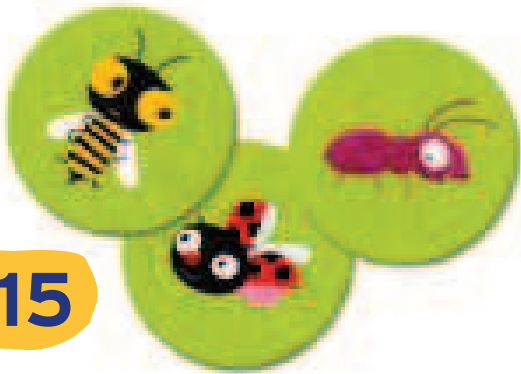


littleCIRCUIT

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Conteúdo • Игровой комплект



X 15



GB Game rules

littleCIRCUIT

Age: from 2 ½ to 5 years

2 to 4 players

Game time: 10 mins

Contents:

4 animals

6 boards each made up of 5 squares

1 dice (1 side bee, 1 side flower, 4 sides coloured discs)

15 counters

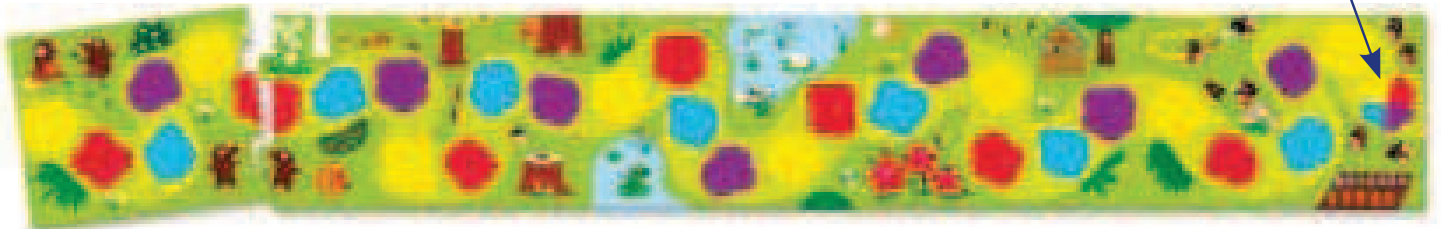
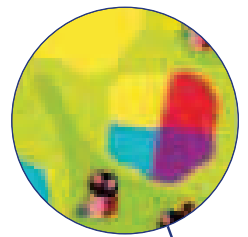
Preparation:

The boards are placed alongside one another to represent a trail.

Each player takes an animal and places it in front of the 1st board.



Finishing line



Game proceedings:

The game is played clockwise. The youngest player throws the dice.

Several possibilities:

- **it lands on a coloured side:** The player takes his animal and puts it on the next square bearing the colour announced by the dice. (If the square is already taken, he moves to the next unoccupied square of the colour shown by the dice.)
- **it lands on the "flower" side:** the player takes his animal and moves it to the next square bearing the same colour as the one on which he had landed.
- **it lands on the bee side:** the player takes his animal and moves back to the previous square bearing the same colour as the one on which he had landed.

The first player to land on the arrival square (multicoloured square) wins 1 counter.

E.g.: the animal is on a yellow square. The player throws the dice and lands on the bee. He must take his animal and move it back to the yellow square before the one on which he had landed.

NB: If the dice shows the bee side or the flower side and the player is unable to move his animal (either because he's still outside of the trail or because he can't move back to a square of the same colour on which he had landed) then the player misses a go.

Who wins?

The first player to have collected 3 counters wins the game.

