



Time

Guide de l'arbitre

Règles du jeu

Organisation :

Matériel : un plateau, des cartes, une horloge mobile, le guide de l'arbitre contenant les réponses, un dé, des pions

Joueurs : au moins à 3 (deux joueurs et un arbitre qui vérifiera les réponses)

Les cartes :

Cartes jaunes : On joue avec le temps, les cartes peuvent vous faire avancer ou reculer d'un certain nombre de cases.

Cartes bleu clair : Galipette ne sait pas lire l'heure... Il vous présente une horloge, vous devez alors lui lire l'heure indiquée (matin ou après-midi).

Cartes orange : Grimaçon vous donne l'heure à l'écrit, à vous de placer les aiguilles sur l'horloge mobile.

Cartes bleues : Grimacette vous montre l'heure inscrite sur son réveil digital, à vous de placer les aiguilles sur l'horloge mobile.

Règles :

Préparation : Tous les joueurs se placent sur la case jaune « Que la journée commence ».

Premier tour : Les joueurs choisissent la couleur de la carte qu'ils piochent : bleu clair, orange ou bleu foncé.

Autres tours : Pour le reste de la partie, la carte piochée sera de la couleur de la case sur laquelle le joueur se trouve.

- Lorsqu'un joueur **répond correctement** à une carte, il peut alors lancer le dé et avancer du nombre de cases correspondantes.
- Lorsqu'un joueur **ne parvient pas** à trouver la bonne réponse d'une carte, alors il ne peut pas lancer le dé et reste donc à sa place.

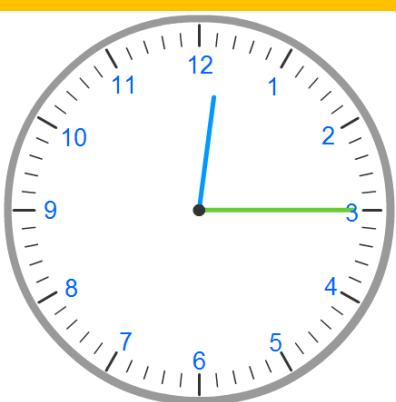
Le **gagnant** est le premier joueur à avoir fait le tour du plateau.

Cartes bleu clair

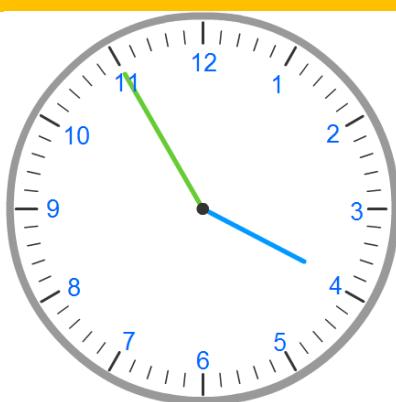
	Matin	Après-midi	Mais aussi...
1	8h10	20h10	
2	2h53	14h53	
3	00h00	12h00	Midi / Minuit
4	6h00	18h00	Six heures pile
5	4h15	16h15	Quatre heures et quart
6	6h45	18h45	Sept heures moins le quart
7	4h50	16h50	Cinq heures moins dix
8	10h58	22h58	Onze heures moins deux
9	2h00	14h00	Deux heures pile
10	4h15	16h15	Quatre heures et quart
11	7h22	19h22	
12	9h40	21h40	Dix heures moins vingt
13	8h30	20h30	Huit heures et demie
14	5h35	17h35	Six heures moins vingt-cinq
15	1h37	13h37	
16	5h20	17h20	
17	3h42	15h42	
18	8h05	20h05	
19	9h14	21h14	
20	9h20	21h20	
21	11h10	23h10	
22	3h22	15h22	
23	1h45	13h45	Deux heures moins le quart
24	6h15	18h15	Sept heures et quart

Cartes orange

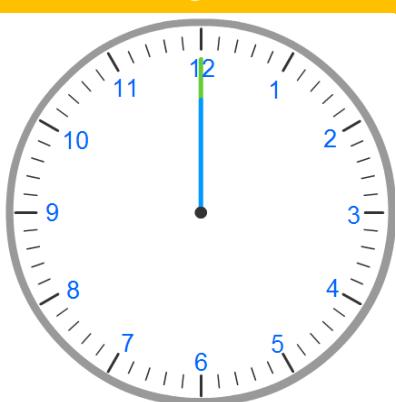
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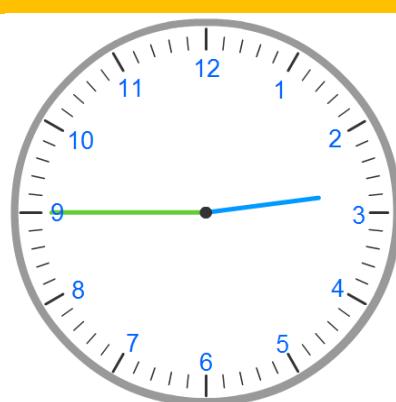
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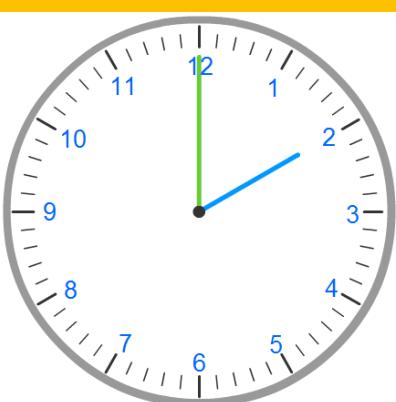
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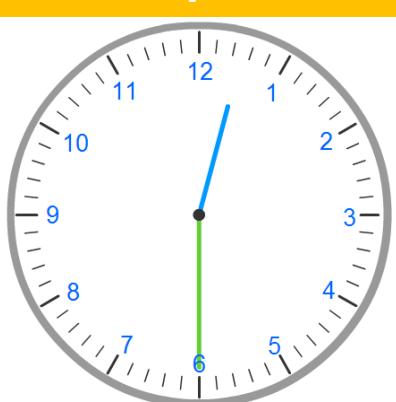
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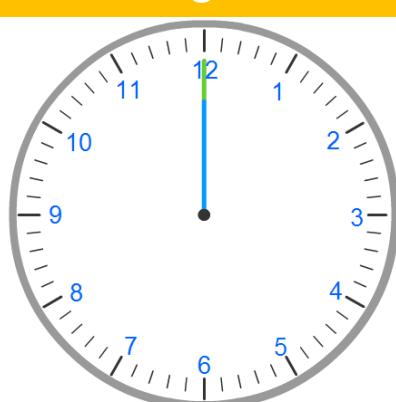
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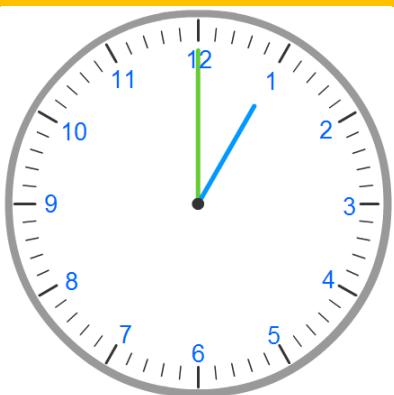
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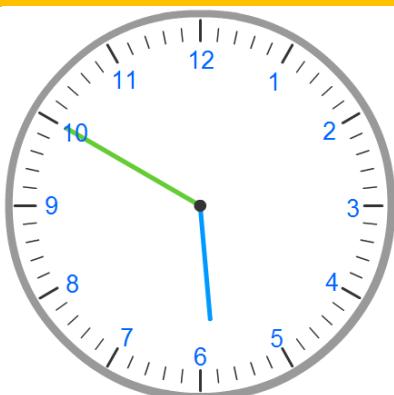
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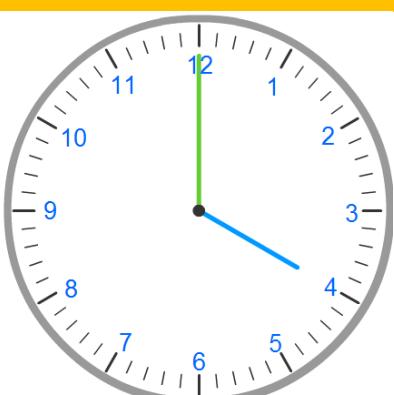
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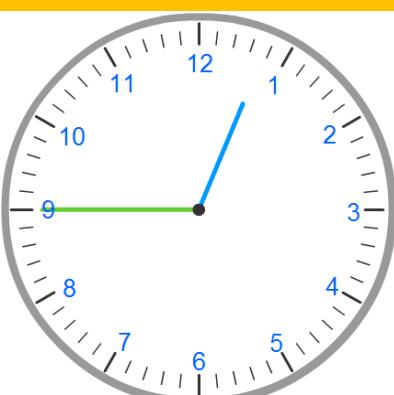
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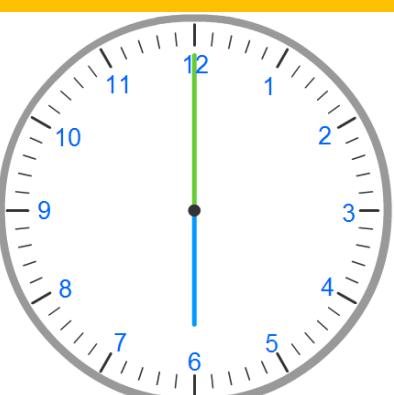
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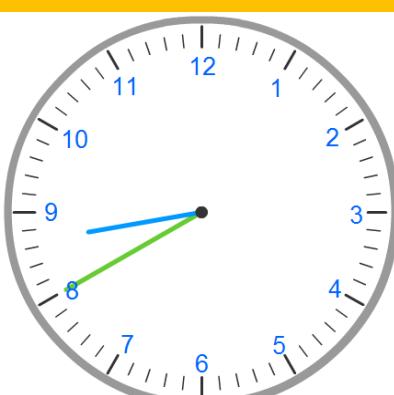
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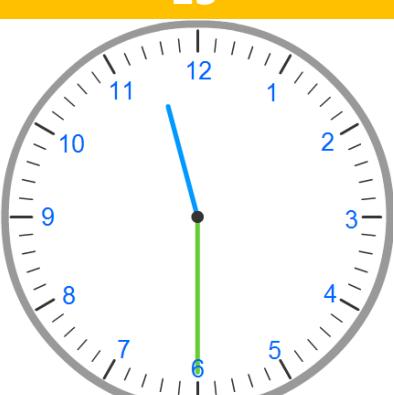
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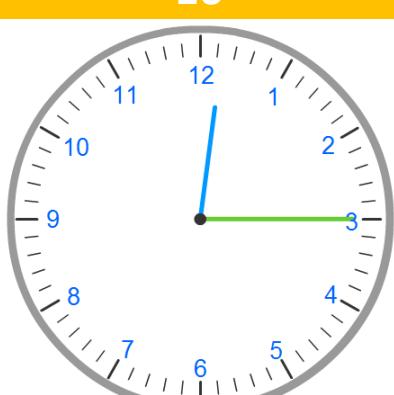
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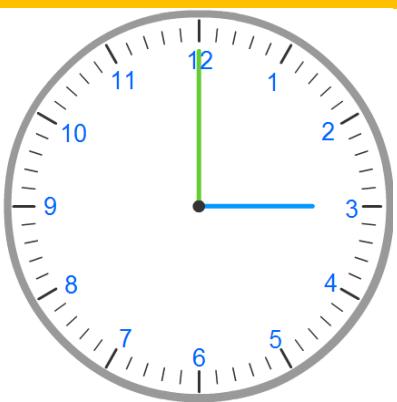
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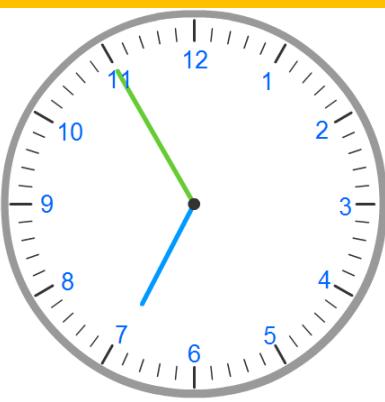
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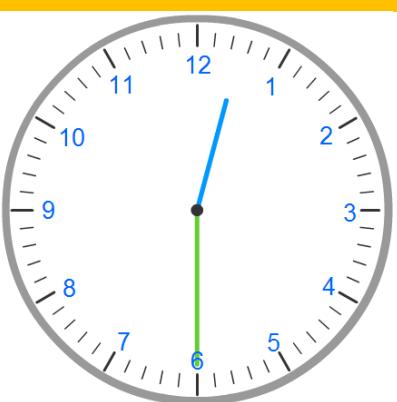
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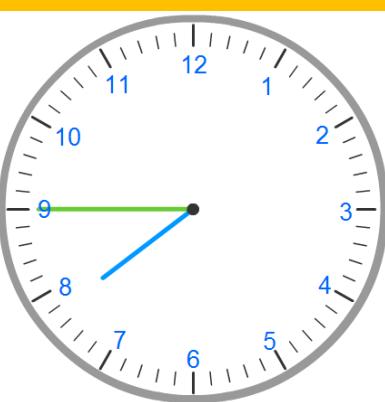
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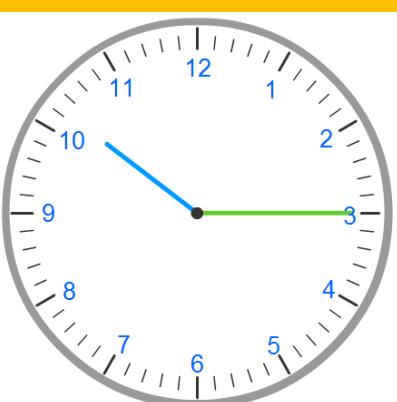
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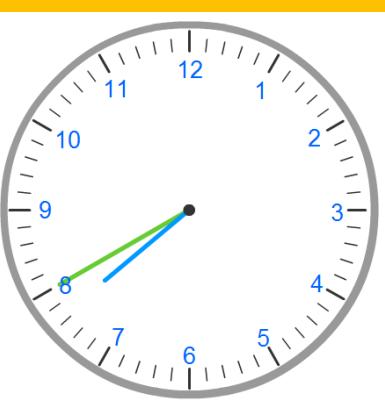
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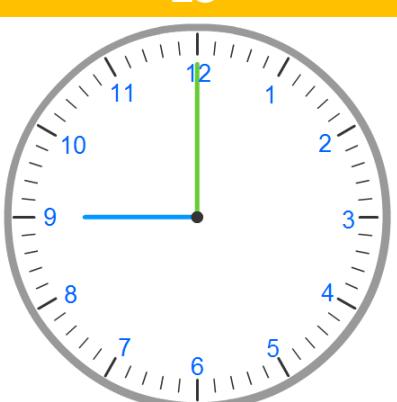
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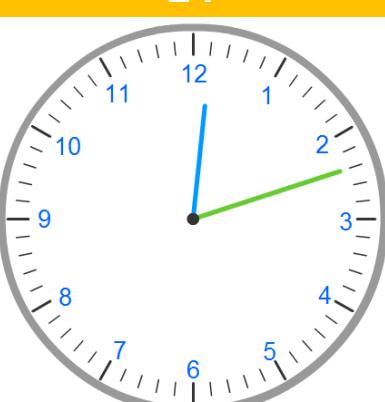
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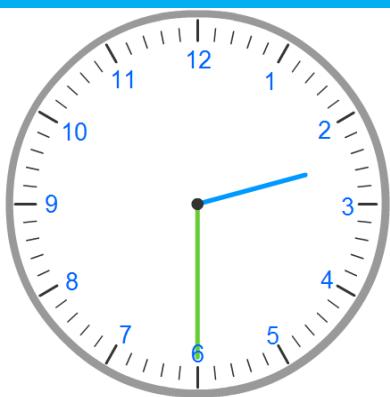


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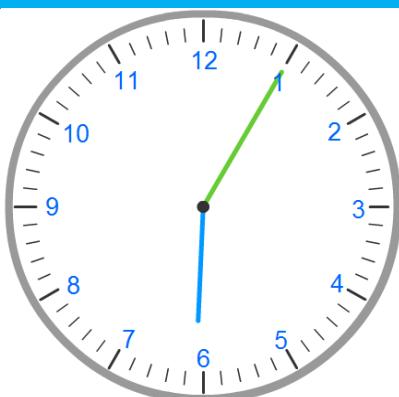


Cartes bleues

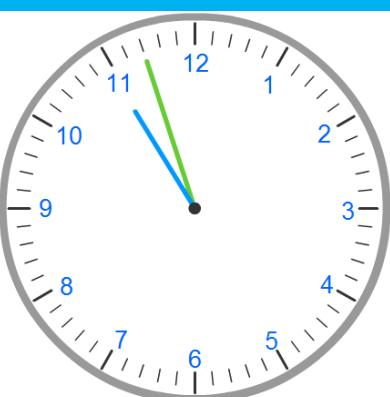
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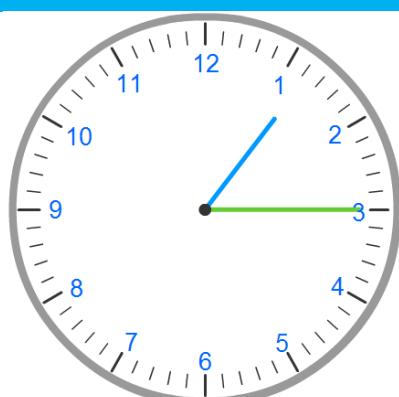
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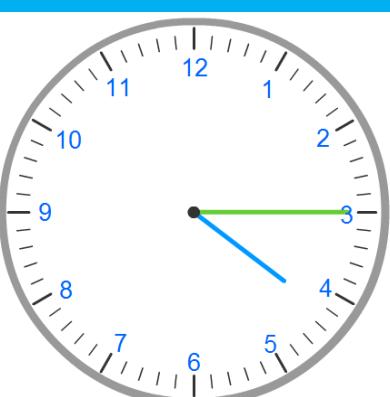
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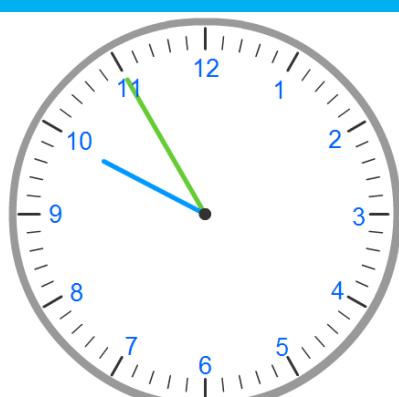
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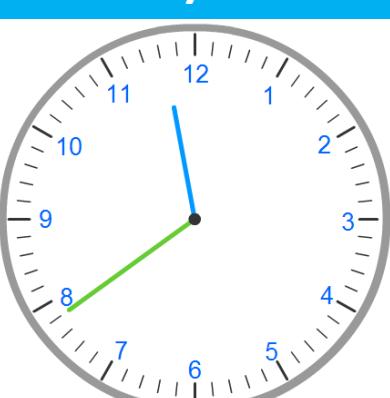
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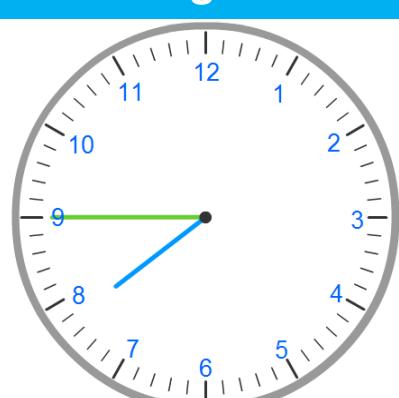
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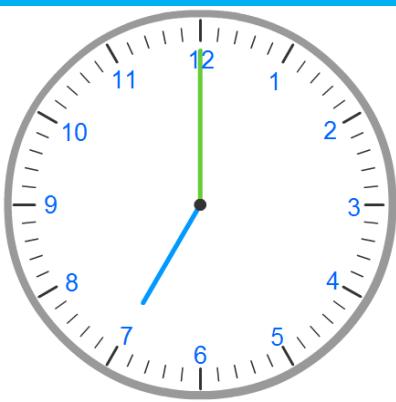
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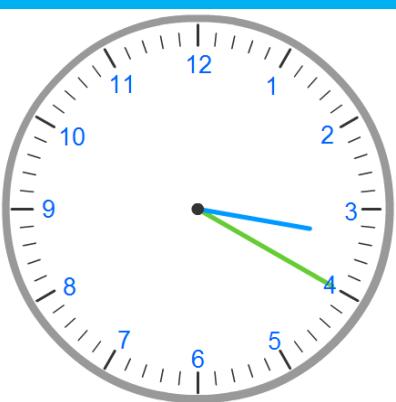
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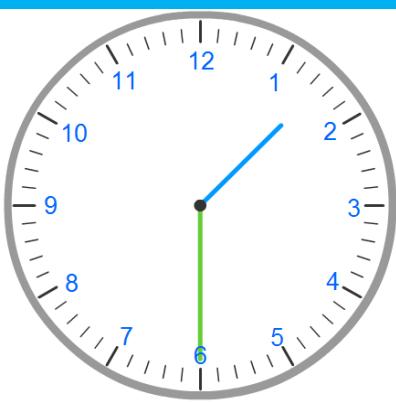
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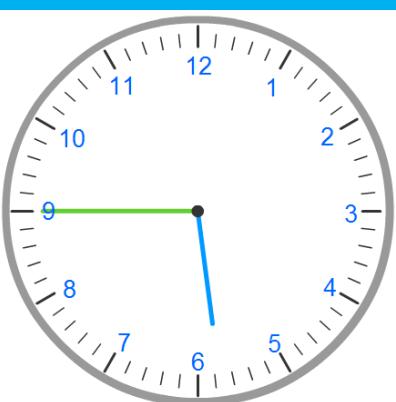
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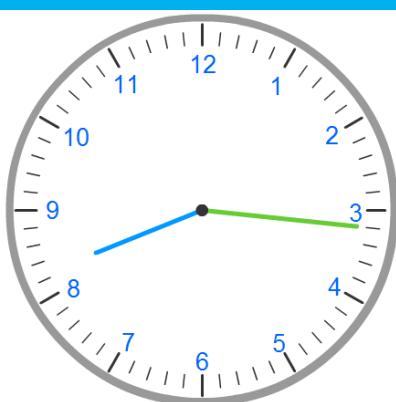
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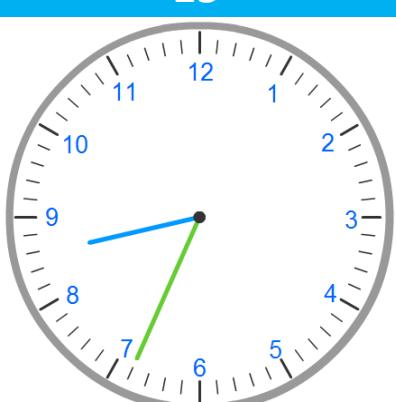
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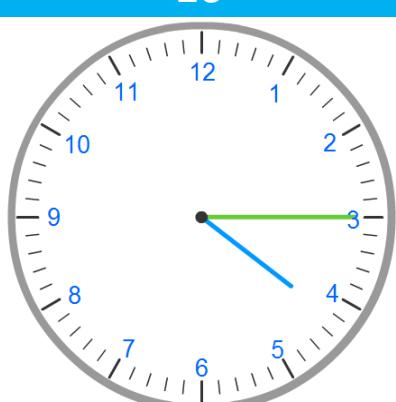
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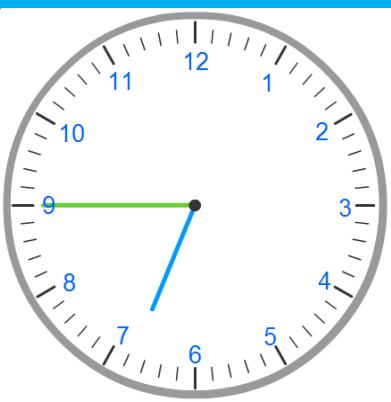
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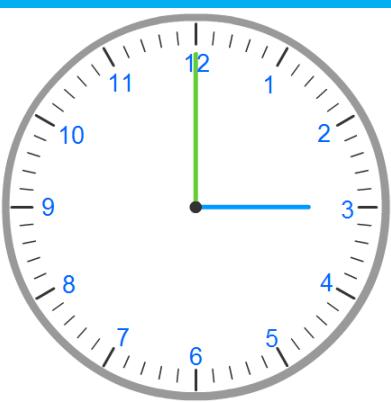
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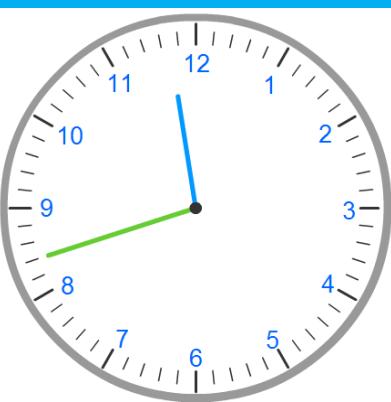
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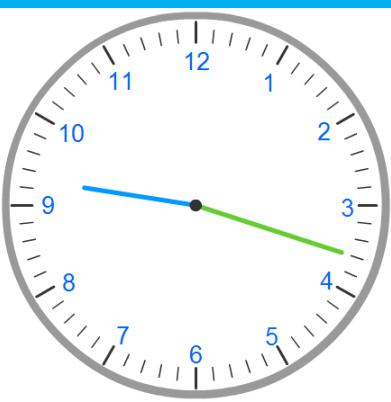
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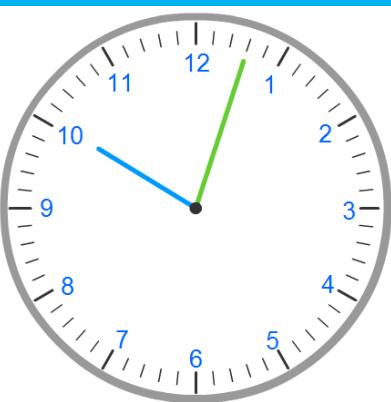
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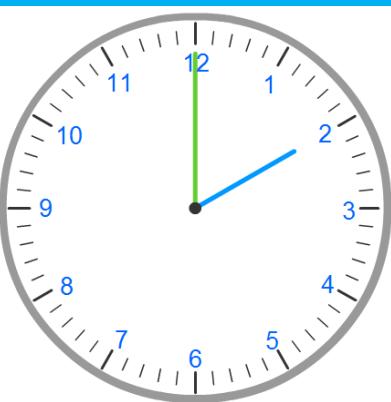
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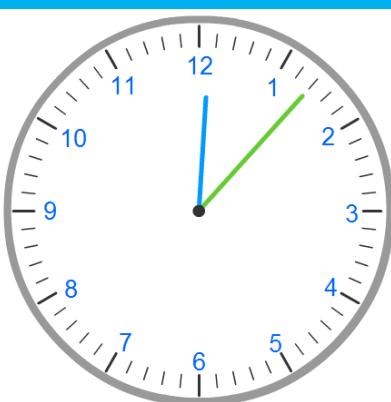
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