little ASSOCIATION

Contents • 内容

X 30

Game rules 遊戲規則

2 ½ to 5 years 2歲半至5歲	2 to 4 players 2至4人	10 mins. 10分鐘

Contents:

3 animals (1 rabbit, 1 frog, 1 cow), 3 universe cards (the vegetable garden, the pond, the meadow) 30 element cards belonging to the 3 universes

3隻小動物, 3張生態環境底板、30張聯想卡、

Rabbit universe: the vegetable garden
兔子宇宙：菜園

The carrot 胡蘿蔔
The lettuce 生菜
The hedgehog 刺猬
The snail 蝸牛
The watering can 噴壺
The rake 耙
The scarecrow 稻草人
The rabbit 小兔子
The basket 籃子
The tomato 番茄

Frog universe: the pond
青蛙宇宙：池塘

The rush 軟草
The butterfly 蝴蝶
The duck 鴨子
The frog 青蛙
The dragonfly 蜻蜓
The fish 魚兒
The tortoise 烏龜
The duckling 小鴨
The heron 蒼鷺
The boat 小船

Cow universe: the meadow
牛牛宇宙：草原

The trough 牛槽
The apple 蘋果
The bell 鐘
The fence 柵欄
The bird 小鳥
The poppy 罌粟
The milk can 牛奶罐
The cow 牛牛
The hive 蜜蜂巢
The bee 蜜蜂

Preparation 遊戲前的準備：

The rabbit, cow and frog and the 3 universe cards are placed in the centre of the table.

The 30 cards are shuffled and placed in a pile in the centre of the table; they represent the stack.

小兔子、乳牛、青蛙和3張生態環境卡放在桌子中央；將30張聯想卡洗牌並且疊成一疊放在桌面中央，成為待抽卡。

Game proceedings 遊戲規則:

The youngest player turns over a card from the stack.

從年紀最小的玩家開始，從待抽卡中翻開第一張卡。

All the children look at this card and discover to which universe it belongs. Once they have discovered what universe this element comes from, they hurry to grab the corresponding animal and place it on the suitable universe.

有的玩家看看這張卡，並找出這是屬於哪一個生態環境；一旦玩家發現這是屬於哪一個生態環境，就必須用最快的速度抓到對應的小動物放在相對應的生態環境卡上。

The 1st player to put down the right animal wins the turned over card.

第一個抓到正確的小動物並放在正確的生態環境卡上的玩家就可以贏得這張翻開的聯想卡。

(E.g.: the turned over card is the fish. The fish is part of the frog universe: the pond. The quickest to play his frog on the «pond universe» card wins the «fish» card.)

例如：被翻開的紙卡是魚，魚是屬於青蛙的生態環境-池塘的元素之一，最快拿到青蛙並且把它放在池塘生態環境卡的玩家就贏得"魚"聯想卡。

If a player gets it wrong, he puts a previously won card beneath the stack. (If he doesn't yet have any, nothing happens).

如果玩家抓錯動物或放錯生態環境卡，就要還回一張之前他所贏得的聯想卡，放到待抽卡的最下方。如果玩家尚未贏得任何聯想卡，就不需要還。）

Then the player to the left of the youngest player turns over a new card and the game continues. And so on.

接著，順時鐘方向輪到下一位玩家翻牌，並繼續規則2。依此順序繼續遊戲。

Who wins? 你贏囉！

Depending on the desired game time, you can decide at the beginning of the game that the winner will be:
- The player who has won the most cards when there are no more cards in the stack,
- or the first player to have won 5 cards.

所有玩家可以在遊戲開始前決定輸贏方式：
1. 可以等到待抽卡都被贏走了，贏得最多聯想卡的玩家就是贏家。
2. 或者第一位贏得5張聯想卡的玩家就是贏家。