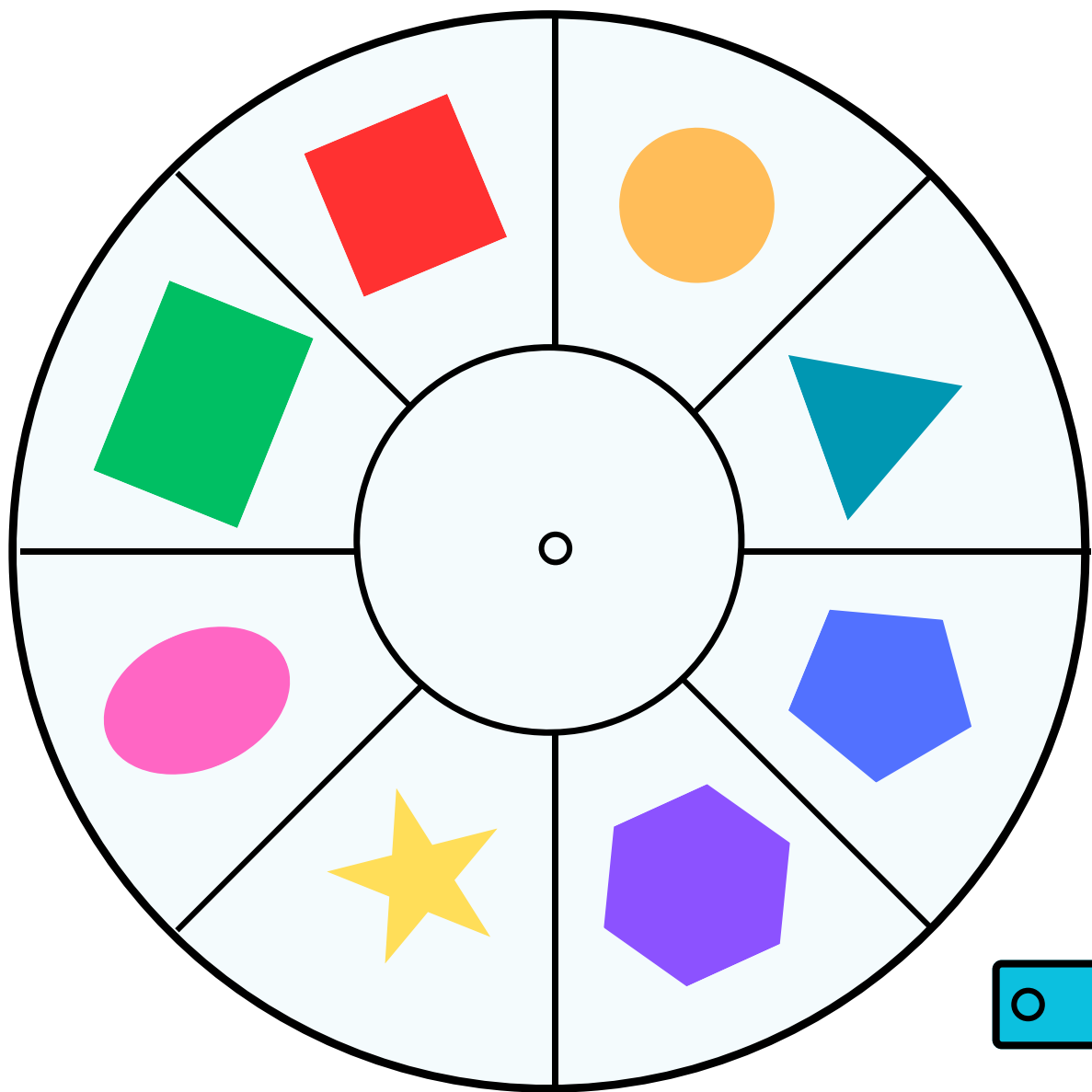


JOGO DE CARTAS

# FIGURAS GEOMÉTRICAS

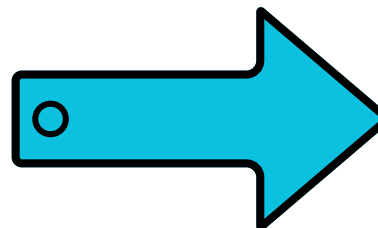


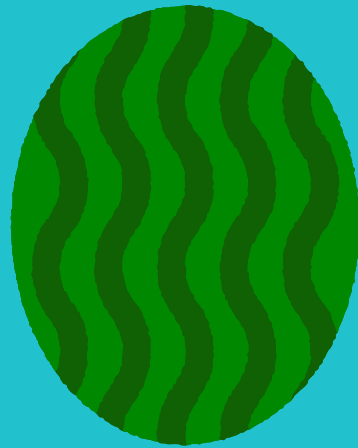
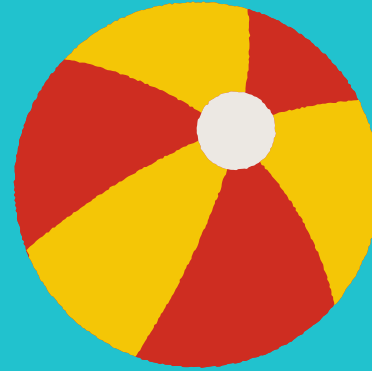
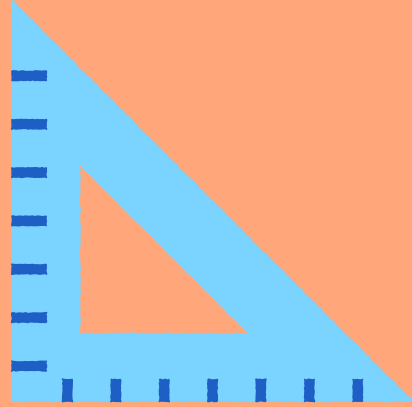


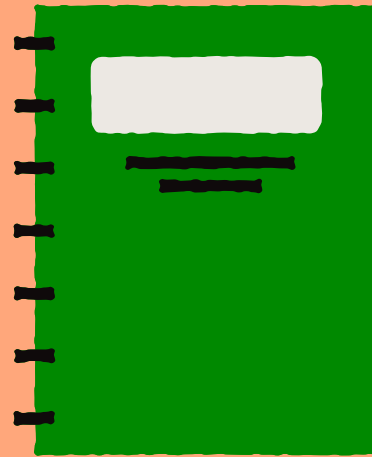
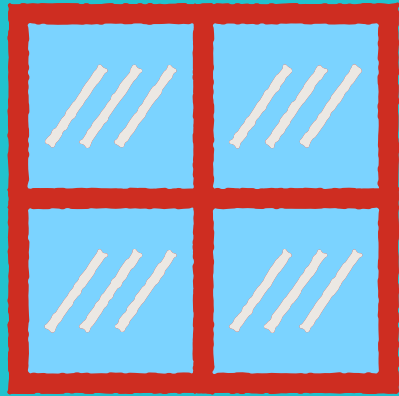
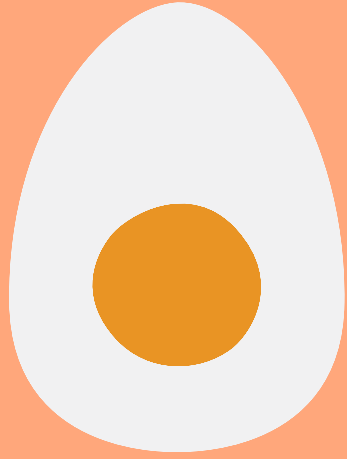
Recorte a roleta e monte-as.  
Recorte as cartas do baralho.

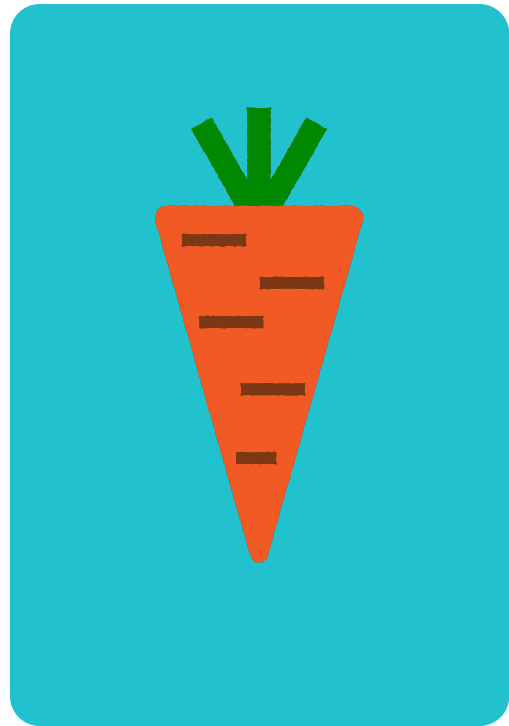
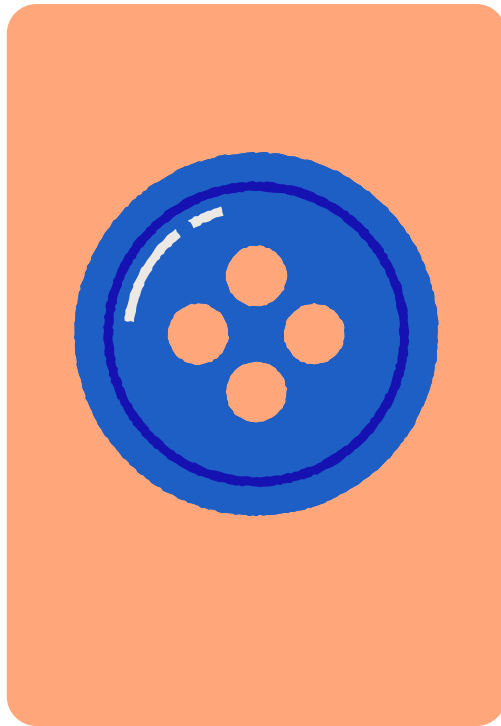
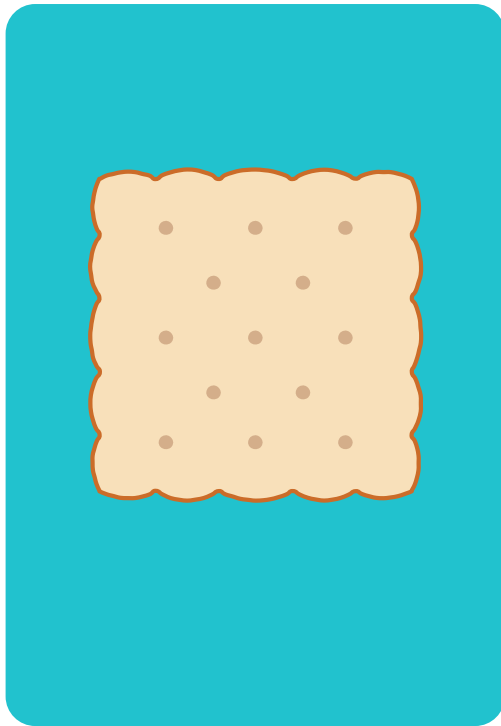
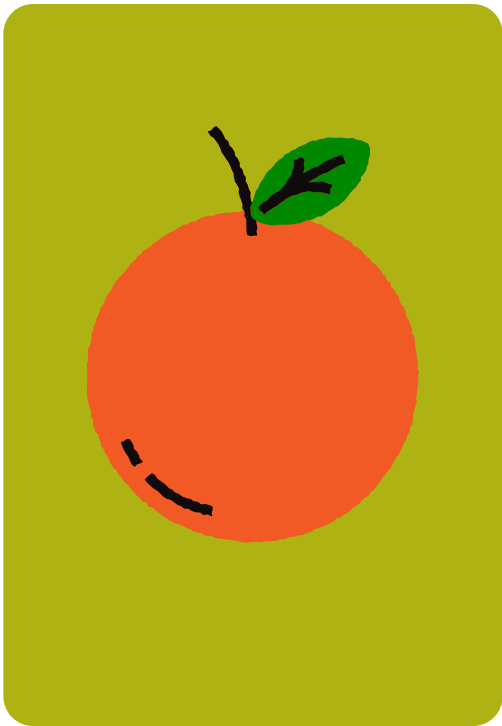
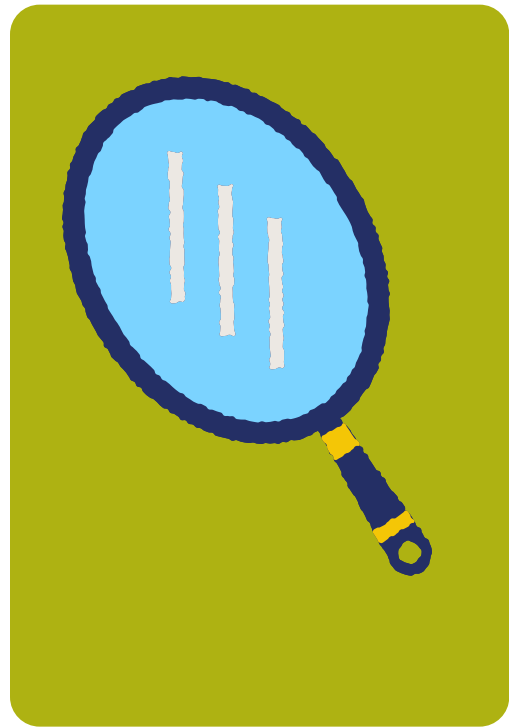
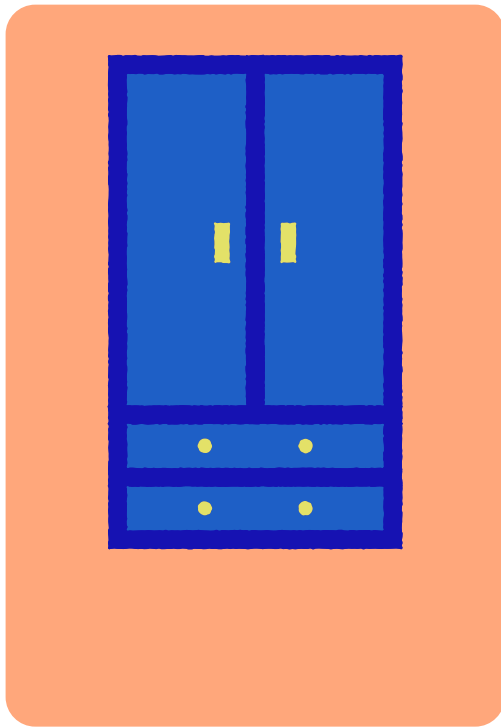
**Regras:**

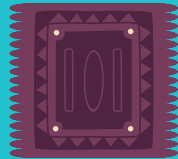
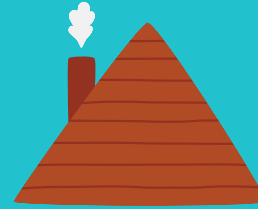
1. Começa o jogador mais jovem.
2. Cada qual, em seu turno, roda a roleta. O jogador deve encontrar, entre suas cartas, uma que tenha um objeto de mesma forma geométrica.
3. Caso não tenha nenhuma carta para descartar, deve pegar uma carta do jogador à direita.
4. Ganha aquele que se desfizer primeiro de todas as cartas.



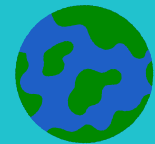














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