

Zoo Lotto

For 1 – 4 players aged 3 years and up

Contents:

4 boards
24 animal cards

Picture Lotto

Preparation:

Each player receives one of the four Lotto boards and places it in front of them on the table, face up. If playing in a group of three, you lay aside the remaining board and the corresponding animal cards. If there are two players, everyone chooses two boards.

Shuffle the animal cards and display them on the table, face down.

How to play:

The youngest player starts, turns over an animal card and says the name of the animal shown on the card aloud. The player who finds this animal on their board puts his hand up and receives the card. They place the card onto the corresponding space on their board. Then, it is the next player's turn, in a clockwise direction.

End of the game:

The first player to have covered all the spaces on their board wins the game.

Variation:

You can also play this game alone. Return the animal cards, one after another, and assign them to the appropriate boards. All animals will soon find their place.

Memo Lotto 1

Preparation:

In this variation, all players again receive a board and place it in front of them on the table, face up. If playing in a group of three, you lay aside the remaining board and the corresponding animal cards. If there are two players, each player chooses two boards. Shuffle the animal cards and display them on the table, face down.

How to play:

The player whose turn it is may either take a animal card that is already face-up on the table, if it corresponds to his board, or turn over a new card. If that player chooses a card that corresponds to his board, they may immediately place it onto his board. Then, it is the next player's turn, in a clockwise direction.

End of the game:

The first player to have covered all the spaces on his board wins the game.

Variation:

If you prefer a more difficult game, you may put back the animal cards that do not correspond to your board face down.



GB

Memo Lotto 2

Preparation:

In this variation, all players again receive a board and place it in front of them on the table, face up. You lay aside the remaining boards and the corresponding animal cards. Shuffle the animal cards and display them on the table, face down.

How to play:

All players look attentively at their boards and try to memorize the animals. Then each player turns over their board so that it lays now face down.

The player whose turn it is turns over an animal card and says loud the name of the animal shown on the card. The player who thinks that this animal is shown on his board puts their hand up and receives the card. They put their card next to their board. Then, it is the next player's turn, in a clockwise direction.

End of the game:

As soon as a player has collected six animal cards, they may turn over their board. If all animals correspond to his board, that player has won. Otherwise, you continue playing until another player has six animals, and so on.

Variation:

If you prefer a more hectic game, you can all play simultaneously. After you have returned the boards, you all look at the cards that are lying in the centre of the table. If you find an animal that corresponds to your own board, take it quickly. If you think that you have found all the six animals, say "stop!" Then all players verify if you really have found the correct animals. If a given card does not match, you place it back in the middle of the table. The player with the most remaining cards wins the game.

Lightning Lotto

Preparation:

Shuffle the animal cards and display them on the table, face down. Place one board in the middle of the table, face up. All players look at it attentively and try to memorize the animals. Then you turn over the board.

How to play:

After you have turned the board over, you all look simultaneously at the cards that are lying in the centre of the table. If you find an animal that corresponds to the hidden side of the board, you take it quickly. If the players have taken six animal cards in all, the board is turned back over. Then all players verify if they have really found the correct animals. If a given card does not match, the player must place it back in the middle of the table together with an animal that he has already collected. Place the board aside and turn over the next one. All players try to memorize the animals before the board is covered again. Then everyone simultaneously for matching animal cards, and so on.

End of the game:

As soon as all four boards are used, the game is over. The player with the most remaining cards wins the game.