

Card Game

Game 1

Colours of the Earth

Download and listen to the music. As the song is sung touch as many animals shapes or colours as quickly as possible keeping up to the music.

This is a game of concentration and focus. There is no right or wrong, winners or losers. It is self paced and as the player continues to better them selves they will feel their own sense of achievement.

It is recommended this game be played with earphones to improve concentration while following the song.

Game 2

Snap.

Shuffle then share the cards in equal piles First player places a card down, then second player places a card on top. If they match the second player takes the pile of cards.

If there are cards left in the pile, shuffle only the pile and distribute evenly until one player has all the cards.

*If playing **the side where the shapes and colours are**, it is important to choose what you are playing for before commencing the game. Shapes or colours!*

Game 3

Memory.

Shuffle the cards then spread out on the table. First player chooses two cards, turns them over and if they match, they keep the pair. Second player now has a turn. The object is to remember where the cards were placed.

*If playing **the side where the shapes and colours are**, it is important to choose what you are playing for before commencing the game. Shapes or colours!*

Game 4

Rangers and Poachers

This game is played like memory with a twist. This time a dice is used.

The dice is thrown by each player until one of them throws a 5 or a 6. If a player throws a 6 he is then deemed the Poacher, if 5 he becomes the Ranger. The first player to throw a 5 or 6 starts.

Throw a 1 or 3 and the player has one turn, a 2 or four and they have 2 turns.

If the Ranger throws a 5 (his own number) he can save some of the animals, shapes or colours from the poacher and take a pair of his cards. If the Poacher throws a 6, he can poach a set from the Ranger.

If The Ranger throws a 6 (The Poachers number, he misses a turn) and visa versa.

When all the cards are collected, players keep throwing the dice until either the Ranger throws a five or the poacher throws a six. Whoever throws their number first saves/poaches all the animals and shapes.

For a more advanced game, If the Ranger throws a 5 (his own number) he can save animals, shapes or colours from the poacher and take all of his cards. If the Poacher throws a 6, he can poach all the Rangers cards.

The first one to save or poach all the pairs is the winner.

*If playing **the side where the shapes and colours are**, it is important to choose what you are playing for before commencing the game. Shapes or colours!*

Poachers and Rangers Board Game

Catch the Poachers: This is a game of strategy

First decide if you are playing shapes or colours or combination which is more of a challenge. One player is Poacher, the other is Ranger. (first to throw a 5 is Ranger, 6 is Poacher.) The outcome of the game is Ranger must save all the colours, shapes and animal pairs or Poacher wins the day.

Ranger starts the game by throwing the dice and moving the number of squares shown on the dice starting at 1 and saves the first square he lands on.

Example: Ranger throws a 4. He can move forward, sideways or a combination but not diagonally. If he chooses to go straight he will land on 4 which is red triangles. Now its Poachers turn. If you have chosen shapes Poacher will need towards number 18, the yellow triangles. If you have chosen colours he will be heading for number 30, red hearts. For this example we will say shapes. If the Ranger gets to 18 first he places his cubes on the two saved shapes. And calls out saved. They can not be taken once a pair is saved or poached. If Poacher gets there first he calls out Poached. There is a race now as the Ranger still heads for number 18, while the poacher heads back towards number 4. Poacher must head for the second square of the pair first and capture it before heading back to capture the first square the ranger previously saved.

There are six animals. Ranger can land on any two animals and save them.

Can the Ranger beat the Poacher? Poacher can only capture or poach squares from the Ranger. The one who saves or poaches the most squares wins.

Colours of The Earth Board Game Rules

WARNING: CHOKING HAZARD—Small parts. Not suitable for children under 3 years

Musical: Game One

Play 'Colours of the Earth (COE)' Song

See how many animals, shapes and colours you can tap as the song plays. Best played with earphones for ultimate concentration

Catch the Poachers: Game Two This is a game of strategy and has full copy of rules on website

One player is Poacher, the other is Ranger. The outcome of the game is Ranger must save all the colours, shapes and animal pairs. Ranger starts the game by throwing the dice and moving the number of squares shown on the dice starting at 1. Poacher then also starts at 1. A player may move backwards, sideways or forwards. EG. If a player throws a 5, they can choose to move 1 forward, 2 sideways and 2 back or any combination of 5. Once a Ranger has saved two colours, shapes or animals, Ranger calls out saved, but if Ranger has saved only one of a pair and Poacher lands on the other of the pair, Poacher calls out captured. Now Ranger must hurry to save the other square before Poacher can take both. EG. Ranger lands on animal one. While he is trying to save animal two, Poacher lands on animal two. This square is captured. Now both ranger and Poacher race to save or capture a second animal. If Poacher reaches animal one before Ranger reaches animal two, Poacher calls out poached and takes the two squares. If Ranger lands on the animal two before Poacher lands on animal one, Ranger calls out saved and takes both squares. Can the Ranger beat the Poacher? Poacher must capture square two from the Ranger before trying to poach. Colours and Shapes must be pairs but can be any two animals. Poacher can only capture or poach squares from the Ranger. The one who saves or poaches the most squares wins. For full games rules and more information on how the shapes reflect our icons go to website www.brainasize.com

Follow the Numbers: Game Three

Using one of the number dice

Single or double players start at number 1 (one) in the bottom left hand corner.

Each person throws the dice and moves their coloured marker following the boxes 1–30 to the value of the dice roll.

EG. a player maybe on number 5 (five), the blue star and the dice is rolled to 3 (three) The player would then count and move their marker 3 (three) spaces to box 8 (eight) the purple square and so on, taking turns at rolling the dice.

If the player lands on an animal, they mimic or make the animal noise and move 2 (two) spaces back.

First one to reach Box 30 (thirty) is the winner.

Match: Game Four

To assemble, cut along the outside lines of the shapes/colours and animal (dice) templates, then assemble with glue stick or sticky tape to make a cube (pictures facing the outside)

The object of the game is to match pairs. For example players may decide to choose matching colours or matching shapes.

Player 1 (one) will choose their dice and roll. If playing colours and the dice lands on blue, the player will place one of their own markers on their choice of blue boxes. Player 2 (two) will then roll the dice; they can try and roll the dice to land on the colour blue to block the other player or can simply roll to build up their own pairs.

Alternatively players could decide to play rows up or down and roll the dice taking turns to make a row. The animal dice will be included in this part of the game. Players can choose a line or play the whole board choosing to block their opponent or create their own sequence. If a player rolls the dice to a box already taken, the turn then goes to other player. If no lines or pairs are formed the game is a tie.

NOTE: If the dice lands on the 'BS' symbol it is a 'Bonus Strike' It enables the player place a marker on any space.

Math Challenge: Game Five

Using the three number dice

The object of the game is for each player to use number equations to make pairs, block an opponent and use all their markers first. When the dice are thrown the player tries to use mathematical equations to land on a number to make up a pair or block a partners pair. **When a player makes a pair they place two markers on each of the pair otherwise one marker is used per square.**

Before commencing a game decide if you are playing shapes or colours. Any two animals also make a pair.

Example:

If a player throws the three dice use the three numbers shown. eg, 2, 5, 3. there can be several equation options including, $2 + 5 + 3 = 10$ or $2 + 5 \times 3$ equals 17 or $5 - 3 + 2 = 4$ etc

In this game you can not take a square that has an opponents marker on it. If there is no empty square to land on, no marker goes on the board and the next player has a turn. When a player has used all their markers, that player is the winner.

Rows of Fun: Game Six

To play the game you need the six animal dice and the markers. The object of the game is to be first to make a line.

Player one tosses all five dice and places the markers on the corresponding pictures, trying to make a horizontal or vertical line. Player two does the same. If player two lands on a square already taken by player one, then player ones marker is removed and player two takes over the square and so on.

Reverse Play: Game Seven

Each player randomly places all their markers on the squares until the board is full. The object of the game is to throw the animal and shapes dice one at a time

removing the marker shown on the fall of the dice. One turn per player. First person to remove all their markers, wins. For a more challenging game place markers in pairs, removing only pairs.

Note: In all Games **BS** on hand made dice is Bonus Strike. Can substitute any dice square.

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