



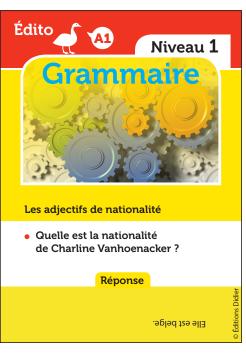
Le but du jeu

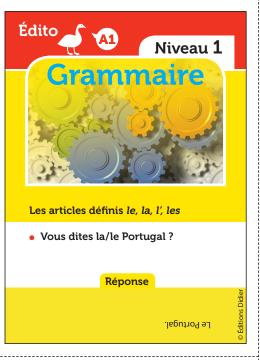
Arriver le premier sur la dernière case « **Arrivée** ». Pour jouer, il faut :

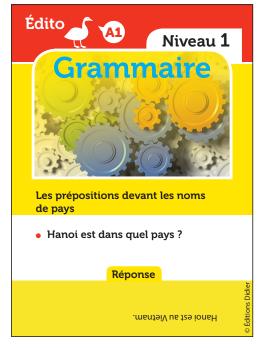
- Le plateau de jeu Édito.
- 1 dé et des pions pour chaque joueur ou équipe.
- Des questions (six niveaux de difficulté, pour jouer du début à la fin du livre) à retrouver sur le site www.didierfle-nomade.fr... et être au minimum 2 joueurs. Vous pouvez jouer seul(e) ou en équipe.

## Comment jouer?

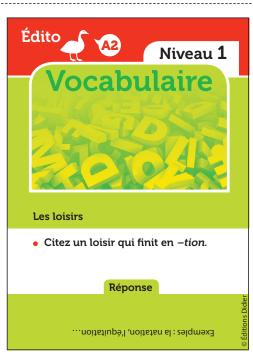
- Pour commencer une partie, chaque joueur/équipe lance le dé. Celui/Celle qui obtient le plus gros score commence la partie puis on tourne dans le sens des aiguilles d'une montre (vers la droite).

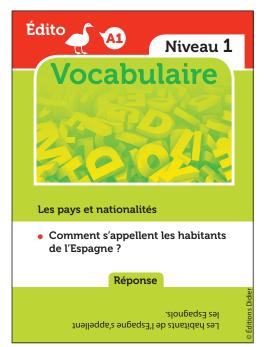






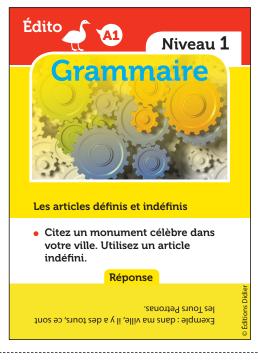


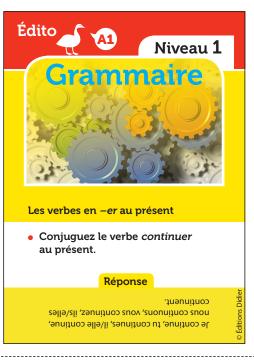


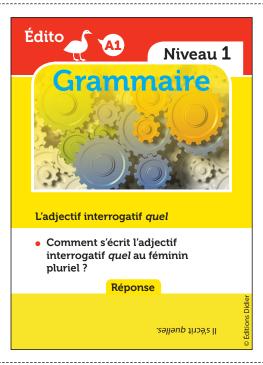




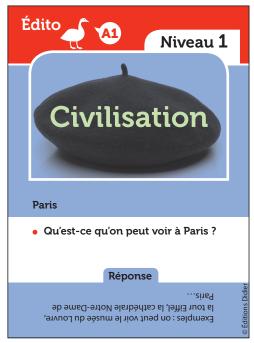


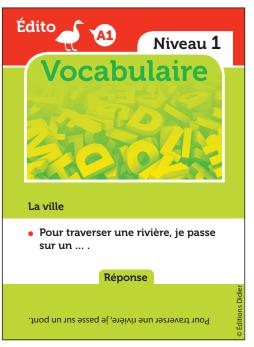


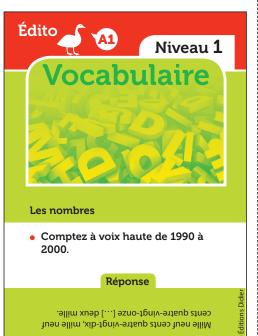


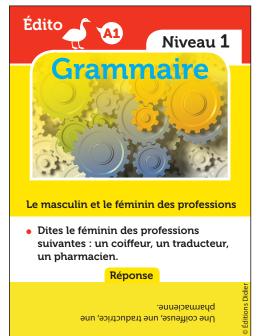










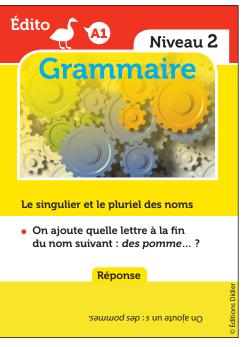


Niveau 1

Niveau 2





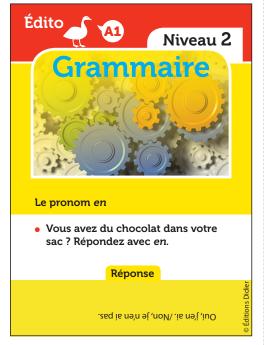












Niveau 2

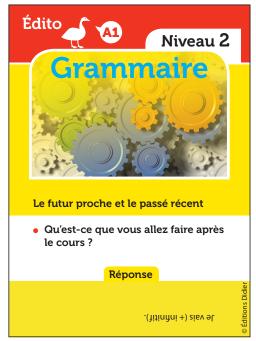
Niveau 1









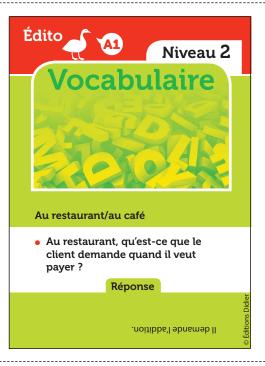


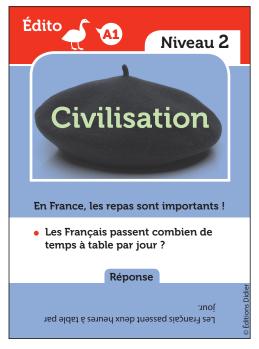














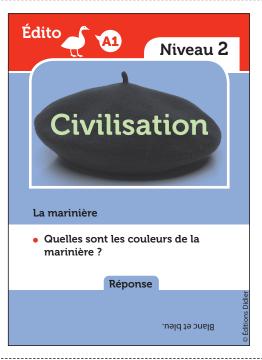


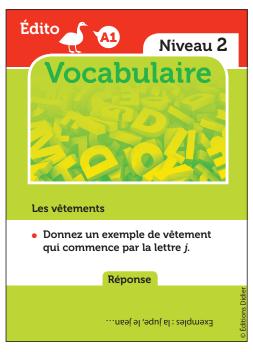


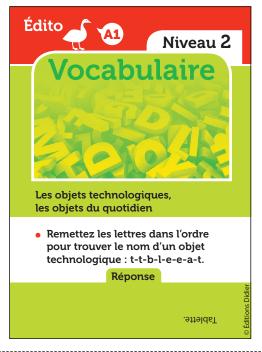






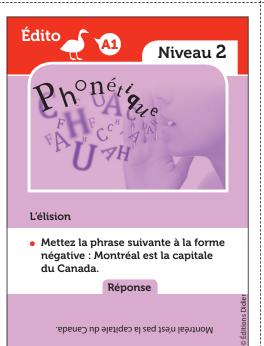






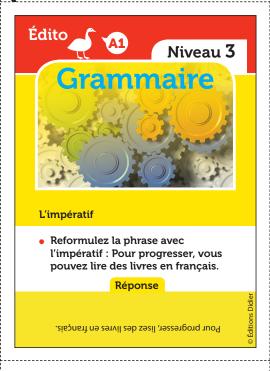


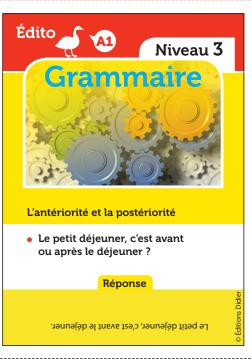




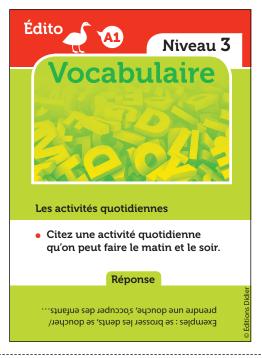


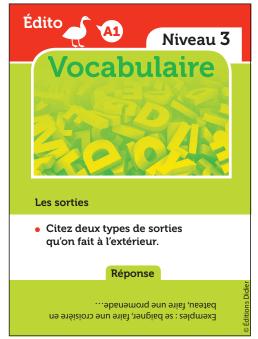


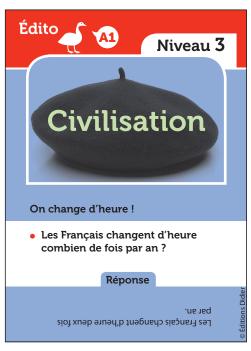








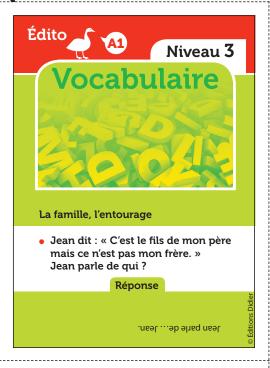


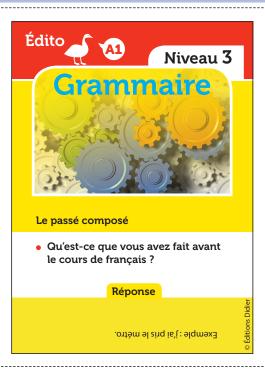


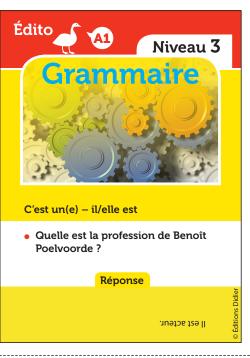










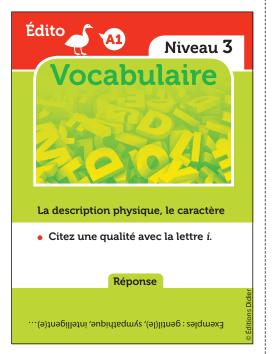




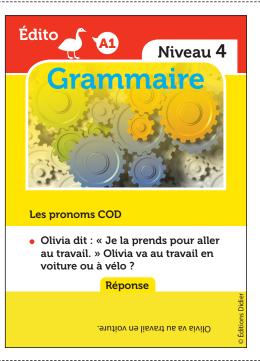


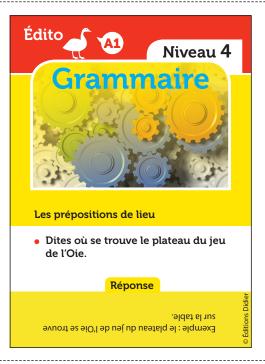


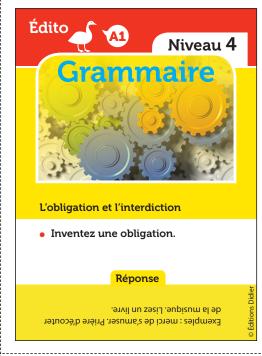




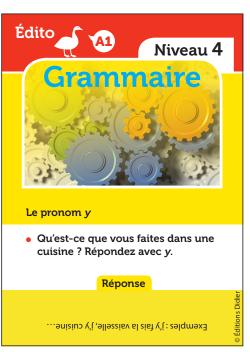




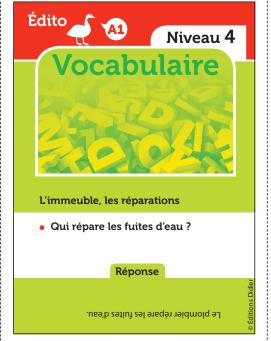




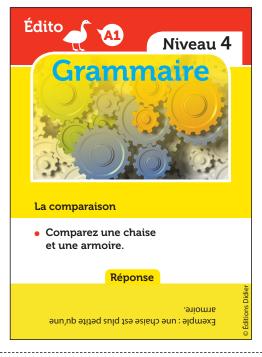


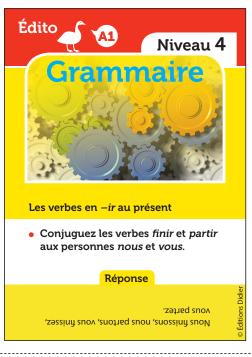


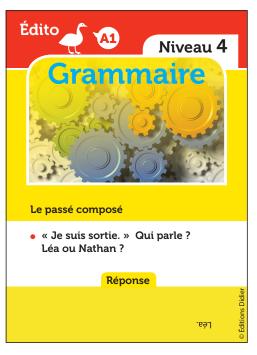




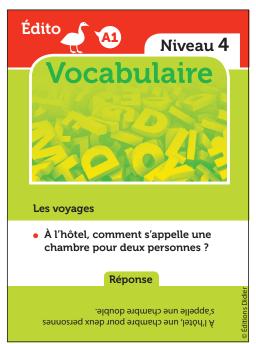


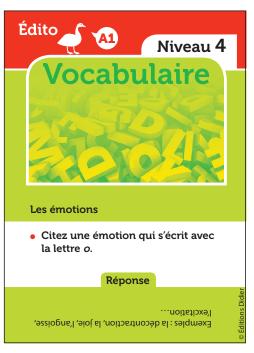












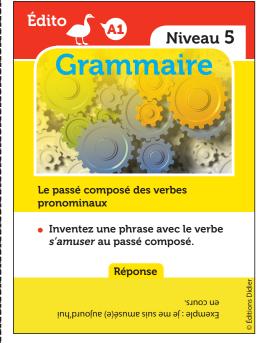




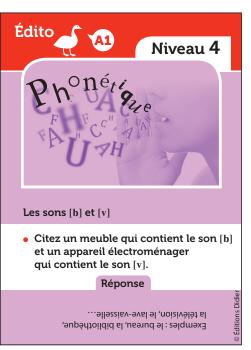




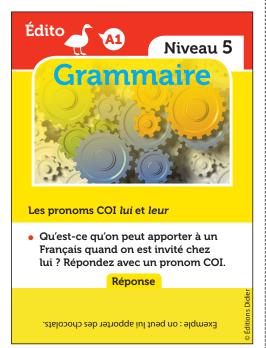
















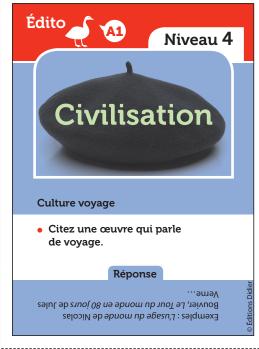
Donnez deux conseils
 à un Français qui voudrait visiter
 votre ville.

Réponse

Exemple : il faut voir le Corcovado, vous pouvez aller au Pain de Sucre et allez à Copacabana.









 Imaginez deux conditions pour faire des études à l'étranger.
Utilisez si.

Réponse

Exemple : si je suis étudiant(e), je peux étudier à l'étranger.

