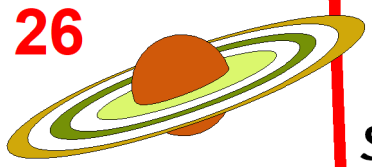
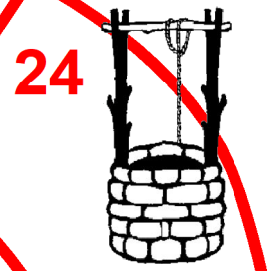


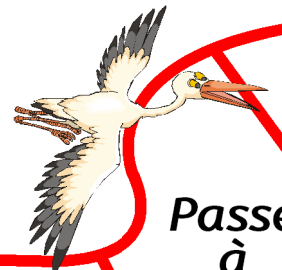
Arrivée dans le beau jardin !



25
Sauve-toi case 26



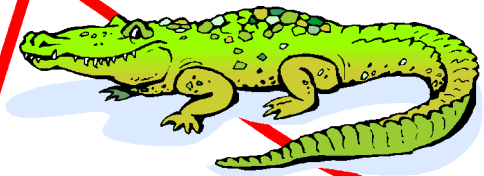
Passe ton tour



Passe à case 23



21



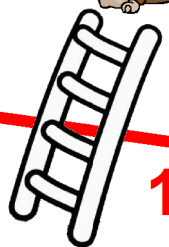
23



Va à case 21

19

20



17

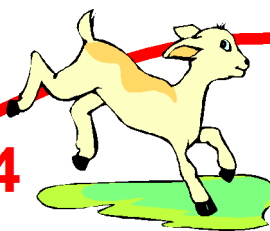
Grimpe



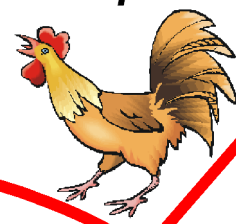
16

15 Oups !
Retour case 13

14

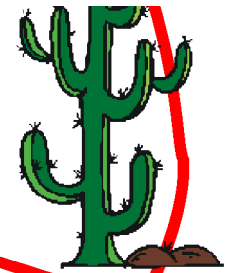


13 Grimpe



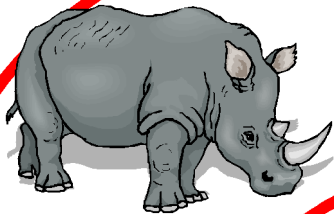
12





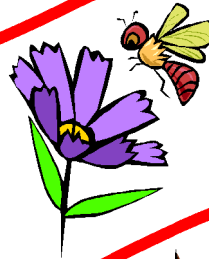
11

Va jouer
case 14



9

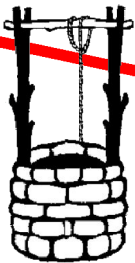
Règle du jeu.
 Il faut 1 dé et un pion par joueur
 (petit personnage, animal, objet)
 Celui qui obtient le plus grand
 nombre de points commence.
 Pour gagner il faut avoir le
 nombre exact de points à
 l'arrivée. Celui qui dépasse
 cette case devra continuer
 en marche arrière.



10



Départ...



8

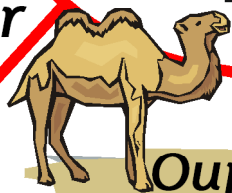
Passe
ton tour



1

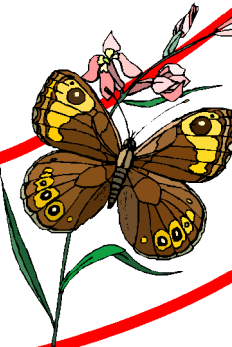
C'est parti !

7



Oups !
Retour case 3

6



5

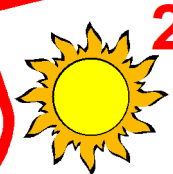


4



Grimpe

3



2

Trop chaud !
Va case 10