

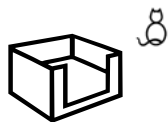
Matériel :



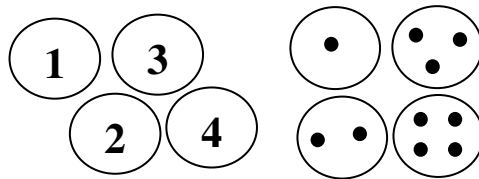
Un plateau de jeu



Un pion



Un panier pour chat



Des cartes dé



Des images

Disposition du jeu



Mettre les
Règle du jeu



images

au

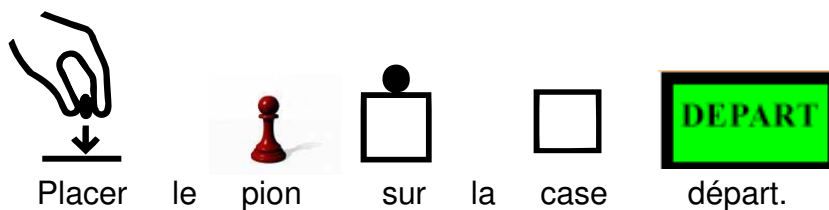


milieu

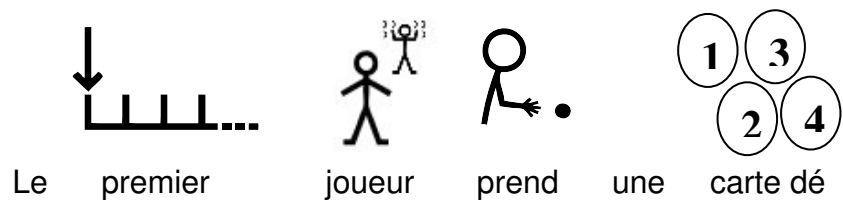
du



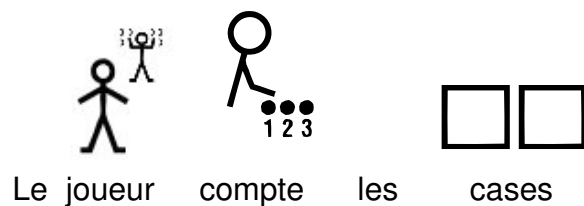
plateau



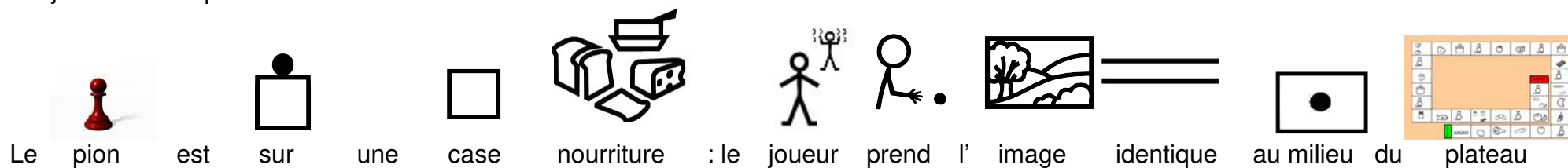
Placer le pion sur la case départ.



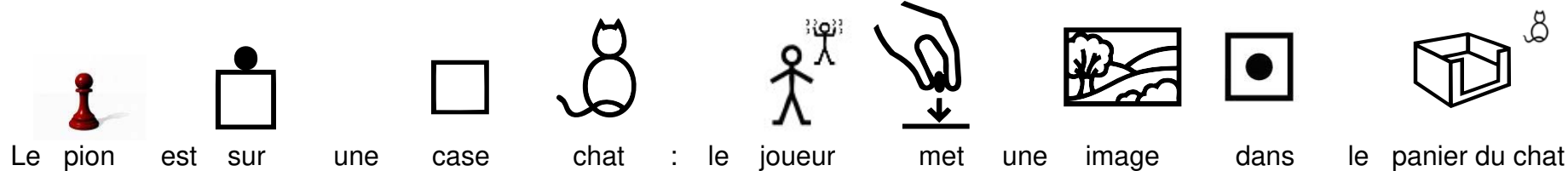
Le premier joueur prend une carte dé



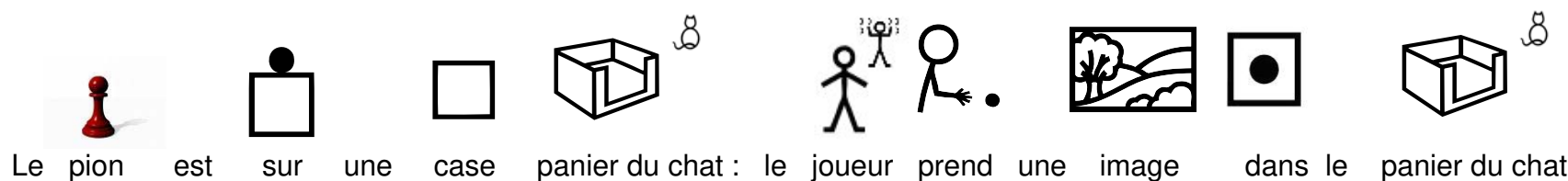
Le joueur compte les cases



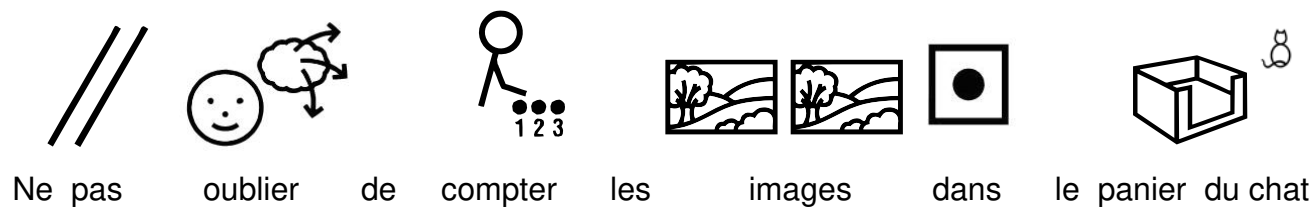
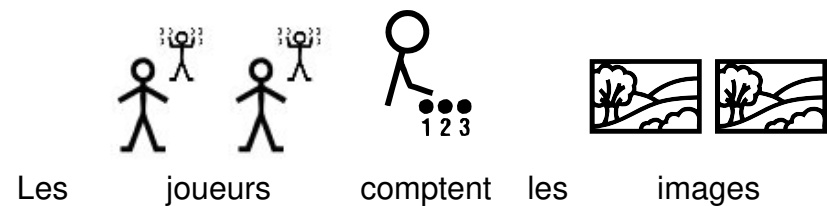
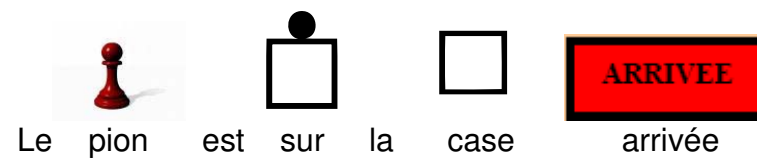
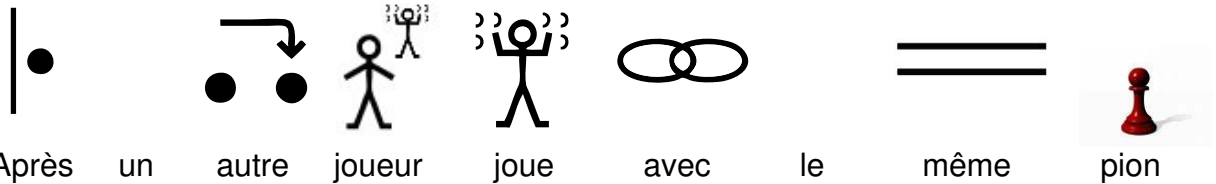
Le pion est sur une case nourriture : le joueur prend l' image identique au milieu du plateau



Le pion est sur une case chat : le joueur met une image dans le panier du chat



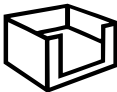
Le pion est sur une case panier du chat : le joueur prend une image dans le panier du chat

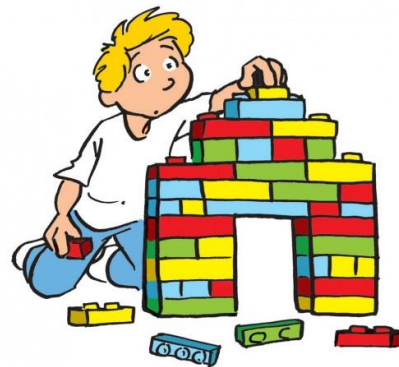


Le chat peut gagner



Qui a gagné ?

 		 					 
							
							
 							 
							 
							
		  				ARRIVEE	
DEPART							



JEU DU CHAT

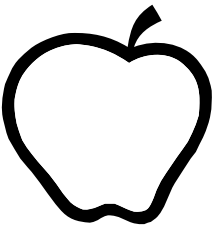
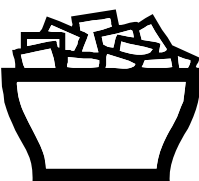
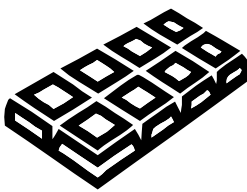
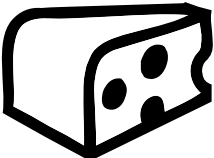
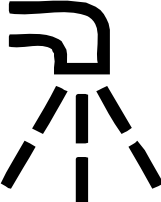
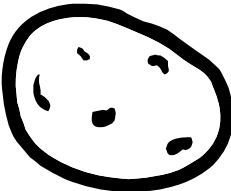
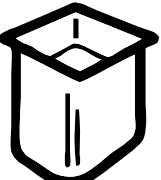
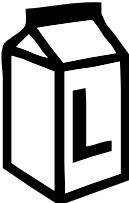
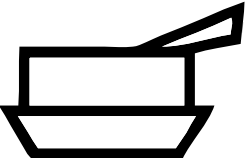
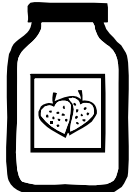
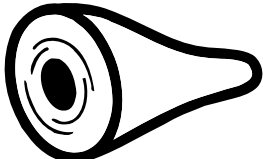
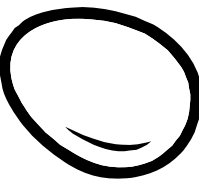
Page 2 : Règle du jeu

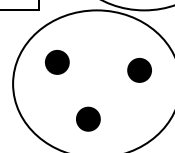
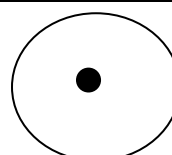
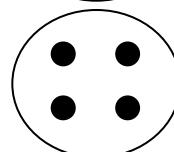
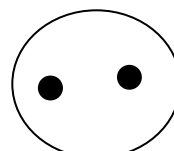
Page 3 : Plateau de jeu

Page 4 : Carte

Page 5 : Image



		
		
		
		
		
	1 2	3 4



		
		
		
		
		
	1 2	3 4

