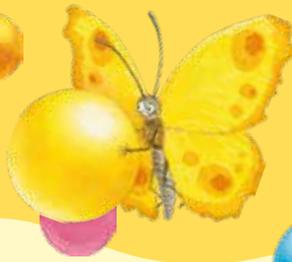




# Colors Around Me



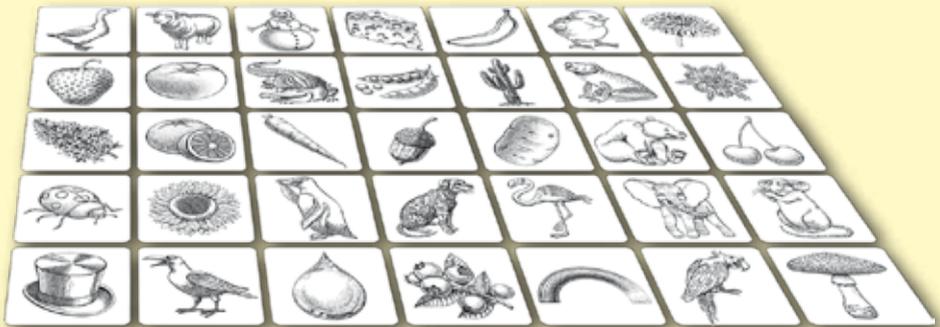
## RULES OF THE GAME

### Aim of the game

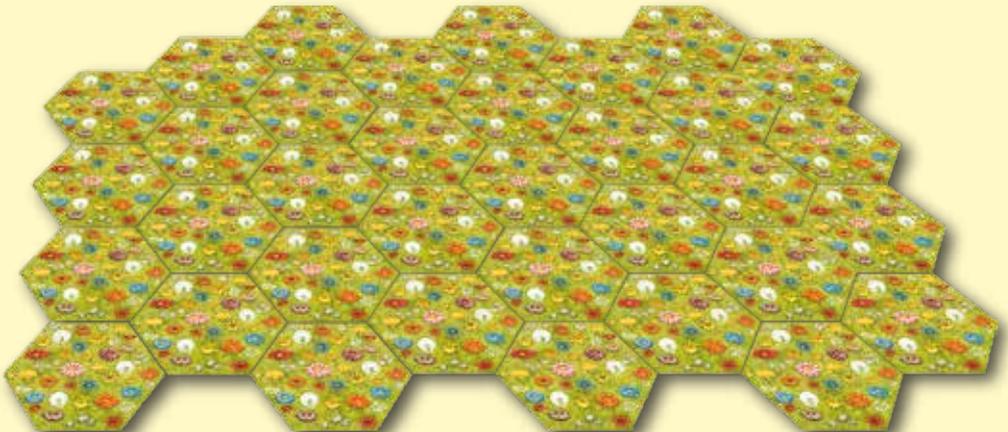
To look for and find as many hidden objects, animals, plants and fruit as possible, and to match the colours of the objects with the colours on the wings of the butterflies on the honeycomb-shaped cards.

### Preparing for the game

Lay the square cards containing the pictures of the objects, animals, plants and fruit face-down on the table (the full-colour pictures should be hidden, with black and white pictures facing the players).



The youngest player should shuffle the six honeycomb-shaped cards with the pictures of butterflies, and then make a field out of them (see illustration). The youngest player should decide who starts the game: and play will proceed in a clockwise direction.



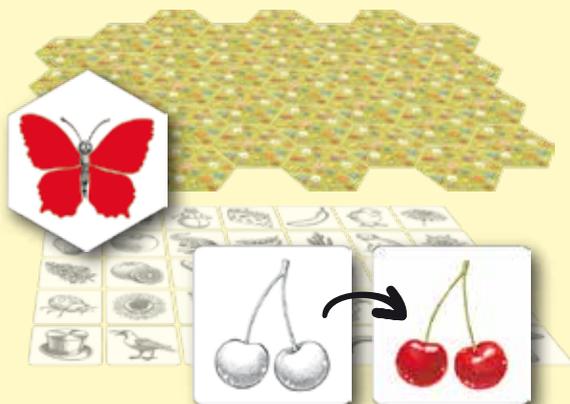
## Playing the game

The first player should select a honeycomb-shaped card from the field, turn it face-up, and show the colour of the butterfly to the other players. The player must then identify a square card showing an object, animal, plant or piece of fruit, the colour of which matches the colour of the butterfly that has been chosen.

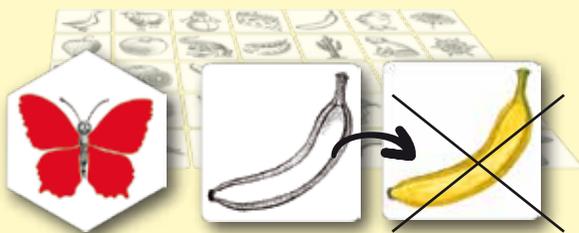
If the player is able to match the colour of the butterfly with a picture of an object, animal, plant or piece of fruit on the square cards – when it is turned with the full-colour picture face-up – then the player claims a square (placing it in front of them) and returns the butterfly to the game box.

### Example:

If the player selects a honeycomb-shaped card of a butterfly with red wings, then they must try to find a square card showing something red – such as a picture of cherries. If chosen correctly, once the square card is turned face-up (see illustration) and the colours of the cards match, then the square-shaped card is claimed (and the butterfly is returned to the box).



If the picture on the square card does not match the colour of the butterfly when it is turned face-up, then the square card is returned to the table (with the full-colour picture face-down) and mixed in with the other cards. The butterfly is still put in the game box.



## The results of the game

The game is finished when there is no field of honeycomb-shaped cards left on the table.

The winner is the player who has collected the largest number of square cards.

If older children are playing, the cards can be allocated points, and the winner is the player who has collected the most points.

Points are calculated as follows: players are awarded one point for each square card. If square cards are left on the table at the end of the game, then points can be allocated in relation to them. For example, if one yellow and two red cards are left at the end, then cards with yellow pictures can be valued at 2 points (1 + 1 point), and cards with red pictures can be valued at 3 points (1 + 2 points). The value of the total number of cards held by each player is then counted accordingly.

## Variation on the game

The square picture cards can be divided equally among the players with colour pictures face-up. The challenge is to then match the cards against the field of common butterfly cards. In this case, butterfly cards are kept when they can be correctly matched – and if a match isn't possible the butterfly card is placed in the game box. The winner is the player with the largest number of butterfly cards.