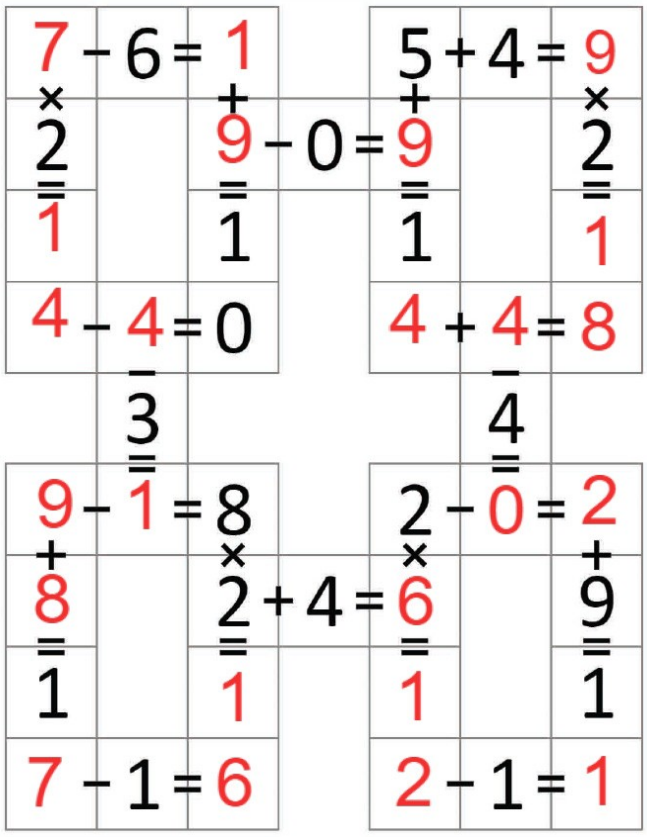
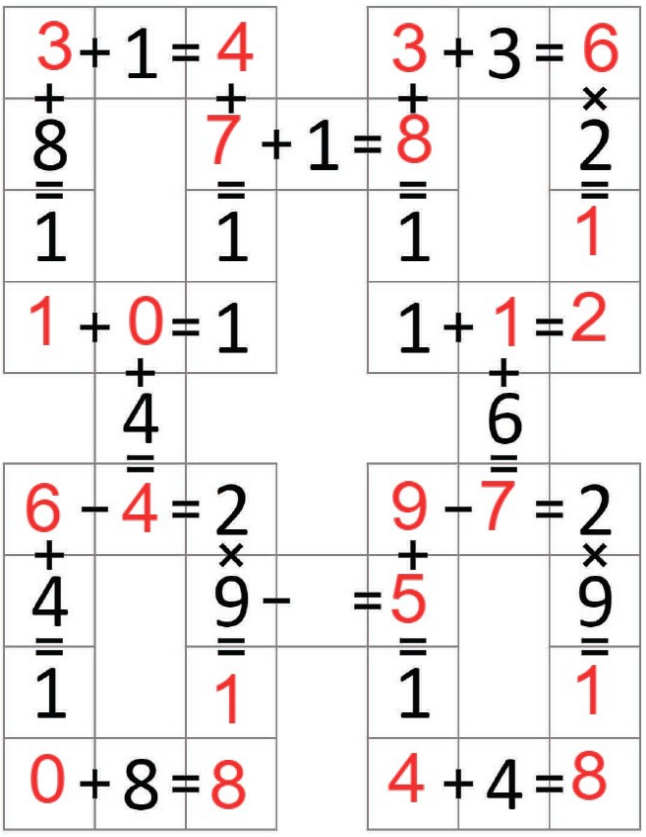
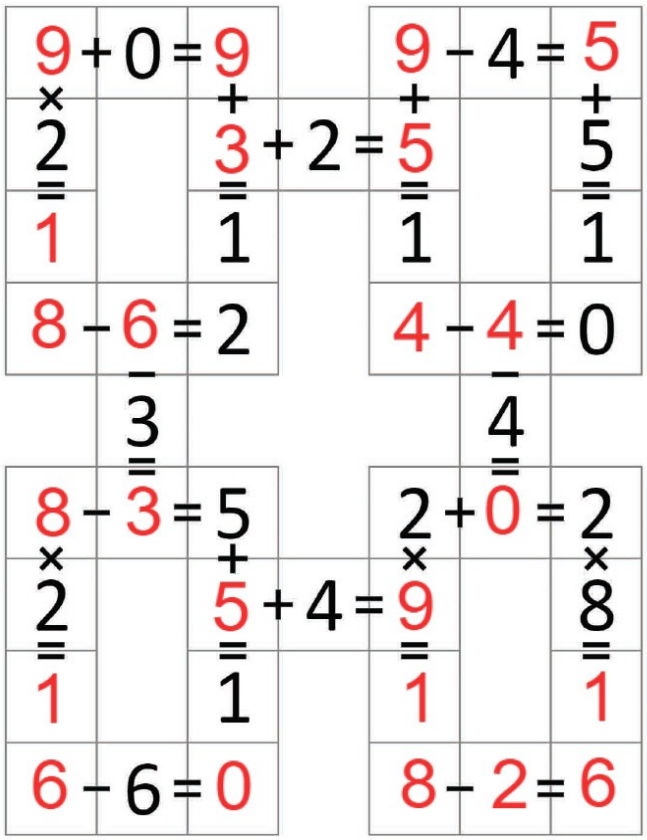
N°1


7 − 6 = 1
2 = 1
9 − 0 = 9
= 1
5 + 4 = 9
= 1
2 = 1
4 − 4 = 0
3 = 4
4 + 4 = 8
9 − 1 = 8
8 = 1
2 + 4 = 6
= 1
2 − 0 = 2
9 = 1
7 − 1 = 6
2 − 1 = 1

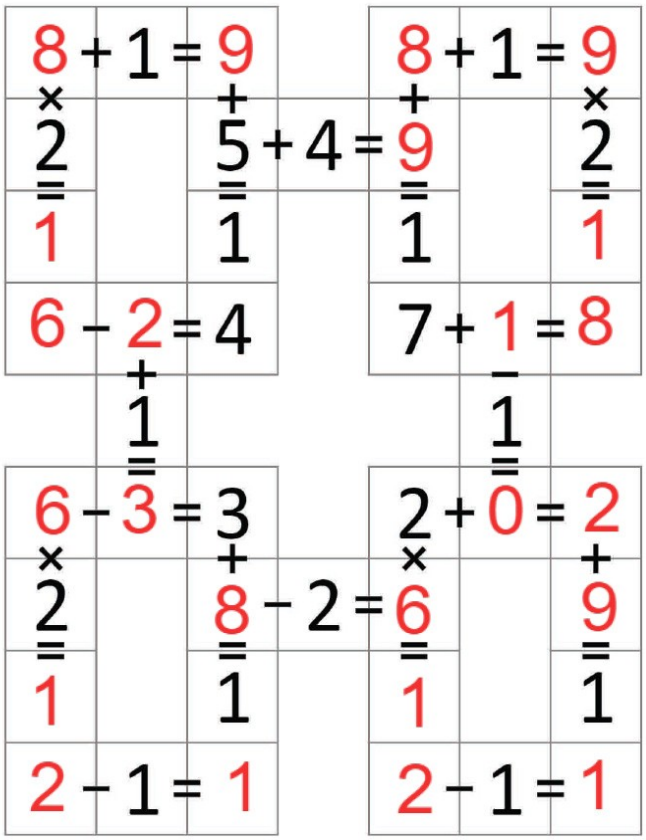
N°2


3 + 1 = 4
8 = 1
7 + 1 = 8
= 1
3 + 3 = 6
2 = 1
1 + 0 = 1
4 = 1
1 + 1 = 2
6 = 1
6 − 4 = 2
4 = 1
9 − = 5
= 1
9 − 7 = 2
9 = 1
0 + 8 = 8
4 + 4 = 8

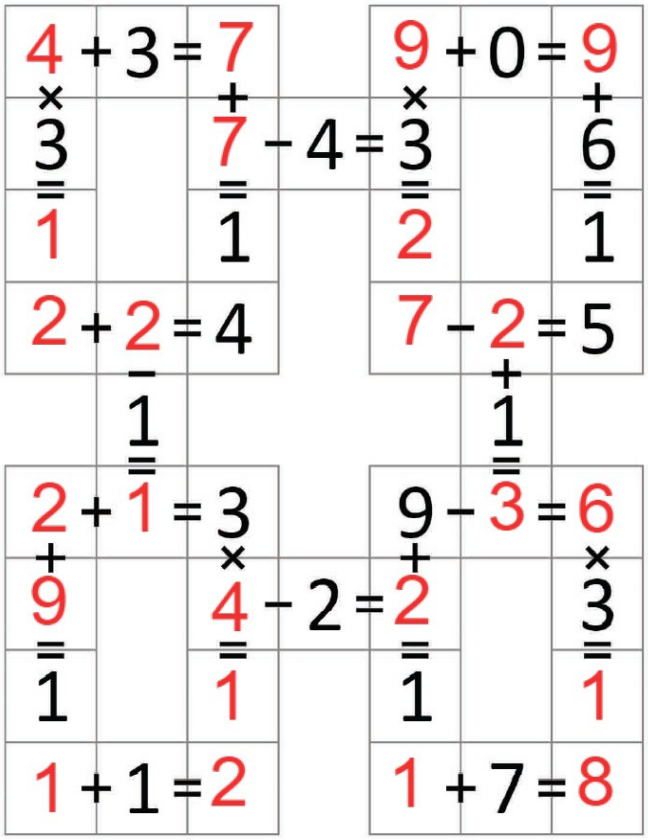
N°3


9 + 0 = 9
2 = 1
3 + 2 = 5
= 1
9 − 4 = 5
5 = 1
8 − 6 = 2
3 = 4
4 − 4 = 0
8 − 3 = 5
2 = 1
5 + 4 = 9
= 1
2 + 0 = 2
8 = 1
6 − 6 = 0
8 − 2 = 6

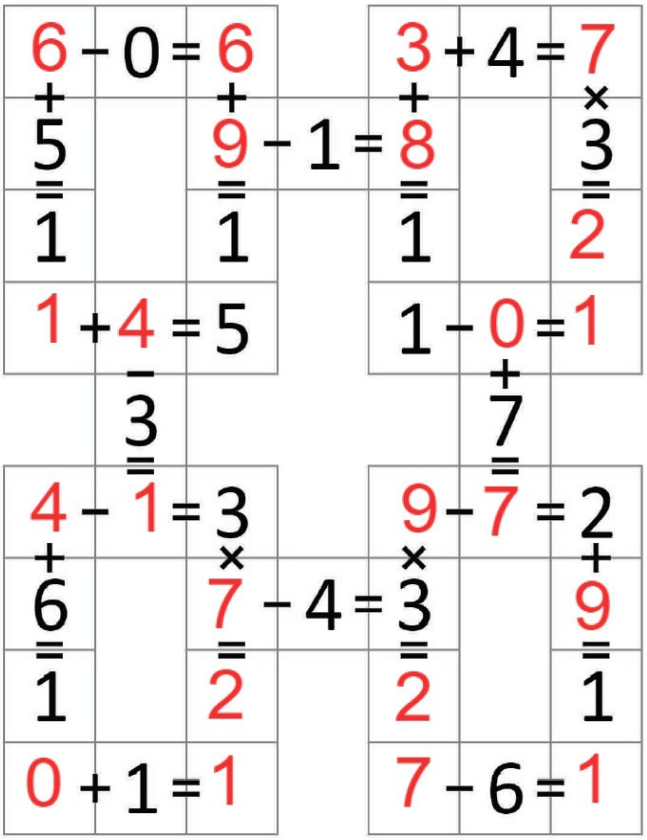
N°4


8 + 1 = 9
2 = 1
5 + 4 = 9
= 1
8 + 1 = 9
2 = 1
6 − 2 = 4
1 = 4
7 + 1 = 8
1 = 4
6 − 3 = 3
2 = 1
8 − 2 = 6
= 1
2 + 0 = 2
9 = 1
2 − 1 = 1
2 − 1 = 1

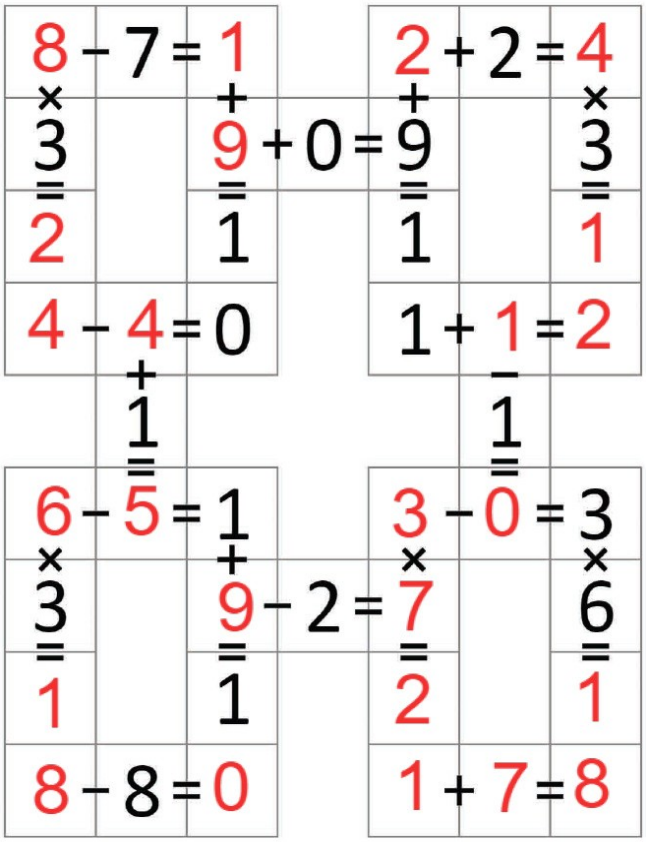
N°5


4 + 3 = 7
× 3 = 7 + 7 − 4 = 3 = 9 + 0 = 9
× 3 = + 6 =
1 1 2 1
2 + 2 = 4 7 − 2 = 5
− 1 = + 1 =
2 + 1 = 3 9 − 3 = 6
+ 9 = × 4 − 2 = + 2 = × 3 =
1 1 1 1
1 + 1 = 2 1 + 7 = 8

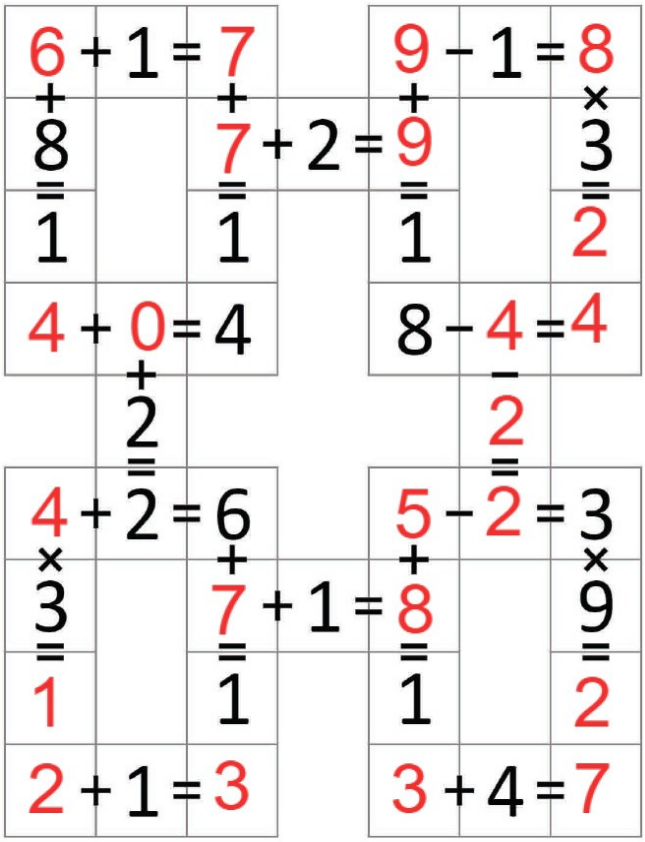
N°6


6 − 0 = 6 3 + 4 = 7
+ 5 = + 9 − 1 = + 8 = × 3 =
1 1 1 2
1 + 4 = 5 1 − 0 = 1
− 3 = + 7 =
4 − 1 = 3 9 − 7 = 2
+ 6 = × 7 − 4 = × 3 = + 9 =
1 2 2 1
0 + 1 = 1 7 − 6 = 1

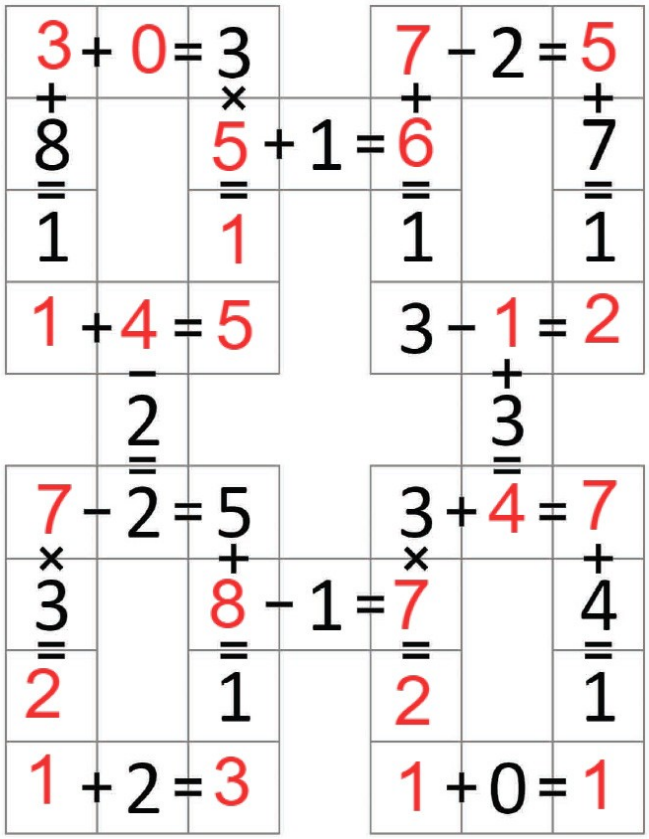
N°7


8 − 7 = 1 2 + 2 = 4
× 3 = + 9 + 0 = 9 = × 3 =
2 1 1 1
4 − 4 = 0 1 + 1 = 2
+ 1 = − 1 =
6 − 5 = 1 3 − 0 = 3
× 3 = + 9 − 2 = 7 = × 6 =
1 1 2 1
8 − 8 = 0 1 + 7 = 8

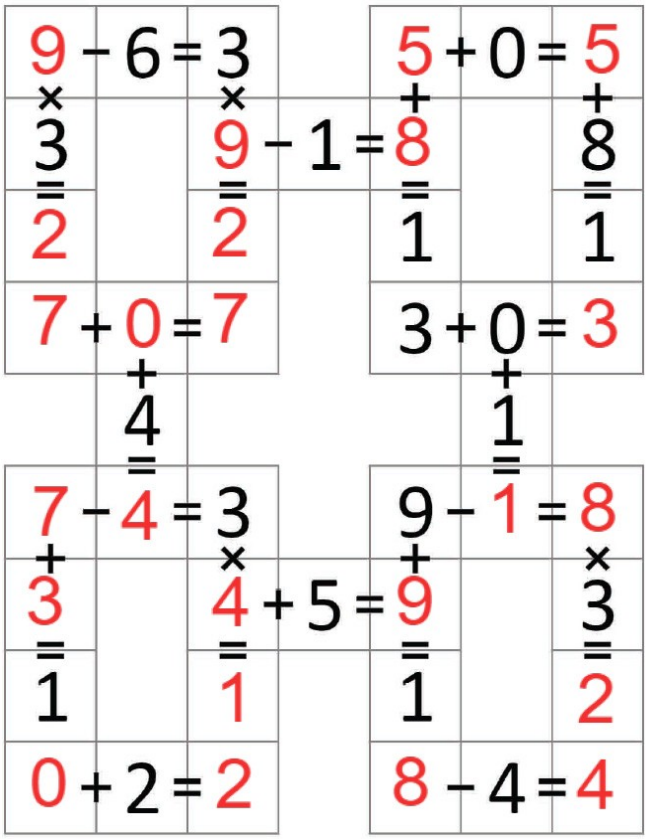
N°8


6 + 1 = 7 9 − 1 = 8
+ 8 = + 7 + 2 = 9 = × 3 =
1 1 1 2
4 + 0 = 4 8 − 4 = 4
+ 2 = − 2 =
4 + 2 = 6 5 − 2 = 3
× 3 = + 7 + 1 = 8 = × 9 =
1 1 1 2
2 + 1 = 3 3 + 4 = 7

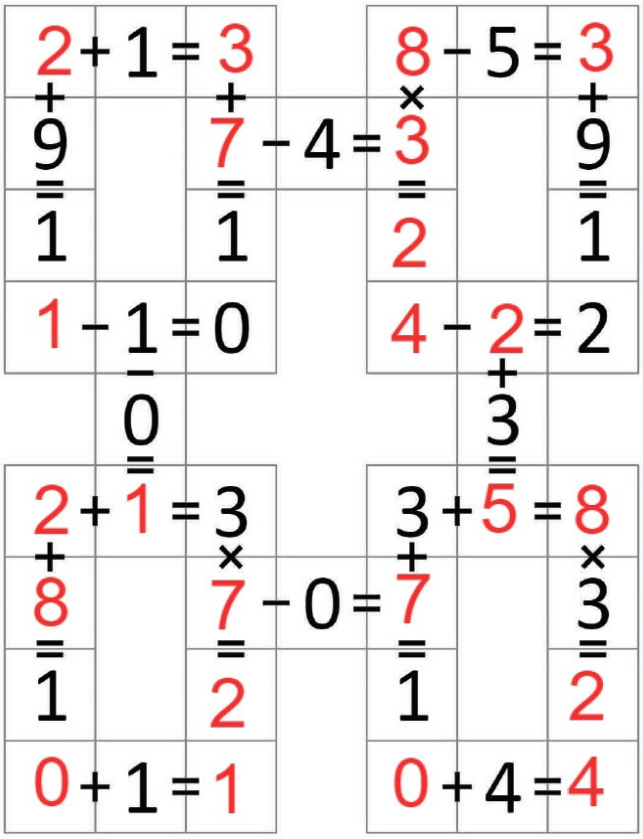
N°9



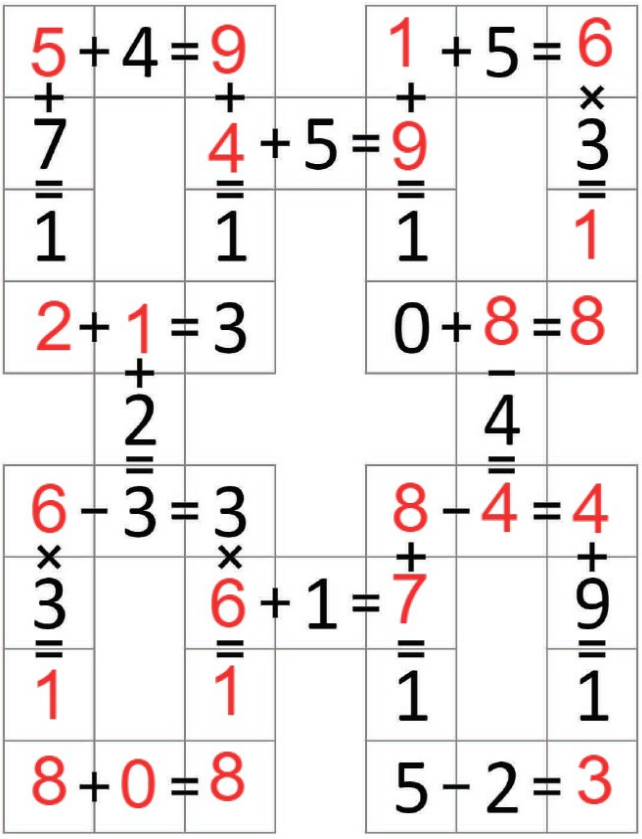
N°10



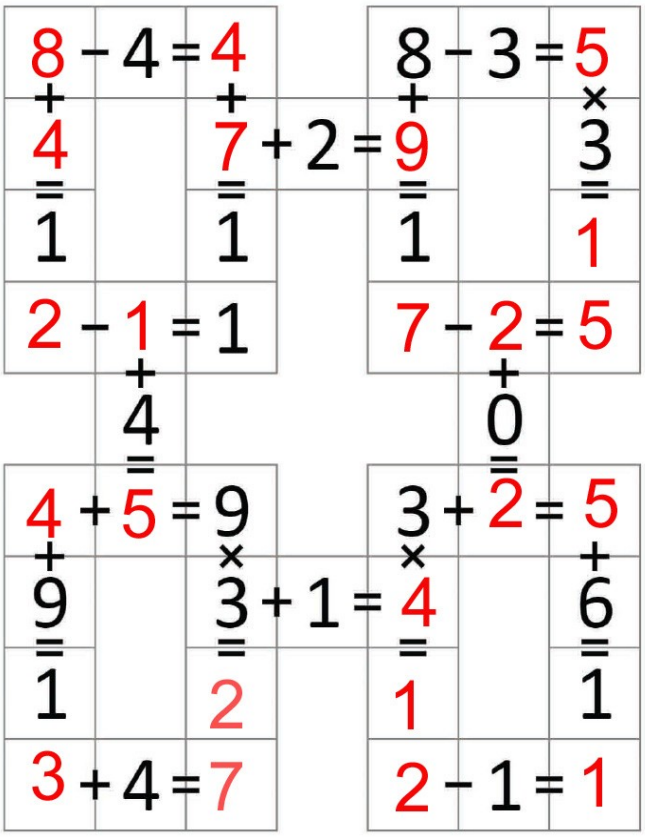
N°11



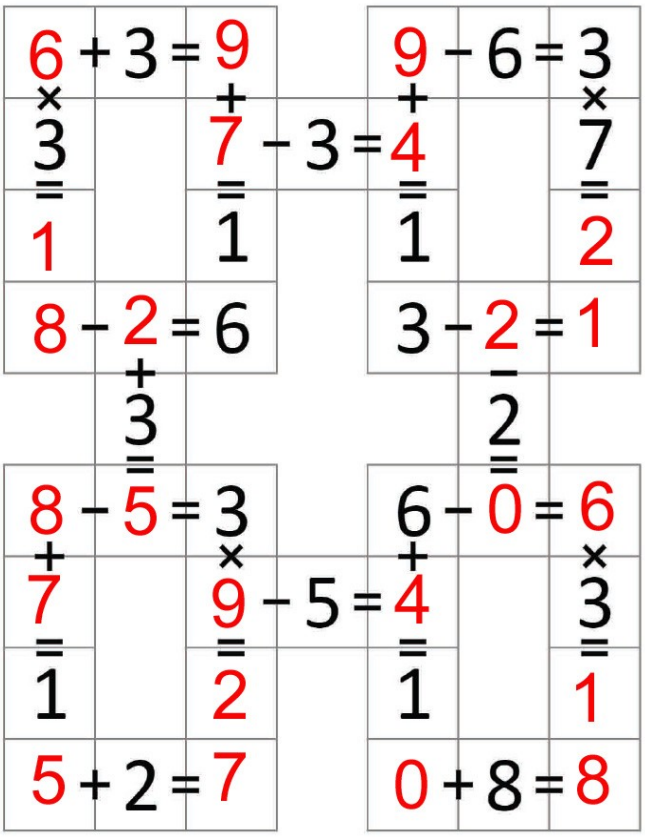
N°12



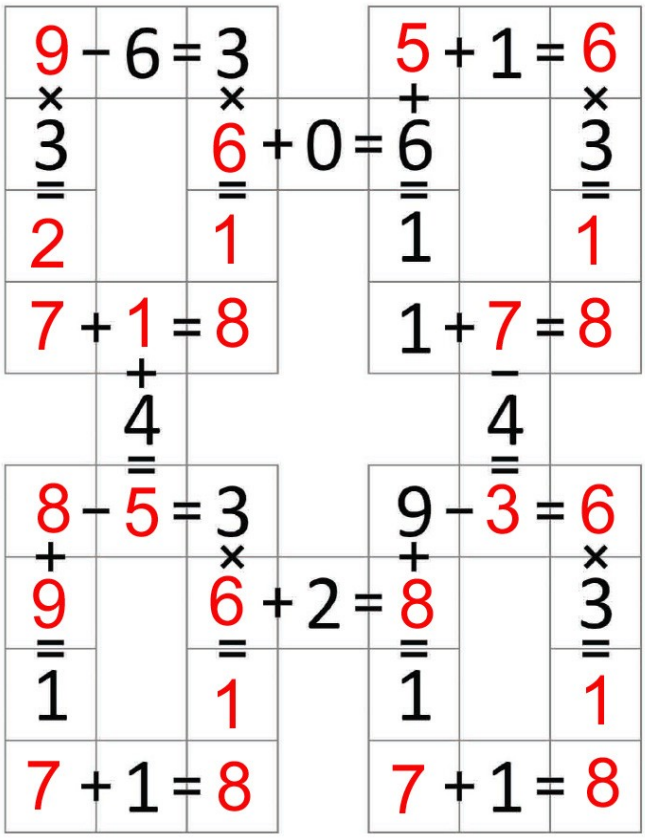
N°13



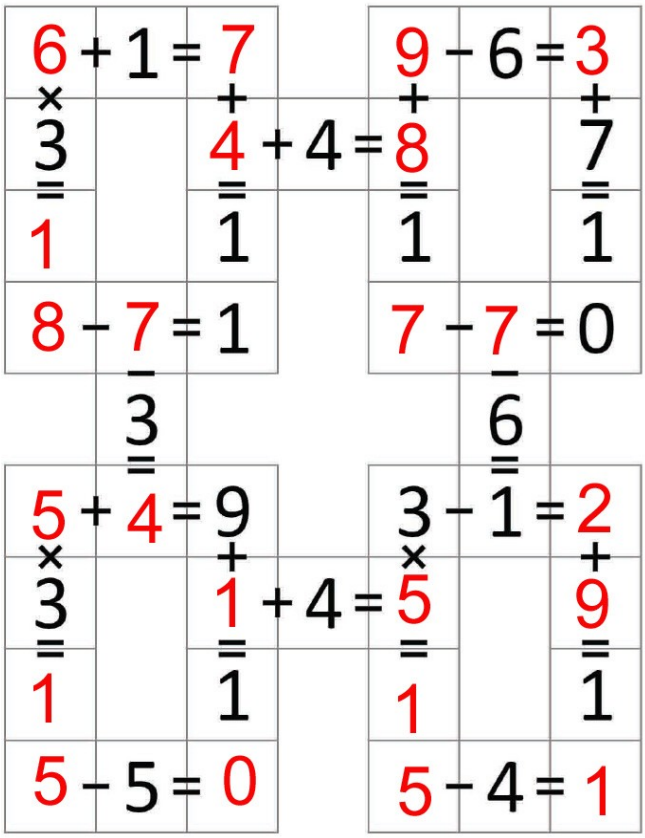
N°14



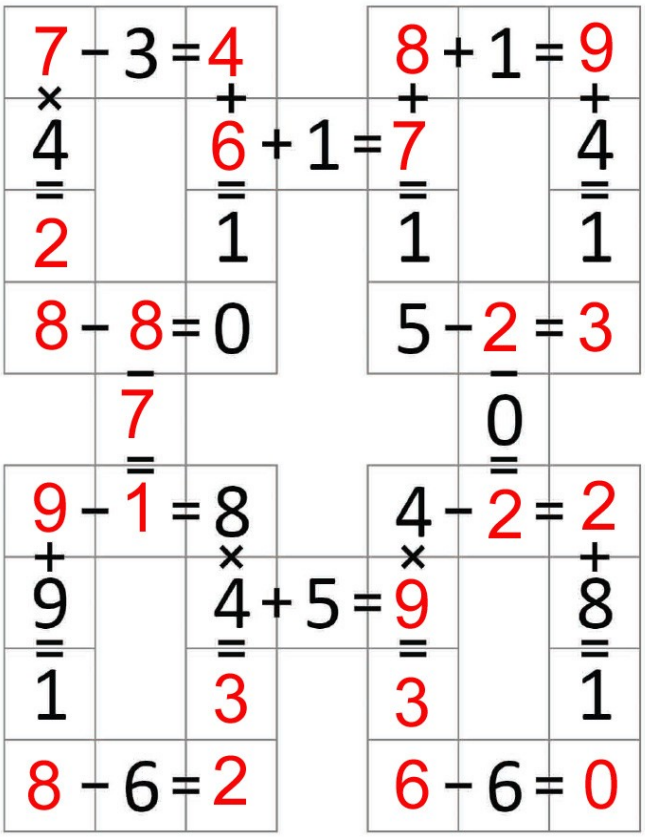
N°15



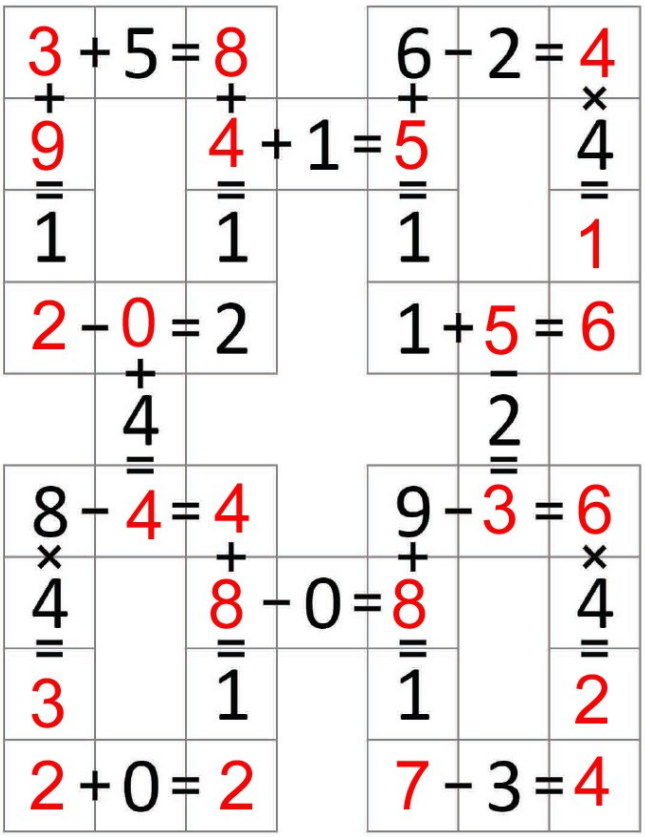
N°16



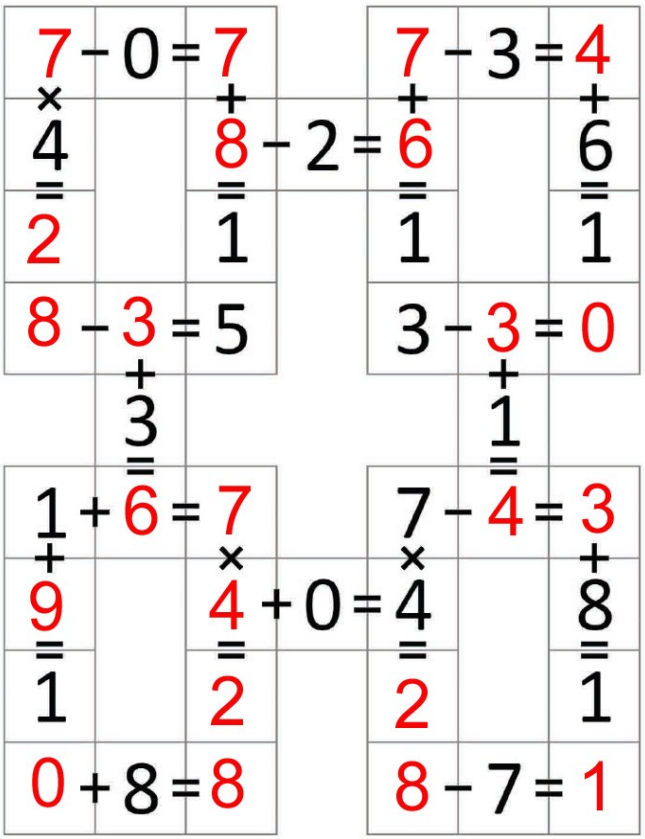
N°17



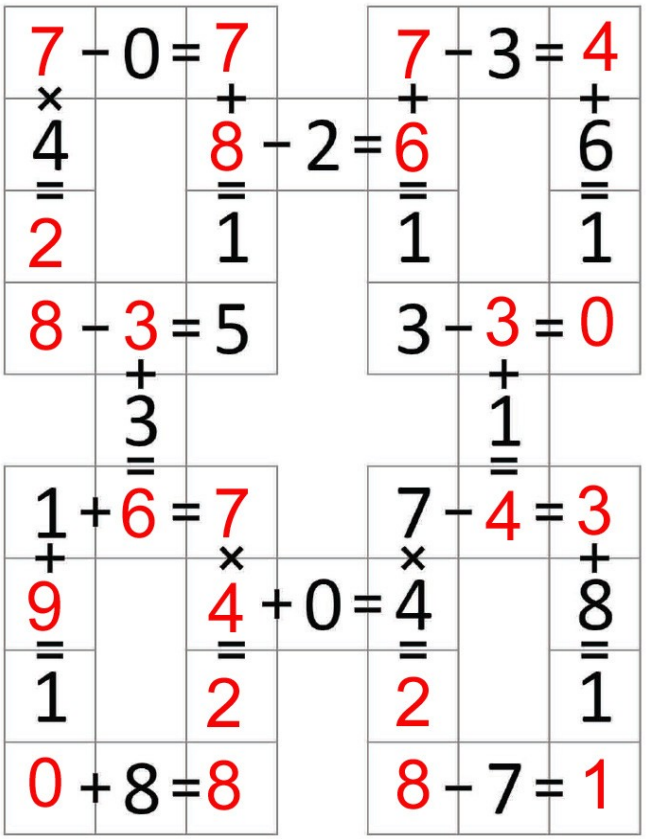
N°18



N°19



N°20



Règles

❶ Le Garam est un jeu de logique mathématique à base d'opérations simples.

❷ Remplissez chaque case avec un seul chiffre de sorte que chaque ligne et chaque colonne forment une opération correcte.

❸ Le résultat d'une opération verticale est un nombre à deux chiffres si deux cases suivent le symbole égal.

❹ Exemple : ordre de réalisation possible : (1) (2) (3) …