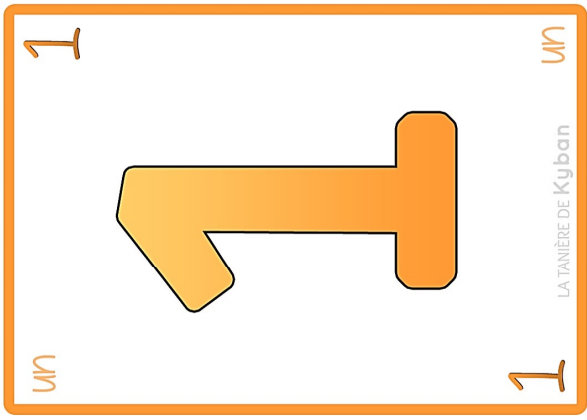
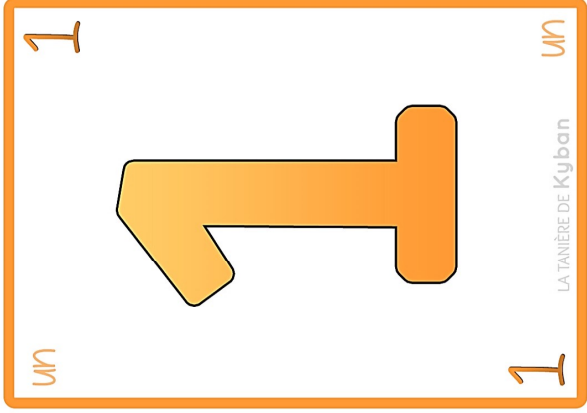
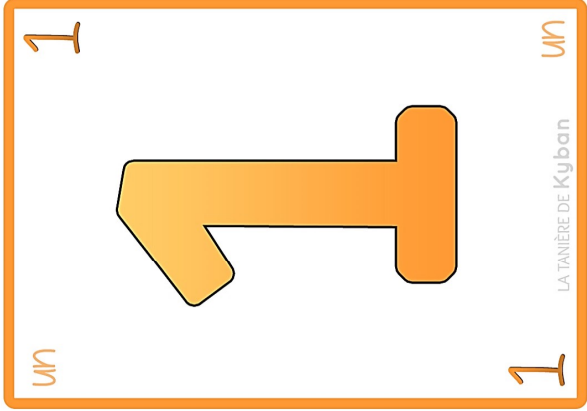
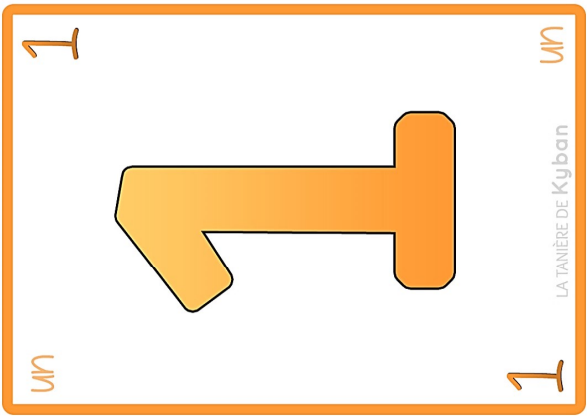
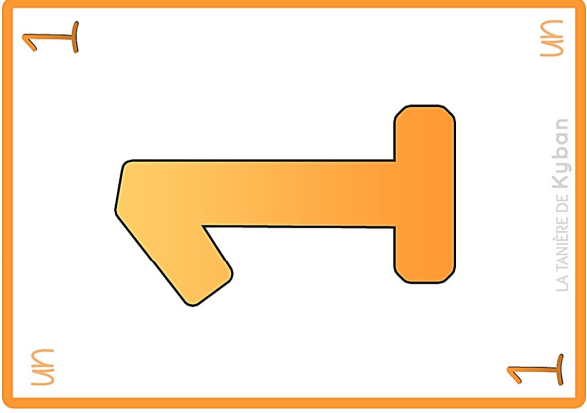
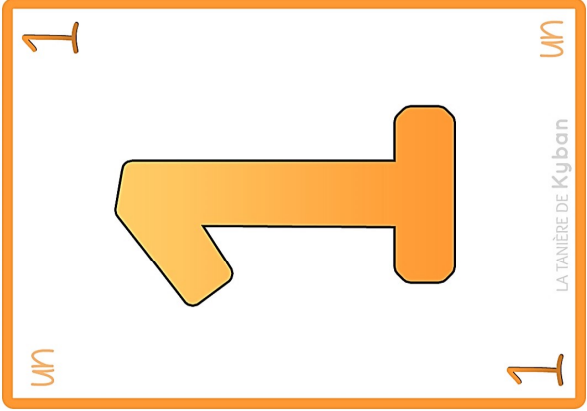
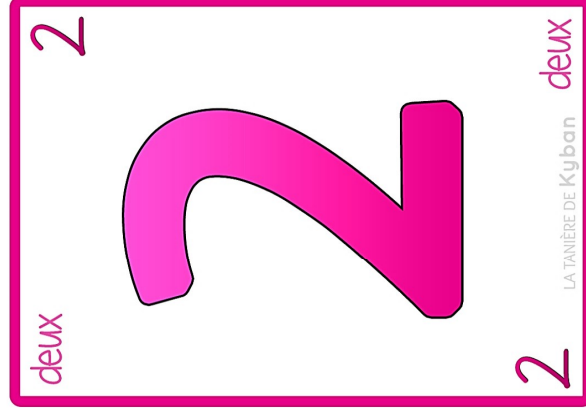
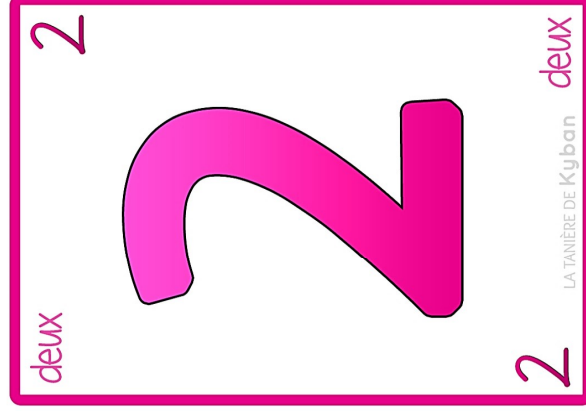
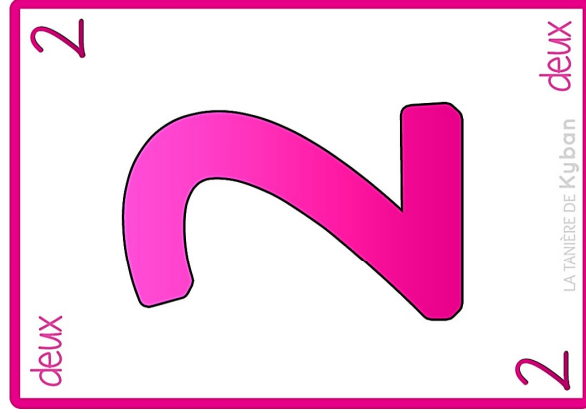
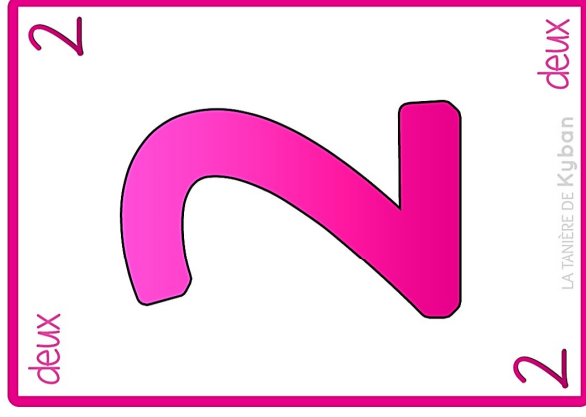
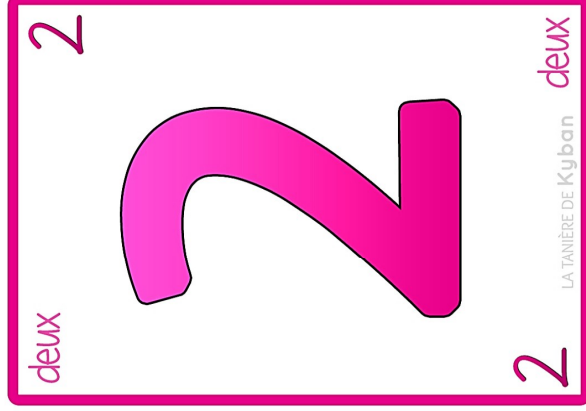
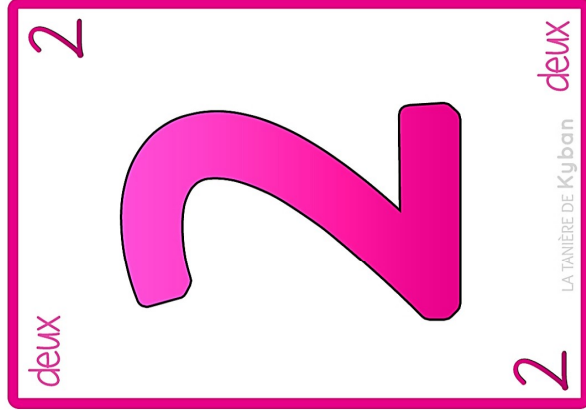
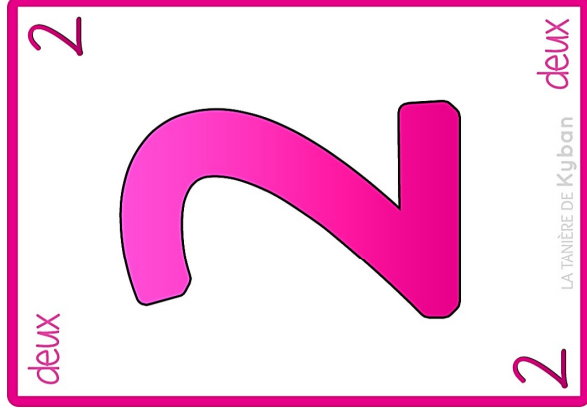
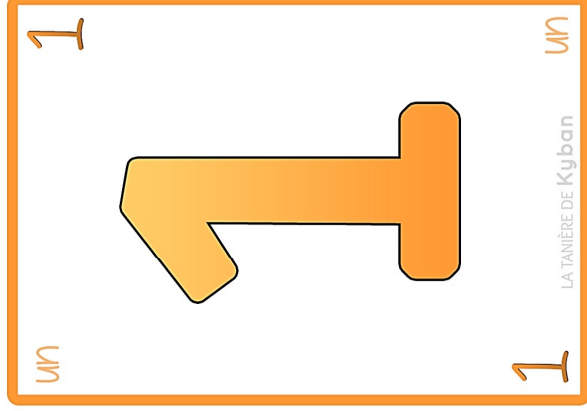
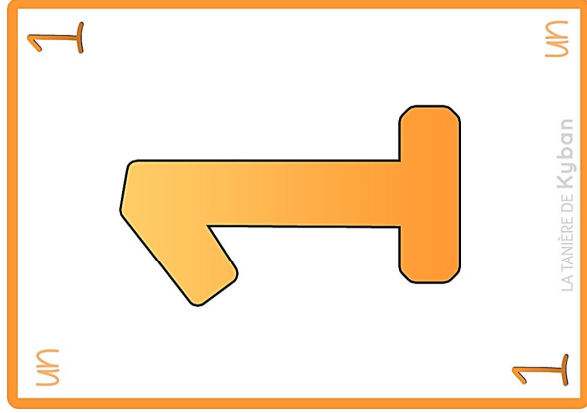
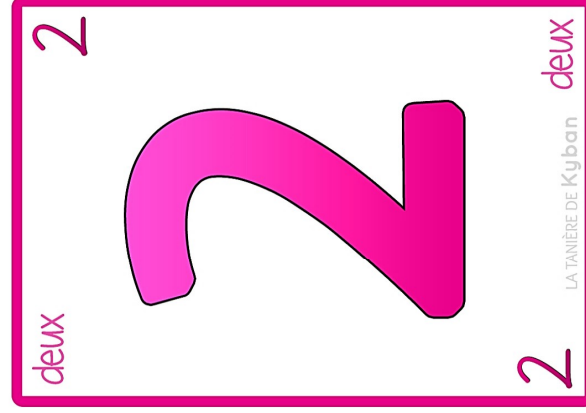
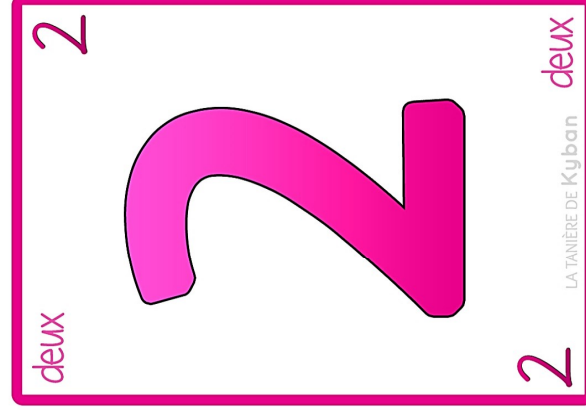
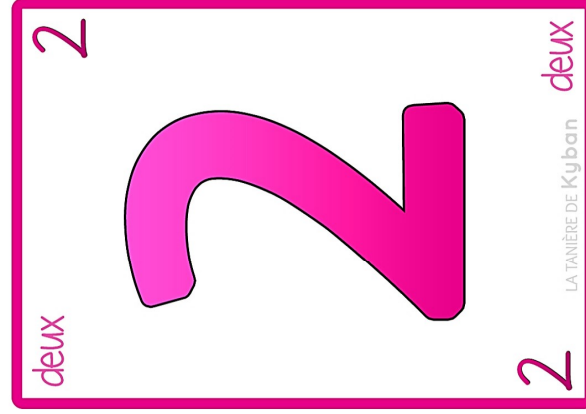
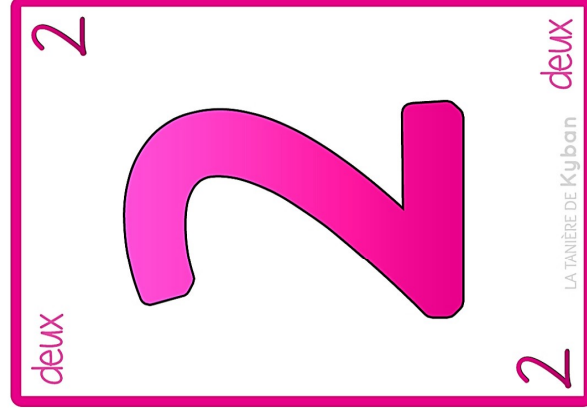
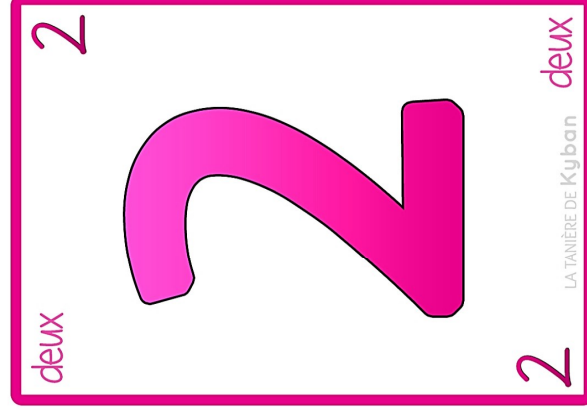
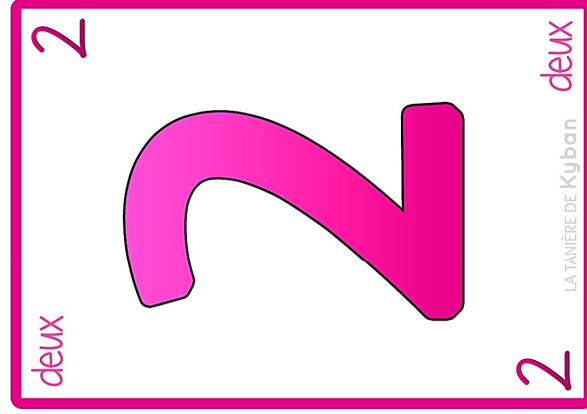
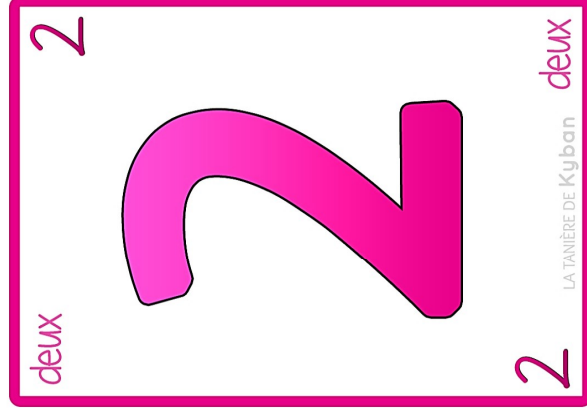
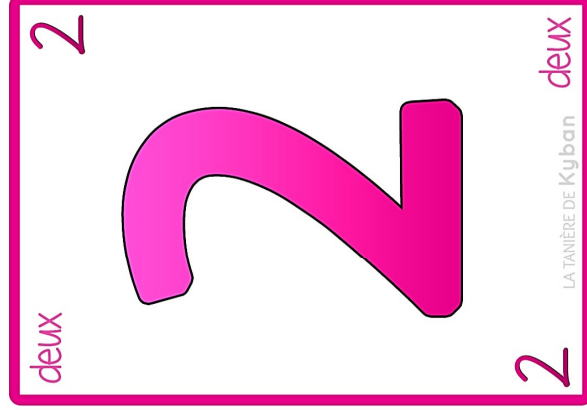
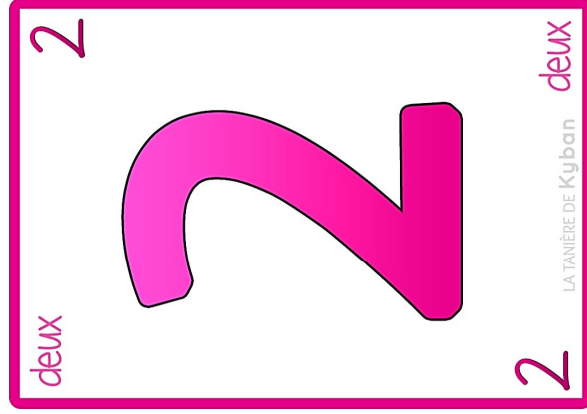
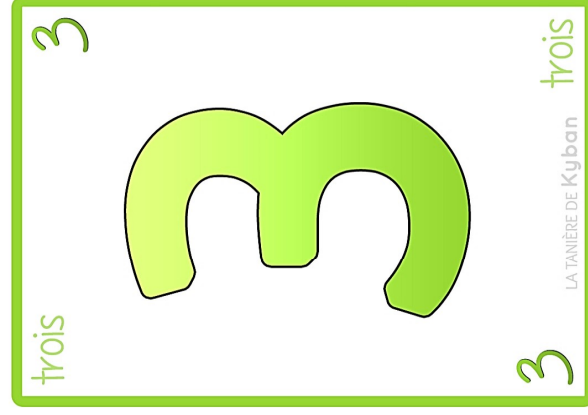
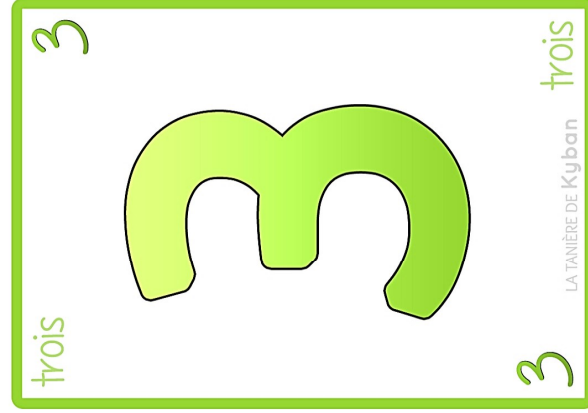
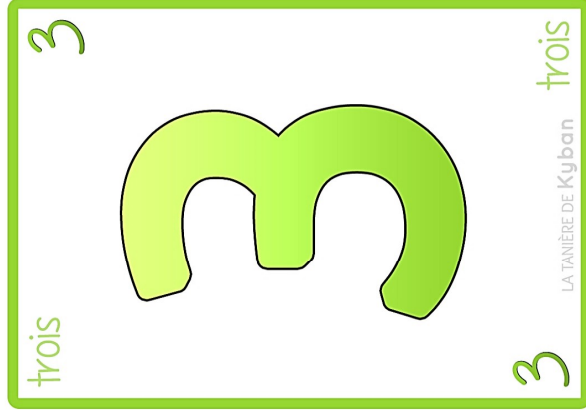
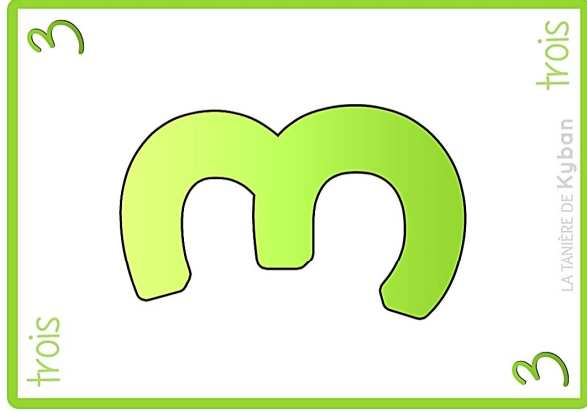


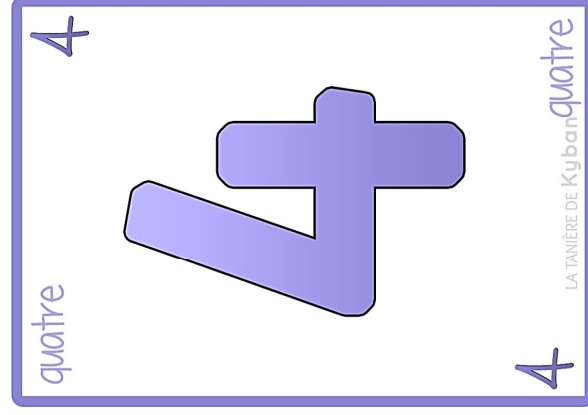
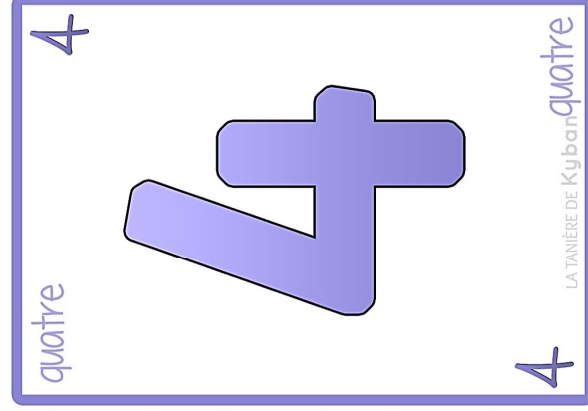
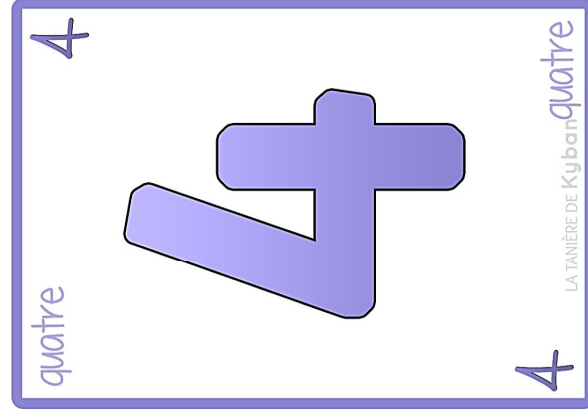
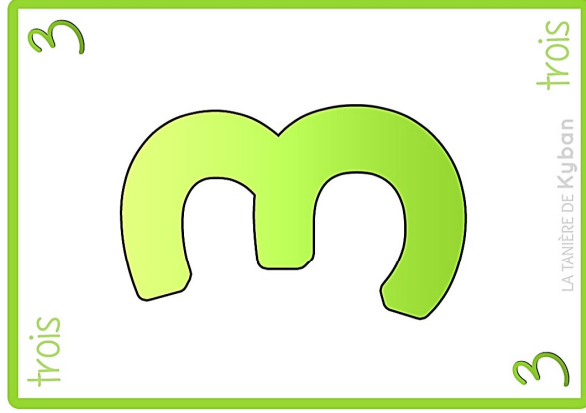
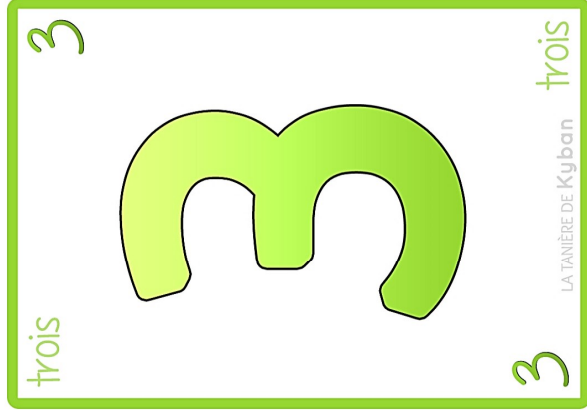


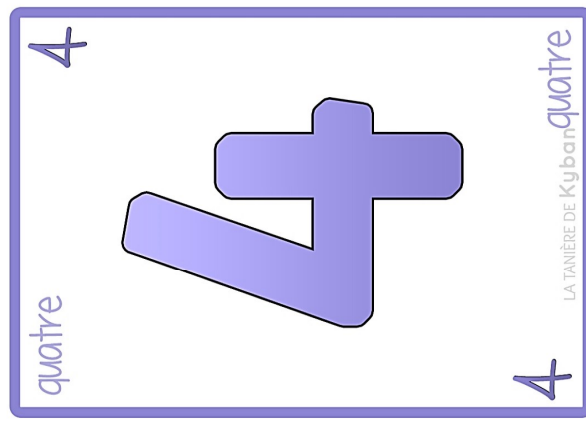
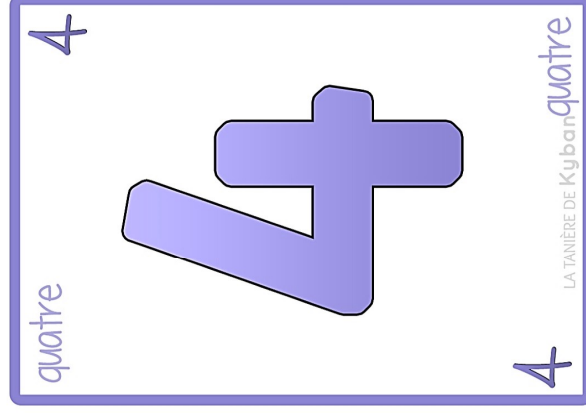
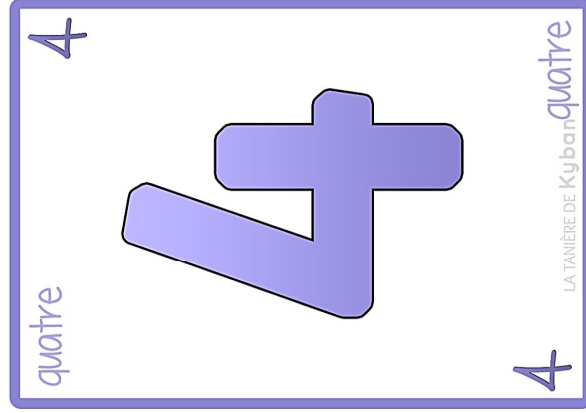
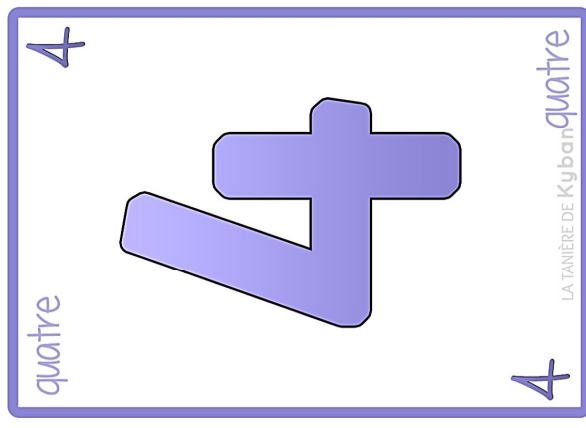
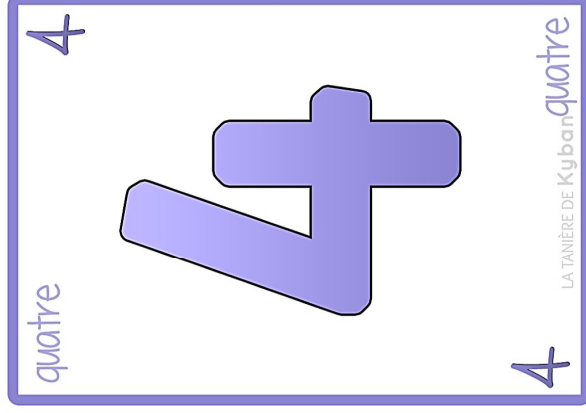
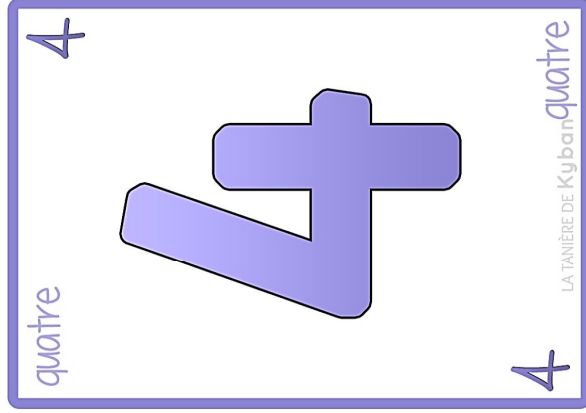
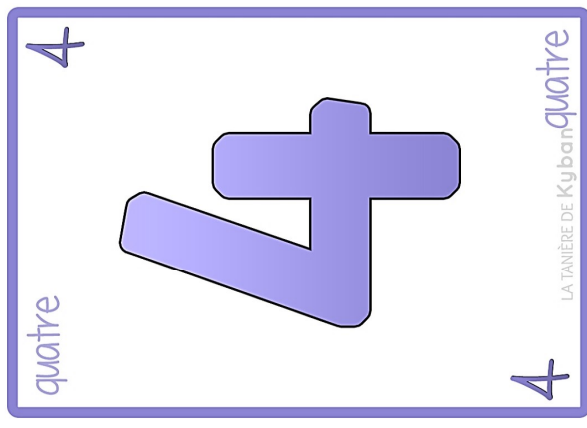
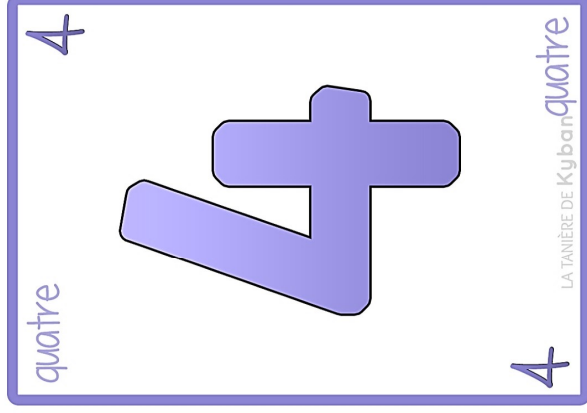
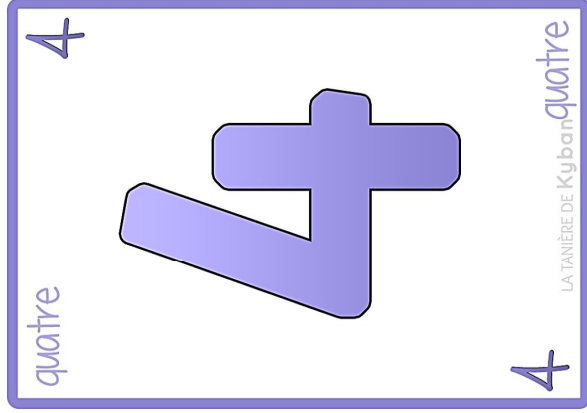


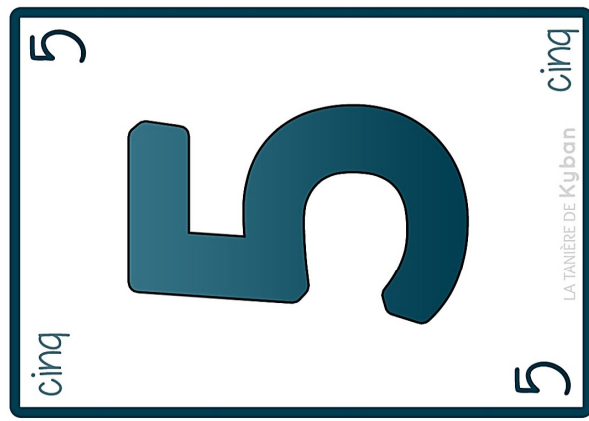
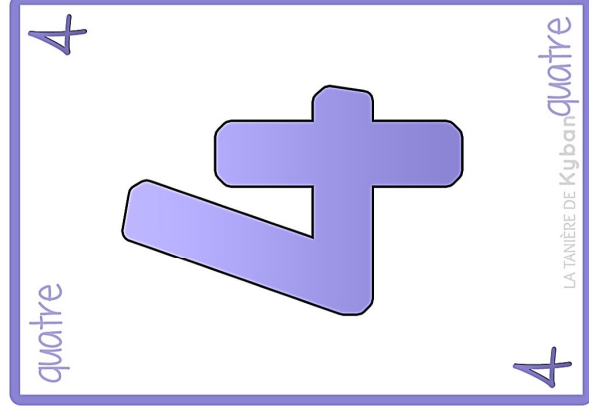
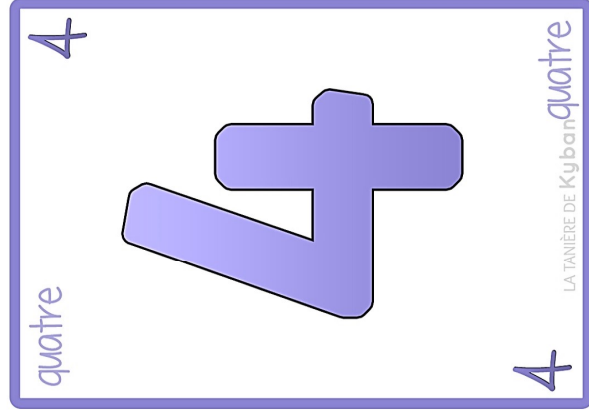
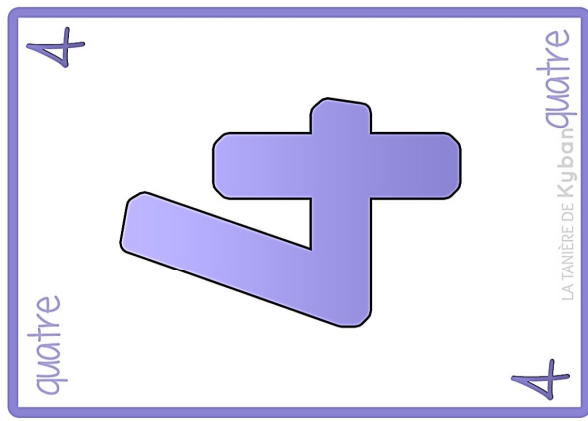
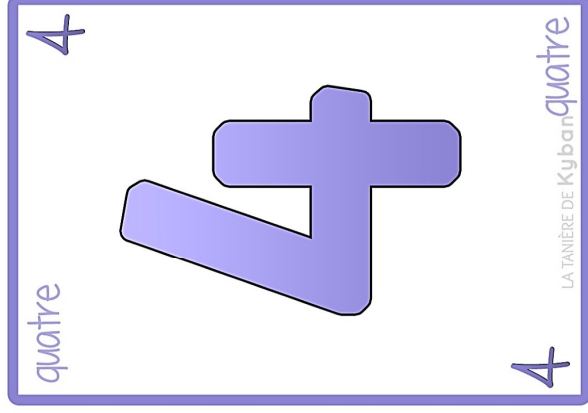
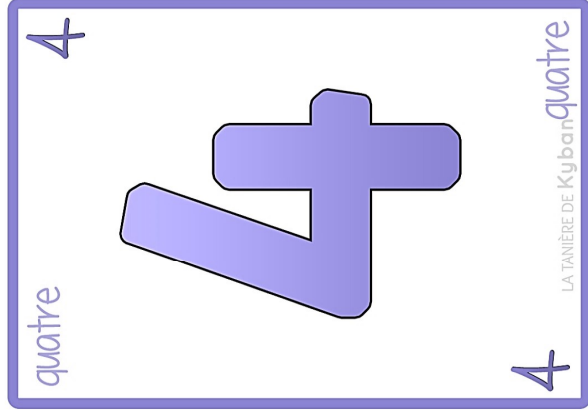
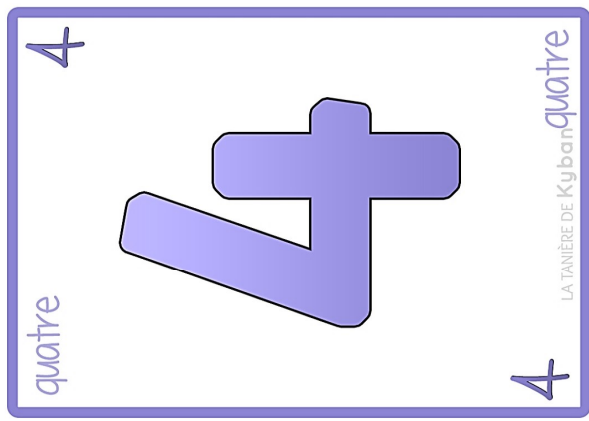
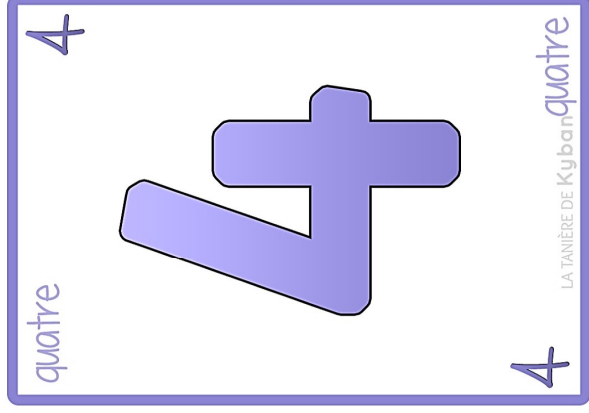
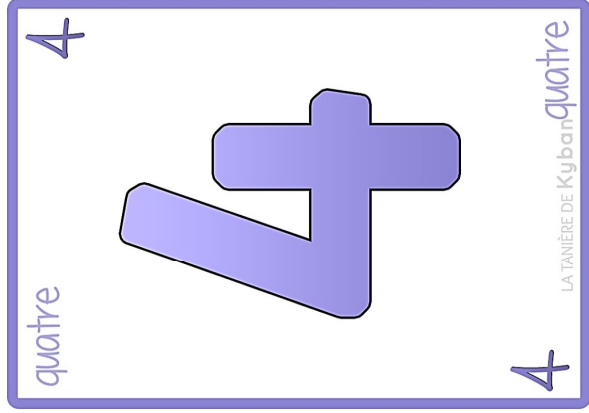


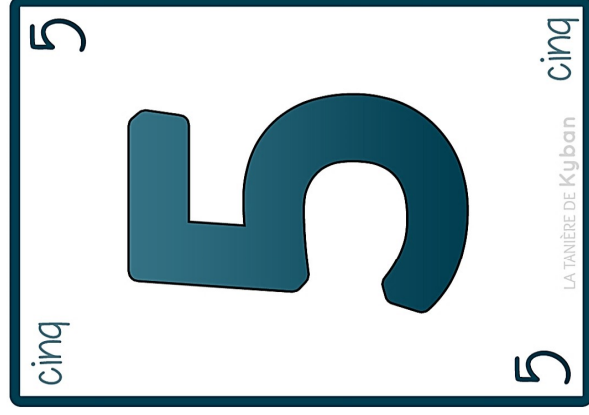
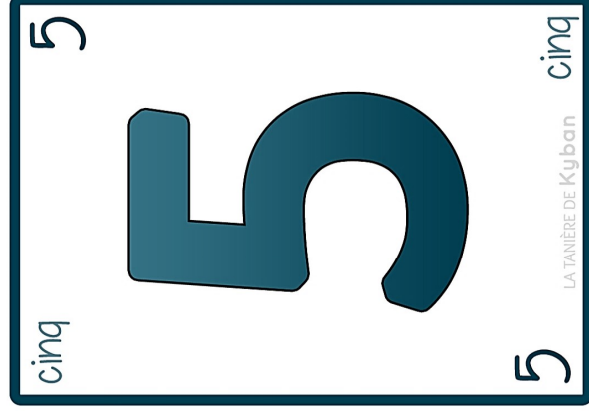
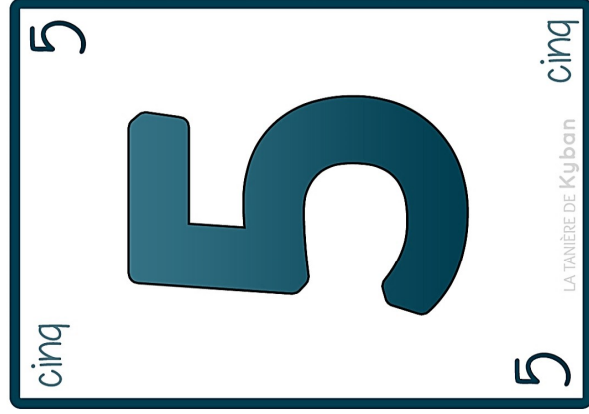
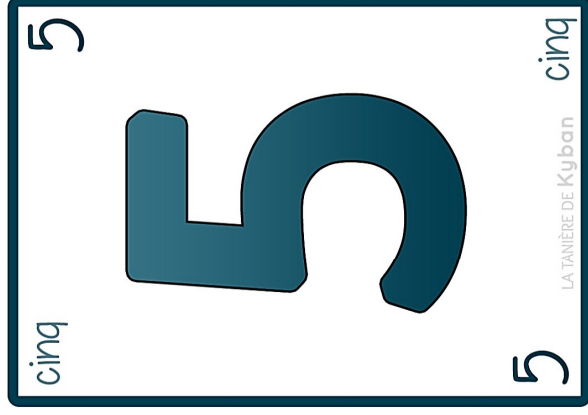
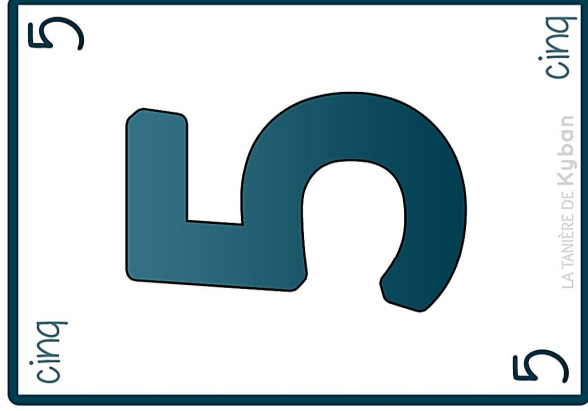
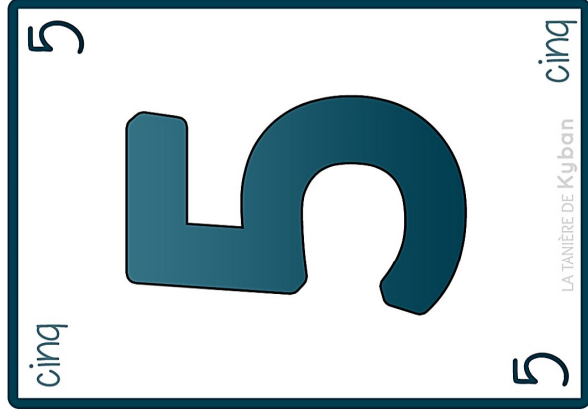
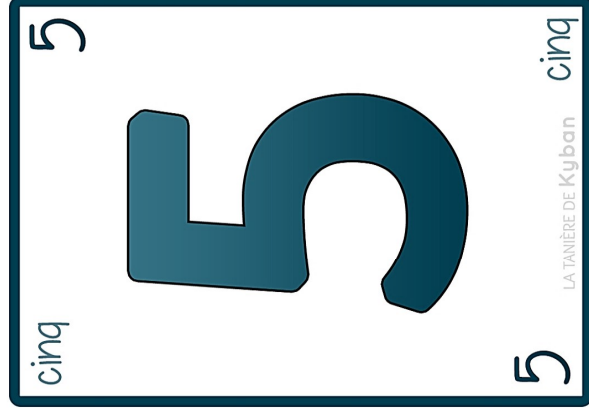
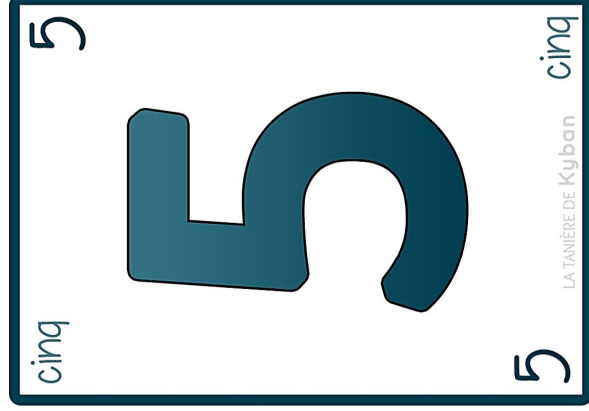
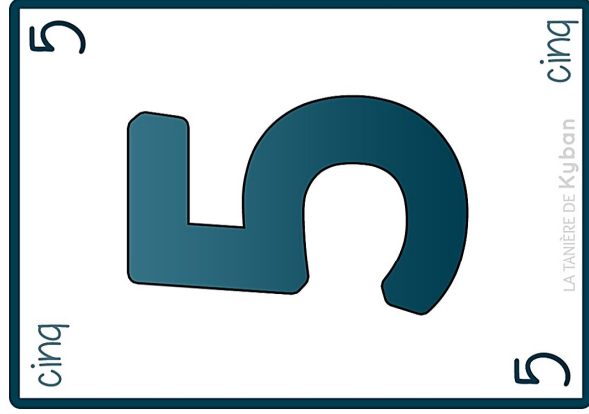


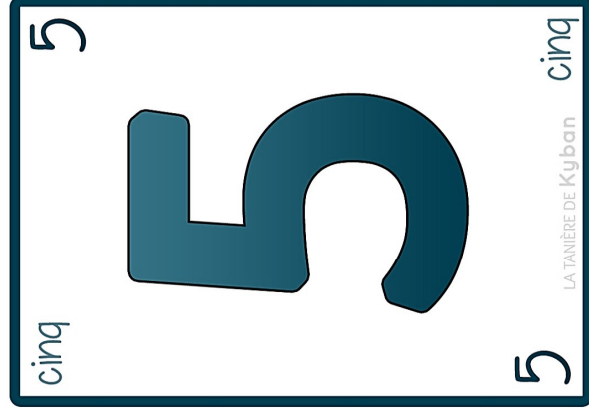
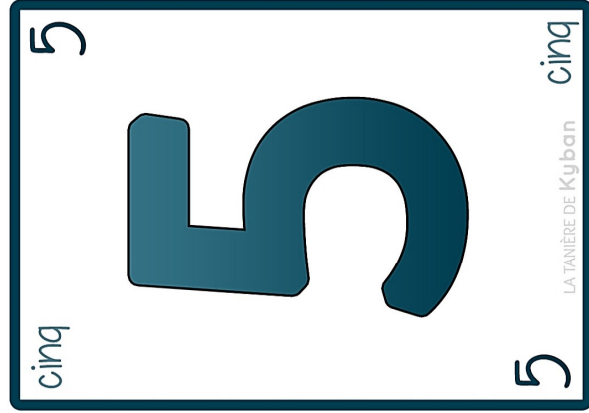
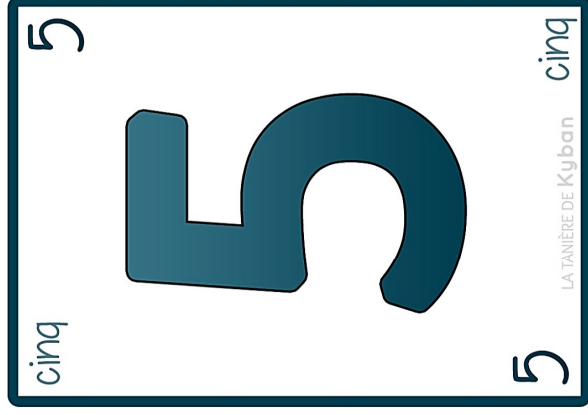
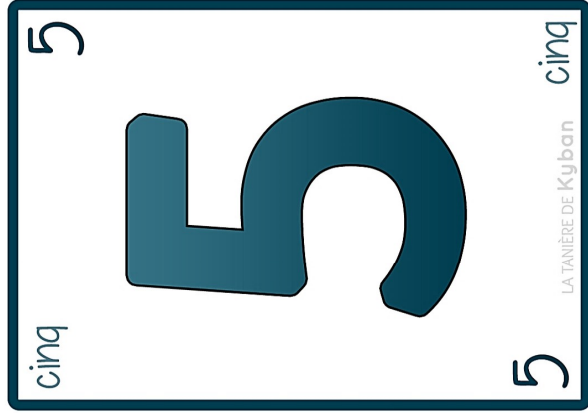
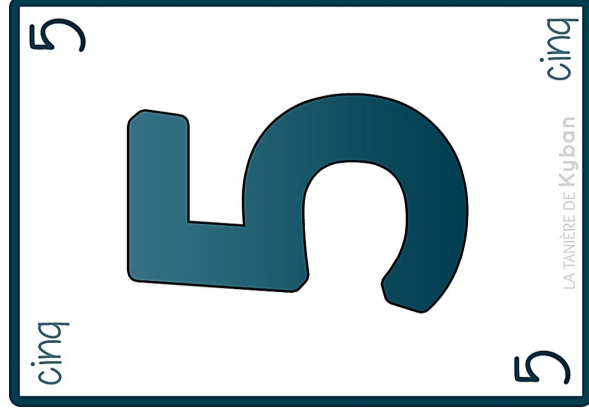
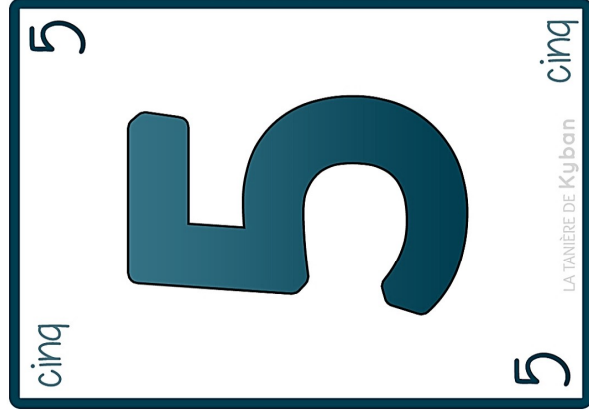










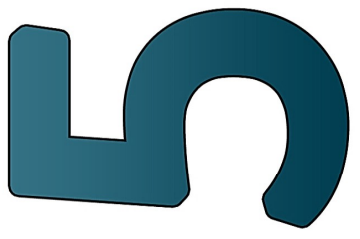


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LA TANIÈRE DE Kyban

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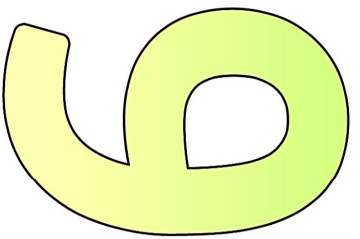


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LA TANIÈRE DE Kyban

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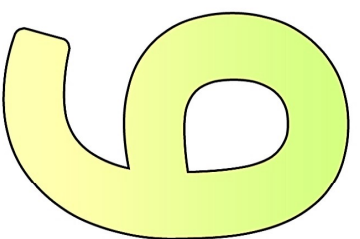


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LA TANIÈRE DE Kyban

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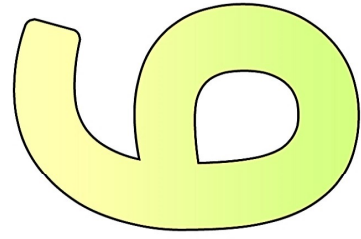


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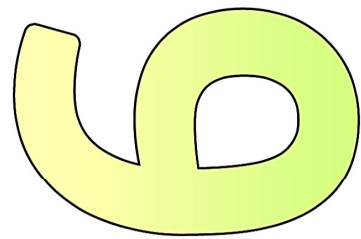


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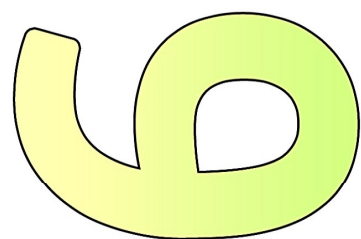


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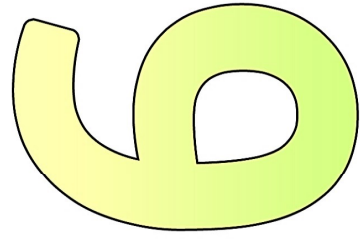


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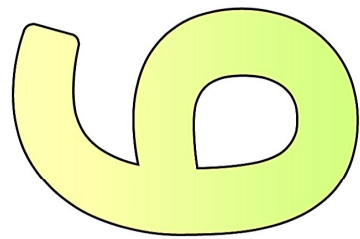


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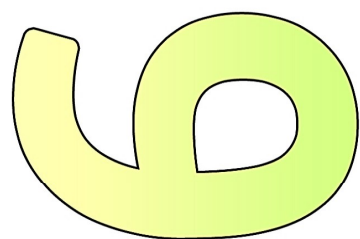


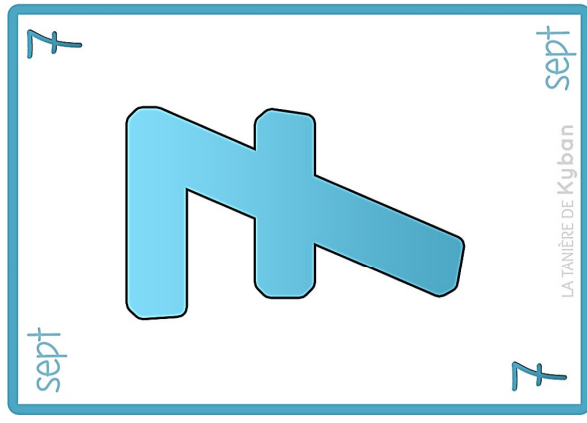
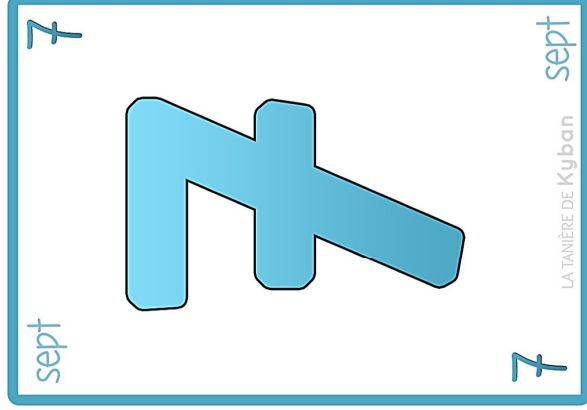
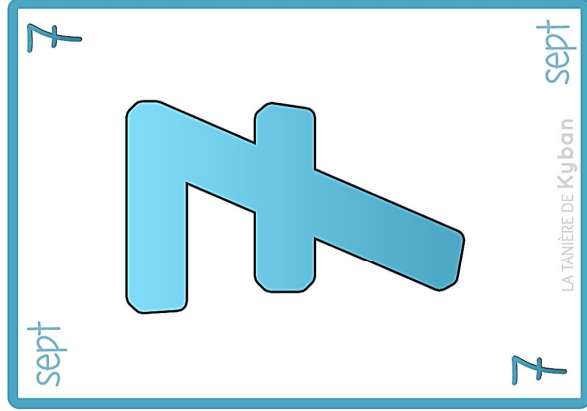
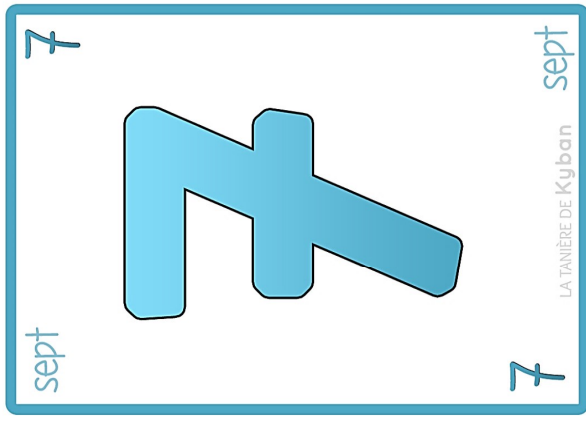
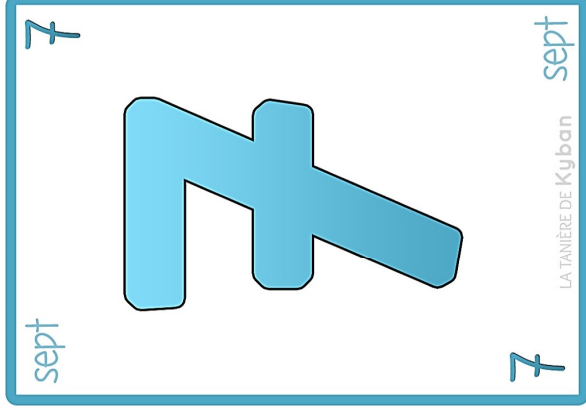
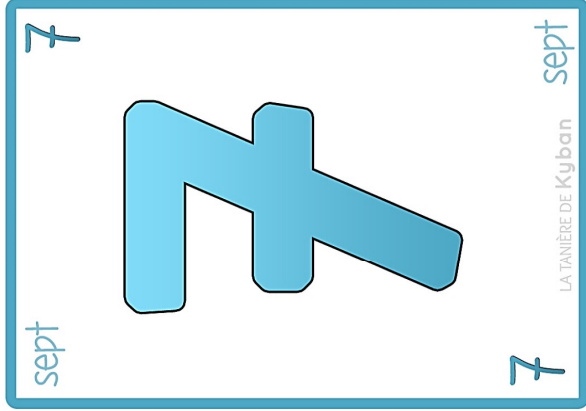
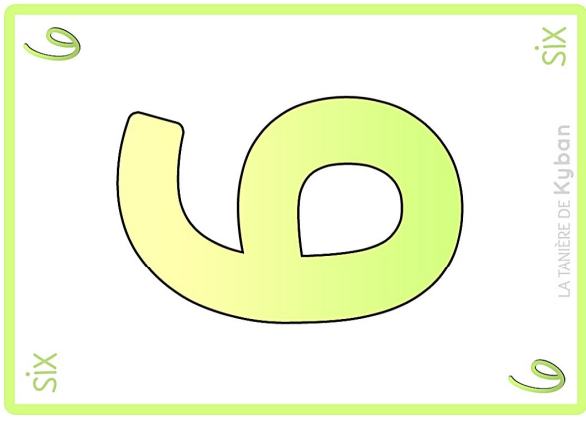
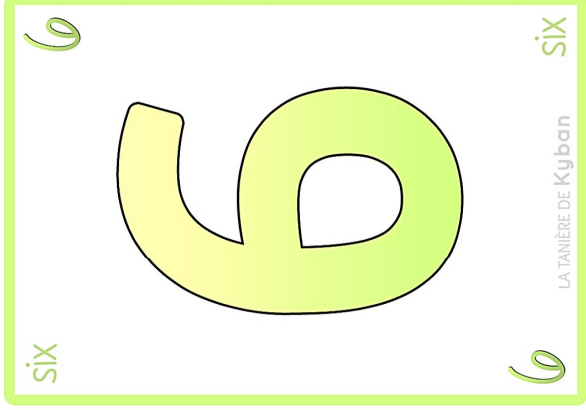
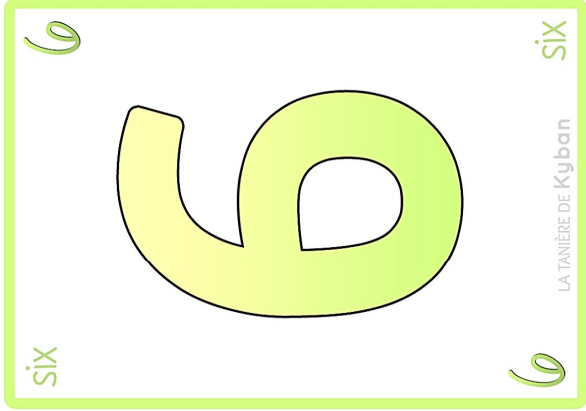
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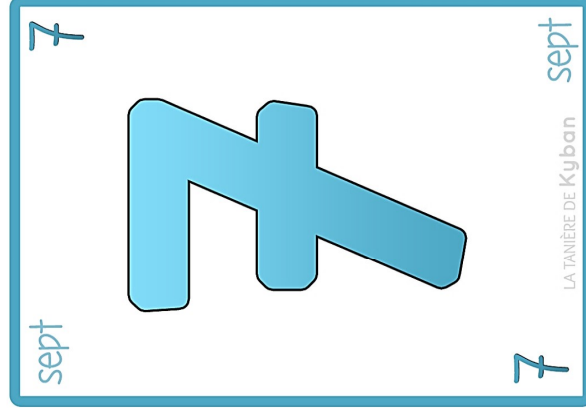
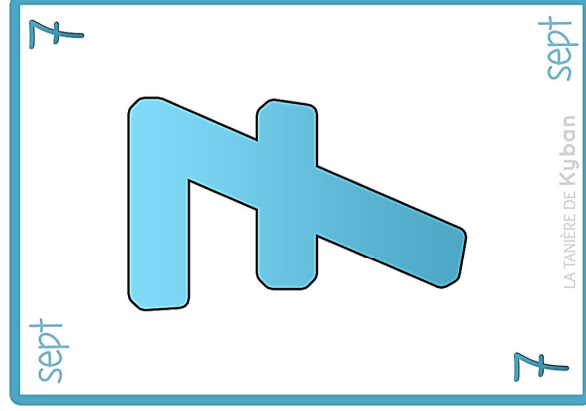
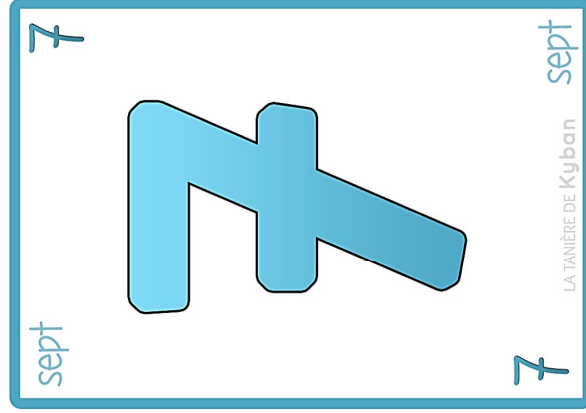
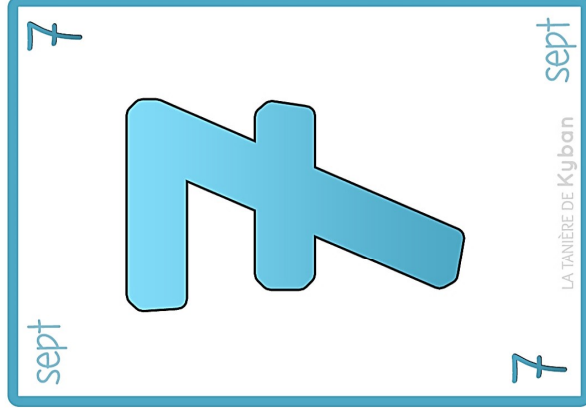
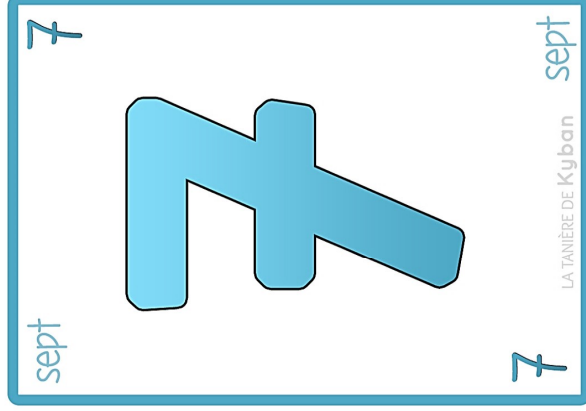
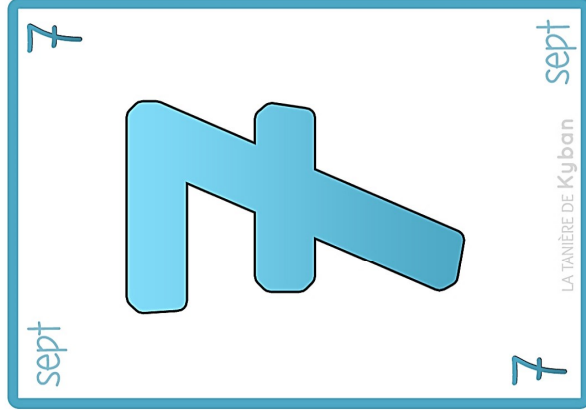
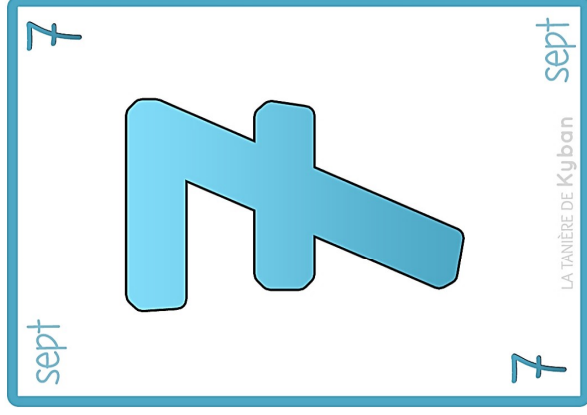
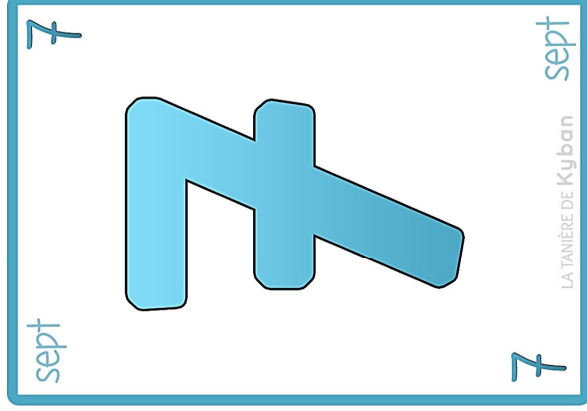
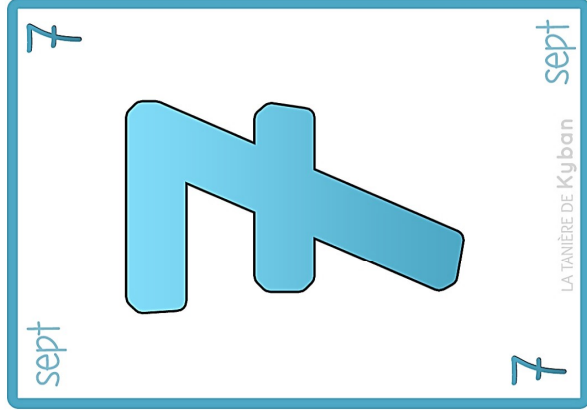
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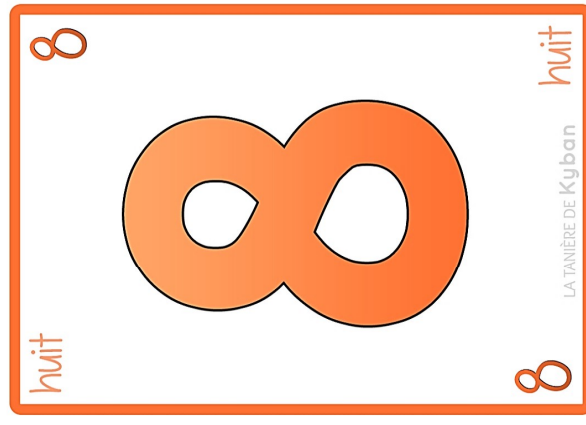
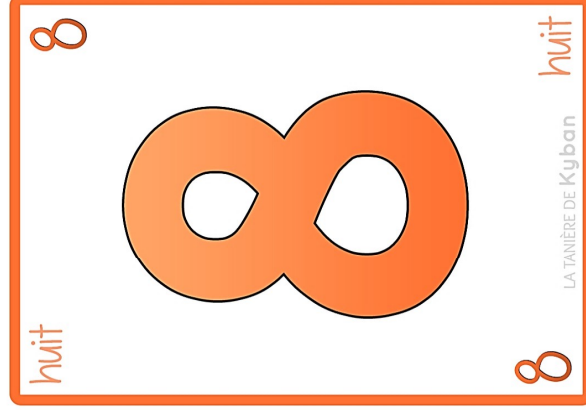
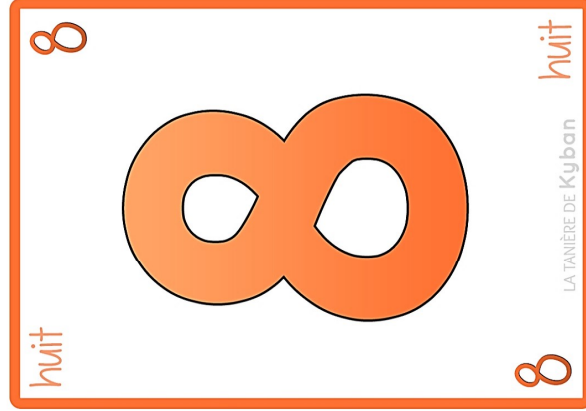
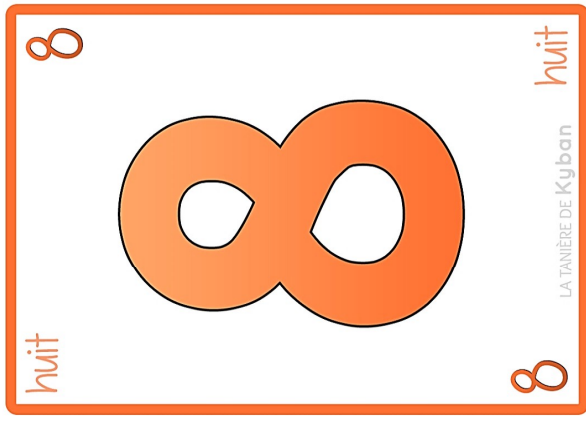
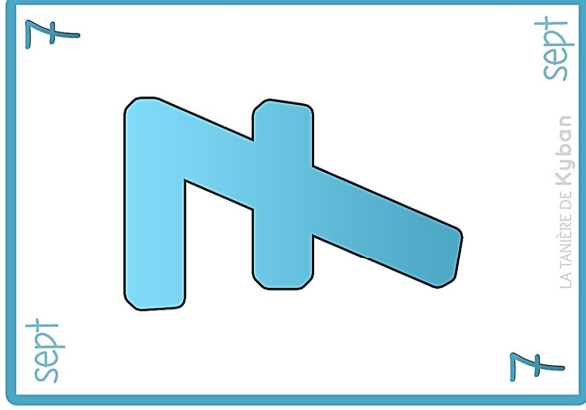
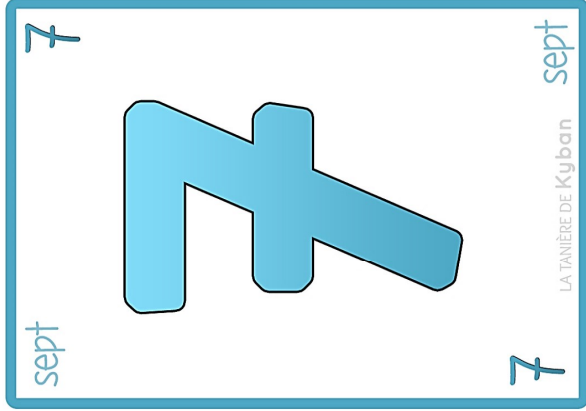
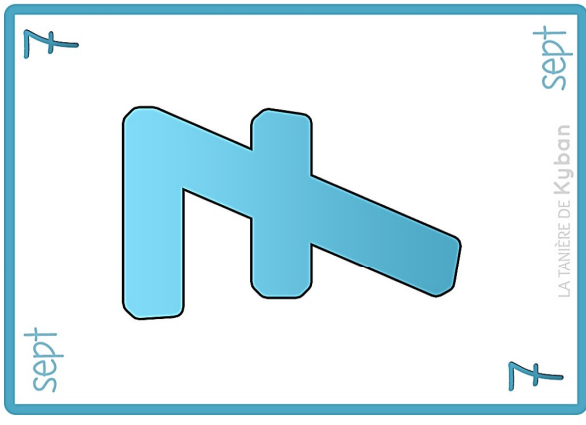
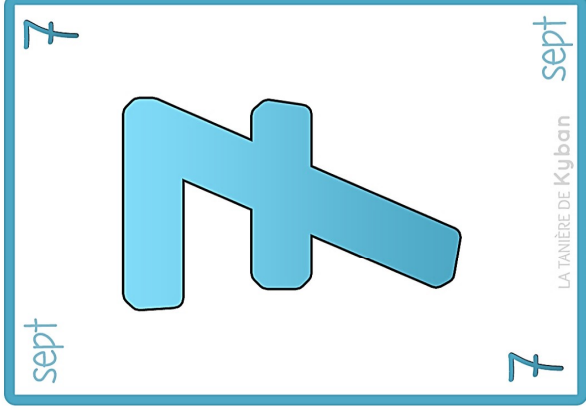
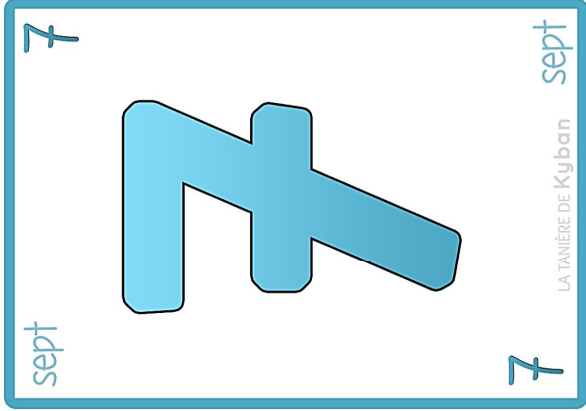
LA TANIÈRE DE Kyban

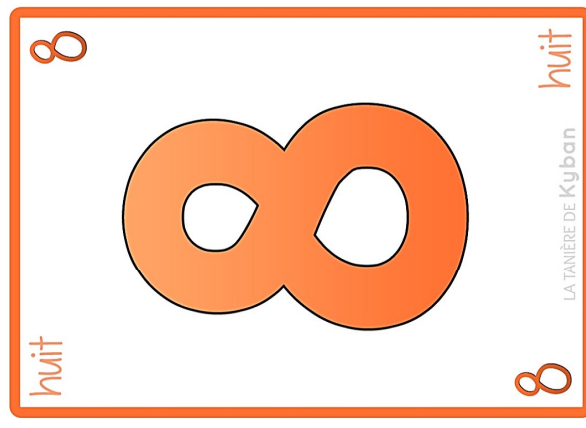
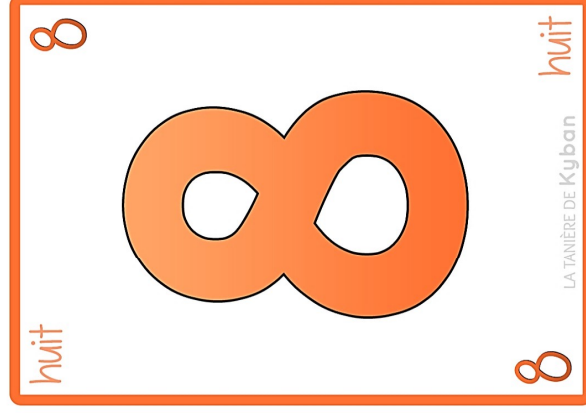
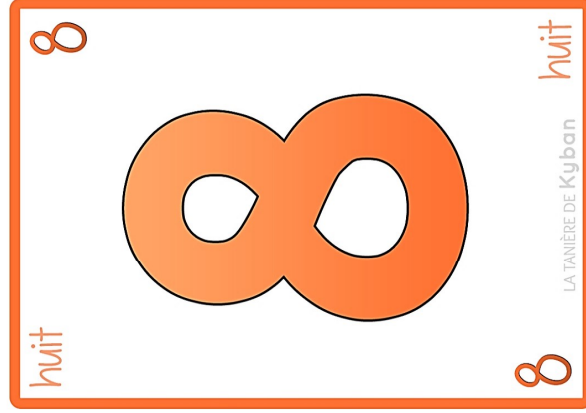
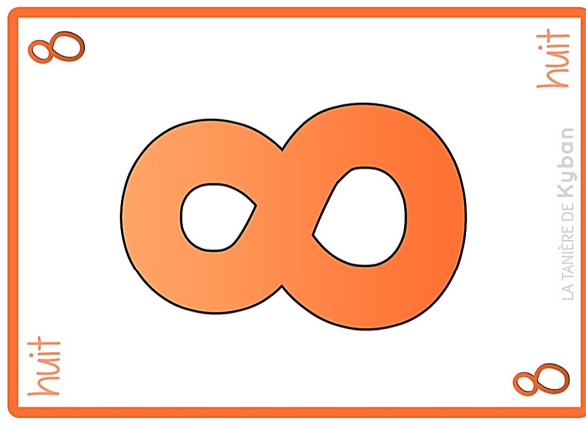
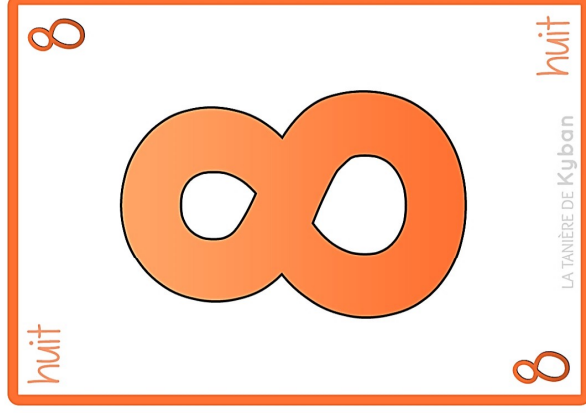
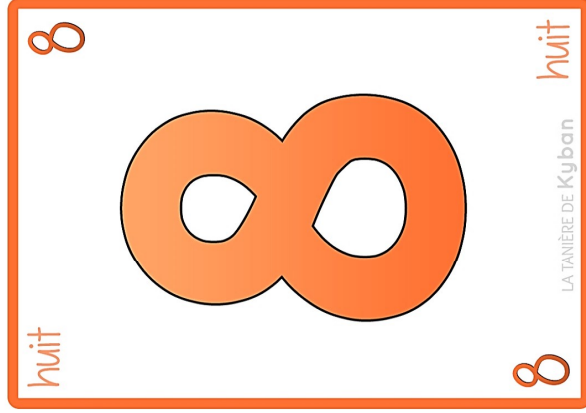
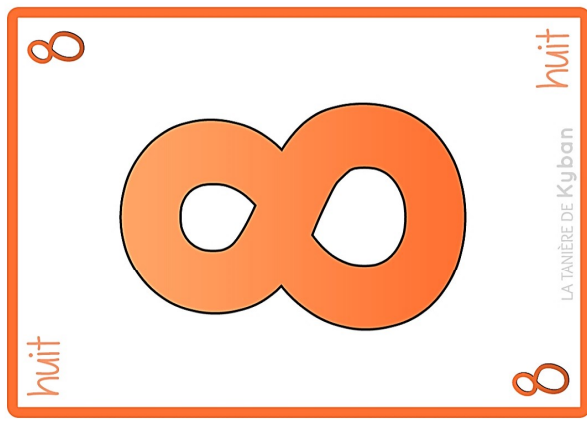
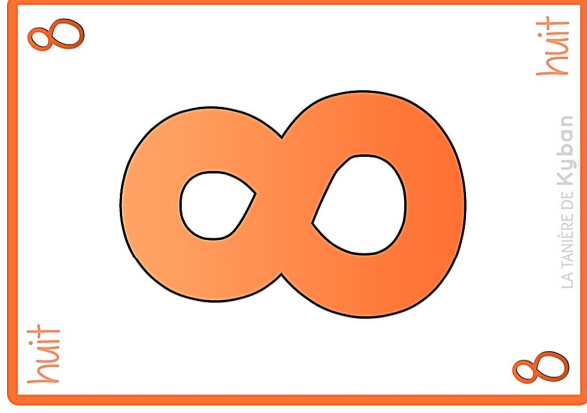
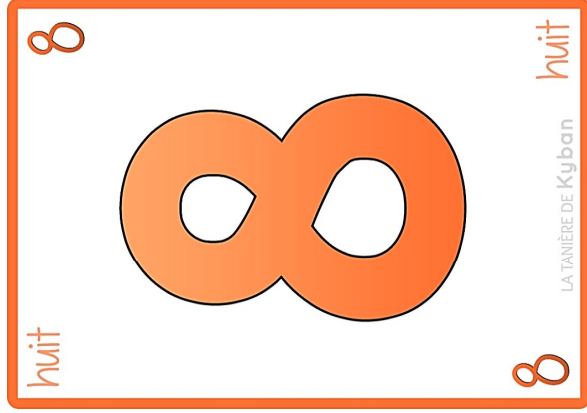
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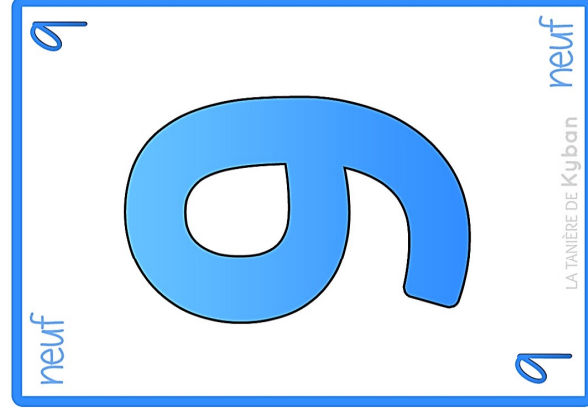
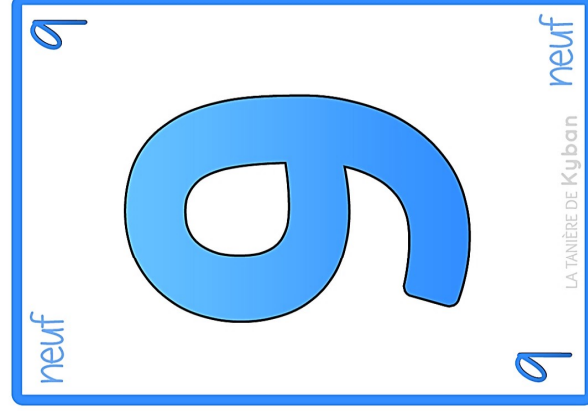
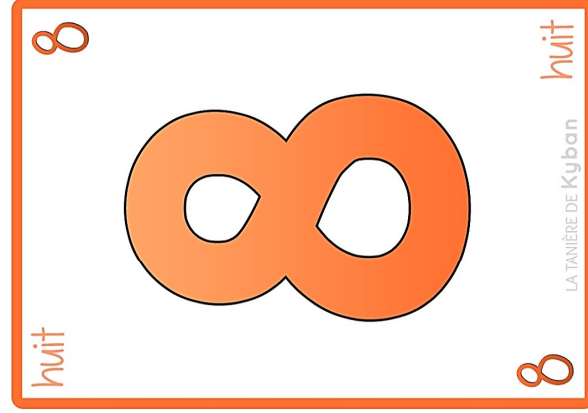
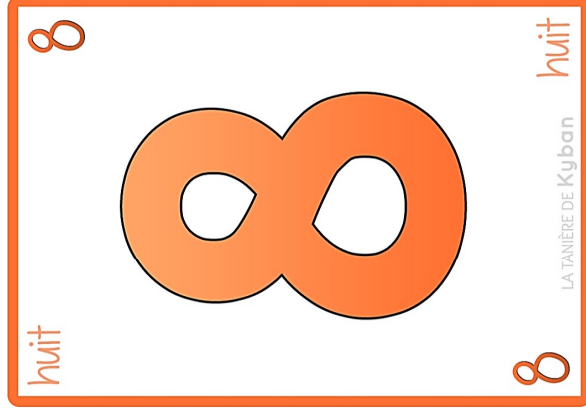
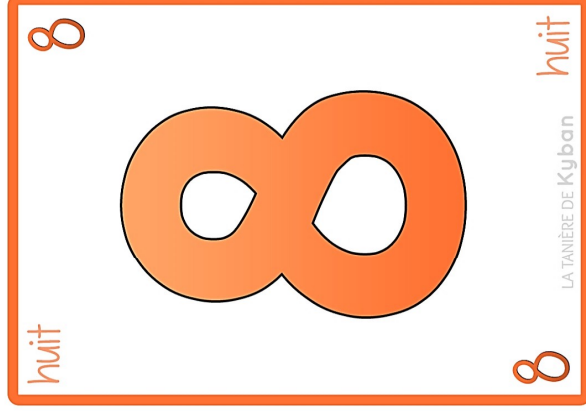
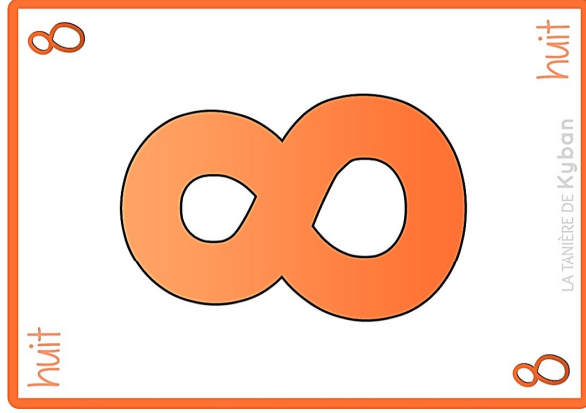
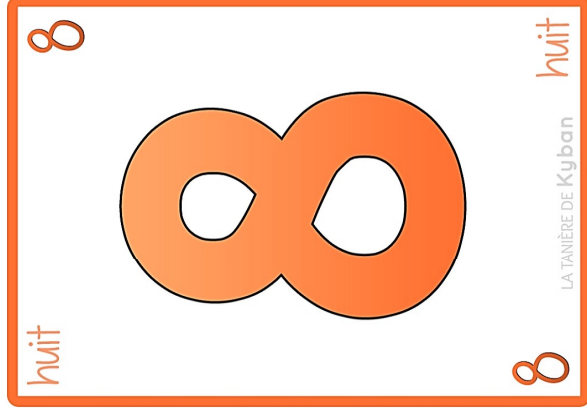
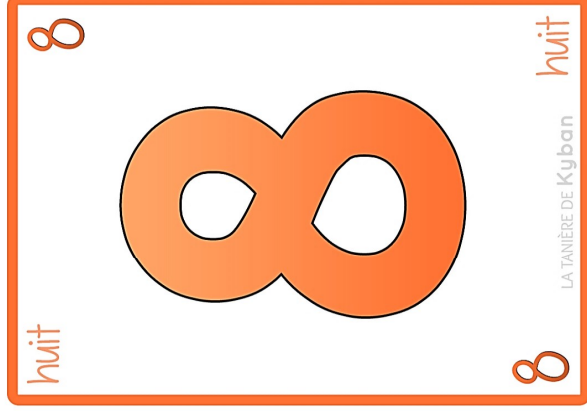
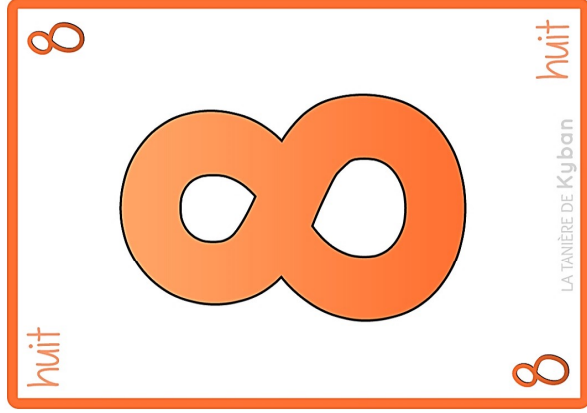


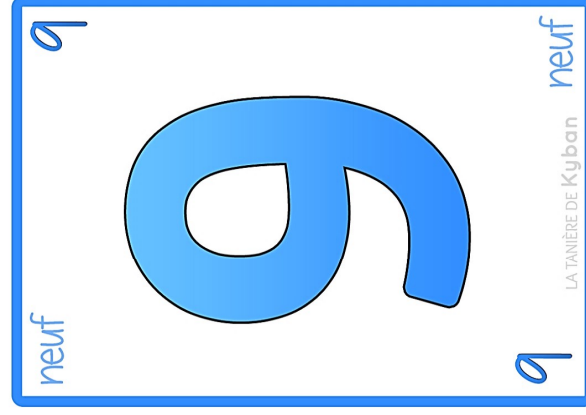
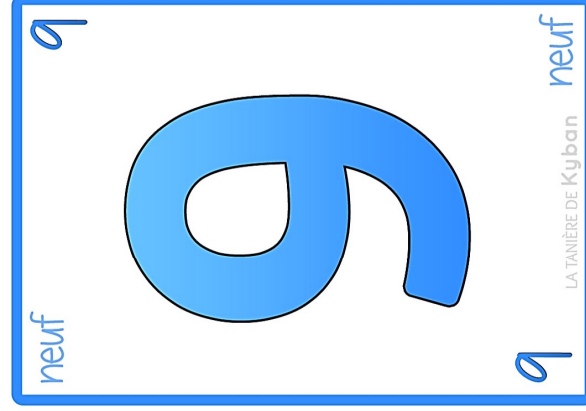
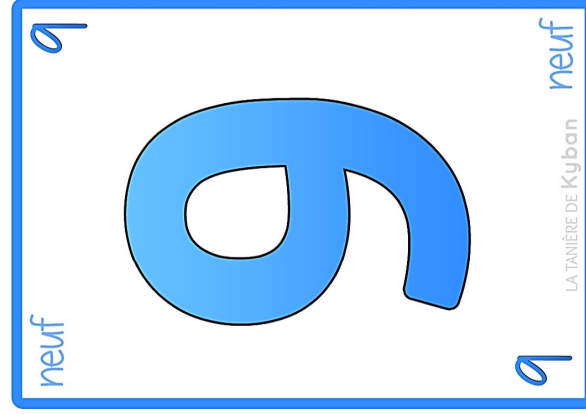
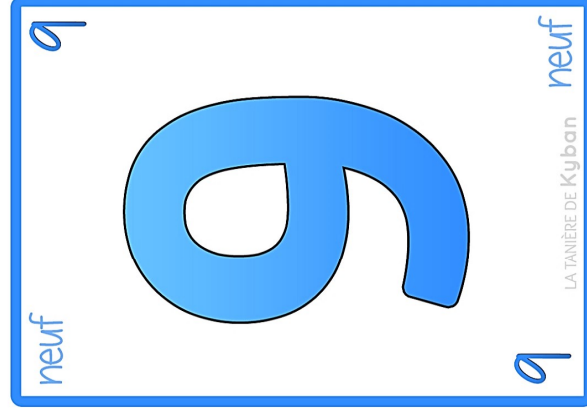
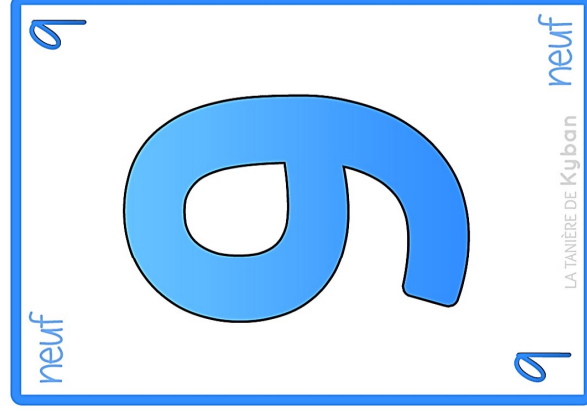
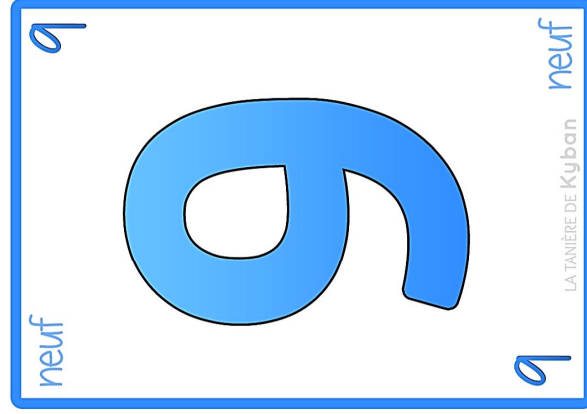
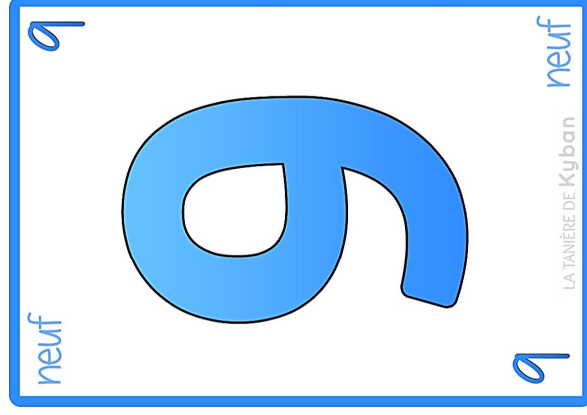
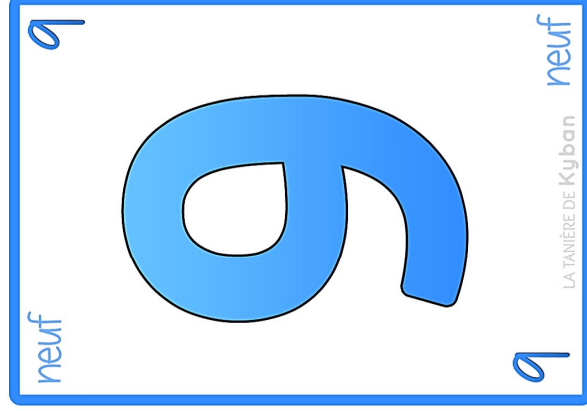
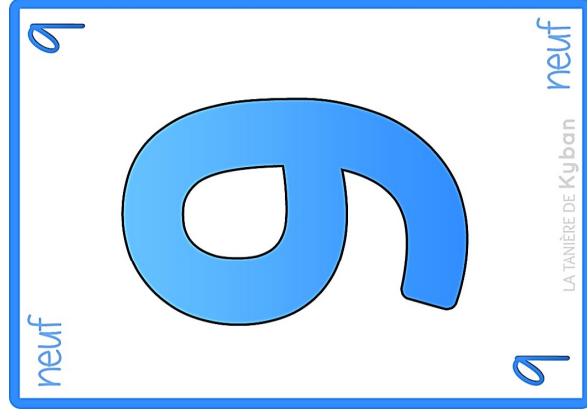


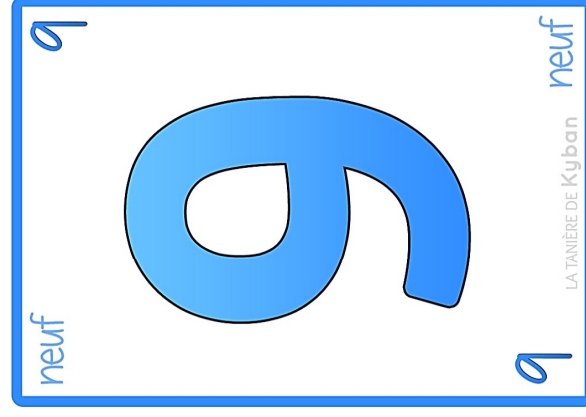
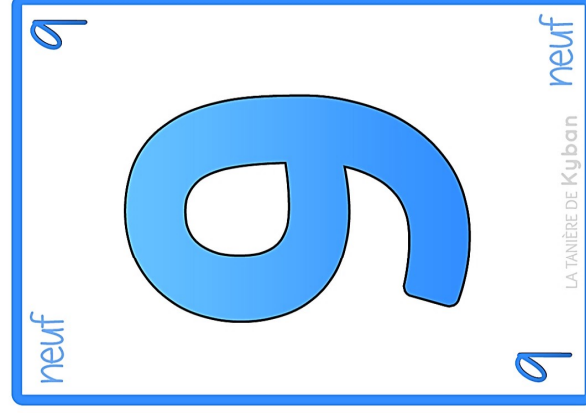
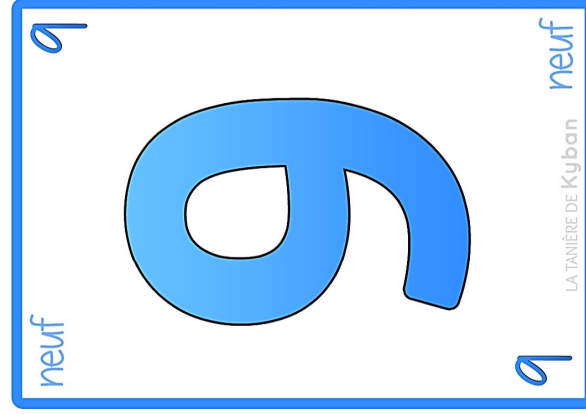
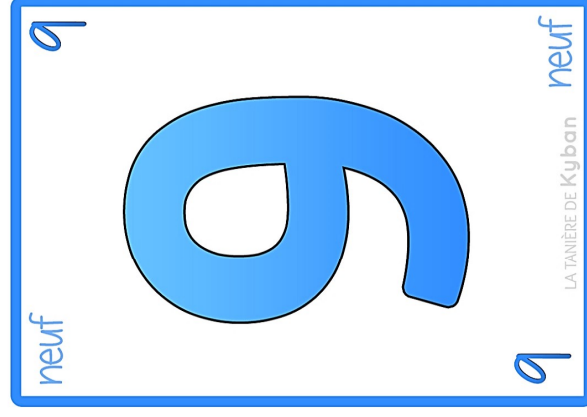
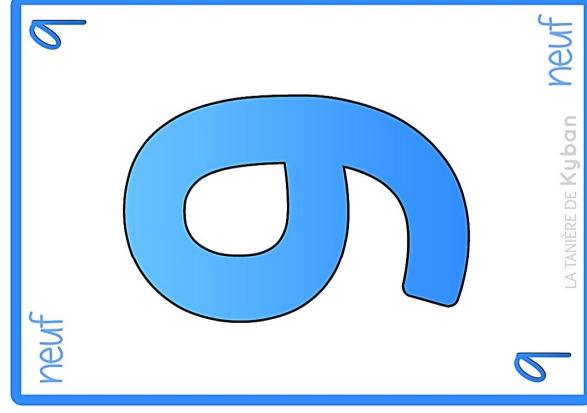
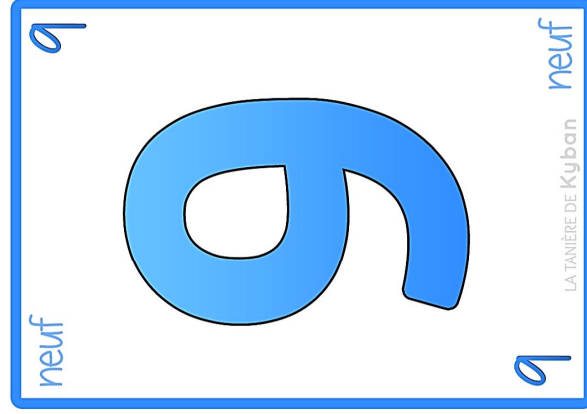
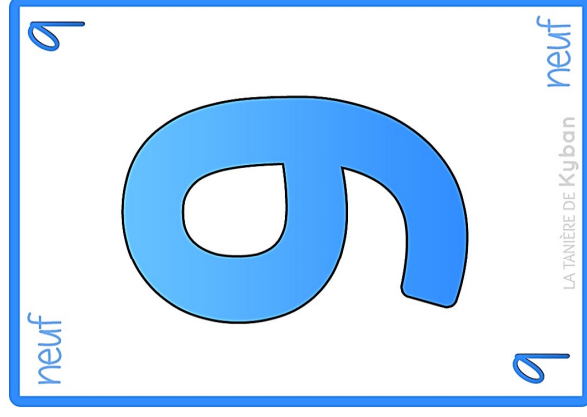
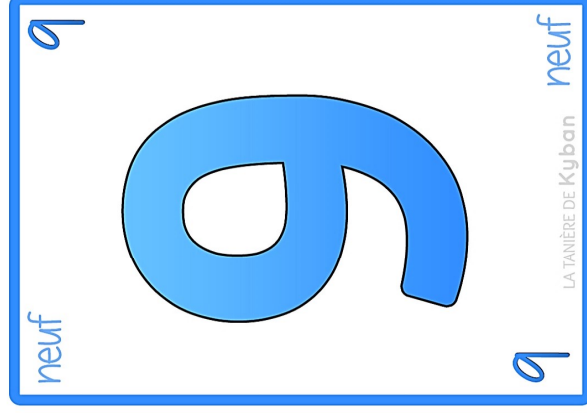
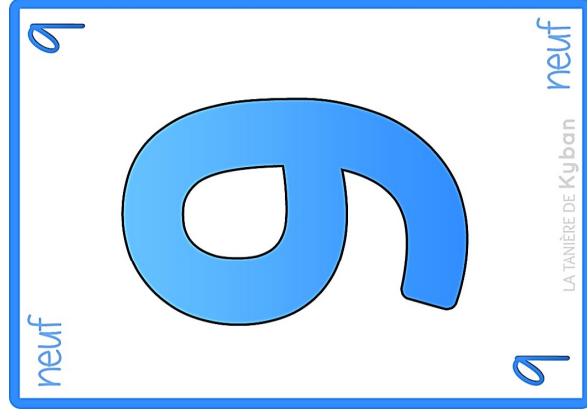












Décompositions de 10

$$\begin{array}{r} 0 + 10 \\ 1 + 9 \\ 2 + 8 \\ 3 + 7 \\ 4 + 6 \\ 5 + 5 \end{array} \quad \begin{array}{r} 10 + 0 \\ 9 + 1 \\ 8 + 2 \\ 7 + 3 \\ 6 + 4 \end{array}$$

LA TANIÈRE DE Kyban

Décompositions de 10

$$\begin{array}{r} 0 + 10 \\ 1 + 9 \\ 2 + 8 \\ 3 + 7 \\ 4 + 6 \\ 5 + 5 \end{array} \quad \begin{array}{r} 10 + 0 \\ 9 + 1 \\ 8 + 2 \\ 7 + 3 \\ 6 + 4 \end{array}$$

LA TANIÈRE DE Kyban

Les règles du jeu

Jeu 1

4 à 6 joueurs

On distribue 6 cartes à chaque joueur.

Le joueur qui commence pose deux cartes de sa main qui, additionnées ensemble, font dix. Il place ces cartes de côté, son tour est fini.

S'il ne peut pas poser deux cartes, il n'en pose qu'une seule. Alors, ses camarades de jeu peuvent compléter en posant une carte de leur main pour que le total fasse dix.

Si un camarade arrive à compléter, alors les deux cartes sont placées de côté.

Si personne n'arrive à compléter, le joueur qui vient de jouer reprend sa carte et son tour est fini.

Le joueur suivant agit de la même façon.

Le gagnant est celui qui n'a plus de cartes en main.

VARIANTE :

On peut autoriser chaque joueur à poser plus de deux cartes. Par exemple, le joueur a $6 + 2$, alors il peut poser les trois cartes. Autre exemple : le joueur pose 4, un joueur a 2 et 4 en main : il peut poser les deux cartes.

LA TANIÈRE DE Kyban

Les règles du jeu

Jeu 2

2 à 4 joueurs

Le plateau est placé au milieu des joueurs.

On distribue toutes les cartes entre les joueurs, de sorte que chacun en ait le même nombre.

Chaque joueur fait un tas de ces cartes, face cachée. Puis chacun tire les trois premières cartes et les place face visible, à la vue de tous.

Le but est de poser sur le plateau 1 à 3 cartes, choisies parmi celles posées devant soi, afin d'arriver à un total de 10, en comptant le nombre de la case sur laquelle on pose ces cartes.

Par exemple : Je pose 3 et 5 sur la case 2, car $3 + 5 + 2 = 10$.

La carte qui est maintenant au-dessus du tas est la nouvelle base.

Par exemple : le 5 est la dernière carte que j'ai posée. Il faudra donc réussir à faire 5 de plus pour poser par dessus.

Une fois son tour terminé, on prend dans sa pioche le nombre de cartes nécessaire pour en avoir à nouveau 3 devant soi. Si on ne peut rien jouer, on passe son tour. Le tour terminé, c'est au joueur suivant de jouer.

Le joueur qui gagne est celui qui n'a plus de cartes.

LA TANIÈRE DE Kyban

Les règles du jeu

Jeu 4

3 à 6 joueurs

C'est une variante du jeu 3.

On distribue toutes les cartes équitablement entre les joueurs, qui en font un tas, face cachée.

Un premier joueur retourne une première carte, qu'il place devant lui. Puis, le second en retourne une à lui, qu'il place devant lui, et ainsi de suite. Quand on revient au premier joueur, celui-ci pose sa nouvelle carte par dessus la première posée.

On continue de cette façon jusqu'à ce qu'on arrive à avoir un total de dix pile avec deux, trois, quatre, cinq ou six des cartes posées sur la table.

Quand un joueur repère une addition permettant de faire dix avec les nombres présents, il pose sa main au milieu de la table et annonce «dix». Si plusieurs joueurs ont annoncé «dix», alors c'est la main la plus en dessous qui l'emporte.

Le joueur l'emportant récupère toutes les cartes de la table et les place sous son tas, face cachée. Il place ensuite une carte devant lui, et chacun joue une carte à nouveau tour à tour.

Le joueur qui gagne est celui qui a le plus de cartes.

LA TANIÈRE DE Kyban

Les règles du jeu

Jeu 3

2 à 6 joueurs

On distribue toutes les cartes équitablement entre les joueurs, qui en font un tas, face cachée.

Un premier joueur retourne une première carte. Puis, le second en retourne une à lui, devant lui, et ainsi de suite.

Dès qu'on arrive à 10 en additionnant toutes les cartes visibles, celui qui a posé la dernière carte remporte toutes les cartes de la table : il les pose face cachée sous son tas et rejoue une carte.

Si on dépasse 10, le joueur qui a dépassé 10 a perdu ce tour.

C'est le joueur suivant qui récupère les cartes de la table et les place sous son tas, face cachée, puis il rejoue une carte.

Le joueur qui gagne est celui qui a le plus de cartes.

LA TANIÈRE DE Kyban



