

# Bella Lanella

Wanted! A chic outfit for a little lamb.  
A well-knitted educational game for  
1-2 mosaic artists from 3 years, with  
3 variations.

**Game type:** creative educational game  
**Players:** 1 to 2 players from 3 years  
**Contents:** 2 game boards, 2 playing frames,  
66 wooden colour tiles, 8 knitting  
patterns printed on both sides,  
1 colour dice, 1 number dice,  
1 set of instructions  
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**Illustrations:** Barbara Kinzebach

## Advice for the parents

The game “Bella Lanella” trains visual perception and logical thinking. The variety of forms in each task stimulate the children’s creativity and help train their spatial sense.

The best way to support your child is to play the first games together and to check the results and correct them together.

The second variation with templates is best if the player wishes to play alone.

## Story

Many of our clothes are made of sheep’s wool. Perhaps you are actually wearing a jumper or socks made of wool right now?

In order to get wool, we have to shear sheep. Unfortunately this means that the sheep then have nothing left to keep them warm because their coat has to grow back again. Bella Lanella and her friend are in this situation. They were recently shorn and are now terribly cold.

Their shepherd takes pity on them and knits each sheep a striped jumper. It is no easy task, as each sheep would like to have a different pattern. Can you help him?

## Preparation

Each player chooses one of the two boards. There is one board with a blue ball of wool and another board with a red one. Place all the colour tiles in the middle of the table within reach of both players. Have the number dice ready. The playing frames, the colour dice and the knitting patterns are not needed.

Before starting to play, please have a good look at your board. Each sheep is already wearing part of his jumper. This enables you to recognize the knitting pattern that the complete jumper will have.

Three rows should be knitted in the following colour order:

Board with the  
blue wool:



Red, Yellow, Blue

Board with the  
red wool:



Yellow, Blue, Red

The players try to complete their sheep's striped jumper as quickly as possible by placing the matching colour tiles in the required order of their striped jumper on the board.

## How to play

The player wearing the most colourful jumper begins. He throws the number dice, which indicates the number of tiles that he may take and place on the board. If the number dice shows the special symbol (☺), the player may throw the dice once more.

You must place the tiles in the required order of colours for your pullover, **from the top to the bottom**. Each row consists of one single colour.

You can form the rows using triangular, square and rectangular colour tiles.

You may choose tiles of any colour for the sleeves, and can lay them according to the result on the dice.

A player needs only to take the number of tiles that are still missing in order to complete his jumper on his last turn. He may waive any further points scored.

## End of the game

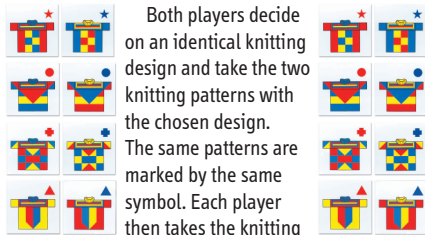
The first player to complete his jumper wins the game.

## Variations

1. Game with knitting patterns – for children from 4 years

### Preparation

Each player takes one of the two boards. The colour tiles are placed in the middle of the table within reach. Have both dice and the knitting patterns ready. You do not need either of the playing frames for this variation.



Both players decide on an identical knitting design and take the two knitting patterns with the chosen design.

The same patterns are marked by the same symbol. Each player then takes the knitting

pattern in the colour of the ball of wool on his board.

The knitting pattern determines which design the jumpers should have.

### Aim of the game

The players try to complete their sheep's jumper as quickly as possible.

## How to play

The player wearing the most colourful jumper begins. He throws both dice and takes tiles according to the result.

The number dice indicates the number of tiles that the player may take and the colour dice shows the colour of the tiles he may take.

If the number dice shows the special symbol (©), the player gets **one** tile of his choice. In this case, the result of the colour dice is of no importance.

In this variation, the players do not need to place their tiles from the top to the bottom, and, this time, the design for the sleeves is fixed.

### End of the game

The first player to complete the jumper according to his knitting pattern wins the game.

2. Game with templates - for children from 5 years. Templates on pages 23 - 37

## Preparation

Each player takes one of the playing frames. Have the colour tiles and the playing instructions ready. The two dice, the boards and the knitting patterns are not needed for this variation.

Choose a double page in the playing instructions that shows two patterns you want to create. Each player chooses one pattern.

## Aim of the game

The players try to create their chosen pattern with the help of the original shown in the playing instructions.

## How to play

The players play simultaneously. They take the corresponding colour tiles and try to copy their pattern, laying the tiles in the playing frames so that they cannot slip out of place.

## End of the game

The first player to complete his pattern wins the game.

3. Game with templates and dice – for children from 5 years

## Preparation

Each player takes one of the playing frames. Have the colour tiles, the two dice and the playing instructions ready. The boards and the knitting patterns are not needed for this variation.

Choose a double page in the playing instructions that shows two patterns you want to create. Each player chooses one pattern.

## Aim of the game

The players try to create their chosen pattern with the help of the original shown in the playing instructions. The dice give the number of tiles and the colour to be laid.

## How to play

You play following the instructions described in variation 1.

## End of the game

The first player to complete his pattern wins the game.

Have fun playing „Bella Lanella“!