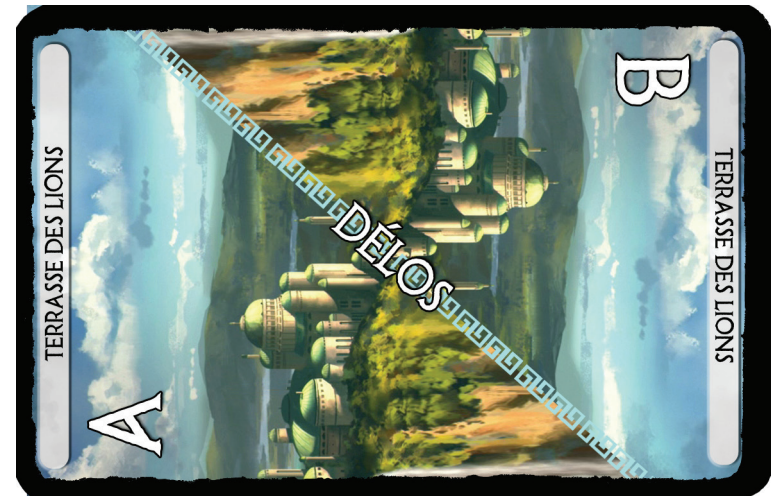
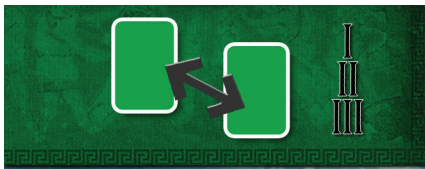
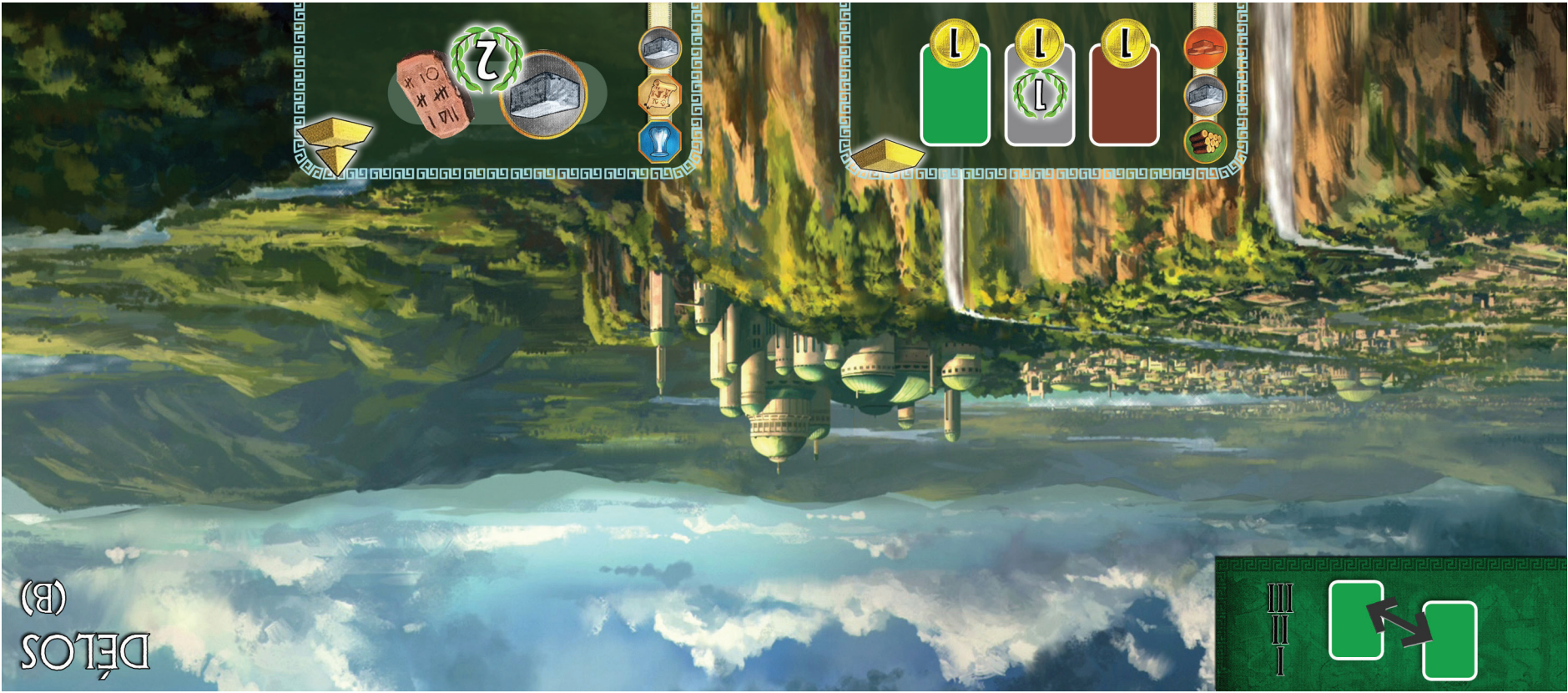


DÉLOS  
(A)









ISSOS  
(A)

1  
1

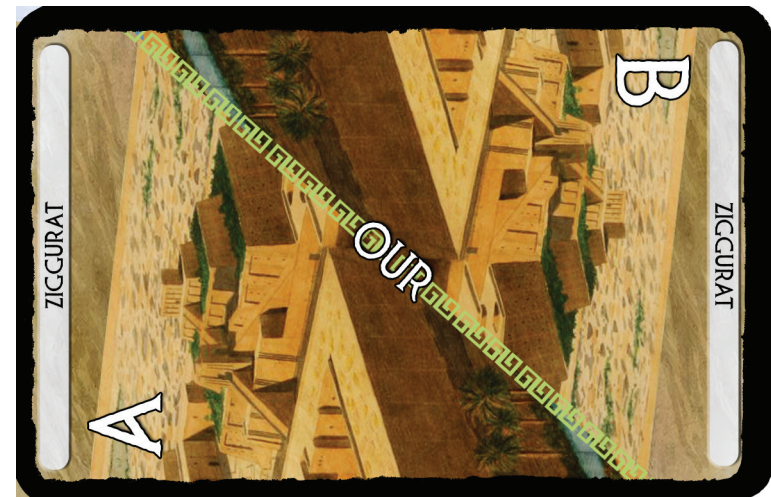
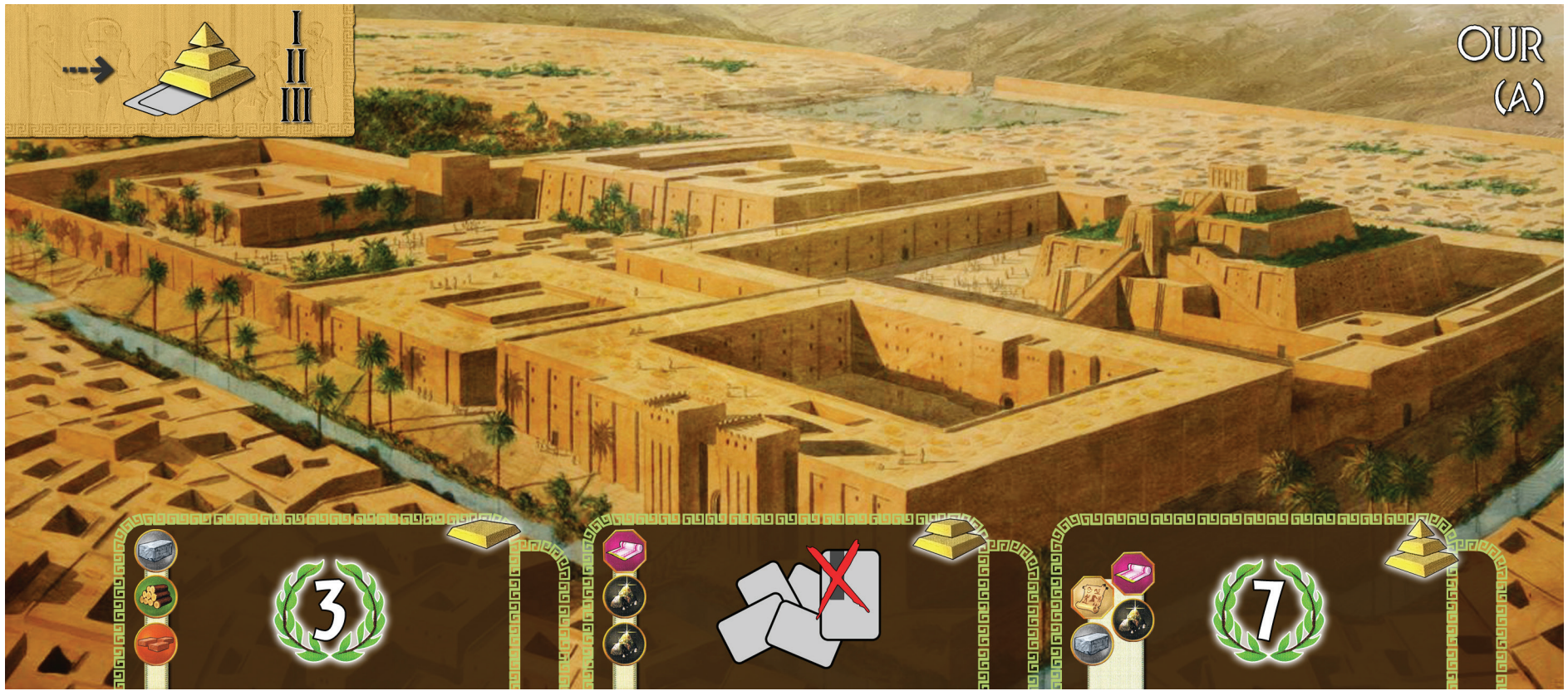
3 6 9  
2 1 0























SAMARKANDE (B)

The board game interface for 'SAMARKANDE (B)' features a central illustration of a city on a cliffside. The interface includes a top bar with three colored boxes (purple, grey, red) containing symbols and numbers, and a bottom bar with a yellow panel showing numbers 1, 2, 3, 4, 0 and a red panel showing a 1 and a downward arrow.

Top bar elements:

- Left: Purple box with a grey symbol and a green circle containing the number 7.
- Middle: Grey box with a grey symbol and a yellow circle containing the number 7.
- Right: Red box with a grey symbol and a yellow circle containing the number 7.

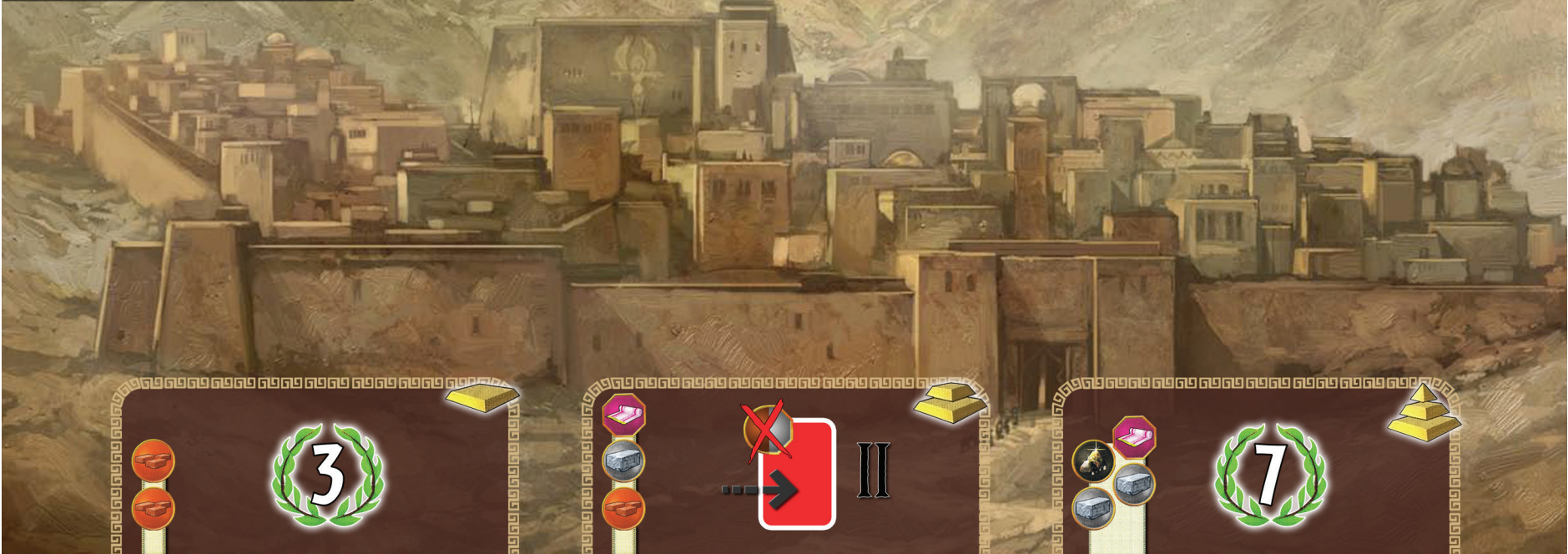
Bottom bar elements:

- Yellow panel: Numbers 1, 2, 3, 4, 0.
- Red panel: Number 1 and a downward arrow.





THÉBAI  
(A)







THEBAI (B)



