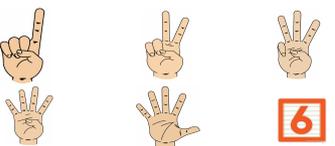
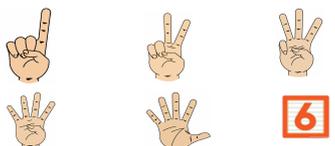
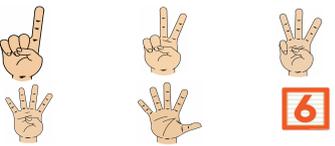
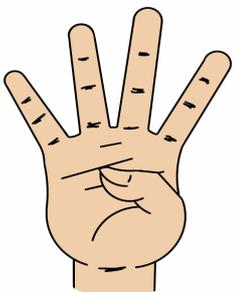
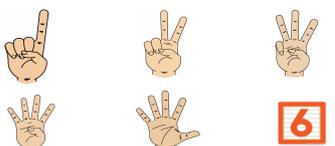
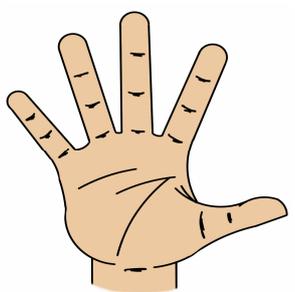
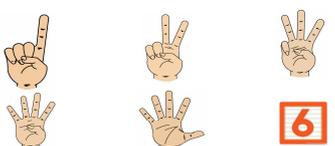
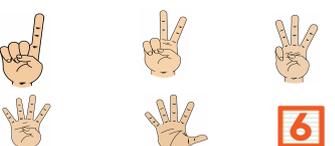
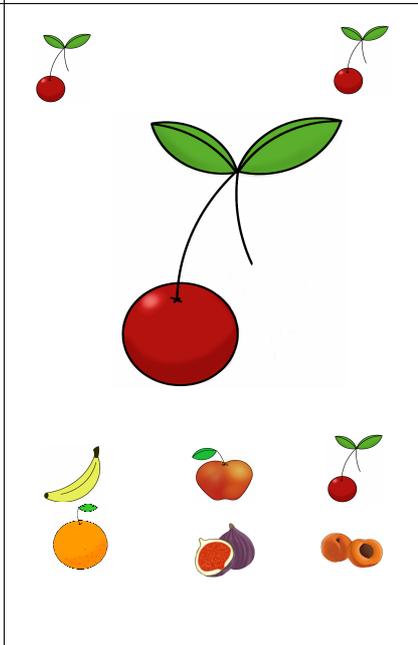
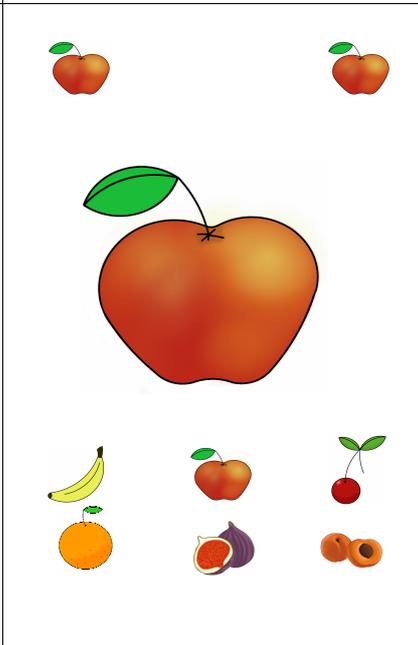
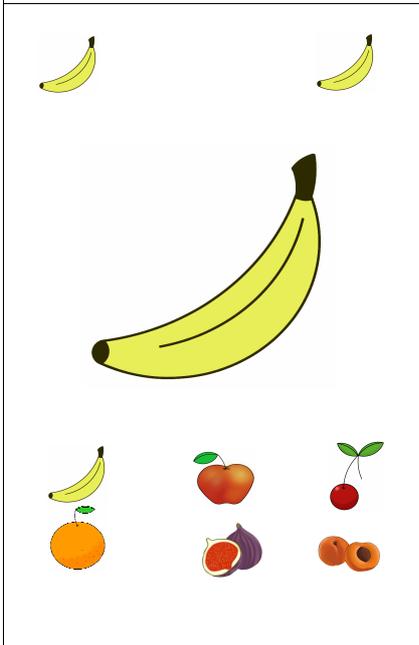
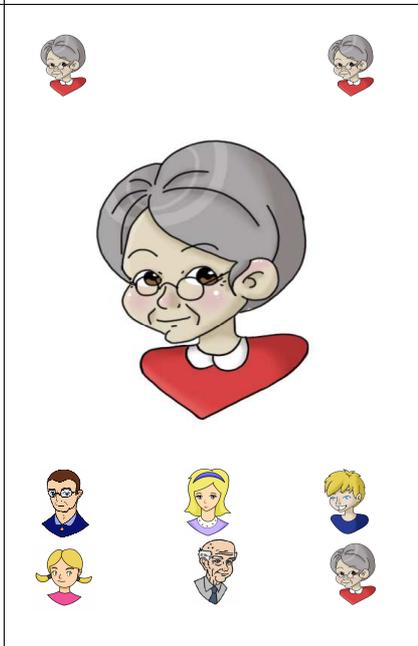
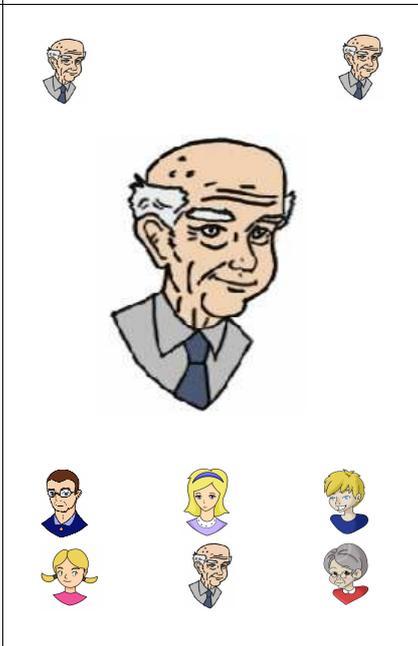
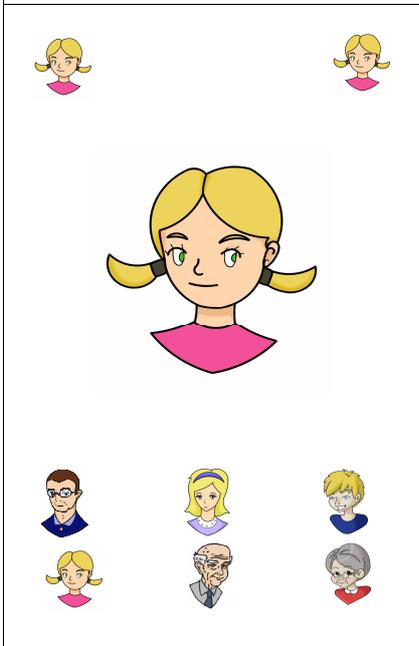
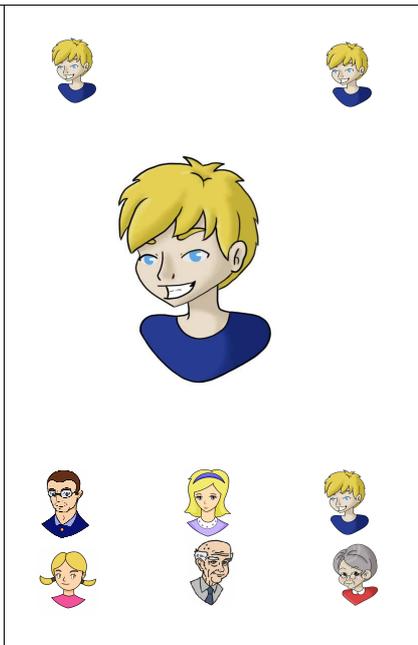
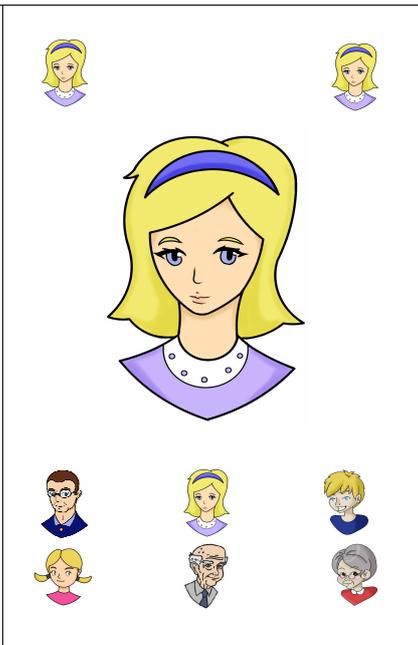
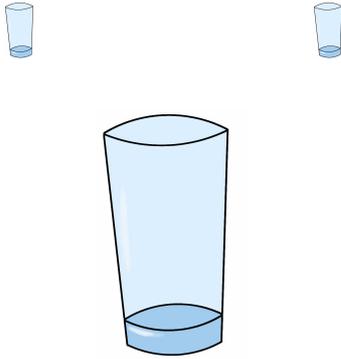
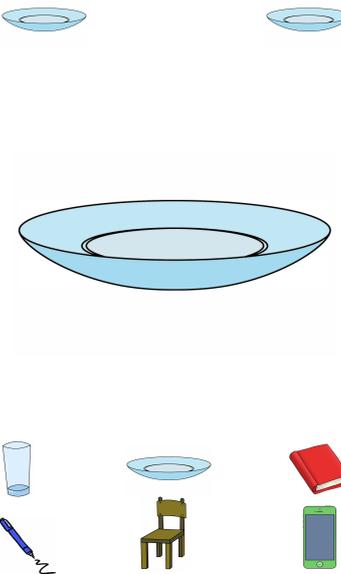
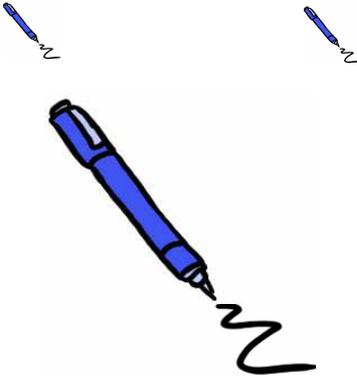
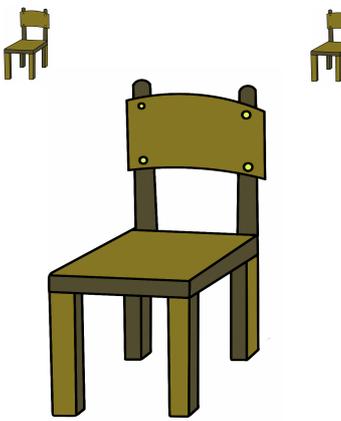
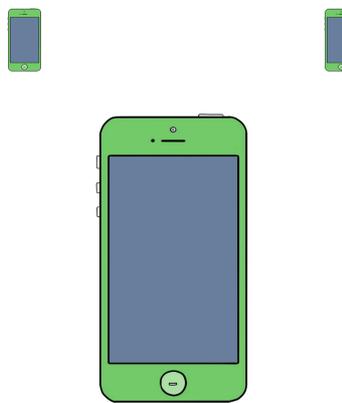
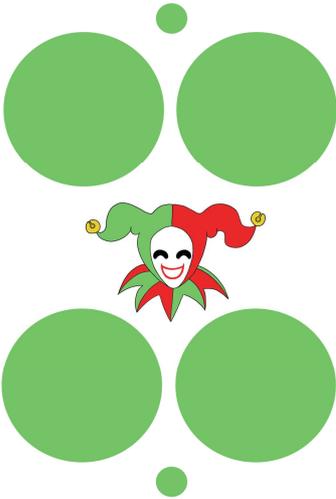
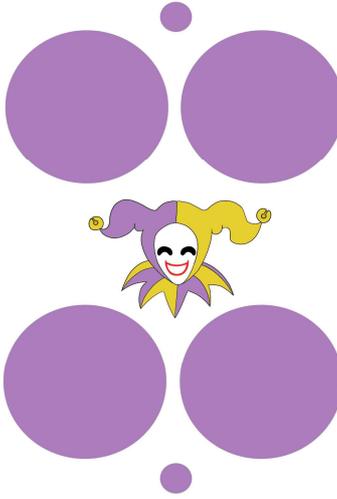

<p>1</p>   <p>6</p>	<p>2</p>   <p>6</p>	<p>3</p>   <p>6</p>
<p>4</p>   <p>6</p>	<p>5</p>   <p>6</p>	<p>6</p>   <p>6</p>





		
		
		<p> <ul style="list-style-type: none"> <li>● On distribue de 6 à 8 cartes à chaque joueur. Les cartes restantes constituent la pioche.</li> <li>● Le premier joueur (J1) demande au joueur de son choix (J2) la carte de son choix. (On ne peut demander une carte d'une famille que si l'on a déjà <u>au moins une carte</u> de cette famille.) Si J2 a la carte demandée, il doit la donner. S'il ne l'a pas, J1 doit piocher.</li> <li>● Si en piochant J1 tire la carte qu'il demandait à J2, il dit <b>Good draw!</b> (bulle 8 dans l'application). Il garde la carte, et peut demander une autre carte au joueur de son choix.</li> <li>● Si J1 ne pioche pas la carte voulue, il dit <b>Bad draw!</b> (b. 9).</li> <li>● Les jokers peuvent remplacer n'importe quelle carte.</li> <li>● Le gagnant est le premier à avoir le plus de familles complètes.</li> </ul> </p>