

Le jeu de l'oie ajoute

départ

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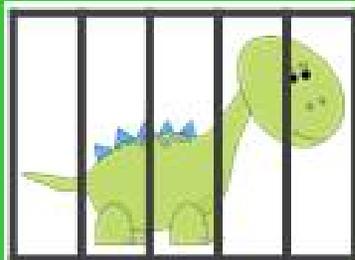
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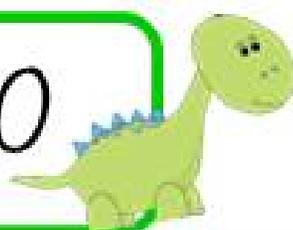
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ajouter / retrancher 10

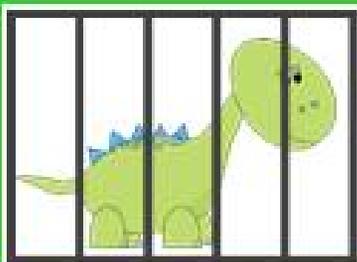


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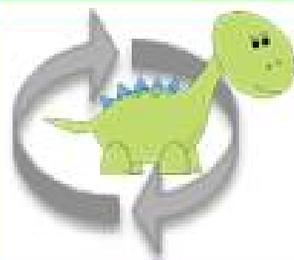
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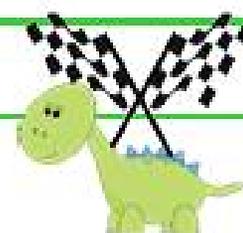


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arrivée

Le jeu de l'oie ajouter / retrancher 10

départ

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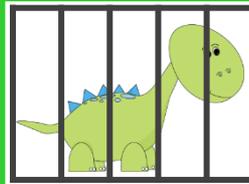
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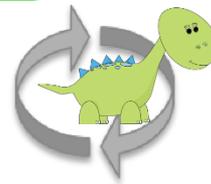


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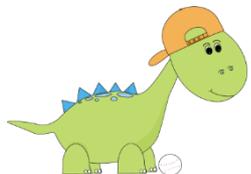
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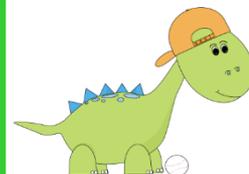
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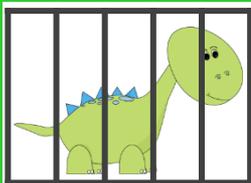
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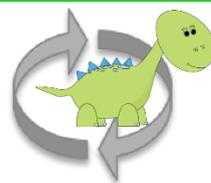
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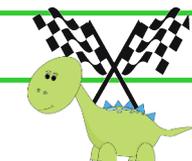
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arrivée

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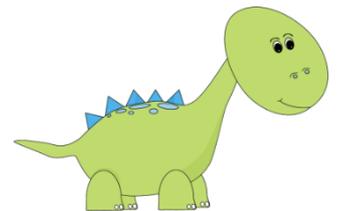
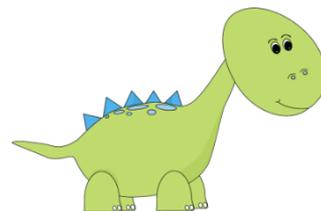
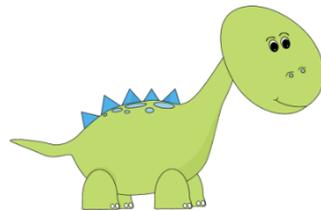
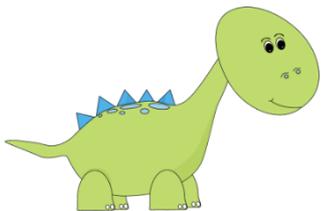
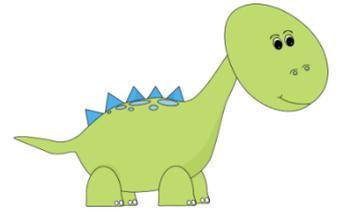
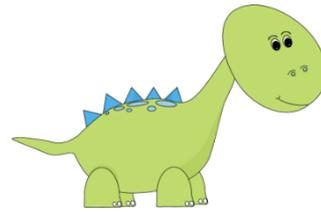
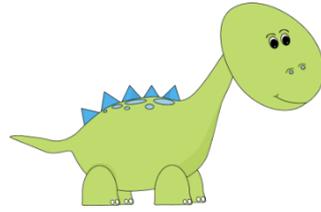
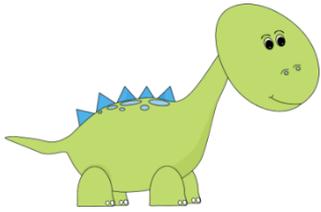
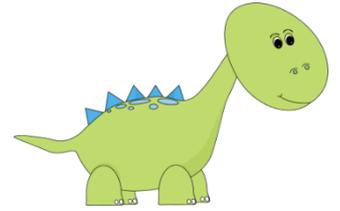
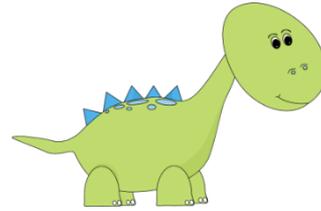
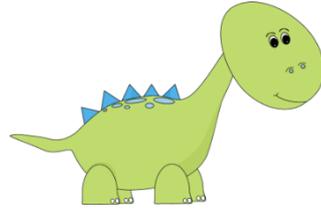
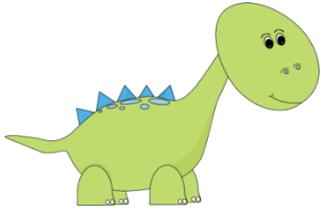
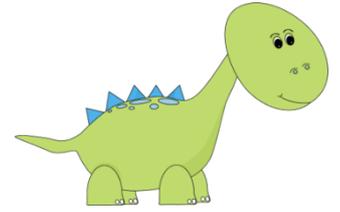
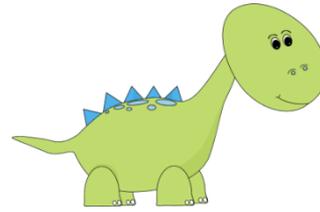
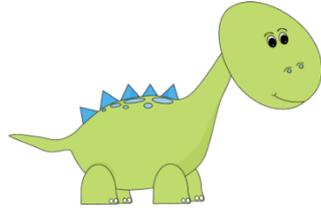
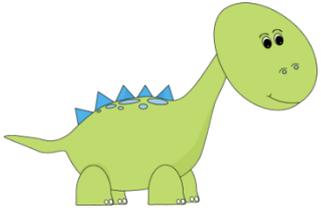
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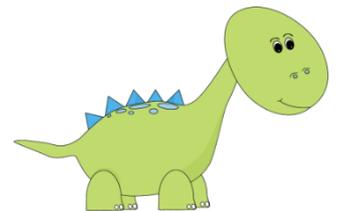
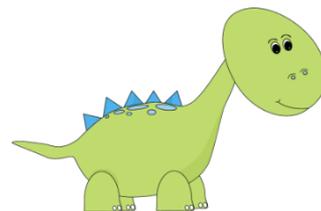
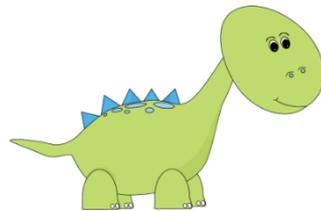
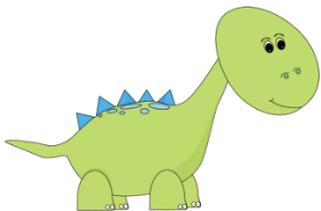
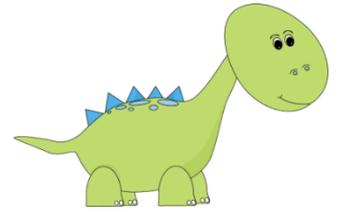
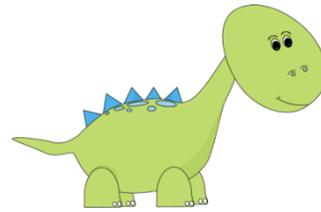
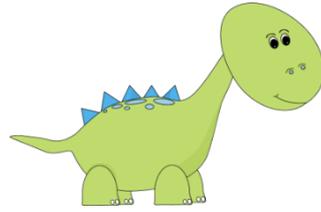
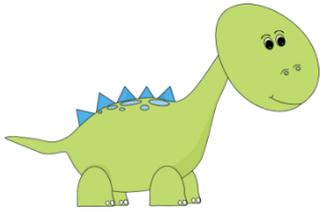
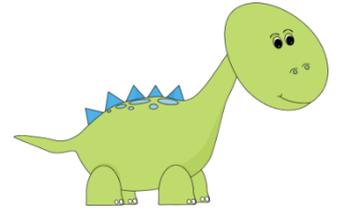
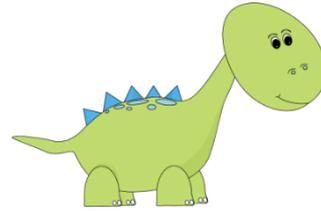
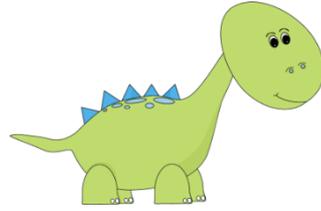
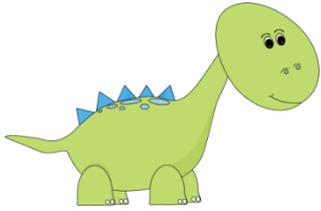
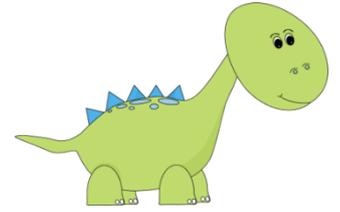
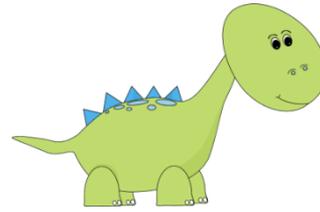
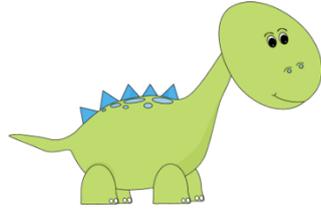
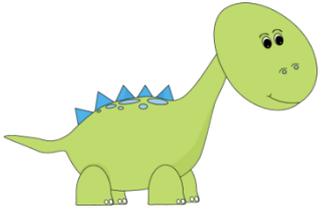
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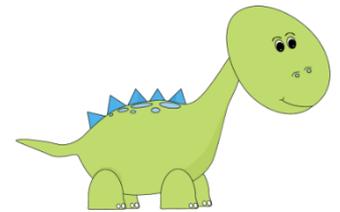
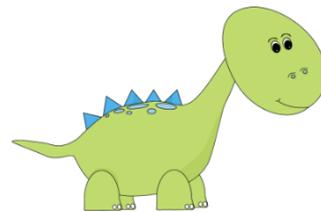
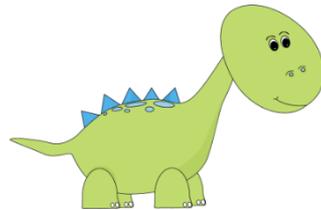
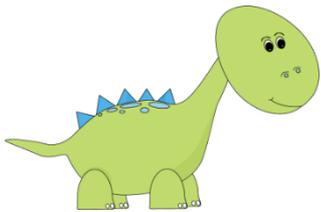
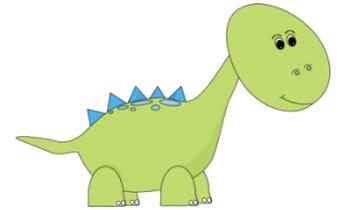
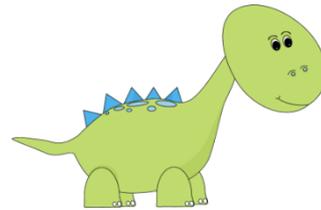
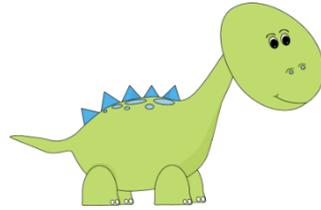
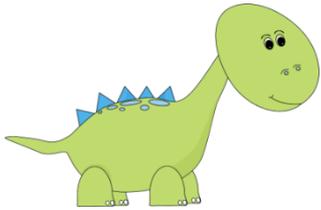
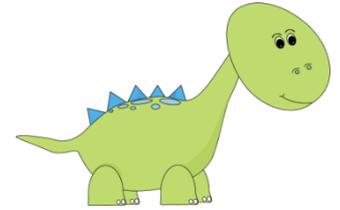
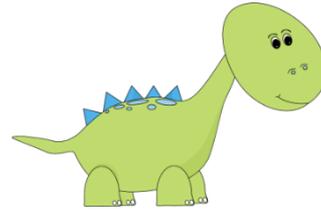
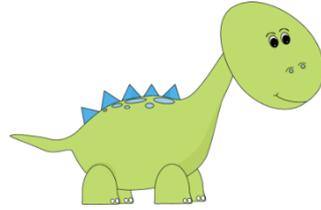
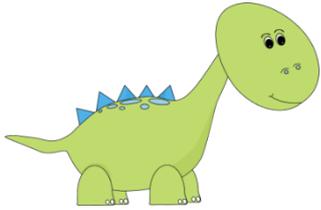
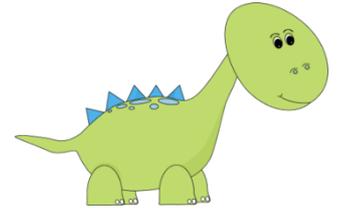
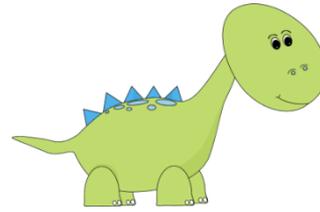
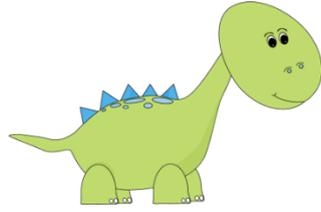
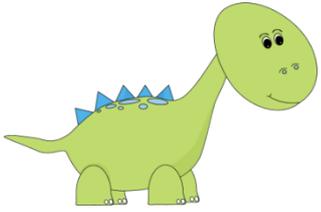
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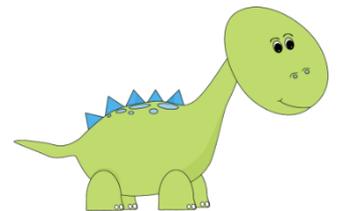
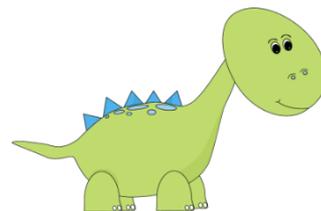
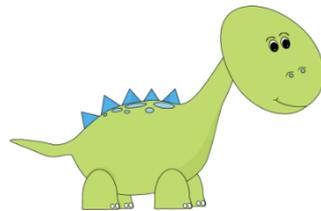
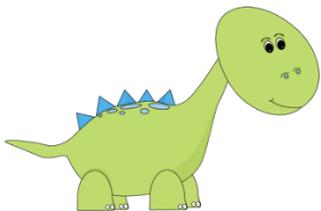
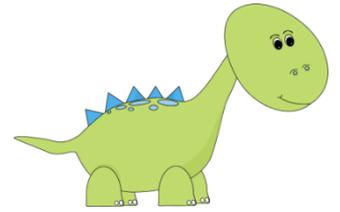
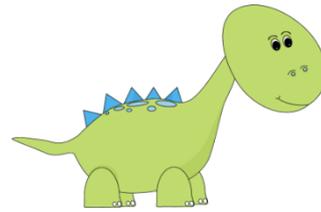
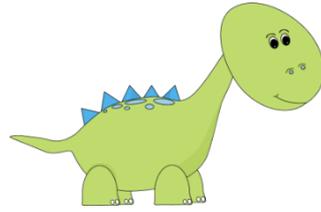
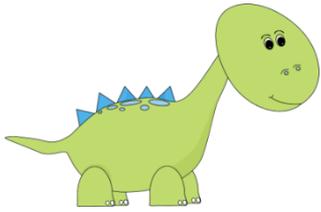
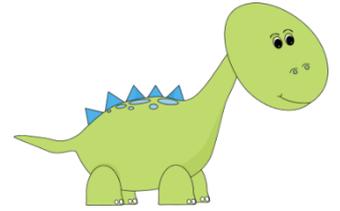
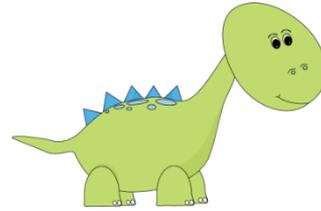
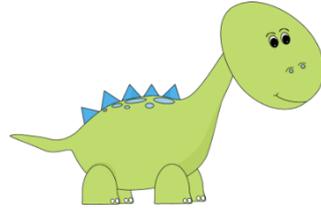
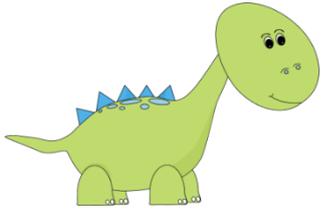
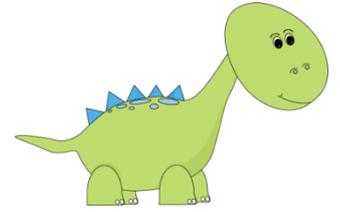
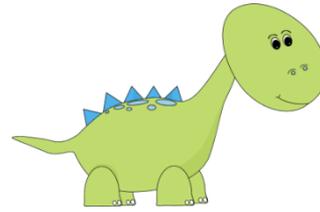
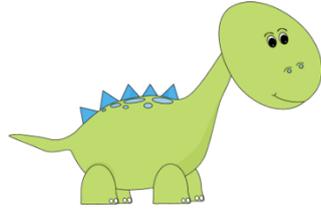
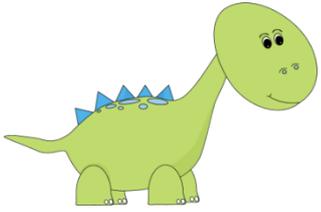
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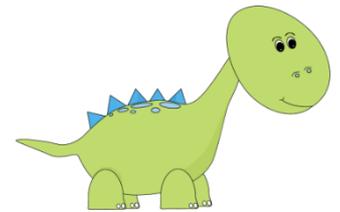
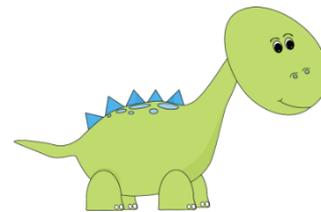
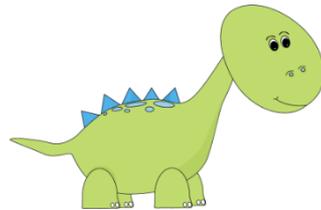
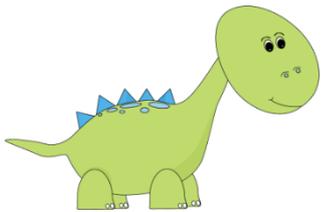
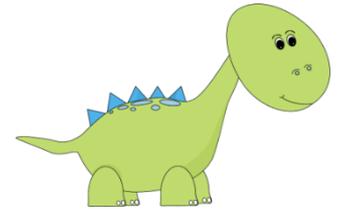
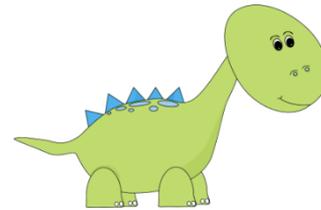
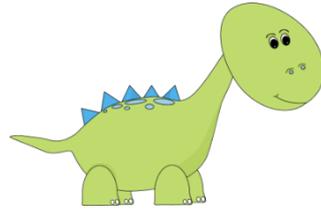
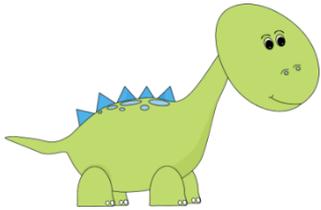
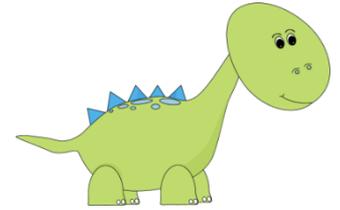
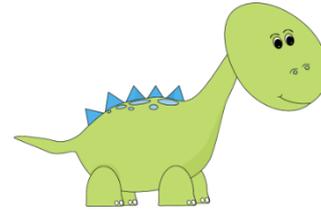
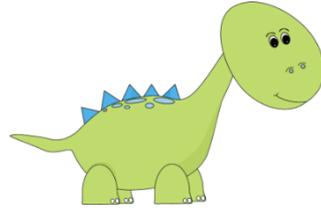
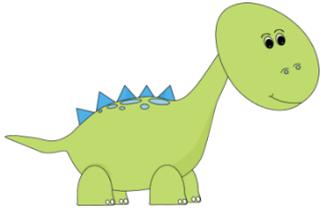
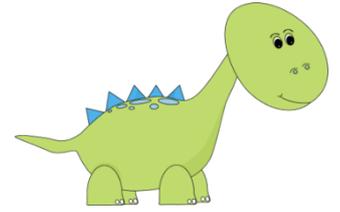
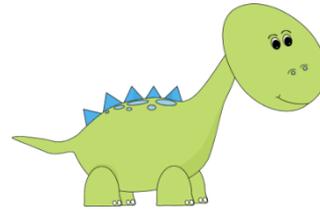
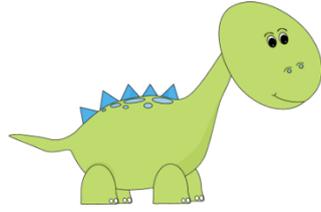
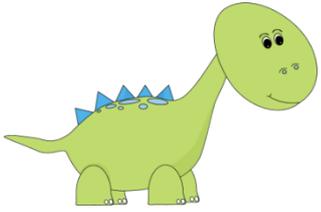
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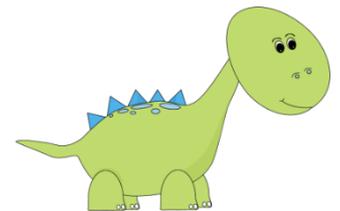
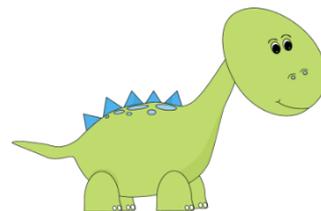
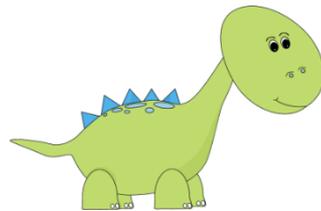
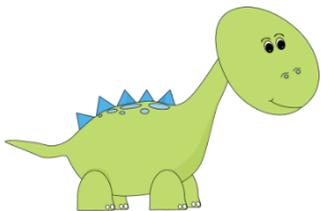
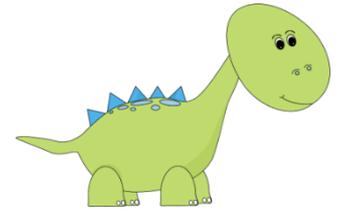
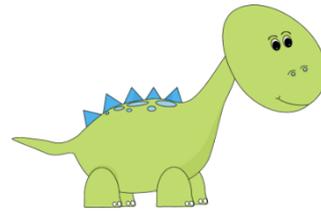
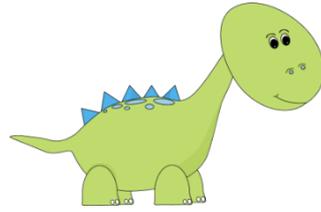
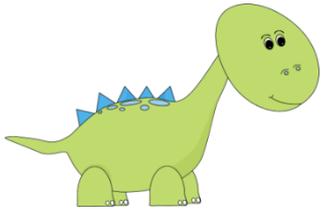
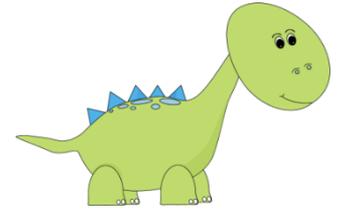
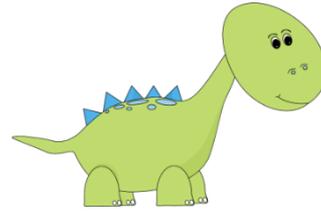
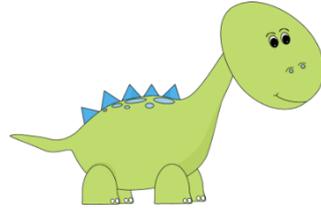
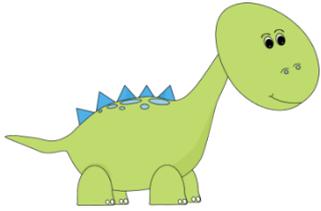
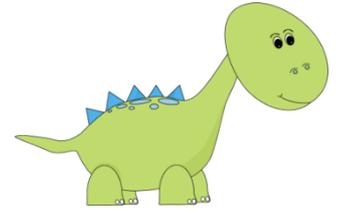
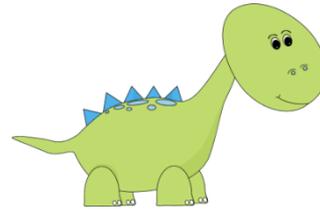
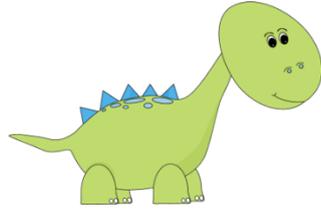
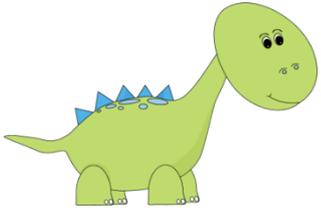
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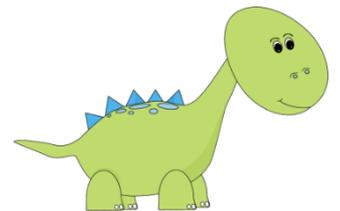
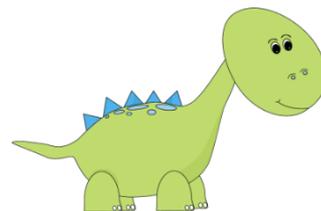
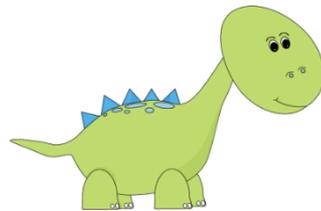
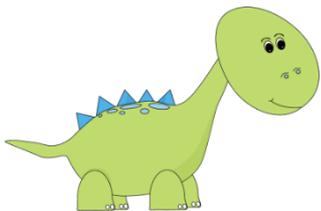
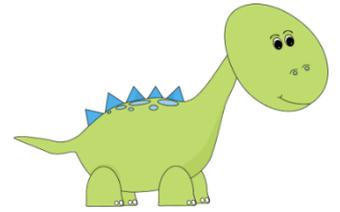
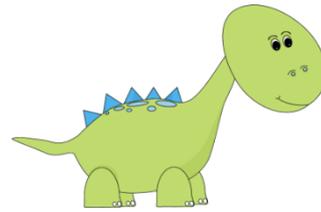
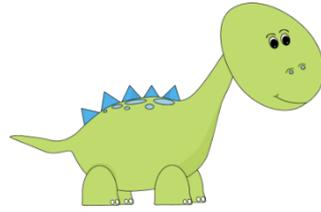
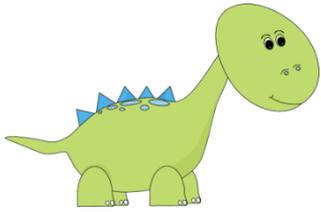
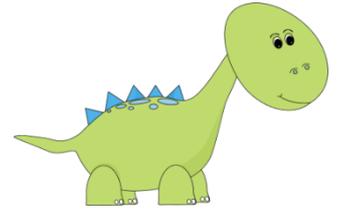
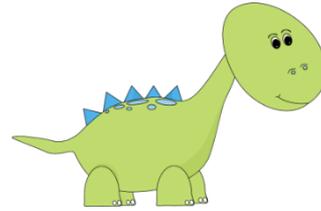
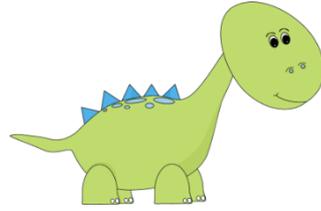
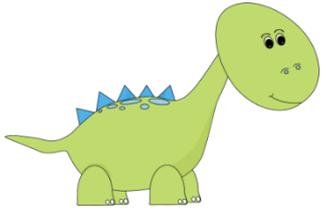
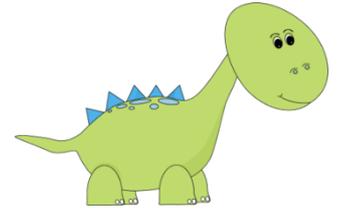
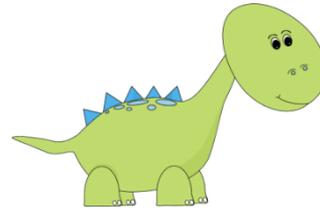
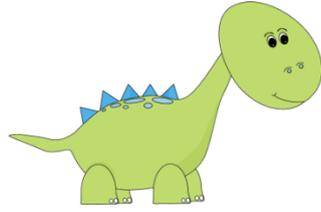
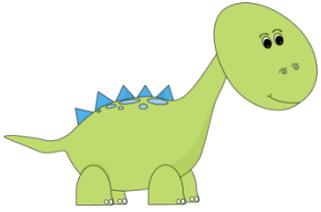
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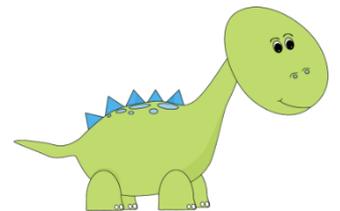
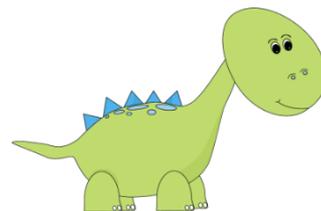
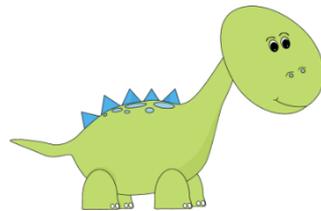
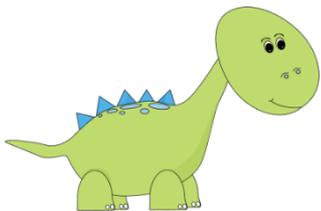
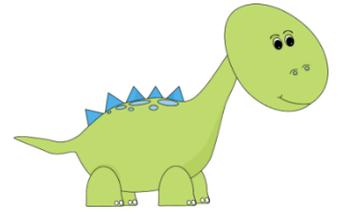
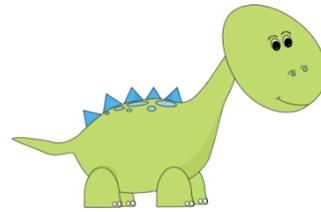
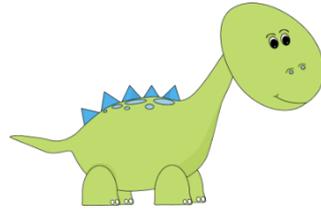
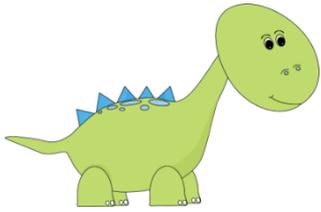
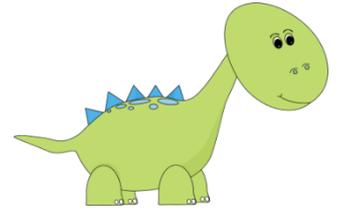
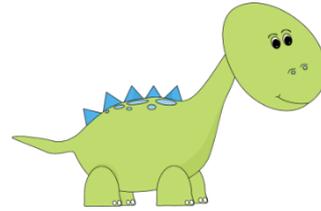
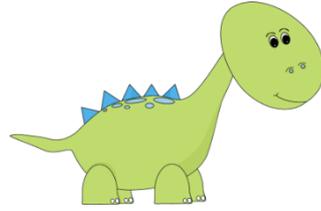
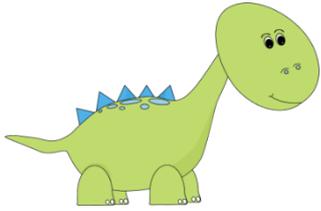
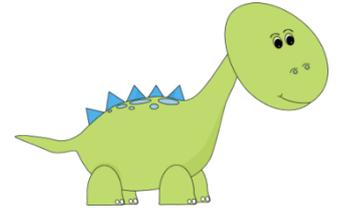
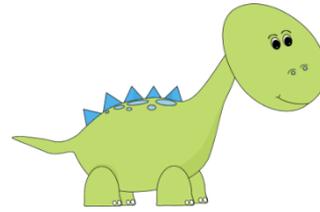
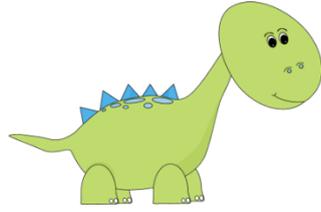
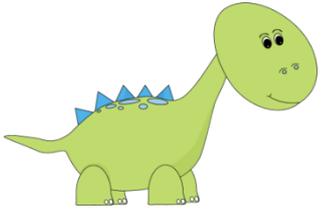
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Le jeu de l'oie ajouter / retrancher 10

De 2 à 4 joueurs

Matériel :

- 1 plateau + 1 dé + pions
- cartes à piocher
- Feuille / crayon pour noter les points ou jetons

But du jeu : obtenir un maximum de jetons ou points

Règle du jeu : A tour de rôle, chaque joueur lance le dé et avance son pion du nombre correspondant au dé.

Plusieurs types de cases :

- cases classiques (« +10 » ou « -10 ») le joueur doit tirer une carte et ajouter ou retrancher 10 au nombre indiqué sur la carte. En cas de bonne réponse, il marque 1 point ou gagne un jeton.
- cases plus spécifiques :



relance le dé et rejoue



avance ou recule de 2 cases



changement de sens



en prison : passe un tour



repose-toi mais ne passe pas de tour

Le gagnant est celui qui a le plus de points ou jetons.

Remarque : niveaux de difficultés croissantes concernant les cartes :

- niveau 1 : cartes de 1 à 59
- niveau 2 : cartes de 60 à 99 (cartes marquées *)
- niveau 3 : cartes de 100 à 199 (cartes marquées **)
- niveau 4 : cartes de 200 à 990 (cartes marquées ***)

Le jeu de l'oie ajouter / retrancher 10

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Plusieurs types de cases :

- cases classiques (« +1 » ou « -1 ») le joueur doit tirer une carte et ajouter ou retrancher 1 au nombre indiqué sur la carte. En cas de bonne réponse, il marque 1 point ou gagne un jeton.
- cases plus spécifiques :



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