

Plumino

Plus and minus made easy!

A mathematical learning game for 2 to 4 children from 6 years.



- Game type:** Learning game
Players: 2 to 4 players from 6 years
Contents: 1 cardboard game board,
13 petal pieces,
18 petal pieces marked on the reverse side,
4 bees,
1 plus-minus piece,
1 instructions
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Parental guide

Plumino is an educational learning game which helps teach your child to cope with numbers whilst playing. They practice simple adding and subtraction using the numbers 1 to 10. You should play the first few rounds with your child in order to help and correct any mistakes they make.

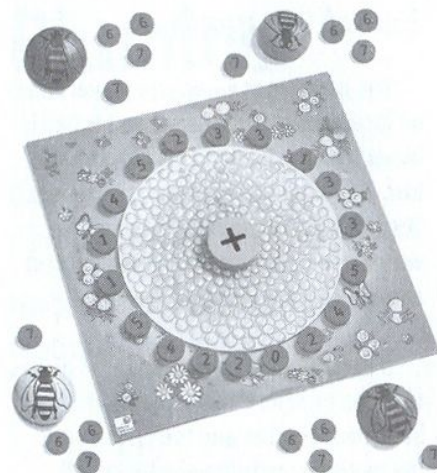
Preparation

The game board is placed in the middle of the table. The **18 pieces with the marked reverse-side** ☆ are mixed face-down and placed randomly number-side up around the flower head as shown. The plus-minus piece is placed plus-side up in the middle of the flower.

The other pieces are shared out equally between the players. Left-over pieces should be set to one side. Each player receives a bee.

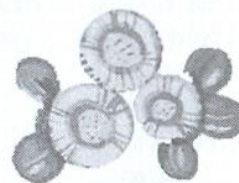
Aim of the game

The players try to place their pieces correctly around the flower as often as possible.



Course of the game

The game begins with the eldest child and continues in a clockwise direction. The plus-minus piece shows what form of sum has to be made. When the plus side shows it is addition and the minus side is subtraction. Always start with addition.



ADDITION

On their turn, the player should place a piece on the board according to the following rules:

The piece should be the sum of two adjacent pieces already on the board.

Example: a player wants to place a 4 on the board. He can only do this if he can find two **adjacent pieces**, which add up to 4. (e.g. 3 and 1 or 2 and 2).

Once he has found the two pieces equalling his one, he takes the two and **replaces** them with his piece. The two replaced pieces then belong to his collection and the one piece takes their place on the flower. The next player then takes his turn.

In this way, the number of pieces in front of each player increases as the number on the board decrease,

The game continues in this way until a player **can no longer put a piece down**. He then takes his bee and places it in the middle of the flower to show that he could go no further, then he turns over the plus-minus piece and the game continues with subtraction. The next player starts his turn according to the following rules:

SUBTRACTION

The piece should show the difference between two neighbouring pieces.

Example: A player wants to place a 3 on the board. He can only do this if he finds two **neighbouring** pieces which, when subtracted from each other leave 3 (e.g. 7 and 4 or 6 and 3 etc).

The player takes his piece and places it **between the two pieces** around the

flower. The pieces on the board can be moved to make room for the incoming pieces - they must however, stay in the same order. The player does not take a new piece! The next player then takes his turn.



In this way, the pieces on the board decrease and the pile in front of each player increases again.

The game continues in this way until a player **can no longer** place a piece on the board or **no longer has a piece to play**. This player then places his bee in the middle of the flower, turns over the plus-minus piece and the game continues with addition as before. In this way, the game alternates between addition and subtraction continually.

End of the game

The game ends when one player can't go for a **second time**, i.e. when his bee is already on the flower. This player has lost. The other players count their pieces. The player with the most pieces is the winner. The player with the next largest amount of pieces is second, etc.

If two have the same amount of pieces, then the numbers on the pieces should be added together and the player with the highest sum is the winner.

