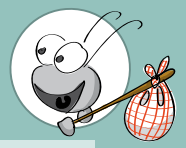
LE JEU DE LA FOURMI



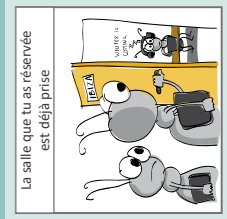
Trouve un dé (*) et quelques pions et c'est parti !

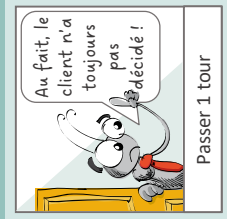
Chaque joueur joue à tour de rôle et suit les consignes indiquées sur les cases. Si pas de consigne, rien à faire, repose-toi ☺. Avancer / reculer d'un sprint signifie avancer / reculer de 7 cases. Pour gagner, il faut tomber pile sur la case « arrivée » sinon le joueur recule. Quelques cases spéciales :

(1) Echange deux pions de ton choix.
(2) Rejoins le meilleur joueur sur sa case.
(3) Echange de place avec le meilleur joueur.
(4) Reste sur cette case jusqu'à ce qu'un autre joueur tombe sur la case et te délivre.

(*) Ou télécharge l'application « dé » qui va bien.

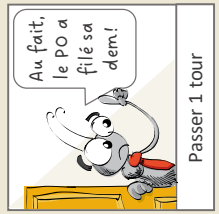






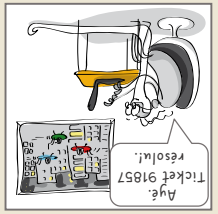


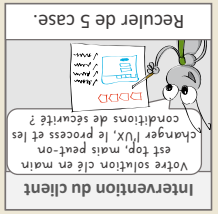




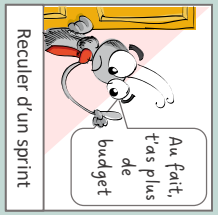


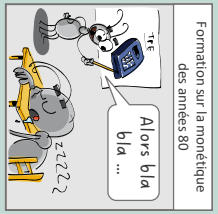


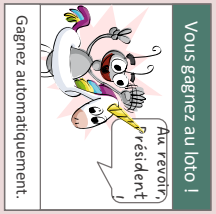


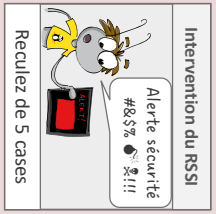


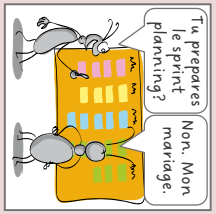




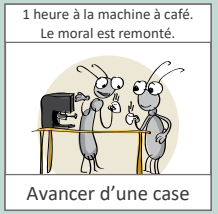






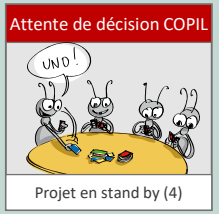


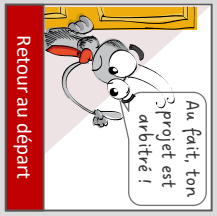








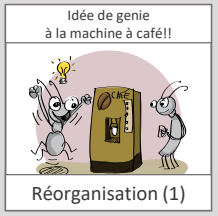






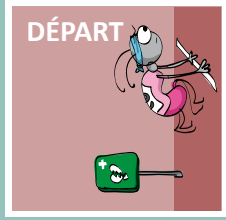












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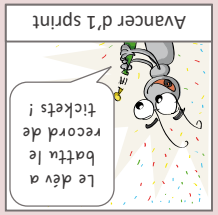
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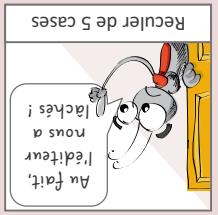
SPRINT 3

SPRINT 4

SPRINT 5

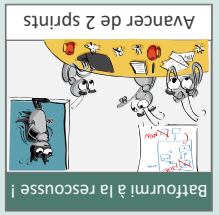














LE JEU DE LA FOURMI

