

# POLD.R

**POLD.R** est inspiré des travaux de l'homme pour conquérir des nouvelles terres sur la mer. Au début l'homme gagne du terrain, installe ses constructions mais, un jour ou l'autre, la mer se venge et reprend ses droits et sa place. Alors il faut tout démonter très vite pour sauver un maximum de matériel...

**POLD.R** est un jeu à mécanisme très simple pour 2 ou 3 joueurs. Chacun utilise son *marqueur* (sur les schémas, c'est le pion mobile troué au centre) et le *pion noir commun*.

Pour 2 joueurs : au début de la partie, il y a 16 briques bleues et 16 briques jaunes en réserve, un marqueur de chaque couleur et un pion noir. Le déroulement suit l'ordre Bleu-Jaune-Bleu-Jaune etc.

Pour 3 joueurs : au début de la partie, il y a 16 briques bleues, 16 briques jaunes et 16 briques rouges en réserve. Un marqueur de chaque couleur et un pion neutre noir. Même déroulement mais en respectant l'ordre Bleu-Jaune-Rouge-Bleu-Jaune-Rouge etc.

Suggestion : on peut jouer en 2 manches s'il y a 2 joueurs et 3 manches s'il y a 3 joueurs. Il faudrait changer l'ordre de départ à chaque manche (chacun débute à tour de rôle) et totaliser tous les résultats (nombre de victoires et de briques en réserve).

## Début de partie :

Dans cet exemple, il n'y a que 2 joueurs.

**1<sup>er</sup> tour :** je suis le joueur Bleu donc je commence. Après avoir posé le pion noir, je pose mon marqueur bleu de façon à laisser vides une ou plusieurs cases entre mon marqueur et le pion noir. Ensuite je remplis toutes ces cases vides avec mes briques bleues prises dans ma réserve. Vient le tour des Jaunes. Le pion noir déjà posé reste immobile. Jaune ajoute son marqueur jaune. En puisant des briques jaunes dans sa réserve, il remplit toutes les cases vides entre son marqueur et le pion noir.

**2<sup>ème</sup> tour :** c'est à nouveau aux bleus de jouer. Ils peuvent déplacer leur marqueur bleu ou le pion noir. Ils créent un nouvel intervalle et remplissent toutes les cases vides situées dans cet intervalle de la même façon qu'au tour précédent. Les Jaunes agissent de même : en bougeant leur marqueur jaune ou le pion noir.



**Les tours suivants :** les coups se succèdent (bleu, jaune, bleu, jaune, etc.) jusqu'au moment où...

- Un joueur a réussi à placer ses 16 briques (c'est possible en cas de distraction de l'adversaire !) Dans ce cas très rare, la partie est finie et le joueur qui a placé toutes ses briques est le gagnant !
- un joueur ne peut plus bouger son marqueur ou le pion noir de façon à créer un intervalle avec des cases vides. Ce joueur bloqué ne peut plus ajouter la moindre brique. C'est un *blocage*. Cela va déclencher la seconde phase du jeu.

## **Seconde phase de jeu :**

Le joueur bloqué conserve la main mais maintenant, il faut au plus vite retirer le maximum de briques en les prenant en tenaille de la même façon que précédemment.

\*Supposons que je sois le joueur bloqué, j'effectue le même mouvement en bougeant soit mon marqueur personnel soit le pion noir. Mais cette fois, toutes les briques de ma couleur situées entre le pion noir et mon marqueur sont sorties du jeu.

Il y a donc une inversion du cours du jeu : le gagnant sera celui qui aura remis dans sa réserve le plus possible de ses briques avant le blocage total.

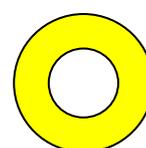
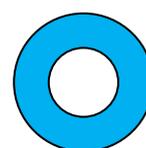
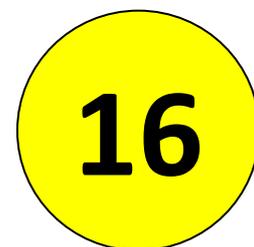
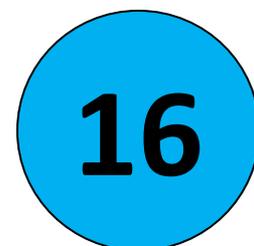
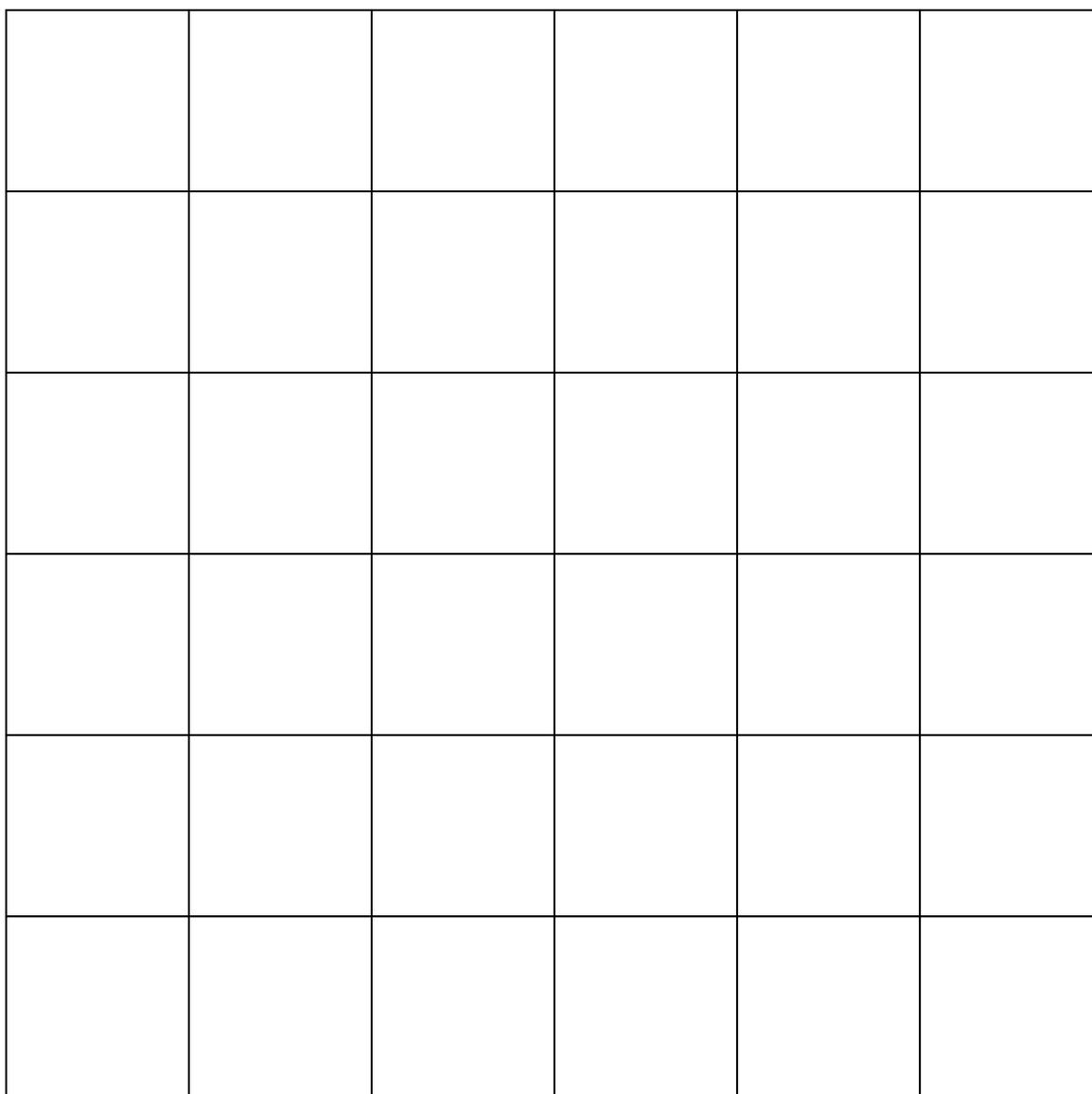
Si un joueur ne peut retirer de briques momentanément, il passe un tour. Si tous les joueurs parviennent à retirer le même nombre de briques du plateau, c'est le premier qui y parvient qui sera le gagnant.



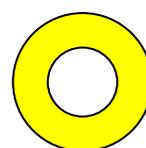
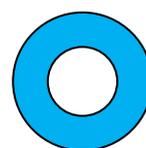
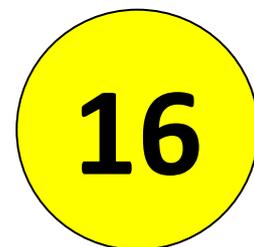
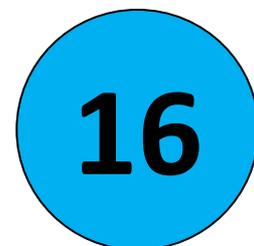
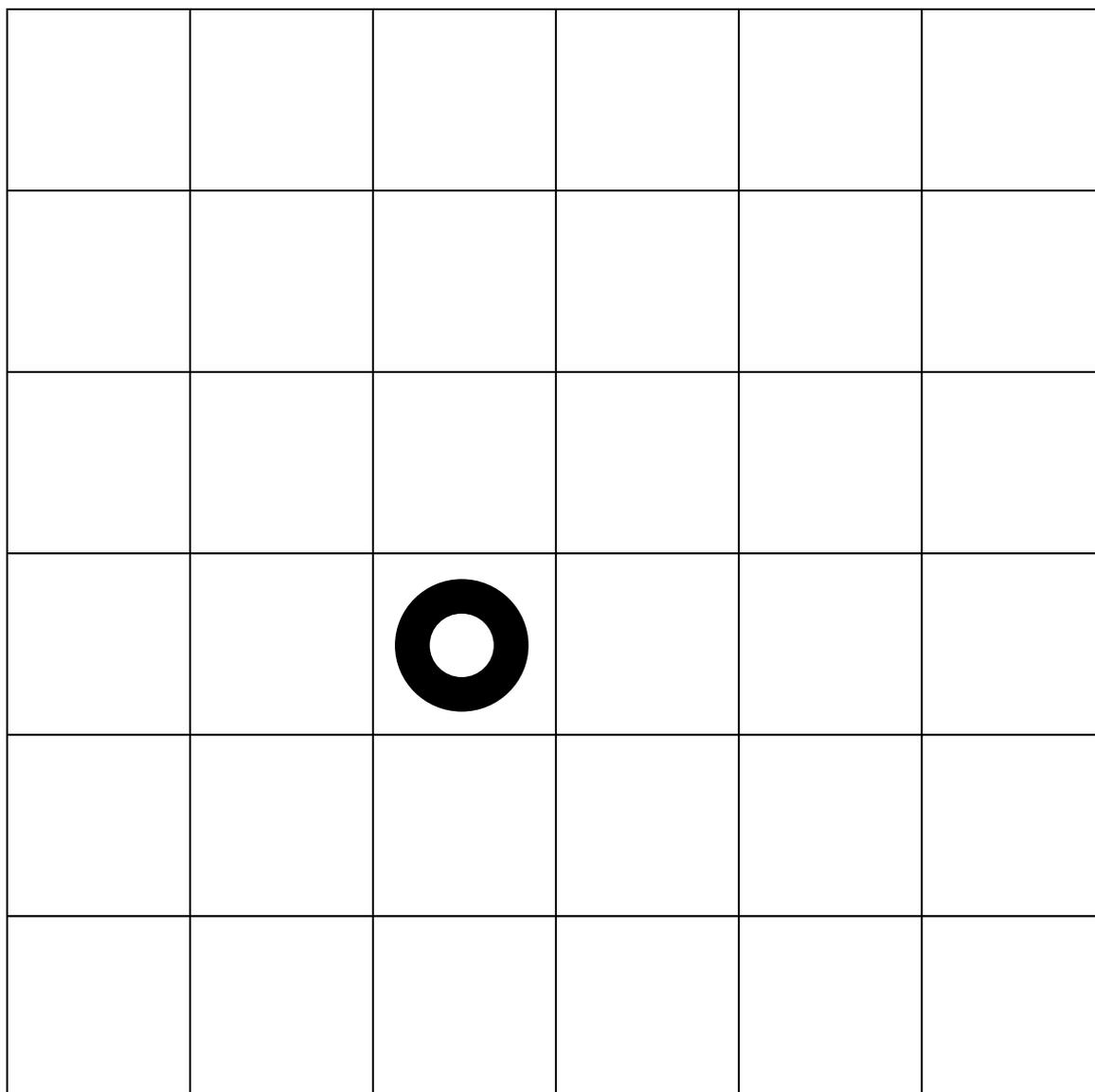
**Voici quelques exemples de coups possibles dans une partie à deux joueurs.**

**En haut à droite, il sera indiqué le nombre de briques restant en réserve.**

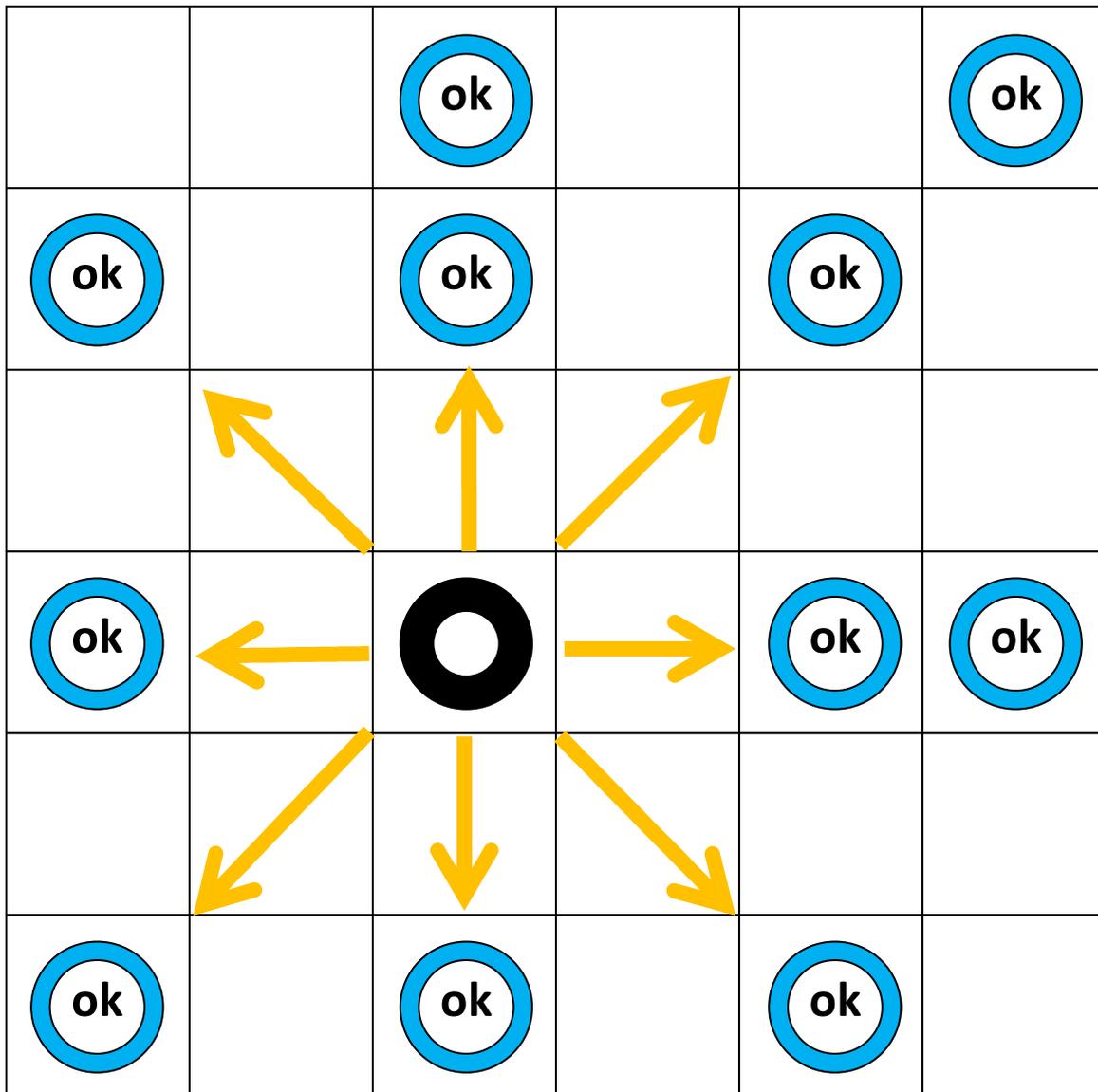
**Sous le plateau, on pourra lire d'éventuelles explications.**



Ici, le plateau est vide avant le 1<sup>er</sup> coup des bleus. Les réserves sont pleines : 16 briques bleues et 16 briques jaunes.

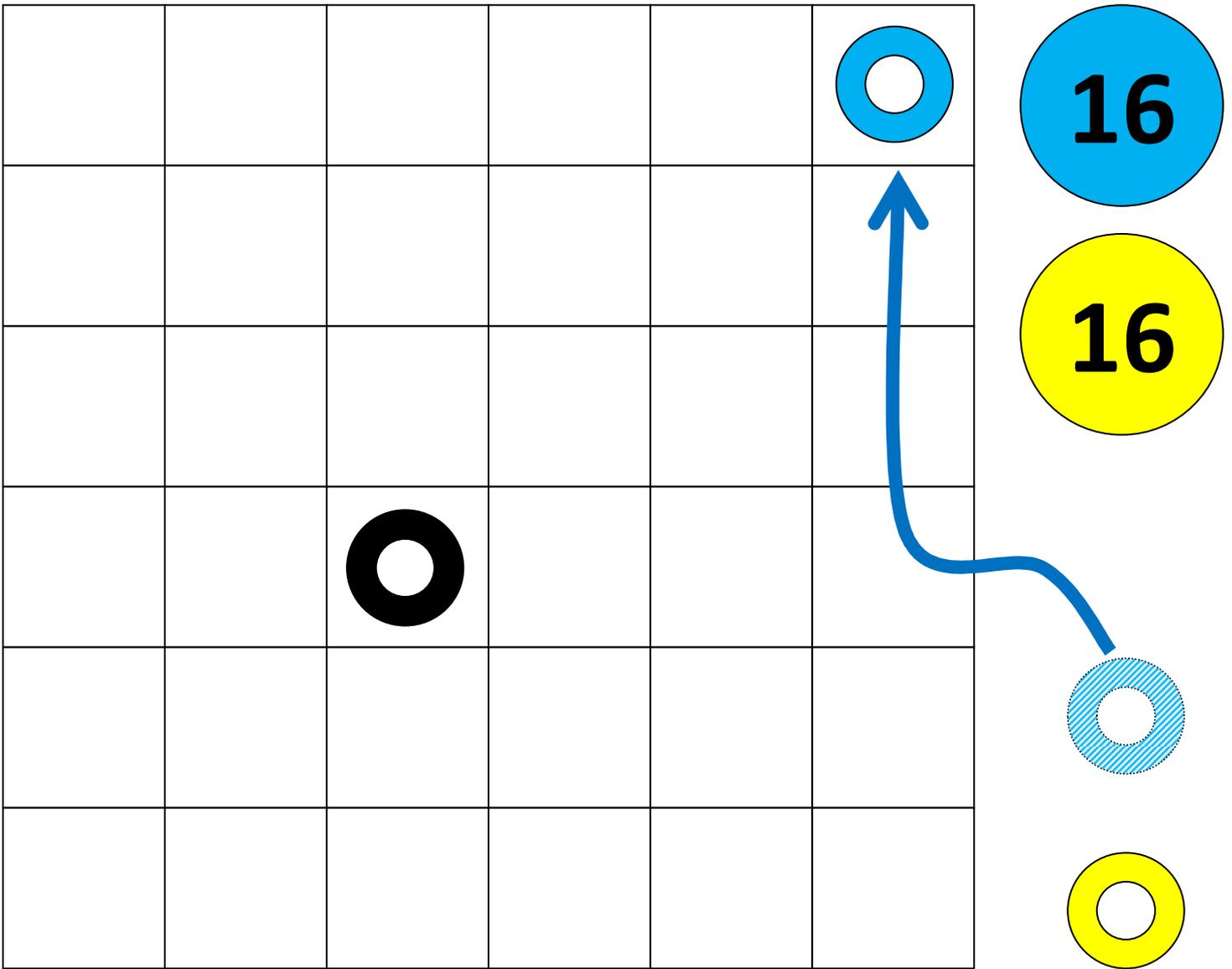


**Les bleus commencent. Ils placent d'abord le pion noir comme indiqué sur le schéma. Ceci est un exemple. Il est possible de placer le pion noir neutre dans n'importe quelle case du plateau.**

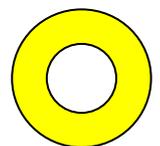
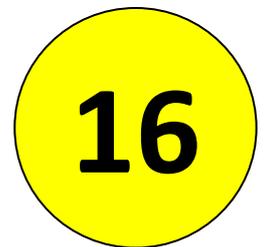
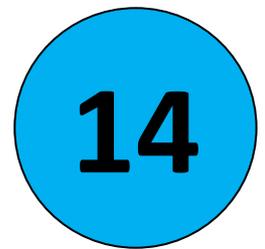
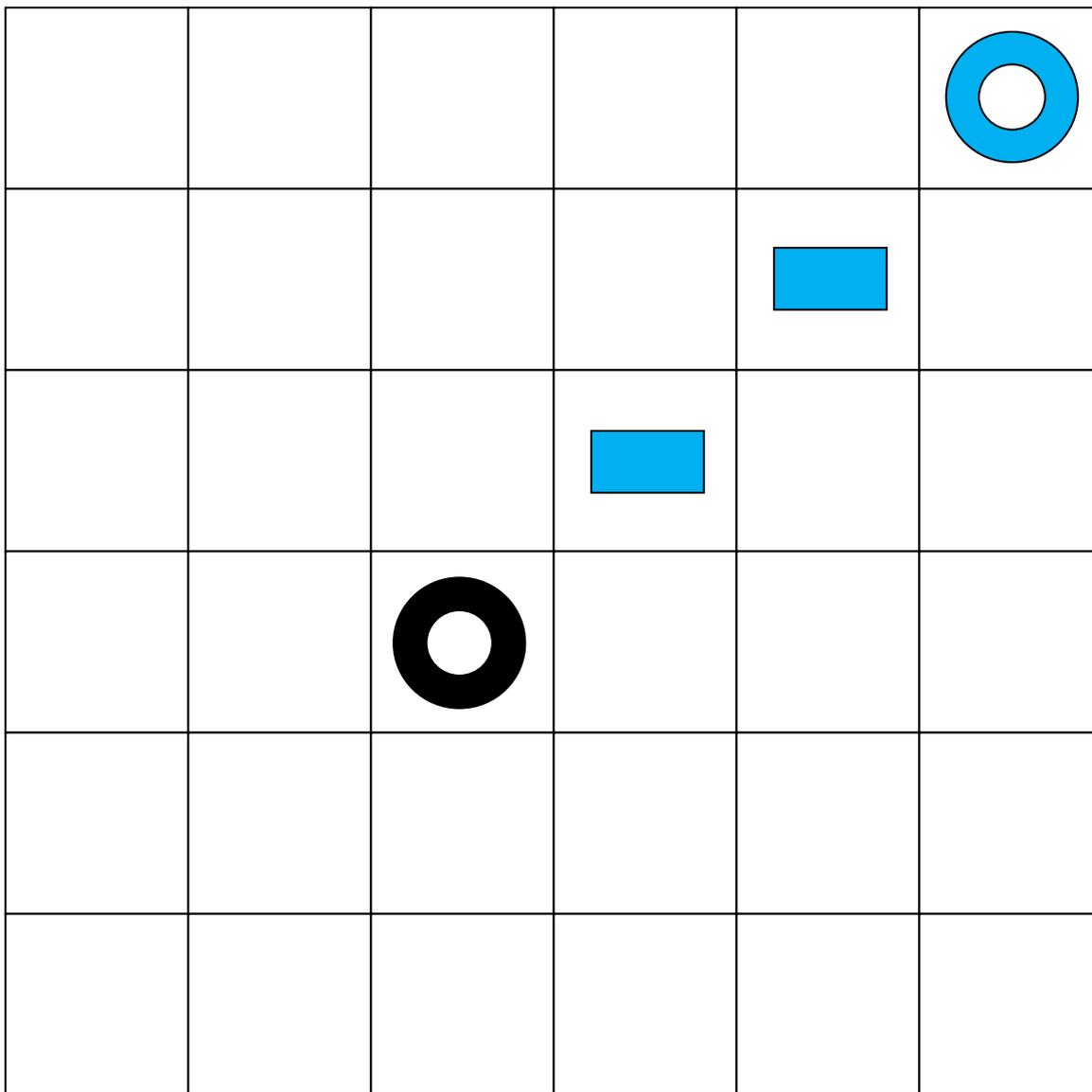


**Les Bleus peuvent placer au choix leur marqueur dans une des cases « ok »**

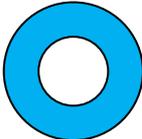
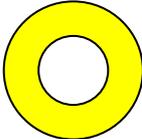
- dans toutes les directions indiquées (diagonales, horizontales, verticales)**
- en laissant un intervalle entre le pion noir et le marqueur**



**Voici le choix des Bleus.**

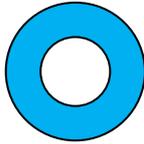
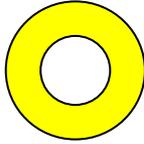


**De ce fait, l'intervalle entre le pion noir et le marqueur bleu (2 cases vides) est rempli par 2 briques bleues.**

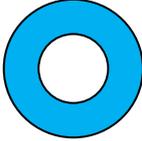
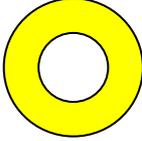
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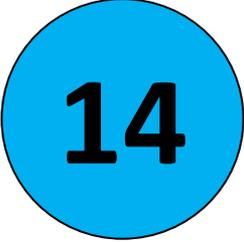
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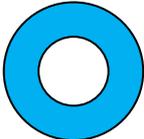
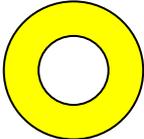
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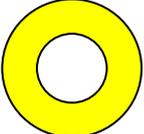
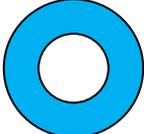
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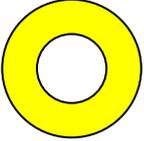
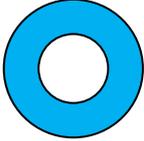
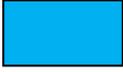
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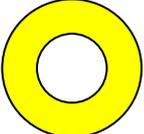
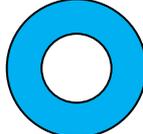
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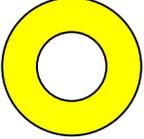
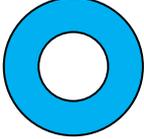
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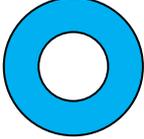
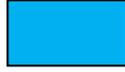
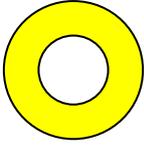
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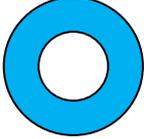
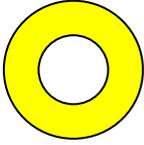
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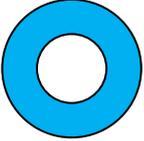
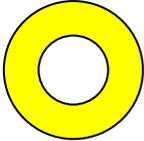
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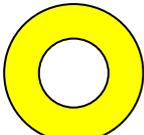
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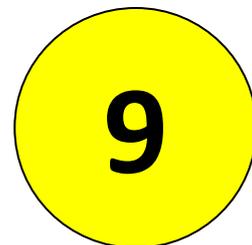
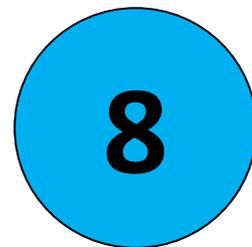
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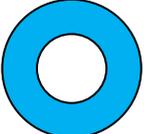
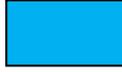
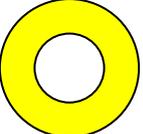
					
					
					
					
					
					

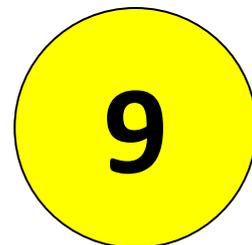
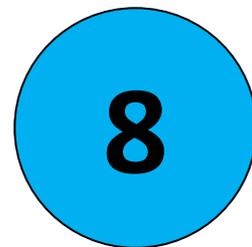
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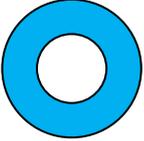
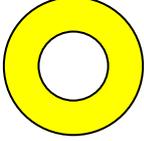
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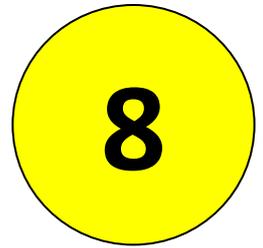
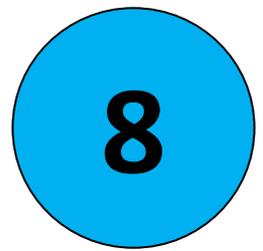
					
					
					
					
					
					

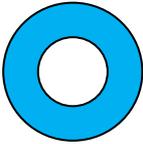
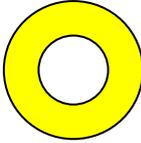


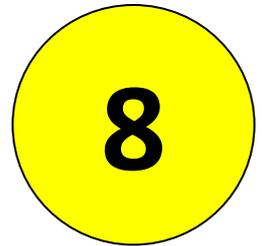
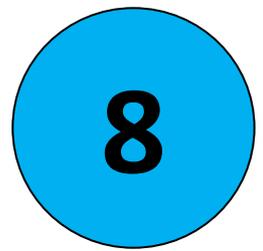
					
					
					
					
					
					

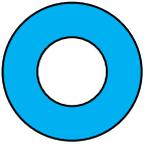
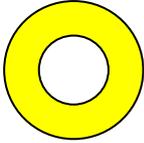


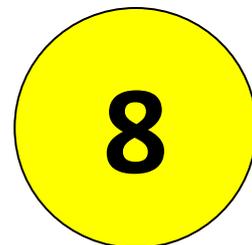
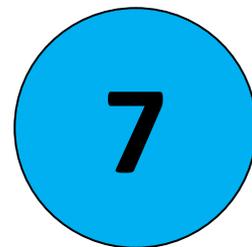
					
					
					
					
					
					

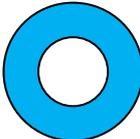
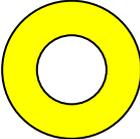


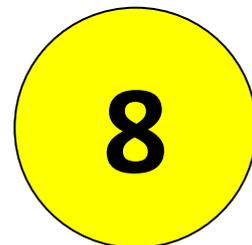
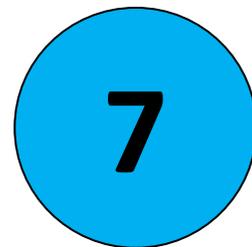
					
					
					
					
					
					

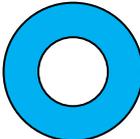
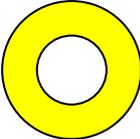


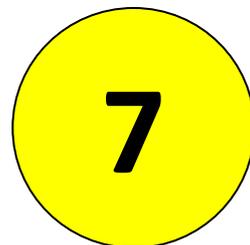
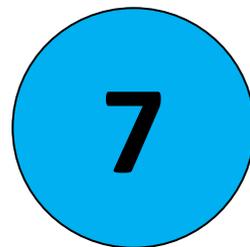
					
					
					
					
					
					

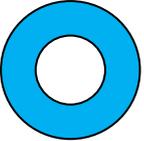
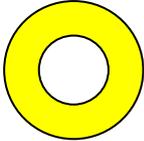


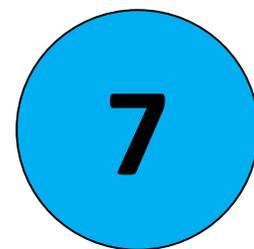
					
					
					
					
					
					

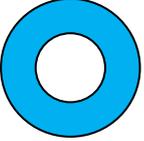
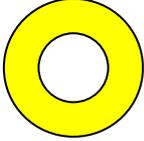


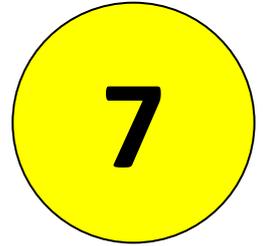
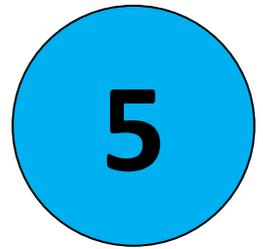
					
					
					
					
					
					

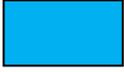
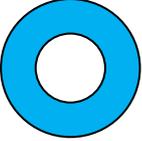
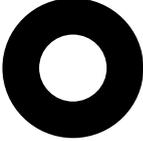
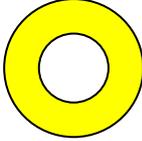


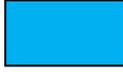
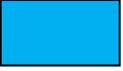
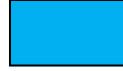
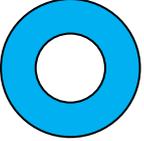
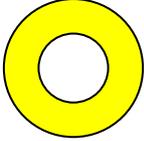


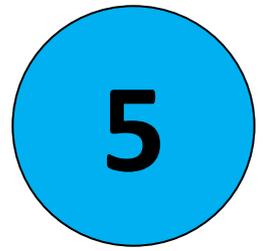
					
					
					
					
					
					

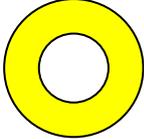
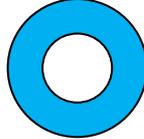


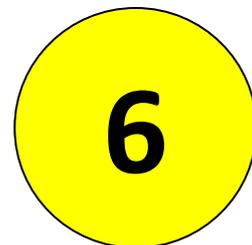
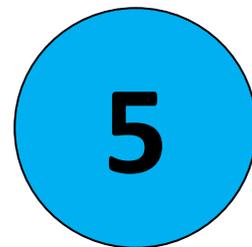
					
					
					
					
					
					

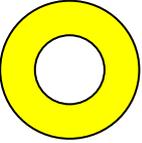
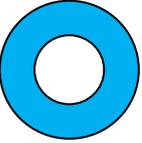


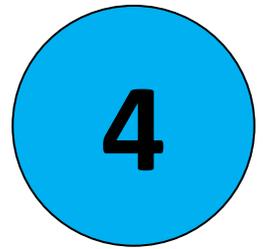
					
					
					
					
					
					

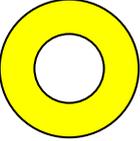
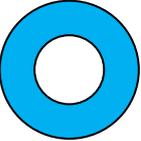


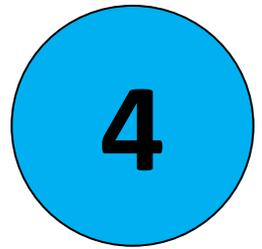
					
					
					
					
					
					

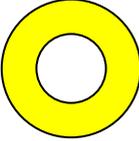
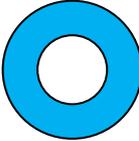


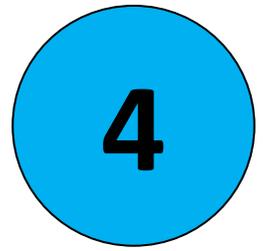
					
					
					
					
					
					

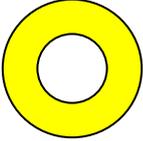
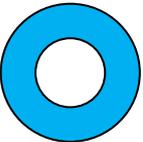


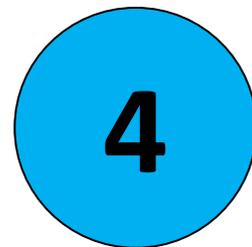
					
					
					
					
					
					

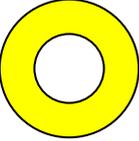
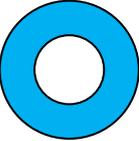


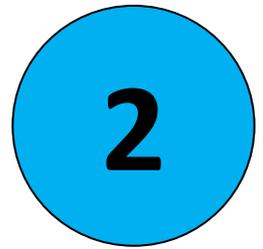
					
					
					
					
					
					

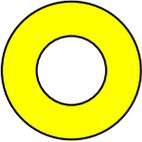
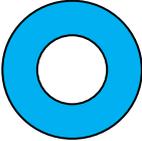


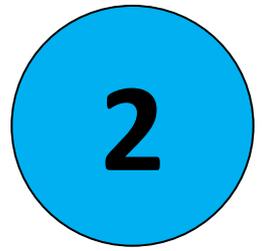
					
					
					
					
					
					

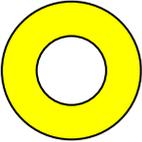
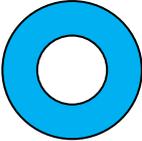


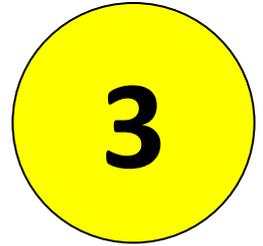
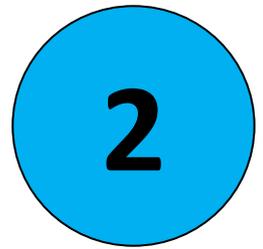
					
					
					
					
					
					

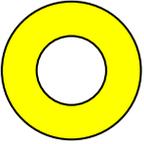
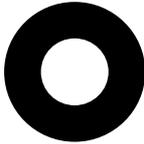
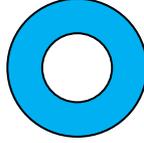


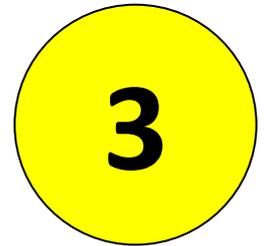
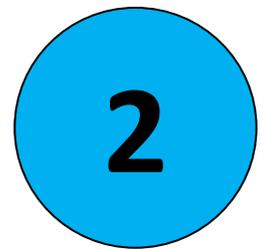
					
					
					
					
					
					



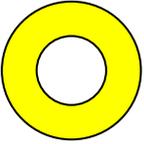
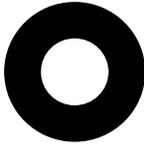
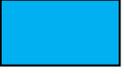
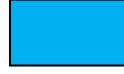
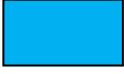
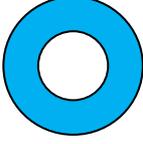
					
					
					
					
					
					

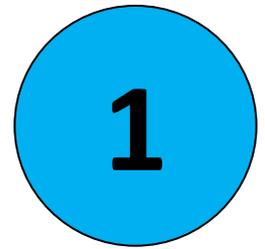


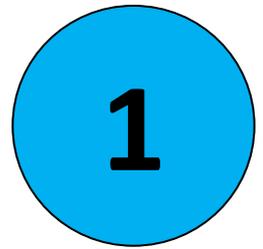
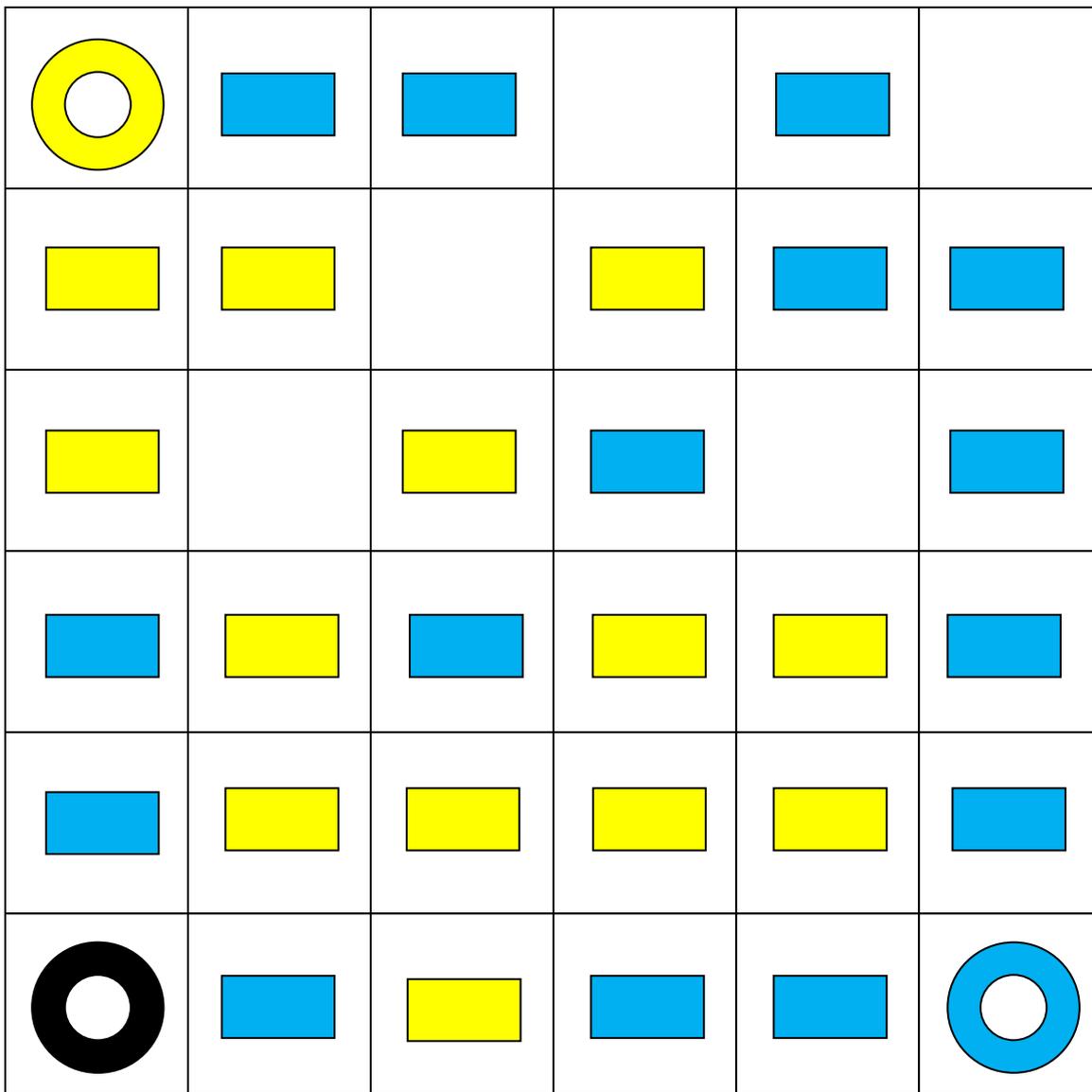


Coup  
forcé  
pour les  
Bleus

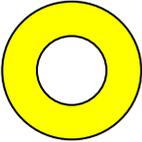
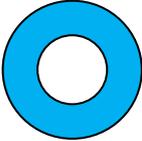


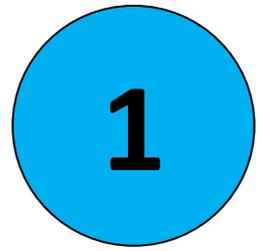
**Les Bleus n'ont plus qu'une seule brique à poser pour gagner la partie. Mais c'est au tour des Jaunes...**

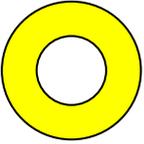
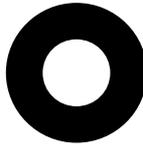
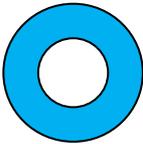


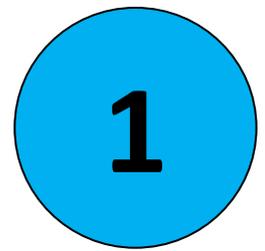
**Blocage !  
Jaune  
garde la  
main.**

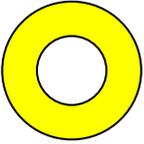
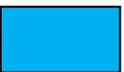
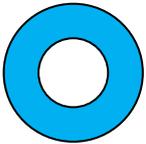
**Jaune ne peut plus poser une seule brique. Il est sauvé (momentanément) par ce blocage. Si bleu avait réussi à poser sa dernière brique, la partie aurait été finie. Ce blocage nous fait passer en phase 2. Il va donc falloir vider le plateau au plus vite...**

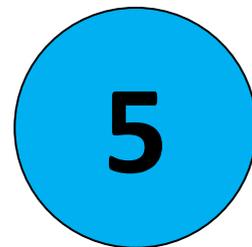
					
					
					
					
					
					

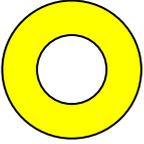
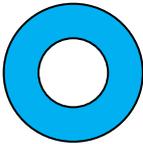




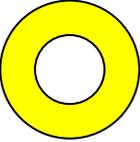
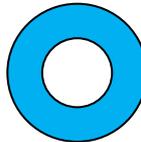
					
					
					
					
					
					

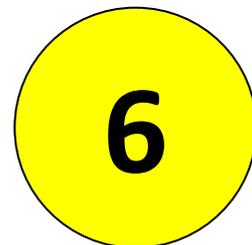
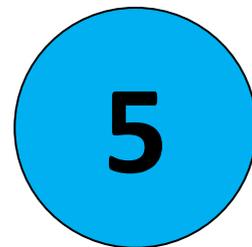


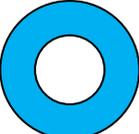
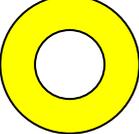
					
					
					
					
					
					

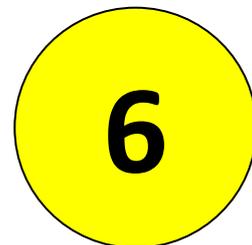
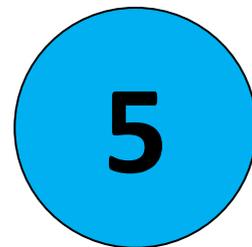


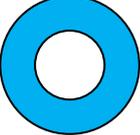
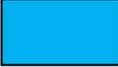
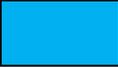
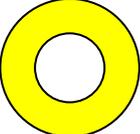
Coup  
forcé  
pour les  
Jaunes

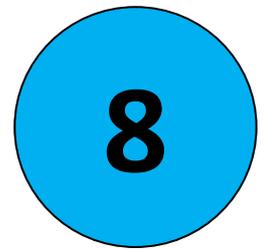
					
					
					
					
					
					

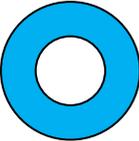
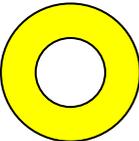


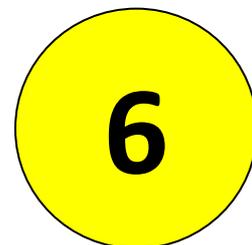
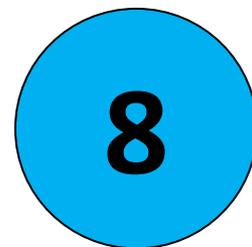
					
					
					
					
					
					



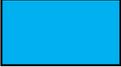
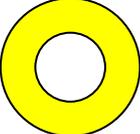
					
					
					
					
					
					

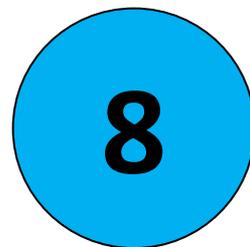


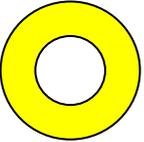
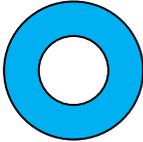
					
					
					
					
					
					

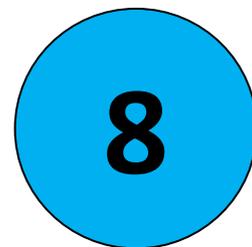


Coup  
forcé  
pour les  
Jaunes

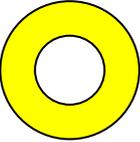
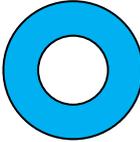
					
					
					
					
					
					



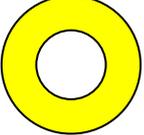
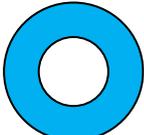


Coup  
forcé  
pour les  
Bleus

10

7

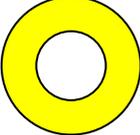
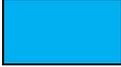
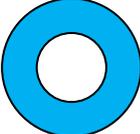
					
					
					
					
					
					

**10**

**7**

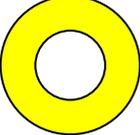
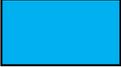
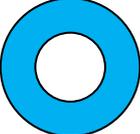
Coup  
forcé  
pour les  
Jaunes

**Coup apparemment très rentable  
mais attention à la suite !!**

**10**

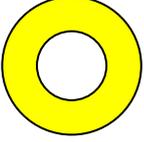
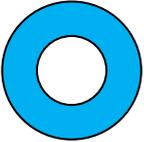
**11**

**10**

**11**

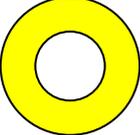
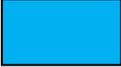
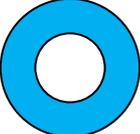
**Coup décisif de Bleu.  
Jaune n'aura plus la main...**

**11**

**11**

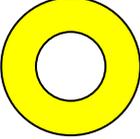
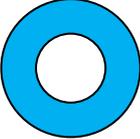
Jaune  
doit  
encore  
passer

**11**

**11**

Bleu  
rejoue  
donc

**14**

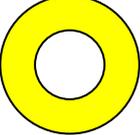
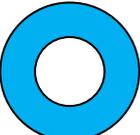
**11**

**14**

**11**

**Dernier  
coup  
de la  
partie**

**16**

**11**

**Cette partie se termine par la victoire  
des Bleus sur le score de 16 à 11.**

**POLD.R** est un jeu créé en mai 2015 par  
Guilain DORSIMONT pour l'association I.G.O.R.

POLD.R

