



Crée une partie

Rejoindre une partie

Paramètre

Quitter

Note des Dev: La dernière update comprend l'ajout: -Un système de ranked -Nerf du cheat code -Update graphique -Debugage

v1.2.1



# Crée une Partie

Nombre de joueurs :

Temp par tour :

Nom de la Partie:

Crée la Partie



	Joueurs
<input checked="" type="checkbox"/>	Joueur 1
<input type="checkbox"/>	Joueur 2
<input checked="" type="checkbox"/>	Joueur 3
<input checked="" type="checkbox"/>	Joueur 4

Code de la Partie:  
#1920

Prêt

Quitter



Score: 100

7

5

9

6

11

5

9

11

7

10

12

8

Joueur 2

Joueur 3

1

10

9

1

2

5

3

4

3

VICTOIRE

Joueur 4

Retour au Menu

5

4

-4

1

6

3

6

10

Score: 56

Joueur 4

1

3

10

-2

5


1

1

3

4


Score: 28



Joueur 2


Score: 14

			9
	5		




Temp restant: 15s

		4	6




4



Joueur 4

Score: 12


			10
	2		



Vous

Score: 10

Quitter la Partie

  
**Joueur 3**  
**Score: 11**

			9
	2		

**Temp restant: 15s**



		4	6

**Quitter la Partie**



**Vous** ●  
**Score: 10**

<

Rejoindre une Partie





	Parties
1/2	1c1
3/3	1V1V1
4/4	squad
5/5	Partie de Locki
5/6	cherche 6 joueurs
6/7	fast a 7
5/8	partie à 8 svppp

Rejoindre



The interface features a central 4x4 grid representing the game board. The board is divided into four quadrants by a central horizontal and vertical line. Each quadrant contains a 2x2 grid of cells. The cells are colored based on the player's score: red for 9, green for 2, yellow for 4, and blue for 10. The central area contains a timer labeled "Temp restant: 15s" and a stack of cards labeled "4".

Four players are shown around the board, each with a score and a "Score: 14" label:

- Joueur 3** (top left): Score: 11. Avatar: . Score: 11.
- Joueur 4** (top right): Score: 11. Avatar: . Score: 11.
- Joueur 2** (bottom left): Score: 12. Avatar: . Score: 12.
- Joueur 5** (bottom right): Score: 12. Avatar: . Score: 12.

The central area also includes a "Vous" (You) label and a "Score: 10" label, indicating the current player's score. A "Quitter la Partie" (Leave the Game) button is located at the bottom left of the central area.

The image displays a 4x4 grid game interface. The grid contains the following numbers in colored cells:

			9
	2		

Player 1 (Joueur 1) has a score of 12. Player 2 (Joueur 2) has a score of 14. Player 3 (Joueur 3) has a score of 11. The player 'Vous' has a score of 10. Player 5 (Joueur 5) has a score of 12.

The central timer shows 'Temp restant: 15s'. A button labeled 'Quitter la Partie' is located at the bottom left.

The grid also contains the following numbers in colored cells:

		2	10

The grid also contains the following numbers in colored cells:

			9

The grid also contains the following numbers in colored cells:

		4	6

The grid also contains the following numbers in colored cells:


The diagram illustrates a 4-player game board. It features a central 4x4 grid and four 3x3 player boards, one for each player. The central grid has a yellow card with the number 4 and a red card with the number 6 in the top-right corner. The top-left player board (Joueur 4) has a green card with 6 and a yellow card with 7. The top-right player board (Joueur 5) has a green card with 6 and a yellow card with 7. The bottom-left player board (Joueur 2) has a green card with 6 and a yellow card with 7. The bottom-right player board (Joueur 7) has a green card with 6 and a yellow card with 7. The central grid also shows a stack of white cards on the left and a stack of yellow and green cards on the right. A timer indicates 15 seconds remaining. A button labeled 'Quitter la Partie' is located at the bottom left.

Temp restant: 15s

Quitter la Partie

Joueur 4  
Score: 14

Joueur 5  
Score: 14

Joueur 3  
Score: 14

Joueur 6  
Score: 14

Joueur 2  
Score: 14

Joueur 7  
Score: 14

Vous  
Score: 10

The game interface features a 4x4 grid of cells. Each cell contains a number from 1 to 10, with some cells highlighted in different colors (blue, green, yellow, red, cyan). The grid is surrounded by player information and a central timer.

**Player Information:**

- Joueur 1:** Score: 14. Grid: (1,1)=6, (1,3)=8.
- Joueur 2:** Score: 13. Grid: (2,1)=6, (2,3)=7.
- Joueur 3:** Score: 14. Grid: (3,1)=7, (3,2)=7.
- Joueur 4:** Score: 16. Grid: (4,2)=10, (4,3)=6.
- Joueur 5:** Score: 7. Grid: (5,1)=6, (5,3)=1.
- Joueur 6:** Score: 20. Grid: (6,2)=6, (6,4)=7.
- Joueur 7:** Score: 17. Grid: (7,1)=10, (7,3)=7.
- Joueur 8 (Vous):** Score: 10. Grid: (8,2)=7.

**Central Area:**

- Timer:** Temp restant: 15s.
- Grid:** A 2x2 grid with numbers 4 and 6.
- Buttons:** "Quitter la Partie" (bottom left), "4" (bottom center), "6" (bottom right).

# Paramètre

Son Globale:

Son Effet

Son Musique

Appliquer