

LOTTINO

A Lotto game for 1 – 6 children, ages 3 – 6 years

Ravensburger® Game no. 00 033 3

Illustrations: Dick Bruna, © Mercis b.v.

Contents: 6 game boards
54 picture cards
1 set of game rules



Lottino – the game of Lotto for the very young!

The bright pictures by Dick Bruna, the author of so many successful picture books, are a special feature of Lottino. His humorous and lively illustrations show children things they already know and can recognize. Strong, clear colours and simple shapes ensure that even the youngest children will find it easy to recognize, name and arrange items.

On the reverse side of the boards are black outlines for further game variations. Arranging the coloured picture cards over these outlines will develop children's perception, recognition and understanding of shapes, through play. This will lead to new, exciting games, which can become increasingly more difficult.

Preparations

Each child chooses a game board and places it in front of him. Any extra boards can be put back in the box, together with the picture cards that match those on the surplus boards. Now mix the picture cards well and place them face down in the middle of the table.

Game variations

1. Picture Lotto without a Leader

The youngest player begins. She takes a card from the middle of the table, looks at it, describes the subject and checks whether it matches a picture on her board.

If it does, she places the card on the appropriate area. Now it is the turn of the player on her left.

If the card does not match up with his board, that player replaces the card, face down, in the middle of the table, and it is the next player's turn. The search for matching picture cards continues in turn.

The game is over when a player has covered all the pictures on his picture board with cards, and he is the winner.

Your child can also play the game alone. He places all the boards in front of him, and arranges the cards on the appropriate boards.

2. Picture Lotto with a Leader

Before starting the game, a team leader is chosen. The leader takes a card from the middle of the table and without showing it to the other players, describes it.

The player who is first to match a description with a picture card on his picture board, says so and claims the card. The child then places the card on the appropriate square on his board.

Whoever is the first to cover all the areas on his picture board with the correct pictures cards, wins.

Note:

This game can also be played with penalties! The leader is in charge of a "bank" with objects of the children's own choice, such as sweets, buttons and so on. Before starting the game, each player receives four items from the bank, and these are used for payment.

Play is as for the above game. Anyone calling for a card, only to find he has made a mistake, has to pay an item to the bank.

Should a player fail to call for a card, she also has to pay an item.

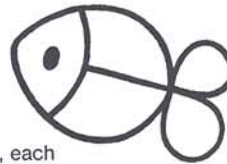
Whoever is the first to have covered all the pictures on his picture board receives two items from the bank as a reward. After a predetermined number of rounds, each child counts his items, the one with the most, is the winner!

3. Picture Quiz

The leader takes a card and shows it to the children, without saying anything about it. The children all look at the card and check whether it matches up with a picture on their own boards.

Whoever can match the picture calls out and describes what he can see on the card. The child then places the card on his picture board.

Whoever is the first to have covered all the areas on his picture board in this way, is the winner.



4. Memory Lotto

Each child receives a picture board. Now the players have around one minute to look at the pictures on their board and memorize them. Then each child places his board on the floor underneath his chair, or behind his back. The picture cards, which have been well shuffled, are placed face down in the middle of the table.

The leader takes up a card and shows or describes it to the children. Whoever thinks this card will match a picture on his board calls out, and is given the card, and places it face up in front of him. Should two players call out together, the card is put back. If no-one calls out for a card, then it is taken out of the game. Once all the cards have been turned the right way up the players can retrieve their boards and check to see whether they have collected the correct cards. Whoever can place the most of his cards on his board has won. There can, of course, be more than one winner at this game.

5. Picture Lotto with Outlines

Each child chooses a picture board and places it with the coloured side down on the table in front of him. Now the players have to look for cards with the subjects shown in outlines. The picture cards should be well shuffled and placed face down in the middle of the table.

The leader takes one of the cards and shows it to the players, who must look carefully at the illustration. Whoever has the same item on his board says so, and then places the card on the appropriate field.

If the child has called out in error, he must put the card back in the middle of the table. The other players check their boards until one of them has found the matching square.

Whoever is the first to have placed all the correct cards on his picture board has won.

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