














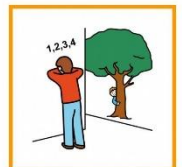


NORMAS GENERALES DE CONDUCTA A ANTICIPAR ANTES DE CADA JUEGO:

 MAL		 BIEN
 ESCAPAR		 IR DE LA MANO
 MOLESTAR		 JUGAR
 ROMPER		 ARREGLAR
 PEGAR		 ABRAZAR

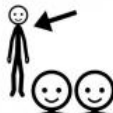

EL ESCONDITE




INSTRUCCIONES

1




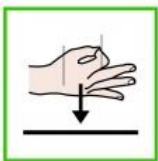

UNO


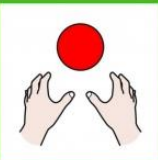
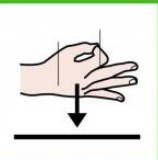
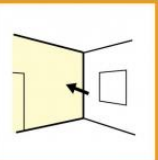

a




y

SE ELIGE A UN NIÑO Y VA A UN LUGAR, QUE SERÁ CASA


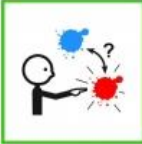

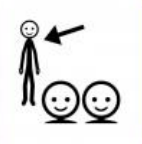

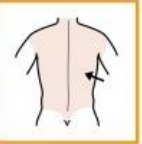
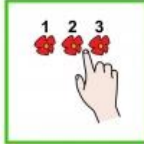

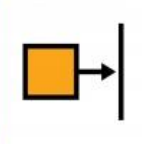
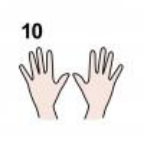
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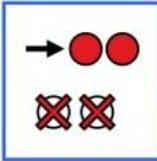



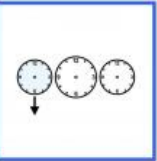
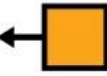


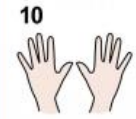


CASA PUEDE SER UNA PARED UN BANCO O UN ÁRBOL

2


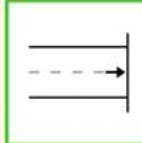
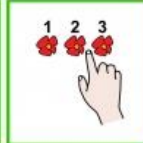




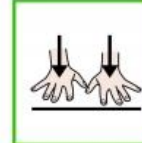
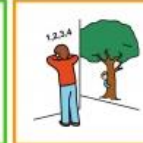
DOS

						y				
EL NIÑO	ELEGIDO	CIERRA LOS OJOS.	SE	PONE	DE ESPALDA	Y	CUENTA	DESPACIO	HASTA	DIEZ

									
LOS	OTROS	NIÑOS	CORREN	A ESCONDERSE	ANTES	DE	QUE	LLEGUE	A DIEZ

3

TRES

			y			a				
EL NIÑO	TERMINA	DE CONTAR	Y	VA	A BUSCAR	A	LOS NIÑOS	QUE	ESTAN	ESCONDIDOS

4

CUATRO



PARA



GANAR



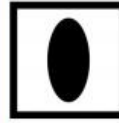
EL NIÑO



TIENE



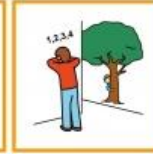
QUE ENCONTRAR



A UN



NIÑO



ESCONDIDO

y

Y



CORRER



A CASA



LOS NIÑOS



ESCONDIDOS



GANAN



CUANDO:



LLEGAN



A CASA



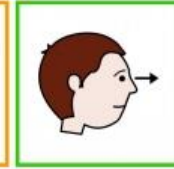
SIN



QUE



EL NIÑO



LOS VEA