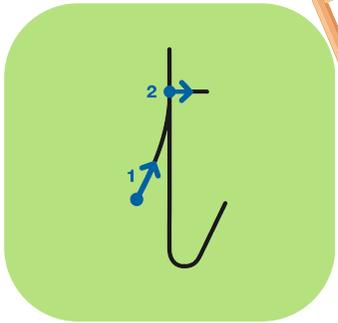
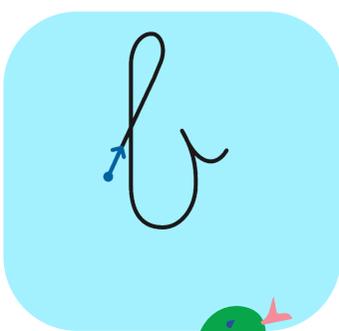
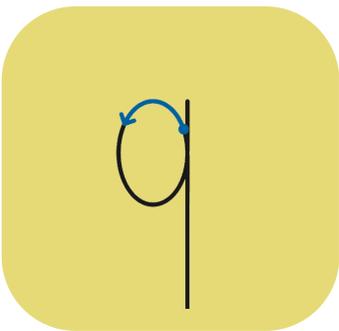
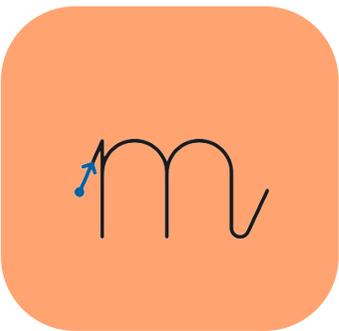
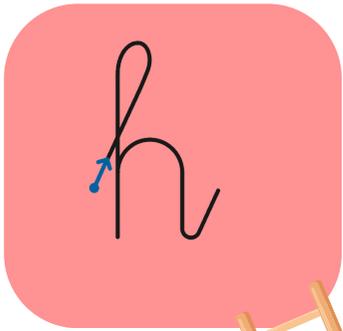
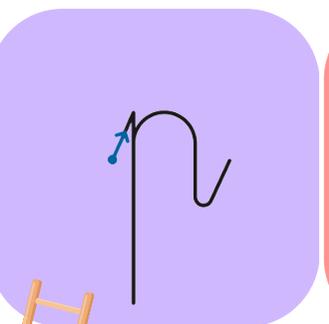
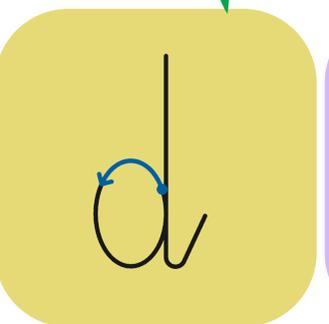
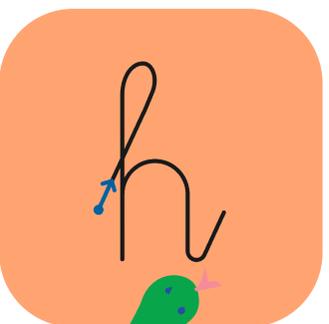
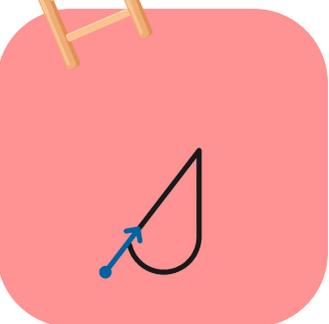
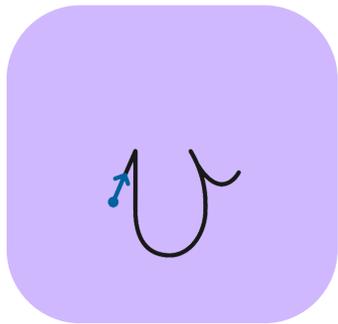
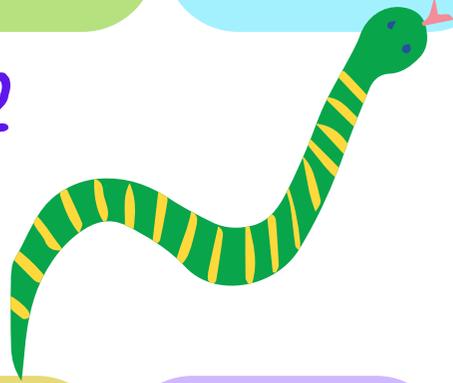


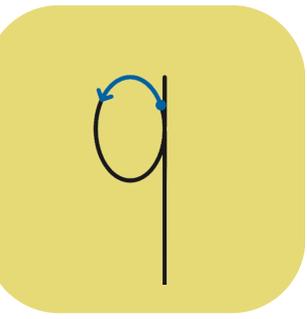
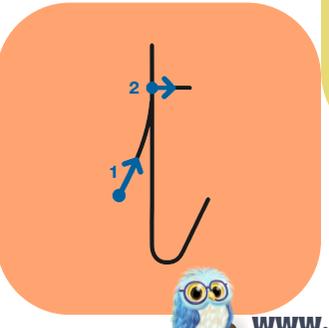
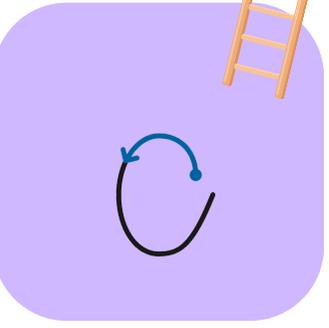
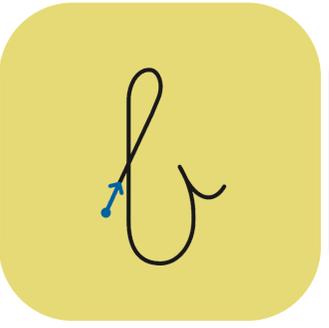
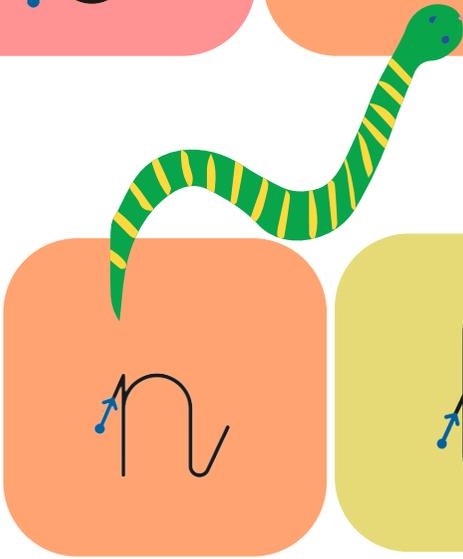
FIN



Lettres du temps 2
SERPENT &
ECHELLES



DÉPART



RÈGLE DU JEU

Pour 2 à 4 joueurs

Matériel :

1 plan de jeux

Des pions

1 dé de 1 à 3

1 ardoise par élève

Marche à suivre :

Lancer le dé et avancer du nombre de cases correspondantes.

Sur l'ardoise, écris 2x la lettre de la case.

Si tu arrives sur une échelle, tu peux monter sur la case. Si tu arrives sur une tête de serpent, tu descends jusqu'à sa queue.

Le premier qui atteint la case "fin" a gagné.

