

little MÉMO



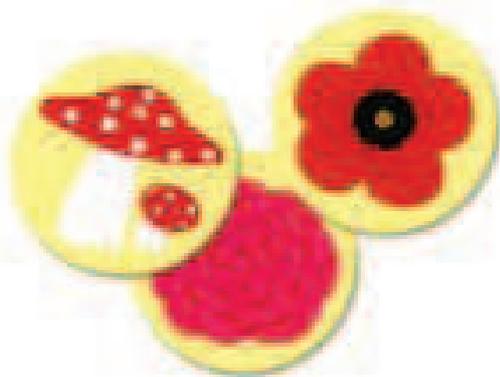
2½ - 5 ans
2 years - 5 años
2½ - 5 Jahre



little MÉMO

Contenu • Contents • Inhalt • Contenido
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Conteúdo • Игровой комплект

X 15



GB Game rules

little **MÉMO**

Age: from 2 ½ to 5 years

2 to 4 players

Game time: 10 mins



Contents:

9 little animals (butterfly, ladybird, bee, snail, hedgehog, frog, tortoise, dragonfly, caterpillar)

1 box used to hide the animals

15 flower and leaf counters

Preparation:

The 9 animals are placed in the centre of the table in no particular order.

Game proceedings:

The children memorise the location of each animal then close their eyes.

An adult hides one of the animals beneath the box. Then the players open their eyes.

The players try to remember which animal is now hidden beneath the box.

The first to find the name of the hidden animal says it out loud.

- If it is the right answer, the adult lifts the box to reveal the hidden animal. He gives a counter to the player who gave the animal's right name.
- If on the other hand the animal's name is incorrect, the player gives back one of the counters he has won.

Other players can then give their answer. You continue in the same way (counter won and counter lost) with the following players who give an answer.

As soon as the animal has been found and discovered, the children close their eyes again and the game continues. The adult hides another animal.

NB: *The person who hides the animal can also be a child. In this case, a different player will hide the animal with each turn.*

Who wins?

Depending on the desired game time, you can decide at the beginning of the game who the winner will be:

- The player who has won the most counters when there are none left to win
- **Or** the first player to have 5 counters

NB: *a second game version is possible for very young children:*

When players open their eyes, only the player on the left of the one who hid the animal gives an answer. If his answer is correct he wins a counter; if it is wrong the player on his left has his turn to give an answer and try to win a counter. And so on.

