

Primo Calculino

Only things that fit belong in the bag. A mathematical educational game with many variations.

- Type of Game:** Learning game
Players: 2 to 4 players from 5 years old
Contents: 1 figure, 36 task cards, 40 food cards, 1 instructions
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Dear Parents!

Primo Calculino is a mathematical learning game with various levels of difficulty. The game is played using different task cards according to the age and knowledge level of the players - the coloured edges of the task cards show the level of difficulty:

- 8 cards with a blue edge – for children from 5 years old
- 16 cards with a red edge – for children from 6 years old
- 12 cards with a yellow edge – for children from 8 years old



Before starting, we recommend looking at the ten different food cards with your children. It is helpful for the “little beginners” if you study the selected cards together and count the number of objects illustrated there. To help, the corresponding number is printed on each card. As soon as the children have familiarised themselves with the cards, the game can begin.

Background

Ding ding, ding ding! The hardworking grocer John wanders down the street with lots of tasty things to sell. A large number is printed on each of John's shopping bags, revealing how many items fit in the bag. Can you fill John's bags with the correct amount of food?

Basic game for children from 5 years old

What you need

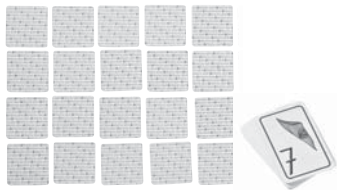


20 food cards with the values from 1 to 5



8 task cards with a blue edge

Preparation



The food cards should be shuffled and laid face down in even rows in the middle of the table. The task cards are also shuffled and placed in a pile facing upwards.

Aim of the Game

The task card with the bag which is on the top of the card pile, reveals how many goods should be looked for to fit in the bag.

The food cards are turned over one by one and, by adding up the values on the turned over cards, the players try to achieve exactly the same number as shown on the top task card.

Course of the game

The game is played in a clockwise direction. The player who last went shopping goes first and sets the John the grocer figure in front of them to show that it is their go. If no cards have been turned over, the player whose go it is, may turn over **two cards**. If there are already some cards turned over on the table, the player whose go it is turns over just **one card**. Cards, which have been turned over, are left revealed and not turned back again. The player then checks whether he can achieve the exact value on the top task card by adding up several of the revealed cards.



The player does not achieve the value of the task card

If the player does **not** manage to achieve the value of the task card by adding several revealed cards together, the John the grocer figure moves on to the next player. This player may now turn over another card and try to achieve the value on the card.

The player achieves the value on the task card

When a player manages to achieve the value of the task card by adding several of the revealed cards together, the cards are taken out and placed in a pile next to the game. The player receives the top task card and places it in front of him.

The player then looks to see if he can also achieve the exact number on the next task card by adding other revealed cards together. Food cards, which have been turned over, are left revealed.

When the player can no longer go, John the grocer moves on to the next player. This player may now turn over a card. If no cards have been turned over, the player, whose turn it is, may turn over **two cards**.

Whoever has the most cards in front of them, wins.

The player, who has the second highest number of task cards, comes second etc. In the case of a draw, the player who has the task card with the highest number, wins.

Memo Variation

The game is played as before with the following changes. If a player succeeds in achieving the value of the task card, they receive this card and any other solved task cards. They must however, **turn over all the revealed food cards again** at the end of their turn. The other players must carefully note what lies where in order to later uncover the right cards again.

End of the Game

The game ends when all task cards have been taken or when all cards have been turned over and the value of the next task card cannot be added together.

Game variation for children from 6 years old

What you need



40 food cards with the values from 1 to 10



16 tasks cards with a red edge

Course of the game

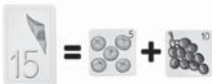
The game is played like the basic game but without the memo variation. All 40 cards with the numbers 1 to 10 and the task cards with red edges are now used.

Course of the game

The game is played like the introduction game but **without** the memo variation. Here all 40 cards with the numbers 1 to 10 and the task cards with a yellow edge are used. Now players can add, subtract and multiply to achieve the exact number on the top task card. Several calculations can be used in one turn, but each food card can only be used once. If a player manages to employ several cards using the various calculations and achieves the right result, he may remove all these cards and lay them out on the table, for example:



player removes 3 cards



player removes 2 cards

Game variation for children from 8 years old

What you need



40 food cards with the values from 1 to 10



12 tasks cards with a yellow edge

And now have fun shopping with John!