

little ACTION



2½-5 *ans years*
años Jahre

叢林派對
幼兒動作
益智桌遊說明

little ACTION

Contents • 内容



x12

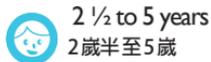


x20



x6

Game rules 遊戲規則



2 ½ to 5 years
2歲半至5歲



2 to 4 players
2至4人



10 mins.
10分鐘

It's party time in the jungle! Build a pyramid, play skittles, throw and catch, take up these and many more little challenges to win medals. A first action game to get young children handling objects and developing their fine motor skills.

叢林派對開始了喔！是要建立一個金字塔？還是扔出去？抑或是抓住呢？挑戰任務成功的人可以贏得獎牌。讓小朋友運動與發展他們的精細技能。

Contents 內容:

6 animals, 20 cards, 12 medals. 6隻動物、20張紙令卡、12個小勳章

Preparing to play 遊戲準備:

Place the six animals in the middle of the table next to base of the box and the medals. Shuffle the cards then place them in a pile face down next to the box.

將六隻塑膠動物玩偶放在桌子的中央，遊戲盒與獎牌放於旁邊。隨機洗牌，然後將它們堆成一疊面向下放置遊戲盒旁邊。

How to play 遊戲開始:

Players take turns playing in a clockwise direction. The youngest player draws a card and attempts the challenge depicted on that card. Players are entitled to three attempts for each challenge.

由年紀最小玩家開始，之後順時間輪流。輪到的玩家從卡牌中抽一張，並且完成卡牌之任務，成功者即可得到獎牌一枚，然後換下一位玩家抽牌。



1



2



3

• Challenge 1: The pyramid 挑戰一號：金字塔

Take the two animals shown on the card and try to stack them as illustrated in the picture. The pyramid needs to stay standing for at least 30 seconds in order to count.

30秒內按照卡片圖案堆疊成動物金字塔即過關

• Challenge 2: The throwing 挑戰一號：拋拋樂

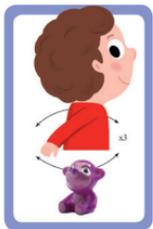
Take the animal shown on the card and attempt to throw it into the box. The box should be placed at a lid's distance away from you (about 20 cm). The animal must land in the box and not bounce or fall out for the throw to count.

將遊戲盒放置距離20公分之處，順利將玩偶丟入盒中即過關

• Challenge 3: Balancing 挑戰三號：平衡

Take the animal shown on the card and try to balance it on your head. You must keep the animal in place without holding it for at least 30 seconds to succeed at this challenge.

將玩偶放置頭頂，不能用手扶，維持30秒即過關



4



5

• Challenge 4: The carousel. 挑戰四號：旋轉木馬

Take the animal shown on the card and try to pass it three times behind your back. In order to succeed at this challenge, you must not drop the animal during the three passes.

將玩偶繞自己的身體三圈，過程中玩偶沒有掉落即過關

• Challenge 5: Aiming. 挑戰五號：瞄準

Take the two animals shown on the card. Put one on top of the box, as shown in the picture. The box should be placed upright at a lid's distance away from you (about 20 cm). Then throw the second animal to try to knock down the one on the box. In order to succeed at this challenge, the animal must fall off the box. It does not matter if the box falls down as well.

按照卡中圖案將盒子與盒上玩偶放置距離20公分之處，丟擲另一隻動物使之掉落，盒子沒有翻倒者即過關



6

• Challenge 6: Throwing and catching. 挑戰六號：投擲

Take the animal shown on the card and throw it up into the air with one hand, then catch it using the same hand.

將玩偶往上丟並且接住(必須同一隻手)即過關

If you succeed at a challenge, you win a medal, otherwise you do not win anything. Then, it is the next player's turn to play.

過關者可以獲得獎牌一枚，當所有獎牌使用完畢，遊戲即結束。

Who wins? 你贏囉！

When all the medals have been won, the winner is the player with the most medals.

贏得最多獎牌的玩家是最大贏家！