

penguin pairs

Contents:

32 penguin cards

Setting up

Spread the cards face down on the table.

How to play

- Take it in turns to try and find a penguin pair by turning over two cards, leaving them face up on the table.
- If the cards are identical, place the matching pair in front of you.
- If the cards do not match, turn them back over.
- Your turn continues until you are unable to find a matching pair. Play then passes to the next player.
- The game ends when there are no cards left to pick up.
- The winner is the player with the most penguin pairs at the end of the game.

Quick play

(For younger players)

Remove eight sets of pairs before playing.

Single player activity

For single players place the cards, face up or face down, on the table and find the matching pairs of penguins.



GB jungle snakes & ladders

Contents:

1 jiggged playing board

4 coloured counters

1 dice

Setting up

Piece together the playing board.

Each player chooses a coloured counter and places it on the **start** space.

How to play

- Roll the dice and move the number of spaces indicated.
- If you land at the bottom of a ladder, move your coloured counter to the top of the ladder. Play then passes to the next person.
- If you land on a snake's head, move your coloured counter to the bottom of the snake's tail. Play then passes to the next person.
- The winner is the first player to reach the **finish** space.



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dinosaur dominoes

Contents:

28 dominoes

Setting up

Shuffle the dominoes and deal seven to each player.

Place any remaining dominoes, face down, in a pile.

How to play

- The first player places one of their dominoes, face up, in the middle of the table.
- The next player matches one of their dominoes to either end of the domino just played by placing the two matching ends together.
- Play continues with players taking turns to match one of their dinosaur dominoes to one of the two open ends of the line of dominoes.
- If a player cannot match any of their dominoes, they take one from the main pile and wait until their next turn.
- If there are no dominoes in the main pile, play passes to the next player.
- The game continues until nobody can match their dominoes, or someone uses up all their dominoes and wins the game.
- The winner is the first person to play all their dominoes or, if nobody can finish, the player with the fewest dominoes at the end of the game.



build a beetle

Contents:

4 nine-piece beetles

1 spinner board

1 two-part spinner (separate plastic arrow from base and attach to spinner board)

Setting up

Place the beetle pieces, number side up, in the middle of the table.

How to play

- Take it in turns to spin the spinner. To start building your beetle you must spin a 6 or play passes to the next player.
- On spinning a 6 you can choose any available coloured body and place it, picture side up, in front of you. Play then passes to the next player.
- Players take turns to collect their beetle's matching coloured head, antennae, arms and legs by matching the numbers on the spinner to the numbers on the back of the beetle pieces.
- Beetle pieces can be collected in any order except for the beetle's antennae (4), which is collected after the head (5).
- The winner is the first player to **Build a Beetle**.

Quick play

(For younger players)

- All players choose a coloured body (6).
- Play continues as '**How to play**' but if a player spins a 6 they can choose any matching coloured piece from the table.



little bus lotto

Contents:

4 bus playing boards

24 animal passenger cards

Setting up

Each player chooses a bus playing board.

Spread the animal passenger cards face downwards on the table.

How to play

- Take it in turns to turn over one of the animal passenger cards.
- If the card matches an animal on your bus, place the card over the matching animal passenger on your bus board.
- If the card does not match, show the card to the other players and return it to the table face downwards. Play then moves on to the next player.
- The winner is the first player to fill their bus with animal passengers.



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crocodile snap

Contents:

32 animal cards

Setting up

The cards are shuffled and dealt, face down, to all the players.

How to play

- The first player places their top card, face up, in front of them.
- Each player then takes turns to do the same, keeping their piles separate from each other.
- If you spot two matching cards shout 'Snap!' and collect both of the piles with matching cards on top. Add these cards to the bottom of your pile.
- If you spot two crocodiles, you must keep quiet, but 'snap' your arms together instead. The first player to do this gets to collect all the face up cards to add to their pile.
- When you have played your last card you are out of the game.
- The winner is the last player with cards in play.

