

little **BALANCING**

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X 4



X 15



X 12



X 12

Game rules

Game of balance

Age: from 2 ½ to 5 years

Number of players: 2 to 4

Game time: 10 mins

Contents:

- 4 frogs
- 1 pond made up of 2 pieces of puzzle
- 12 stilts
- 12 waterlilies
- 15 “point won” counters

Aim of the game:

To make the waterlilies balance on the “stilts” then the frogs on top of this flimsy construction.

Préparation:

- The pond is placed in the centre of the table and can be reached by all.
- All the elements are placed in the centre of the table.

Depending on the age of the players, you use a lesser or greater number of waterlilies and stilts. For very little ones you can play with just 4 stilts, 4 waterlilies and the 4 frogs.

The more dexterous the children, the greater number of stilts and waterlilies you can play with.



How the game works:

The elements are stacked up in this order: stilt, then water lily then stilt again and so on until there are no more stilts or waterlilies. All that remains is to place the frogs on top of the “pyramids”. And if nothing falls, the players have won!

PS: A player must place one of his elements on top of an element placed by another player.

Game proceedings:

The youngest player starts. He places one of his stilts on one of the areas provided for this purpose on the pond (on the rings in the water). Then it's the following player's turn: he can decide to place one of his stilts on another area provided for this purpose in the pond or to place a water lily on the stilt that another player has just placed.

When a player knocks the elements down, the game starts again.

Who wins?

When all the elements have been placed on the platform, the game is won. Each player thus takes a “point won”.

Version for older children:

the aim is to make higher and higher pyramids.

For this you occupy areas by placing 1, 2 or 3 frogs on 1, 2 or 3 of the “rings in the water” areas. As the number of areas is restricted, the pyramids to build will therefore be higher and higher.

