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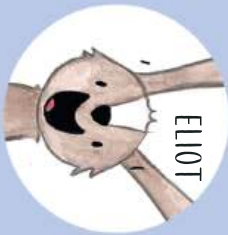
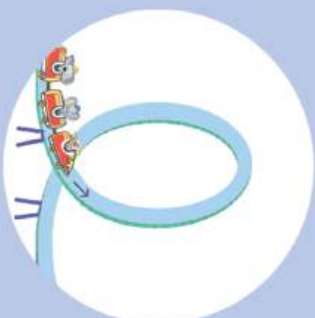
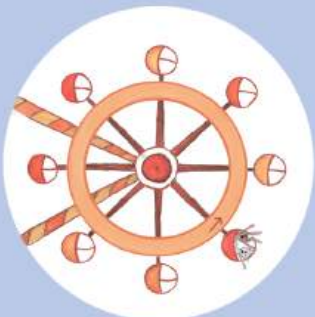
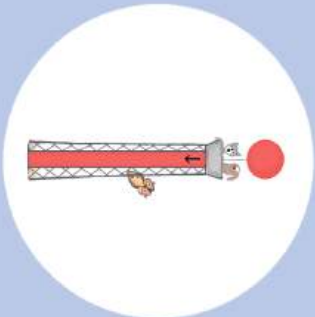
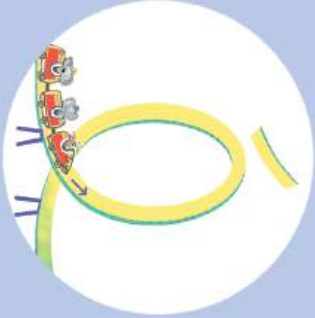
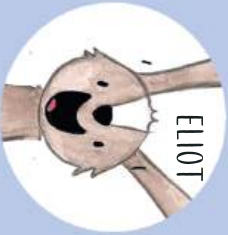
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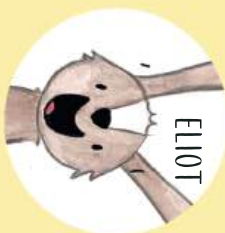
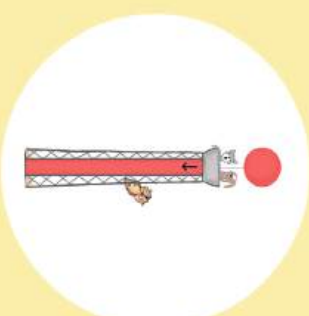
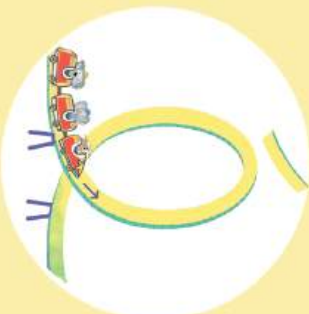
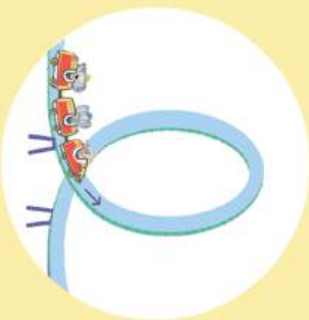
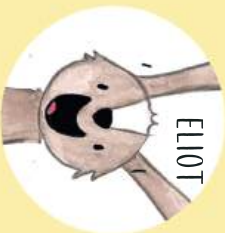
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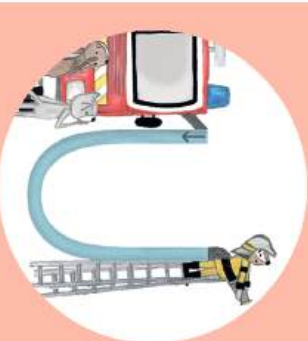
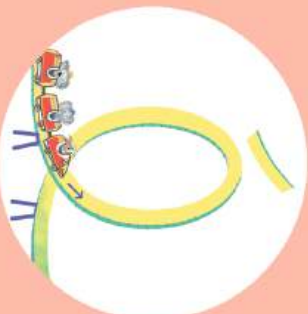
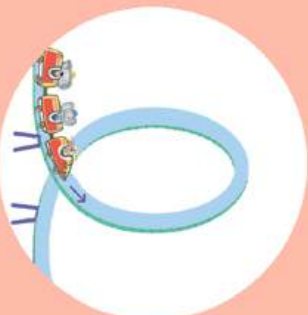
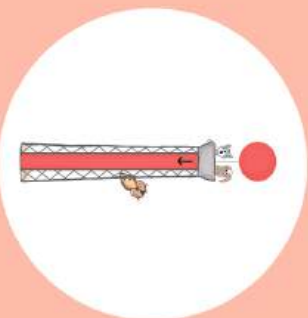
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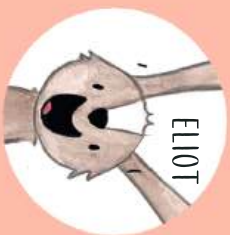
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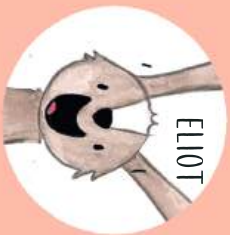
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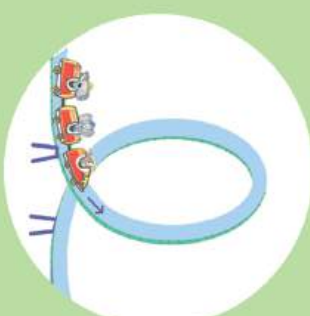
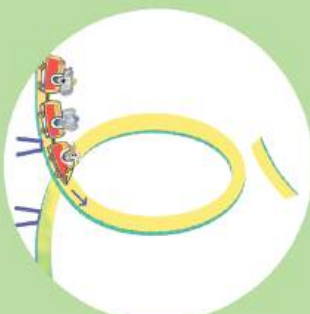
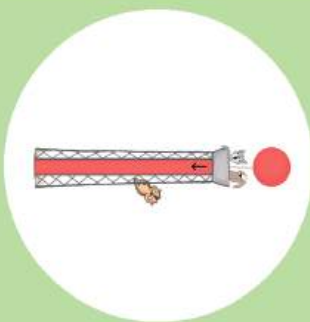
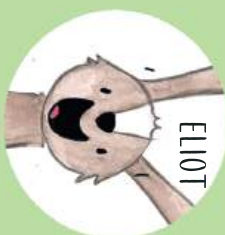
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Attrape-voyelles



Nombre de joueurs : 2 à 4

Durée : 5 minutes

Mise en place :

- Plier les cartes en 2, le long du trait, coller, afin d'en faire une carte recto-verso.
Plastifier si besoin
- prendre autant de petits verres en plastique transparent que de joueurs.

REGLES DU JEU

Chaque joueur prend un plateau devant lui et un petit verre. On choisit le côté à utiliser (dessins ou lettres) selon la difficulté voulue.

Tous les joueurs jouent en même temps. Le meneur de jeu dicte une voyelle. ou appelle Eliot (ou lapin) ou Lulu (le chat).

Le premier joueur à placer son verre sur la lettre ou le personnage correspondant gagne. On enchaîne ainsi les devinettes jusqu'à l'infini ;-).