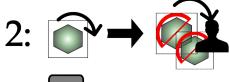


suivante

Préparez la manche









Min: 1

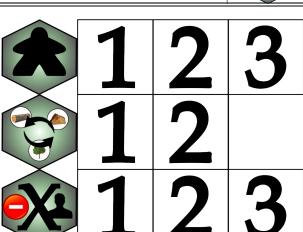




Ignorez les multiplicateurs

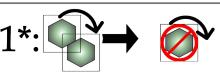


*: facultatif

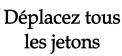




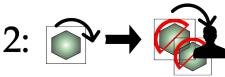




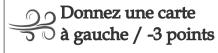








Max: 3







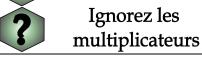




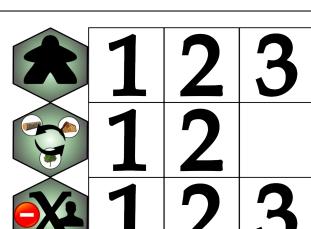
Min: 1













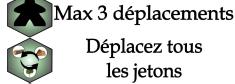






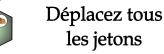


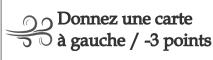


















Max: 3









*: facultatif

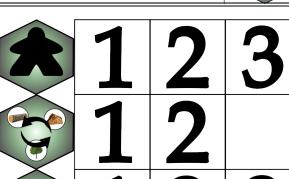
-1 Multiplicateur / -3 points



Ignorez les multiplicateurs



Ecartez une tuile

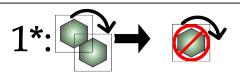


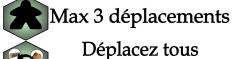




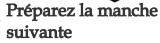










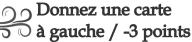






les jetons













Rien



Max: 3

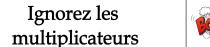
Max: 3



-1 Multiplicateur / -3 points



Min: 1





Ecartez une tuile





