
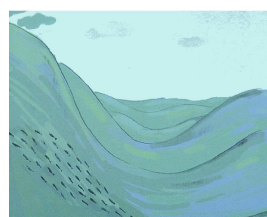
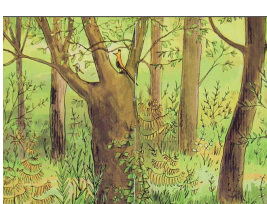
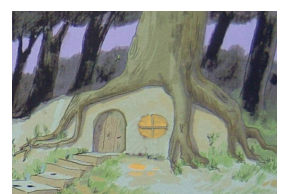
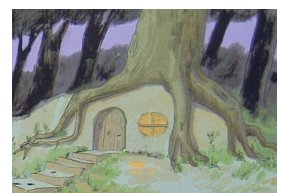
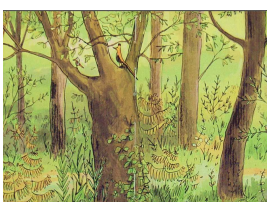
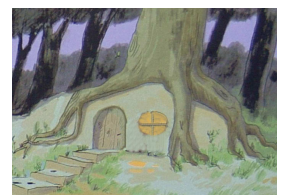
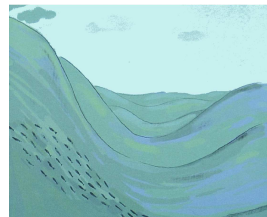
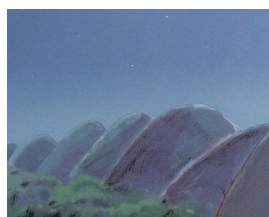
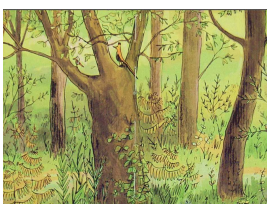
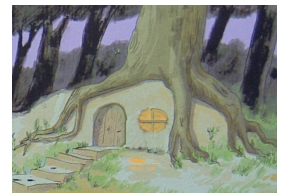
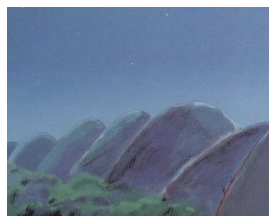
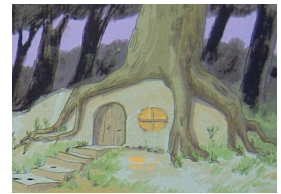
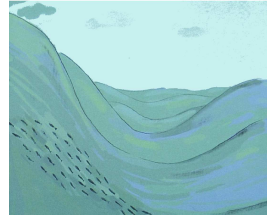
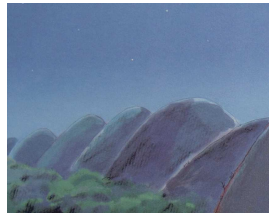
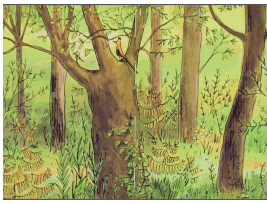


Quadrillage « cartacoder »

Cartes à poser sur le quadrillage



Codes pour obtenir le déplacement de l'ours (N1)

