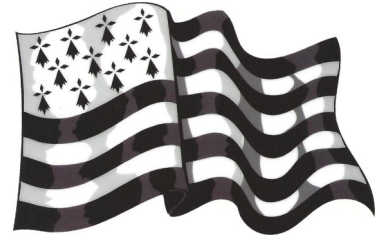


Ar familh



Merci à Lénaïg S. pour la traduction en breton.

But du jeu :

Le gagnant est le joueur qui a posé devant lui le plus de familles complètes.
Une famille est complète quand tous les membres de la famille d'une même couleur sont réunis.

Déroulement du jeu:

Toutes les cartes sont distribuées aux joueurs.

Le joueur 1 demande au joueur 2 de son choix une carte qui lui manque pour compléter une famille.

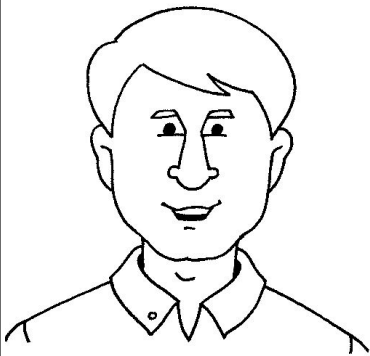
Si le joueur 2 a la carte demandée par le joueur 1, il la donne au joueur 1 qui rejoue.
Si le joueur 2 n'a pas la carte demandée, le joueur 1 passe son tour, et c'est le joueur qui est à la gauche du joueur 1 qui joue.

Chaque joueur joue à tour de rôle, dans le sens des aiguilles d'une montre.

Selon l'âge des enfants, on peut simplifier le jeu en enlevant certaines cartes (personnages ou couleurs).

On peut aussi, pour aider les enfants, leur proposer un panneau récapitulatif des différentes couleurs et des différents personnages.

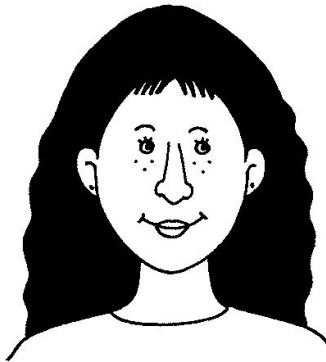
GLAS - 1



an tad

JT

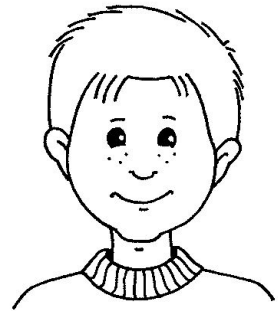
GLAS - 2



ar vamm

JT

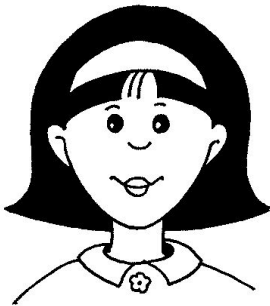
GLAS - 3



ar mab

JT

GLAS - 4



ar verc'h

JT

GLAS - 5



an tad-kozh

JT

GLAS - 6



ar vamm-gozh

JT

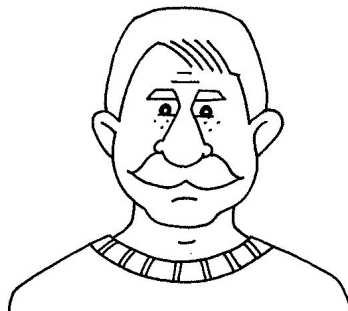
GLAS - 7



ar voereb

JT

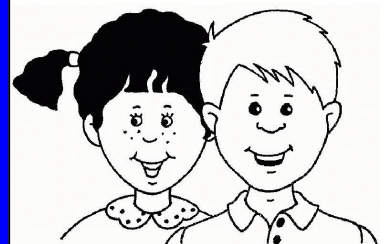
GLAS - 8



an eontr

JT

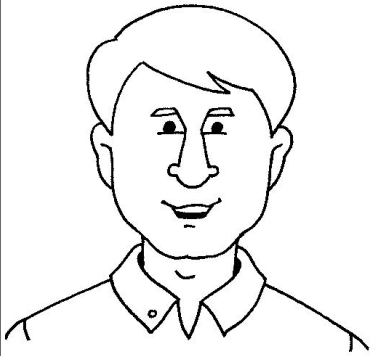
GLAS - 9



ar c'hendirvi

JT

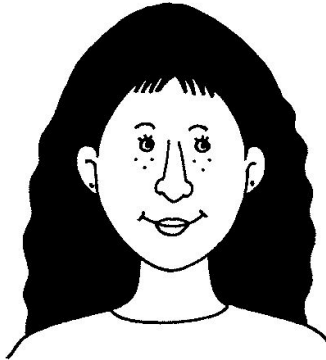
RUZ - 1



an tad

JT

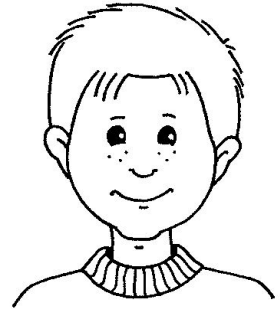
RUZ - 2



ar vamm

JT

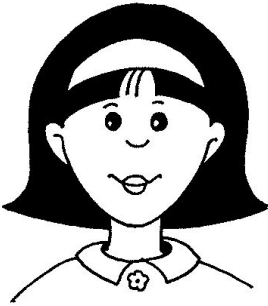
RUZ - 3



ar mab

JT

RUZ - 4



ar verc'h

JT

RUZ - 5



an tad-kozh

JT

RUZ - 6



ar vamm-gozh

JT

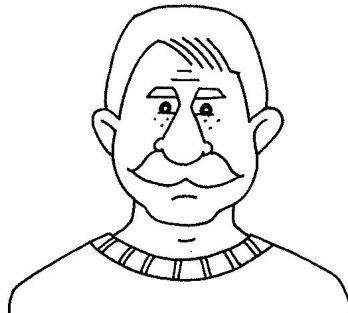
RUZ - 7



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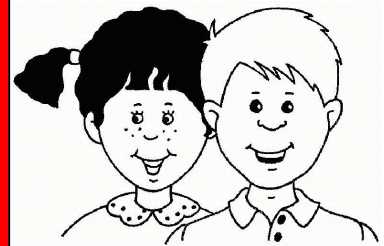
RUZ - 8



an eontr

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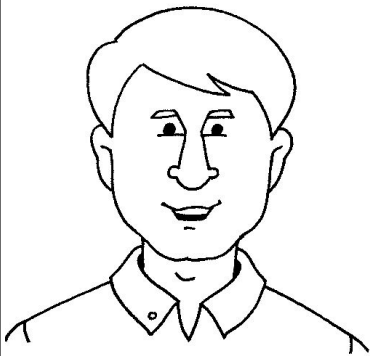
RUZ - 9



ar c'hendirvi

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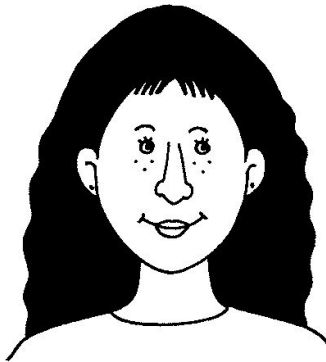
MELEN - 1



an tad

JT

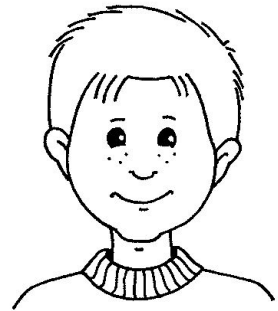
MELEN - 2



ar vamm

JT

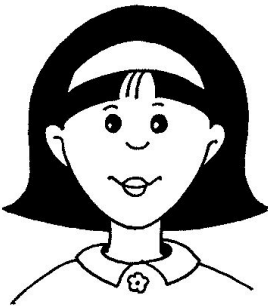
MELEN - 3



ar mab

JT

MELEN - 4



ar verc'h

JT

MELEN - 5



an tad-kozh

JT

MELEN - 6



ar vamm-gozh

JT

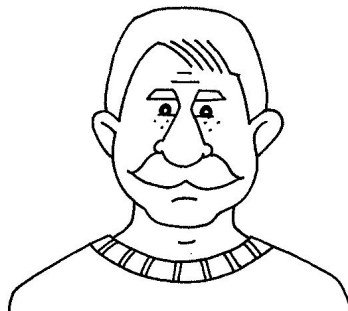
MELEN - 7



ar voereb

JT

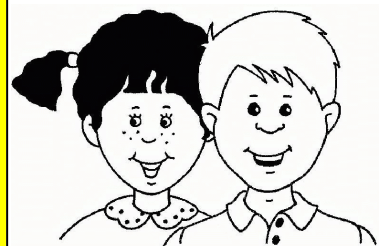
MELEN - 8



an eontr

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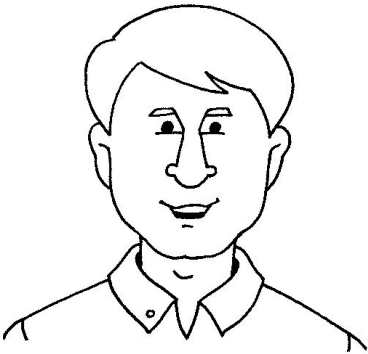
MELEN - 9



ar c'hendirvi

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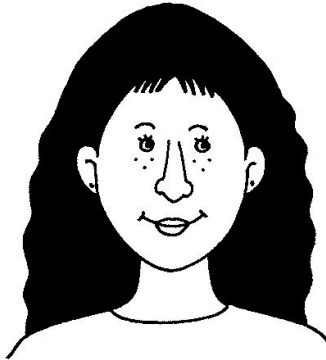
GWER - 1



an tad

JT

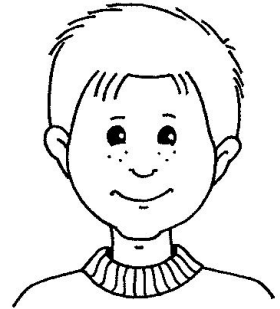
GWER - 2



ar vamm

JT

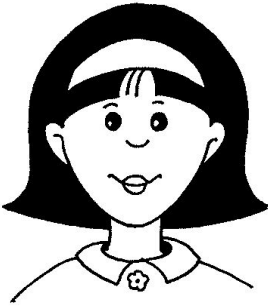
GWER - 3



ar mab

JT

GWER - 4



ar verc'h

JT

GWER - 5



an tad-kozh

JT

GWER - 6



ar vamm-gozh

JT

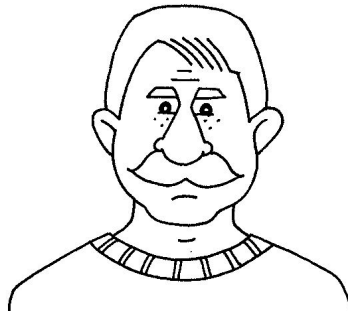
GWER - 7



ar voereb

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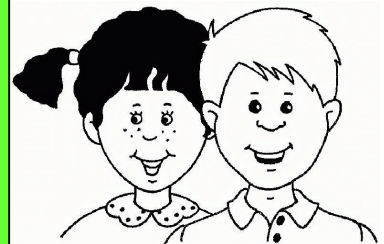
GWER - 8



an eontr

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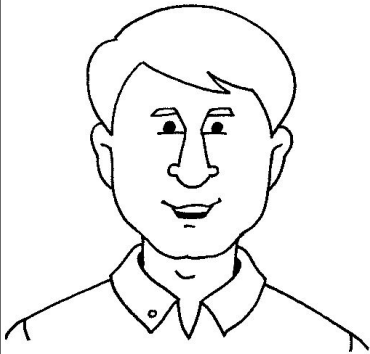
GWER - 9



ar c'hendirvi

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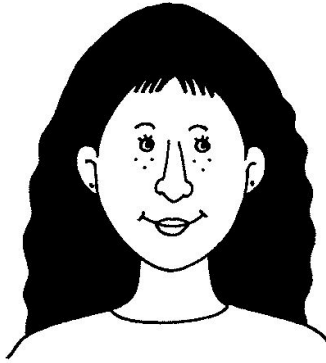
ROZ - 1



an tad

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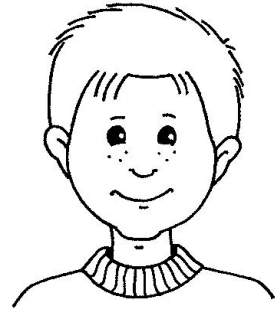
ROZ - 2



ar vamm

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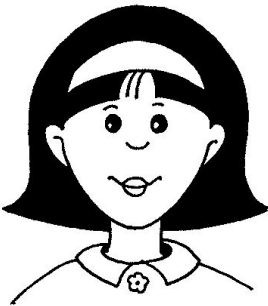
ROZ - 3



ar mab

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ROZ - 4



ar verc'h

JT

ROZ - 5



an tad-kozh

JT

ROZ - 6



ar vamm-gozh

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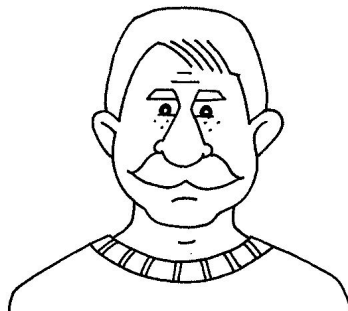
ROZ - 7



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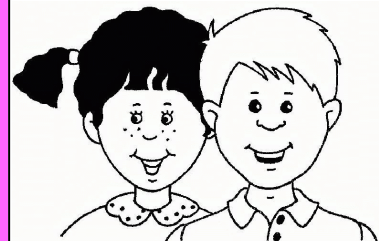
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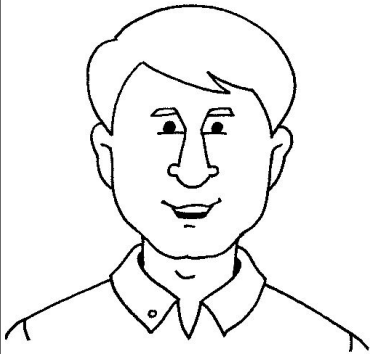
ROZ - 9



ar c'hendirvi

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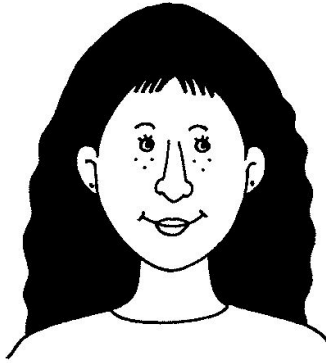
GRIS - 1



an tad

JT

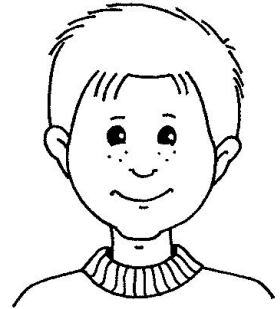
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ar vamm

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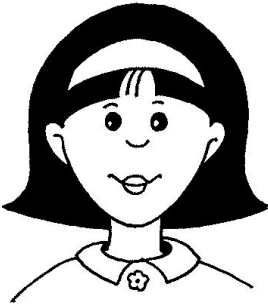
GRIS - 3



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GRIS - 4



ar verc'h

JT

GRIS - 5



an tad-kozh

JT

GRIS - 6



ar vamm-gozh

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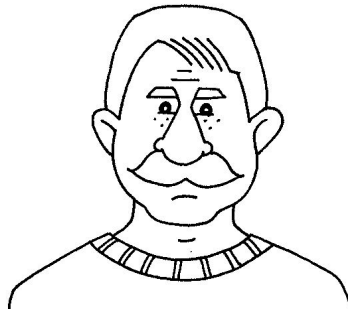
GRIS - 7



ar voereb

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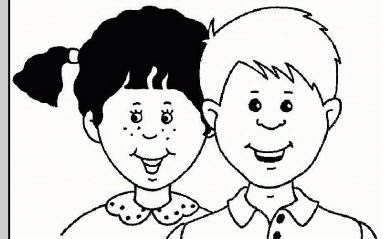
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an eontr

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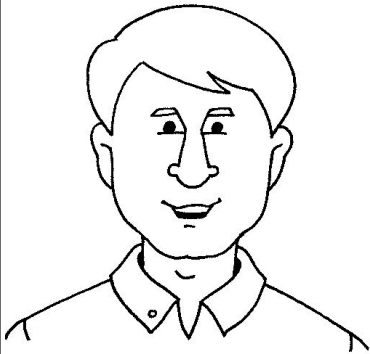
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ar c'hendirvi

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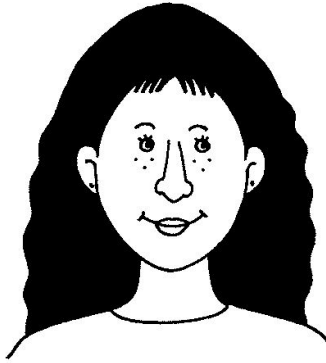
GWENN - 1



an tad

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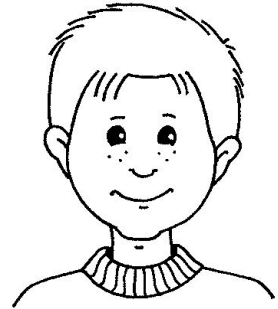
GWENN - 2



ar vamm

JT

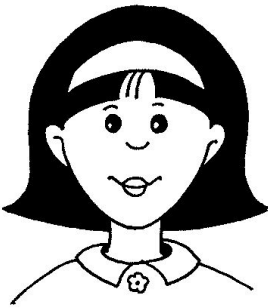
GWENN - 3



ar mab

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GWENN - 4



ar verc'h

JT

GWENN - 5



an tad-kozh

JT

GWENN - 6



ar vamm-gozh

JT

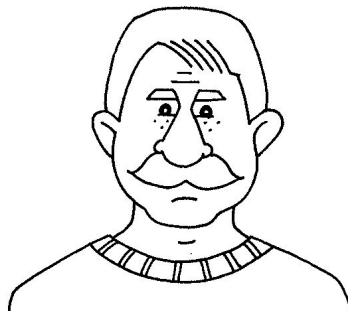
GWENN - 7



ar voereb

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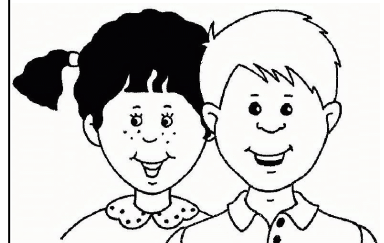
GWENN - 8



an eontr

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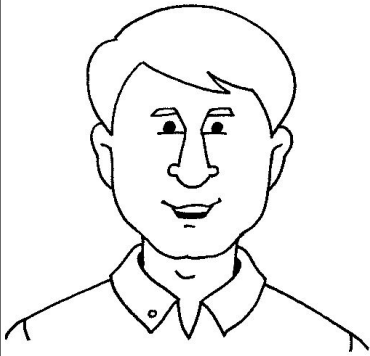
GWENN - 9



ar c'hendirvi

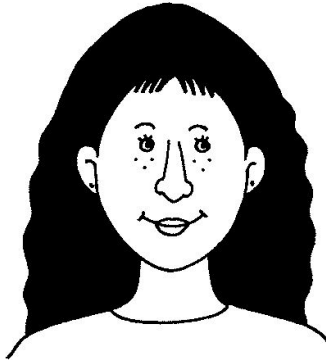
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DU - 1



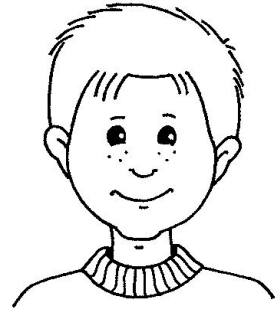
an tad

DU - 2



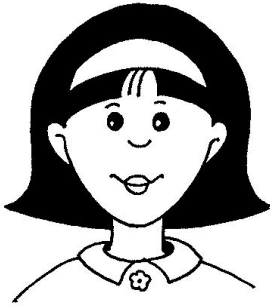
ar vamm

DU - 3



ar mab

JT
DU - 4



ar verc'h

JT
DU - 5



an tad-kozh

JT
DU - 6



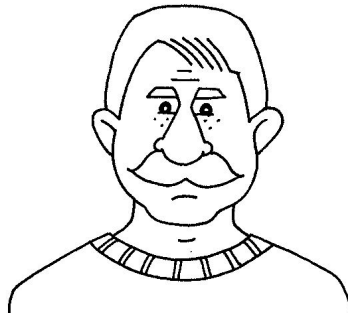
ar vamm-gozh

JT
DU - 7



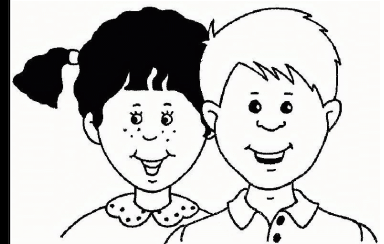
ar voereb

JT
DU - 8



an eontr

JT
DU - 9



ar c'hendirvi

JT

JT

JT