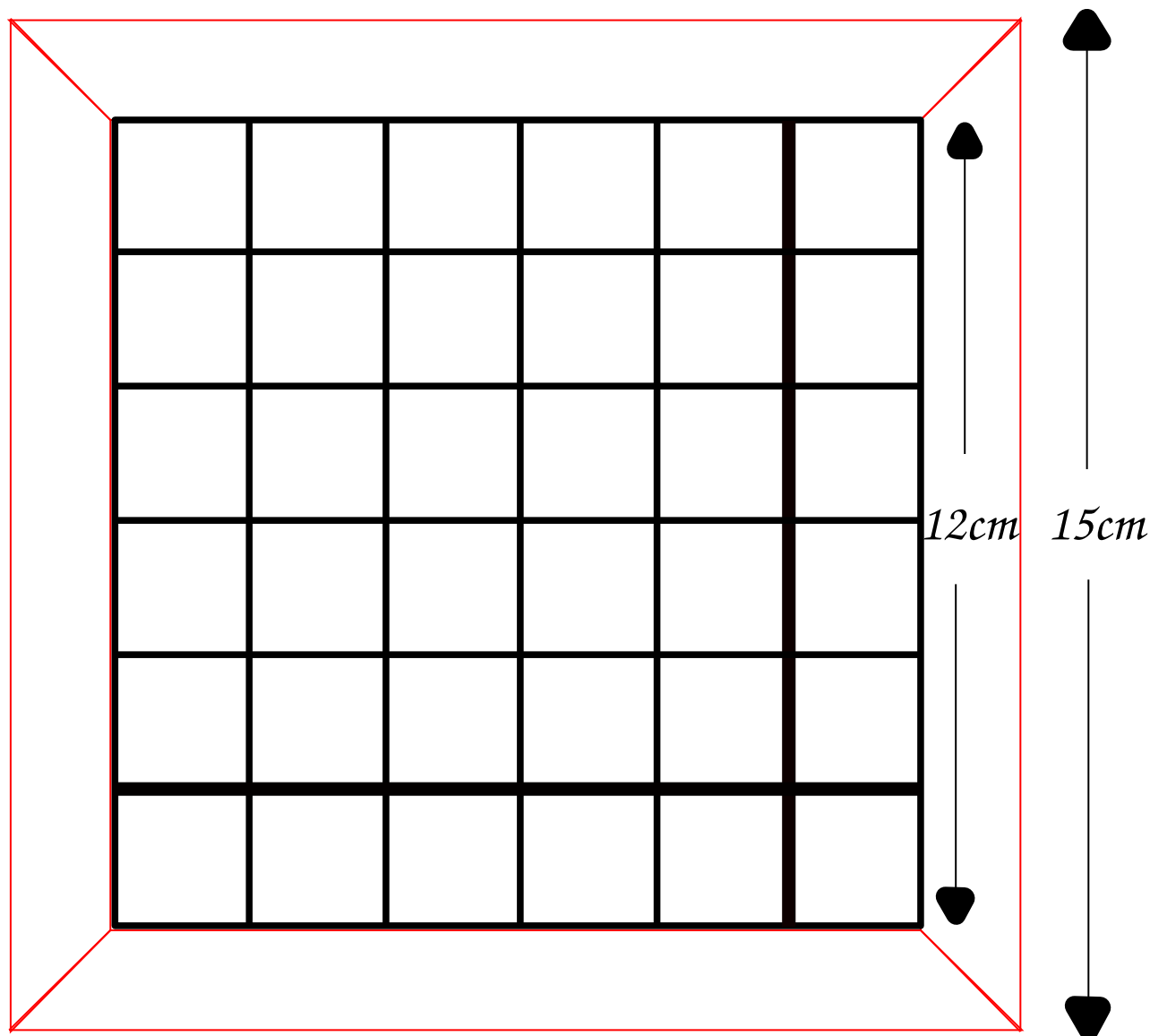
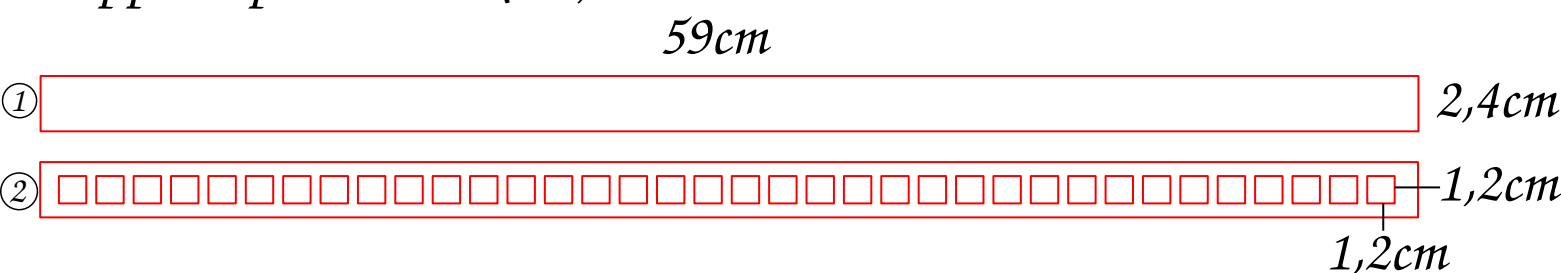


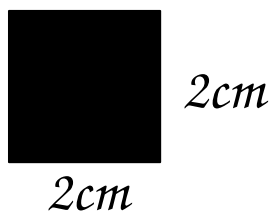
*Planche de jeu (X2)*



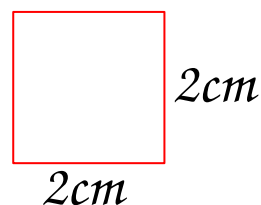
*Support pour coder (X2)*



*Carrés pixel (X100) noir*



*Carrés pixel (X100) blanc*



*Carrés codage chiffre 0 (X32)*



*Carrés codage chiffre 1 (X32)*

