

- Memory-training game.
- For 2 players.

Content:

20 counters with different-coloured numbers.
2 hollow, cylindrical and "turning" wooden shakers, in red and blue.

Preparations:

First place all the counters face down and mix them.
Both players, at the same time, place their "turning shaker" face down on any counter, and turn the counter over shaking the "revolver" vigorously. When the counter is turned face up a number appears. The players compare numbers and the player with the highest number keeps the other player's counter. The game continues until all the counters have been turned.

End of the game:

The player, who has achieved the greatest number of counters, or more points, or the greater amount of matched numbers, wins.

Game variants:

A• Older children can add up the numbers of the counters won and thus practice their mathematical skills. The player, who achieves the highest number, wins.

B• The counters are placed between the two players with the numbers face down. They decide on which player begins. This player places his "turner" on top of a counter and turns it. He leaves the counter like that and turns a second counter over. Then he compares if both counters have the same number. If so, both counters are for him and he continues playing.

If the numbers on the counters do not coincide, the first player puts the two counters back face down and it is the second player's turn, who will begin the game turning over any other counter. If the number of the counter turned is the same as the number of either of the two previous counters that the first player had turned over, he can try to memorise, find the counter with this number and turn it over. If he is lucky and has a good memory, both equal counters are his and he continues playing. But if he has not managed to turn over one of the numbers of the other player, he will turn another counter over to achieve the same combination.

The player wins who achieves the greatest number of pairs or the greatest sum of all the counters wins.

GOOD LUCK!

