

# forri-farri

	<i>red</i>	<i>green</i>	<i>yellow</i>	<i>blue</i>
1 - <i>persons circle</i>	Yosseeya	Nerina	Tooleeta	Fairy
2 - <i>animals rectangle</i>	bird	pigeon	fox	stag
3 - <i>house (out) triangle</i>	house	window	door	roof
4 - <i>house (in) square</i>	armchair	rug	broom	fire
5 - <i>clothes pentagon</i>	dress1 Yosseeya	dress 2 Nerina	dress 3 Tooleeta	dress 4 Fairy
6 - <i>plants hexagon</i>	tree 1	tree 2	wood	tree stump
+ 4 Jokers (magic wand)				

**Age:** 5 +  
**Players:** 2 - 4  
**Playing time:** 10 minutes  
**Goal of the game:** get rid of all your cards  
**Category:** card game  
**Training object:** vocabulary and grammar  
 geometric forms  
 colours  
 logical thinking and associating  
**Author:** Blanche Kails

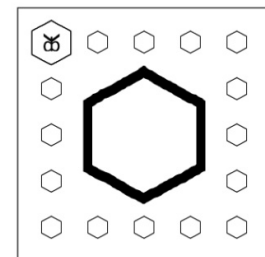


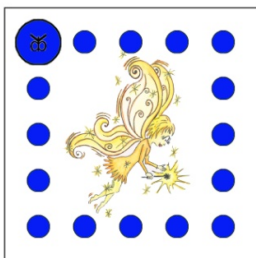
## Material:

- 1 game board formed as a grid of 7 x 5 cases (DIN A3)
- 1 set of cards:
  - \* 28 picture-cards -7 different families
    - Each family has its own pattern frame
    - (1-circle, 2-rectangle, 3-triangle, 4-square, 5-pentagon, 6-hexagon)
    - each family has 1 red, 1 green, 1 yellow and 1 blue.
  - \* 10 characteristic-cards: 6 forms and 4 colours

## Preparation:

The game board is placed in the middle of the table.  
 As the characteristic-cards are being placed in the first row and in the first column during the game only, they are now put beside the gameboard.  
 To get to know the pictures, the cards are put on the table as families.  
 The cards are then shuffled and each player is dealt 4 cards.  
 When it happens that after dealing a player has 2 or more Joker-cards in his hand, all the cards will be reshuffled and each player is dealt 4 cards.  
 Each player has his cards in his hand so that he himself only can see their faces.  
 The remaining cards are placed face down to form the draw pile.  
 The dealer returns the first card of the draw pile and he chooses any case of the grid to place it, except the first row and the first column. This first card defines two characteristics: the form and the colour of this card. The first form-card is put in the first row above this card and the first colour-card is put in the first column beside this card.





### How to play the game:

The first player, who is sitting to the left of the dealer, puts one of his cards, if it is playable, in a case next to the first card. (Above, beneath, left or right.)

A card is playable when it has the same form or the same colour. This second card defines one more characteristic of the grid. The appropriate characteristic-card is placed in the corresponding case. The characteristics of the grid are like that defined one by one, and therefore each round has its own quite unique grid.

Each card has a unique place to go.

When the first card that the dealer draws from the pile is a Joker-card, it will be returned in the pile and the next card will be the first card in the grid.

A Joker-card can be played at any moment. It can be put in any free neighbouring case.

Usually a card must be put in a free case only, but a Joker-card may be covered: the player with the „right“ card on hand puts his card on the Joker that happens to be there.

If a player has no matching card, he draws a card from the draw pile that he is not allowed to play at once and the play moves on to the next one.

Cards can only be put in the grid. Beside the grid neither a row nor a column can be started.

For this game it is very helpful to prepare the game board and the cards with velcro.

The game is **over** when one player has managed to get rid of all his cards.

This player is the **winner**.

