

mode d'emploi

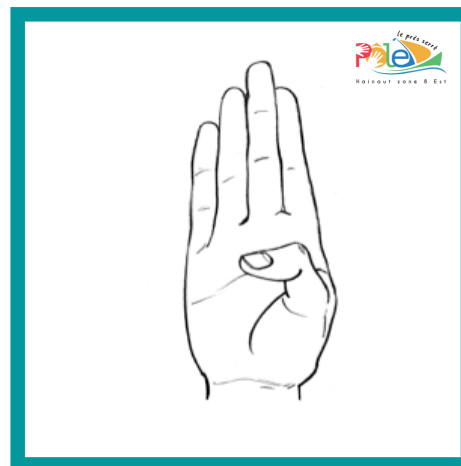
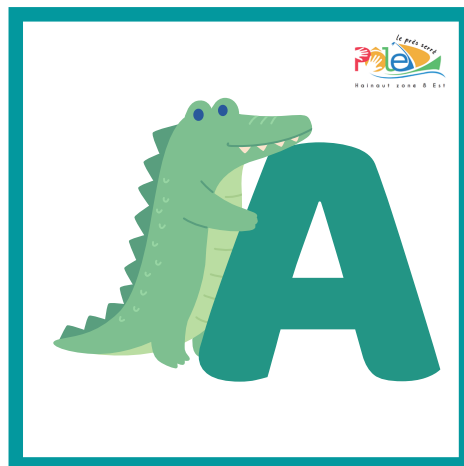
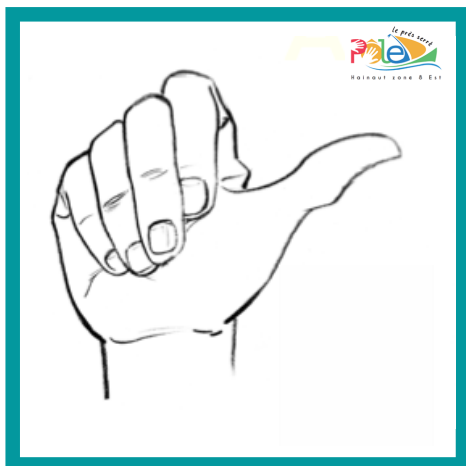
- 1) Imprimer les cartes.
- 2) Coller la feuille sur un papier de couleur (afin de ne pas voir à travers les cartes).
- 3) Découper les cartes.
- 4) Les plastifier et les découper.

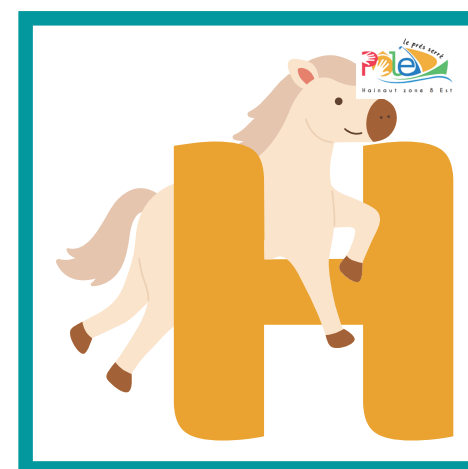
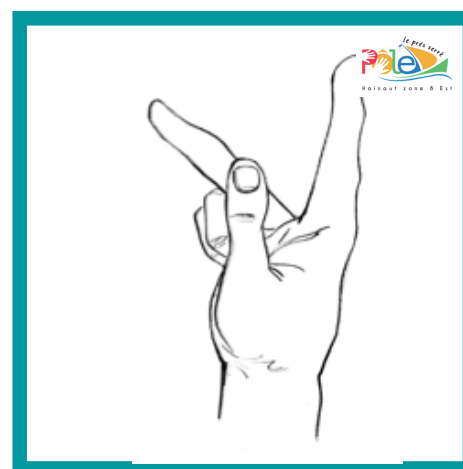
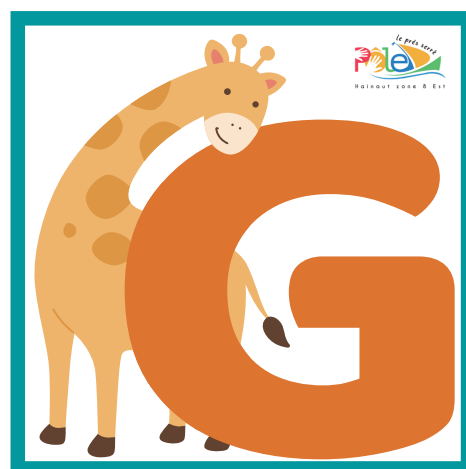
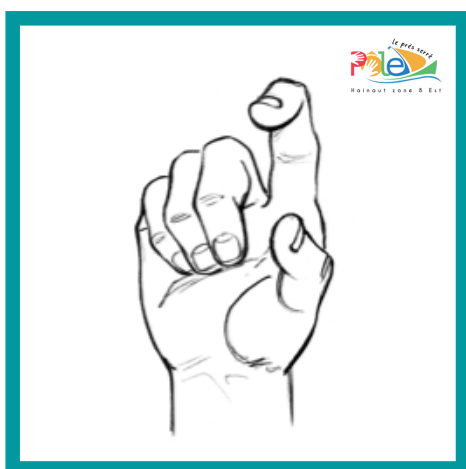
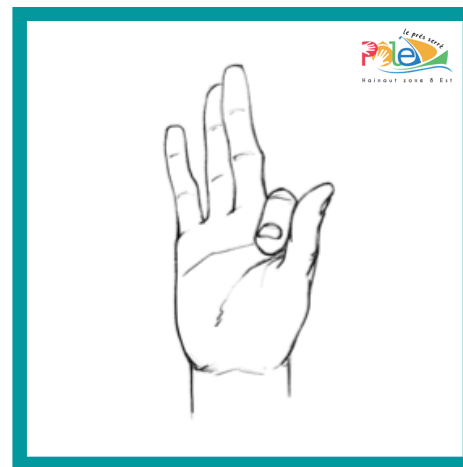
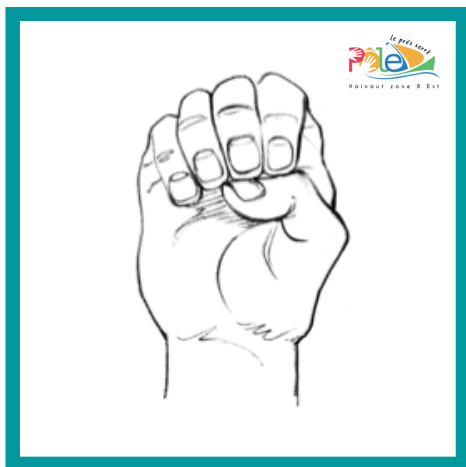
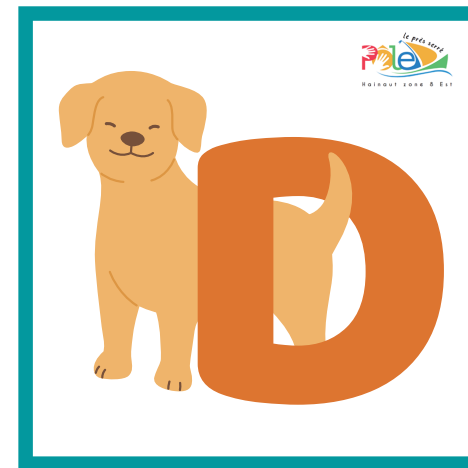
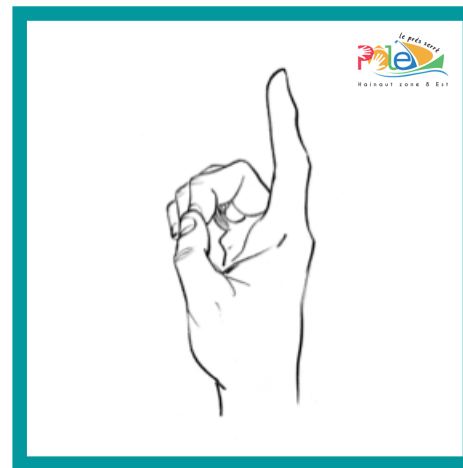
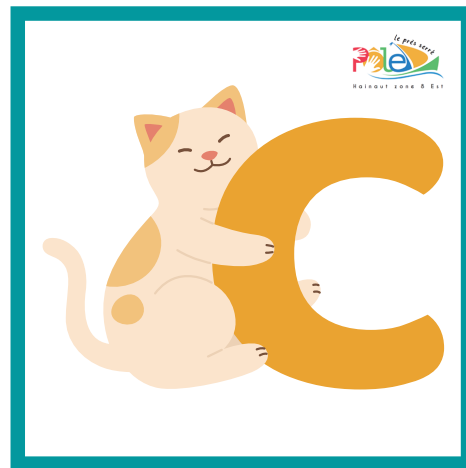
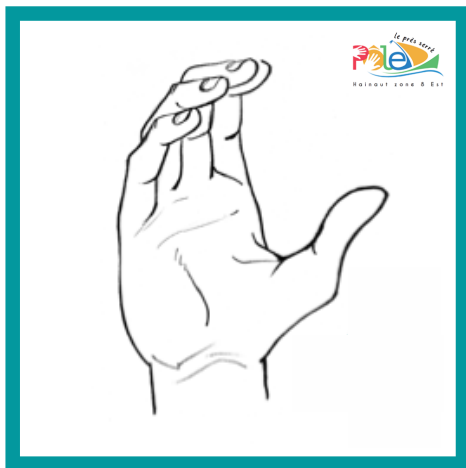


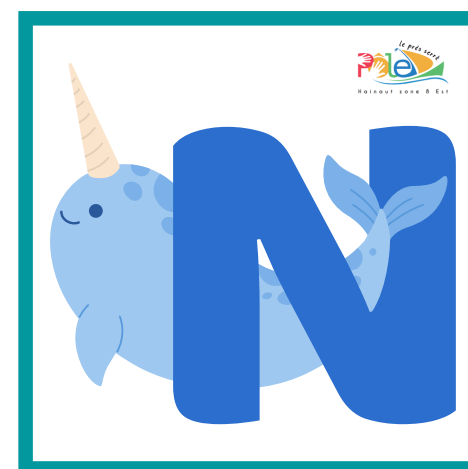
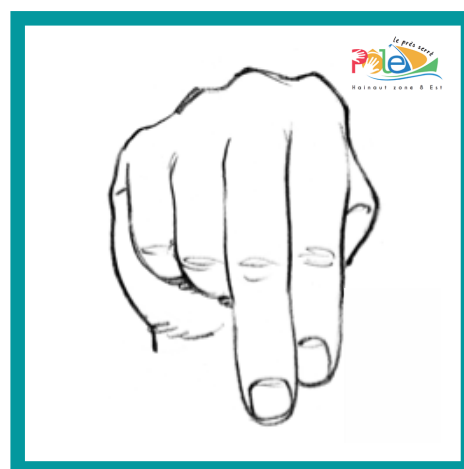
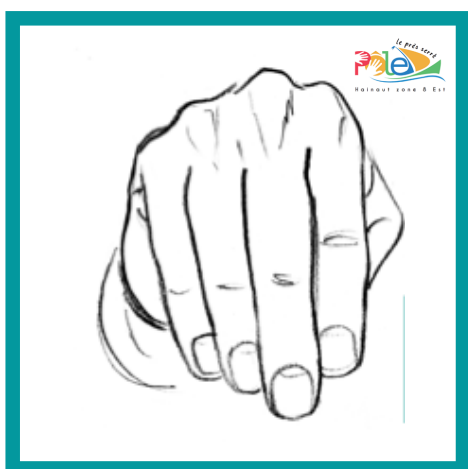
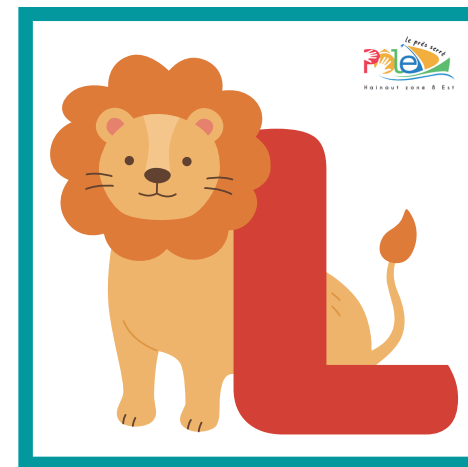
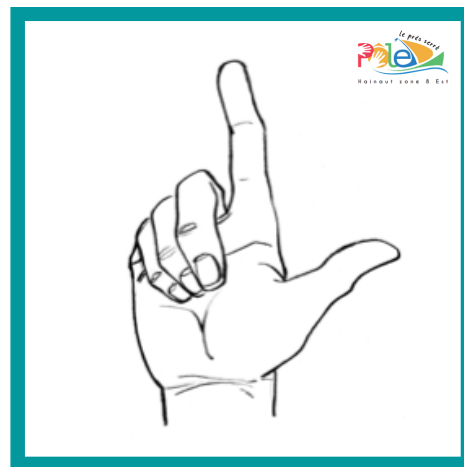
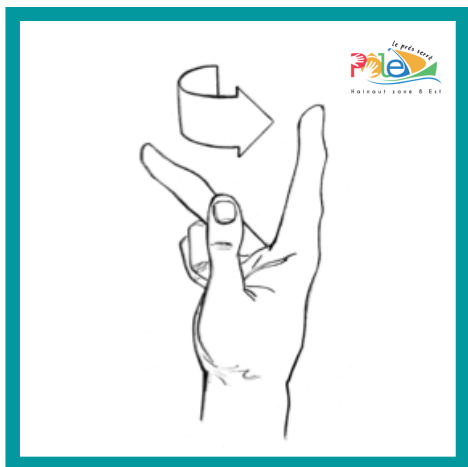
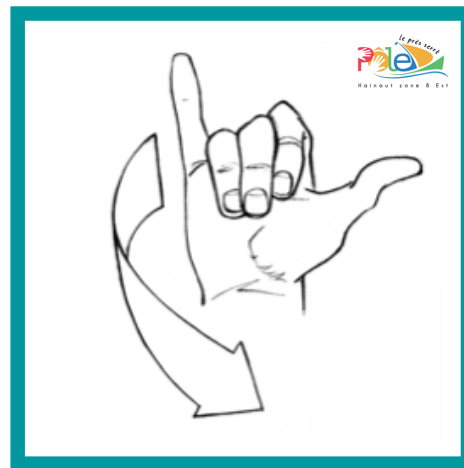
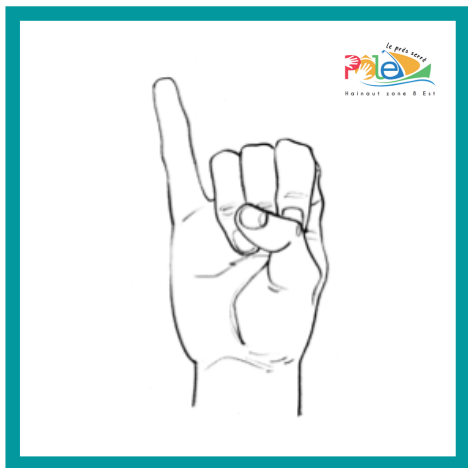
ne pas plastifier la feuille entière et puis découper. Le papier plastifié risque de ne pas tenir.

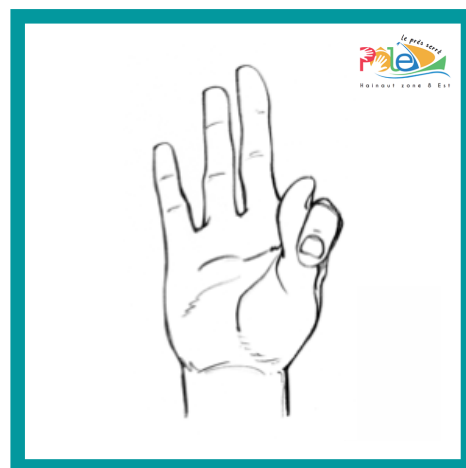
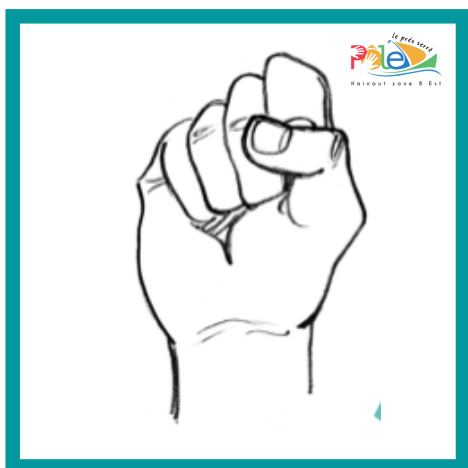
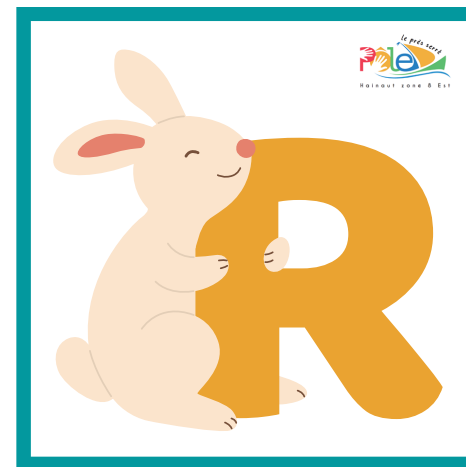
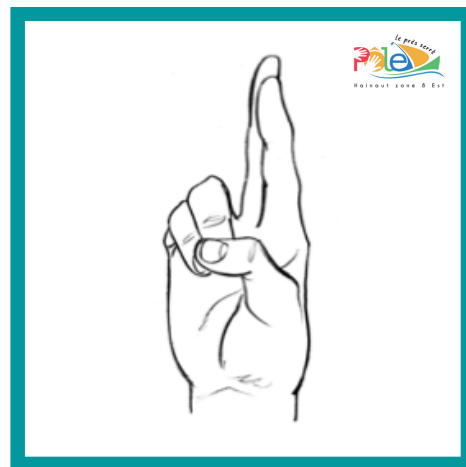
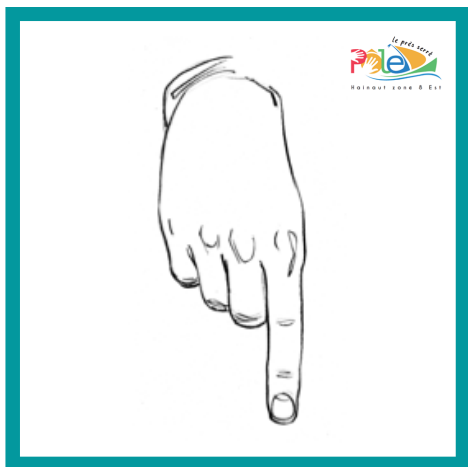
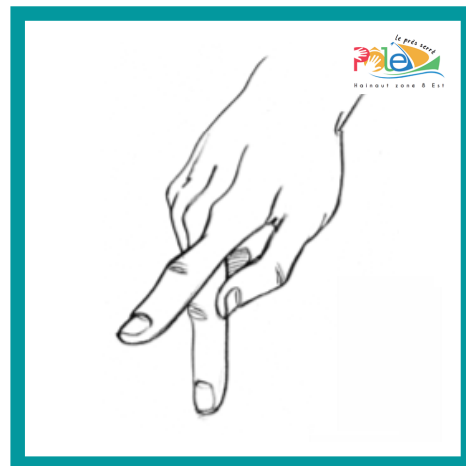
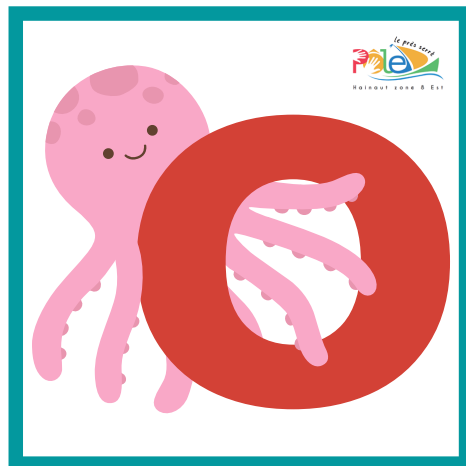
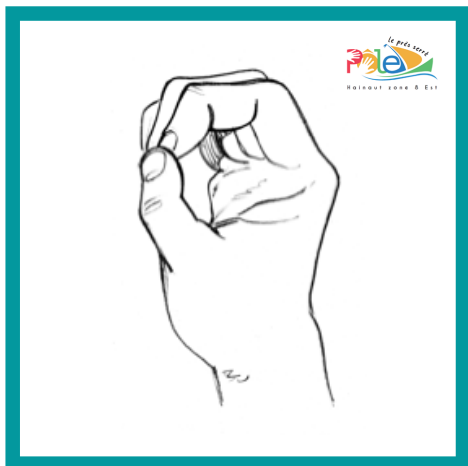
Règles du jeu

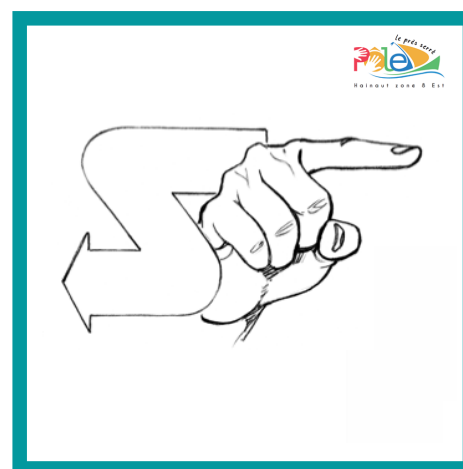
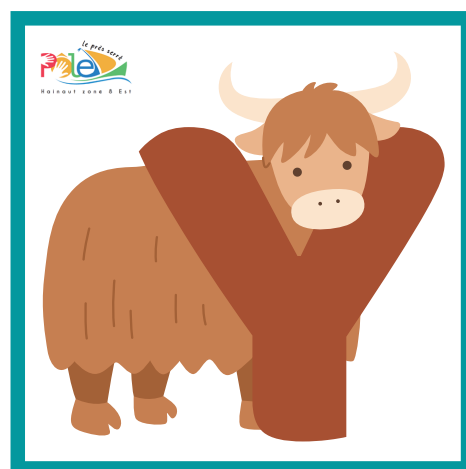
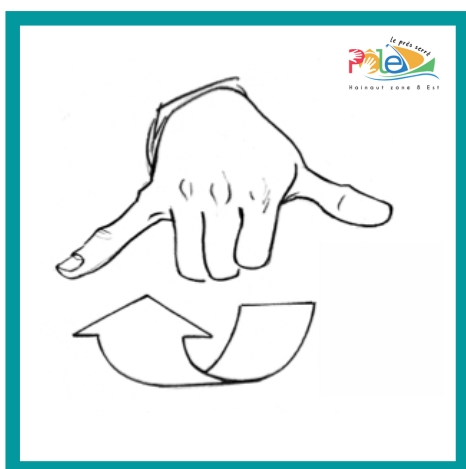
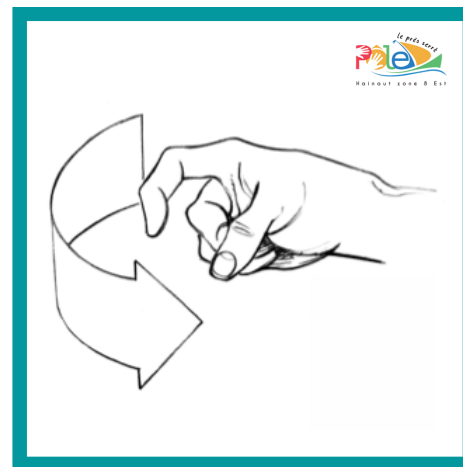
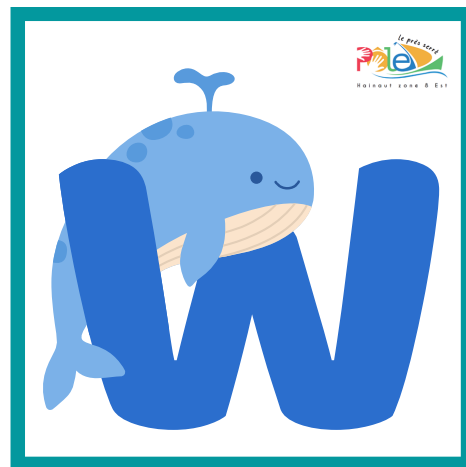
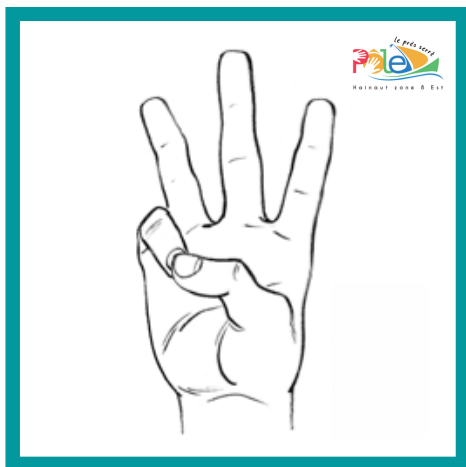
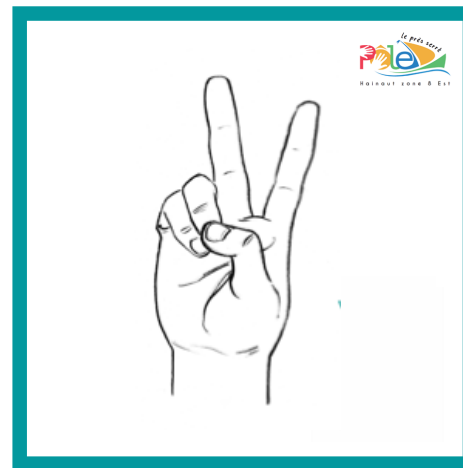
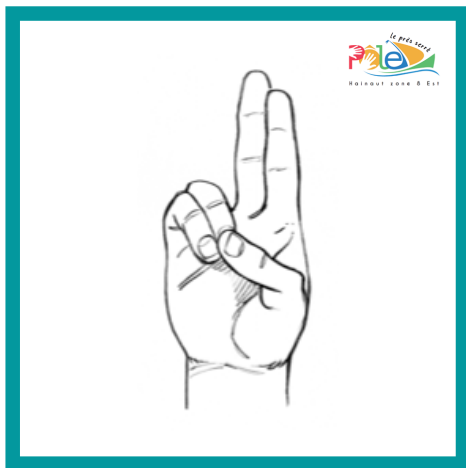
Un joueur retourne deux cartes. Si les deux cartes correspondent, c'est gagné. S'il a trouvé un duo, il peut rejouer et s'arrête lorsqu'il se trompe. Une fois qu'un joueur se trompe, c'est au suivant de tenter sa chance.













A



B



C



D



E



F



G



H



I



J



K



L



M



N



O



P



Q



R



S



T



U



V



W



X



Y



Z