



# Alina

Can it fly or can it not? An animal memory game for 1 to 4 children from 4 years, with three variations.

**Game type:** Memory

**Players:** 1 to 4 players from 4 years

**Contents:** 8 pairs of cards with creatures that fly, 6 pairs of cards with creatures that don't fly, 1 instructions

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## Note for parents

Before you start playing, it is a good idea to go through the cards quietly with your child first so that they can learn about the creatures on them. You can help them seek out the creatures on this list and show them the card.

### Creatures that fly

Budgerigar  
Stork  
Duck  
Robin  
Bat  
Eagle  
Bee  
Butterfly

### Creatures that don't fly

Hare  
Mouse  
Cat  
Dog  
Penguin  
Spider

## Preparation

Before you start to play, spread the 28 cards out on the table face-down within reach and sight of all players.

## Aim of the game

The players try to find all the creatures that can fly. The game ends when all 12 cards of creatures that can fly have been uncovered.

## Course of the game

The youngest player begins. On their turn, the player passes his hand over the cards in a circular movement and says: "**Which creature can fly high?**" He then takes a card and says: "**What kind of creature do I spy?**" – and turns the card over.

If it is an animal that cannot fly, he says: "... (name of the animal) **here you can lie because you can't fly!**" The card is left face-up on the table.

If, however the card shows a creature that can fly, the verse continues with: ",...(Name of the creature) **fly to me!**" and the child may keep the card. If there are cards with non-flying creatures face-up on the table, the player must turn just **one** face-down again.

If there is **no** card with an animal which can't fly lying face-up on the table, then turning one back is inapplicable and it is the turn of the next player.

## **End of the game**

The game ends when all 12 cards with creatures that cannot fly (hare, mouse, dog, cat, penguin and spider) are uncovered on the table. The winner is the player with the highest pile of cards in front of him. If two or more players have tall piles of cards then there are more winners in the game!

## **Variations**

### **1. Playing solo**

The course of the game for playing alone is the same as above. It ends when four cards with creatures that cannot fly have been uncovered. The aim is still to find the 16 creatures that do fly.

If the game does not work out the first time, the player can try again.

### **2. Pairs**

Each player tries to collect as many pairs as possible whether they are flying creatures or not.

The youngest child begins. He uncovers two cards so that all players can see them and looks to see if he has two cards the same. If he has a pair he may keep them and the next player takes his turn.

If the cards do not match then they must be turned face-down again. All players should try to remember where the cards are lying. The next player takes his turn.

The game is over when all pairs have been found and the winner is the player with the highest "tower" of cards.

### **3. "Lame duck", you're out of luck!**

With this variation one card is the "lame duck" that no one wants because, whoever is left with this card is the loser!

All cards are mixed up face-down on the table. One card is removed **blind** and set aside. This is the "lame duck" whose partner nobody wants to have! The rest of the cards are shared out between the players. It does not matter if one or two players have one more card than the others.

Each player checks his cards to see if he has any pairs and these he lays aside. He keeps the rest of his cards face-down in front of him on the table. When a player takes his turn, he allows the player to his left to take a card. This player looks at the card to see if it pairs with one of his. He must keep the card and if he has the matching card he sets them aside to the other pairs he has. Otherwise it comes face-down to the others in front of him. Now the second player allows the player to his left to take a card e.t.c. A player drops out of the game when all his cards have been matched and the player who is left with the "lame duck" has lost. In this variation, the "lame duck" is a different creature each time the game is played. For this reason, the players do not know until the end of the game which card is the "lame duck".

We wish you lots of fun!