594x210mm

anko

7-in-1 Games Set

Animals Board Game

2 to 4 plauers This game includes: 1 colour dice. 4 characters. 1 puzzle

How to play: Follow the path of coloured circles to reach the farm first! The youngest player goes first. Roll the dice and move your chosen animal to the next circle matching the colour you rolled. You can land on the same circle as another player or overtake them. When the dice lands on the cross, miss a turn. If the dice lands on the star, roll again. If a player lands on a chick, have another go. When a player gets to the end of the path, they must roll a BLUE to reach the finish. The first person to land on the farm is the winner.



Colours Board Game

3 uears +

2 to 4 plauers

This game includes: 1 colour dice, 4 characters, 1 puzzle

How to play: A race around the board and to the finishing number 4 circle! Choose your animal and place it on its starting base. To leave your base, you must first roll an orange. Once you are in play, roll the dice and move your animal clockwise to the next circle matching the colour you rolled.

Your animal must not overtake another animal. However, if you land on the same circle as another player, they must take you with them until your next turn. When a player completes one round of the board they can enter the numbered circles above their starting base To move animals towards the finish, players must roll the colour of the numbered circles. The player who reaches the green number 4 circle first is the winner.



Bingo 3 Hears +

2 to 4 plauers

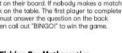
This game includes: 16 animal discs and 4 bingo boards

Setup: Place the animal discs face-down on the table. Hand out the bingo boards depending on the number of

2 players receive 2 bingo boards each 3 or 4 players receive 1 bingo board each

Put the remaining boards and the corresponding image

How to play: The youngest player goes first. Players take turns turning over a disc. The player with the matching animal on their bingo board(s) takes the disc and places it on their board. If nobodu makes a match. place it back on the table. The first plauer to complete their board must answer the question on the back correctly, then call out "BINGO!" to win the game.



Magnetic Fishing For Mathematics

3 years +

2 players

This game includes: 2 magnetic rods, 10 animals

How to play: Place the animals face-up on a flat surface. The aim of the game is to catch as many animals as possible using your fishing rod. Once the game is over, players count how many animals they have caught, and add up the points on the back of your animals. The player with the highest score wins! Alternatively, you can add up the points on the back of your animals. The player with the highest score wins!



Animal Dominoes

3 Liears +

1 to 5 players

This game includes: 28 dominoes

Setup: Place all the dominoes animal-side down on the table.

Deal 7 dominoes each for 2 or 3 players

Deal 6 dominoes each for 4 players Deal 5 dominoes each for 5 players

The rest of the dominoes stay animal-side down on the table in the draw pile.

How to play: The youngest player starts by placing one of their dominoes animal side up on the table. Players take turns matching one of their dominoes to the animals at either end of the domino line. If a player cannot make a match, they must take a domino from the draw pile and play moves to the



Dot Dominoes

5 years +

2 to 6 players

This game includes: 28 dominoes

Setup: Place all the dominoes dot-side down on the table. Deal 7 dominoes each for 2 or 3 players

Deal 6 dominoes each for 4 players

Deal 5 dominoes each for 5 players

The rest of the dominoes stay dot-side down on the table in the draw pile.

How to play: The youngest player starts by placing one of their dominoes dot-side up on the table. Plauers then take turns matching one of their dominoes to the dots at either end of the domino line. If a player cannot make a match, they must take a domino from the draw pile and play moves to the next player. The first player to get rid of all their dominoes wins. If no one can match any of their dominoes, the player who has put down the most dominoes wins.

Memory Games

3 upars 4 2 to 4 plauers.

This game includes: 32 animal discs

Setup: Place the animal discs face-down in rows

Memory Match: Place the animal discs face down in rows. Taking turns, each player flips over 2 discs. If they match, the player keeps them. If the images do not match, turn them back over and it's the next player's turn. Try to memorise where the images are. When all the animals have been matched, players count how many pairs they have made. The player with the most pairs is the winner.



Single Plauer: Find all pairs in as few turns as possible Younger Plauers: Use fewer cards for an easier game.

Memory Recall: Split the animal discs evenuly between players, each player should have only one of each animal. Taking turns, one player will lay out five animal discs face up, while the other is given time to memorise them. The first player will then pick up the discs, remove one and place only four down again. The other player must recall which animal is missing. Continue taking turns. The player who guesses 5 rounds correctly, wins! For an extra challange, increse the amount of playing discs for each round.













Avoid leaving the magnets on metallic surfaces for long periods of time as unchecked humidity may result in dirt build-up and rust formation.

Ensure the metallic surfaces are always kept clean and free from humidity, take special care below water & ice dispensers. Never drag the magnets on the metallic surfaces to avoid damaging the finish.



INTESTIMES CAUSING SERIOUS INFECTIONS AND DEATH SEEK IMMEDIATE MEDICAL ATTENTION IF MAGNETIS! ARE SMALL OWED OR IN-LIVED



Starting Base