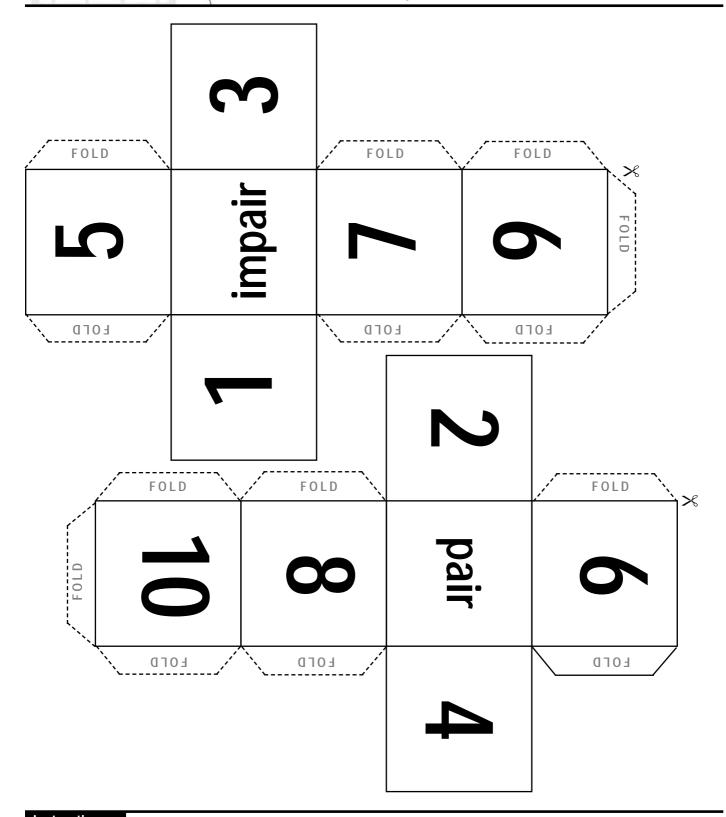
3. Pair et impair



Instructions

- This game requires four or more players.
- Cut out both dice, fold the tabs and stick together.
- Break into two groups, each taking a dice.
- Each group begins with one player rolling the dice and calling out the number rolled. When a player rolls 'pair' or 'impair' they must call out all the even numbers ('pair') or odd numbers ('impair') on the dice. Groups then swap dice and continue.

Name:		
Mame.		