

# One, Two, Red, Blue

## *Be the first to get rid of all your cards!*

For 2-4 players, ages 3 & up

**Contents:** 12 Number cards & 12 Color cards

Young children will have lots of fun pushing down on the Spinnerific, hoping to match their cards to the number or color the arrow points to. A great first game for pre-schoolers that reinforces first number and color identification.

### **Before you begin:**

Place the Spinnerific in the center of the table, where all players can reach it.

Shuffle the cards and deal 4 to each player. Place the remaining cards in a pile on the table, facedown, to form a draw pile.

### **Playing the game:**

Player A begins the game by pushing down on the Spinnerific. If he/she has a card that matches the number or color that the arrow points to, the card is laid down face-up on the table. If not, Player A chooses a card from the draw pile. If this card matches, it can be laid down. If not, the 5 cards remain in Player A's hand and it is Player B's turn. Player B spins the Spinnerific. If Player B has a card that matches what is shown by the arrow, it is laid down. As before, if Player B does not have a match, a card is drawn, and either played or kept in the hand and so on.

After all the draw cards have been taken, players continue to play using only the cards in their hands.

### **Winning the game:**

Whoever gets rid of all their cards first wins the game.

## **Game # 2 – Can you remember?**

For 2-4 players

### **Before you begin:**

Shuffle the cards and place them facedown on the table in 4 rows of 6, memory-style.

### **Playing the game:**

The youngest player begins by spinning the Spinnerific and turning up one of the facedown cards. If the card matches the number or color that the arrow points to, the player gets to keep the card and can turn another card over. If the second card matches, the player keeps that, too. As long as the player turns over matching cards, his/her turn continues.

When the player turns over a card that does not match the Spinnerific, it is the next player's turn.

Play continues as the Spinnerific is spun and cards are matched.

Spinning a color or number that is not on the table.

If, on your turn, you spin a color or number and you know that the 4 matching cards have already been claimed, you can call out "no more matches". Players go through the cards they have collected to be sure you are correct. If you are, you can spin the Spinnerific again, so you get another choice.

### **Winning the game:**

When all the cards have been claimed, the player who has the most wins.