

A5 size



move and twist game

user guide

138221 0913
Early Learning Centre®
Watford WD24 6SH England.

Customer Service Department
0871 231 3511

how to play

Game preparation:

Place the stem and blossom cards with the task side downwards in the middle of the table, in separate piles. Decide how tall the flower should be. We recommend three or four stem cards plus blossom. Place the wooden ladybirds next to it. The player who last saw a real ladybird may begin. Play continues in a clockwise direction.

Game play:

When it is your turn, take a green stem card and look at the task on the bottom side. The drawing shows you what you have to do with the ladybird(s).

Now try to carry out the task or action. Everyone else will check if you are doing it right. The other players can help you at the start, to place your ladybird(s) in the right place, if it's too difficult for you by yourself.

If you complete the challenge on the card, you can place it in front of you. Over the course of the game, place as many stem cards as agreed at the start, in a vertical row. When you have collected the agreed amount of stem cards, you can take a blossom card.

If you don't complete the task on the card, then you must place it back under the pile. Then it's the next player's turn and they take a new stem and/ or blossom card from the pile.



How to win:

The game is finished as soon as one player has successfully completed all the tasks from the agreed number of stem cards plus a blossom card. This player wins the game.

Explanation of symbols:

 The symbol shows the number of attempts that a player has to carry out the task.

1x  5x  The symbol shows how many times the task must be carried out successfully.

10x  10x  The symbol shows how many times the movement has to be carried out in the task.