

Lotino

A lotto game for young children illustrated by Dick Bruna

Ages 3-6

1-6 Players

Contents

6 reversible boards

54 cards

All of these games can be played using the outlines on the reverse of the boards. This makes the games more challenging, especially Memory Lotto.

Game One - Picture Lotto

Each player receives a board. Spare boards and their corresponding cards are put aside. The remaining cards are shuffled and placed face-down on the table. The oldest player starts as the caller. He turns over one card at a time and names the objects shown on them as he does so. The player who finds the same object on his board claims the card and places it over the corresponding picture on his board.

The first player to cover all the pictures on his board is the winner.

With very young children this game can also be played with 'money'. Each player receives three tokens, e.g. beans. A player who claims wrongly, or one who forgets to claim a card when he should, must give a token to the 'pool'.

The player who fills his board first receives all the tokens from this 'pool', plus any he has left over. These are counted up for him and the score noted. Players should agree on how many rounds are to be played. The player with the highest score at the end is the winner.

Game Two - Picture Quiz

In this game, the caller shows cards without naming them. The player who has the corresponding picture on his board claims the card, but he only receives it if he can correctly name it. This variation can be reversed too: the caller does not show the cards, but simply names them. Once again, the player who finds the corresponding picture on his board claims the card. The first player to completely cover his board is the winner.

Game Three - Memory Lotto

Each player receives a board. The boards may be looked at for 10 seconds, with the aim of memorizing the pictures which are shown on them. After this time, the boards are put to one side, out of sight. The caller now turns the cards over one after another, either just showing them or naming the objects. The player who thinks that a card belongs to his board claims it. Each player keeps his pile of claimed cards in front of him. If two players claim the same card, it is put to the bottom of the caller's pile. Any card not claimed is removed from the game. When all the cards have been used up, the players retrieve their boards. Each matching card receives two points. For each wrongly claimed card one point is deducted. The player with the highest score wins.