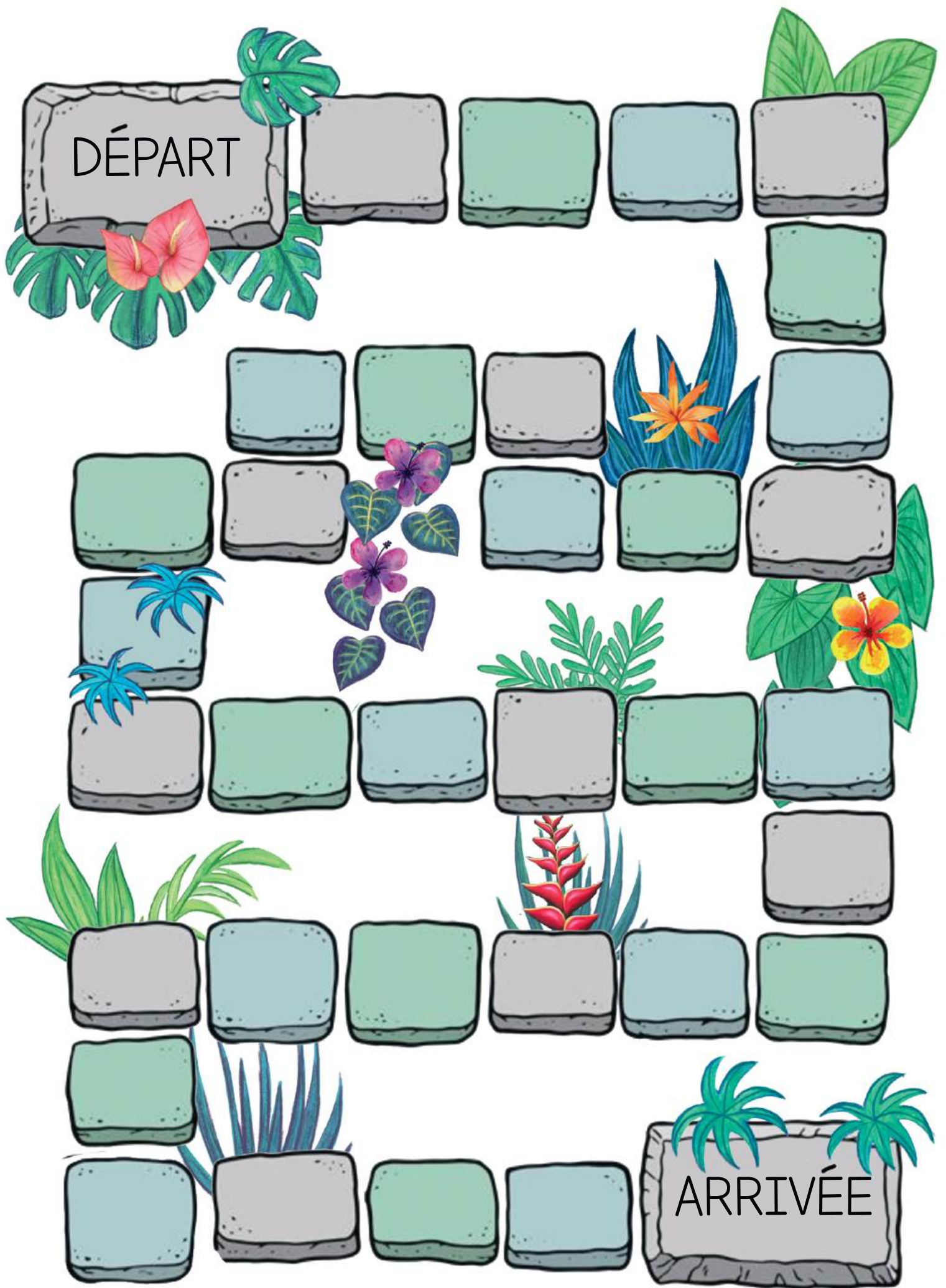
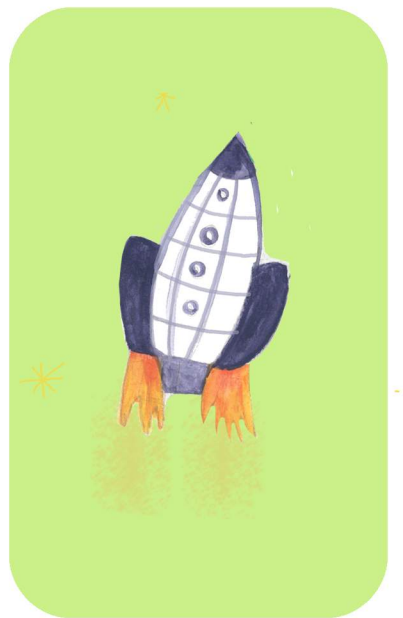
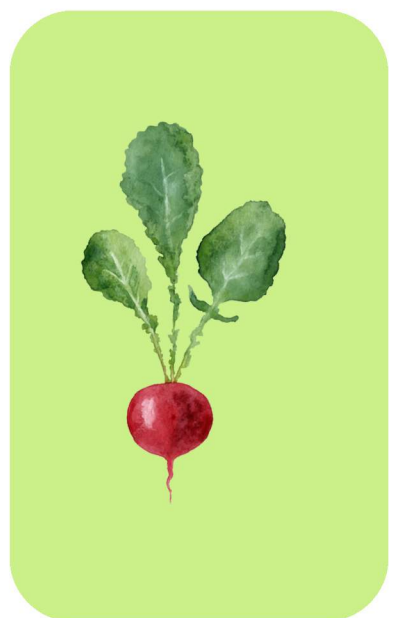
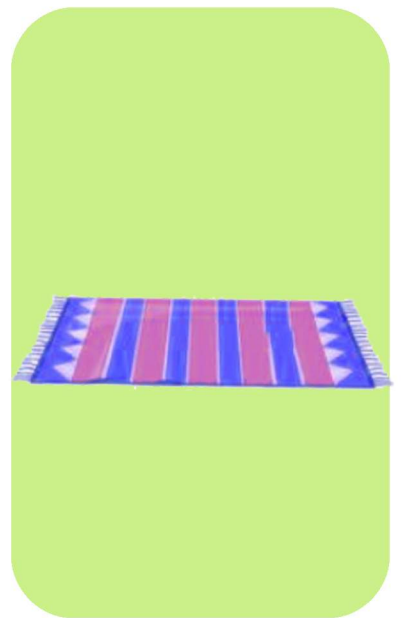
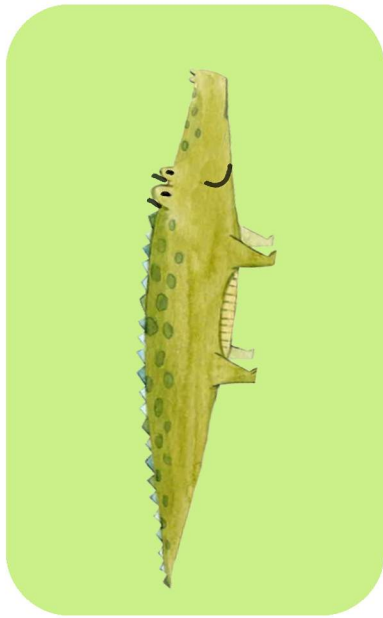


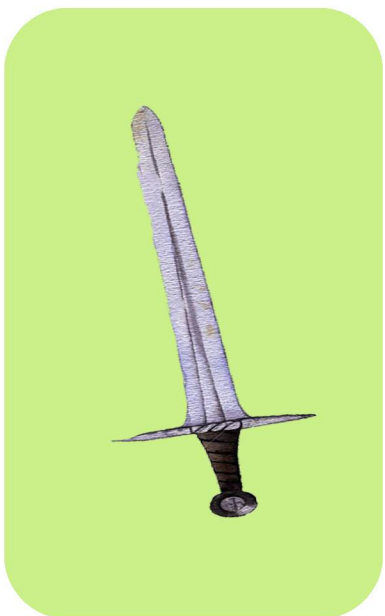
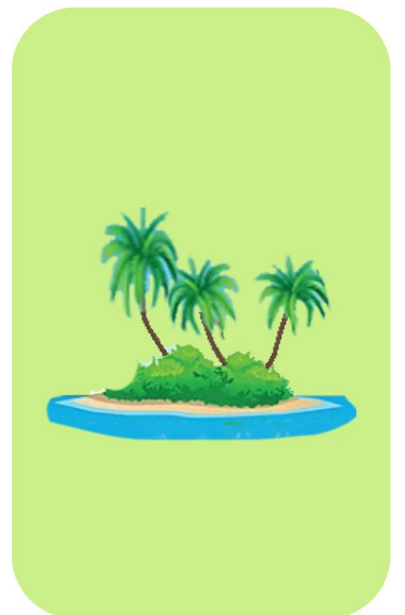
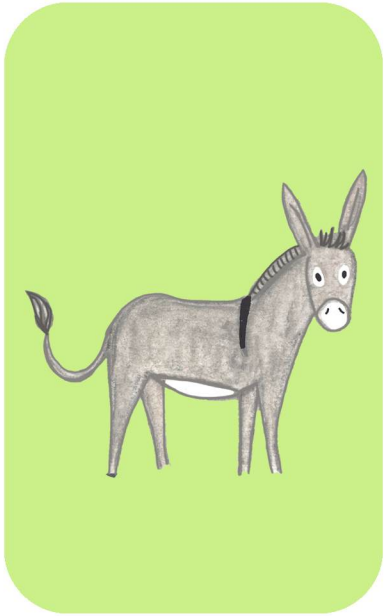
DÉPART

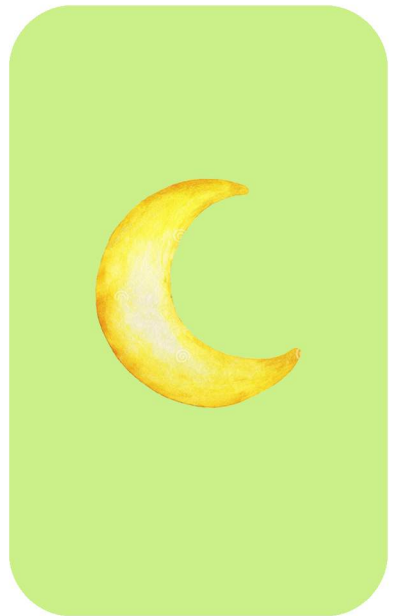
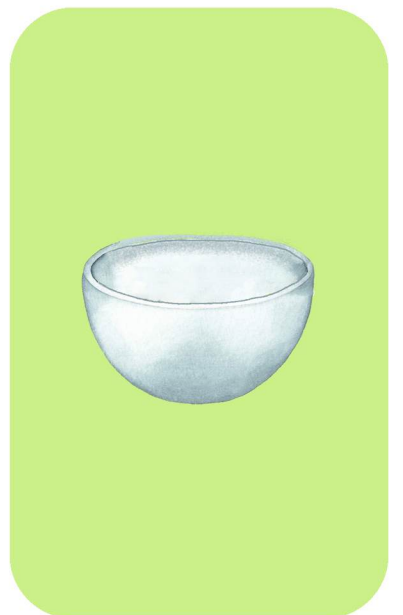
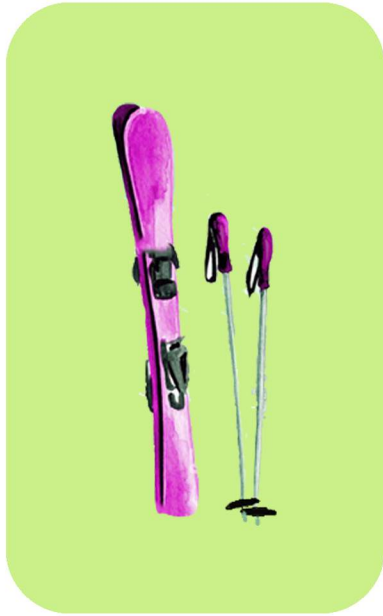
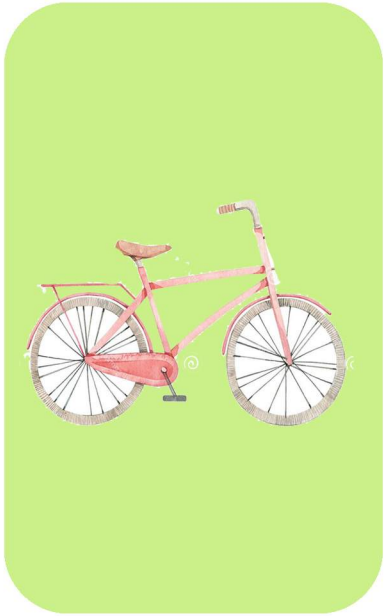


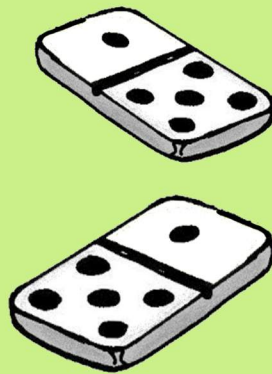
ARRIVÉE

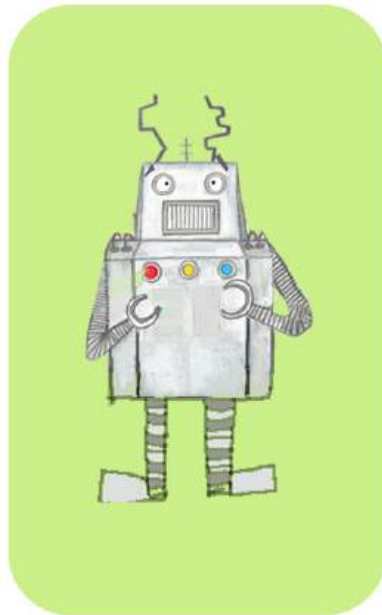












COURSE AUX SYLLABES

REGLES DU JEU

Nombre de joueurs: 2-3

Former une pioche avec les cartes faces cachées

. A tour de rôle, un joueur pioche sur le haut de la pile.

Il avance son pion du nombre de syllabes dont est composé le mot.

(ex: chat = une case, do-mi-no = 3 cases).

S'il se trompe, il passe son tour. Le premier a avoir traversé la jungle a gagné!