

PINO SORTINO

Oh dear, everything is in such a muddle! A tricky tidying up game for 2-4 gnome helpers from 3 to 99 years.

Contents:

1 game board (consisting of 6 parts),
18 objects, 1 wooden gnome, 6 glass
stones, 1 number dice, 1 colour dice,
1 set of instructions

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Background

A place for everything and everything in it's place! The pullover belongs in the cupboard, the stamp belongs on the desk and the boot belongs on the shoe shelves. However, untidiness creeps back in again and again! Wouldn't it be great if Pino the gnome would help us to keep things tidy?



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Preparation

Before the first game, take the objects out of the game board pieces. Put the individual parts of the board together to form a circle. Lay all the objects with the picture side up in the centre of the circle, and put the gnome with them. The glass stones and the colour dice are placed next to the board. The number dice will not be needed for this variation.

Aim of the game

With the help of the gnome, the players try to bring the objects from the centre of the circle back to their correct positions.

How to play

The youngest starts and the game proceeds in a clockwise direction. When it is your turn throw once with the colour dice. Go with Pino to the board piece with the background colour indicated (You can see the colour on the edge of the board pieces).

Now look to see if you can discover an object that belongs in this place, from the centre of the circle. If you find one, you may take it and place it on its correct position. It is now the turn of the next player.

If you have taken an incorrect object that does not belong in this position, you will have to place it back in the centre with the others and the next player takes his turn.

End of the game

Each piece contains three of the objects. The players receive a glass stone when the last of the three objects is correctly placed. When all of the objects have been placed in their correct positions, the player who collected the most glass stones is the winner.

Variation 1

The objects are placed in the centre of the circle with the picture side down. Now, they are only recognizable by their shape. Will you still manage to place them on their correct positions?

Variation 2

At the beginning of the game, the gnome can start from any position you wish (board part). When it is your turn, throw the dice and move Pino according to the number of points on the dice. You are allowed to move the gnome to the left or right on the board.

Variation 3

At the start of the game, the players take turns to take an equal number of objects from the centre of the circle, and place them in front of them on the table (2 players receive 9 objects each, 3 players receive 6 objects each and 4 players receive 4 objects each). Any remaining objects, should be placed on their corresponding part of the board. The players throw the number dice as usual. They check to see if they can tidy one of their objects onto the board piece they have landed on. The first player to place all his or her objects in their correct positions is the winner.