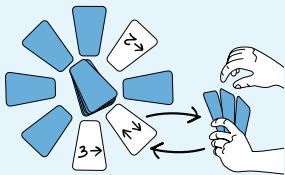


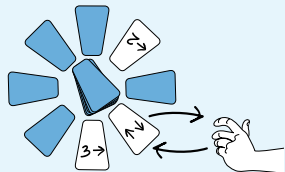


the change of cards - put instead of the opened card one of the cards the player has and continue following the instructions on the placed card.

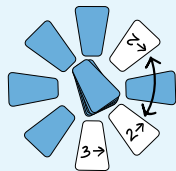


The opening of cards is finished:

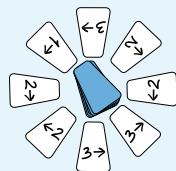
1. When the player has to change cards, but has no cards in his hands (cannot make the change).



2. When you return to the same position.



3. When all 8 cards placed in a circle are opened.



When a player finishes the opening of cards, he takes three cards at his choice from the eight cards placed in a circle (not necessarily all 3 cards must be taken from the opened ones). Having chosen the cards the player puts 3 new cards upside down instead, taking them from the top of the pile placed in the middle of the circle. The opened cards that were not taken remain in the circle.

If possible, the player groups the cards he has according to the suggested grouping versions. He places the compiled group of cards next to him.

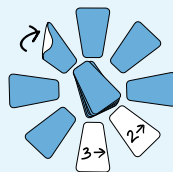
The placed on the table groups of cards cannot be changed during the course of the game.

At the end of the move the player shall not have more than five cards in his hands. In the case the player cannot group the cards, the excess shall be put to the bottom of the bank.

Then the next player starts his move.

Example:

Disregarding the opened cards, he opens one of the eight cards placed upside down and follows the instructions.



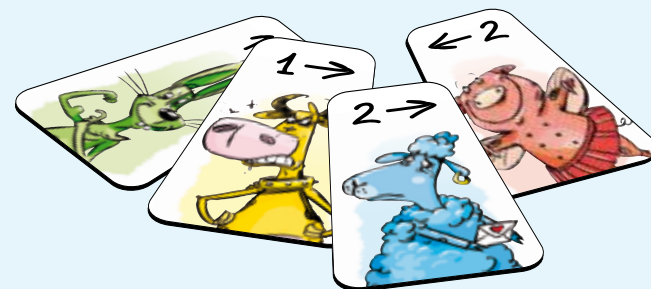
THE END OF THE GAME:

The game is finished, when there are no cards left for making a circle.

Laima Kikutienė

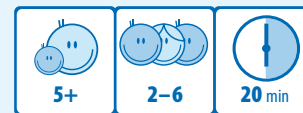


FIND A FRIEND



Which cow is laughing, and which is mad? Who may be a friend of the green rabbit? Maybe a sheep? Or maybe a piglet? Let's find friends for all.

The game develops observation, teaches to group and count, and cultivates memory and thinking.



THE SET INCLUDES:

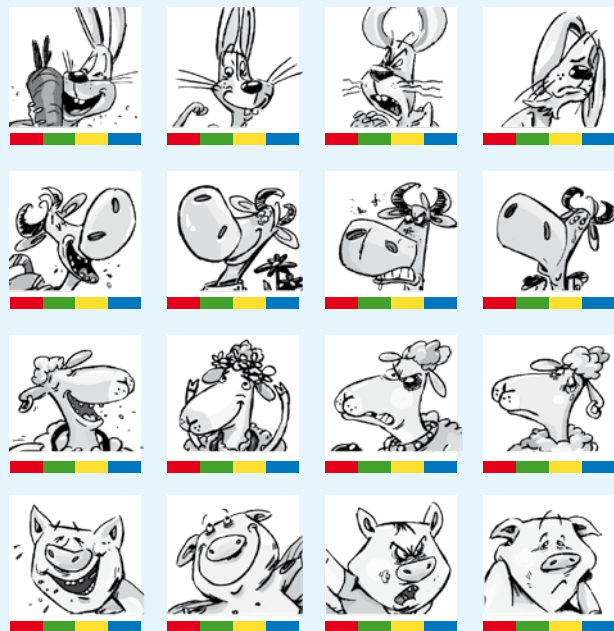
64 cards.

Pictures on the cards:

4 animals (a rabbit, a cow, a sheep, and a piglet)

4 emotions (laughter, smile, anger, and sadness)

4 colours (red, green, yellow and blue)



GROUPING OF CARDS:

The cards shall be grouped by the pictures of animals, emotions and colours.

Example:

These two cards have one similar feature – the same animal (2 x 1 = 2 points)



These three cards have 2 similar features – the same colour and the same emotion (3 x 2 = 6 points)



Before starting the game the players must agree on how they are going to group cards. They may choose one or several grouping versions.

The easier grouping versions (for smaller children):

- 2 cards with one similar feature (an animal, emotion or colour);
- 3 cards with one similar feature (an animal, emotion or colour);
- 4 cards with one similar feature (an animal, emotion or colour);

More complicated versions (for senior children):

- 2 cards with 2 similar features (an animal and the emotion; an animal and colour; emotion and colour);
- 3 cards with 2 similar features (an animal and the emotion; an animal and colour; emotion and colour);

THE GOAL

To get as many points as possible. The player who gets most of the points wins the game.

COUNTING OF POINTS:

The easier grouping versions (for smaller children):

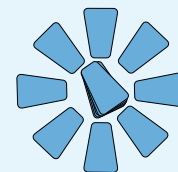
- for 2 cards with one similar feature - 2 points (2 x 1 = 2);
- for 3 cards with one similar feature - 3 points (3 x 1 = 3);
- for 4 cards with one similar feature - 4 points (4 x 1 = 4);

More complicated versions (for senior children):

- for 2 cards with 2 similar features - 4 points (2 x 2 = 4);
- for 3 cards with 2 similar features - 6 points (3 x 2 = 6);

GETTING READY FOR THE GAME:

The cards are mixed up and eight of them are placed in the middle of the table upside down in a shape of a circle. The remaining cards are put upside down in the middle of the circle (the bank).



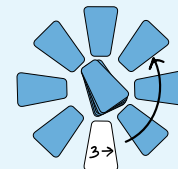
THE COURSE OF THE GAME:

The senior player starts the game. The first player opens one of the eight cards and follows the indicated instructions on the card.

Example:

3→

the third card on the right shall be opened;



←2

the second card on the left shall be opened;

