

折叠线 - - - - -

裁切线 _____

594x210mm

原版英文

anko

7-in-1 Games Set

Animals Board Game

3 years +
2 to 4 players
This game includes: 1 animal dice, 8 characters, 1 game board

How to play: Follow the path of coloured circles to reach the finish first. The youngest player goes first. Roll the dice and move your chosen animal to the next circle matching the colour you rolled. You can land on the same circle as another player or overtake them. When the dice lands on the cross, it's a turn. If the dice lands on the star, roll again. If a player takes an extra turn, they must roll a 6 to reach the finish. The first person to land on the finish is the winner.

Colours Board Game

3 years +
2 to 4 players
This game includes: 1 colour dice, 8 characters, 1 game board

How to play: A race around the board and to the finishing number 4 circle. Choose your animal and place it on its starting box. To move your base, you must first roll an orange. Once you are in play, roll the dice and move your animal clockwise to the next circle matching the colour you rolled. Your animal must reach overtake another animal. However, if you land on the same circle as another player, they must take you with them until your next turn. When a player completes one round of the board they can enter the numbered circles above their starting box. To move clockwise towards the finish, players must roll the colour of the numbered circle. The player who reaches the green number 4 circle first is the winner.

3+ years

Bingo

5 years +
2 to 4 players
This game includes: 10 animal discs and 4 bingo boards

Setup: Place the animal discs face-down on the table. Hand out the bingo boards depending on the number of players. 2 players receive 2 bingo boards each. 3 or 4 players receive 1 bingo board each. Put the remaining boards and the corresponding image cards aside.

How to play: The youngest player goes first. Players take turns taking out a disc. The player with the matching animal on their bingo board(s) takes the disc and places it on their board. If nobody makes a match, place it back on the table. The first player to complete their board must answer the question on the board correctly. Then call out "BINGO" to win the game.

Magnetic Fishing For Mathematics

3 years +
2 players
This game includes: 2 magnetic rods, 10 animals

How to play: Place the animals face-up on a flat surface. The aim of the game is to catch as many animals as possible using your fishing rod. Once the game is over, players count how many animals they have caught, add up the points on the back of your catches. The player with the highest score wins. Alternatively, you can add up the points on the back of your animals. The player with the highest score wins.

Animal Dominoes

5 years +
2 to 5 players
This game includes: 28 dominoes

Setup: Place all the dominoes animal-side down on the table. Deal 7 dominoes each for 2 or 3 players. Deal 5 dominoes each for 4 players. Deal 3 dominoes each for 5 players. The rest of the dominoes stay animal-side down on the table in the draw pile.

How to play: The youngest player starts by placing one of their dominoes animal-side up on the table. Players take turns matching one of their dominoes to the animal at either end of the domino line. If a player cannot make a match, they must take a domino from the draw pile and play moves to the next player. The first player to get rid of all their dominoes wins. If no one can match any of their dominoes, the player who has put down the most dominoes wins.

Dot Dominoes

5 years +
2 to 5 players
This game includes: 28 dominoes

Setup: Place all the dominoes dot-side down on the table. Deal 7 dominoes each for 2 or 3 players. Deal 5 dominoes each for 4 players. Deal 3 dominoes each for 5 players. The rest of the dominoes stay dot-side down on the table in the draw pile.

How to play: The youngest player starts by placing one of their dominoes dot-side up on the table. Players then take turns matching one of their dominoes to the dots at either end of the domino line. If a player cannot make a match, they must take a domino from the draw pile and play moves to the next player. The first player to get rid of all their dominoes wins. If no one can match any of their dominoes, the player who has put down the most dominoes wins.

Memory Games

3 years +
2 to 4 players
This game includes: 12 animal discs

Setup: Place the animal discs face-down in rows.

Memory Match: Place the animal discs face-down in rows. Taking turns, each player flips over 2 discs. If they match, the player keeps them. If the images do not match, turn them back over and it's the next player's turn. Try to remember where the images are. When all the animals have been matched, players count how many pairs they have made. The player with the most pairs is the winner.

Variant:

Single Player: Find all pairs in as few turns as possible. **Double Player:** Use fewer cards for an easier game.

Memory Recall: Split the animal discs evenly between players, each player should have only one of each animal. Taking turns, one player will lay out five animal discs face up, while the other is given time to memorise them. The first player will then pick up the discs, remove one and place only four down again. The other player must recall which animal is missing. Continue taking turns. The player who guesses 5 rounds correctly, and/or an extra challenge, becomes the dealer of playing discs for each round.

Star Card Instructions

Avoid leaving the magnetic or metallic surface for long periods of time as continuous handling may result in an build-up and rust formation.

Remove the magnetic surface and always keep clean and free from moisture, oils, alcohol, cosmetics, perfume, etc. to be damaged. Please bring the magnets on the surface to the nearest recycling bin.

WARNING CHOKING HAZARD

Small parts can be swallowed and choke.

WARNING: THE PRODUCT CONTAINS SMALL PARTS. CHILDREN UNDER 3 YEARS OF AGE SHOULD NOT BE ALLOWED TO PLAY WITH THIS PRODUCT. KEEP OUT OF REACH OF CHILDREN. READ THE INSTRUCTIONS CAREFULLY.