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***<http://escaleajeux.fr> – 09 72 30 41 42 – [francois.haffner@gmail.com](mailto:francois.haffner@gmail.com)***



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# Tantalus

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Jeux de Ravensburg No 6025212 2

Contenu: 1 planche, 50 plaquettes

(1 de réserve), 52 cartes

Ce jeu sortant de l'ordinaire, pour 2 personnes, ressemble à un jeu de patience. Son intérêt réside principalement à contrecarrer volontairement ou involontairement les intentions de l'adversaire. Une reconnaissance sûre des formes, un peu de chance et de l'intelligence sont décisifs pour vaincre. Le problème à résoudre se renouvelle jusqu'au dernier coup, l'intérêt se maintient jusqu'au bout.

## Conception du jeu

Le jeu comporte une planche en damier occupée par 49 plaquettes en matière plastique identiques et un jeu de 52 cartes. Les plaquettes sont composées de manière que les lignes en creux se rencontrent toujours et composent des dessins très variés. Quand on tourne une plaquette de 90° sur son petit pivot, le dessin change à cet endroit. Les cartes représentent de tels dessins. Les joueurs doivent

reproduire exactement ces dessins, en tournant les plaquettes coup par coup. Si l'un d'eux y parvient, il gagne la carte correspondante. Tous les dessins sont différents et exigent chacun la rotation de 1 à 5 plaquettes. Ces chiffres figurent sur les cartes et servent aussi à compter les points quand le jeu est terminé. Celui qui a alors gagné le plus grand nombre de points est le vainqueur.

## Préparatifs

Ouvrir le jeu et poser les 49 plaquettes sur la planche. Afin d'avoir une position neutre au départ, les plaquettes doivent composer uniquement des cercles. Mélanger les cartes et poser le paquet à l'envers, à côté du jeu. Les deux joueurs prennent chacun 3 cartes et les tiennent en main de façon que l'adversaire ne puisse les voir. Tirer au sort celui qui joue le premier — la partie peut commencer.

## Manière de jouer

Les joueurs examinent d'abord attentivement leurs cartes et le damier. Ils imaginent un plan pour tourner les plaquettes de façon à obtenir les dessins représentés par leurs propres cartes. Tenter d'abord de composer un de ces dessins, bien que le moment arrive bientôt où il semble plus facile d'en composer un autre.

Les joueurs doivent soulever et tourner une plaquette quelconque de 90°, à tour de rôle, puis la reposer. Une seule restriction : il est interdit de tourner la plaquette qui vient d'être déplacée par l'autre joueur. Chacun tente de pivoter les plaquettes pour composer le dessin envisagé, pas à pas, tout en recherchant à deviner le dessin que veut composer l'adversaire, car il est possible de contrecarrer cette intention par son propre coup.

Les dessins peuvent être composés indifféremment par l'un ou l'autre des joueurs. Quand un des 6 dessins tenus en main par les joueurs est terminé, le propriétaire de la carte la retourne pour la montrer. Comparer le dessin sur la carte et celui du damier — elles doivent correspondre exactement. On se laisse facilement tromper par les dessins symétriques. Il n'existe aucune différence entre le haut et le bas. Les cartes peuvent être tournées de tous côtés. Quand les dessins correspondent, le joueur a gagné la carte et la place de côté. Il en prend immédiatement une nouvelle sur le paquet.

Quand le joueur exécute *lui-même* le dernier coup lui permettant de gagner une de ces cartes, il a droit à un tour supplémentaire, en plus de la nouvelle carte. Le tour passe ensuite à l'adversaire. Si un dessin a été terminé par un coup de *l'adversaire*, le propriétaire de la carte correspondante la gagne et joue au tour suivant, mais n'a droit à aucun tour supplémentaire. Il peut arriver que deux dessins soient composés en même temps par la rotation d'une plaquette. Le joueur qui a exécuté le dernier coup peut prendre *deux* nouvelles cartes et a droit à deux tours supplémentaires. Si le joueur ne possède *qu'un seul* des dessins, il n'a droit qu'à *un seul* tour supplémentaire.

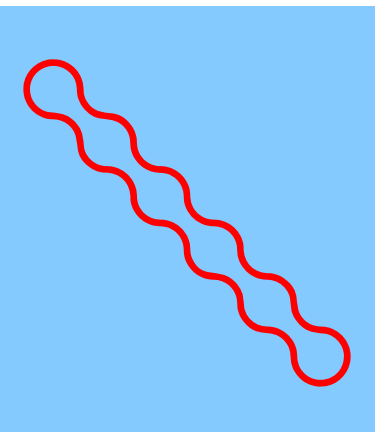
## Fin de la partie

Le jeu se poursuit jusqu'à ce que le paquet de cartes retournées soit épuisé. On peut en varier la durée par la réduction du nombre de cartes à jouer. Additionner les points figurant sur les cartes gagnées. Le vainqueur définitif est celui qui obtient le plus grand total. Le joueur qui parvient à déposer le premier sa dernière carte a le droit de prendre la ou les cartes qui restent à son adversaire et d'ajouter les points aux siens.

Une autre possibilité de terminer le jeu, consiste à atteindre un nombre de points déterminé — par ex. 50 ou 100. Le gagnant est celui qui y parvient le premier.

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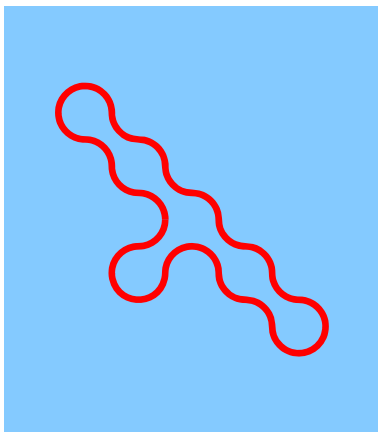


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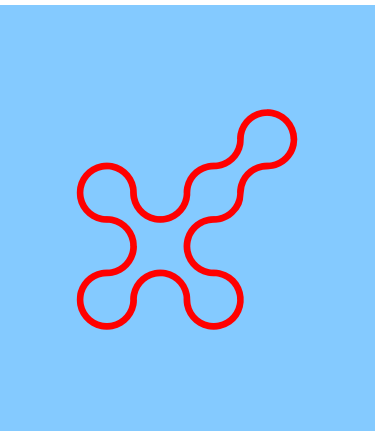


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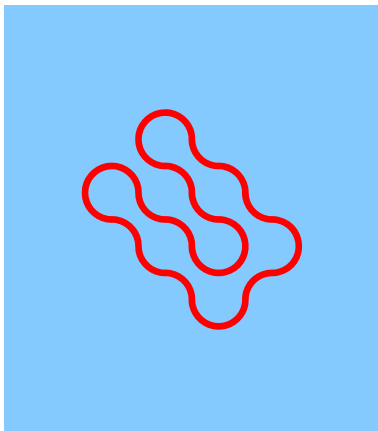


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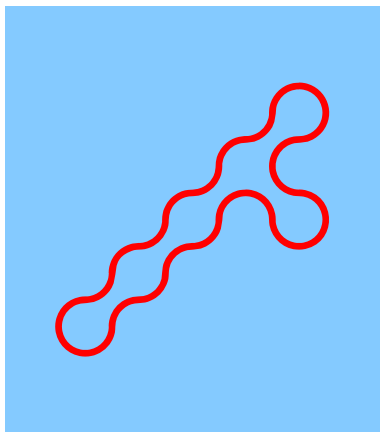
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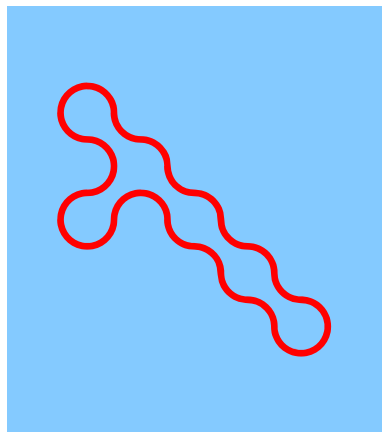
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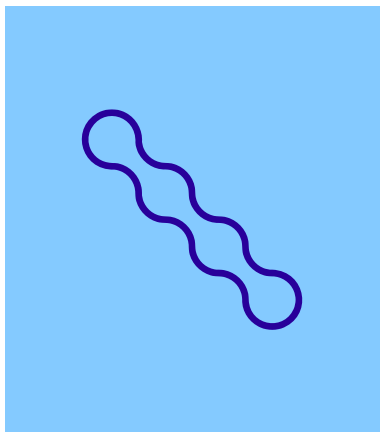
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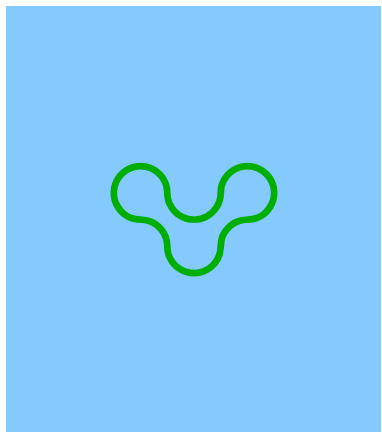
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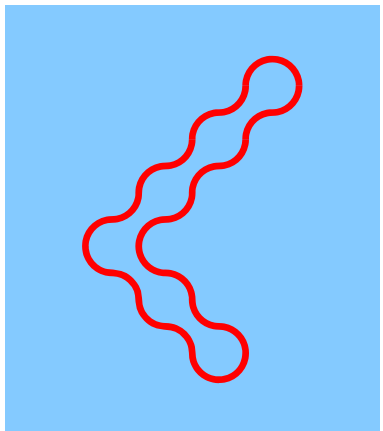
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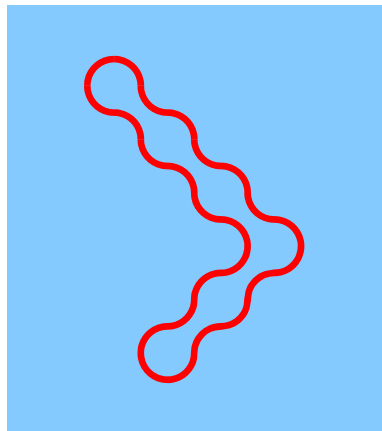
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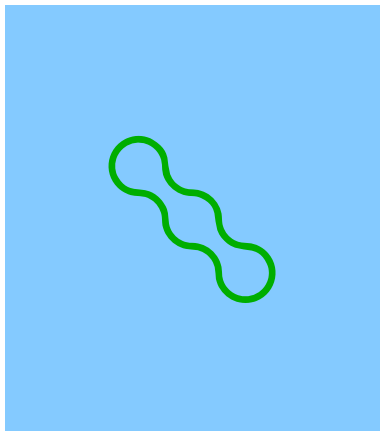
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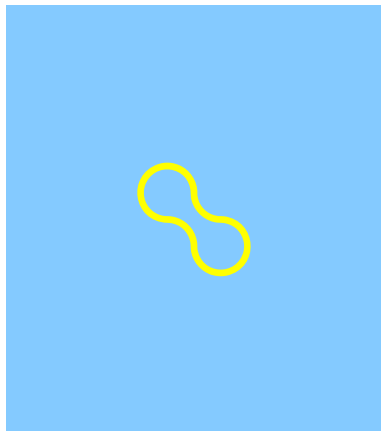
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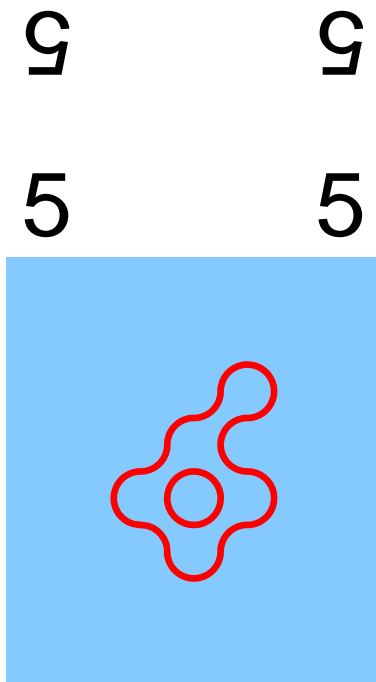
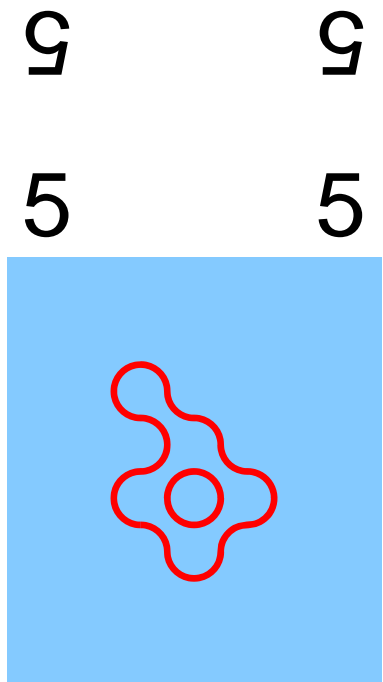
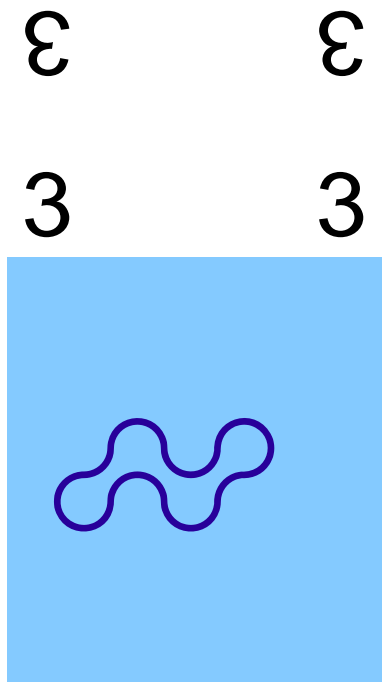
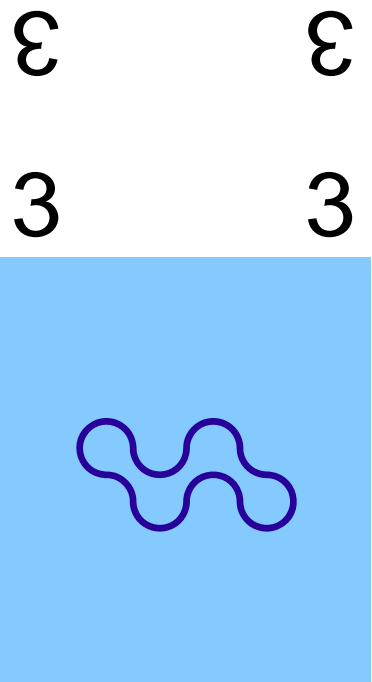
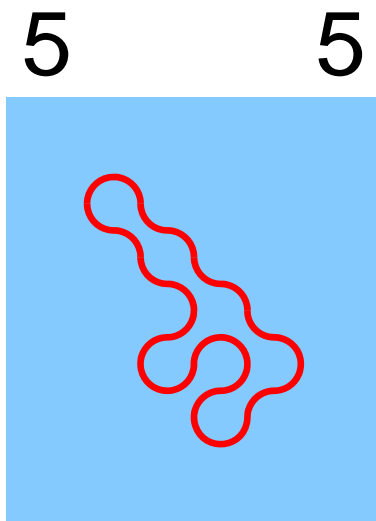
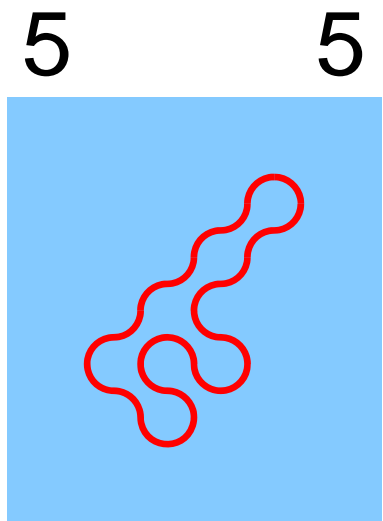
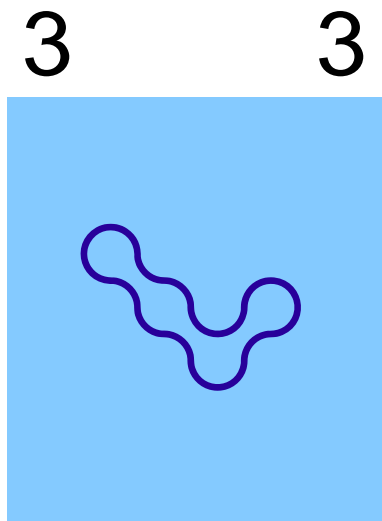
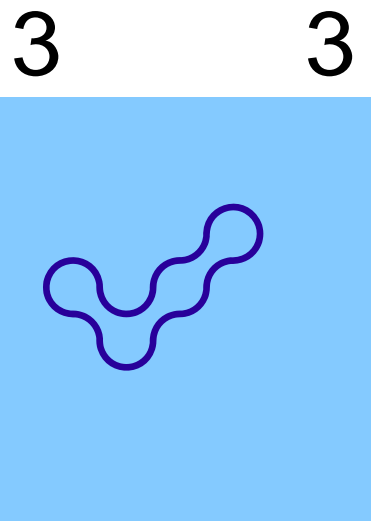


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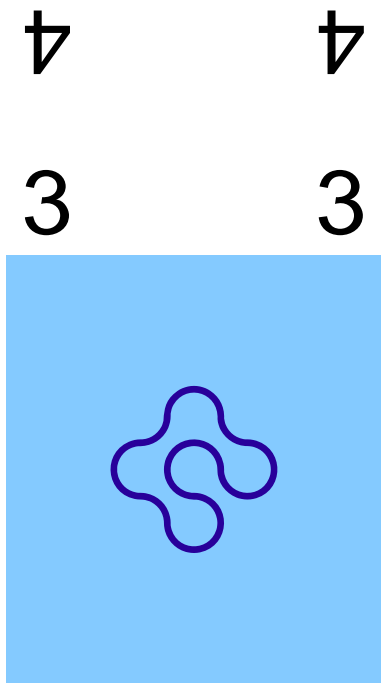
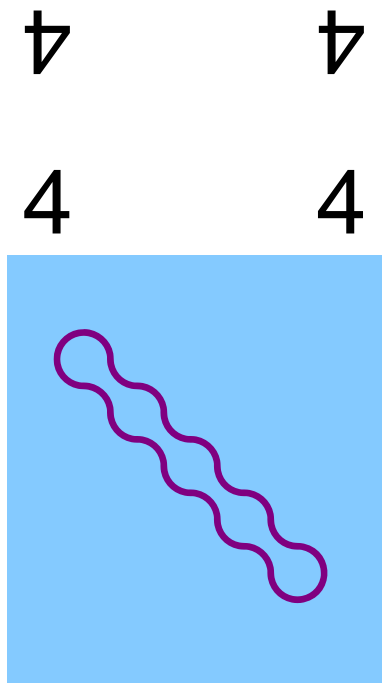
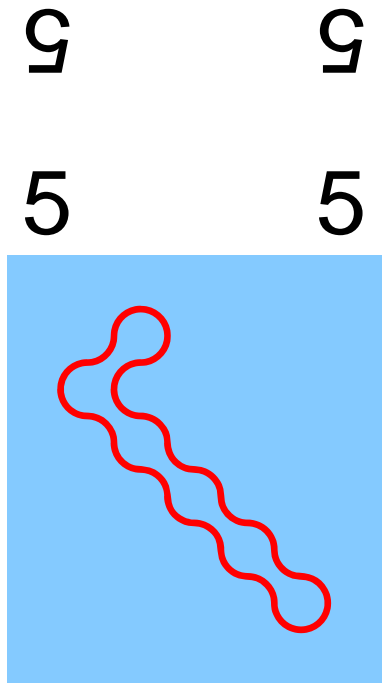
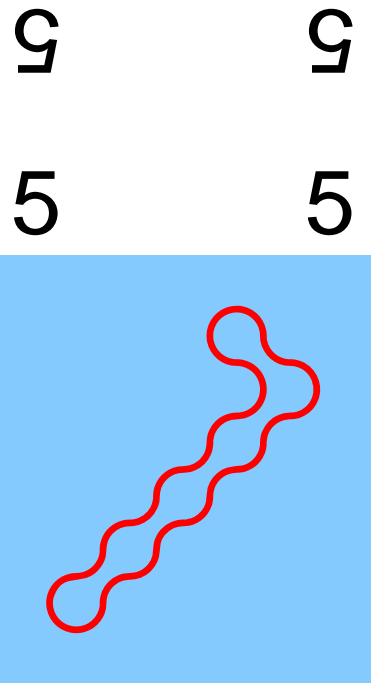
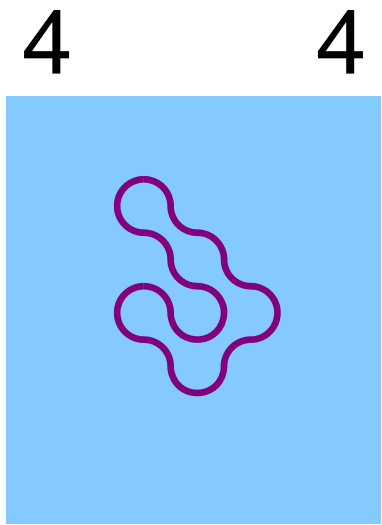
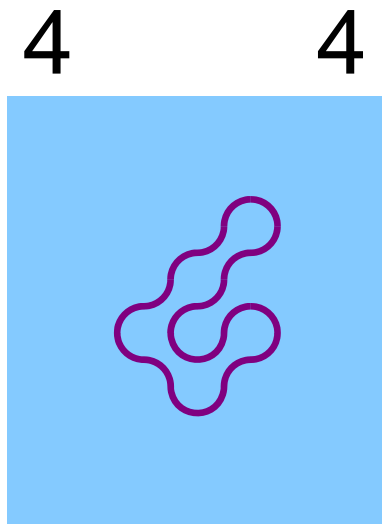
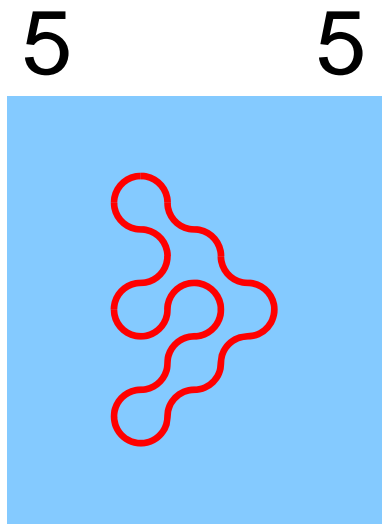
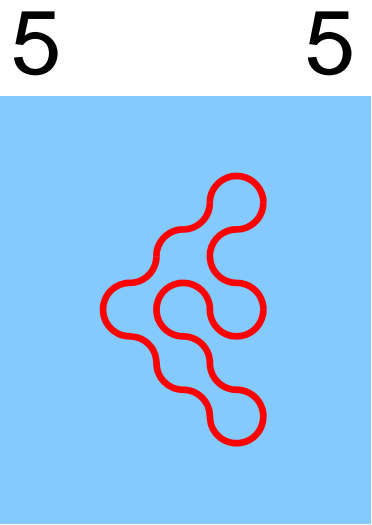


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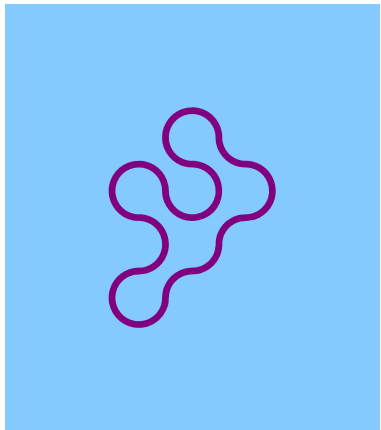
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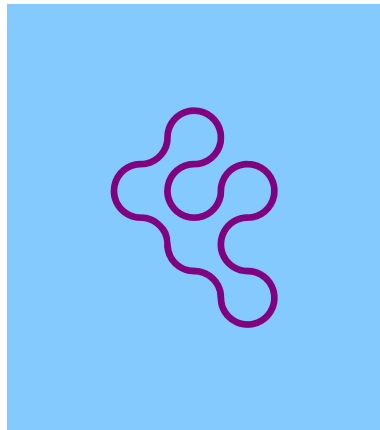


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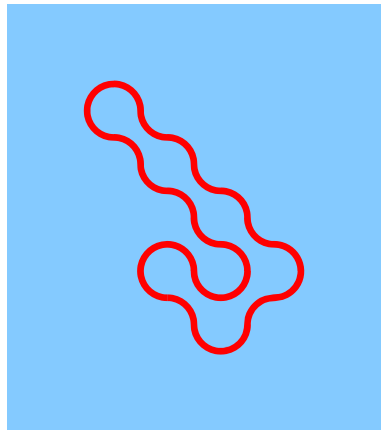


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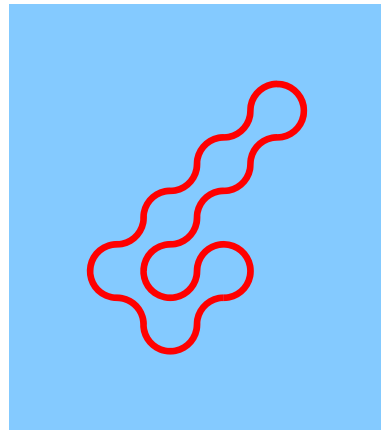


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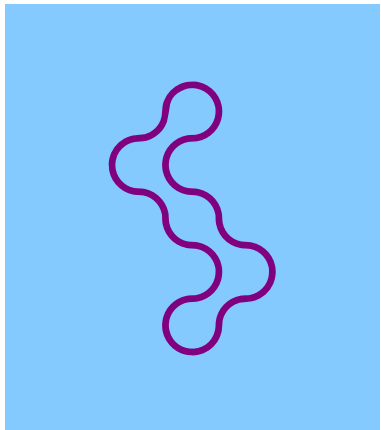


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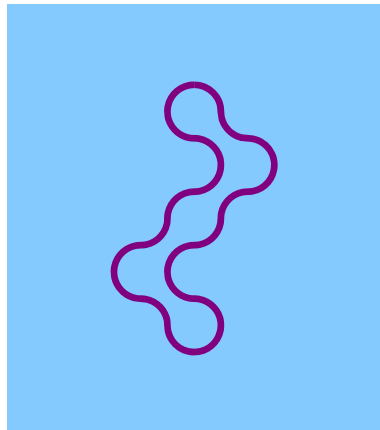


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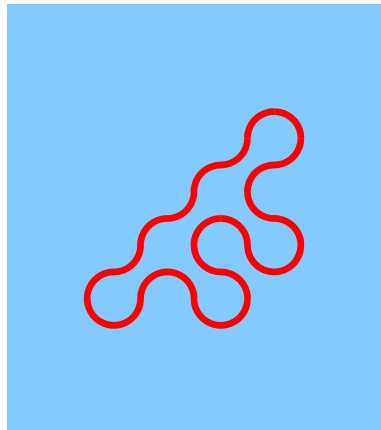


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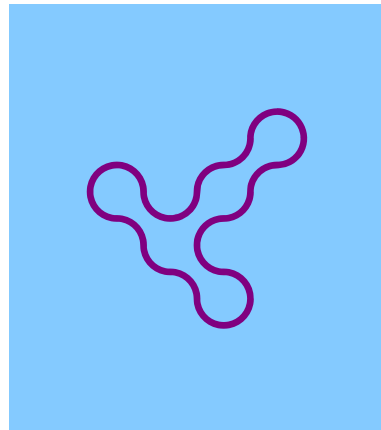


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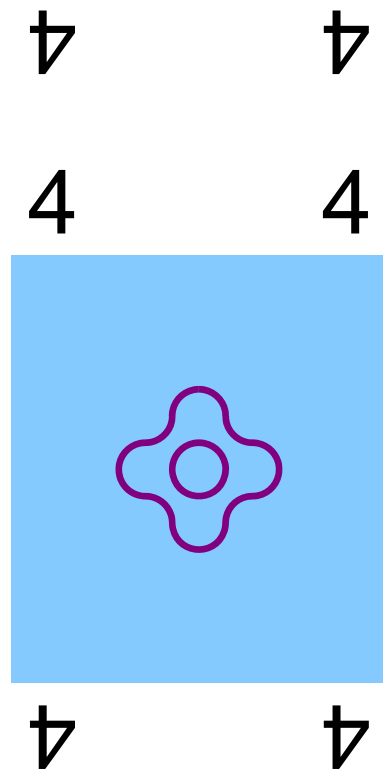
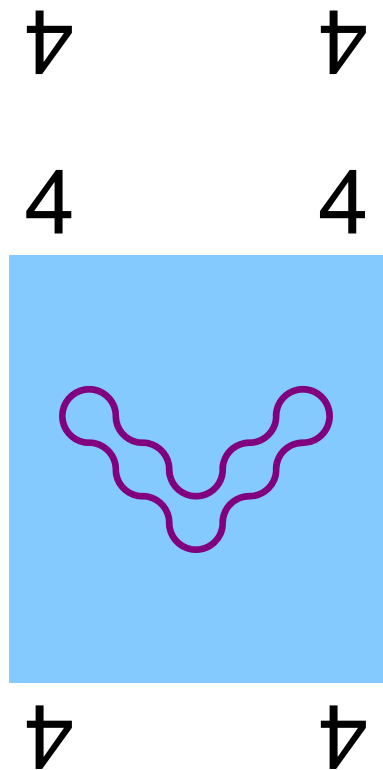
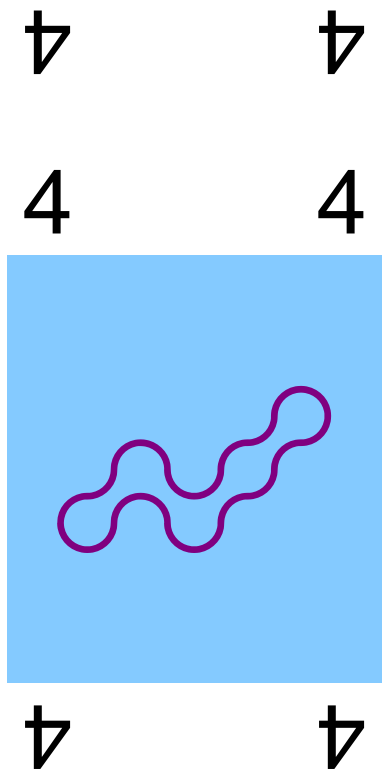
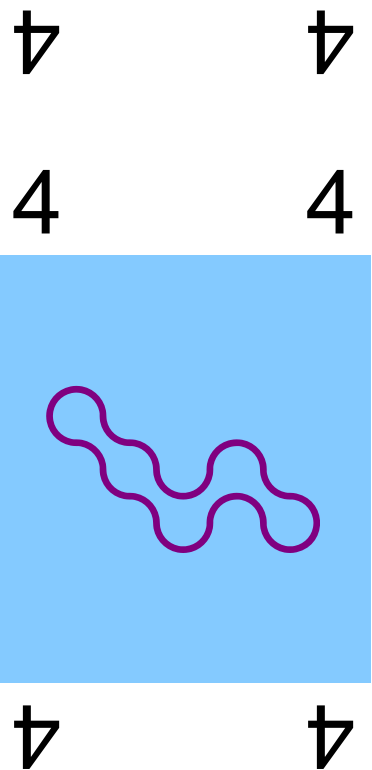
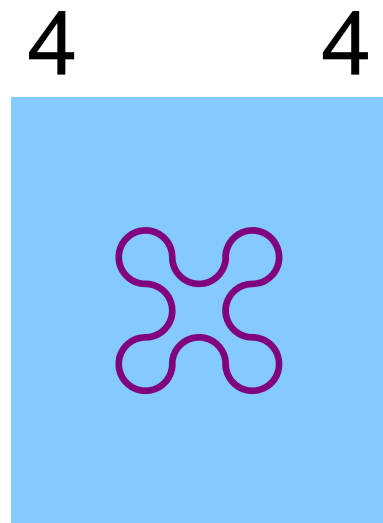
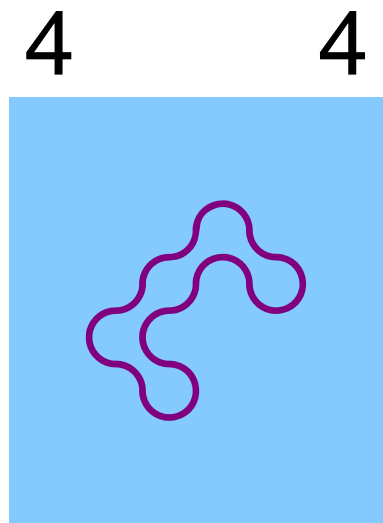
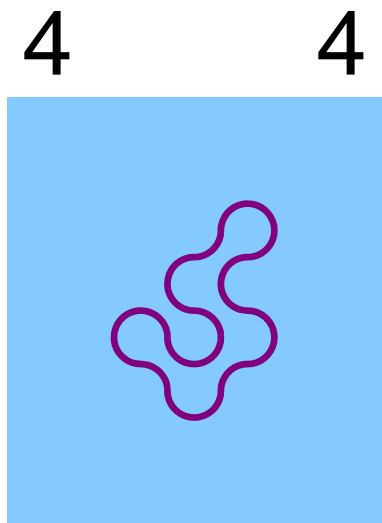
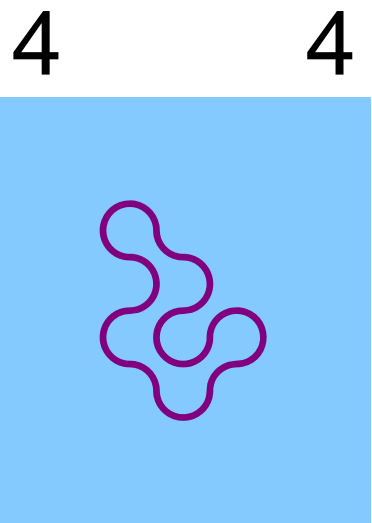
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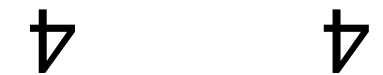
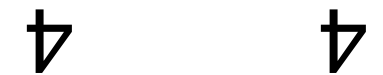
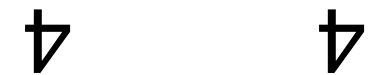
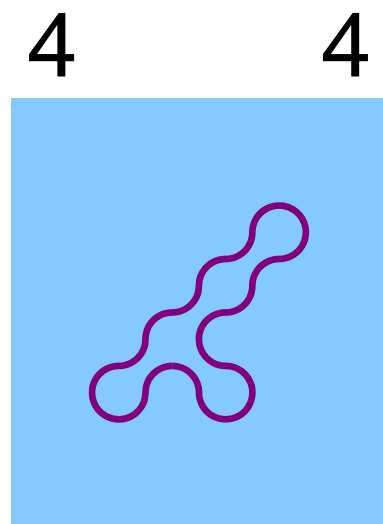
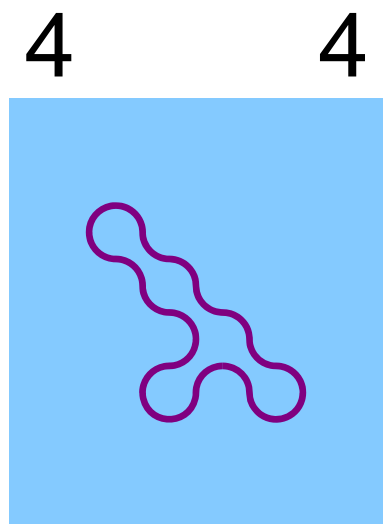
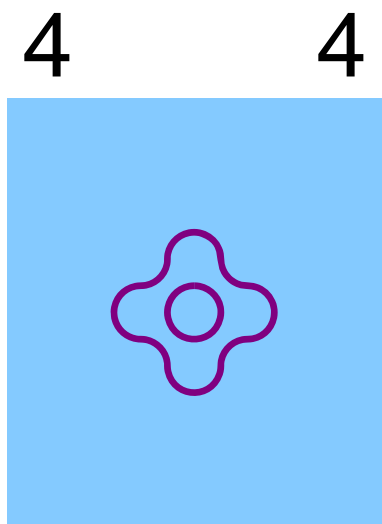
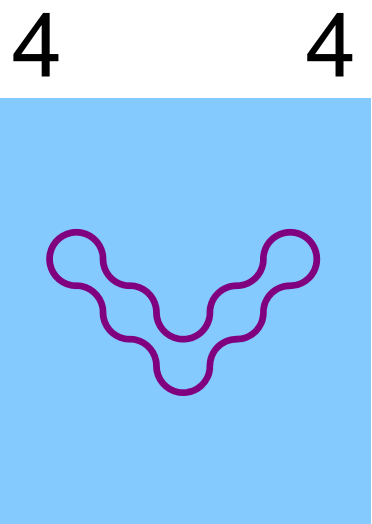
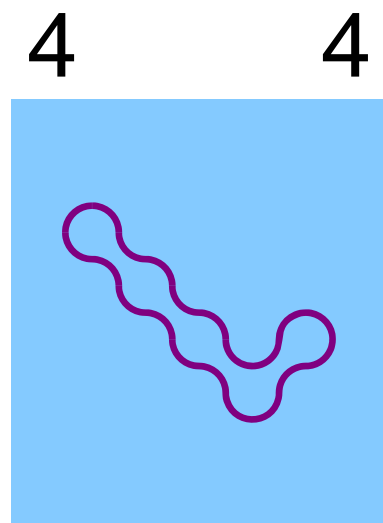
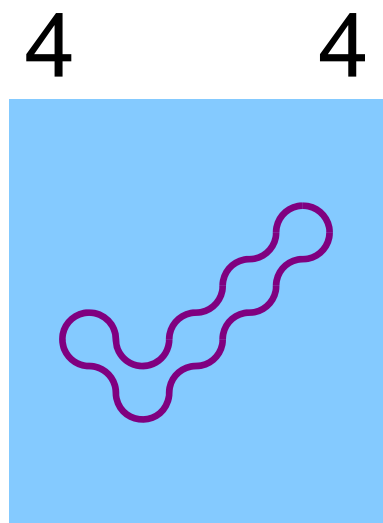
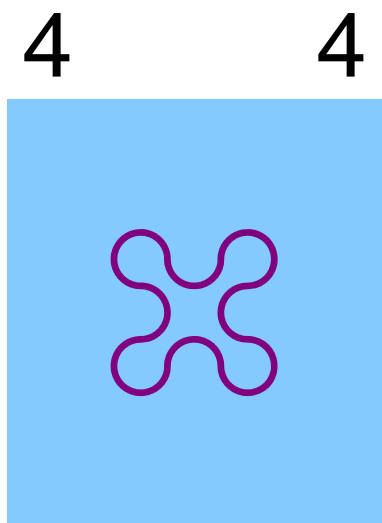
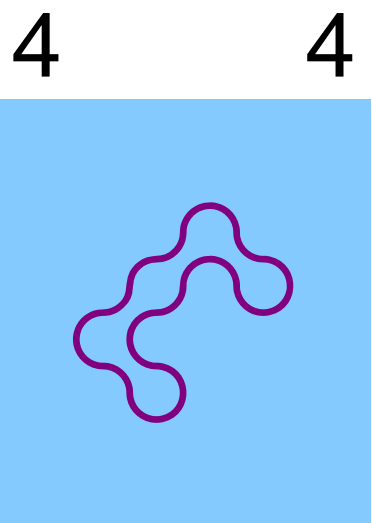


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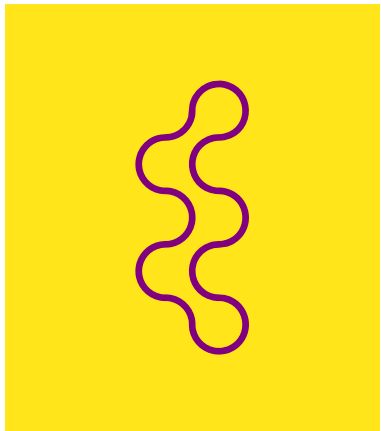






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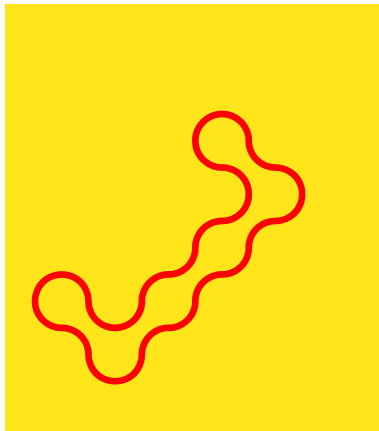


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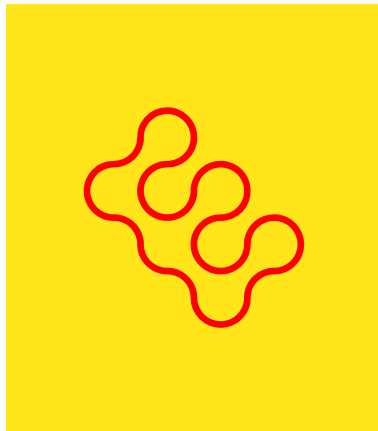


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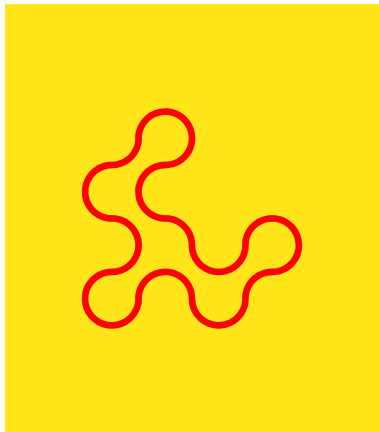


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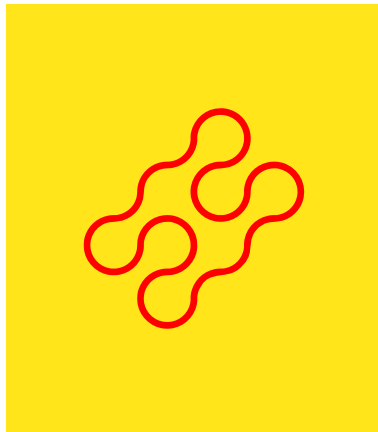


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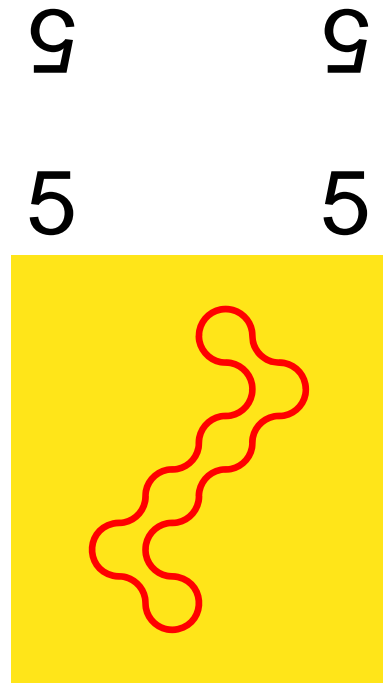
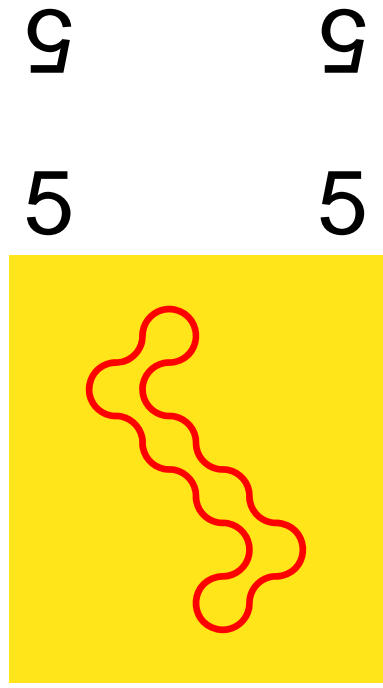
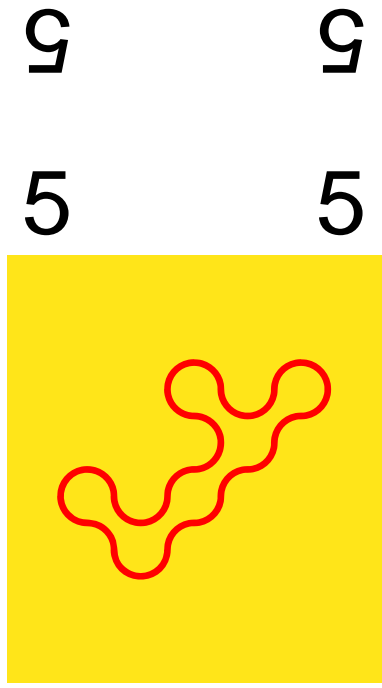
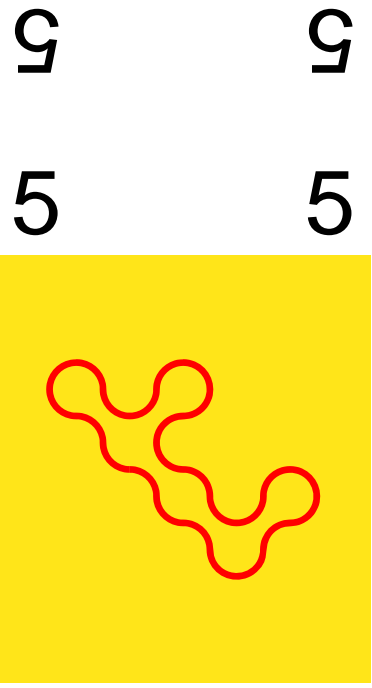
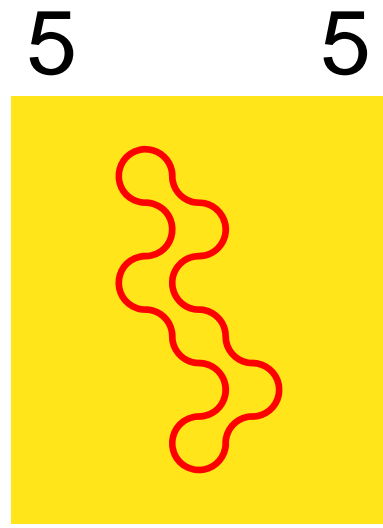
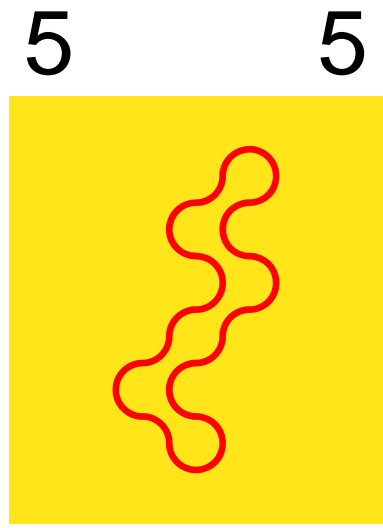
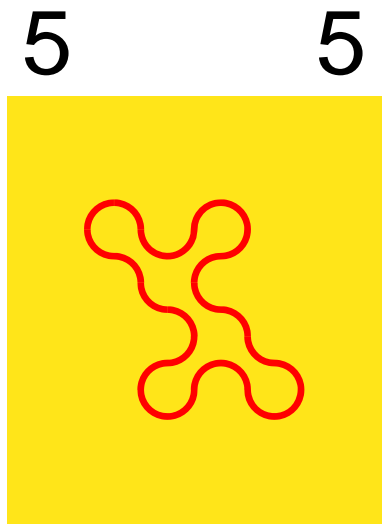
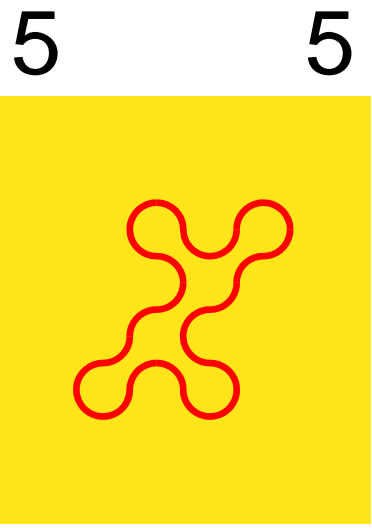
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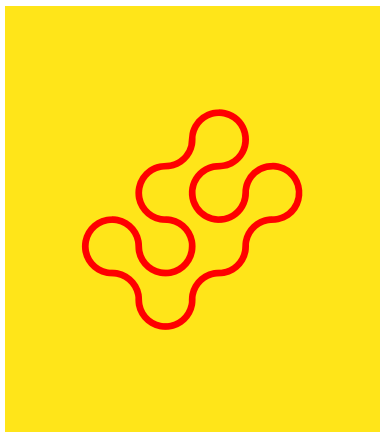
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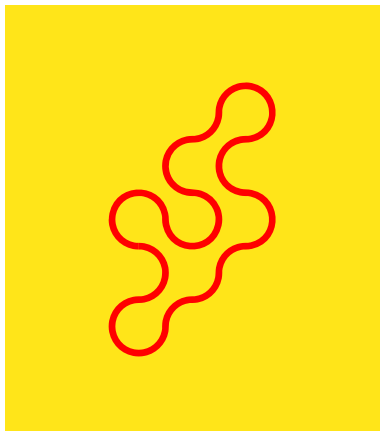


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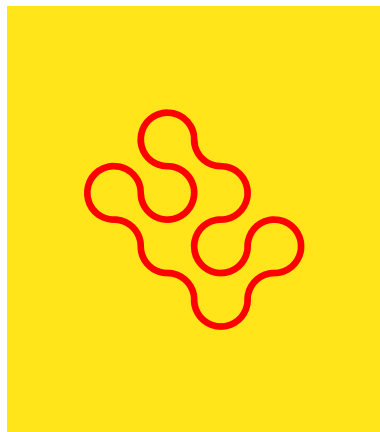


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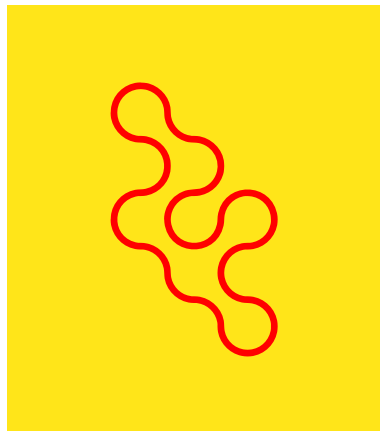


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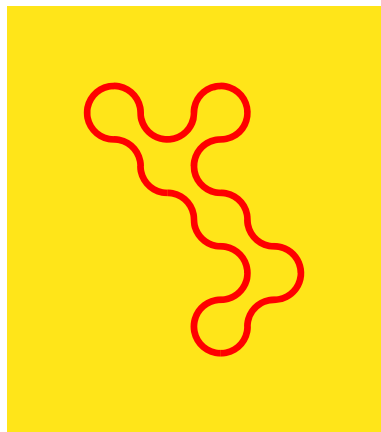


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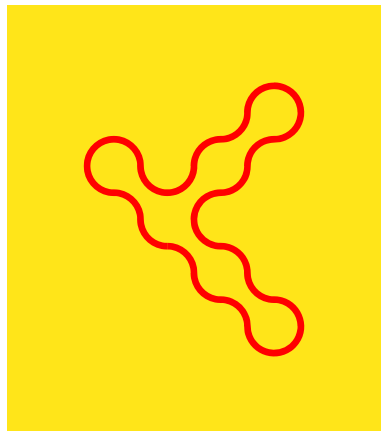


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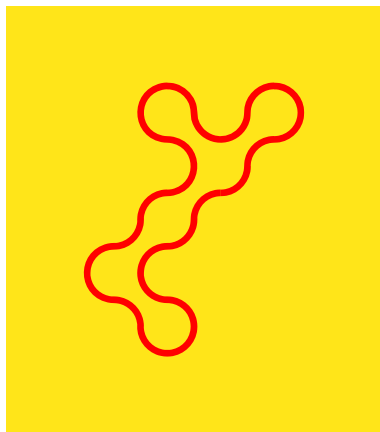


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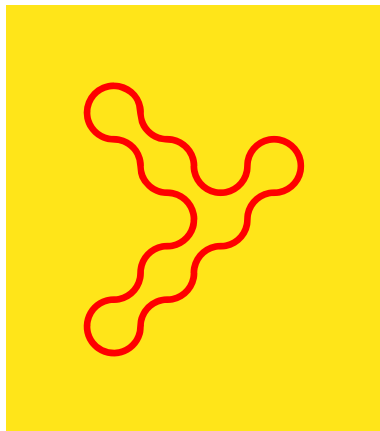


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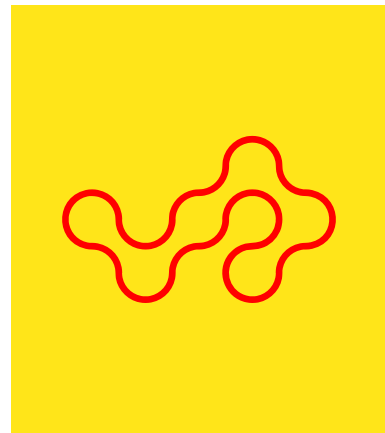
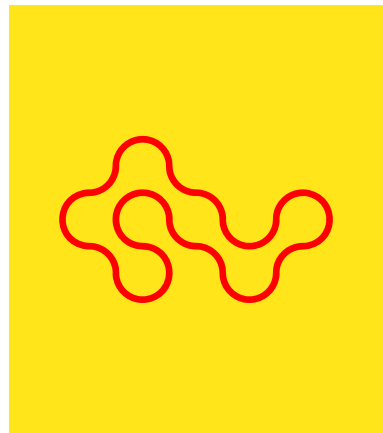
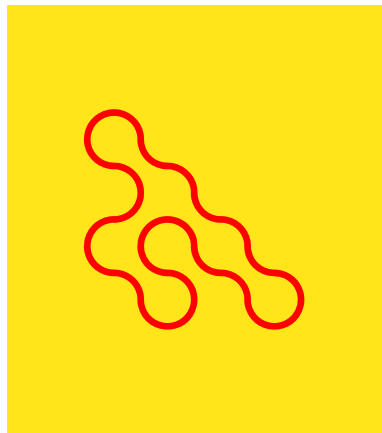
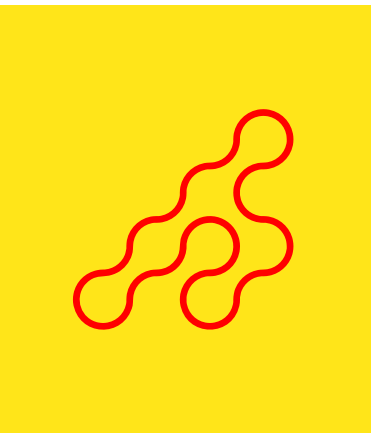
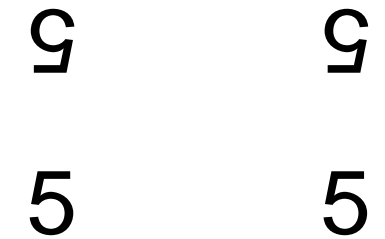
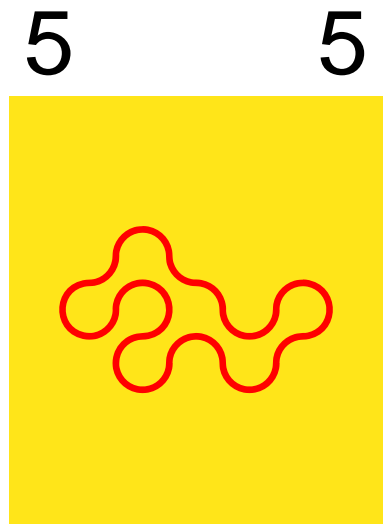
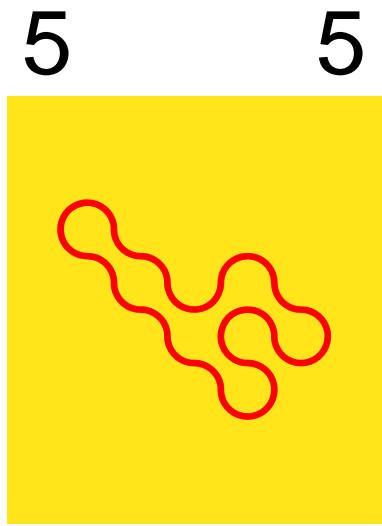
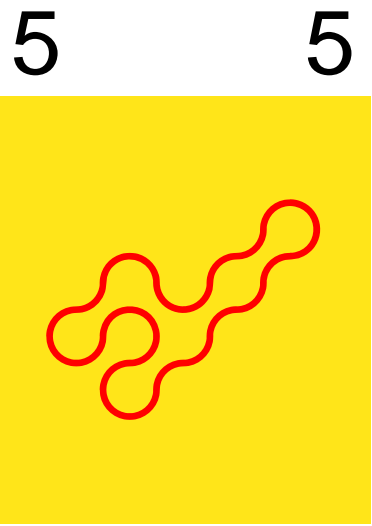
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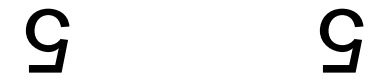
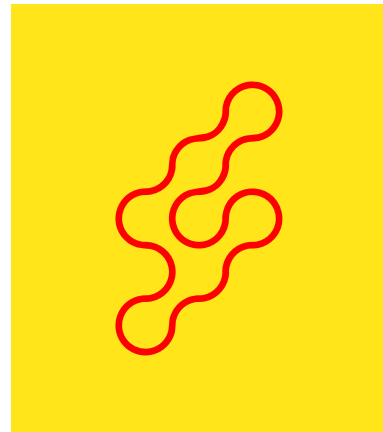
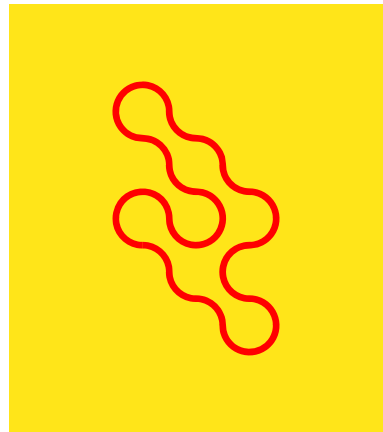
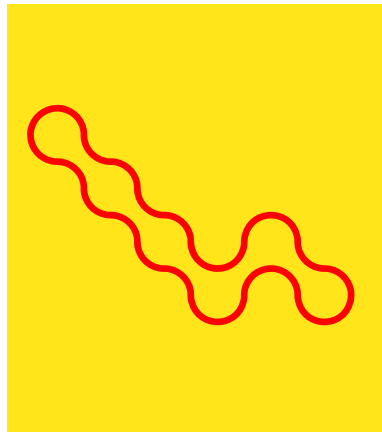
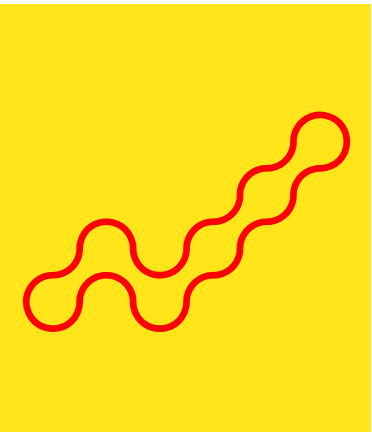
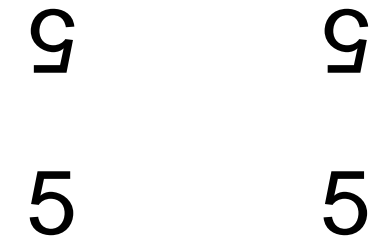
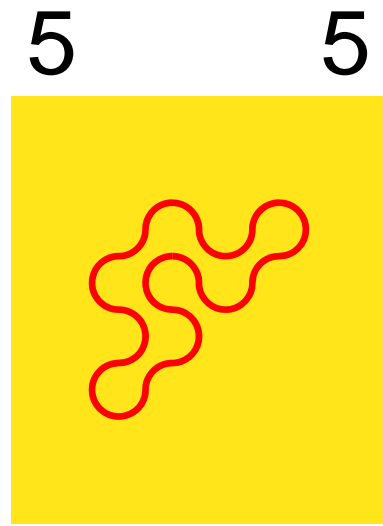
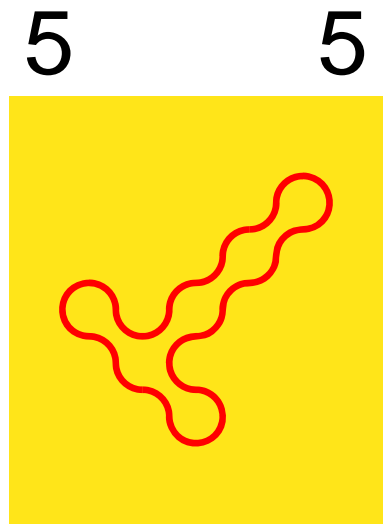
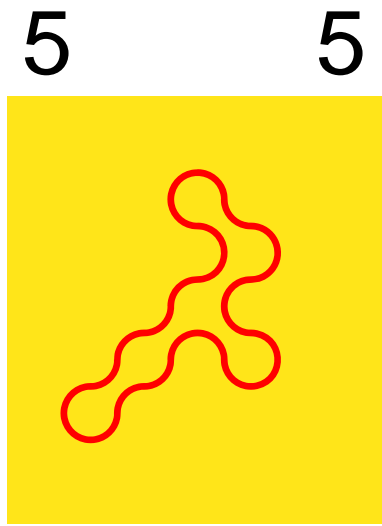
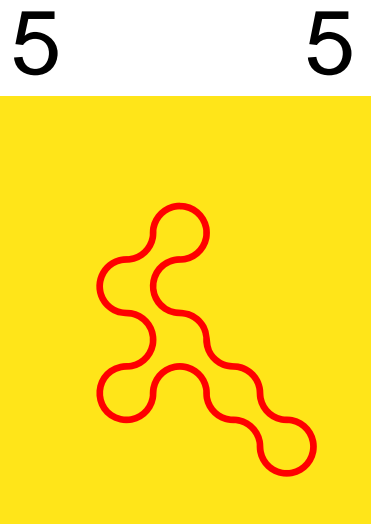
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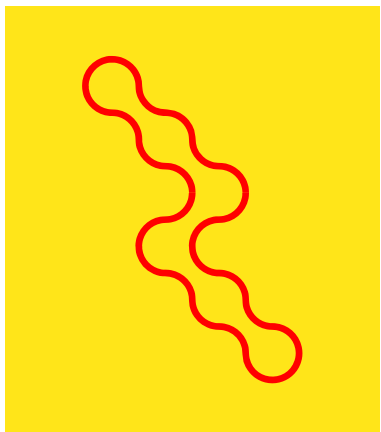
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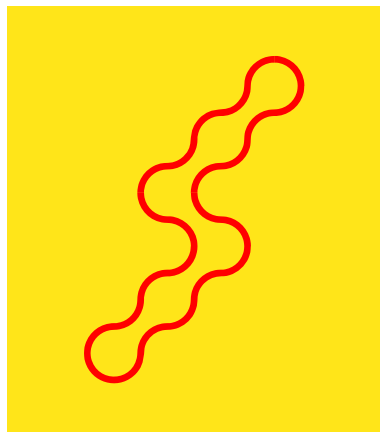


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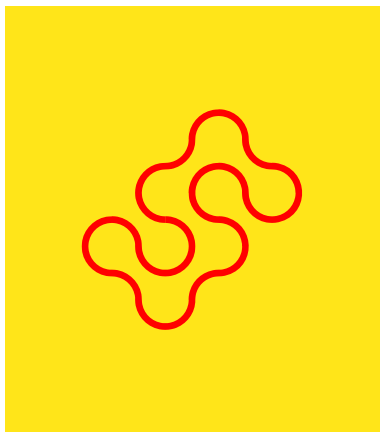


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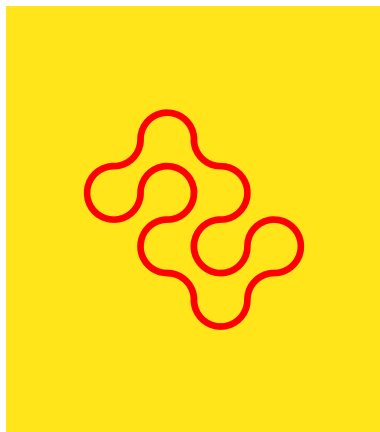


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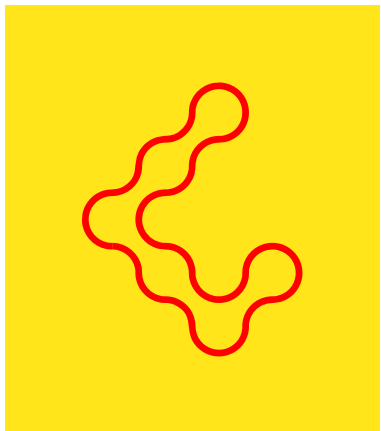


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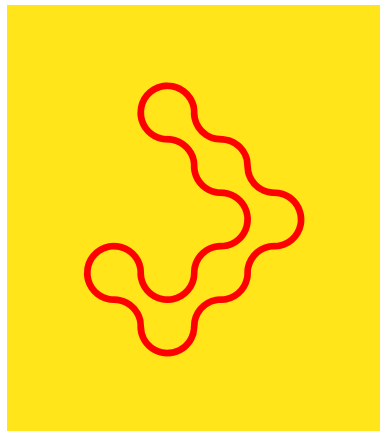


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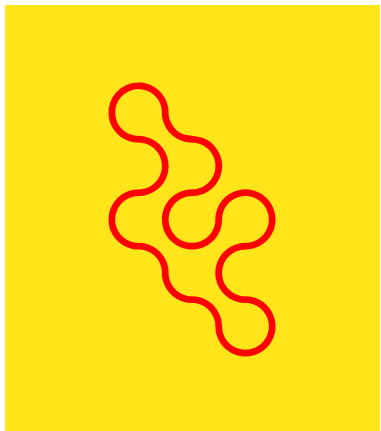


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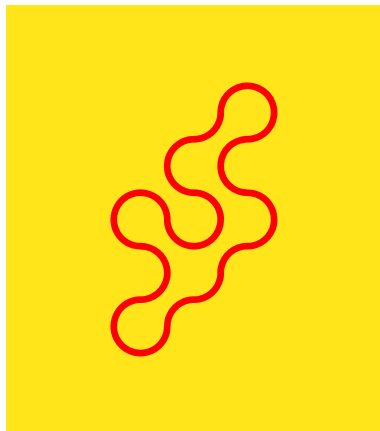


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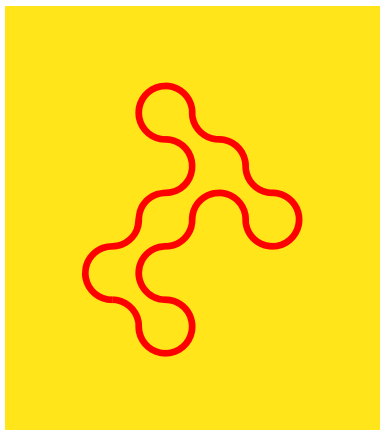
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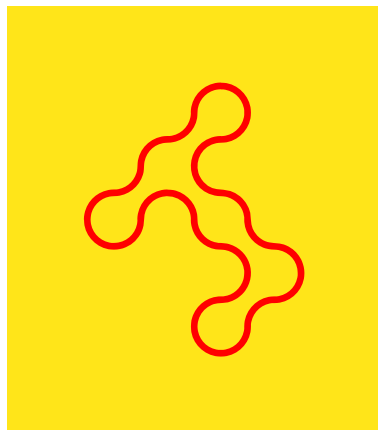


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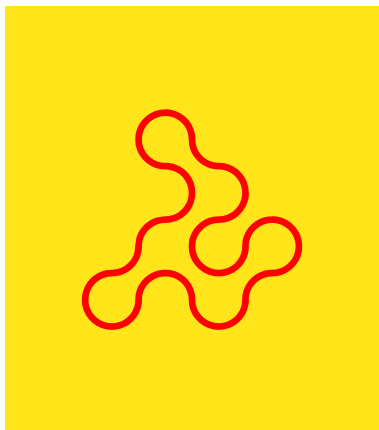


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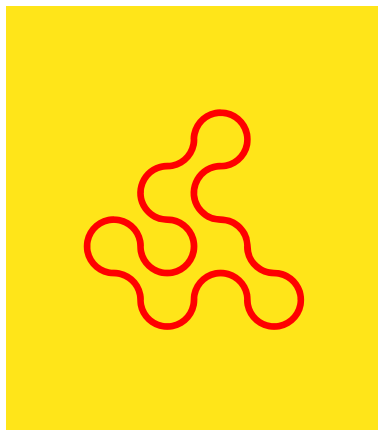


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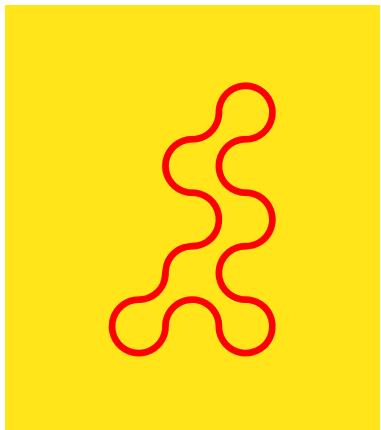


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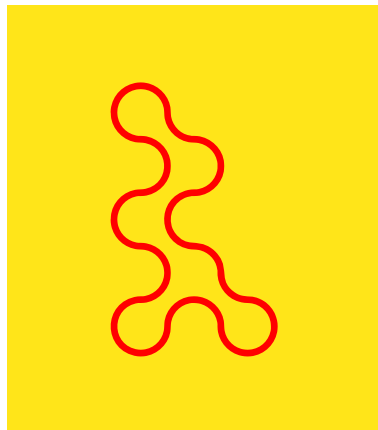


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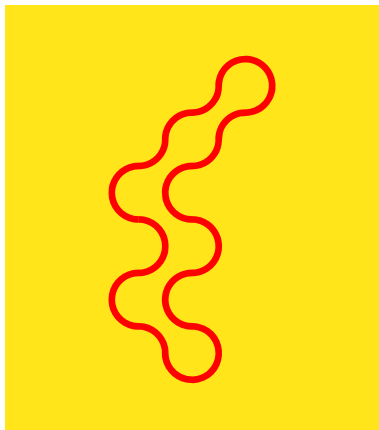


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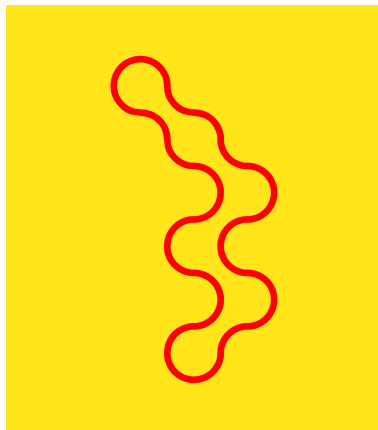


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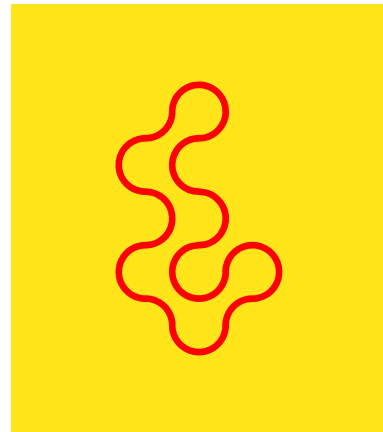
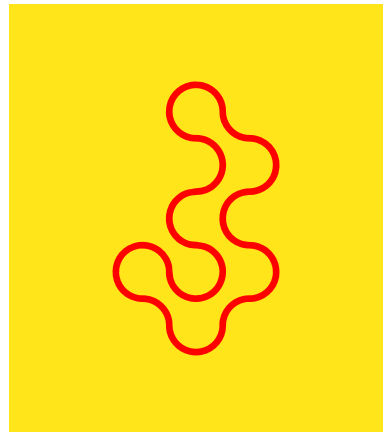
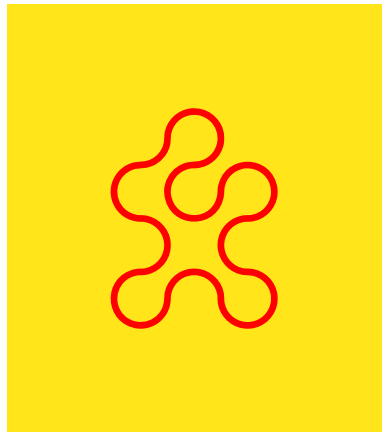
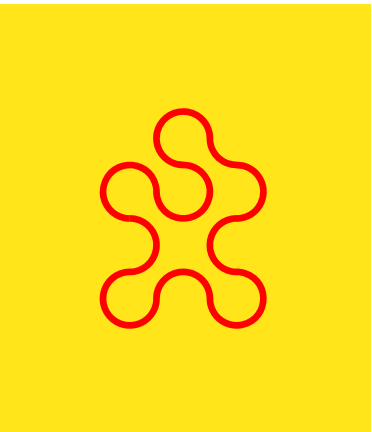
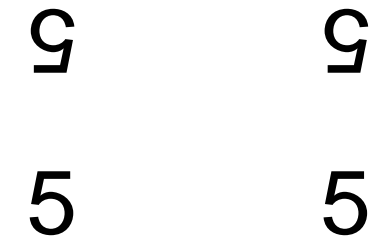
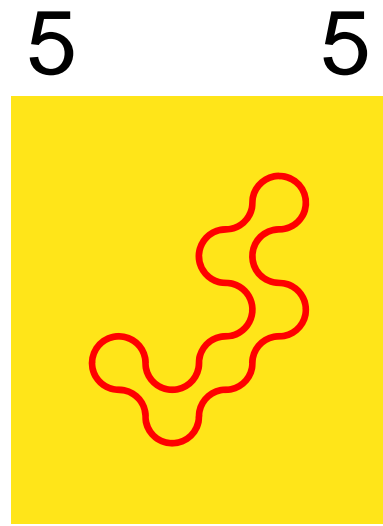
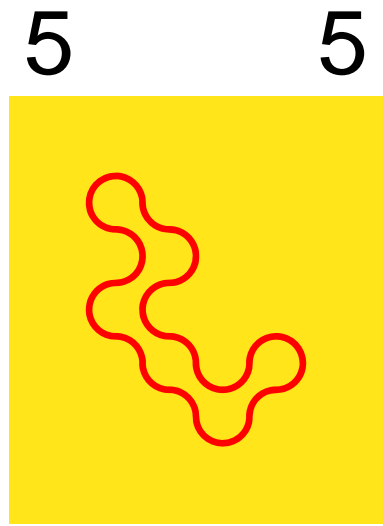
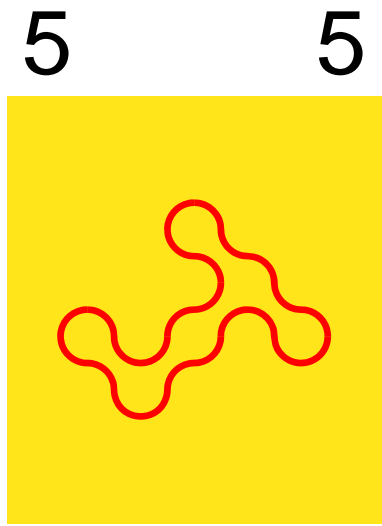
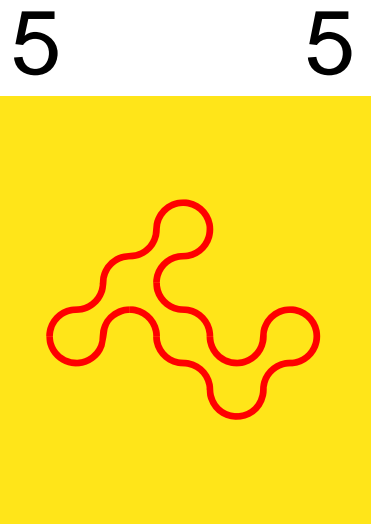
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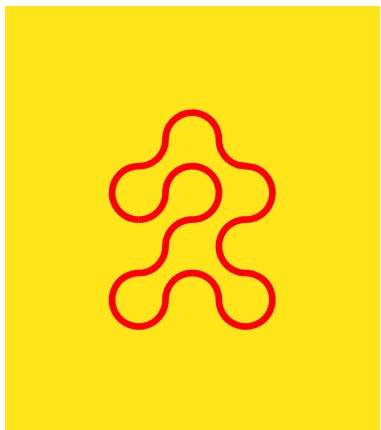
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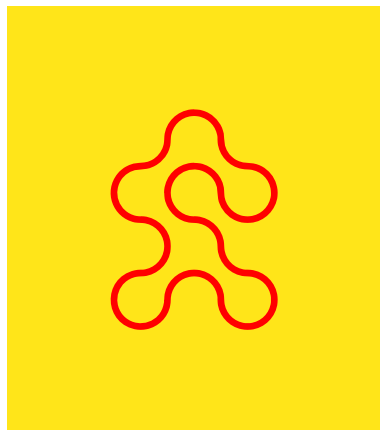
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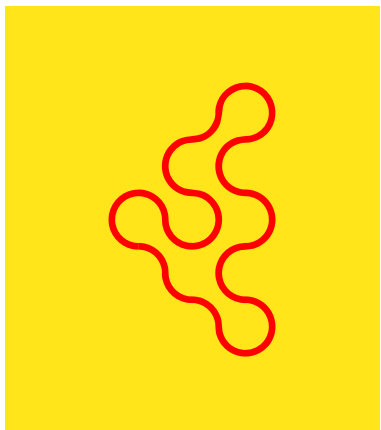
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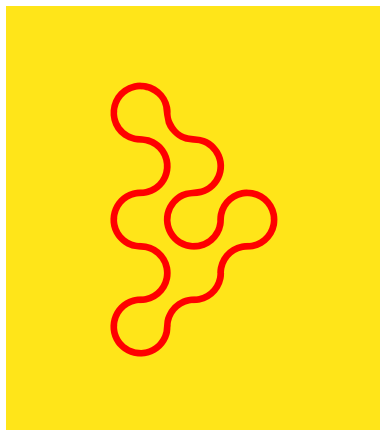
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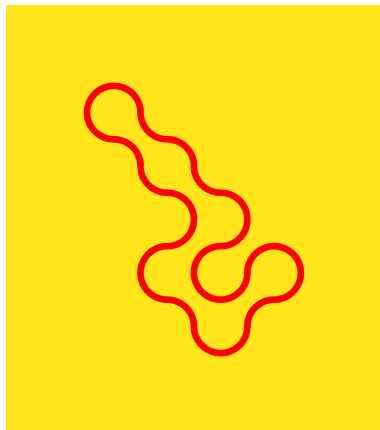
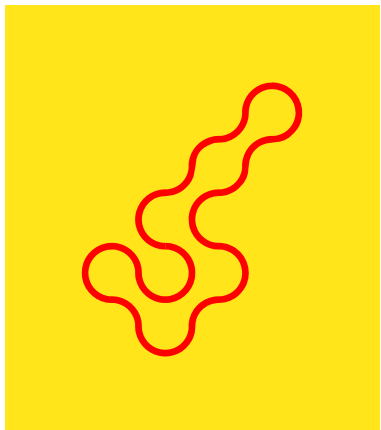
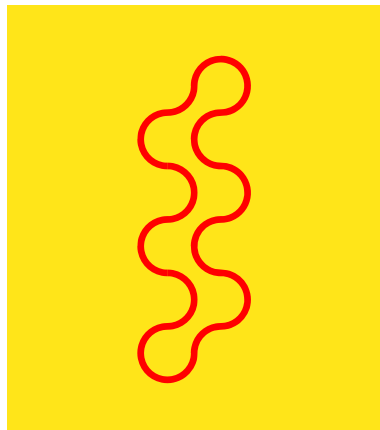
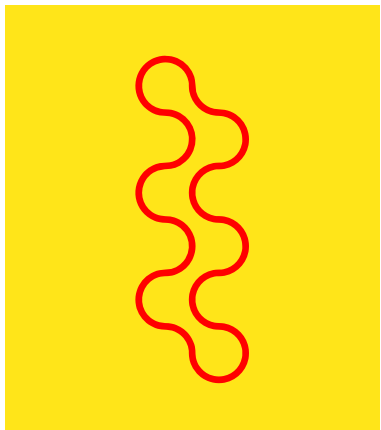
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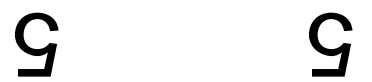
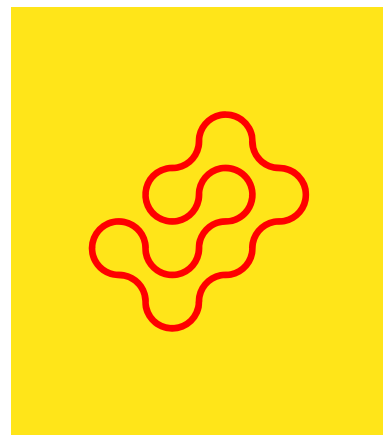
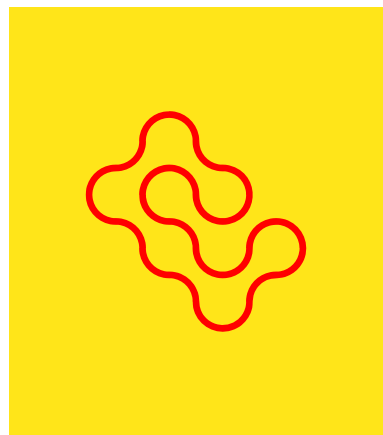
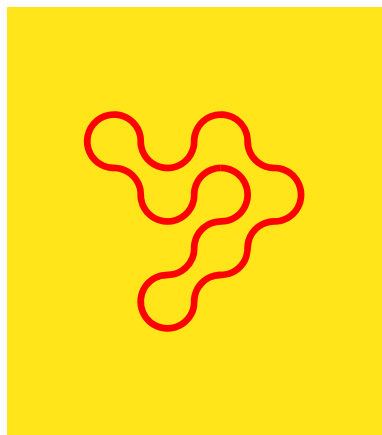
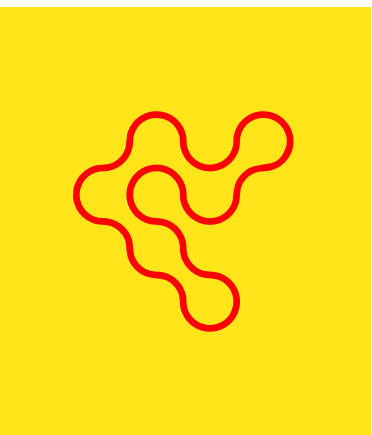
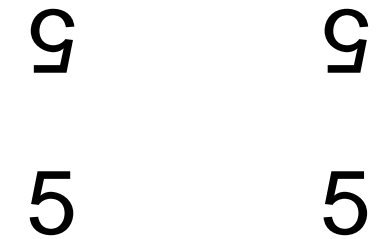
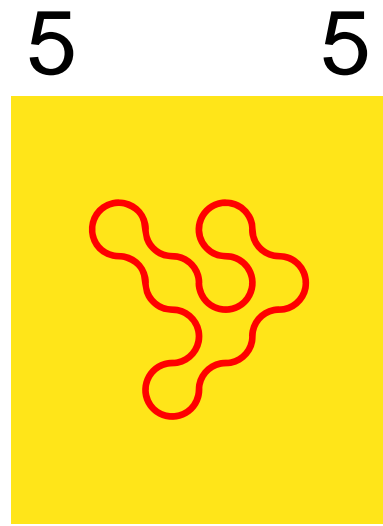
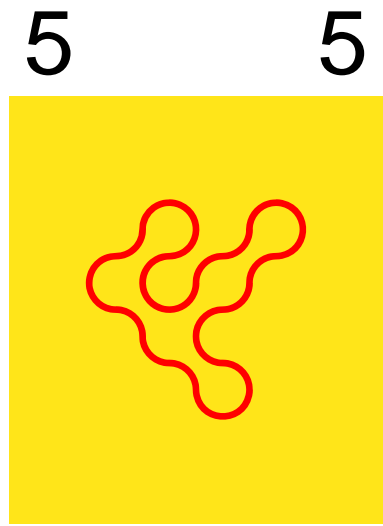
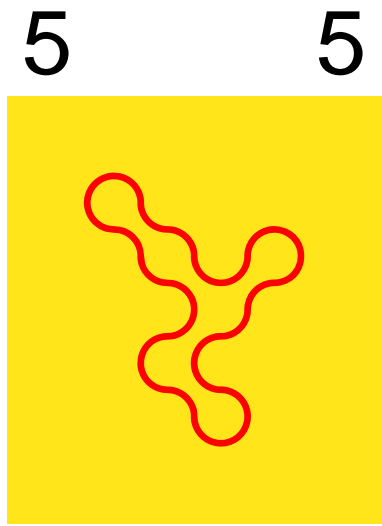
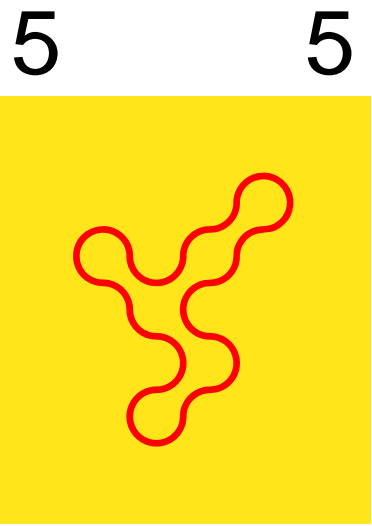
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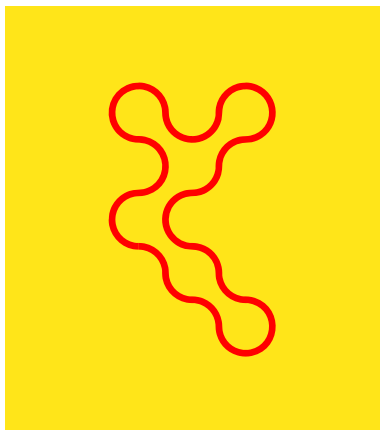
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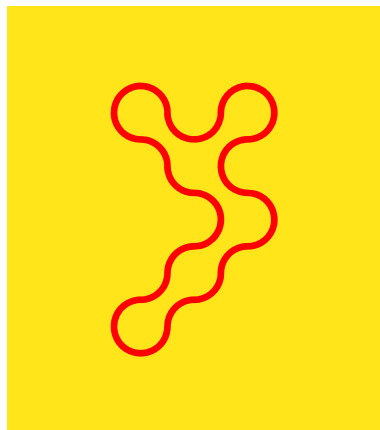


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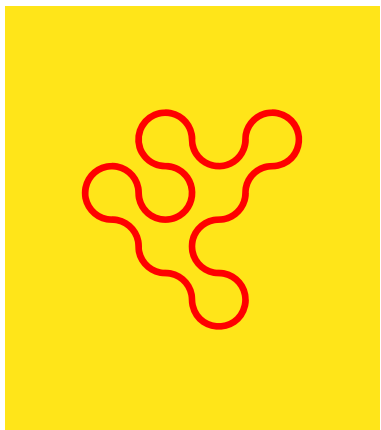


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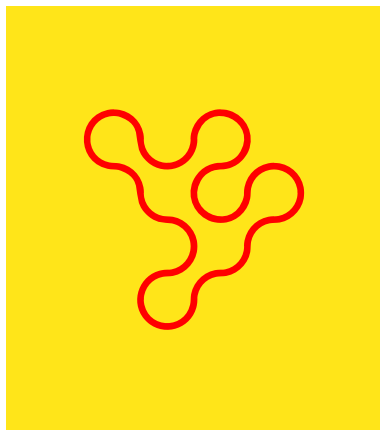


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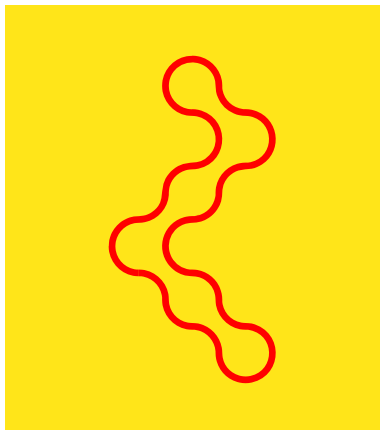


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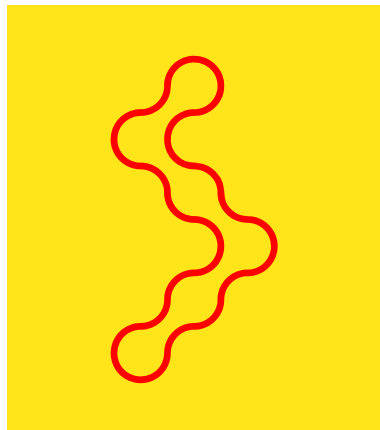


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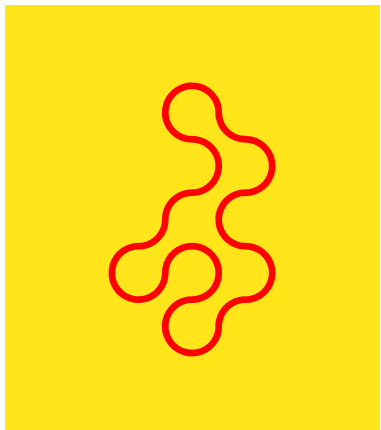


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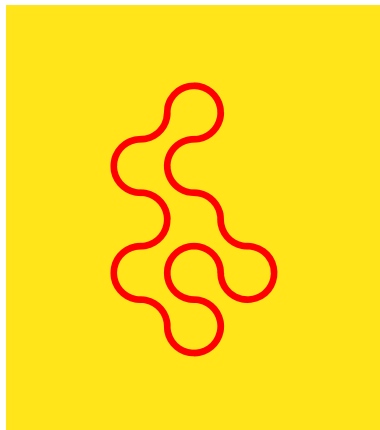


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