

Llamas in Pyjamas

Contents:

12 llama top cards, 12 llama bottom cards, 4 'a-llama clock' cards, 4 bedtime scene cards

Setting up

- Each player takes a different coloured llama bottom and places it in front of them.
- Shuffle the rest of the cards and place them in a face down pile.

To play

- The youngest player takes a card from the top of the pile:
 - * If you pick a llama top card and it matches your llama bottom, place the cards together to complete your llama.
 - * If the card does not match, place it face up in a discard pile.
 - * If you pick up a llama bottom card, place it face up in front of you.
 - * If you pick an 'a-llama clock' card and you have a complete llama, place the top half of your llama and the a-llama clock on the discard pile (with the a-llama clock on top).
 - * If you pick a bedtime scene card, place it face up on the table. Other scene cards drawn during play are added to the scene.
- Play passes to the next player.
- On your turn, you can either pick up a card from the face down OR the discard pile.
- Play continues until the bedtime scene is complete.

The winner

The winner is the player with the most complete Llamas in Pyjamas.



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Little Bug Bingo

Contents:

4 bingo boards, 20 picture cards, 34 leaf counters

Setting up

- Each player chooses a bingo board.
- Shuffle the picture cards and place them face down on the table.
- Place the leaf counters within reach of all the players.

To play

- Players take it in turns to turn over a picture card.
- If the bug on the picture card matches a bug on anyone's board, players place a leaf counter over the matching space.
- The picture card which was turned over is then taken out of the game.

The winner

The winner is the first person to cover all the pictures on their board and shout "bingo!"



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Spiders and Spouts

Contents:

1 jiggged playing board, 4 spider counters, 1 dice

Setting up

- Piece together the playing board.
- Each player chooses a spider counter and places it on the start space.

To play

- Roll the dice and move the number of spaces shown.
- If you land at the bottom of a water spout, move your spider counter to the top of the spout.
- If you land on a rain cloud, move your spider counter to the bottom of the rain trail.
- For all other squares, your spider counter remains where it lands. Play then passes to the next player.

The winner

The winner is the first player to reach the finish space.



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Jungle Dominoes

Contents:

28 dominoes

Setting up

- Shuffle the dominoes and deal seven to each player.
- Place any remaining dominoes, face down, in a pile.

To play

- The youngest player places one of their dominoes face up in the middle of the table.
- Players then take turns to match one of their dominoes to either end of the domino chain by placing the two matching ends together.
- If a player cannot make a match, they take a card from the main pile. Play passes to the next player.
- 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

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.



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Animal Families

Contents:

30 animal cards (10 families), 2 wild cards

Setting up

- Shuffle the cards and spread them out, animal side down, in the centre of the table.
- For a more basic version of the game remove two sets of families and the wild cards.

To play

- Take it in turns to pick up two cards from the centre.
- If the two cards are from the same family you may keep them but if they are different, show all players and return them face down to the centre of the table.
- If one of the cards you turn over matches a pair you have already collected, add that card to complete the family, returning the other card face down to the table.
- If a wild card is picked up, take a complete animal family from another player.
- The wild card is then taken out of the game.
- Continue to pick and and put down cards, two at a time, until all families of three have been collected.

The winner

The winner is the player with the most sets of complete animal families.



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Animal Match

Contents:

32 animal cards

Setting up

Shuffle the cards and deal them face down in piles to all players.

To play

- Players take turns to turn over the top card from their pile and place it face up in front of them, keeping the two piles separate.
- If a player spots any two top cards that match, they shout “Snap!” and collect both piles of cards. These cards are added to the bottom of their own face down pile and they turn over their next card.
- If a player runs out of cards in their face down pile, they turn over their pile of face up cards and continue to play. If a player runs out of all cards, they are out of the game.

The winner

The winner is the first player to collect all of the cards.



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