

little CIRCUIT



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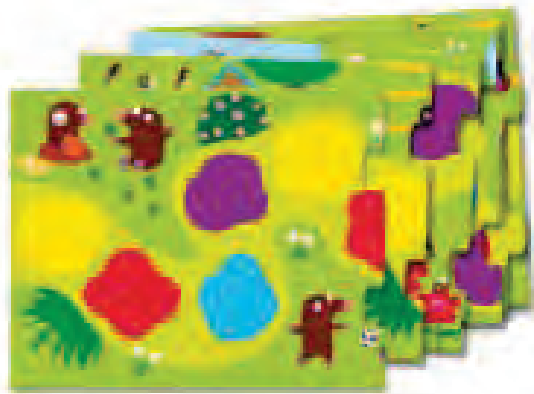
小動物逛花園
幼兒動作
益智桌遊說明

littleCIRCUIT

Contents • 內容



X 15



Contents 內容:

6 boards each made up of 5 squares, 1 dice, 15 counters, 4 animals
4隻玩具動物（貓咪、小牛、小狗、小兔子）、6片硬紙板、1個木骰子、15個昆蟲小紙卡



2.5 to 5 Years Old
2歲半至5歲



2 to 4 players
2至4人



10 mins.
10分鐘

Preparation 遊戲前的準備:

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.

將6片硬紙板拼成一條花園步道，每一位玩家選擇1隻動物，並且放在花園步道的起點。



Finishing line



Game proceedings 遊戲規則:

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

從年紀最小的玩家開始，順時鐘輪流擲骰子。

Several possibilities 擲出骰子的各種可能:

- 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.)
骰子擲出為“顏色”的骰面：
玩家把自己的小動物移動到下一格與骰子相對應的色塊上；如果這一個色塊上面已經有其他動物，就再往前移動到下一個相同顏色的色塊上去。
- 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.
骰子擲出為“花”的骰面：
把自己的小動物移動到下一個與現在所在相同顏色的色塊上。
- 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.
骰子擲出為“蜜蜂”的骰面：
玩家把自己的小動物往回移動到上一個與現在所在相同顏色的色塊上。

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.

例如: 小動物停留在黃色的色塊上，玩家擲出“蜜蜂”骰面，玩家就要把小動物往回移到上一個黃色色塊上。

The first player to land on the arrival square (multicoloured square) wins 1 counter.
第一位抵達終點的玩家（站在四色塊上），就得到1個昆蟲小紙卡。

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.

注意：如果骰子擲出的是“花”或是“蜜蜂”的骰面，但玩家沒辦法移動他的動物...
（不管是因為小動物還在花園步道外面或是玩家要往回移動小動物時，後面已經沒有相同顏色的色塊），那麼玩家就要暫停擲骰子一次。

Who wins? 你贏囉!

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

遊戲結束，玩家數數看自己拿到幾個昆蟲小紙卡，拿到最多的玩家就贏囉！

