



THE ENVIRONMENT



“Wonders of nature”

Ref. 20826





Wonders of nature

Ref. 20826



CONTENTS

The game comprises 28 reversible domino cards and 15 round cards that serve as counters to know how many games each player has won. They are made from thick, robust, very hard-wearing, high quality cardboard.

Domino card dimensions: 13 x 6.5 cm.

The cardboard used is environmentally-friendly and sourced from sustainable forests. It contains a high percentage of recycled material and is 100% recyclable.

RECOMMENDED AGE GROUP

Children aged 3 to 8.

This spectacular domino game with its large, real-life images lets you discover the great wonders of nature.

Given the size of the cards and their images, this is the ideal game for adults as well as children.

EDUCATIONAL OBJECTIVES

- To discover and learn to appreciate the wonders of nature.
- To help engender an environmental conscience and respect for the natural world.
- To develop attention skills.
- To enhance observation and concentration skills.
- To work on logical association.
- To improve visual-spatial intelligence.



SYSTEM OF PLAY

The cards are reversible and allow two types of play:

- **CLASSIC DOMINO**
- **DOMINO WITH IMAGES**

With this game, before starting, the players should familiarize themselves with the icons on the cards so they know how to make the associations:



Waterfalls



Glaciers and icebergs



Fossils



Trees



Flowers



Volcanoes



Corals

Once you have decided on which game to play:

1. Shuffle all the cards and deal them out to the players (maximum of 7 cards per player). If there are cards left over, put them in a pile face down on the table.
2. In the **classic domino** game, the player with the highest double number card starts play.
In the **domino with images** game, the youngest player with a double card starts play (i.e. the same icon on both parts of the card).
3. In each turn, the players have to put down one of their cards so that one end matches one of the ends of the card already placed on the table. If the player has no matching card, they take one from the pile until they can place one. If there are no cards left in the pile, the turn passes to the next player.
4. The winner is the first player to use up all their cards.
5. If the game cannot continue, the winner is the player with the fewest cards. If there is a tie, the winner/s will be the player/s who matched using the lowest number of cards.
6. The winner or winners collect a star so they can keep track of the number of games won.