

JEU : Le combat des pokémons

Chaque joueur choisit un pokémon et le place aux extrémités de la grille (dans les cases grisées) et dans l'orientation qu'il souhaite.

Chacun place ensuite un mur (case grise foncée remplaçant une case blanche) où il veut sur la grille.

Les pokémons ne pourront pas se déplacer dans les cases grises. Chaque joueur pioche ensuite 5 cartes et doit toujours en avoir 5 dans la main : il faut donc en piocher de nouveau quand on en utilise.

Pour déplacer son Pokémon, on peut utiliser soit 2, soit 3 cartes en main pour faire avancer ou faire pivoter son pokémon.

But du jeu : **ARRIVER LE PREMIER DANS LA CASE DU POKEMON ADVERSE POUR REMPORTE LE COMBAT.**



Avancer

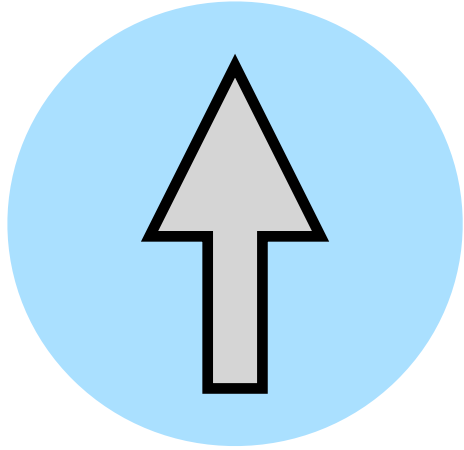


Pivoter à droite

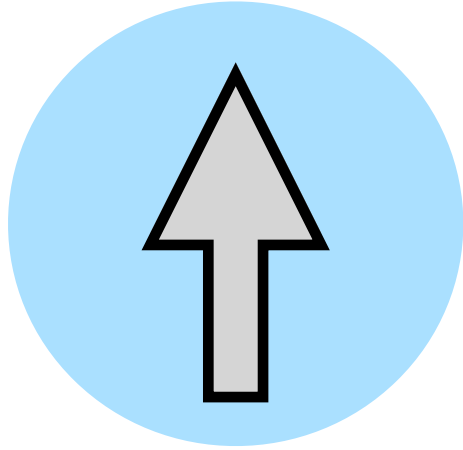


Pivoter à gauche

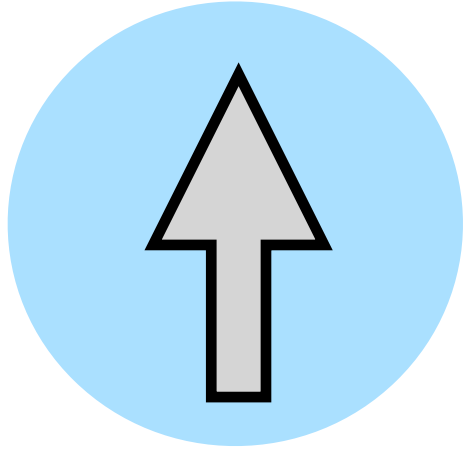
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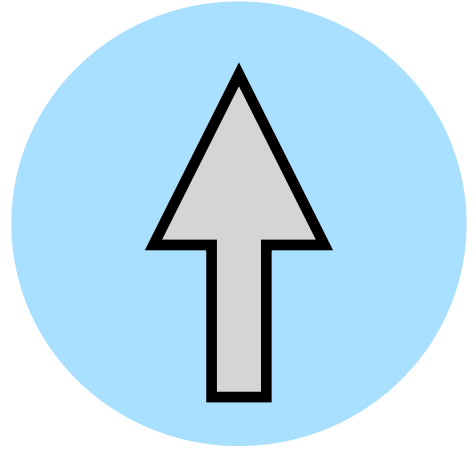
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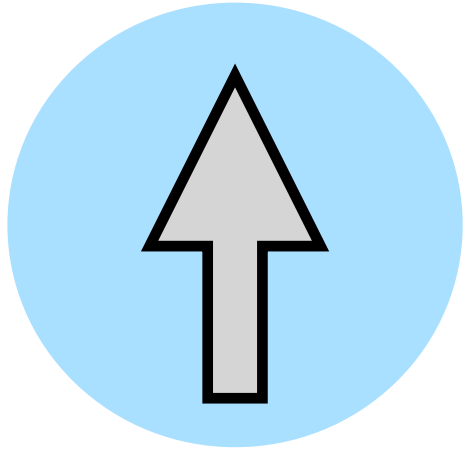
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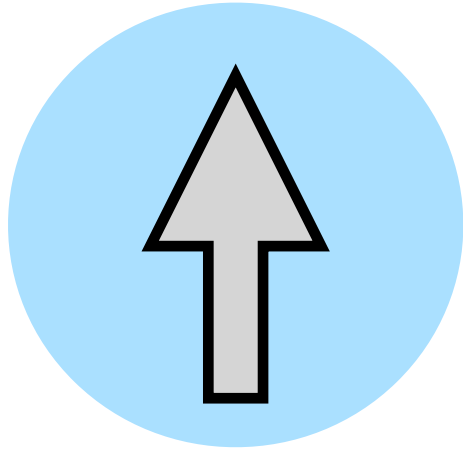
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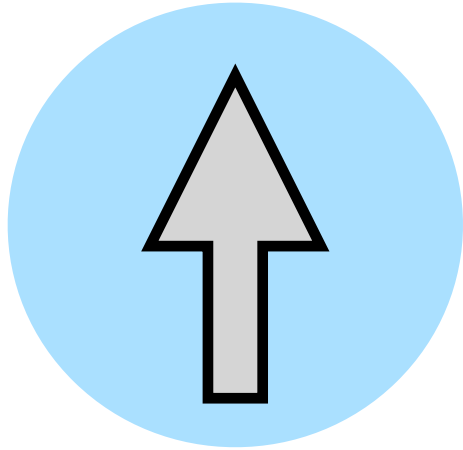
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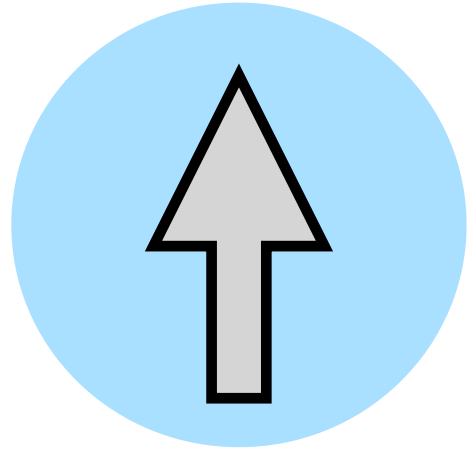
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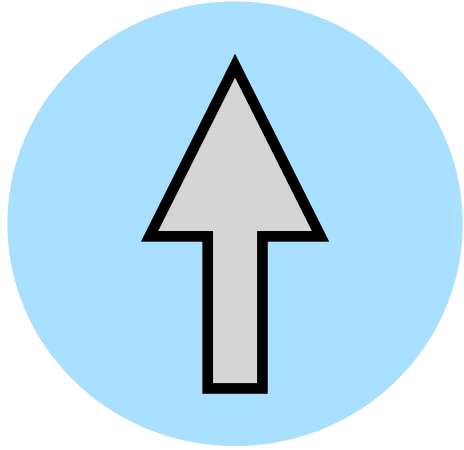
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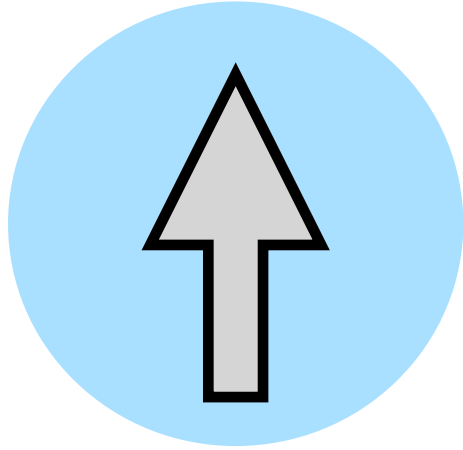
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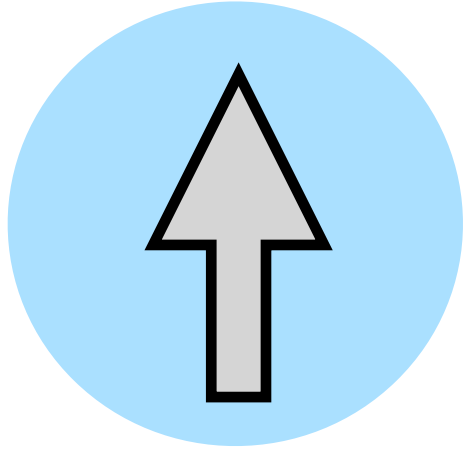
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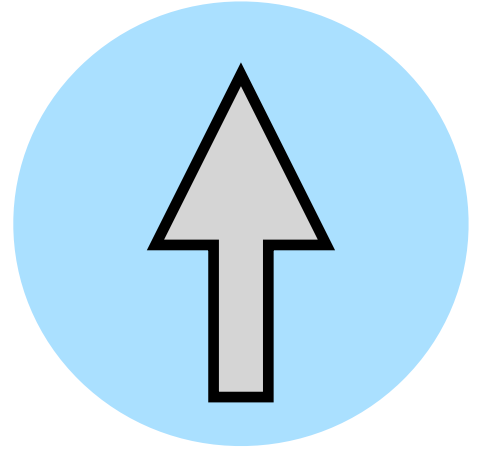
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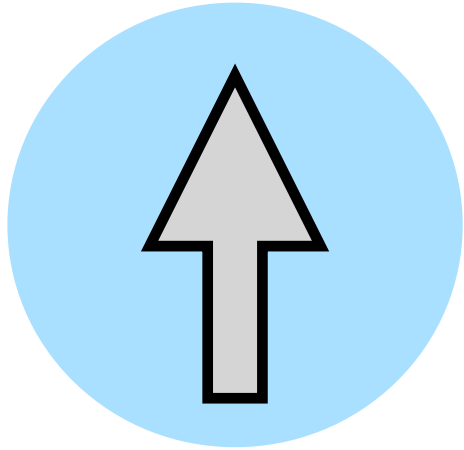
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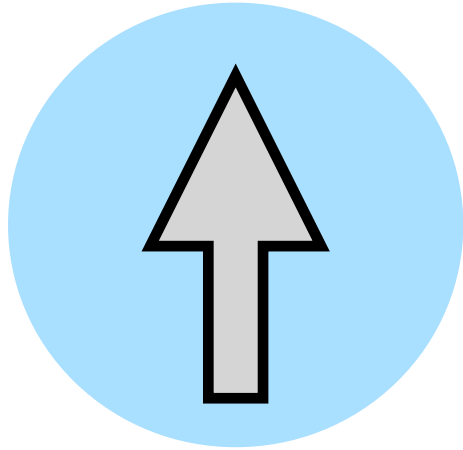
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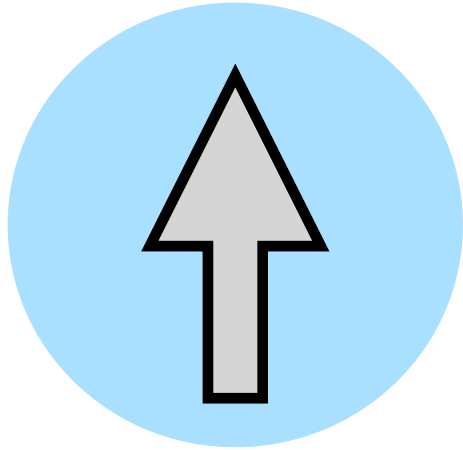
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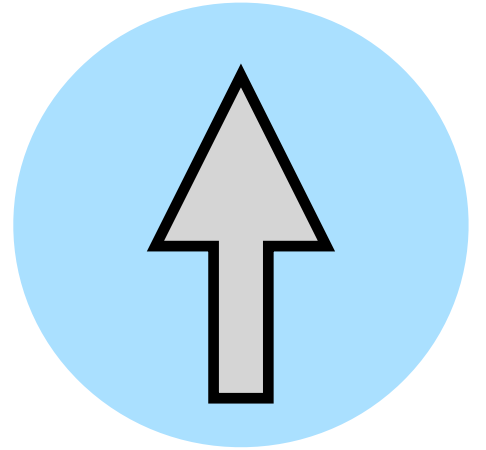
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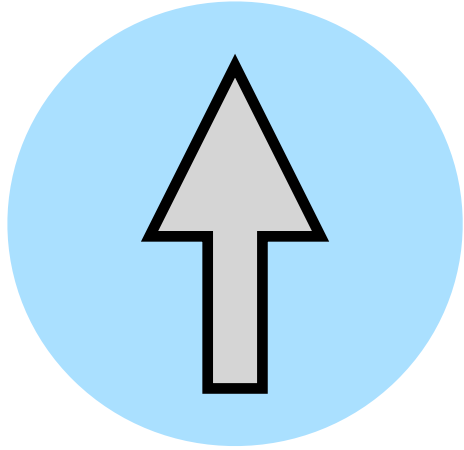
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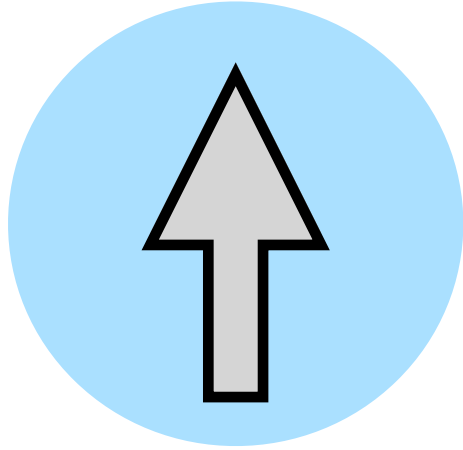
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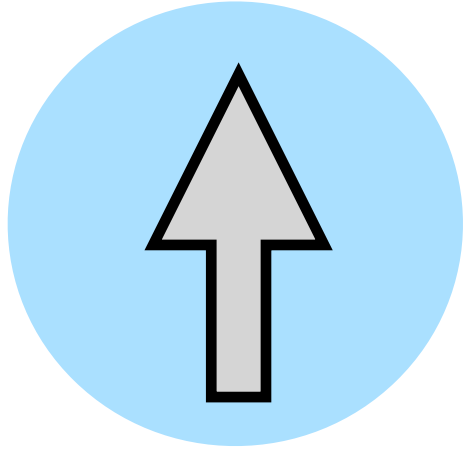
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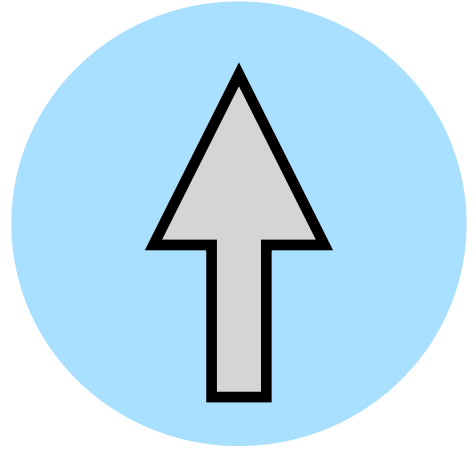
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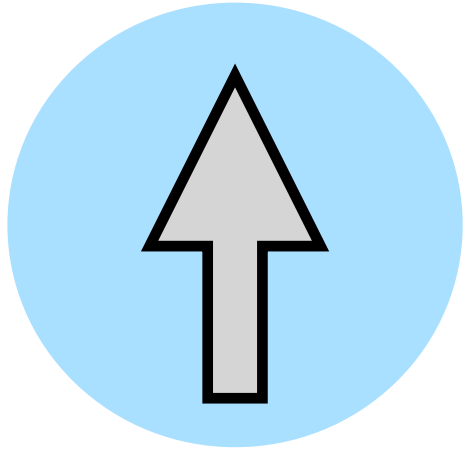
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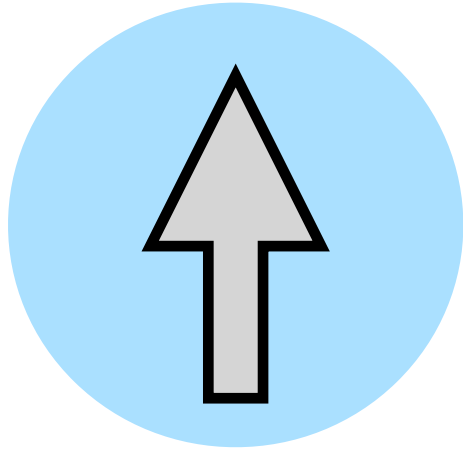
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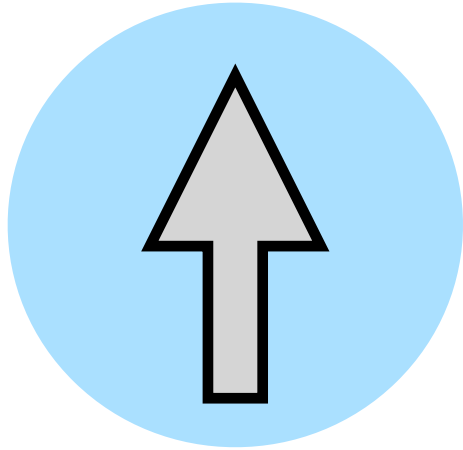
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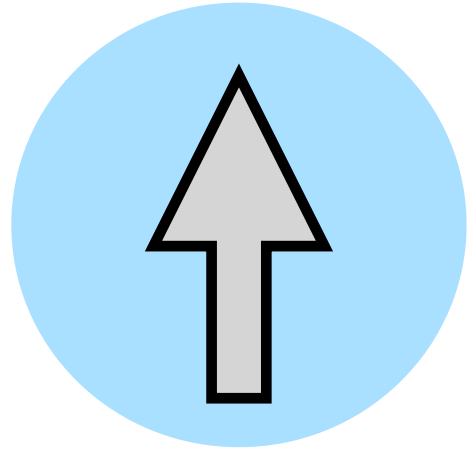
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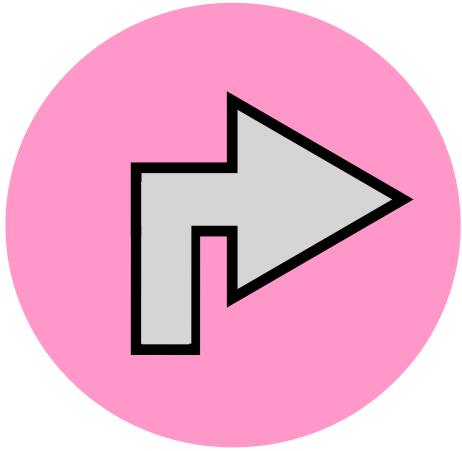
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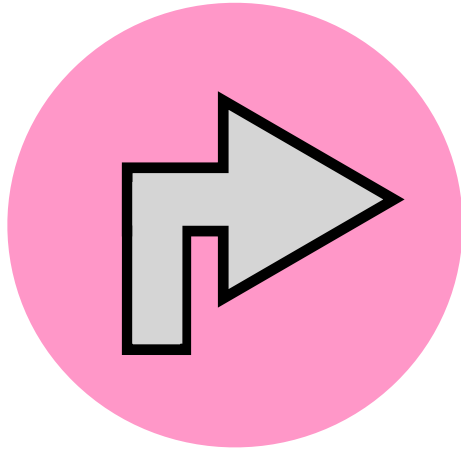
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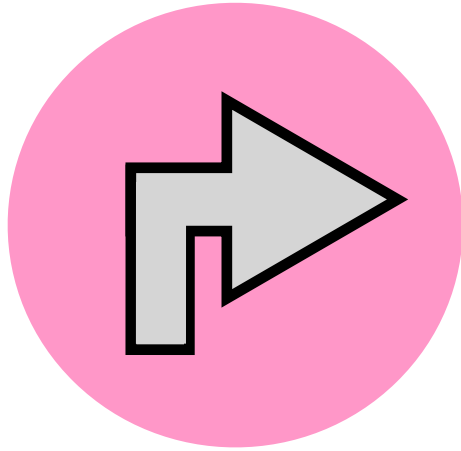
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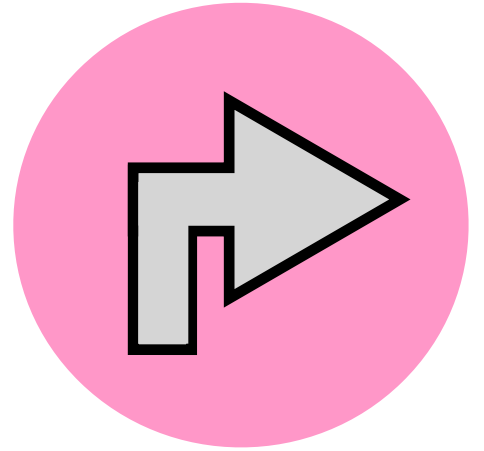
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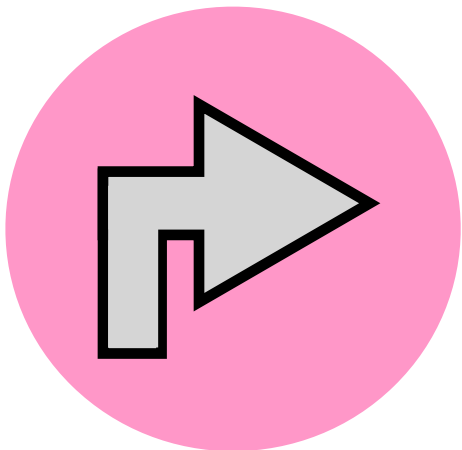
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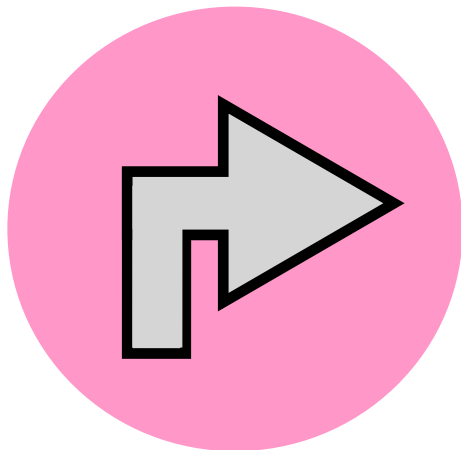
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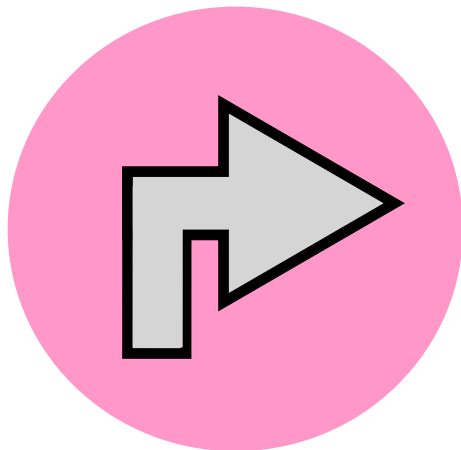
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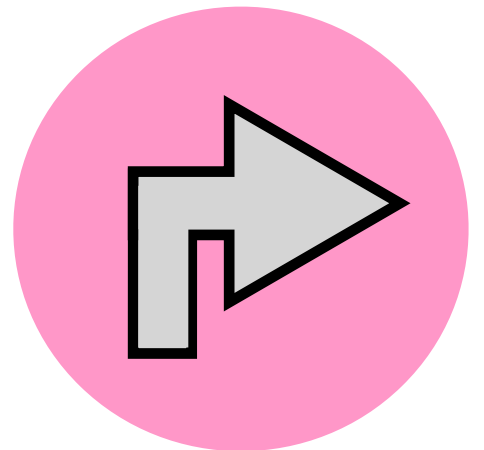
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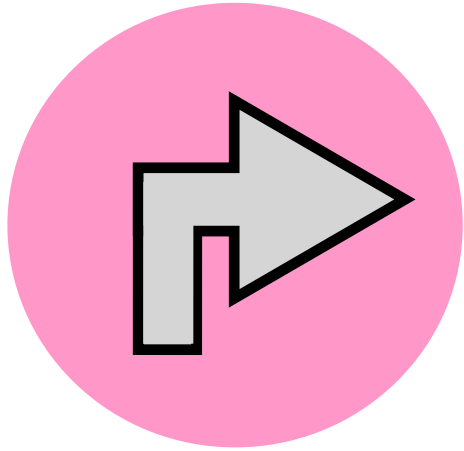
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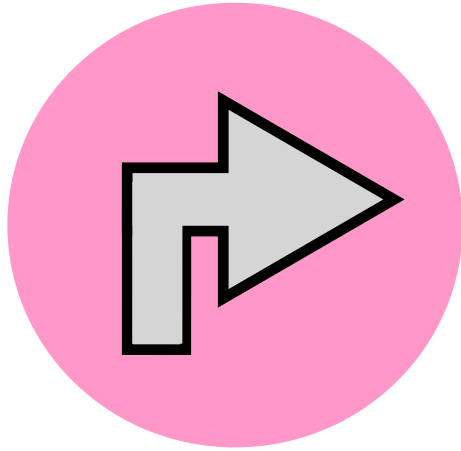
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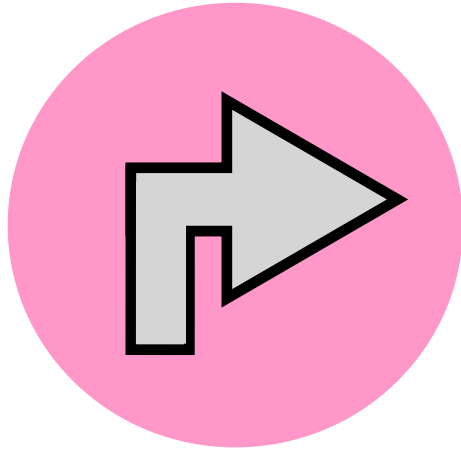
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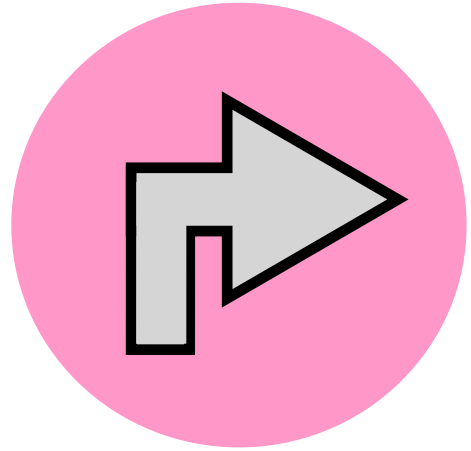
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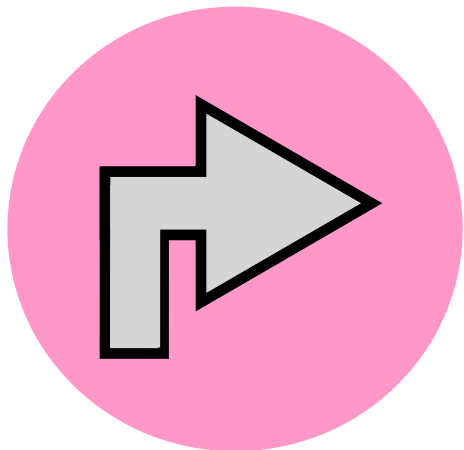
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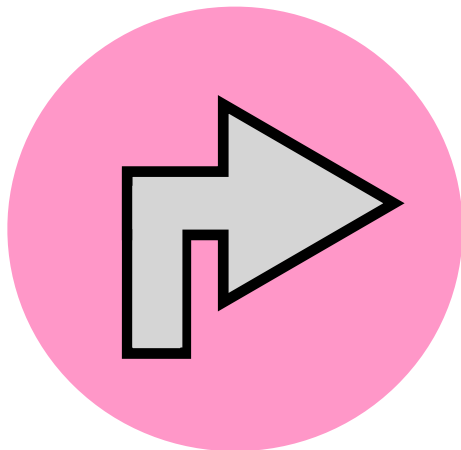
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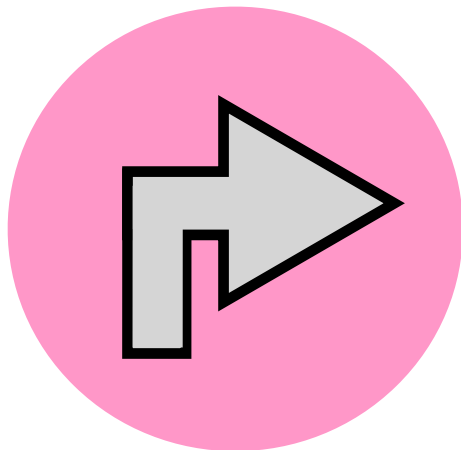
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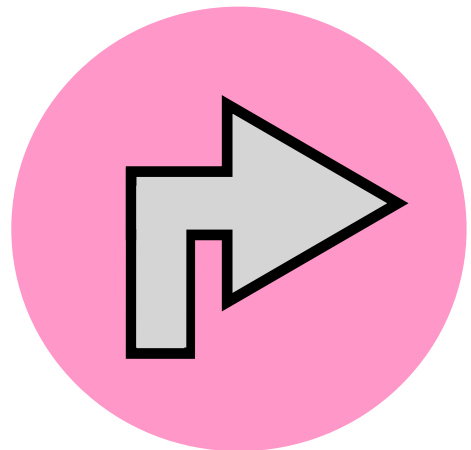
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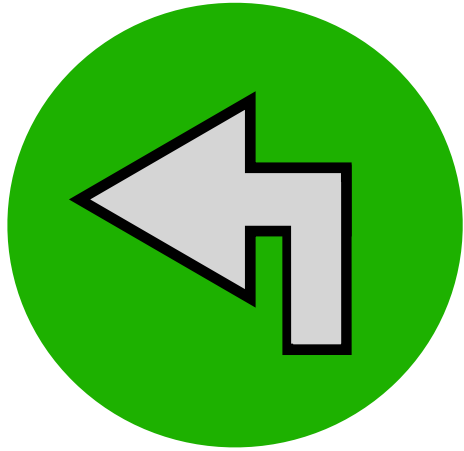
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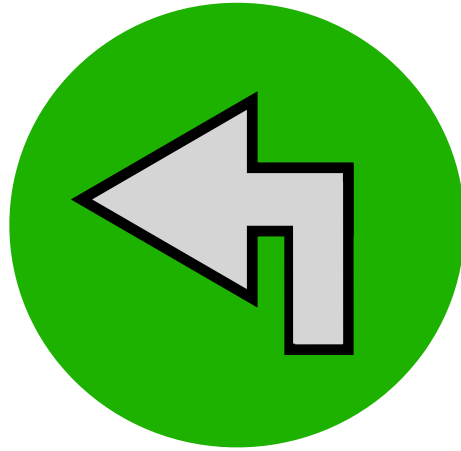
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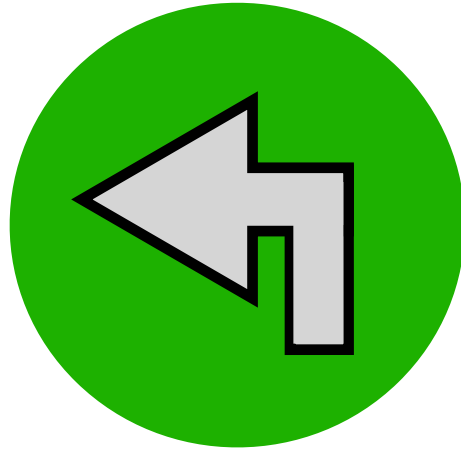
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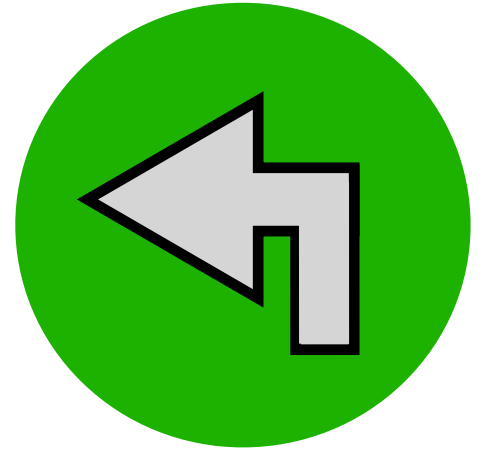
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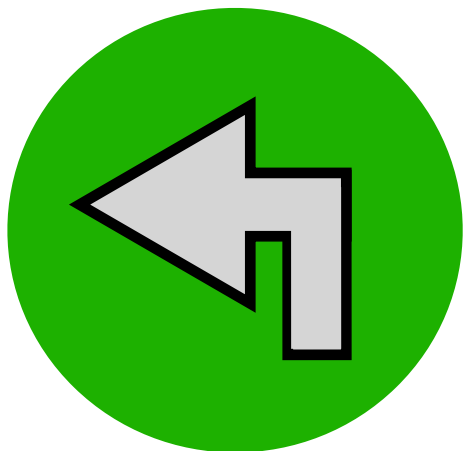
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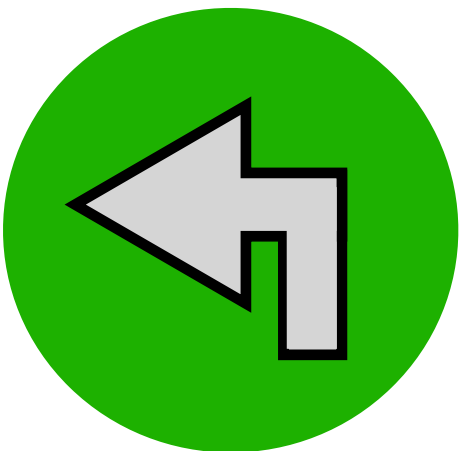
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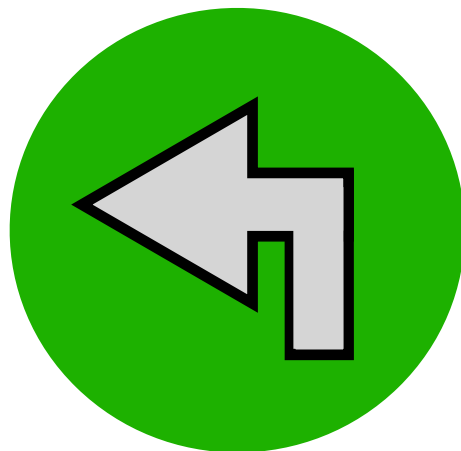
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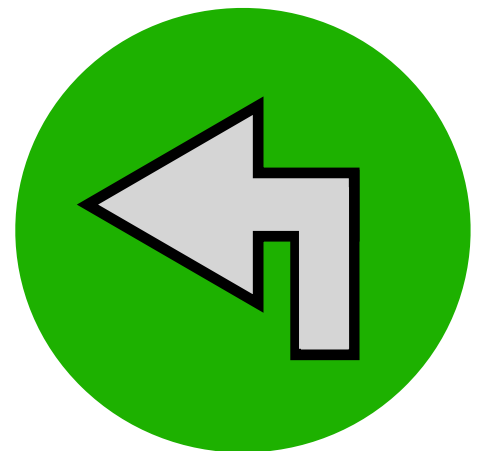
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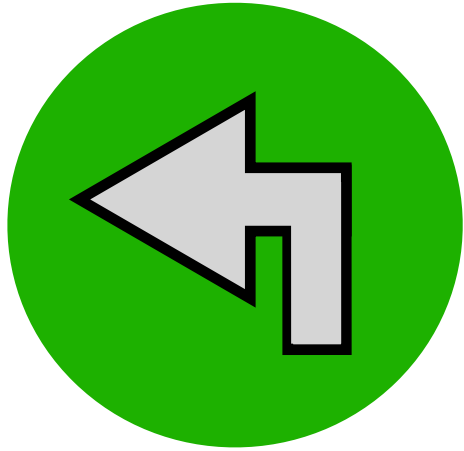
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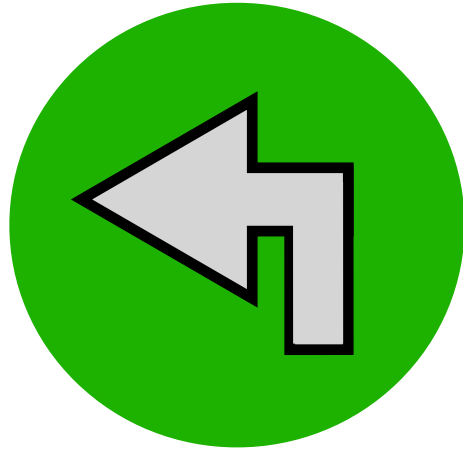
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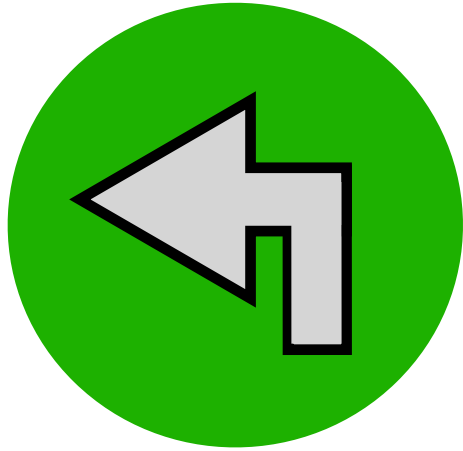
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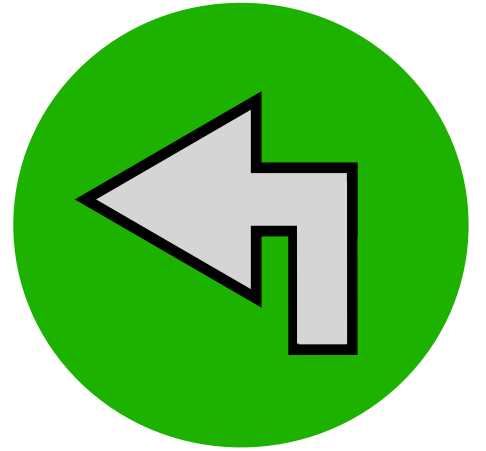
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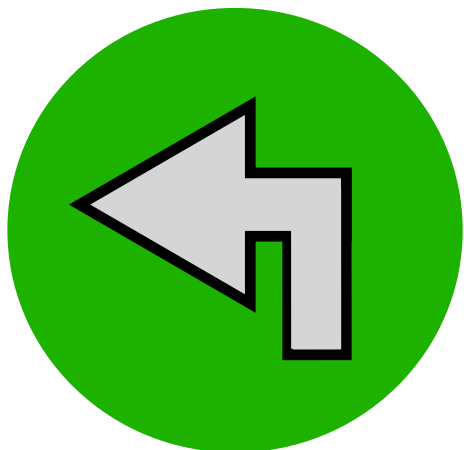
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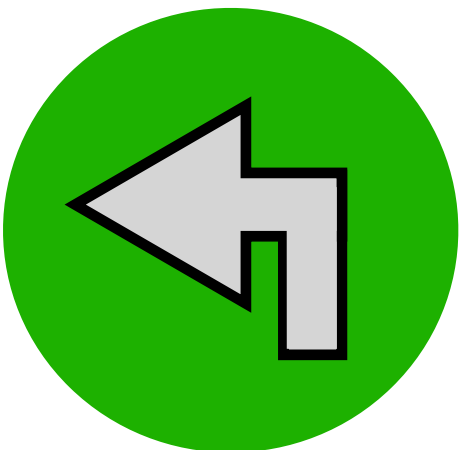
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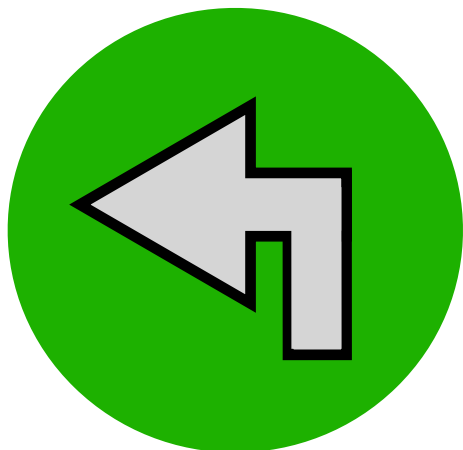
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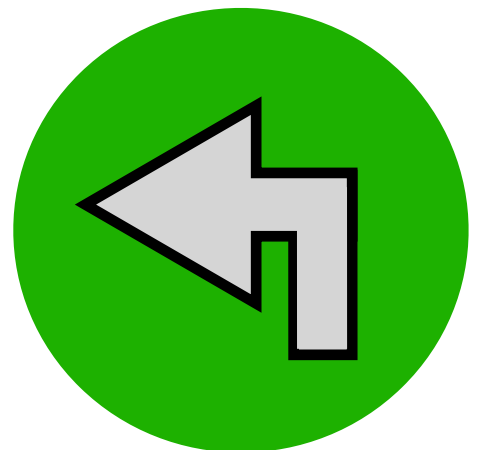
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