

COLORAMA

Ravensburger® game no. 24 363 1

A classic matching game for
1 - 6 players, ages 3 - 8.

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This children's game is a highly enjoyable introduction to colours and shapes. There are versions for all ages, based on arranging the playing pieces according to colour and shape and placing them in the appropriate places on the game board.

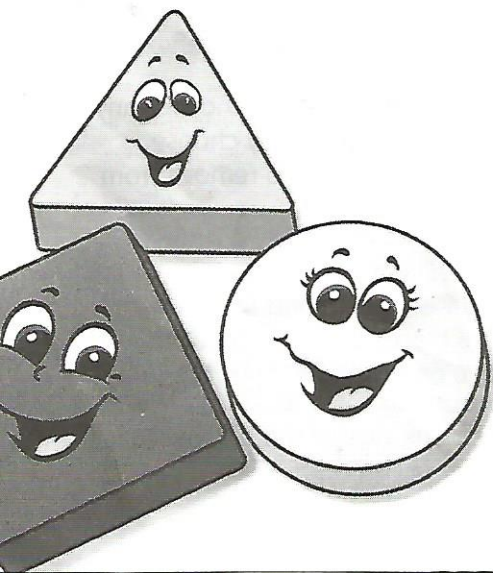
Colorama encourages children to look carefully, to compare, to name and to arrange. Playing Colorama practices manual dexterity and logical thinking.

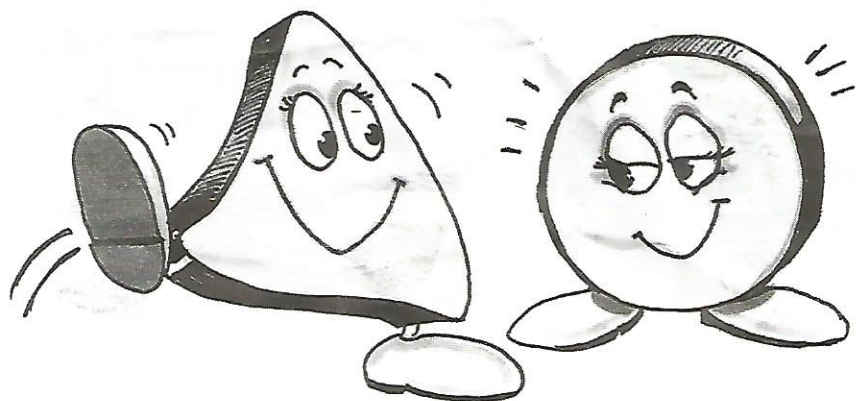
Contents:

- 1 game board
- 40 game pieces in 4 different colours (red, blue, green, yellow) and 5 different shapes (circle, square, triangle, hexagon, trapezoid)
- 1 colour die
- 1 shape die

Introduction

These games progress in difficulty. Younger children should start with the first game and advance to the next stage as they grow older.





Game 1:

Getting to know the game pieces

for 1 - 6 players,
ages 3 and up

Mix the game pieces and pass them out equally among the players. The colour and shape of the pieces is not important. Any left-over game pieces should be placed in the correct spaces on the game board.

Children take turns placing game pieces - smooth side up - onto the field which matches them in colour and shape. For example: a "round yellow" piece is put in a yellow area with a rounded empty space.

The game is over when all the fields have been covered. There are no winners or losers in this game.

Game 2:

Getting to know the dice

for 2 - 6 players,
ages 4 and up

Put all the game pieces in their correct places on the game board. On your turn, throw only the coloured die. Take a piece off the game board that matches the colour thrown and put it in front of you. For example, GREEN is a green square or a green trapezoid.

The joker on the die stands for any colour. The player may choose which game piece to remove from the board.

If, at the end of the game, a colour is thrown and there are no more pieces that match this throw, move on to the next player's turn.

The blank side of the die means

„bad luck“ - you miss a turn. The game is over once all of the game pieces have been removed from the game board. The player with the most game pieces has won the game.

You can play this game using the shape die, too. This die shows which shape the players take from the game board. They can choose whichever colour they like. Again, the joker means that they can choose the shape they want.

Game 3:

COLORAMA

for 2 - 6 players,
ages 5 and up

The rules are the same as for Game 2, but you use both dice. Take a piece from the game board that matches the colour and shape thrown by the dice - if there is a suitable one left.

If you throw the blank side you have to miss a turn. Here are some dice combinations you may throw:

Example 1 :

GREEN and SQUARE:

take a green square

Example 2 :

GREEN and JOKER:

take a green game piece of your choice



Example 3 :

HEXAGON and JOKER:

take a hexagon of your choice

Example 4 :

BLANK SIDE and CIRCLE:

you miss a turn

Game 4:

COLORAMA FOR EXPERTS

for 2 - 6 players,
ages 5 and up

The rules are basically the same as for COLORAMA, with just a few differences:

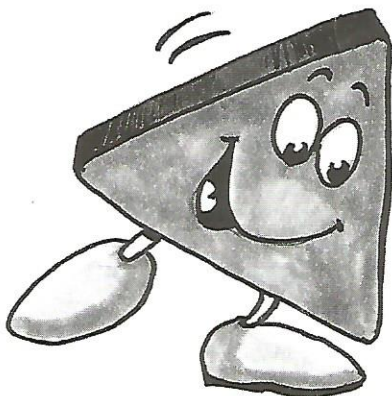
Don't put the game pieces onto the game board at the beginning of the game, but mix them up and pass them out among the players. The colours and shapes are irrelevant. Any leftover game pieces are put in the correct places on the game board.

The players must now try to be the first to put their own game pieces onto the game board. Again, both dice are used. The winner is the first player to put all his/her game pieces onto the game board.

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WARNING: CHOKING HAZARD
Small parts. Not for children under 3 years.



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