

MARTA'S MYSTERY BOX

MARTINA ZAGONETNA KUTIJA®



SRB/BIH/MNE UPUTSTVO

GB INSTRUCTION



BRAIN TEASER

by

Pino®

Marta Smart & friends



SRB/BIH/MNE

DRUŠTVENA IGRA – MARTINA ZAGONETNA KUTIJA

SET OD 3 IGRE

Set se sastoji od:

- Martine zanimljive geografije;
- Zagonetne osmice;
- Pino drvene mozgalice.

Autor igre: Uroš Petrović (www.urospetrovic.com).

Martina zanimljiva geografija i **Zagonetna osmica** osmišljene su da ožive staru omiljenu i skoro zaboravljenu igru **Zanimljiva geografija (Zemljopis)** na jedan sasvim novi, mozgolomni način. Ovako osmišljena igra podstiče decu da efikasnije razmišljaju, koriste i razvijaju inteligenciju i stiču sposobnost pronalaženja mnoštva ideja i novih rešenja.

Cilj igre: Igra pomaže deci da prošire opšte i znanje iz raznih oblasti, ali – što je još važnije – da to ne čine na reproduktivan način, već da na zabavan način koriste mozak i budu promišljeniji i kreativniji.

Drvena mozgalica Pino dodatak je **Martine zagonetne kutije** i rešava se nezavisno od osnovne igre. Njom se razvijaju logičko-matematičke, vizuelne i motoričke sposobnosti dece.

Igra je inspirisana serijalom knjiga za decu o Marti Smart izdavačke kuće „**Laguna**“. www.laguna.rs

Principi i ciljevi igre osmišljeni su u skladu sa preporukama autora **NTC sistema učenja**. www.ntcucenje.com



UPUTSTVO ZA IGRU

1. MARTINA ZANIMLJIVA GEOGRAFIJA

1) Igru mogu igrati dva ili više igrača;
2) Potrebno je da svaki igrač ima olovku i jedan list za odgovore (iz priloženog bloka);

3) Igra počinje istovremenim bacanjem **DVE kockice**, i to jedne izabrane kocke sa brojevima i druge kocke sa strelicama (smerovima), koje baca jedan od igrača. Pogledajte **Uputstvo za izbor kockica** u nastavku;

4) Kocke će zadati broj i smer, odnosno traženu poziciju slova u reči (pojmu) koji treba upisati za oblast označenu simbolom. Značenja simbola potražite na kraju uputstva.

Na primer, ako je kombinacija kockica „4. unazad“ – to znači da se u prvom polju upisuje „4.“ i označava polje sa strelicom „unazad“ – ispod će se tražiti država kojoj će kasnije izabrano slovo biti četvrto po redu otpozadi;



5) Potom se ponovo bacaju kocke i zadaje se novi kriterijum za sledeću oblast, grad – na primer, „3. spreda“, što znači da bi ispod trebalo upisati naziv grada kojem će kasnije izabrano slovo biti treće spreda;

6) Isti proces se ponavlja do poslednje kolone u listu za odgovore;

7) Tada se pristupa izboru slova koje će biti zadato za čitav red. U tu svrhu se uzima bilo koja knjiga ili ispisana sveska, nasumice se otvara i izabira neka stranica sa tekstem. Tada jedan od igrača ponovnim bacanjem kockica zadaje slovo tako što dobija, na primer, rezultat „2. spreda“, te se bira slovo koje je drugo spreda na toj stranici;

8) Tada svi igrači istovremeno počinju da popunjavaju polja u kolonama – na primer, ako je slučajno izabrano slovo za aktuelni red „S“, u polje „država“ može se upisati „*RUSIJA*“ jer zadovoljava kriterijum da joj je slovo „S“ četvrto otpozadi (zadati kriterijum zadovoljavaju i KAZAHSTAN, BELORUSIJA, PAKISTAN itd.); za grad, ako je kockama zadat kriterijum, recimo, „3. spreda“, može se upisati na primer „*BOSTON*“, itd.;

9) Osmu kolonu (obeležena položenom osmicom) je džoker, dakle predviđena za oblast po izboru – upisuje se pojam iz bilo koje od prethodnih sedam oblasti;

10) Igrač ne može ponoviti pojam u istom redu, ali može u narednim redovima, tj. u redu sa drugačijim zadatim slovom;

11) Popunjavanje polja traje tri minuta; kada vreme istekne, zbraja se do tada popunjeni unosi i taj rezultat upisuje u krajnjoj desnoj koloni; vreme za popunjavanje može biti i drugačije, u zavisnosti od prethodnog dogovora igrača.

BODOVANJE I ZBRAJANJE BODOVA

1) Svi uneseni pojmovi koji su tačni i ispunjavaju kriterijum donose bodove. Logično, bodovi za pronađene pojmove se zbrajaju po težini, to jest po broju koji je u kriterijumu – za šesto slovo u bilo kom smeru dobija se šest bodova, za peto pet, za četvrto četiri i tako do jednog boda za prvo slovo. U slučaju spora o validnosti unosa, nadležan je prethodni dogovor ili podaci na internet pretraživaču;

2) Poeni se zbrajaju nakon svakog kruga igre prostim sabiranjem bodova i upisuju u odgovarajuće polje u krajnjoj desnoj koloni;

3) Kada se bodovi zbroje i upišu, bira se novo slovo za sledeći red opisanim procesom. U slučaju da se izabere slovo koje je već bilo u igri, izbor se ponavlja novim bacanjem kockica;

4) Partija se završava kada se popuni jedan list za odgovore, odnosno posle unapred dogovorenog broja redova, to jest zadatih slova na jednom listu (3, 5, 7, 10...).

Pobednik je, naravno, igrač sa najvećim brojem sakupljenih bodova.

POSEBNA PRAVILA ZA SRBIJU

1) Za sve unose važi da se koristi zvaničan pisani oblik jezika u zemlji u kojoj se igra (na primer, u Srbiji će *New Orleans* biti Nju Orleans, *New York* će biti Njujork, za razliku od zemalja u kojima se pisani nazivi prilagođavaju originalnom nazivu);

2) Ako se pojam sastoji od više reči, u brojanju se sve one posmatraju kao da su jedna reč (na primer, treće slovo spreda za Nju Orleans je „O“, dok je šesto otpozadi slovo za životinju *slepi miš* – „E“).



KREATIVNO UTICANJE NA PRAVILA

U zavisnosti od afiniteta i iskustva igrača postojeće oblasti se mogu i menjati. Na primer, šesta kolona može imati kao pojam-nosilac PREDMET KOJI MOŽE DA STANE U FIOKU, a zadati pojam osme kolone PREDMET KOJI NE MOŽE DA STANE U FIOKU. Osmi pojam može biti i MITOLOŠKO BIĆE, NAZIV FILMA, LIK IZ KNJIGE, STRIPA ILI FILMA, NAZIV MUZIČKE GRUPE, NAZIV POZNATOG BREND, PREZIME LIČNOSTI IZ SVETA SPORTA, NAZIV BILO KOJEG PREVOZNOG SREDSTVA ili MODELA AUTOMOBILA, PREZIME ISTORIJSKE LIČNOSTI i tako dalje.

PREPORUKA ZA IGRU SA DECOM MLAĐEG UZRASTA

Preporuka je da se i roditelji aktivno uključe u igru, naročito kod dece mlađeg uzrasta kako bi ih podstakli da na zanimljiv način usvajaju nova znanja i razvijaju svoju umnu moć.

Ukoliko u toku igre želite da pomognete detetu da se seti nekog pojma, nemojte to činiti prostim izgovaranjem, već mu dajte asocijaciju pomoću koje će samo doći do rešenja.

Na primer, ako želite da se dete seti države BRAZIL, može se pomenuti fudbalsko umeće ili šarenilo karnevala. Pomoć pri pronalaženju pojma SUPERMEN može biti pominjanje plašta ili letenja. Kada roditelj želi da mališane podseti na biljku ili hranu ORAH, može da se pomene hlad u bakinom dvorištu ili ukazivanje da ta hrana liči na mozak.

Deci mlađeg uzrasta neke oblasti iz geografije mogu biti teže, pa im se u početku može omogućiti da koriste atlas.

2. ZAGONETNE OSMICE (IGRE SA TABLOM)

1) Tabla je obostrana i sadrži dve staze za dve različite trke i to takve da pravi šampioni umesto brzih nogu moraju imati bistar i britak um. Tabla **Letnji dan** je nešto lakša i pogodnija je za početnike. Tabla **Zimska noć** za nijansu je zahtevnija. Priložena pravila važe za obe staze;



2) Igru mogu igrati dva ili više igrača. Svaki od igrača bira jednu od priloženih figurica koje se postavljaju na polje START. Potom se pristupa izboru slova koje će biti zadato za čitavu trku na tabli. U tu svrhu se uzima bilo koja knjiga ili ispisana sveska, nasumice se otvara i izabira neka stranica sa tekстом. Tada jedan od igrača bacanjem dveju kocaka zadaje slovo tako što dobija, na primer, rezultat „2. spreda“, te se bira slovo koje je drugo spreda na toj stranici;

3) Kreće se od polja START. Igra na tabli počinje istovremenim bacanjem **DVE kockice**, i to jedne izabrane kocke sa brojevima i druge kocke sa strelicama (smerovima), koje baca jedan od igrača. Pogledajte **Uputstvo za izbor kockica** u nastavku;

4) Svako polje je simbol za neku oblast: država, grad, životinja, biljka, mali predmet itd.;

5) Kocke će dati broj i smer, na primer „4. unazad“. To znači da se figurica pokreće četiri polja (figurice se pokreću uvek unapred). Kada se dospe na polje, potrebno je za jedan minut (četiri isteka pešćanog sata) navesti pojam iz simbolom označene oblasti, tako da mu zadato slovo bude četvrto otpozadi. Na primer, ako je za trku po „osmici“ izabrano slovo „S“, a na polju je simbol države, te se bace kocke sa rezultatom „4. unazad“, mogu se izgovoriti „RU-SIJA“ ili „KAZAHSTAN“ jer zadovoljavaju kriterijum da im je slovo „S“ četvrto otpozadi; ako se istom kombinacijom kockica stane na polje sa simbolom grad, može se navesti primer „BOSTON“, dok životinja kojoj je slovo „S“ četvrto otpozadi može biti, na primer „SLON“, itd. Ako igrač uspe da pronađe i izgovori pojam u zadatom vremenu, ostaje na polju. Ako ne uspe, vraća se na polje sa kojeg je krenuo;

6) Igrač nema pravo da ponovi pojam koji je u istoj trci već naveo drugi igrač ili on sâm;

7) Vreme za razmišljanje dok je figurica na polju, može biti određeno i drugačije, različito od jednog minuta, u zavisnosti od prethodnog dogovora igrača;

8) Da bi pobedio, neko od igrača mora da pređe celu osmicu i ponovo dođe na polje START. Ako ga kocka ne dovede tačno na polje START (već dalje od njega), mora da čeka svoj red i prvo bacanje koje će ga dovesti baš na to polje. Tek tada, za konačnu pobeđu, na polju START mora da navede pojam iz iste oblasti sa polja sa

kog je upravo došao, s tim da zadato slovo mora biti na mestu koje pokazuje kombinacija kockica kojom je i došao na polje START. Na primer, igrač stiže na polje START kombinacijom „4. unazad“ – to znači da je na tabli **Letnji dan** došao sa polja sa simbolom DRŽAVE. Da bi pobedio, mora navesti državu kojoj je izabrano slovo četvrto otpozadi. Ako tako stigne do polja START na tabli **Zimska noć**, to znači da je stigao sa polja sa simbolom GRADA, te za konačnu pobeđu mora navesti grad kojom je zadato slovo četvrto otpozadi;

9) Iskusniji igrači se mogu unapred dogovoriti i o dužoj partiji – većem broju pređenih „osmica“ za pobeđu.

JOŠ JEDNA MISTERIJA ZA KRAJ

Ah, da! Obe table, i **Letnji dan** i **Zimska noć**, sadrže po jednu skrivenu, tajnu reč. Kako se one pronalaze? To morate sami da shvatite! Kome to uspe, može da pošalje rešenje na elektronsku adresu info@pino-toys.rs i biće u prilici da reši još jednu zanimljivu misteriju!



SIMBOLI NA TABLAMA I BLOKU



DRŽAVA: Ovo je klasična oblast koju obožavaju svi zaljubljenici u geografiju. Na svetu postoji par stotina država sa najrazličitijim zanimljivim imenima – od Brazila i Čilea do Togoa i Tonge!



GRAD: U ovoj oblasti mogu se navoditi imena manjih mesta, ali ne i sela.



PLANINA: Planine su uzvišenja veća od 500 metara nadmorske visine. Možda će se neko u početku i pomalo mučiti sa ovom oblašću – zato će posle izvesnog broja partija postati pravi stručnjak za geografiju, što je i jedan od ciljeva ove igre!



REKA: Za današnju decu ovo je jedna od težih oblasti. Možda je baš to šansa da se nauče nazivi mnogih reka, jednog od najvažnijih resursa naše lepe i zelene planete!



ŽIVOTINJA: Omiljena oblast za mališane! U ovoj oblasti, mogu se priznavati i nazivi različitih rasa pasa, na primer.



BILJKA: Ovo je jedna od oblasti sa najvećim izborom – ko još ne zna različite vrste cveća, voća i povrća, drveća...?



HRANA: Ovo je prilika za slatokusce i gurmene da pokažu svoje znanje. Sarma, kajmak, kačkavalj, šampita, kavijar... Izbor je ogroman! U ovoj oblasti mogu se navoditi i žitarice ili voće i povrće, ali se, naravno, ne sme ponoviti pojam već naveden u istoj trci na polju BILJKE, na primer.



MALI PREDMET: U ovoj oblasti se navode predmeti koji **mogu da stanu** u prosečnu fioku. Dakle, eto prilike da se pomenu pojmovi poput igle, novčanika, tegle, čekića, cipele i tako dalje.



VELIKI PREDMET: U ovoj oblasti se navode predmeti koji **ne mogu da stanu** u prosečnu fioku. Tu se sasvim uklapaju pojmovi poput lokomotive, kofe, semafora, oluka i tako dalje.



LIK IZ KNJIGE, FILMA ILI STRIPA: Ovde je izbor veliki, pogotovu za one koji vole da čitaju ili gledaju filmove – Gandalf, Asteriks, Hari Poter, Betmen, Snežana, Venegor, Petar Pan, Garfild, Šilja... Kakav nadahnjujući spisak!



NAZIV FILMA ILI SERIJE: Polje za filmofile, ali i za sve one koji vole TV serije. Ko još nije gledao filmske hitove „Sam u kući“, „Hobit“ ili „Titanik“?



IZMIŠLJENO BIĆE: U ovoj oblasti se navode imena svakojakih izmišljenih bića, kao što su ona iz bajki (veštica, vila, aždaja, džin, sirena, patuljak, itd.), iz mitologija raznih naroda (jednorog, zmaj, kentaur, kerber, kraken, vampir, pegaz, vukodlak, itd.) kao i iz fantastičnih knjiga i filmova (Drakula, Gremlin, Hobit, Jeti, Zvončica, Frankenštajn, itd.).



OBLAST PO IZBORU: Na polju sa ovim simbolom igrač može izabrati bilo koju oblast sa table – i, naravno, da na vreme pronađe i navede pojam po zadatom kriterijumu.



JEDNA OD DVE SUSEDNE OBLASTI PO IZBORU: Ovo polje omogućuje igraču da izabere jednu od dve susedne oblasti. To zvuči lako, ali pažljivo! Um može da se zbuni ako nije usredsređen!

UPUTSTVO ZA IZBOR KOCKICA

Igrač uvek baca dve kockice, i to: **kockicu sa STRELICAMA** (smerevim) i jednu od **kockica sa BROJEVIMA**.

Kockice sa brojevima određuju poziciju slova u reči pa se njihovim izborom može uticati na nivo težine igre – za mlađi uzrast i za početnike uzmite kockicu sa brojevima od jedan do tri, a za starije i iskusnije igrače igrajte kockicom od jedan do šest.



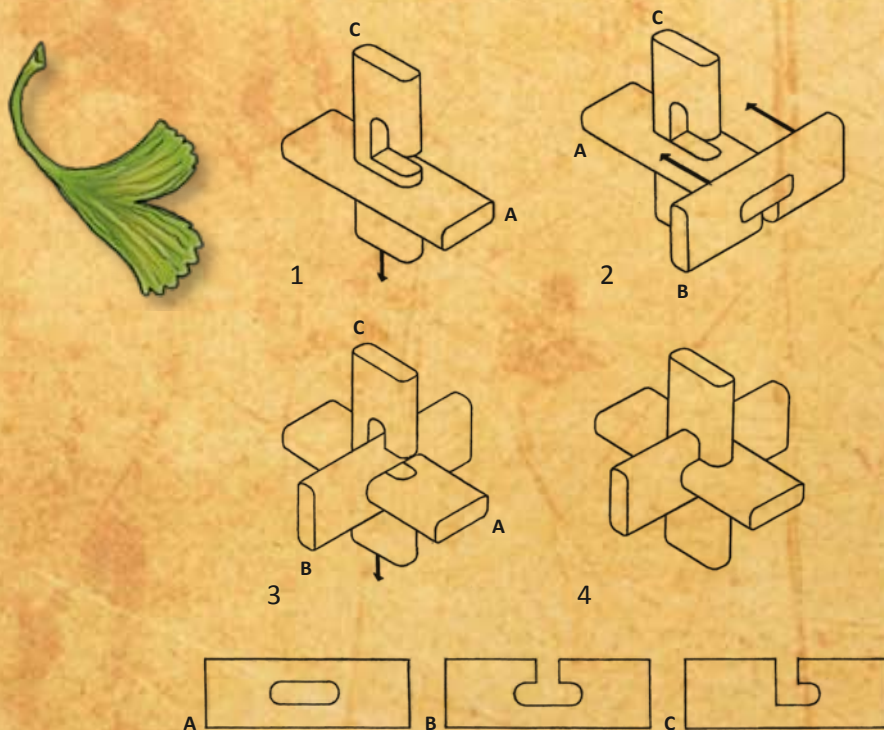
UŽIVAJTE U NEZABORAVNOJ AVANTURI MOZGA!

3. SKLAPANJE MOZGALICE

Drvena mozgalica Pino dodatak je Martine zagonetne kutije i rešava se nezavisno od osnovne igre. Njom se razvijaju logičko-matematičke, vizuelne i motoričke sposobnosti dece.

BRAIN-TEASER ASSEMBLING

Pino Wooden Brain-teaser is an addition to Marta's Mystery box and has its own quest for solutions, independent of the basic game. It develops children's logical, mathematical, visual, and motor skills.



Sve PINO igračke zadovoljavaju visoke kriterijume kvaliteta i sigurnosti, testirane su u akreditovanim laboratorijama i u skladu su sa Standardom EN71 i Evropskom direktivom za bezbednost igraćaka.

All PINO toys meet the high criteria for quality and safety, they are tested in accredited laboratories and are compliant with the EN71 standard and the Toy Safety Directive of European Union.



www.pino-toys.com

Marta Smart & friends



GB

BOARD GAME – MARTA'S MYSTERY BOX

THREE-GAME SET

The set includes:

- Marta's Interesting Geography
- The Mysterious Eight
- Pino Wooden Brain-teaser

Author of the game: Uroš Petrović (www.urospetrovic.com).

Marta's Interesting Geography and **The Mysterious Eight** are designed remakes of the once popular and now almost forgotten game **Interesting Geography**, based on a brand-new brain-racking approach. Relying on its novel concept, the game stimulates children's efficient thinking, encourages them to use and develop their intelligence, gain the ability to generate multiple ideas, and come up with new solutions.

Goal:

This game helps children expand their general knowledge in various fields, but - more importantly - not in a repetitious way, but in a fun way, using their brains, and being attentive and creative.

Pino Wooden Brain-teaser is an addition to **Marta's Mystery box** and has its own quest for solutions, independent of the basic game. It develops children's logical, mathematical, visual, and motor skills.

The game draws inspiration from the series of children's books about Marta Smart published by "Laguna". www.laguna.rs

The principles and aim of the game have been designed in accordance with recommendations of the authors of the **NTC Learning System**. www.ntclearning.com



INSTRUCTIONS FOR THE GAME

1. MARTA'S INTERESTING GEOGRAPHY

- 1) The game can be played by two or more players.
- 2) Each player needs a pencil and an answer sheet (from the enclosed pad).
- 3) The game starts with one of the players casting simultaneously **THE TWO DICE** – one dice with numbers and the other one with arrows (directions). Please see the **Instruction for dice selection**.
- 4) The dice determine the number and direction, i.e. the required position of the letters in the word (term) which need to be written in the area marked by the symbol. The meanings of the symbols can be found at the end of the instructions.

Attention! Dice directions:

FRONT – with the arrow pointing to the RIGHT (forward arrow) – indicates that the letter must be found by counting from the beginning of the word according to the number on the second dice.

BACK – with the arrow pointing to the LEFT (backward arrow) – indicates that the letter must be found by counting from the end of the word according to the number on the second dice.



For example, if the combination of the dice is '4 BACK', it means that the player should write '4' in the first field and mark the field with the 'BACK' arrow, meaning that players will look for a country whose name will be the subsequently chosen letter fourth from the end.

- 5) After this, the dice are cast again and a new criterion is set for the next area, 'City'. For example, '3 FRONT'. This means that the space below should be filled with the name of a city where the subsequently chosen letter will be the third one from the beginning.
- 6) The same process is repeated until the final column of the answer sheet is filled in.
- 7) The next step is to choose the letter which will be set for the whole row. To do this, the player takes any book or a notebook filled with writing and opens to a random page of text. One of the players will now cast the dice again in order to set the letter. If the result is for example '2 FRONT', the set letter will be the second letter from the beginning of the page.
- 8) At this point, all the players start filling in the fields in the columns at the same time. For example, if the randomly chosen letter for the current row is 'S', the Country field may be filled with 'RUSSIA', fulfilling the requirement which says that the fourth letter from the end must be 'S'. The same requirement can be satisfied by other countries' names, such as KAZAKHSTAN, PAKISTAN etc. In the same way, to fill the City field when the set requirement is '3 FRONT', a player may choose 'BOSTON', etc.
- 9) The eighth column (marked with a horizontal 'eight'): The Joker is reserved for a free choice in that space, where the player may write an item from any of the previous seven areas.
- 10) The player may not repeat a name in the same row, but is allowed to repeat it in any of the subsequent rows, i.e. in any row with a different set letter.

11) The players are allowed three minutes to fill in the fields. When this time is up, the results are summed up and the score is noted in the last column on the right. The players may agree on a different time limit for filling in the fields.

SCORING AND SUMMING UP POINTS

- 1) All names that are correctly spelled and satisfy the set criterion count. The points for correct names are logically assigned according to the level of difficulty, so that a sixth letter in any direction will be worth six points, a fifth letter will count as five points, a fourth one – four points, and so on, ending with one point being assigned for the first letter in any direction. If there is a dispute among the players regarding an item in a field, the decision will be made according to previous agreement of the players or the Internet browser.
- 2) The points are tallied following every round of the game, by simply adding up the points and recording the score in the final right-hand column.



- 3) When the points are counted and recorded, the players set about choosing a new letter for the next row, following the previously described procedure. If it turns out that the chosen letter has already appeared in the game, the cast of the dice is repeated until a new letter is chosen.
 - 4) The game is finished when one answer sheet is filled, i.e. after completing a pre-determined number of rows, for example a number of letters set for one sheet (3, 5, 7, 10...).
- The winner is of course the player with the highest overall score.

CREATIVE MODIFICATION OF RULES

Depending on the players' preferences and experience, the areas may be changed. For example, the sixth column may be allocated to 'AN OBJECT WHICH CAN BE PLACED IN A DRAWER,' followed by the eighth column where the category might be 'AN OBJECT WHICH CANNOT BE PLACED IN A DRAWER.' The eighth category could be a MYTHOLOGICAL CREATURE, NAME OF A FILM, A CHARACTER FROM A BOOK, COMIC BOOK, OR A FILM, NAME OF A MUSIC BAND, NAME OF BRAND, SURNAME OF A SPORTSPERSON, NAME OF A VEHICLE OR A CAR MODEL, SURNAME OF HISTORICAL FIGURE, and so on.

RECOMMENDATION FOR YOUNGER CHILDREN PLAYING THE GAME

It is recommended that parents also take part in the game, especially with younger children, in order to encourage them to gain new knowledge and develop their intellect in an interesting way.

If you want to help your child remember a word during the game, try to avoid simple dictation. It is always better to suggest an association or give a hint to help your child find a solution.

For example, if you want your child to remember the country – BRAZIL, you can mention football skills or the extravagant sights and sounds of a carnival. If you want to help your child reach the concept of SUPERMAN, you can mention a flying cape. If you want to remind him or her of a WALNUT tree or its fruit, you can refer to the shade in grandma's yard or point that the word has or is a brain-shaped fruit.



Since younger children usually find it difficult to deal with geographical concepts, they may be allowed to use an atlas of the world.

2. MYSTERIOUS EIGHT BOARD GAME

1) The board is two-sided and contains two tracks for two separate races, especially designed for champions who, instead of fast legs, have a clear and sharp mind. The board named the **Summer Day** is somewhat easier and more suitable for beginners. The **Winter Night** board is slightly more demanding. The enclosed rules are used for both tracks.

2) The game can be played by two or more players, with each player choosing one of the enclosed tokens, which are placed on the START field. Once set for the start, the players choose the letter which will be set for the entire race on the board. To this purpose, any book or a notebook filled with writing can be used, which is then opened at a random page filled with text. At this point, one of the players casts the two dice in order to set the letter: For example, if the throw of the dice ends with '2 FRONT', the second letter from the start of the page is chosen.

3) The players begin the game from the START field, with one of the players casting simultaneously **THE TWO DICE** – one dice with numbers and the other one with arrows (directions). Please see the manner of selecting the **dice with NUMBERS** in the instruction.

4) Each field is a symbol for one of the areas: country, city, animal, plant, small object, or other.

5) The dice set the number and direction, for example '4 BACK'. This means that the token should travel four fields (tokens are always moved in the forward direction). When the token is placed on the field, the player has one minute to state the term from the area indicated by the symbol, making sure that the chosen term contains the set letter, which also must be the fourth one from the end. For example, if the set letter for the 'Eight Track Race' is 'S' and the chosen field is marked with the symbol of a country, the throw of the dice resulting in '4 BACK' means that the player may pronounce 'RUSSIA' or 'KAZAKHSTAN', since both these countries' names have the letter 'S' as the fourth one from the end; if

the same combination of the dice should be applied on a field dedicated to a city, it is possible for example to quote 'BOSTON' as a correct answer, whereas a field dedicated for an animal could, for example, be answered with a 'POSSUM', and so on. If a player manages to find and say the expected term within the set time limit, he or she can remain on that field. If not, the token must be returned to its previous position.

6) The player cannot repeat a term which has already been used once in the same race by another player, including the player himself.

7) The time-frame given to think about the answer while the token is in the field does not have to be one minute. It can be a predetermined time, decided upon by the players.

8) To win the game, a player must travel over the whole 'Eight Track' all the way to the START field. If the dice throw fails to position the token to land exactly on the START field (but beyond this field instead), the player must wait for his or her turn again, until the throw of the dice positions the token to land precisely on the START field. Once positioned on the START field, the game can be ended, provided that the player quotes a term from the area stated in the field which preceded the player's move to the START field. However, the set letter this time must be allocated according to the combination of the dice which have brought the token to the START field. For example, if the player has reached the START field by the combination '4 BACK', it would mean that a field with the Country symbol is reached on the **Summer Day** board. In order to win, the player now has to state a country in which the set letter is fourth from the end. If the START field is reached by the same combination on the **Winter Night** board, this means reaching the field with the City symbol, whereupon it is necessary to state a city in which the set letter is fourth from the end in order to win the final victory.

9) Experienced players may agree on a longer game, i.e. a larger number of 'Eight' rounds for the final victory.



ONE MORE MYSTERY FOR THE END

Oh, and yes! Each board, the **Summer Day** and **Winter Night**, contains one hidden, secret word. How are they found? This is something for you to work out! If you succeed, you can send the solution to our E-mail info@pino-toys.rs and you will be given an opportunity to solve another interesting mystery!

SYMBOLS ON BOARDS AND PAD



COUNTRY: This is a classical area and a favourite one for all geography lovers. There are a couple hundred countries in the world with a variety of interesting names, from Brazil and Chile to Togo and Tonga!



CITY: In this area, it is possible to accept names of towns, but not villages.



MOUNTAIN: Mountains are elevations on the earth's surface higher than 500 meters above sea level. Although this may prove a somewhat challenging area for a beginner, it helps persistent players become real geography experts, which is one of the goals of this game!



RIVER: For modern children, this is one of the tougher areas. However, it is also a chance for many of them to learn the names of many rivers, one of the most important natural resources of our beautiful green planet!



PLANT: This is one of the areas with the largest choice of words – just think of all the types of flowers, fruits and vegetables or trees that we are all familiar with...



FOOD: This is an opportunity for those who love food – sweet and spicy alike – to show their expertise! Sausages, mustard, cottage cheese, cream pie, caviar... the choice is unlimited! Although foods like cereals, vegetables or fruits are also allowed in this category, any that have already been listed in another category (such as PLANTS for example) in the same race may not be used.



SMALL OBJECT: In this area, players quote objects which **can be** placed inside an average-sized drawer. This provides a chance to list items like a needle, a wallet, a jam jar, a hammer, a shoe, and such.



LARGE OBJECT: In this area, objects that **cannot be** placed inside an average-sized drawer are quoted. Items that can be included in this category include a train engine, a bucket, a traffic light, a gutter, and similar.



ANIMAL: This is the kids' favourite area! If the players agree, different breeds of dogs can also be accepted as valid answers, for example, Great Dane, Collie....



NAME OF A FILM OR SERIES: A field for film lovers, but also for everybody who enjoys TV series. After all, we've all seen blockbusters such as 'Home Alone', 'The Hobbit' or 'The Titanic', haven't we?



A CHARACTER FROM A BOOK, FILM, OR A COMIC BOOK: Here too the choice is rather wide, especially for those who like reading or watching films – Gandalf, Asterix, Harry Potter, Batman, Snow White, Venegor, Peter Pan, Garfield, Goofy... What an inspiring list!



IMAGINARY CREATURE: Any kind of imaginary creature can be accepted in this area, such as characters from fairy tales (witches, fairies, dragons, giants, sirens, dwarfs, etc.), as well as different mythological creatures (unicorn, dragon, centaur, Cerberus, Kraken, vampire, Pegasus, werewolf, etc.) or fantasy books and films (Dracula, Gremlin, Hobbit, Yeti, Tinker Bell, Frankenstein, etc.).



OPTIONAL AREA: In a field marked with this symbol, a player can choose any topic from the board, for which a term must be found within the set time limit and according to the set principle, just like in any other situation.



TWO-DIRECTIONAL ARROW – ONE OF THE TWO ADJACENT AREAS CHOSEN BY THE PLAYER: This field allows a player to choose one of the two adjacent areas. Sounds easy? Well, be careful! The mind may slip if there is a lack of focus!

INSTRUCTION FOR DICE SELECTION

The player always throws two dice, i.e. **the dice with ARROWS** (directions) and a **dice with NUMBERS**.

The dice with numbers determine the position of a letter in a word, so that the choice may influence the level of difficulty of the game: younger players and beginners are advised to use the dice with numbers one to three, while older and more experienced players ought to use the dice numbered one to six.



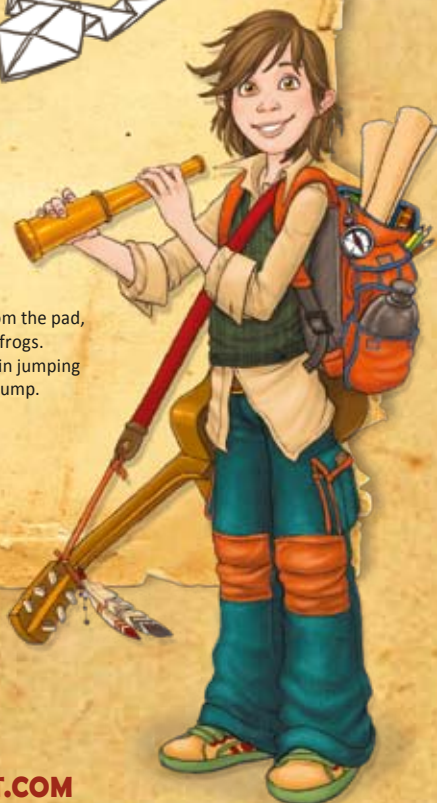
**ENJOY THESE
UNFORGETTABLE
BRAIN
ADVENTURES!**

Kada popunite papire iz bloka za odgovore, evo kako da od njih napravite žabe, sa kojima možete da se takmičite u trci skokovima, skoku u dalj ili troskoku.



When you use up all the papers from the pad, here's how to turn them into frogs.

You can use the frogs to compete in jumping races – long jump and triple jump.



Marta Smart & friends



Igra je inspirisana serijalom knjiga za decu o Marti Smart, izdavačke kuće „Laguna“.

