





**Includes:** 1 board, 1 “category reminder” card, 48 picture tokens, 4 counters, 1 die.

**Aim of the game:** To sort all the tokens into categories.

*A sorting game that will help children develop their language, logic and observation skills.*

**Getting the game ready:** The board is placed in the middle of the table, and the “category reminder” card alongside. Each player chooses a counter, and sets it on the rainbow start square.

An equal number of tokens are dealt out randomly to each player: if there are 2 players, each will get 24 tokens, 3 will get 16, and 4 will get 12.

**Playing the game:** The youngest player starts, then play continues in a clockwise direction. When it is their turn, players roll the dice and move the number of spaces shown, following the arrows around the board.



• If they land on a colour space, they put all the tokens they have in that colour in the middle of the board.



• If they land on a rainbow space, they put all the tokens they have in a colour of their choice in the middle of the board.

• If they land on a space showing a pattern or picture, they put down all their tokens that match the rule:



Spotty tokens



Vegetable tokens



Object tokens



Flower tokens



Tokens showing fruit that grows on trees



Stripy tokens



Fruit tokens



Clothing tokens



Animal tokens



Tokens that go in water



Tokens that can fly

**Note:** the “category reminder” card shows which tokens go into which categories.

If the player cannot put a token in the middle of the board because they don't have any that match the rule, they miss a go. Then it is the next player's turn to throw the die.

**End of the game:** The first player to place all their tokens on the board wins the game.