

Merkolino

Who has seen
the little scamps?

A memo game
for 2 – 4 children
from 5 years



Story

The baby animals make the most of the lovely weather by going on an outing into the forest. Some of the little scamps play hide and seek! Can you find out who is missing?

Preparation

Each player receives one board, one playing figure and three marker pieces. The playing figure is set on the red start marker on the left. The three marker pieces are laid next to the board.

All 16 memo cards with the pictures of the animals are shuffled and placed in a stack in the middle of the table.

Aim of the game

The aim of the game is to look carefully to see if you can find out which three baby animals are hiding.

How to Play

The player with the most pets starts.

He shuffles all 16 memo cards well and places them face down in a stack on the table. These are all the baby animals taking part in the outing. The first player then takes the first three cards off the stack and lays them face down to one side. These are the three scamps who decide to play hide and seek and who must be found.

Now he takes the remaining stack and uncovers them one by one into another pile on the table so that all players can see them clearly. The showing of the cards should be done fairly quickly.

All the players call out the name of each animal as it is uncovered: "lion!", "mouse!", "goat!", etc. When all 13 of the cards have been shown, the stack should be turned face down again.

Now all players must try to remember which 13 cards they have seen and to think which three animals were missing. Don't say it out loud though! Instead,

each player takes their 3 marker pieces and covers the pictures of the three scamps they think are missing on their boards. No cheating! Don't peep at your neighbours boards!

Once all the marker pieces have been placed, the odd three cards can be uncovered. Now each player can check to see which markers are correct.

The playing figure on the players board can be moved one space to the right for each correct animal.

Now a new round can begin.

The next player in a clockwise direction shuffles all 16 cards together, sets the first three to one side then uncovers the other 13 one after the other...



End of the game

The game ends after three rounds. The player whose playing figure is furthest to the right, has concentrated best and is the winner! If more players have the same score then the player who had most points on the previous round is the winner.

Game type: Memo game
Players: 2 – 4 players from 5 years
Contents: 4 boards,
16 memo cards,
4 wooden playing figures,
12 marker pieces,
instructions
Author: Gunter Baars
Illustrations: Barbara Kinzebach

Variations

Game for younger children

If younger children are playing, then the cards should be uncovered more slowly to make it easier to remember.

Game for advanced players

If the players have become experts at remembering then the cards can be uncovered really quickly without calling out the names of the animals.

Game with animal noises

Instead of saying the name of the animal, it's noise can be made.

Game with a game leader

If a leader (older child, parent, teacher etc.) is running the game, he can play the animal for the children to guess without them seeing the cards.

Speed hunting

The game is played as in the ground rules above but when a player is certain that he has found all the "hiders", he shouts "STOP!". Then all players must stop placing their marker pieces. Good concentration is then rewarded with more points.

Minus points game

This variation is also played to the ground rules. However, if a player makes a wrong choice he then loses a point. The players can decide beforehand, if they want to place all three markers. E.g. If a player is only sure about two animals, he can place two markers and forfeit one point. This way, he will at least not lose a point if he chooses the wrong third animal.

The playing figure must be moved to the left towards the red start marker for each of the wrong choices. If no points are won, the playing figure stays in place over the red start marker.

And now lots
of fun with
these little
scamps!

