

Pino[®]



DUM DUM DUM[®]

STONA DRUŠTVENA IGRA ZA SVE UZRASTE
FAMILY BOARD GAME FOR ALL AGES
UPUTSTVO ZA IGRU / INSTRUCTIONS

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IGRA KOJA RAZMRDAVA I PRSTE I VIJUGE!



POKRENI PRSTE I POBEDI!

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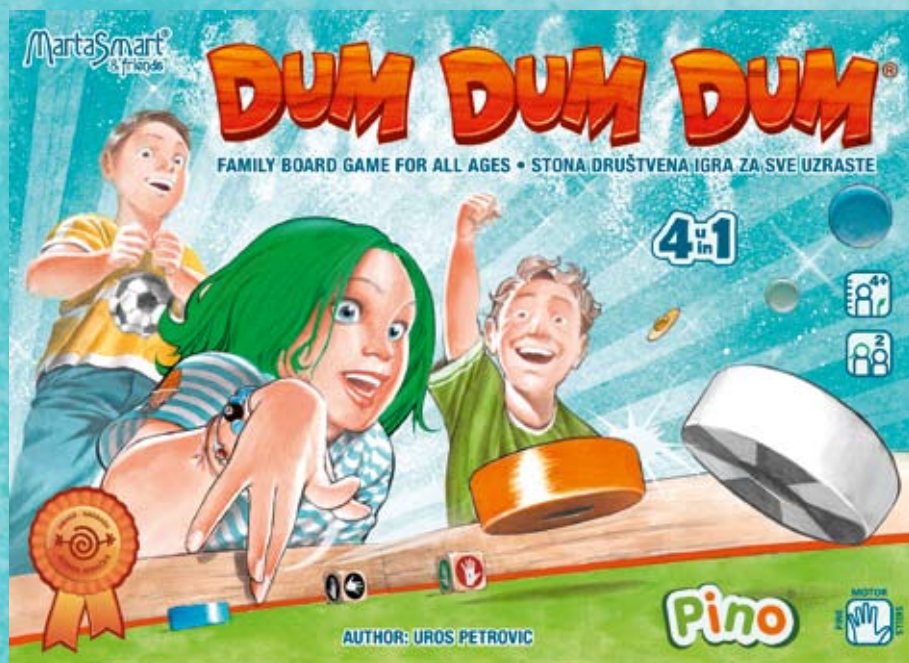
CILJ IGRE

Igra je napravljena s ciljem da podstakne i poboljša razvoj fine motorike kod dece.

Posebna pažnja i naglasak usmereni su na pravilan razvoj mišića i unapređivanje pokretljivosti **SVIH PRSTIJU obe ruke**, što je u današnjem vremenu izuzetno važno, jer su kod dece uočeni prilično veliki motorički problemi. Čak i bez upotrebe papira i olovke, ova igra podstiče vežbanje dečje grafomotorike, tj. pravilnog pisanja.

Pored spretnosti, igra zahteva i logičko i strateško promišljanje poteza. Prikladna je za decu već od četvrte godine, a mogu je igrati igrači različitih uzrasta, znanja i sposobnosti. Igra je namenjena za dva igrača.

Kao društvena igra, doprinosi socijalizaciji dece, razvoju takmičarskog duha i odlična je zabava za celu porodicu.



SADRŽAJ IGRE

- Čvrsta kartonska kutija (podloga za igru);
- Dve table sa četiri različite igre;
- Tokeni – set od 9 kom.;
- Grafomotoričke kocke – set od 2 kom.;
- Plastični ram (martinela).

OPŠTA PRAVILA IGRE

OZNAKE NA KOCKICAMA

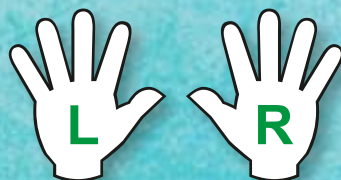
Grafomotoričke kocke su namenjene za upotrebu u društvenim igrama i u kreativnim radionicama i imaju za cilj da decu kroz igru podstaknu na pokretanje i razvijanje svih prstiju obe ruke.



LR kockica određuje ruku kojom se igra. L (left) je oznaka za LEVU ruku, R (right) za DESNU ruku. Šanse su predviđene 50% za levu i 50% za desnu ruku.

L – leva ruka

R – desna ruka



Druga kockica određuje prst kojim se igra naredni potez.

1 – pikanje kažiprstom

2 – pikanje srednjim prstom

3 – pikanje domalim prstom

4 – pikanje malim prstom



Šanse su postavljene tako da 33,33% bacanja određuje kažiprst, 33,33% određuje srednji prst, dok su domali i mali prst određeni u istom procentu – 16,66%.

Uvek se bacaju obe kockice. Kombinacija kockica određuje kojim prstom koje ruke će se izvoditi sledeći potez.

Primer: Kada kockice pokažu L i obojen domali prst, to znači da se sledeći potez mora odigrati domalim prstom leve ruke. Potez se odigrava pikanjem, kao što je prikazano na slici ispod.

Kada igrač tokom poteza pika token više puta zaredom – on to čini istim prstom za ceo taj potez.



ODREĐIVANJE IGRAČA KOJI JE NA POTEZU

U prvoj partiji prvi potez izvodi igrač koji bacanjem kockice kojom se određuje prst za pikanje prvi dobije simbol kažiprsta. Ako oba igrača dobiju simbol kažiprsta, bacanje za prvi potez se nastavlja. Svaku sledeću partiju počinje igrač koji je izgubio prethodnu (ovo pravilo važi za sve četiri igre).

Igru može prvi započeti i igrač po dogovoru.

TOKENI (DRVENI KOLUTOVI)

Jednobojni tokeni predstavljaju igrače u igrama *Fudbal* i *Košarka*, tj. leteće tanjire u igri *Svemirski dueli* i kugle u igri *Bilijar*. Šareni tokeni predstavljaju lopte u igrama *Fudbal* i *Košarka*, kao i belu kuglu u igri *Bilijar*.



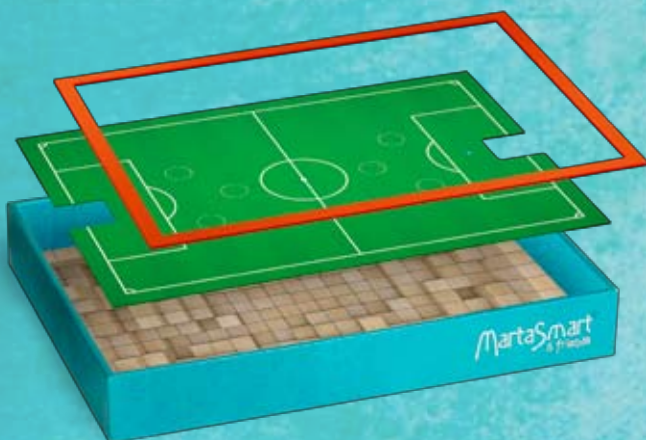
POSTAVLJANJE ELEMENATA

Izvaditi sve elemente iz kutije, a nju postaviti na ravnu podlogu (sto). Nakon izbora igre, odgovarajuću tablu za igru postaviti na osam drvenih kocki pričvršćenih za dno kutije. Preko table postaviti martinelu (plastični ram). Tokene postaviti u početni položaj prema zadatim pravilima i igra može da počne!

Prilikom razmene poteza, igračima je dozvoljeno da pažljivo okreću kutiju kako bi je postavili u njima odgovarajući položaj za pikanje. Ukoliko to učine nepažljivo i poremete raspored tokena – gube poen.

Ako se tokom igre token nađe na martineli, spušta se na najbliže mesto uz martinelu. Ukoliko se token uspravi postrance, treba ga samo položiti na isto mesto.

Kada tokom izvođenja poteza igrač makar i ovlaš dodirne loptu ili igrača – računa se kao da je odigrao potez.



PRAVILA POJEDINAČNIH IGARA

1. FUDBAL

1a) Tokeni se postavljaju na teren prema rasporedu prikazanom na slici;

1b) Igrač baca dve kockice, i pika dva puta prstom koji su odredile kockice.

Prvi put pika direktno loptu, ali tim potezom ne sme postići gol. **Drugi put pika fudbalera**, pomoću kojeg pokušava da loptu pošalje u gol;

1c) Ako igrač prvim pikanjem lopte ubaci direktno loptu u gol – gubi potez, a lopta se postavlja na centar terena. Dakle, gol se može postići samo pikanjem igrača koji potom udara loptu;

1d) Posle gola, na potezu je uvek igrač koji je primio gol, a tokeni se postavljaju u početni položaj;

1e) Ako fudbaler izleti sa terena, izbacii drugog fudbalera sa terena ili upadne u rupu gola, ostaje van terena sve do prvog sledećeg gola; izbačeni protivnički igrač se vraća na početnu poziciju.

Ukoliko igrač izbacii sva tri svoja igrača van terena, protivničkom igraču se dosuđuje gol.

1f) Igrač ne sme svojim fudbalerom direktno pogoditi suparničkog fudbalera. U suprotnom, računa se da je napravio faul, te gubi potez;

1g) Odbijanjem tokena od martinele, lopte ili od svog igrača dozvoljeno je pogoditi suparničkog igrača. Takođe, igrač sme loptom pogoditi suparničkog igrača;

1h) Ako igrač pogodi loptu, a lopta protivničkog igrača izbacii napolje ili ubaci u gol – protivnički igrač se postavlja na jednu od tri početne pozicije.

Kada igrač izbacii i loptu i svog igrača, on ostaje napolju do sledećeg gola, gubi potez, a lopta se postavlja na centar.

Ukoliko igrač potezom izbacii i svog i tuđeg igrača i loptu – gubi potez, ostaje napolju, a protivnički igrač se vraća na jednu od tri početne pozicije, po izboru protivnika;

1i) Ukoliko lopta završi van terena, vraća se na centar i na potezu je igrač koji nije izbacio loptu;

1j) Dozvoljeno je da prilikom postizanja gola igrač upadne u gol zajedno s loptom;

1k) Igra se do tri, što znači da pobeđuje igrač koji prvi postigne treći gol.



2. KOŠARKA

2a) Tokeni se postavljaju na teren prema rasporedu kao na slici;

2b) Igrač baca dve kockice, i pika tri puta prstom koji su odredile kockice.

Prvi i drugi put pika direktno loptu, ali tim potezima ne sme postići koš. **Treći put pika košarkaša**, kojim pokušava da pošalje loptu u koš;

2c) Ako igrač pikanjem ubaci loptu direktno u koš – gubi potez, a lopta se postavlja na centar terena. Dakle, koš se može postići samo pikanjem igrača koji potom udara loptu;



2d) Posle postignutog koša, na potezu je uvek igrač koji je primio koš;

2e) Ako košarkaš izleti sa terena, izbací drugog košarkaša sa terena ili upadne u koš, ostaje van terena sve do prvog sledećeg koša. Izbaćeni protivnički igrač se vraća na početnu poziciju.

Ako igrač izbací sva tri svoja igrača van terena, protivničkom igraču se pripisuje koš;

2f) Igrač ne sme svojim košarkašem direktno pogoditi suparničkog košarkaša. U suprotnom, računa se da je napravio faul i na potezu je protivnik;

2g) Odbijanjem tokena od martinele, lopte ili od svog igrača dozvoljeno je pogoditi suparničkog igrača. Takođe, igrač sme loptom pogoditi suparničkog igrača;

2h) Ako igrač pogodi loptu, a lopta protivničkog igrača izbací napolje ili ga ubaci u koš – protivnički igrač se postavlja na jednu od tri početne pozicije, po izboru.

Kada igrač izbací i loptu i svog igrača, on ostaje napolju do sledećeg koša, gubi potez, a lopta se postavlja na centar.

Ukoliko igrač potezom izbací i svog i tuđeg igrača i loptu – gubi potez, ostaje napolju, a protivnički igrač se vraća na jednu od tri početne pozicije, po izboru protivnika;

2i) Ukoliko lopta završi van terena, vraća se na centar i na potezu je igrač koji nije izbacio loptu;

2j) Dozvoljeno je da igrač prilikom postizanja koša upadne u koš zajedno s loptom;

2k) Pobeđuje igrač koji prvi postigne pet koševa.

3) BILIJAR

3a) Tokeni (kugle) se postavljaju u označeni trougaoni raspored kao na slici, a kugla za gađanje se postavlja na belu tačku koja je dalja ramu (martineli);

3b) Pika se uvek crno-belom kuglom, i to prstom koji su odredile kockice;

3c) Kada igrač ubaci prvu kuglu, boja te kugle postaje boja tog igrača, dok suprotna boja postaje boja protivnika;

3d) Ako igraču prilikom prvog poteza istovremeno upadnu dve ili više kugli različitih boja, on gubi potez, a njegova kugla je ona koja je ubačena prva. Ukoliko igrač kasnije tokom igre ubaci dve kugle različitih boja, na potezu je drugi igrač;

3e) Igrač koji ubaci svoju kuglu u rupu ponovo je na potezu, dok se inače potezi igraju naizmenično;

3f) U slučaju da igrač ubaci u rupu crno-belu kuglu, gubi potez, a protivnik pika novi crno-beli token sa početne pozicije;

3g) Kada igrač izbací svoju kuglu van bilijarskog stola, ona se postavlja na belu tačku bliže martineli;

3h) Kada igrač izbací protivničku kuglu van stola, gubi potez, a protivnička kugla se smatra ubačenom u rupu;

3i) Ako igrač direktno udari protivničku kuglu pre odbijanja od svoje kugle ili martinele – gubi potez, a protivnička kugla se smešta u rupu;

3j) Kada igrač ubaci svoju kuglu u rupu, a pritom crno-bela kugla završi van terena, kugla se smatra ubačenom, crno-bela kugla se vraća na početnu poziciju, dok igrač gubi potez;

3k) Pobeđuje igrač čiji svi tokeni (kugle) prvi završe u rupama.



4) SVEMIRSKI DUELI

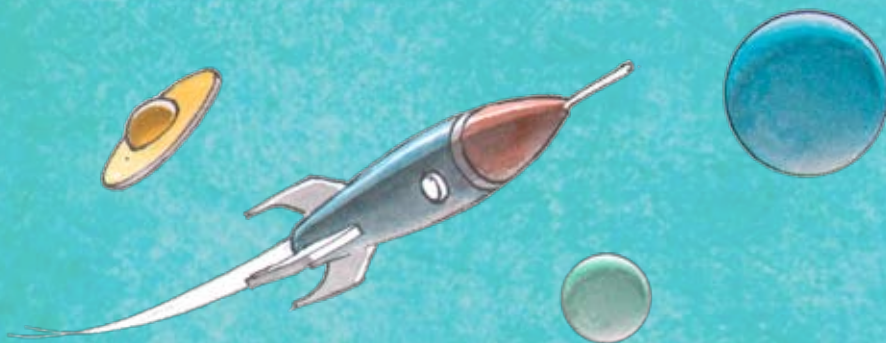
4a) Svaki igrač počinje partiju sa tri leteća tanjira, svoja svemirska broda. Oni se postavljaju na označena mesta, kao na slici;

4b) Čitavu partiju igrači igraju naizmenično, po jedan potez. Kockice za određivanje prsta za pikanje bacaju se pre svakog poteza;

4c) Cilj je pogoditi suparnički svemirski brod i uterati ga u neku od crnih rupa;

4d) U slučaju da neki brod završi van table, jedan brod igrača koji je izazvao izletanje se ubacuje u crnu rupu. Svemirski brod igrača koji nije izazvao izletanje vraća se na sredinu table;

4e) Igru gubi onaj igrač čiji svi svemirski brodovi završe u crnim rupama.



SPREMITE SE, POLEĆEMO U NOVU AVANTURU!

Na kraju, ukoliko želite još zabave i novih pustolovina, pokušajte da odgovorite na sledeće pitanje:

Koliko nacrtanih drvenih kocki ima u skladištu fabrike igračaka prikazanom na dnu kutije?

Odgovor možete poslati na info@pino-toys.rs.

DUM DUM DUM®

INSTRUCTIONS



MAKE FINGERS AND MIND NIMBLER!

CONTENT

- Sturdy cardboard box (base board);
- Two boards with four different games;
- Tokens – set of 9 pcs;
- Graphomotor dice – set of 2 pcs;
- Plastic frame (cushion).

AIM OF THE GAME

The game aims to help and encourage the development of fine motor skills in children. It was designed specifically to support proper muscle development and mobility of **ALL FINGERS of both hands**, which is particularly important in this day and age, when incidence of major motor skill disorders in children is on the rise. Although it does not involve the use of paper and pen, this game encourages the exercise of children's graphomotor skills and helps them develop correct handwriting.

In addition to dexterity, making the moves requires logical and strategic thinking. The game is suitable for children as young as four, but it is equally entertaining and accessible to all players regardless of their age, knowledge and skill levels. It is a two-player game.

As a board game, it helps children socialize and develop a competitive spirit and is a great source of fun for the whole family.



GENERAL RULES

DICE MARKINGS

The graphomotor dice are designed for board games and creative workshops and aim to encourage children to exercise and develop all fingers of both hands through play.



The *LR dice* decides which hand the player must use. L stands for the left hand and R for the right one. Thus, the odds of using either hand are even, 50:50.

L – left hand

R – right hand



The second dice determines the finger to be used for playing the next move.

- 1– index finger flick
- 2 – middle finger flick
- 3 – ring finger flick
- 4 – little finger flick



The odds are 33.33% for an index finger flick and 33.33% for a middle finger flick, while the odds of a ring finger flick or a little finger flick are 16.66%.

The dice must always be rolled in pair. The combination of the dice determines which finger of which hand is to be used to perform the next move.

Example: When you obtain an L and a colored ring finger on the dice, then the next move must be played using the left ring finger. The move is played by flicking, as shown in the picture below.

To flick a token several times in a row, the player must use the same finger during the entire move.



WHOSE TURN IS IT?

In the first match, the first player to obtain the index finger when rolling the dice takes the kick-off. If both players obtain the index finger, they roll again. In every subsequent match, the loser of the previous match takes the kick-off (this rule applies to all four games).

Players may decide among themselves who will take the kick-off.

TOKENS (WOODEN DISCS)

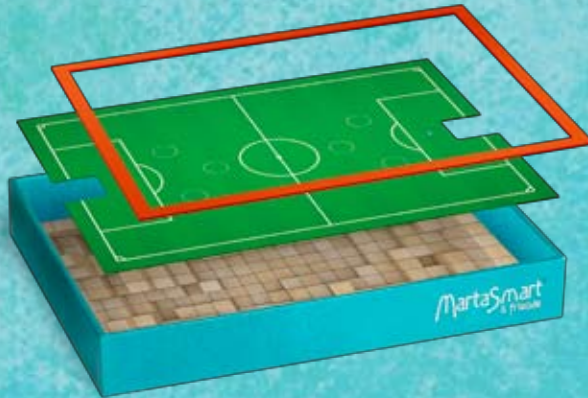
The single-colored tokens are used as players in the *Football* and *Basketball* games, as flying saucers in the *Space Duels* game and as balls in the *Pool* game. The multi-colored tokens are used as balls in the *Football* and *Basketball* games and as the cue ball in the *Pool* game.



PLACING THE ELEMENTS

Remove all items from the box and place them on a flat surface (table). When you've decided which game you want to play, place the game board of your choice on the eight wooden cubes attached to the bottom of the box. Place the table cushion (plastic frame) over the board. Put the tokens in the starting position according to the rules of the game you chose and you're good to go!

When taking turns, players may carefully rotate the box to place it in the best position for flicking. If they are not careful and they disturb the layout of the tokens, they lose the point.



If a token ends up on the cushion during a game, put it back on the board in the spot closest to where it stopped on the cushion. If a token is flipped on its side, simply put it the right way up in the same spot. Even if the player whose turn it is just taps lightly the ball or a player token, it counts as a move.

RULES OF INDIVIDUAL GAMES

1. FOOTBALL

1a) Tokens should be placed on the pitch as shown in the picture;

1b) Each player throws two dice and flicks the ball twice using the finger determined by the dice.

The first time he/she flicks directly the ball, but is not allowed to score a goal. **The second time he/she flicks a football player token,** trying to manipulate it to send the ball into the goal;

1c) If a player scores a goal with his/her first flick, he/she loses his/her turn and the ball is placed at the center of the pitch. Thus, the only way to score a goal is to flick a player token to manipulate it into kicking the ball;

1d) When a goal is scored, the turn is always on the opponent who received the goal and the tokens are returned to the starting position;

1e) If a player token ends up outside the pitch, kicks another player token off the pitch or falls inside the goal, it must remain off the pitch until the next goal is scored. The opponent's token player which was kicked out of the pitch returns to its starting position.



If a player kicks all of his/her three players off the pitch, the goal is attributed to the opponent.

1f) Players are not allowed to directly hit the opponent's player tokens with their own player tokens. If they do so, it is considered foul play and the player loses his/her turn;

1g) Hitting one of the opponent's player tokens with one's own player token is allowed if the token bounces off the cushion, the ball or one of its teammates. Hitting the opponent's player tokens with the ball is also allowed;

1h) If a player hits the ball and the ball throws one of the opponent's player tokens off the pitch or into the goal, the opponent's player token is placed in one of the three starting positions.

When a player throws both the ball and one of his player tokens off the pitch, the player token must remain off the pitch until the next goal is scored, he/she loses his/her turn and the ball is placed at the center spot.

If a player's move kicks both his/her own and opponent's player tokens and the ball off the pitch, he/she loses his turn and must remain off the pitch, while the opponent's player token returns to one of three starting positions, at the opponent's choice;

1i) If the ball ends up outside the pitch, it must be returned to the center point and the turn is on the player who did not throw the ball off the pitch;

1j) When scoring a goal, a player token is allowed to fall into the goal together with the ball;

1k) The game is played to three points, meaning that the first player to score three goals wins.

2. BASKETBALL

2a) Tokens should be placed on the court as shown in the picture;

2b) Each player throws two dice and flicks the ball three times using the finger determined by the dice.

The first two times he/she flicks directly the ball, but is not allowed to score a point. The third time he/she flicks a basketball player token, trying to manipulate it to send the ball into the hoop;

2c) If the player scores a point directly by flicking, he loses his turn and the ball is placed at the center of the court. Thus, the only way to score a point is to flick a player token to manipulate it into kicking the ball;

2d) When a point is scored, the turn is always on the opponent who received the point;

2e) If a basketball player token ends up off the court, throws another basketball player token outside the court or falls into the hoop, it must remain off the pitch until the next point is scored. The opponent's token player which was kicked out of the pitch returns to its starting position.

If a player kicks all of his/her three players off the court, the point is attributed to the opponent;

2f) Players are not allowed to directly hit the opponent's player tokens with their own player tokens. If they do so, it is considered foul play and the player loses his/her turn;

2g) Hitting one of the opponent's player tokens with one's own player token is allowed if the token bounces off the cushion, the ball or one of its teammates. Hitting the opponent's player tokens with the ball is also allowed;



2h) If a player hits the ball and the ball throws one of the opponent's player tokens off the court or into the hoop, the opponent's player token is placed in one of the three starting positions, at the opponent's choice.

When a player throws both the ball and one of his player tokens off the court, the player token must remain off the court until the next goal is scored, he/she loses his/her turn and the ball is placed at the center spot.

If a player's move kicks both his/her own and opponent's player tokens and the ball off the court, he/she loses his turn and must remain off the court, while the opponent's player token returns to one of three starting positions, at the opponent's choice;

2i) If the ball ends up off the court, it must be returned to the center point and the turn is on the player who did not throw the ball off the court;

2j)) When scoring a point, a player token is allowed to fall into the hoop together with the ball;

2k) The first player to score five points wins.

3) POOL

3a) The tokens (balls) should be arranged in a triangular shape as shown in the picture, with the cue ball placed on the white spot farther from the frame (cushion);

3b) Always flick with the black-and-white ball, using the finger determined by the dice;

3c) When a player pockets the first ball, the color of that ball becomes the color of that player, while the opposite color becomes the opponent's color;

3d) If a player pockets two or more balls of different colors on his/her first move, the next move is on the opponent and his/her ball is the one which was pocketed first. If a player pockets two balls of different color later during the game, the next move is on the opponent;

3e) If a player kicks a ball in a hole, it is his/her turn again, otherwise players take turns flicking;

3f) If a player kicks the black-and-white ball into a hole, he/she loses his turn, and the opponent flicks a new black-and-white token from the starting position;

3g) If the player jumps his/her ball off the pool table, that ball must be placed on the white spot closer to the cushion;

3h) If a player jumps the opponent's ball off the pool table, he/she loses his/her turn to the opponent and the opponent's ball is considered pocketed;

3i) If a player directly hits the opponent's ball before it bounces from one of his/her own balls or the cushion, he/she loses his turn and the opponent's ball goes into the pocket;

3j) When a player kicks his/her ball into a hole and the black-and-white ball ends up off the pool table, the ball is considered pocketed, the black-and-white ball is returned to the starting position and the player loses his/her turn to the opponent;

3k) The player who pockets all tokens (balls) wins the game.



4) SPACE DUELS

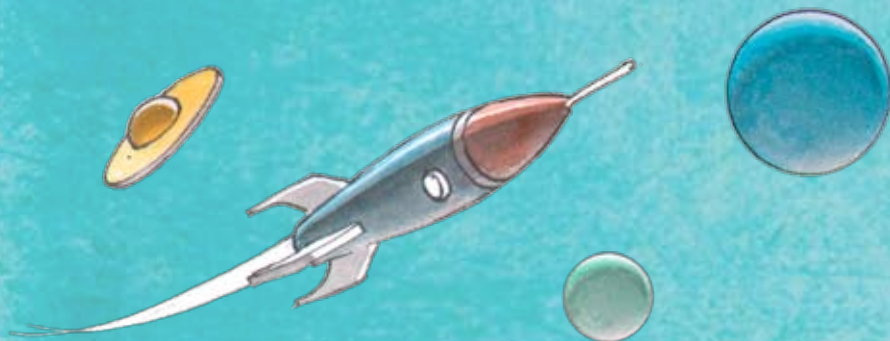
4a) Each player starts the game with three flying saucers – his/her spaceships. They should be placed on the marked spots, as shown in the picture;

4b) The players take turns for the entire duration of the game, making one move each. The dice must be rolled before every move to determine which finger will be used for the move;

4c) The aim is to hit one of the opponent's spaceships and force it into one of the black holes;

4d) If a spaceship ends up off the board, one spaceship of the player who caused it is thrown into a black hole. The spaceship of the player who did not cause it returns to the middle of the board;

4e) The player whose all spaceships end up in the black holes loses the game.



GET READY, LET'S FLY TO A NEW ADVENTURE!

Finally, if you want more fun and adventure, try to answer the following question:

How many wooden dice images are there in the toy factory warehouse shown on the bottom of the box?

You can send your answer to info@pino-toys.rs.

Od istog autora / From the same author

MartaSmart®
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