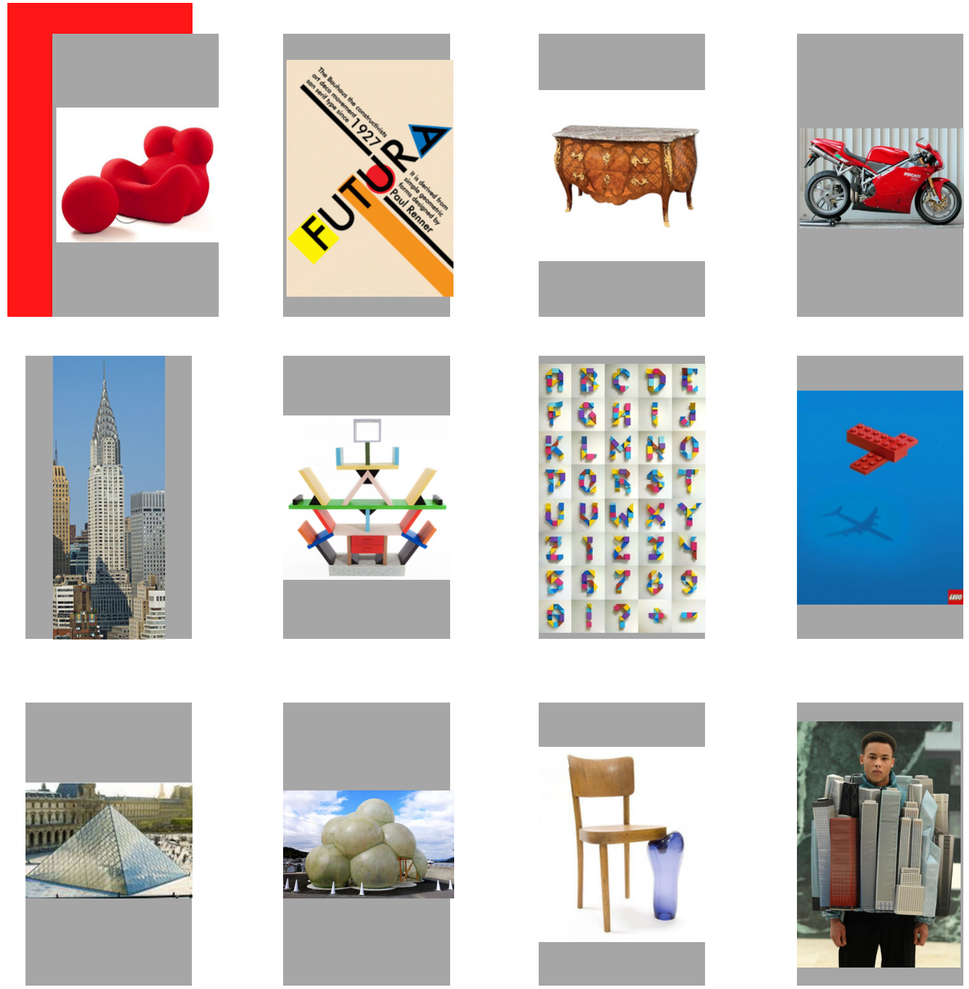
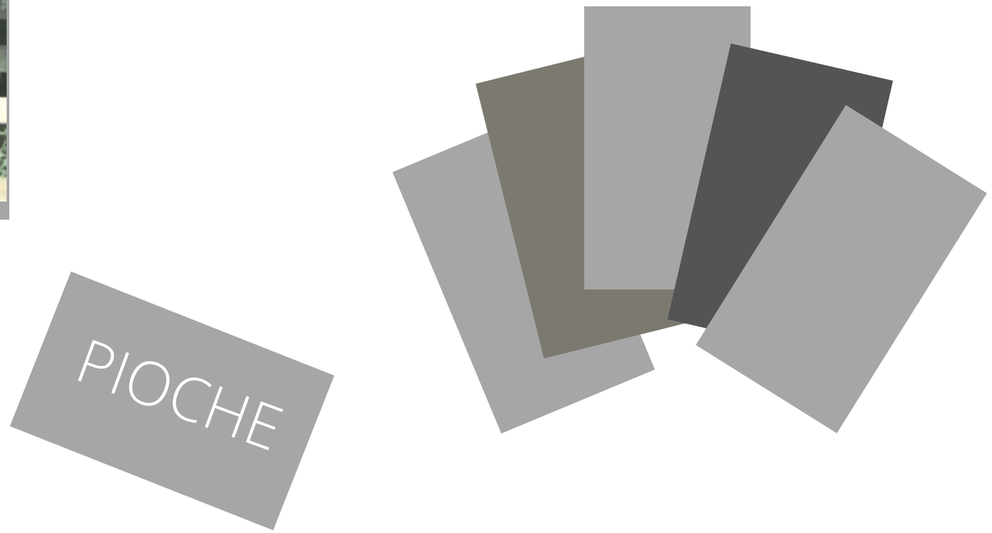
SIMILO DESIGN

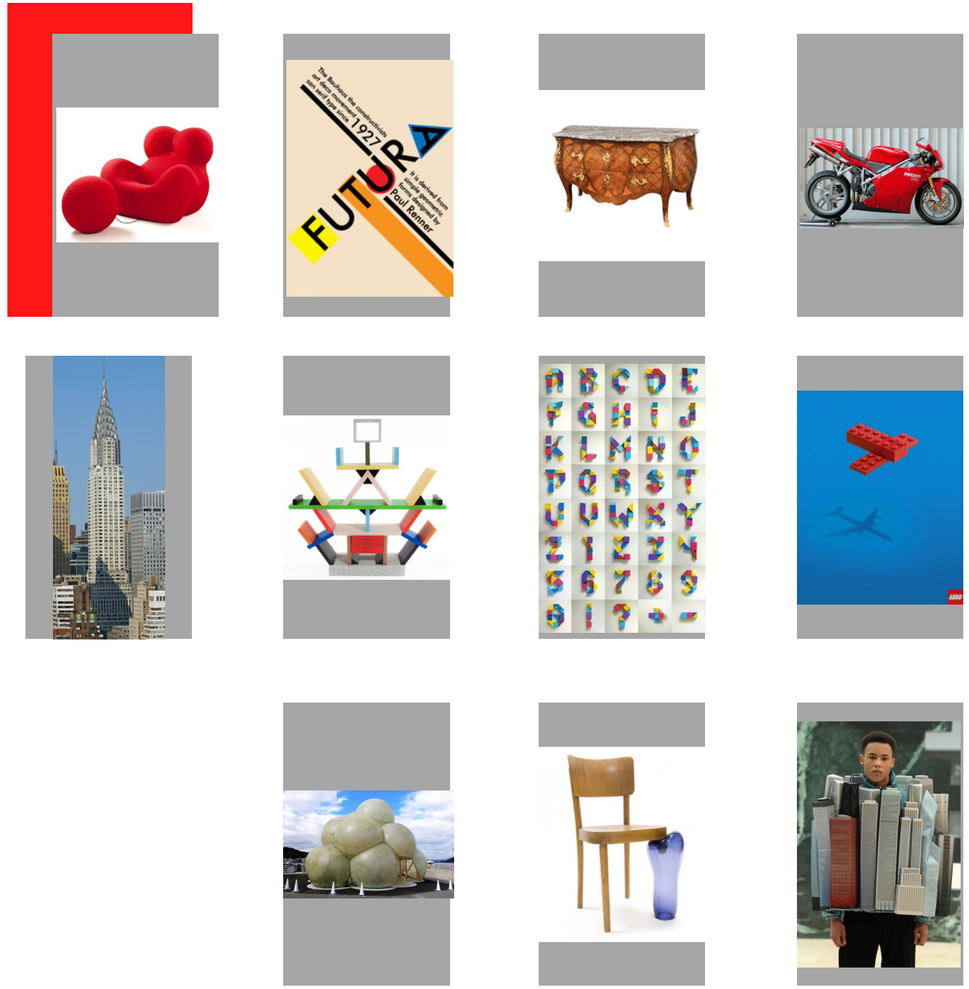
35 cartes

Le but du jeu est de faire deviner aux autres joueurs une création de design secrète (parmi les 12 au centre de la table). Pour cela d’autres cartes serviront d’indices. L’idée étant de pointer sans un mot des similitudes entre les créations indice et la création secrète (domaine du design, matière, forme, fonction, couleur…).

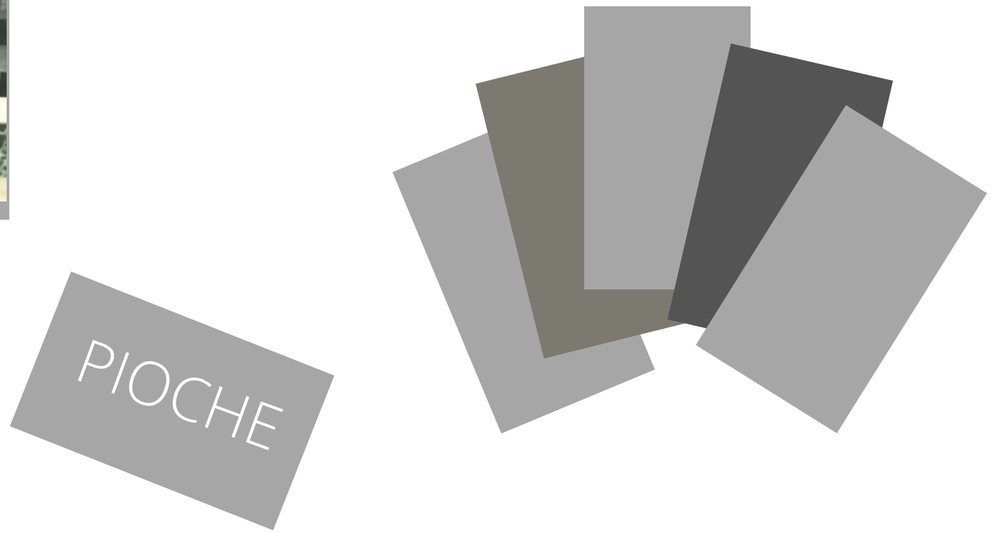


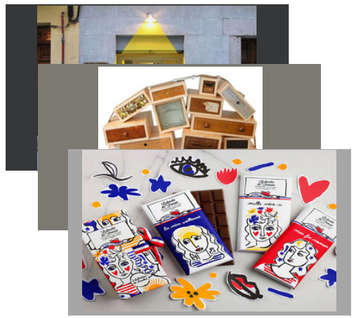
carte indice n°1
pour éliminer 1 carte





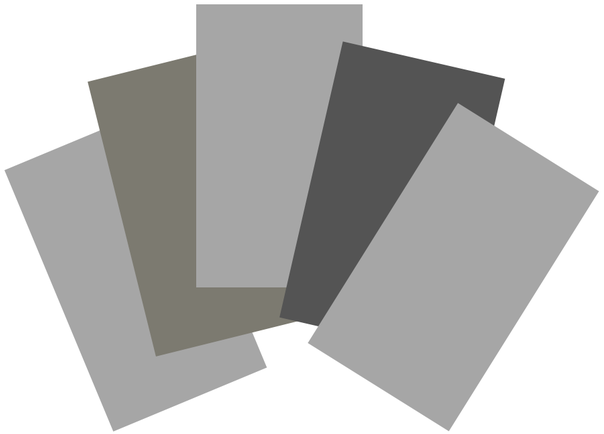
carte indice n°2
pour éliminer 2 cartes



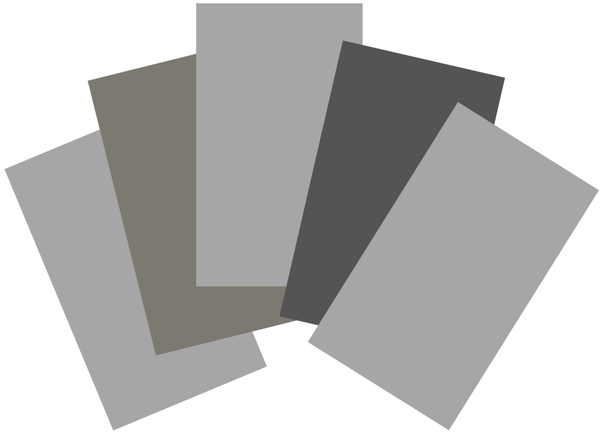


carte indice n°3
pour éliminer 3 cartes

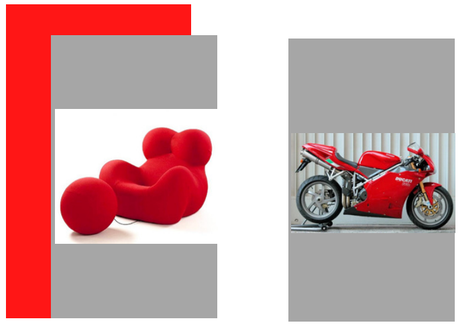
PIOCHE

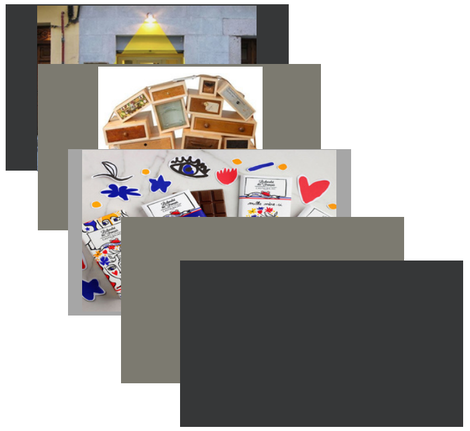


carte indice n°4
pour éliminer 4 cartes

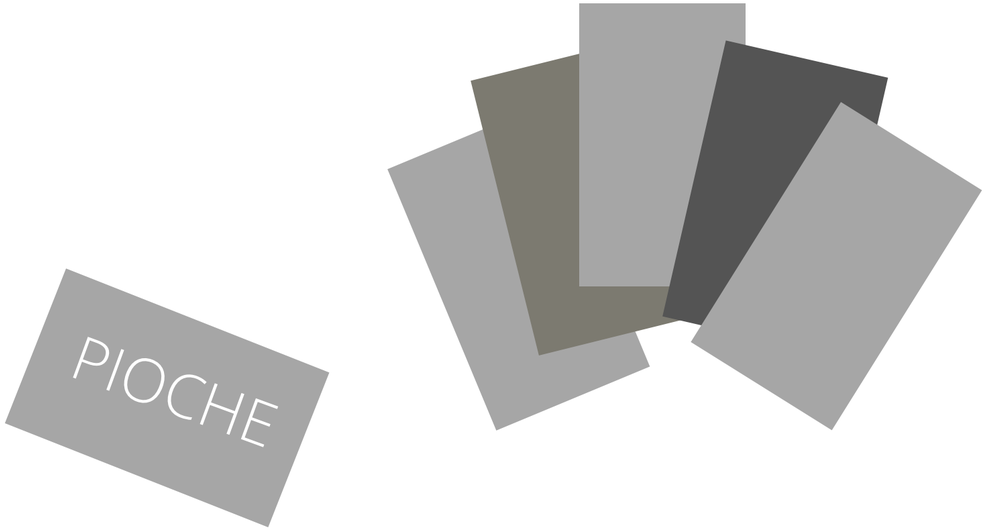


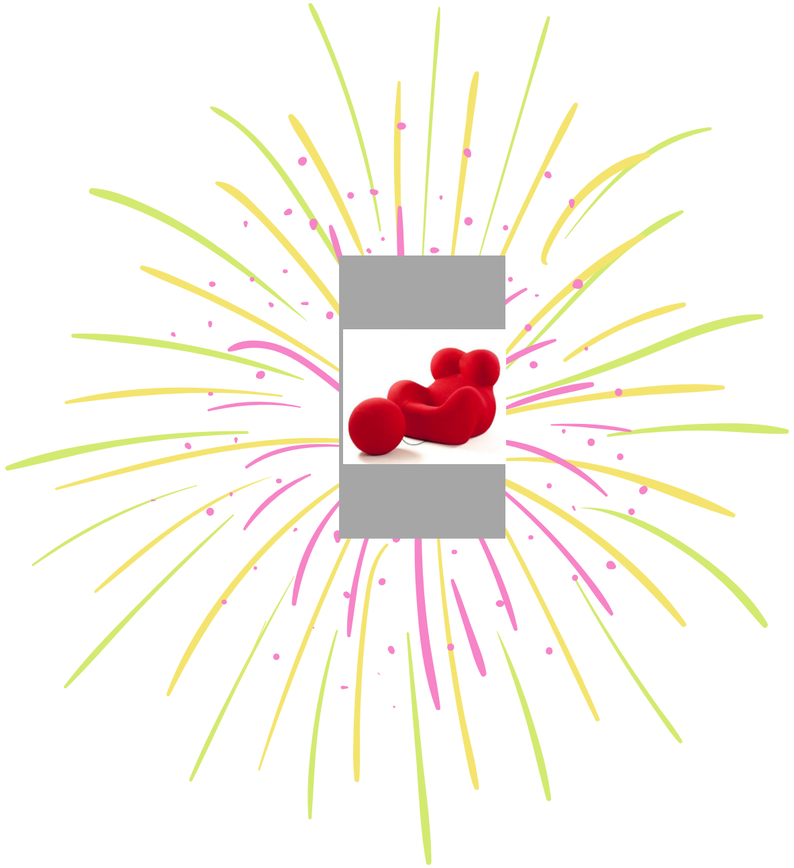
PIOCHE

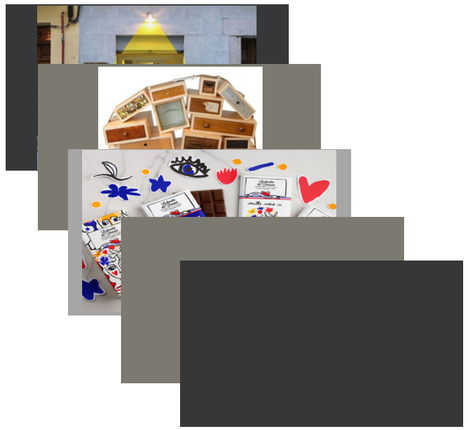


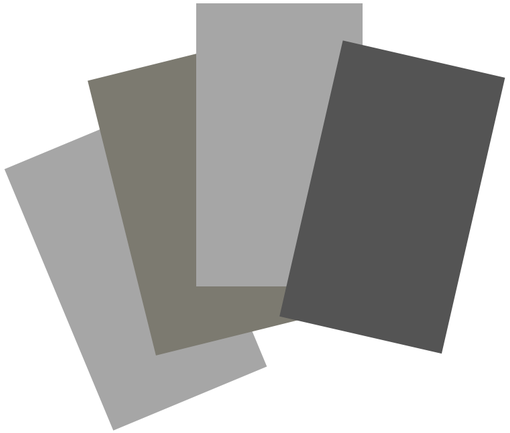


carte indice n°5
pour éliminer 1 carte









PIOCHE