

compare them with the animals on the gameboard and try to find out as quickly as possible which animal on the card has the correct colour. The player who makes the decision grabs the wooden piece of matching colour. If another player thinks that another wooden piece is the right one, he/she can grab that piece. When no other players wish to take more wooden pieces from the gameboard, all players look at the gameboard again to verify whether the taken wooden piece was the right one or not.

- The player who grabbed the matching wooden piece gets to keep the card and places it on the table in front of him/her.
- The player who grabbed a wrong wooden piece must put one of his/her collected cards into the box.

All the wooden pieces are put back on the gameboard.

The player who got to keep the card takes the next card from the stack and flips it open.

The game continues as explained.

### Winning the game

The game ends when no cards remain in the stack. The player to collect the most cards wins the game.



### DO YOU KNOW GEOMETRIC SHAPES AND SOLIDS?



rectangle



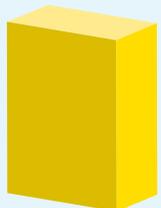
triangle



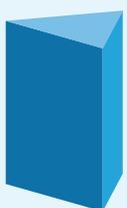
circle



square



rectangular cuboid



triangular prism



cylinder



cube



# FREDDY'S Colors

ANJA WREDE



The game is aimed at developing memory skills through colours and shapes and to improve reaction time. For 2-6 players from 5 years of age

**Freddy the Chameleon can change his colours to his liking: sometimes he is red and sometimes he turns green. Most animals, however, have only one colour. Stay alert: two out of three animals on each card are miscoloured. Only a sharp-eyed player memorizing the right colours of the animals can collect the most cards.**

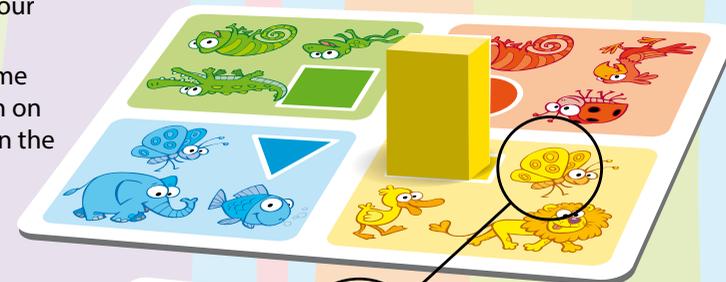
### Contents:

- 32 cards,
- 1 gameboard,
- 4 different-coloured wooden pieces,
- 1 bag,
- rules.

### What is the right colour for each animal?

Finding a right-coloured animal is not an easy task as only one out of three animals shown on each card is coloured correctly. The players can check the gameboard to find out the right colour for each of the animals. The animal has the right colour if:

- the animal's colour matches that of the wooden piece standing on the gameboard field of the same colour and
- the animal of the same colour is shown both on the open card and on the gameboard.



### Example:

Yellow wooden piece is placed on the gameboard. The butterfly has the correct colour.



## 1. MEMORIZE COLOURS AND SHAPES

### The goal of the game

A player draws one wooden piece out of the bag without looking and places it on the gameboard field of the same colour. Then, the player flips one card open. Is there an animal of the same colour as the wooden piece on the card? If yes, the player gets to keep the card. The first player to collect 5 cards wins the game.

### Game setup

The gameboard with animal pictures is placed on the table. The cards are shuffled and arranged face down next to the gameboard. The coloured wooden pieces are hidden in the bag.

### How to play

The players take turn clockwise.

The youngest player draws **one** wooden piece out of the bag and places it on the same-coloured field of the gameboard. Then, the player flips one card open.

**Does the card contain an animal of the same colour as the wooden piece?** Looking at the gameboard, the player can **check out if the animal has the right colour.**

**If it does,** the player gets to keep the card and places it face up on the table in front of him/her. All subsequently received cards should be put on top of this one. The player drops the wooden piece back into the bag.

The next player takes his/her turn by drawing a wooden piece out of the bag and placing it on the gameboard, and then flipping a card open.

**If it doesn't,** the player leaves the card face down. The wooden figure remains on the gameboard and the next player steps into the game by choosing a new card and checking out if it contains an animal of the matching colour. The players keep drawing cards until the right-coloured animal is found.

### Winning the game

The game is over when: at least one player collects 5 cards or there are no more cards with animals of the same colour as the wooden piece.

If the player who has to choose the next card believes that there are no more suitable cards on the table, he/she says so aloud. Then, all the remaining cards are flipped open and the player's guess is verified:

- if the player was right, he/she gets to choose and keep any card
  - if the player was wrong (i.e. it turned out that there was a card with a right-coloured animal), the player has to give one of his/her own cards. The card is put into the box.
- Then, all the players count their cards. The player to collect the highest number of cards wins the game.



## 2. AN OPTION FOR YOUNGER PLAYERS

### Game setup

The gameboard with animal pictures is placed on the table. The cards are shuffled and arranged face down next to the gameboard. The different-coloured wooden pieces are also placed on the table and all the players take their time to memorize them. Then, the wooden pieces are hidden in the bag.

### How to play

The first player flips one card open and looks at the gameboard to find out which of the animals on the card has the right colour. The player says the name and the colour of the animal out loud. Then, the player places the card face down on the table and draws a wooden piece from the bag trying to match the colour of the animal. The player cannot look into the bag but he/she can touch the wooden pieces to feel their shape. Having chosen a wooden piece, the player flips the card open again.

- If the wooden piece chosen by the player has the matching colour, the player gets to keep the card.
- If the colour of the wooden piece chosen by the player does not match, the player places the card face down again.

The wooden piece is dropped back into the bag. The next player takes the turn.

When at least one of the players collects 5 cards, the other players finish the current round. The player to collect 5 cards wins the game. If more than one player collects 5 cards, they all win the game.

## 3. REACTION TRAINING GAME

### The goal of the game

The first player flips a card open. Immediately, all the players try to grab the matching wooden piece from the gameboard as quickly as they can. The right piece is the one which matches the animal in colour.

The player to collect the most cards wins the game.

### Game setup

The cards are shuffled and placed face down in a stack. The gameboard is placed in the middle of the table. The four wooden pieces are put on the correspondingly coloured fields on the gameboard. The bag is not used in this version of the game.

### How to play

The oldest player takes the top card from the stack, flips it open and places it on the table so that all the players can see it well. The players look at the animals on the card,

