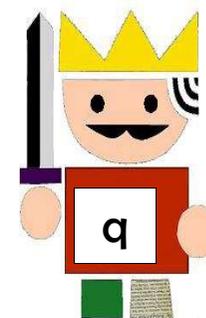
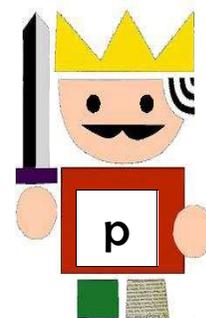
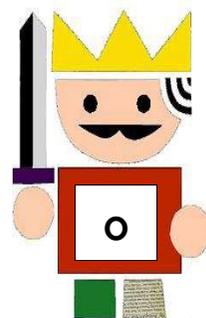
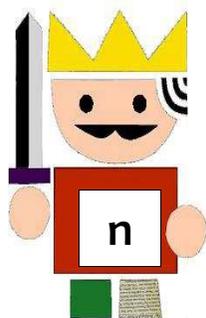
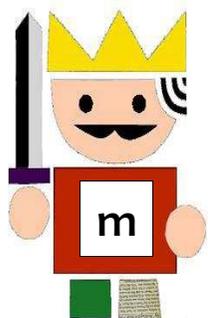
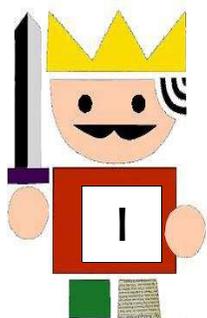
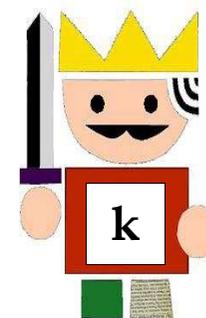
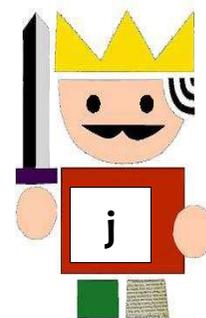
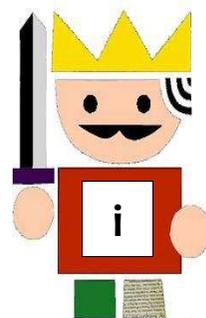
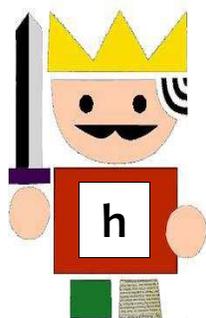
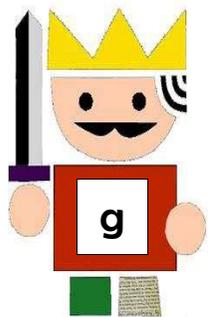
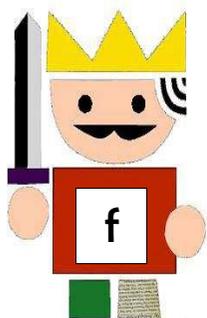
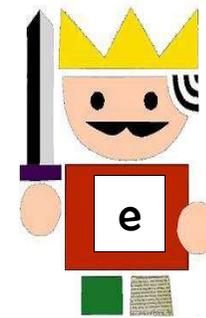
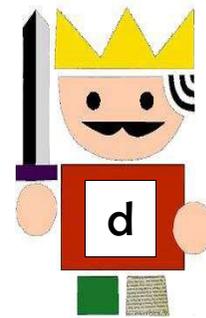
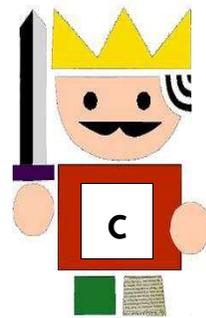
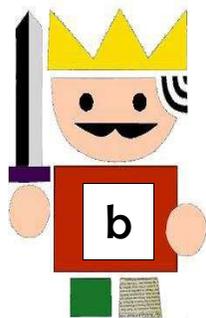
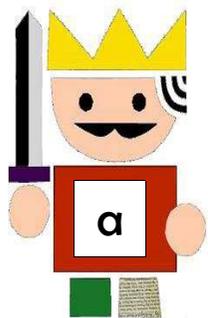
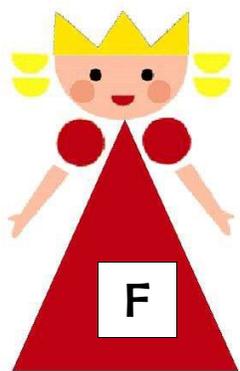
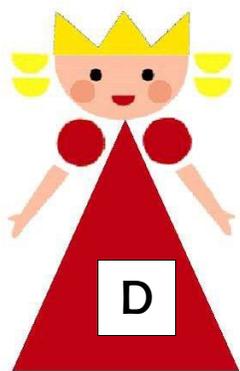
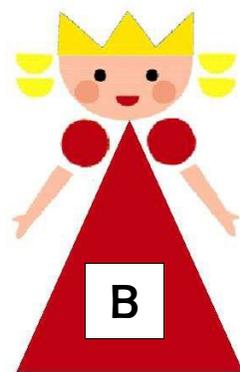
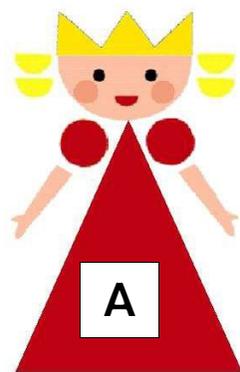
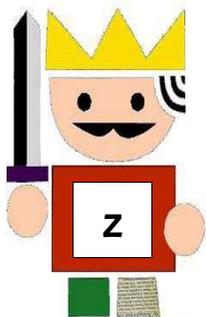
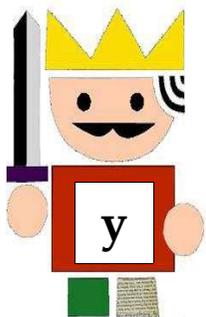
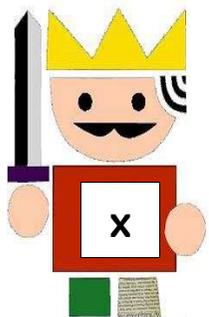
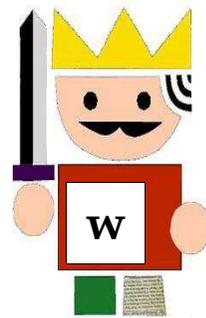
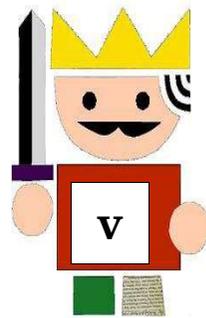
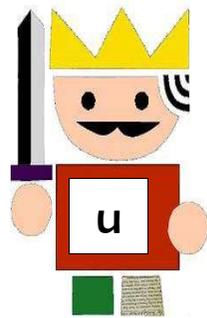
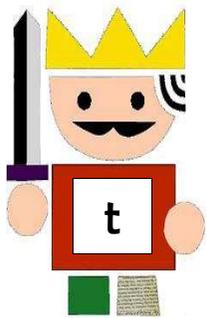
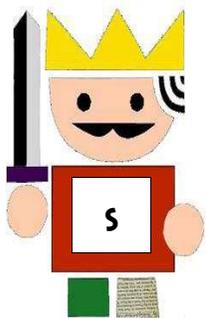
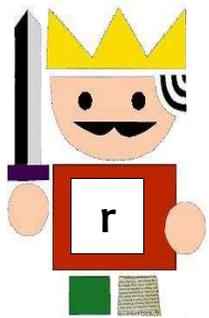
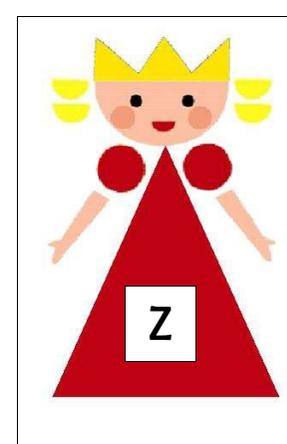
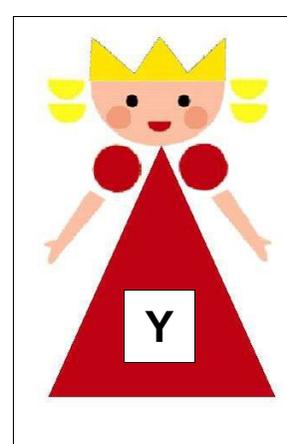
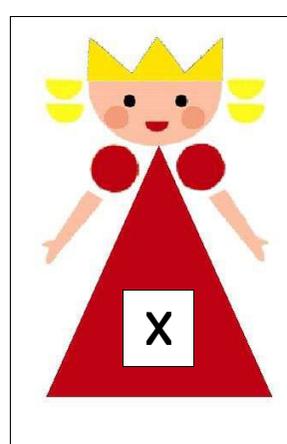
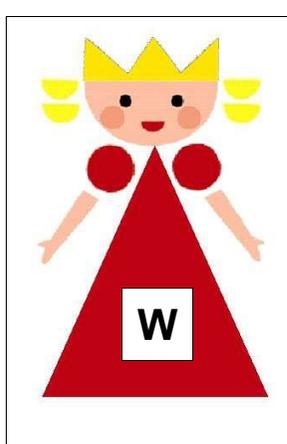
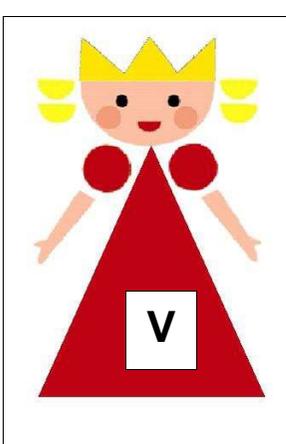
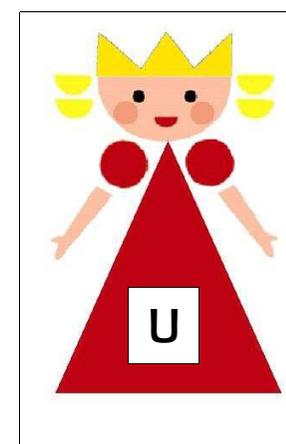
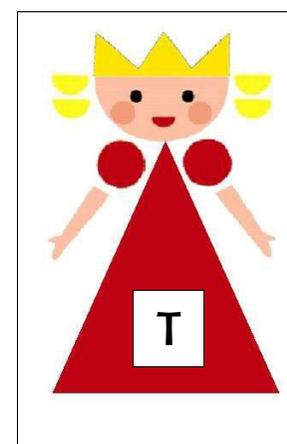
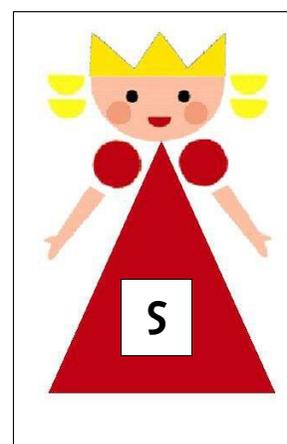
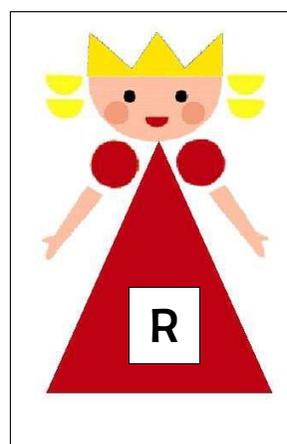
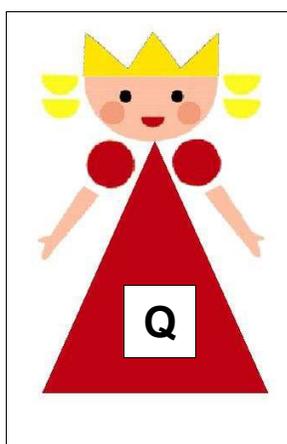
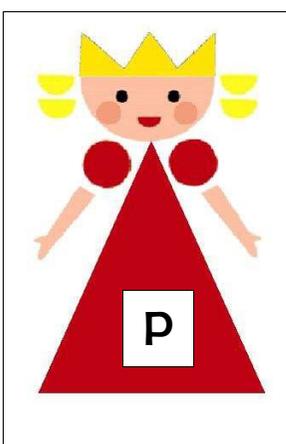
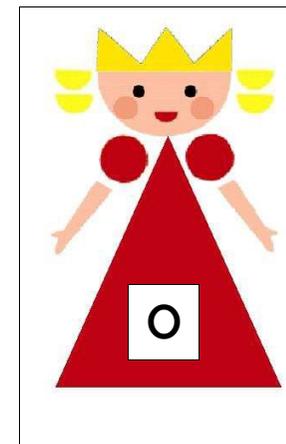
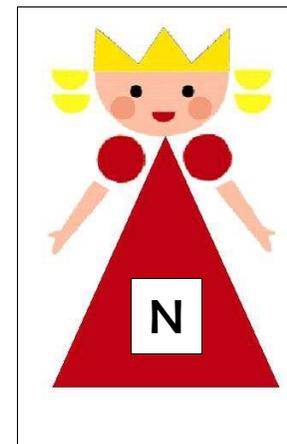
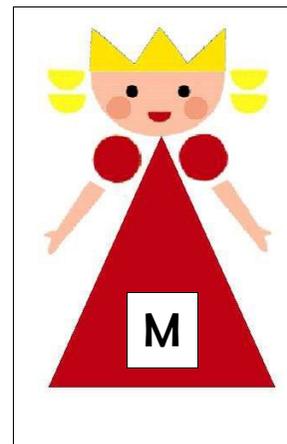
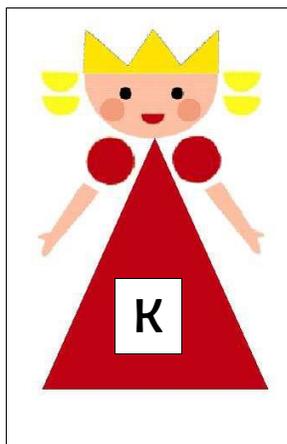
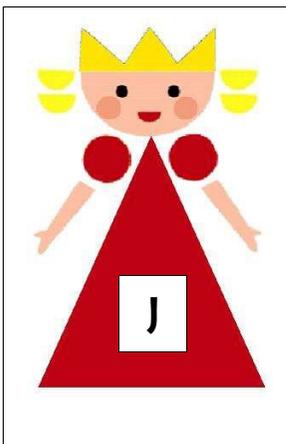


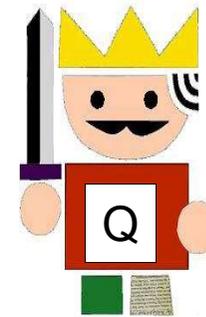
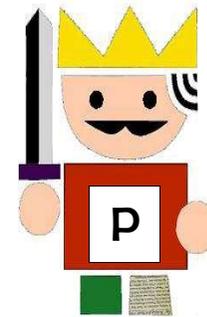
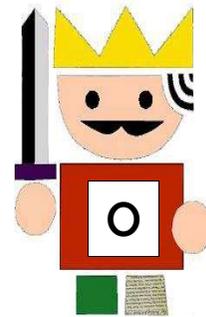
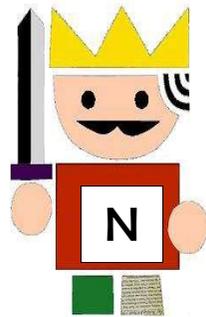
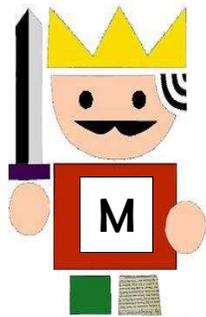
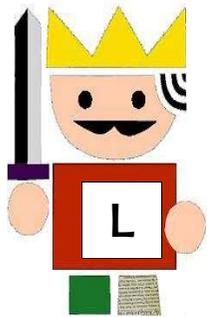
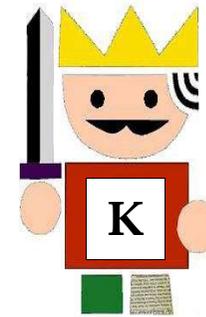
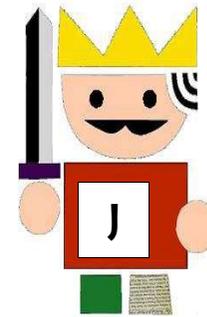
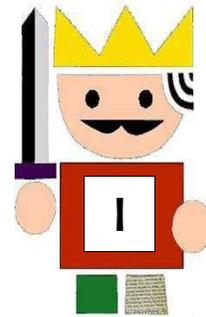
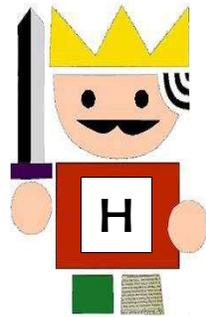
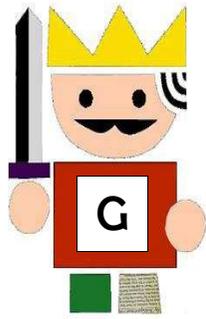
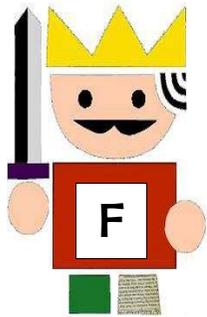
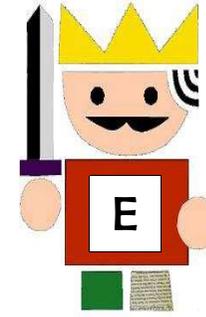
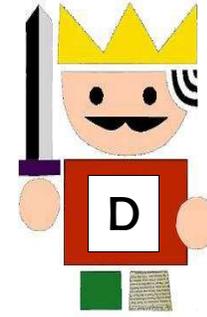
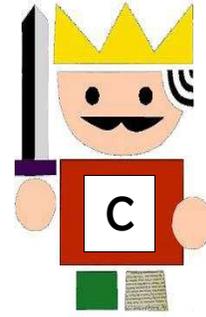
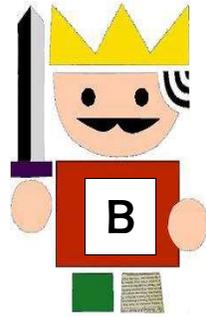
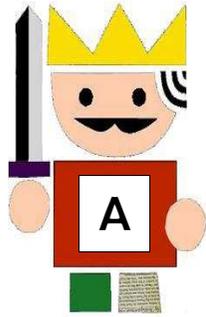
LE
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ET DE LA
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PRINCESSE

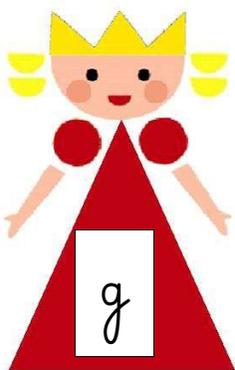
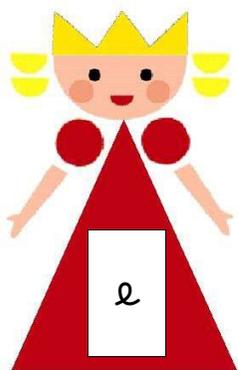
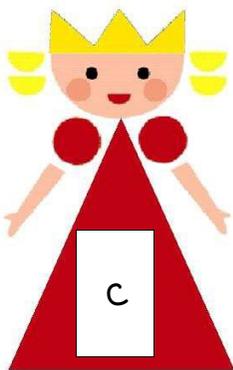
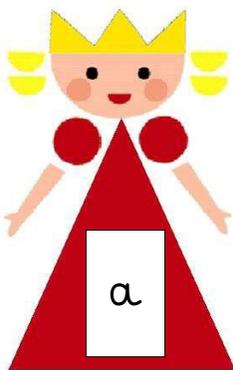
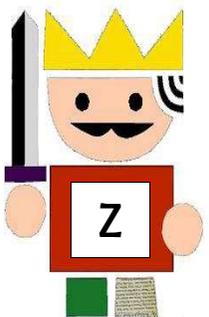
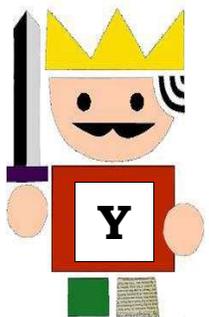
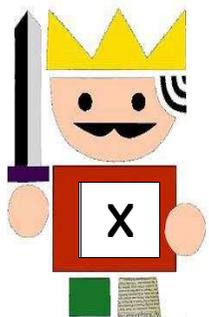
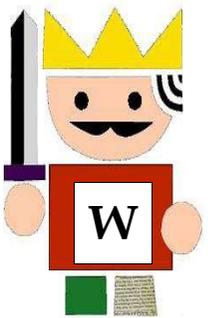
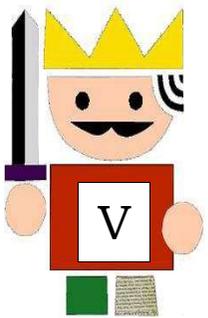
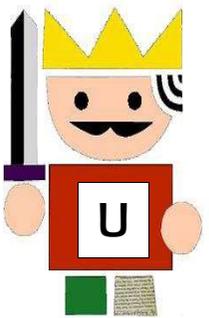
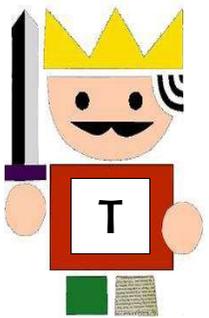
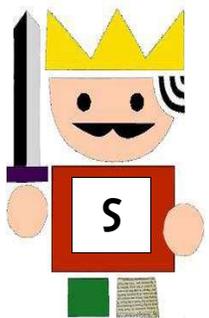
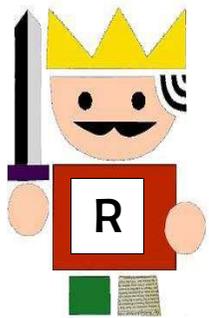


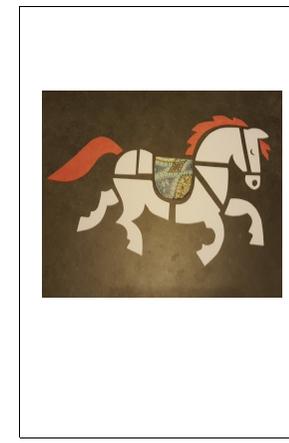
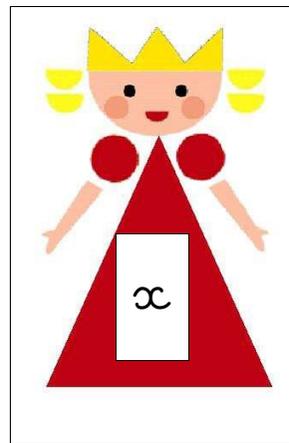
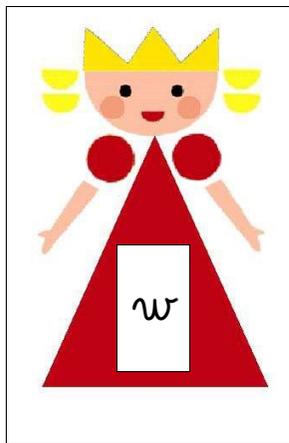
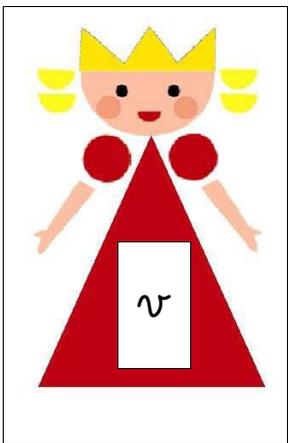
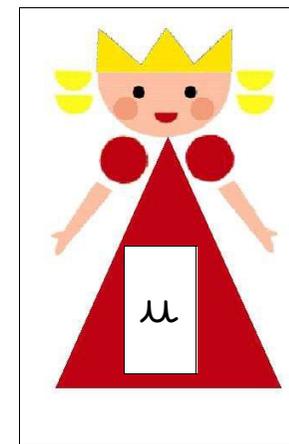
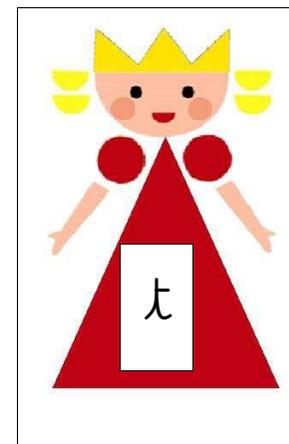
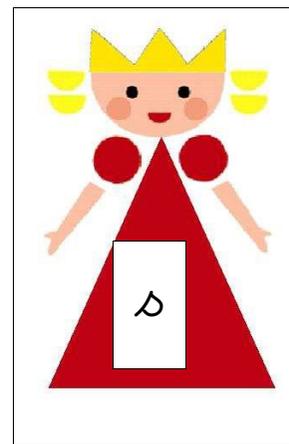
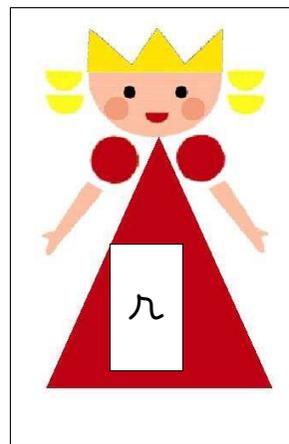
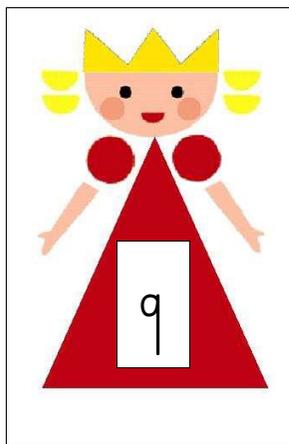
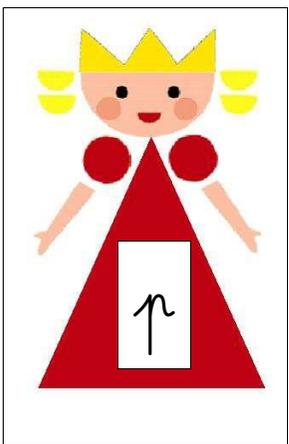
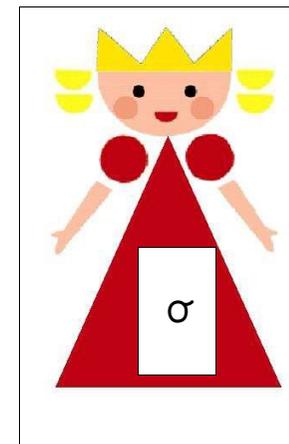
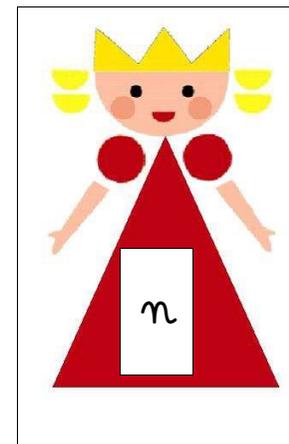
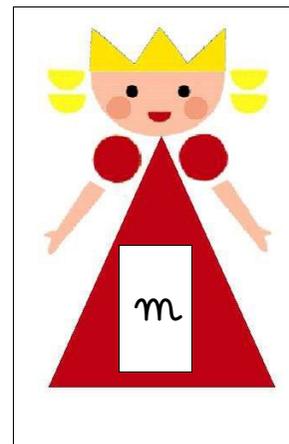
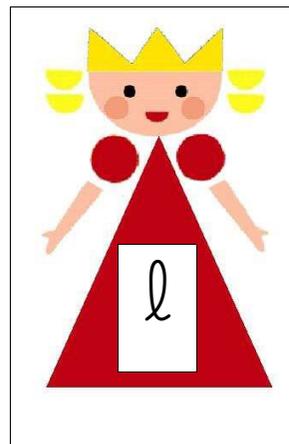
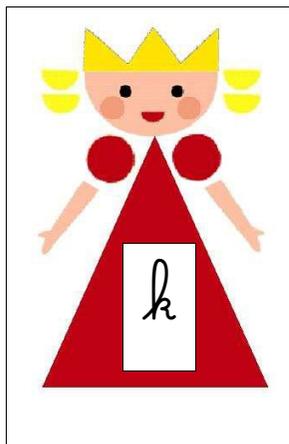
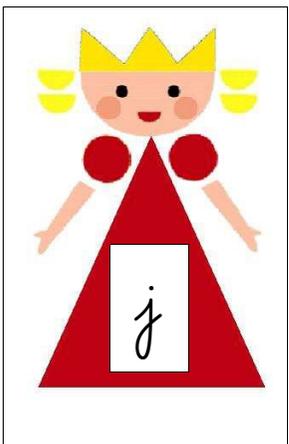




LE
MISTIGRI
DU TOUT
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TRES
GRANDE
PRINCESSE







LE MISTIGRI DU TOUT PETIT ROI ET DE LA TRÈS GRANDE PRINCESSE

But du jeu :

Se débarrasser de toutes ses cartes en formant des paires avec un tout petit roi et une très grande princesse. Ne pas être le mistigri.

Mise en place :

De 2 à 6 élèves.

Distribuer les cartes à parts égales à tous les élèves après les avoir soigneusement mélangées.

Règle du jeu :

Chaque élève abat aussitôt devant lui les paires formées par les lettres identiques reçues.

Le jeu commence à ce moment là, le voisin de gauche de celui qui reste avec le plus grand nombre de cartes lui en tire une au hasard et ainsi de suite en tournant dans le sens des aiguilles d'une montre. Si en tirant un joueur obtient une carte qui lui permet de former une nouvelle paire, il la dépose devant lui. Le joueur qui en fin de compte reste avec le mistigri en main a perdu et peut se voir attribuer un gage bienveillant.

VARIANTE

Mise en place :

De 2 à 6 élèves.

Distribuer 6 cartes à chaque élève et former une pioche avec le reste des cartes.

Règle du jeu :

Chaque élève essaye de former des paires, s'il ne peut pas il pioche une carte.

Quand la pioche est épuisée, l'élève qui ne peut former de paire pioche dans le paquet de son voisin et ainsi de suite.

Le gagnant est celui qui s'est débarrassé de toutes ses cartes en premier, le perdant est le joueur à qui il reste le mistigri (le cheval noir dans ce jeu).