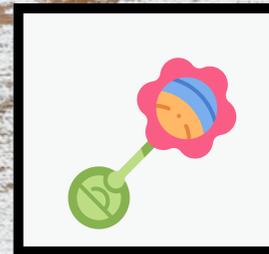
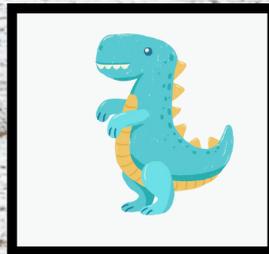
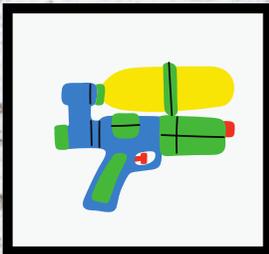
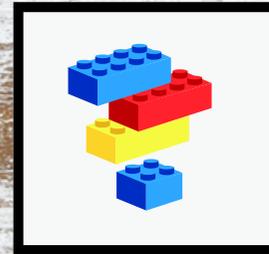
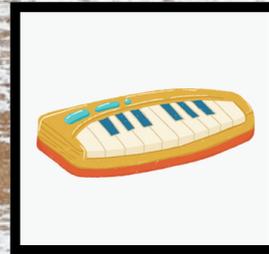
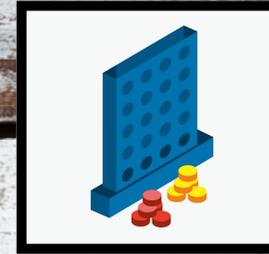
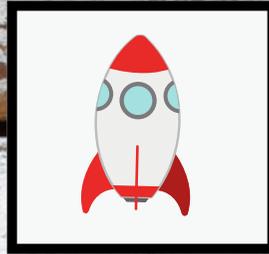
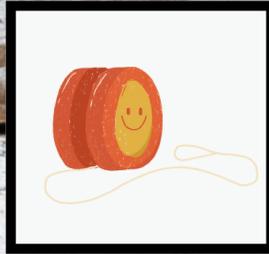
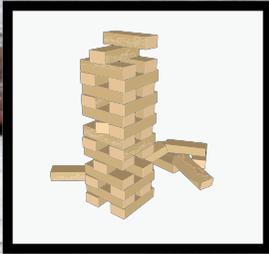
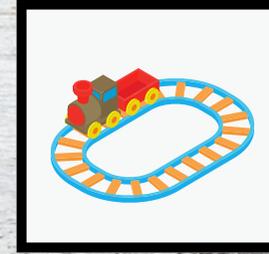
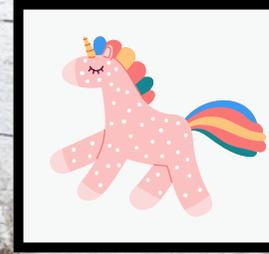
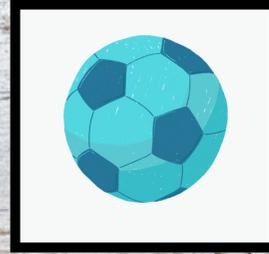
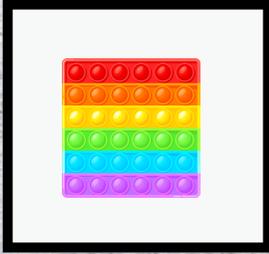
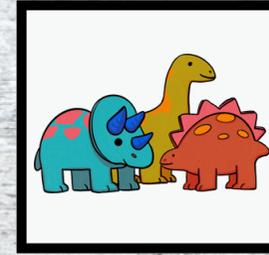
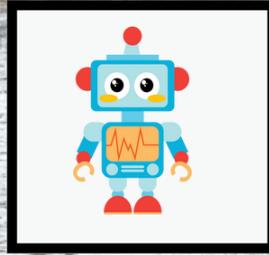
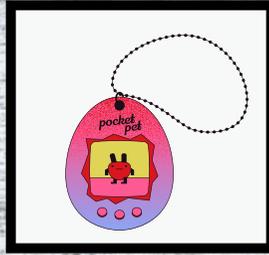


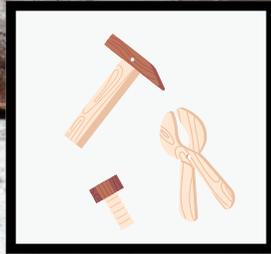
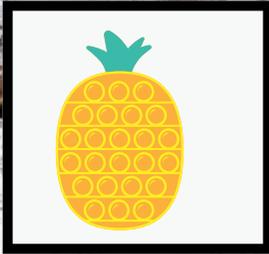
Le marché des lutins



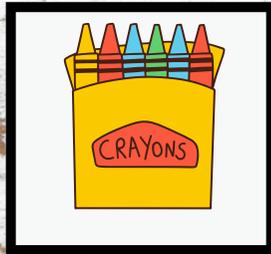
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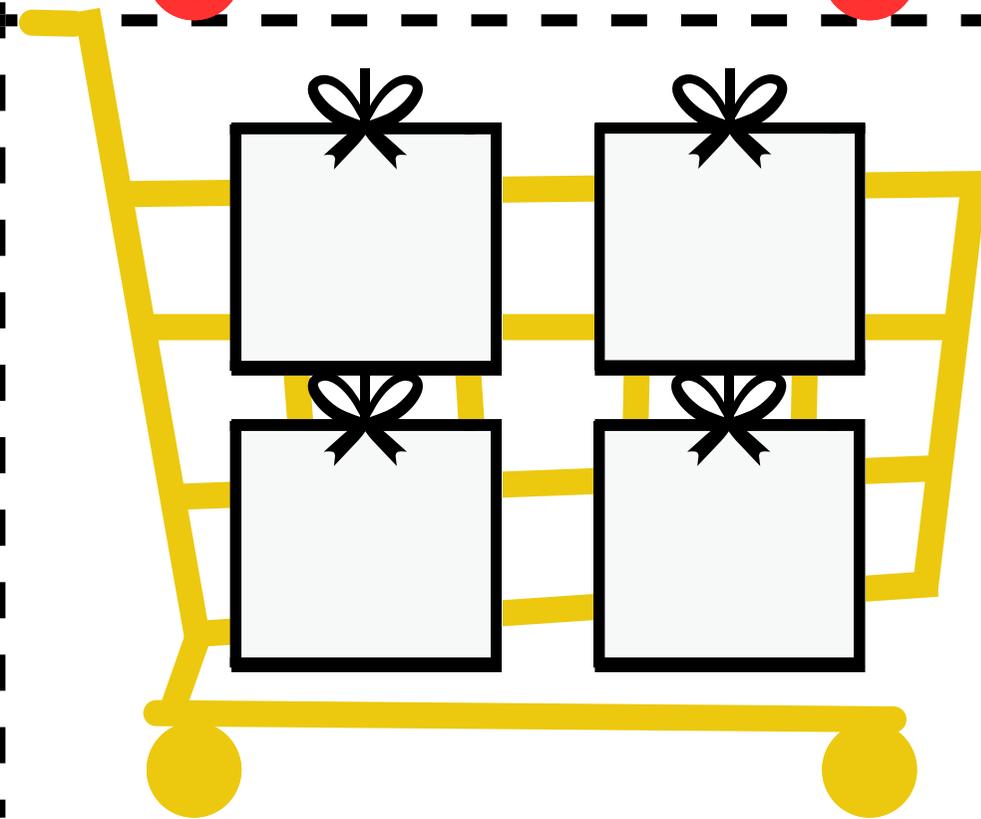
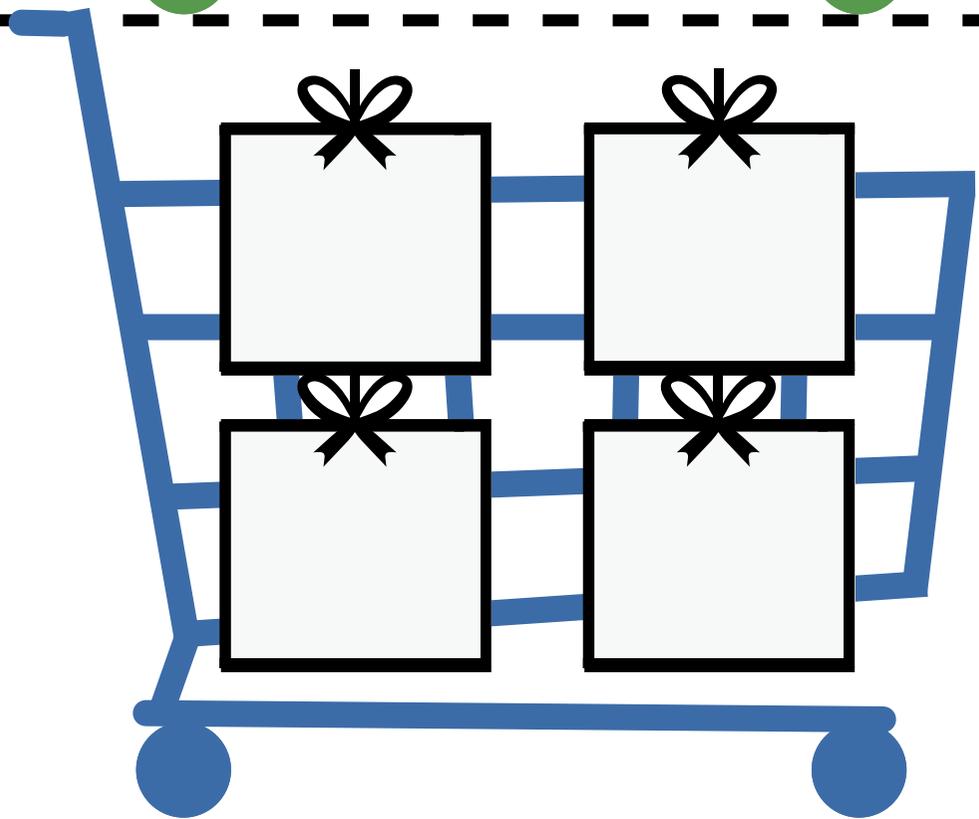
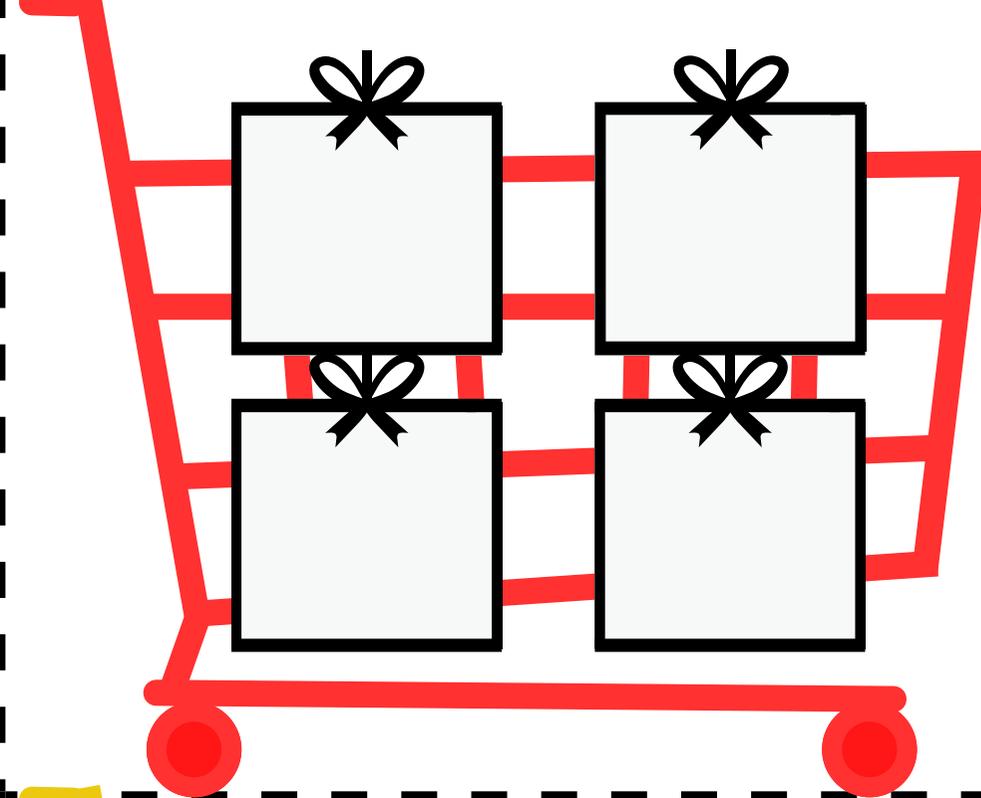
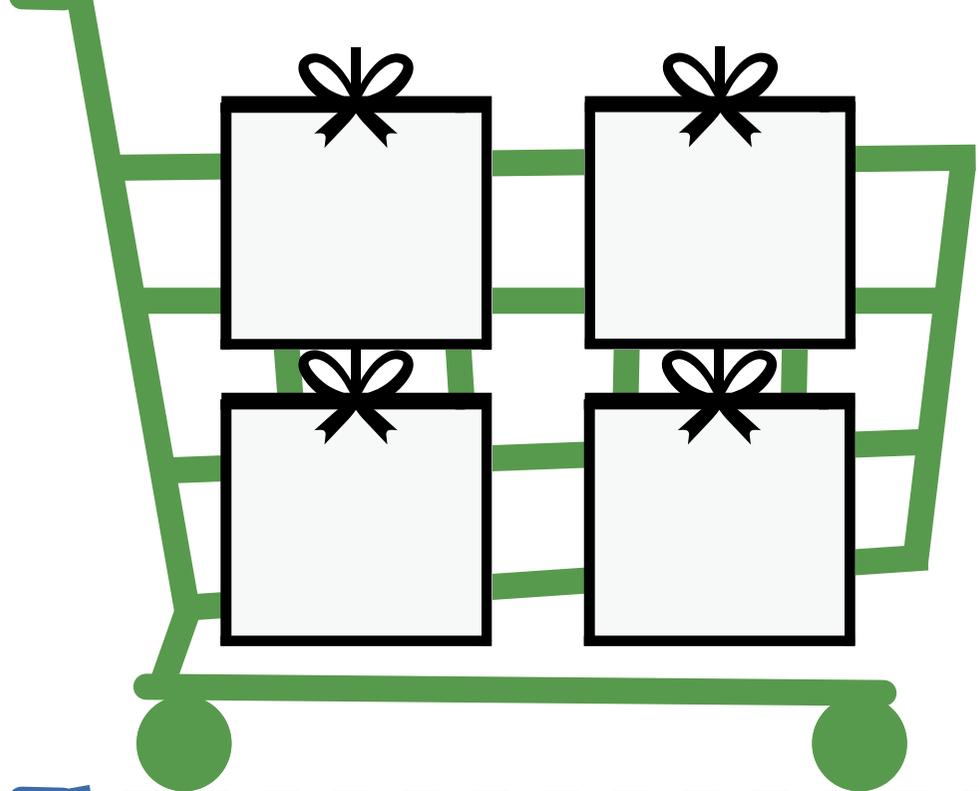
DEPART DES LUTINS

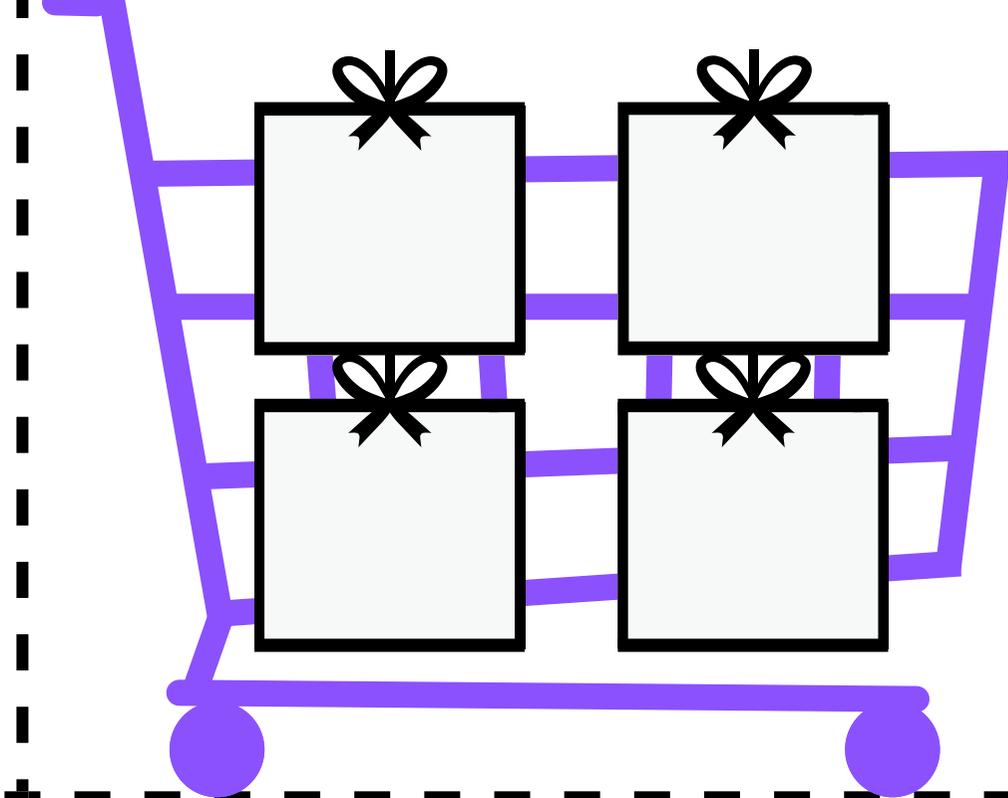




ARRIVEE



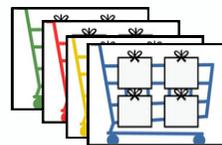




Le marché des Lutins



6 pions



6 cartes "Chariot"



1 dé

Matériel



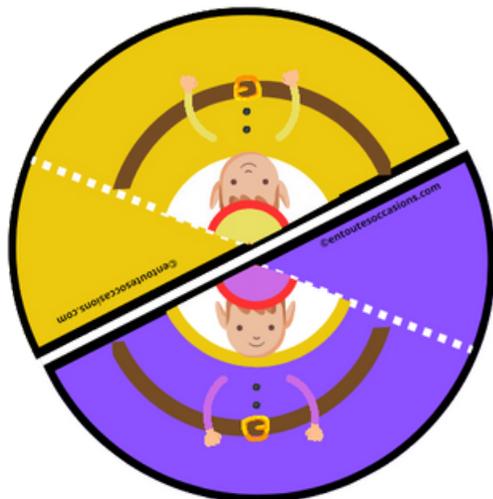
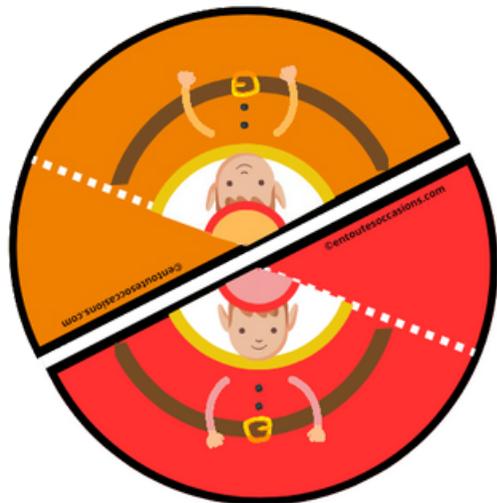
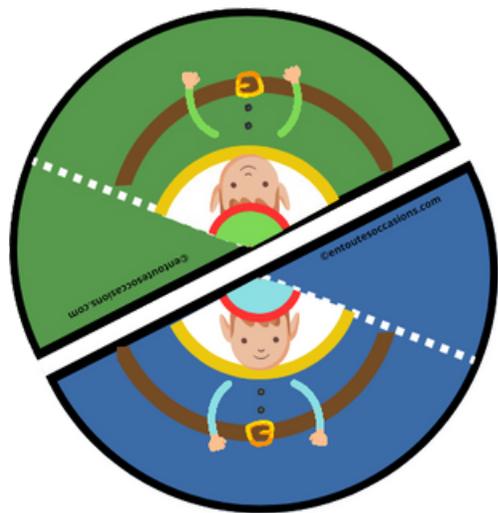
1 plateau de jeu



48 cartes "Cadeau"







Le marché des Lutins

Règle du jeu

Chaque joueur place son pion lutin sur la case départ et prend le chariot de sa couleur.

Le but est d'être le premier à remplir son chariot de cadeaux et d'aller sur la case départ.

Pour cela chaque joueur pioche une carte cadeau, lorsque c'est son tour, le joueur lance le dé et se déplace librement sur le plateau afin de tomber précisément sur la case de son cadeau.

Une fois qu'il a atteint son cadeau, il peut le placer dans son chariot et piocher une nouvelle carte cadeau.

Dès que le chariot est rempli (4 cadeaux) le lutin peut partir du magasin.

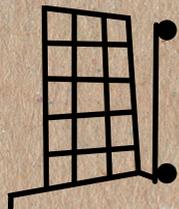
Il doit également tomber précisément sur la case départ.

Le 1er joueur à terminer sa mission de lutin remporte la partie.



**Carton de
jouets**

**Le marché
des lutins**



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