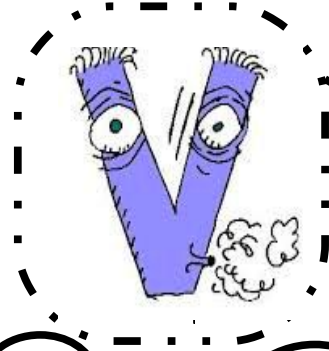
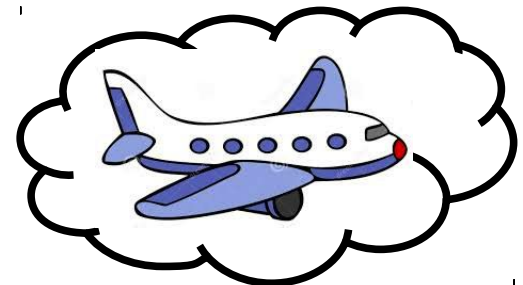
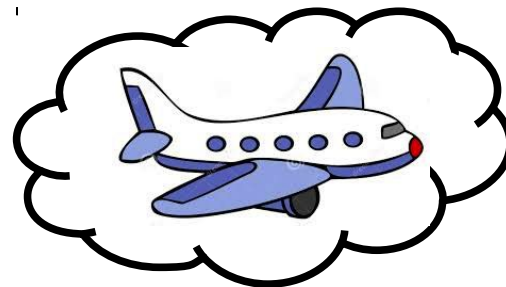
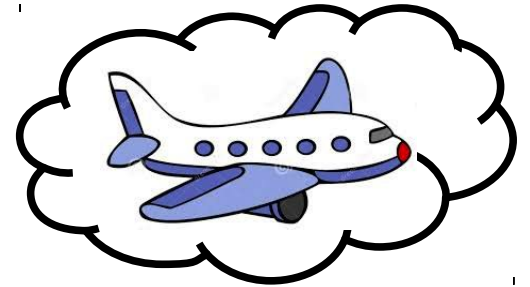


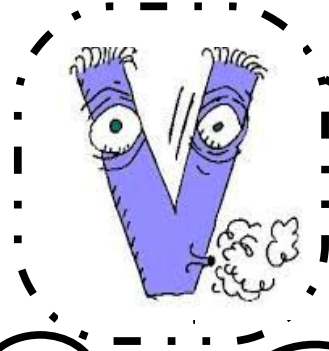
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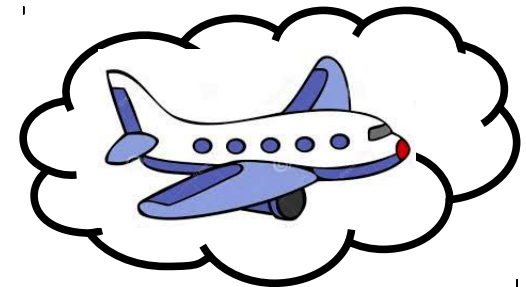
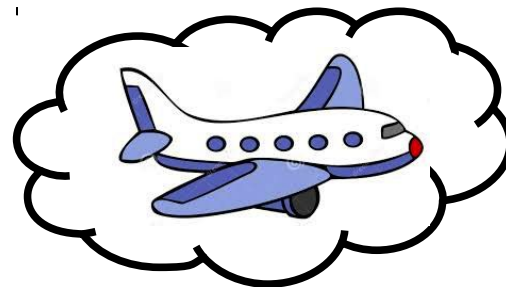
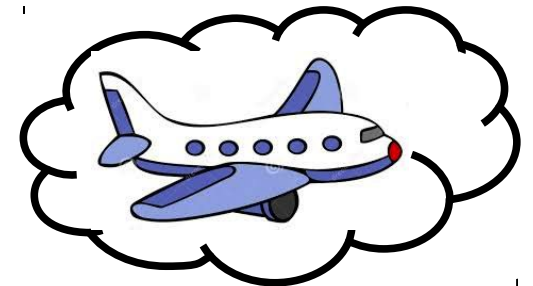
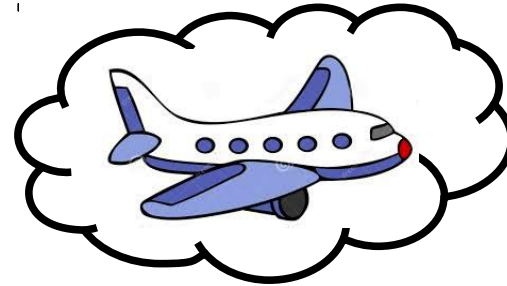
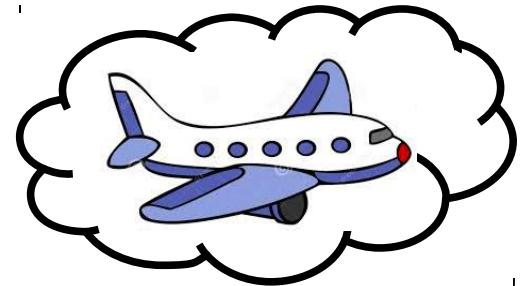
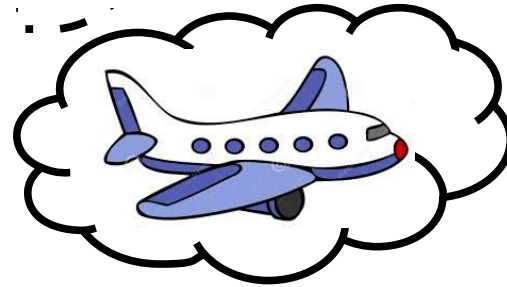
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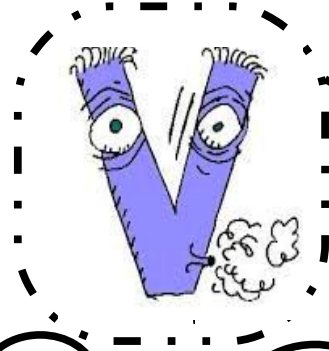
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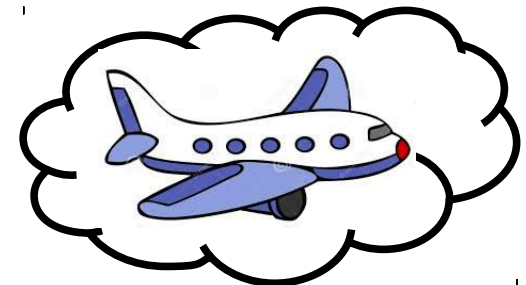
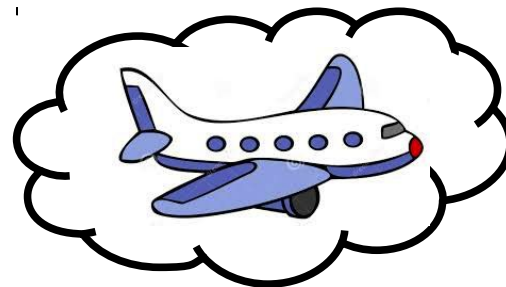
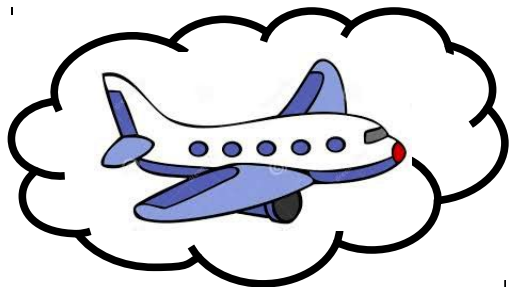
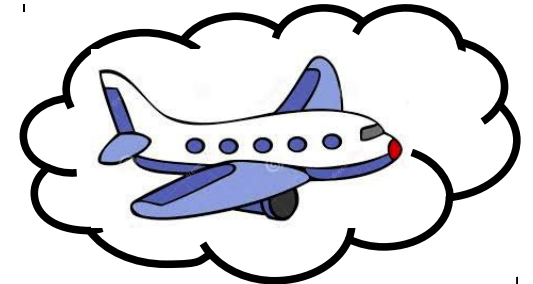
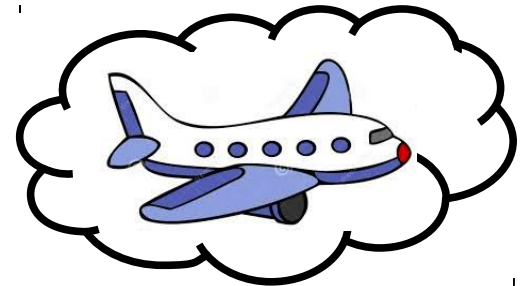
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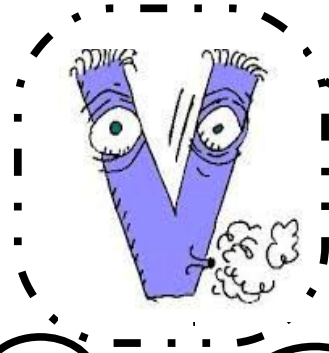
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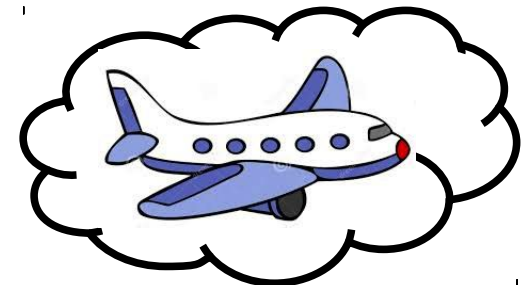
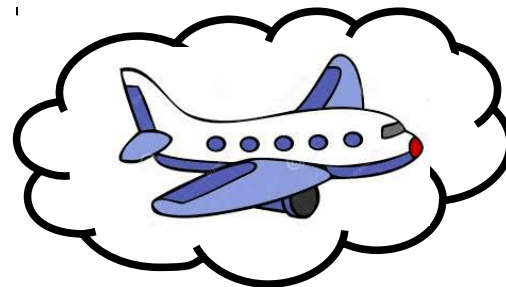
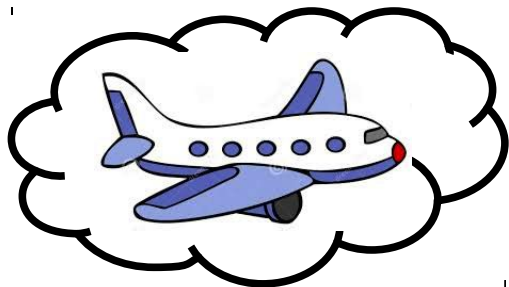
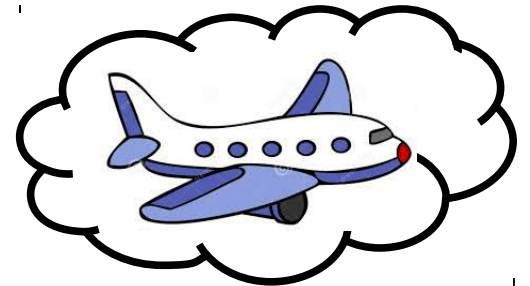
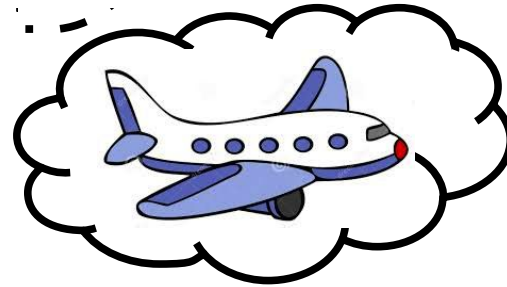
VVVVVVVVVV!



# L'avion



VVVVVVVVVV!



# Règle du jeu

## But du jeu

Entendre le son (v) dans les mots dessinés sur le plan de jeu.

## Règle du jeu

Le plan de jeu est disposé au centre de la table. Chaque joueur dispose d'une plaque individuelle et d'un pion. Des jetons sont rangés dans une boîte placée sur la table. Chaque joueur, à tour de rôle, lance le dé ; il fait avancer son pion du nombre de cases équivalent au nombre de points du dé. Il nomme en articulant bien l'objet dessiné dans la case où il s'est arrêté :

- s'il entend le son (v), il ramasse un jeton et le pose sur un nuage de sa planche.
- S'il n'entend pas le son (v), il passe le dé au joueur suivant.

Celui qui a amassé le plus de jetons sur ses nuages a gagné.