

# ARCHI OPPORTUN

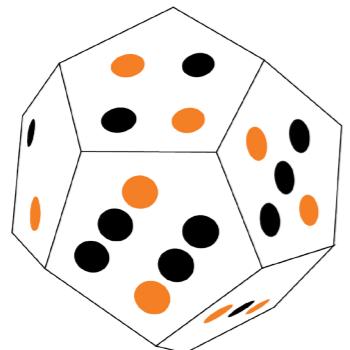
## BUT DU JEU

Le but de ce jeu est d'imaginer un objet à partir d'une quantité de matériaux limitée. Le cahier des charges est défini par le joueur qui tire au sort un nombre prédéterminé de cartes «materiaux» puis une carte «fonctions».

## RÈGLES

- le joueur dispose de l'ensemble des outils de travail nécessaire à la réalisation de son objet (scies, marteaux, perceuse, etc.)
- le joueur dispose de certains outils de «quincaillerie» : vis, pointes, colle, etc.
- le joueur doit utiliser l'ensemble de ses cartes
- l'emprise au sol est libre

## DÉROULEMENT DU JEU

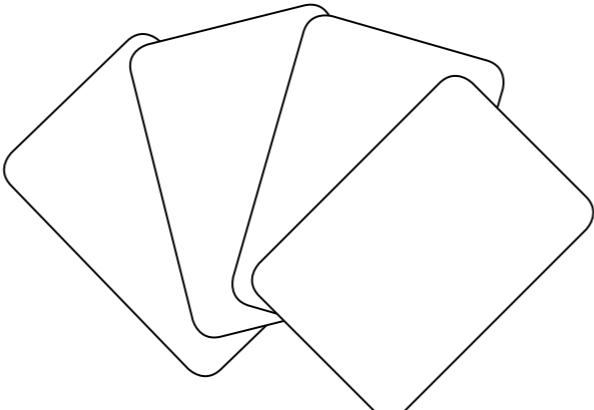


### ÉTAPE 1

Jeter un dé composé de plusieurs combinaisons de couleurs correspondant à la nature des gisements.

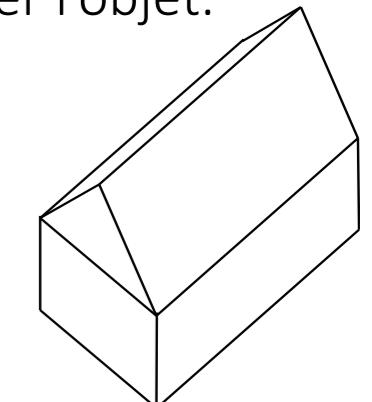
### ÉTAPE 2

Dans un premier jeu de cartes, tirer le nombre de cartes correspondant aux couleurs obtenues. Ces cartes formeront la liste des matériaux mis à disposition pour imaginer l'objet.



### ÉTAPE 3

Dans un second jeu de cartes, tirer une carte. Celle-ci déterminera le besoin auquel devra répondre l'objet.



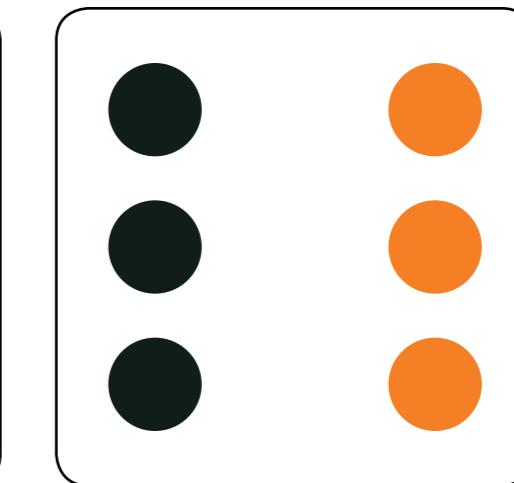
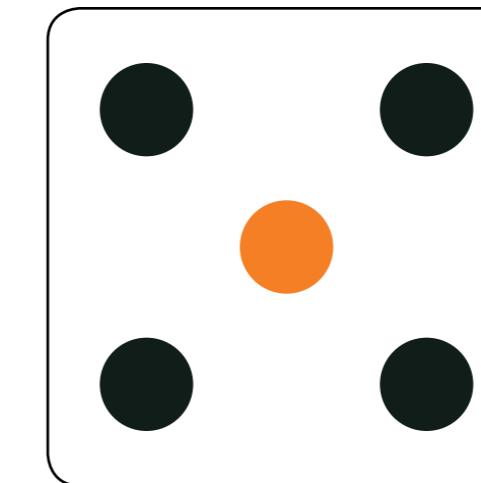
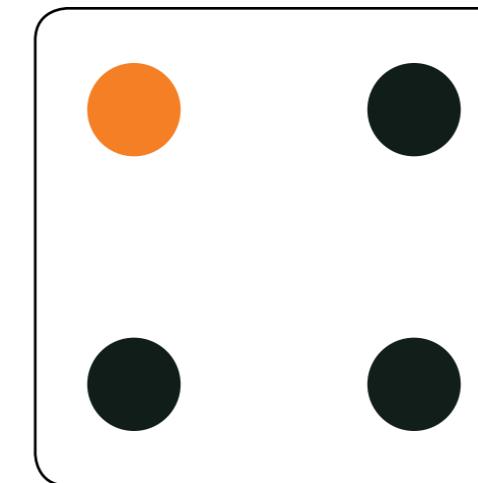
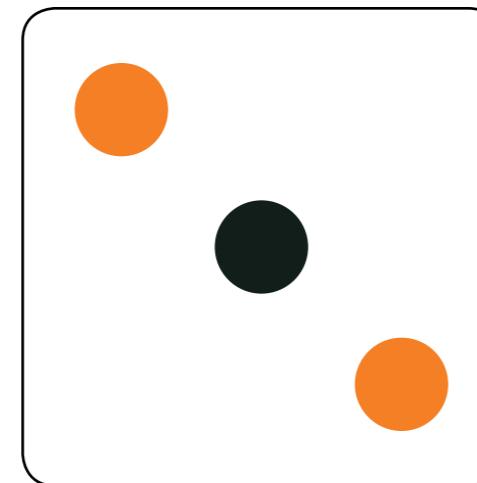
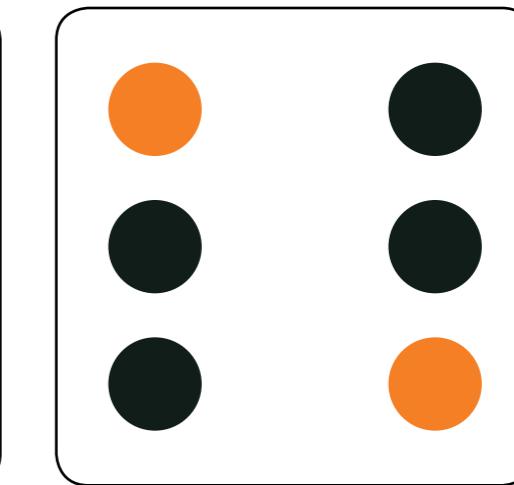
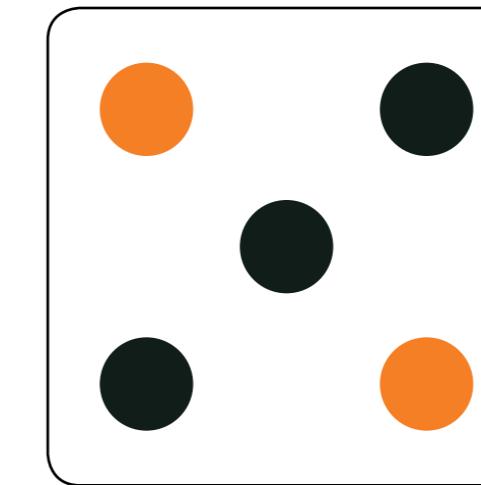
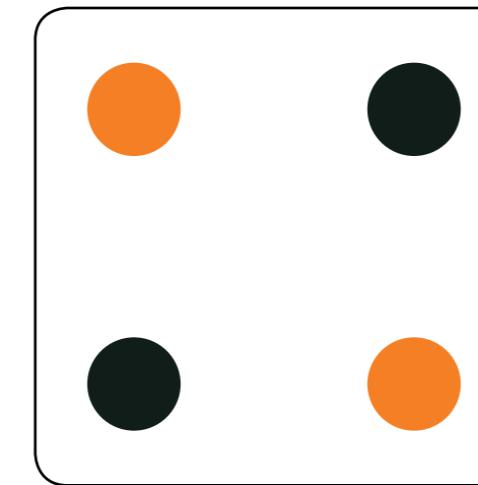
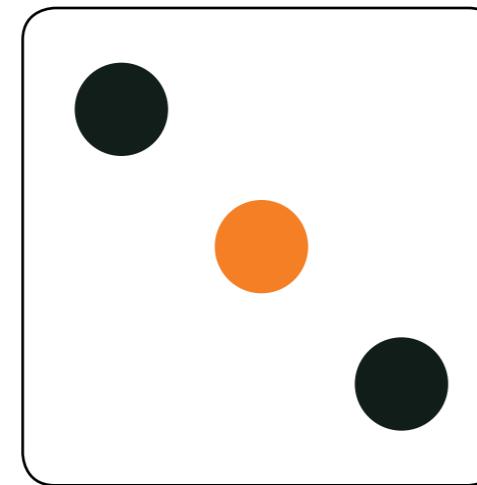
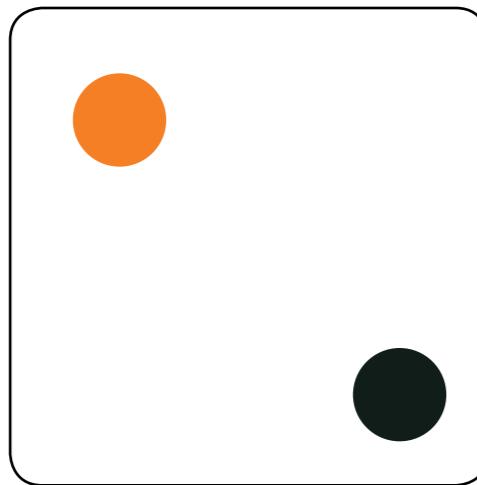
### ÉTAPE 4

À partir des cartes dont il dispose, le joueur doit imaginer l'objet.

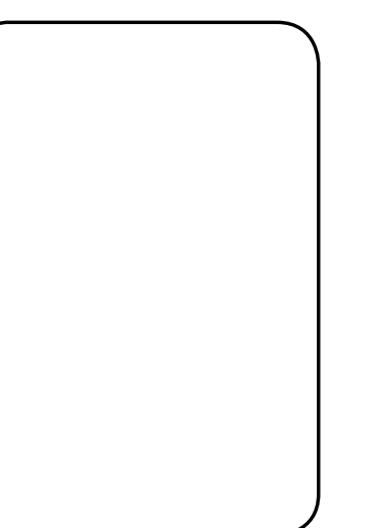
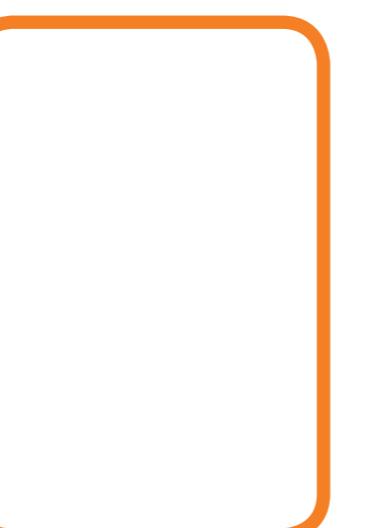
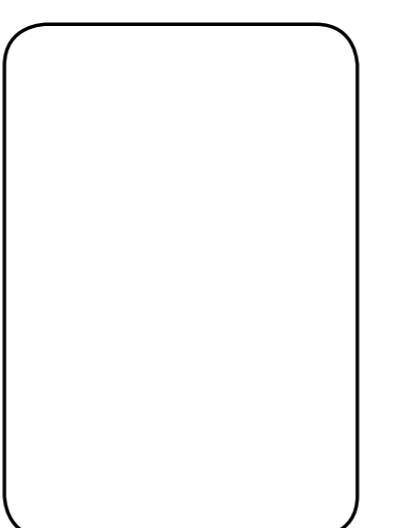
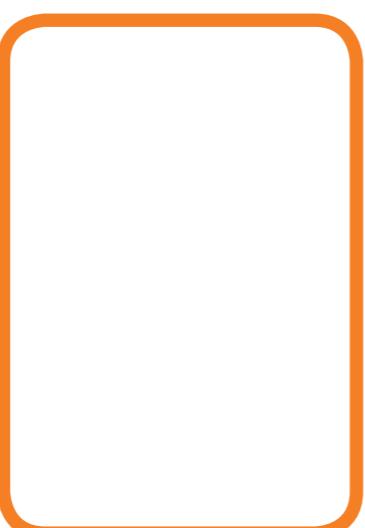
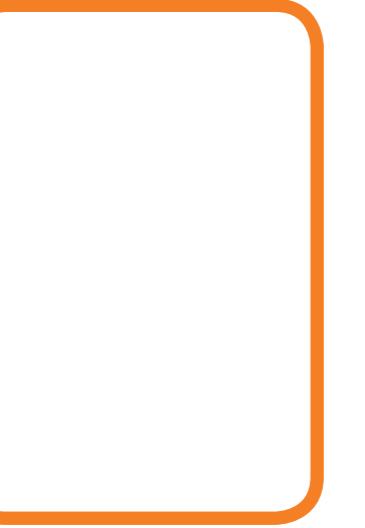
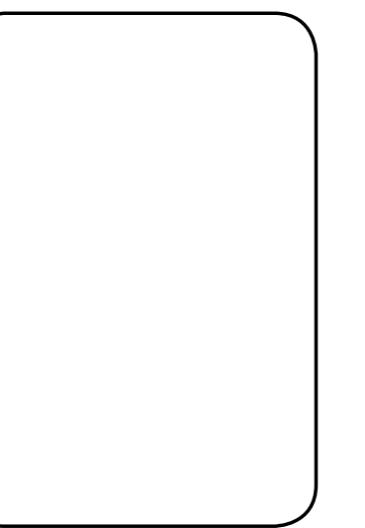
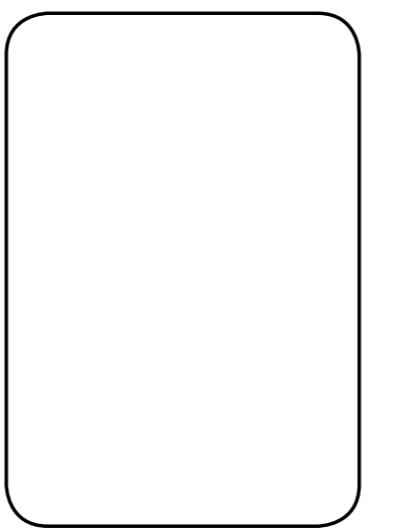
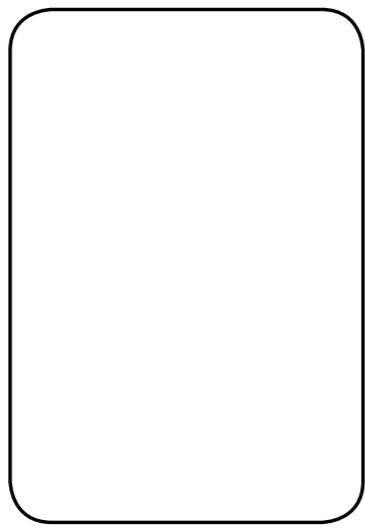
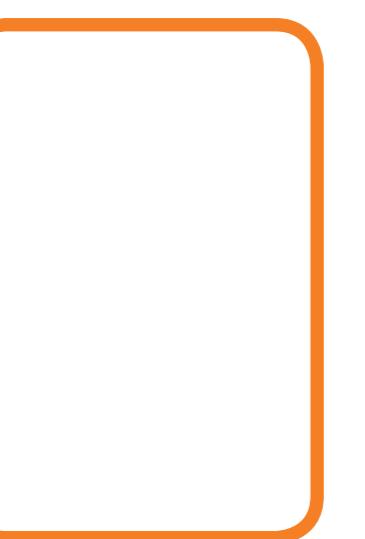
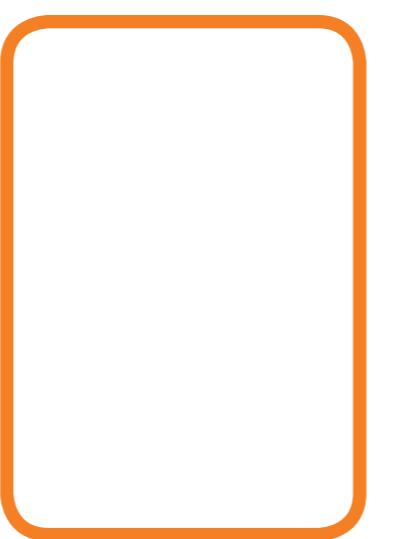
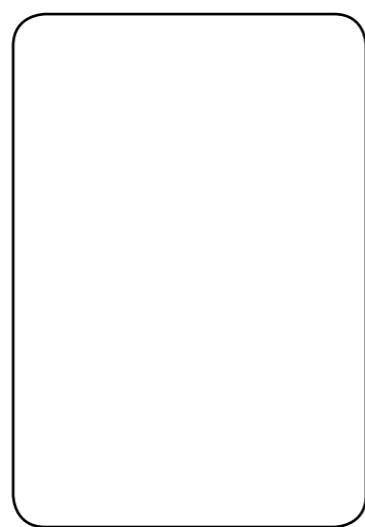
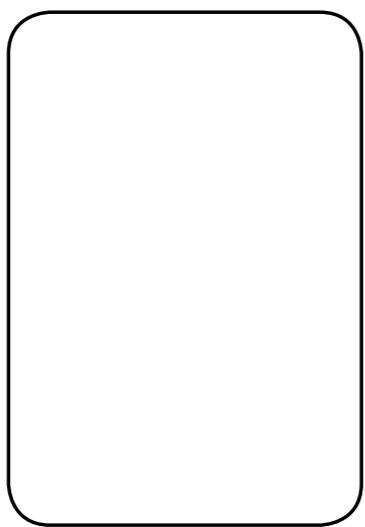
## ETAPE 1

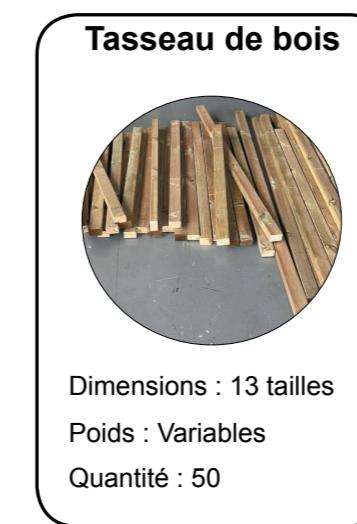
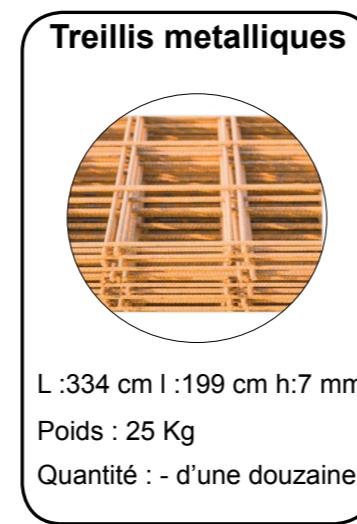
● GISEMENTS DE MATÉRIAUX OPPORTUNS ET STRUCTURANTS

● GISEMENTS DE MATÉRIAUX OPPORTUNS

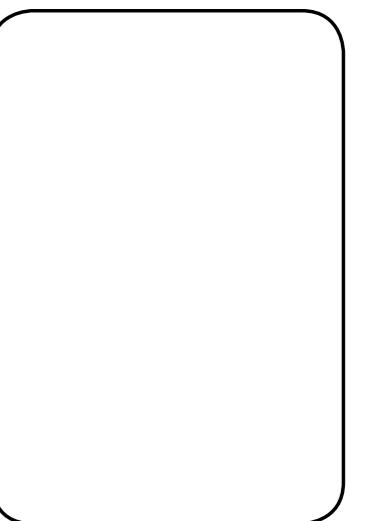
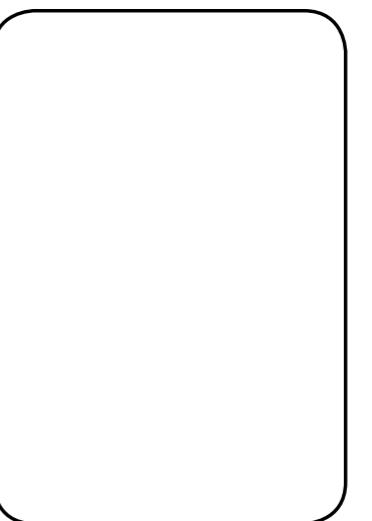
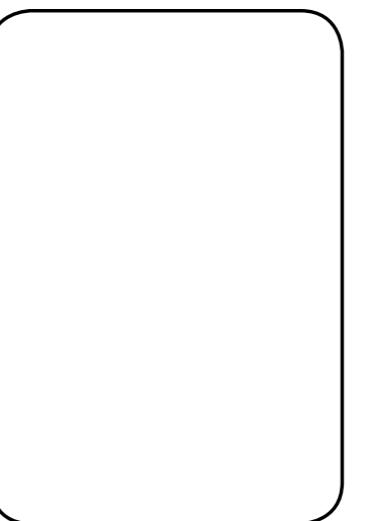
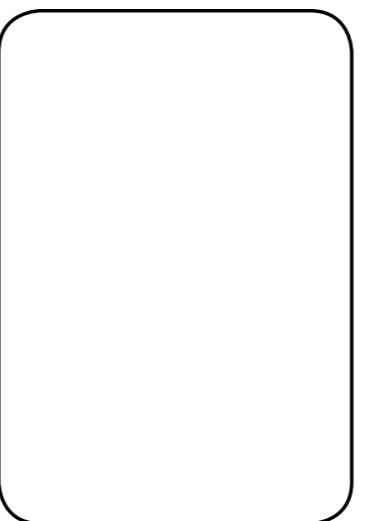
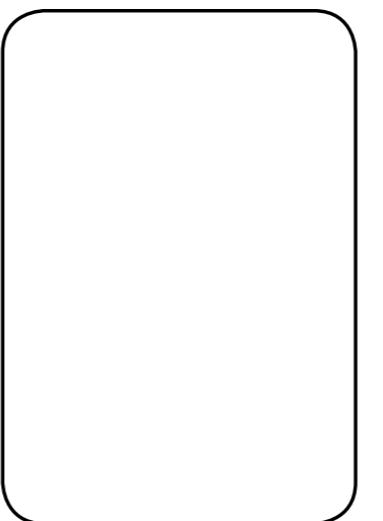
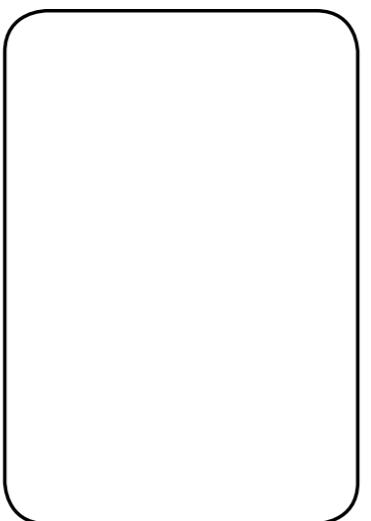
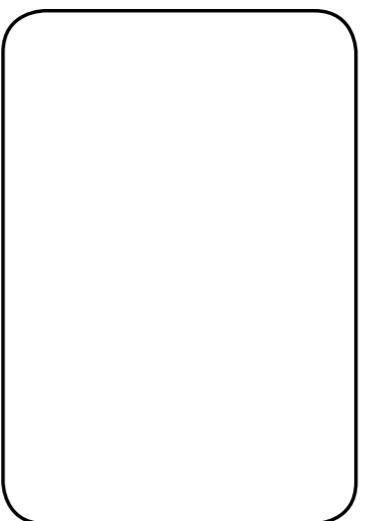
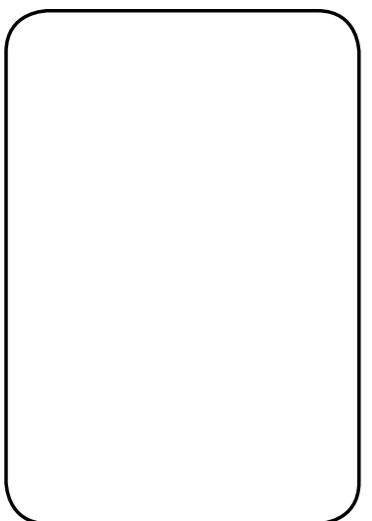
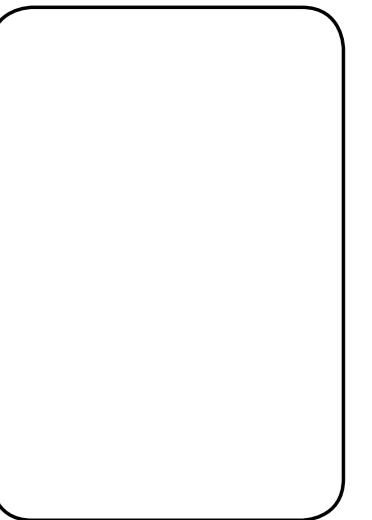
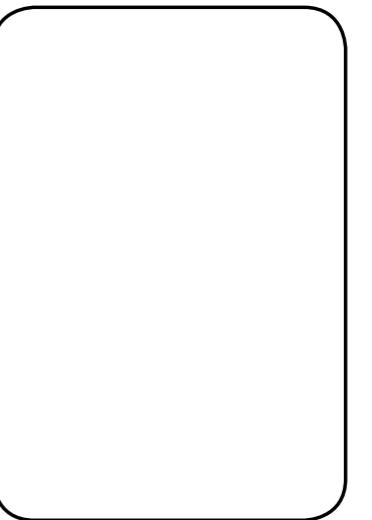
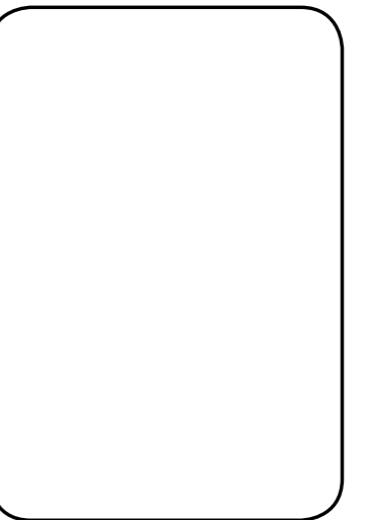
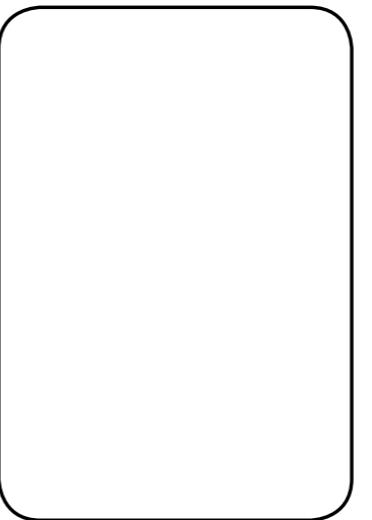
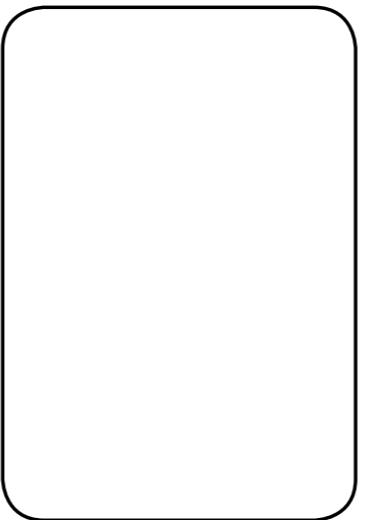
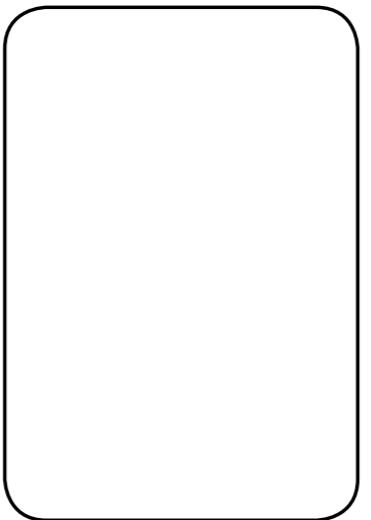
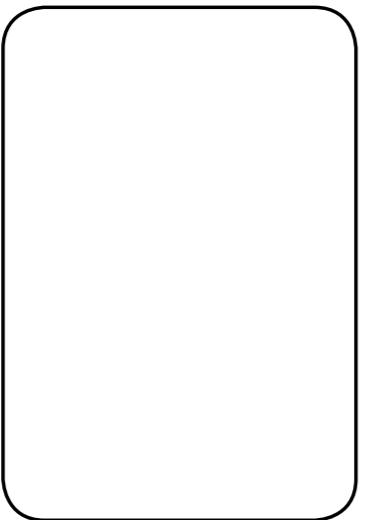
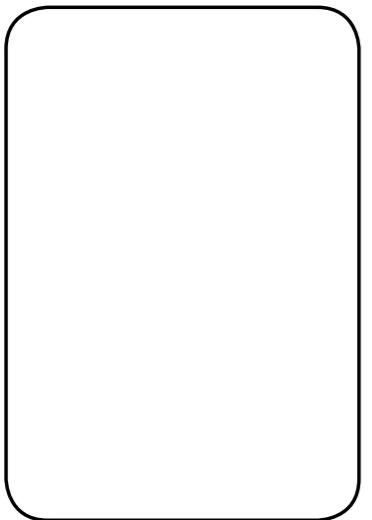


## ETAPE 2





### ETAPE 3



**MANGER**

**DORMIR**

**SANITAIRES**

**DANSER**

**SE RETROUVER**

**SE CACHER**

**SE DETENDRE**

**SE LAVER**

**S'ABRITER**

**SEPARER**

**SE CONFINER**

**JOUER**

**SE REPOSER**

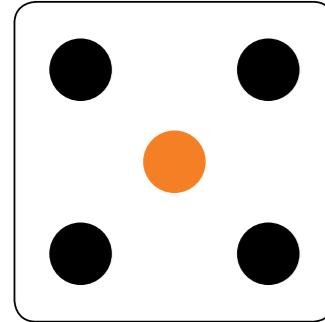
**CUISINER**

**OBSERVER**

**EXPOSER**

## PARTIE 2

### COMPOSITION DU JEU



1 gisement de matériaux structurants  
4 gisements de matériaux

Tasseaux de bois



L : 450 l : 7 h : 4,5 cm  
Poids : 10 kg  
Quantité : 16

Dalles



L : 40 l : 40 h : 3 cm  
Poids : 12 kg  
Quantité : 16

Fenêtres



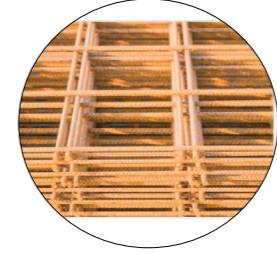
L : 150 l : 75 cm  
Poids : 10 kg  
Quantité : 5

Gravâts de chantier



L: 40cm l:40cm h max :40cm  
Poids : max 35,2 Kg  
Quantité : Centaine de kg/semaine

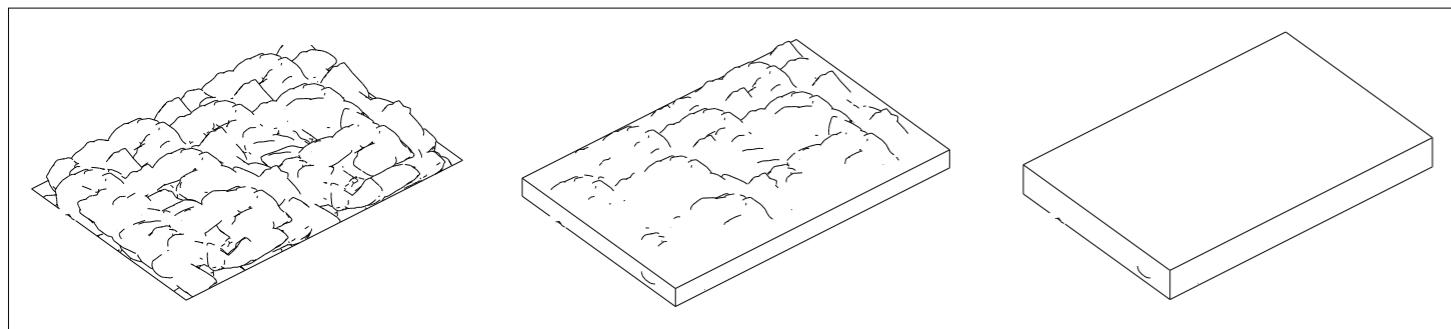
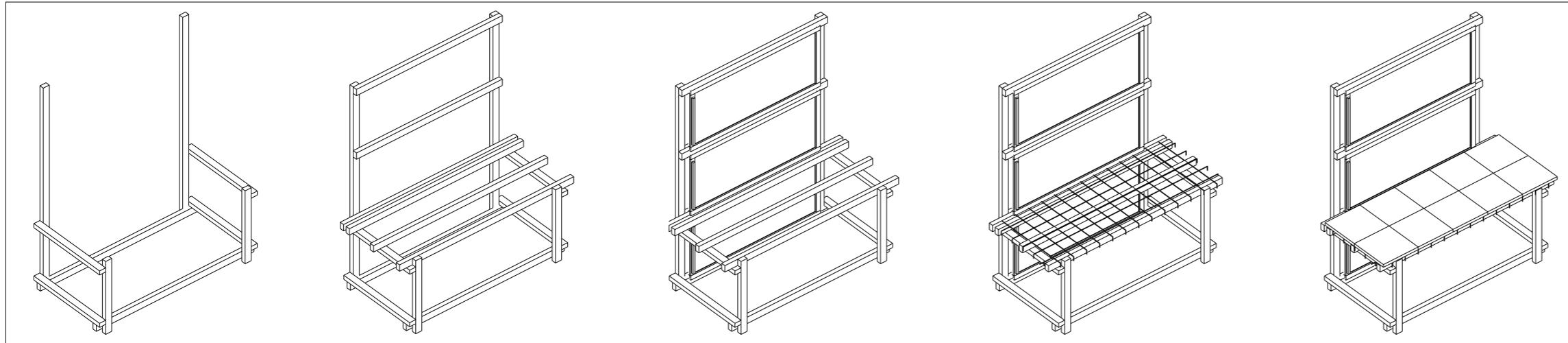
Treillis métalliques



L :334 cm l :199 cm h:7 mm  
Poids : 25 Kg  
Quantité : - d'une douzaine

CUISINER

### RÉSULTATS



Matériaux utilisés  
6 tasseaux de bois  
10 dalles  
3 fenêtres  
1 m3 de gravats  
1 treillis métallique

