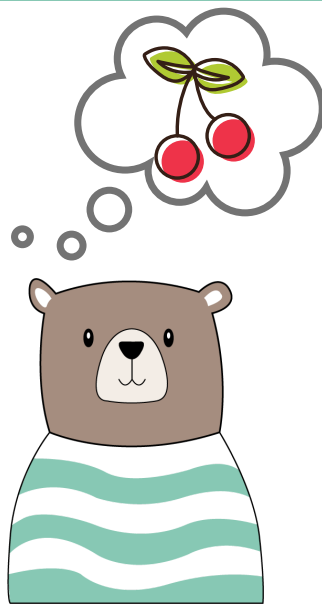
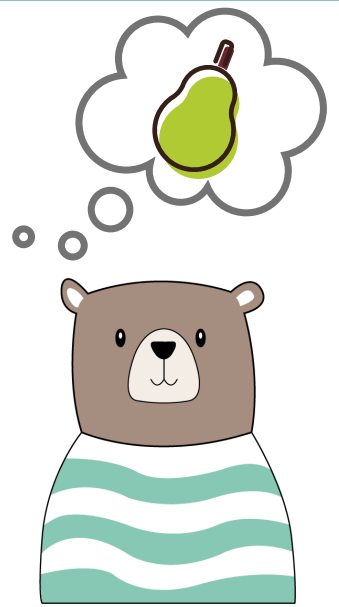


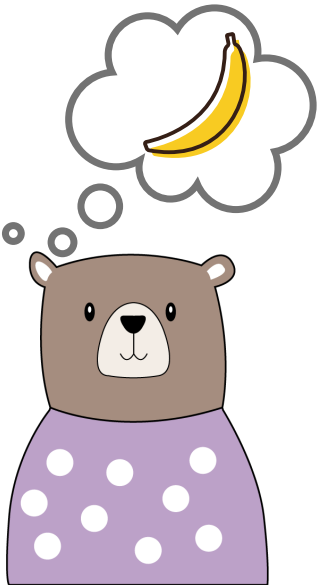
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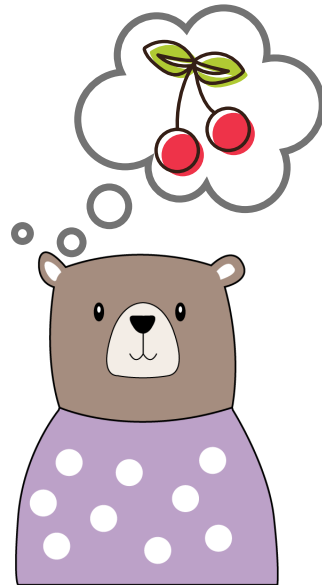
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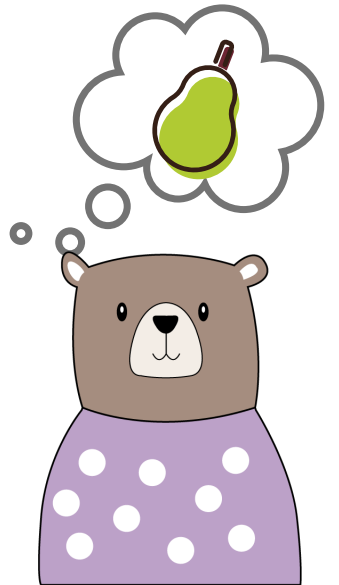
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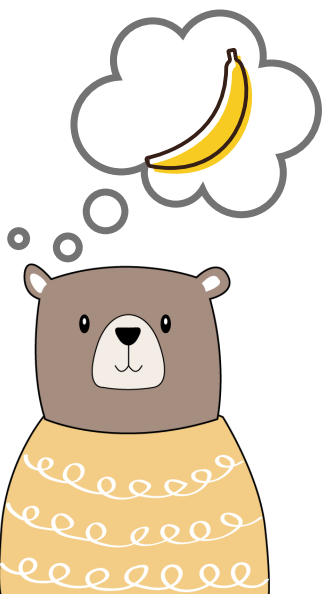
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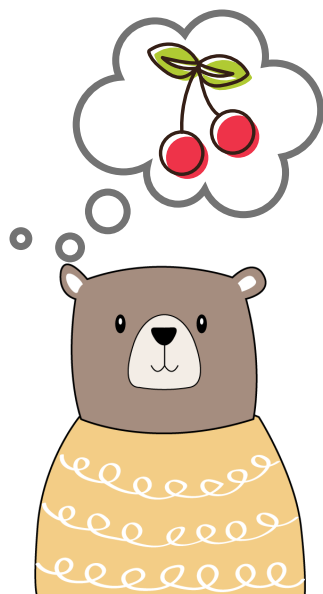
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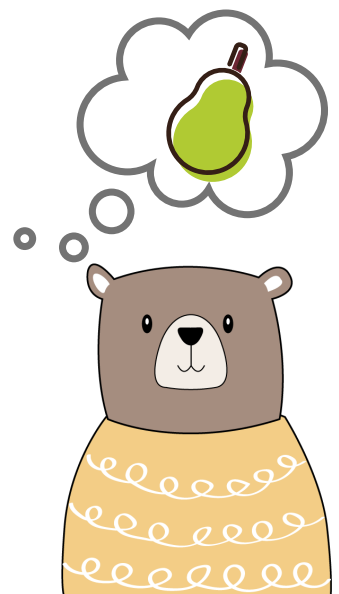
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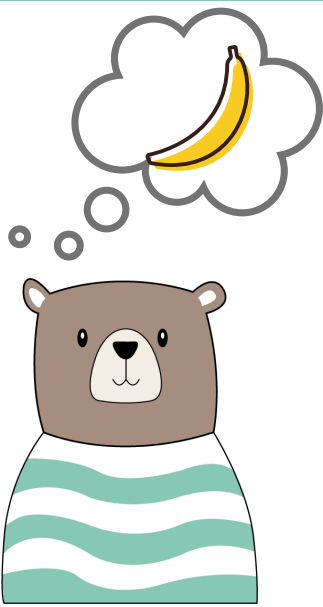
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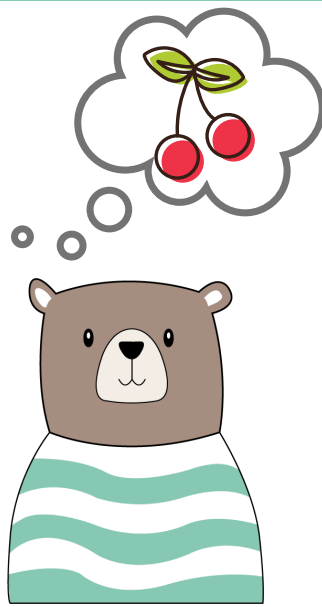
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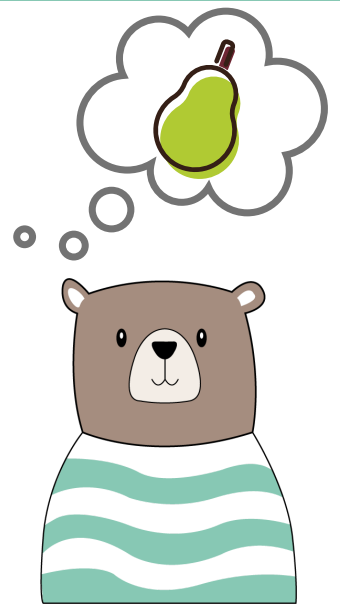
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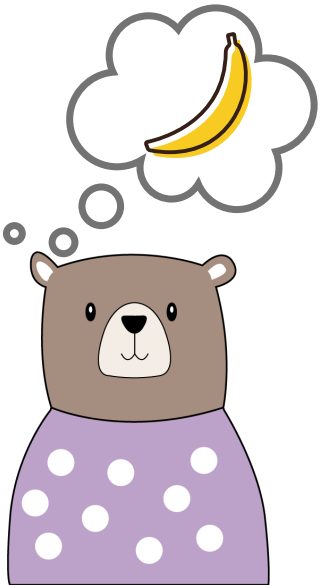
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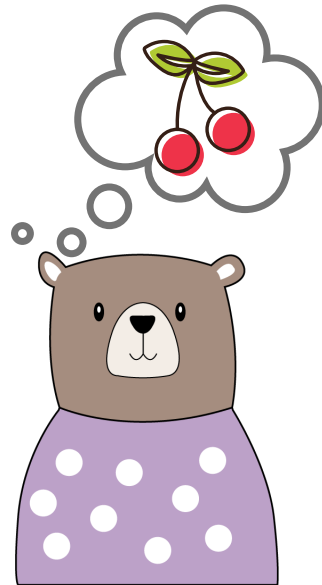
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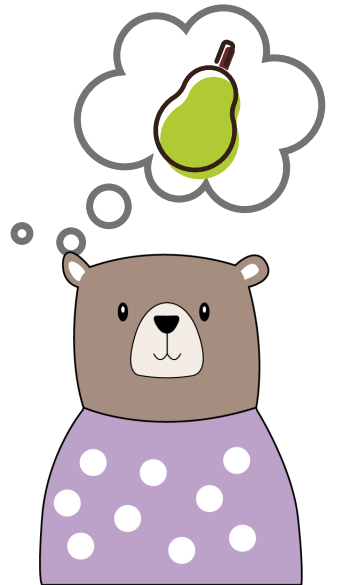
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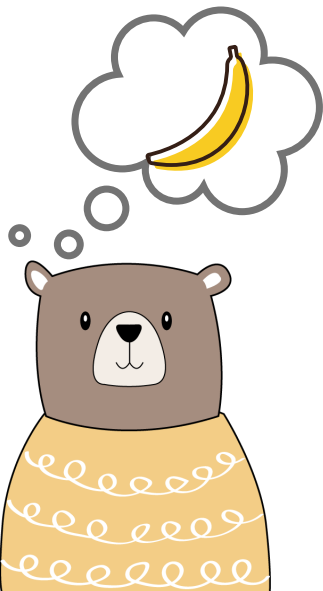
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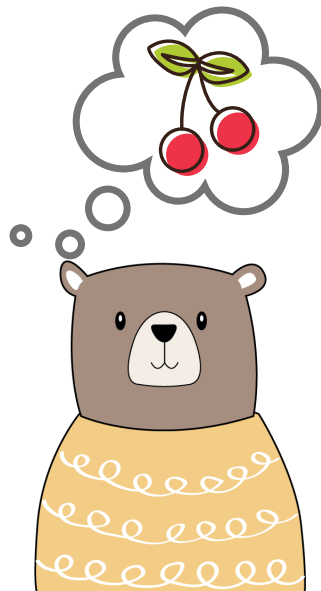
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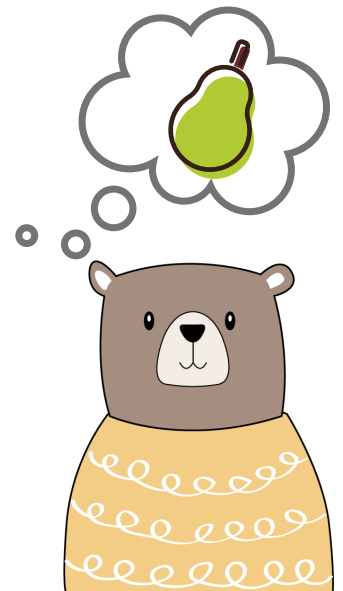
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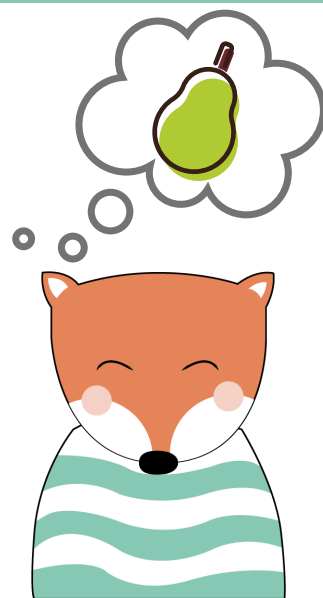
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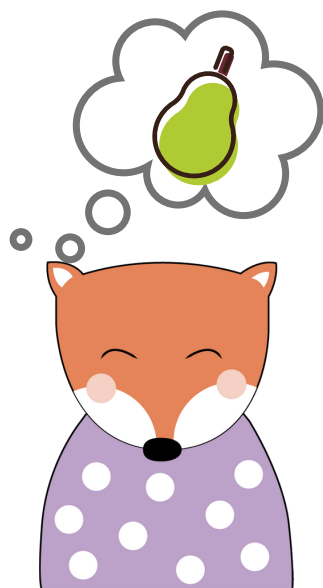
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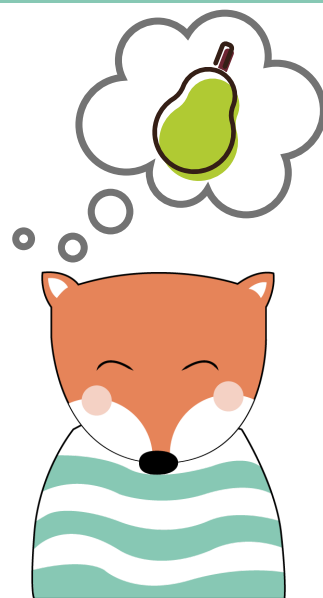
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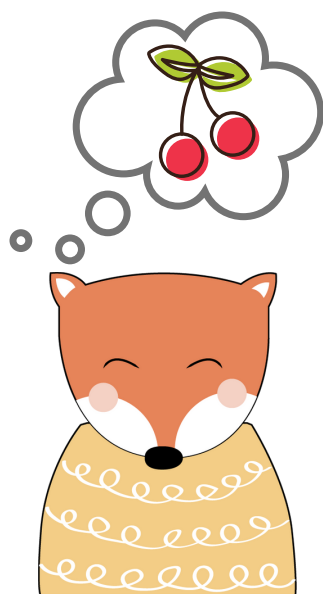
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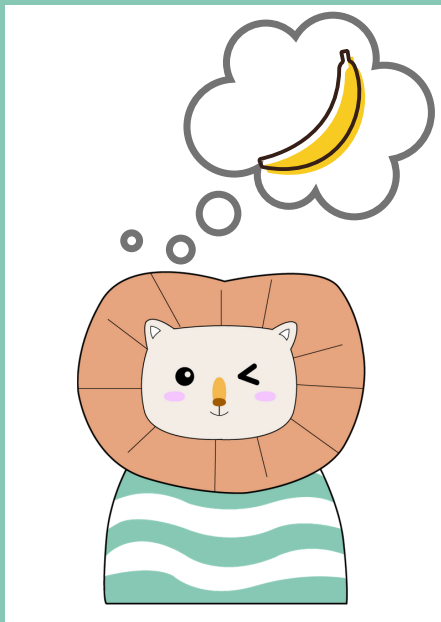
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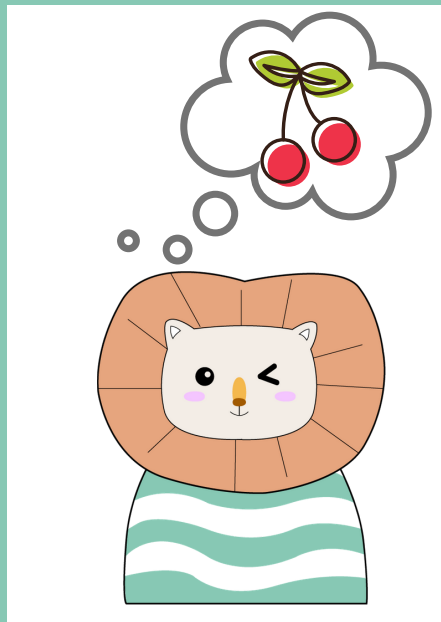
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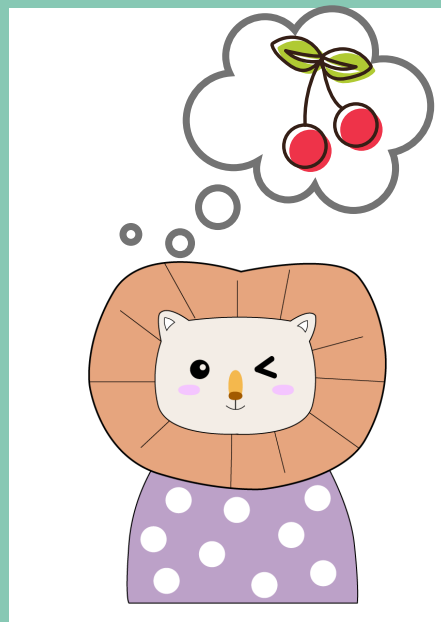
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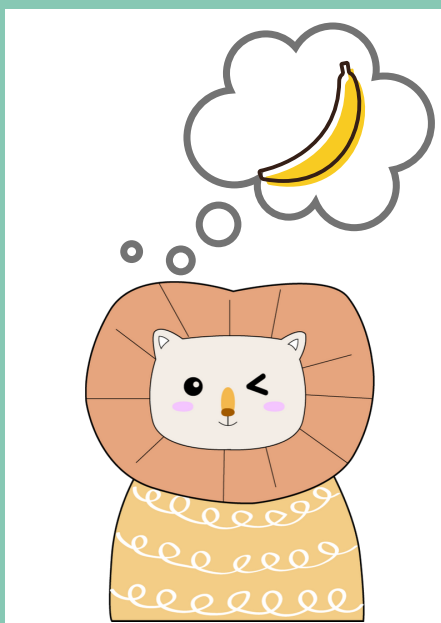
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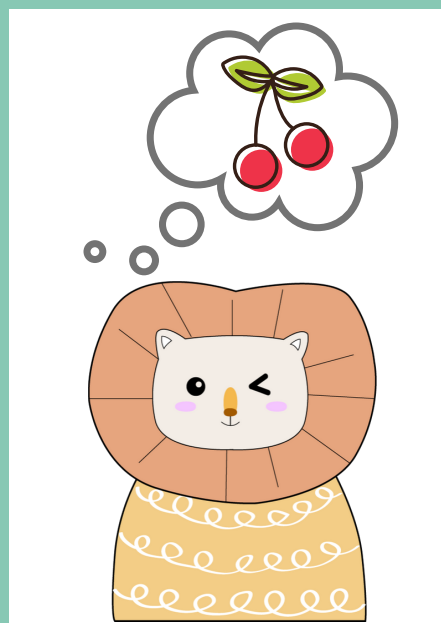
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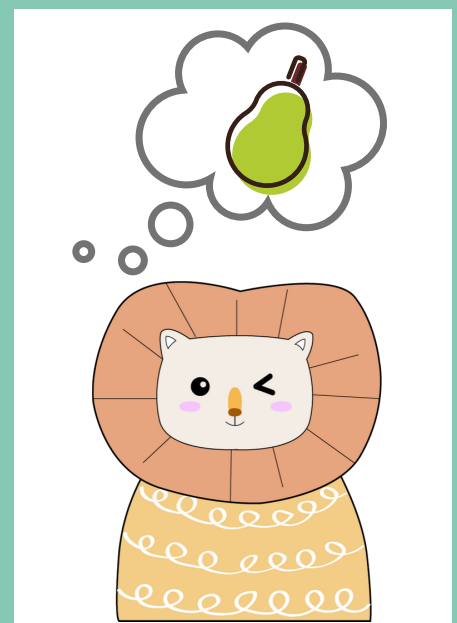
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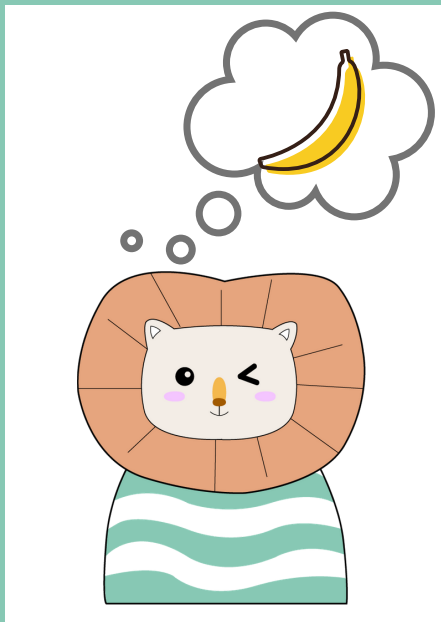
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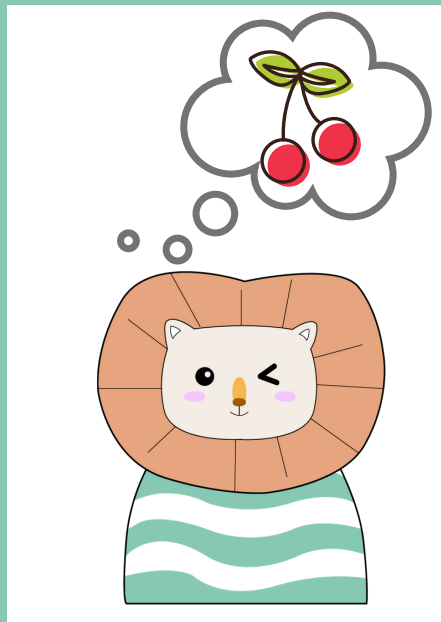
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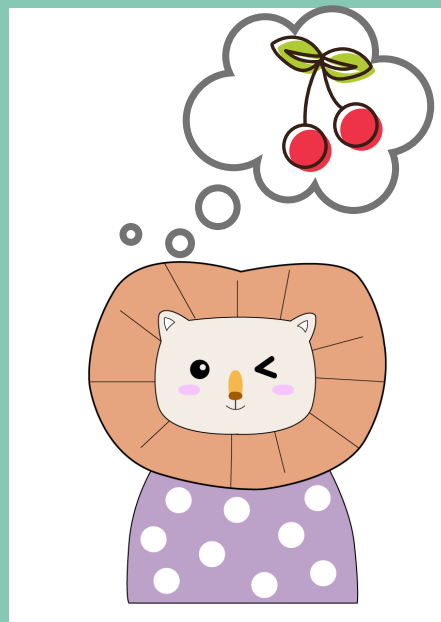
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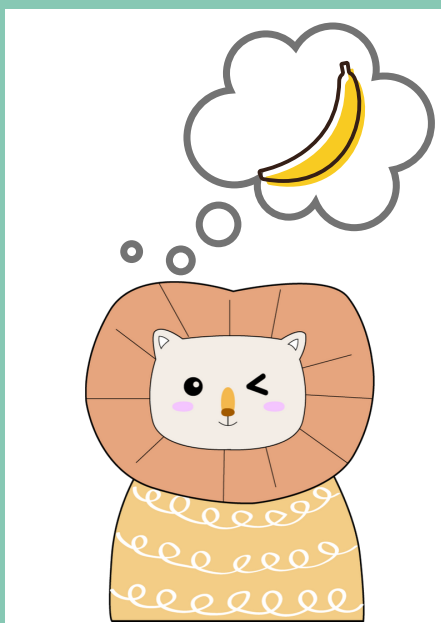
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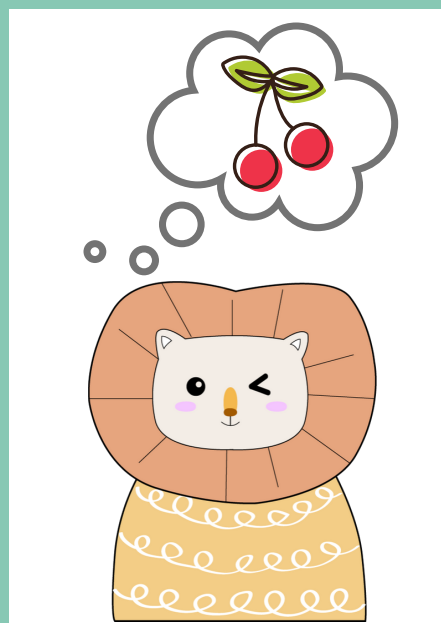
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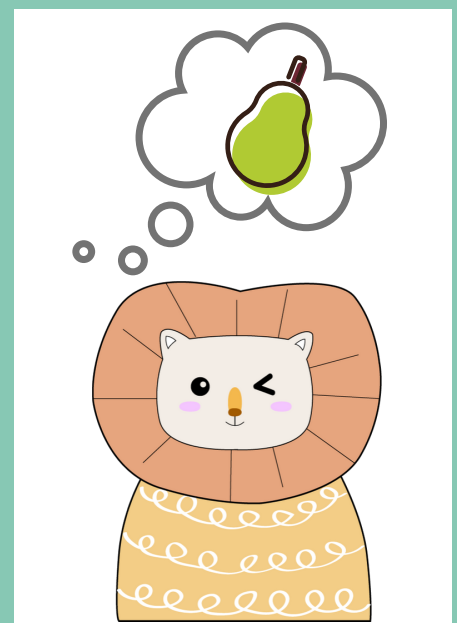
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INSTRUCCIONES

- ✓ Mezcla muy bien las cartas y repártelas entre los jugadores. Cada jugador las pondrá en un montón boca abajo delante de él
- ✓ Por turnos, cada jugador girará la primera carta de su montón y la pondrá delante de él, en otro montón que será el de "descartes".
- ✓ Cuando dos de las cartas que hay sobre la mesa coincidan en dos características habrá que tocar el timbre rápidamente. Las características son:
 - El animal: oso, zorro o león
 - La camiseta: azul, amarilla o morada
 - La fruta : plátano, cerezas o pera
- ✓ Si eres el más rápido en tocar el timbre, te llevas todas las cartas de los montones que estén boca arriba. Gana el jugador que consiga más cartas
- ✓ Pero atención! Hay dos cartas especiales: las cartas cubierto. Cuando salga esta carta hay que tocar el timbre

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