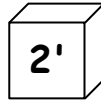
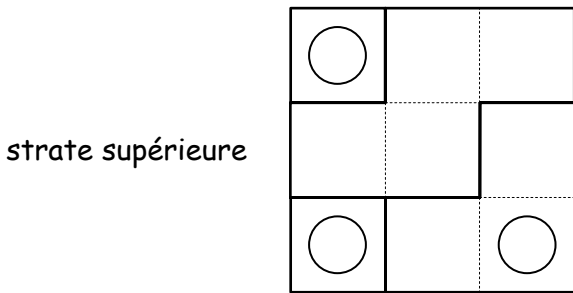


Voici un codage possible de l'assemblage

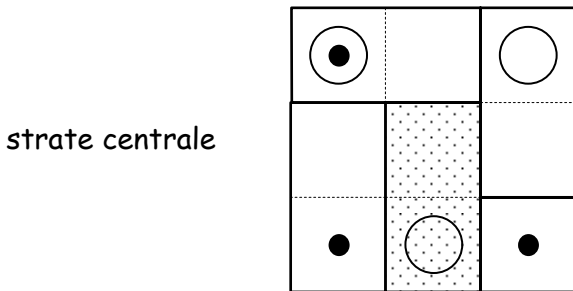


du cube SOMA :  
(voir Brochure Jeux 5)

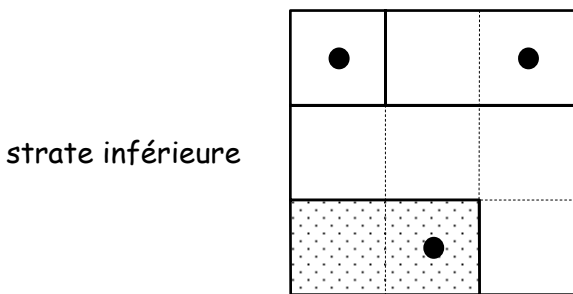
On représente chaque strate (étage) vue de dessus. Ainsi la strate supérieure correspond exactement à la face de dessus de l'assemblage du cube. Pour la strate centrale, on fait comme si la strate supérieure était transparente. De même la strate inférieure est regardée du dessus comme si l'on pouvait voir à travers les deux autres.



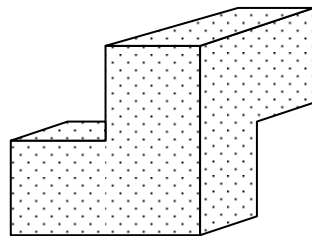
○ signifie qu'un cube de la pièce est directement en dessous du cube sur lequel il est indiqué.



● signifie qu'un cube de la pièce est directement au dessus du cube sur lequel il est indiqué



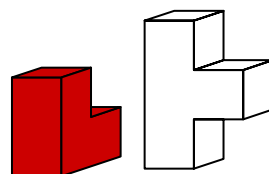
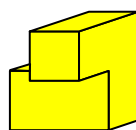
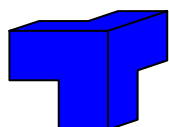
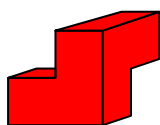
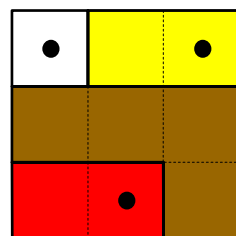
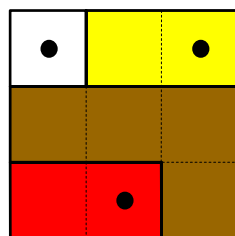
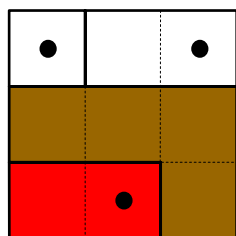
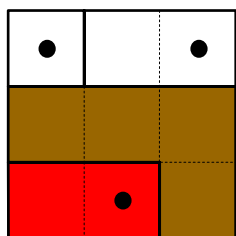
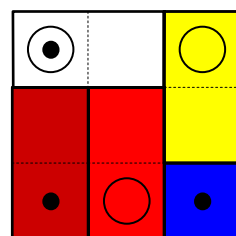
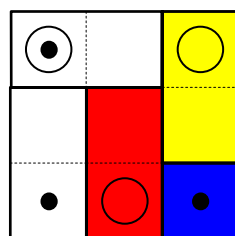
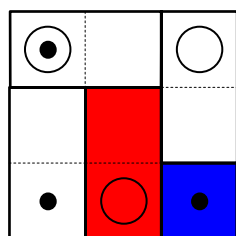
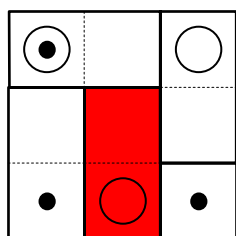
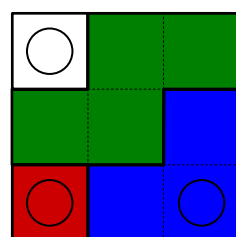
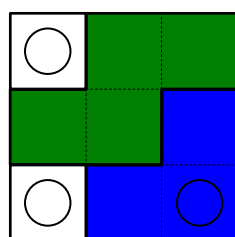
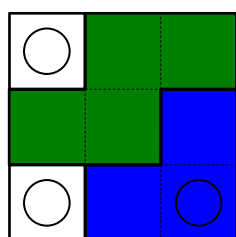
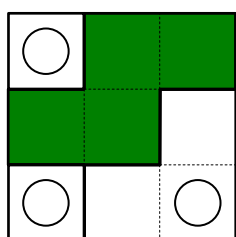
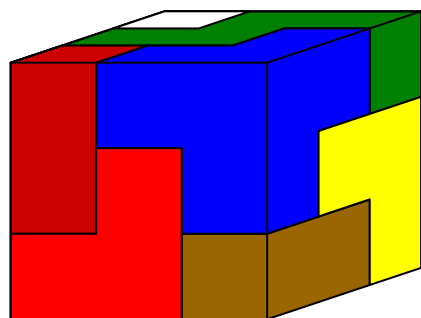
ainsi la pièce grisée est:



c'est la rouge !

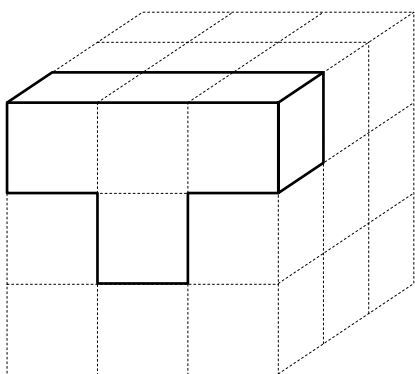
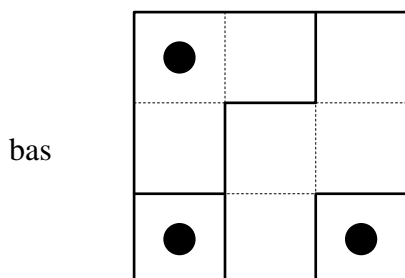
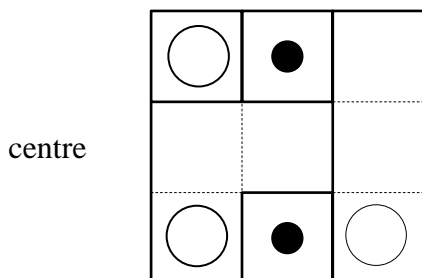
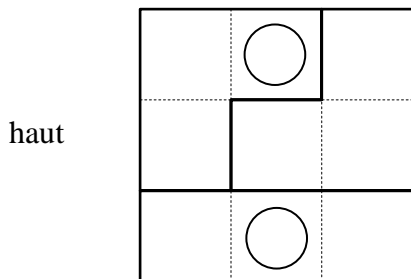
Reconnais les autres pièces et colorie le codage

# Solution

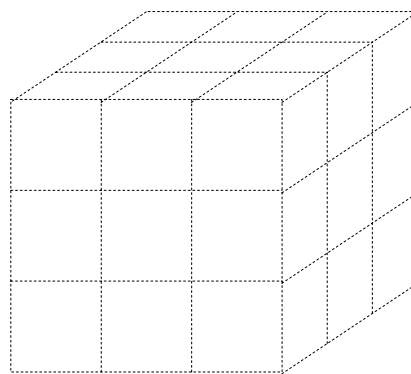
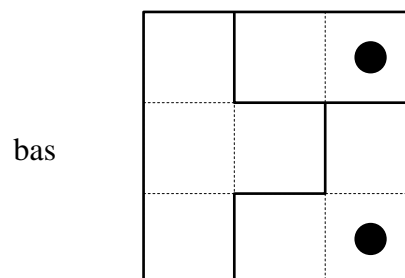
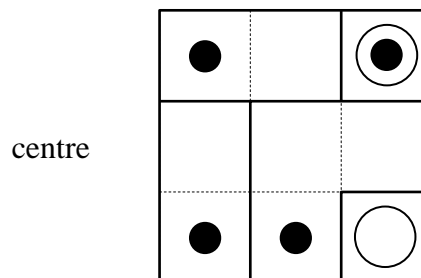
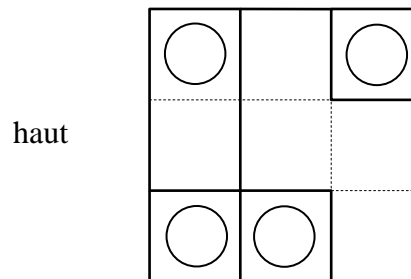


Réalise les assemblages et colorie

**A**

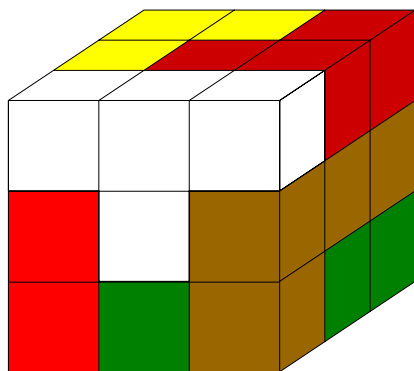
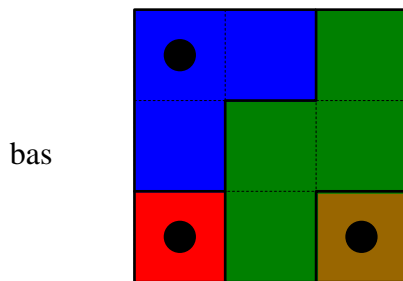
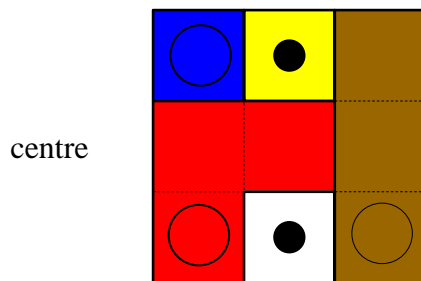
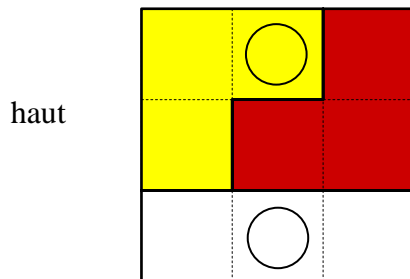


**B**



# Solution

**A**



**B**

