

# LAJKA

TRAVEL IN SPACE! FOR 3-5-8 YEAR-OLDS

**ROLL +  
COLOUR!**

**3**

**GAME VERSIONS**

**CONTENTS  
OF THE GAME**

3 colouring books

4 coloured dice

6 coloured pencils



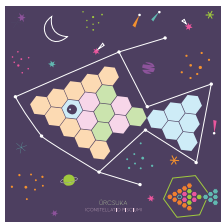
# SPACE CRITTERS

3+  
YEARS OLD

10  
MIN

2-4  
PLAYERS

Space Critters  
colouring block

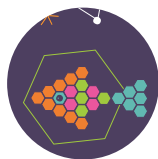


## PREPARATIONS

All the players tear off a sheet from the Space Critters colouring block! You can choose from eight types of Critter. Put the dice and the coloured pencils in the centre.

## THE OBJECT OF THE GAME

The object of the game is for you to colour your Space Critter as soon as possible, as shown in the help figure at the bottom of the page.

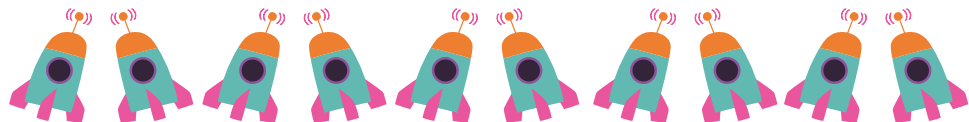


## HOW TO PLAY

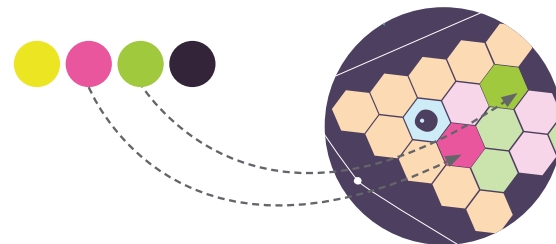
The player whose turn it is rolls all 4 dice.

If you have an uncoloured hexagon in your figure that matches what you threw, you can colour it in. You can also choose several colours, the point is: let there be colour in your figure!

**WATCH OUT!** A dice is worth the same as a hexagon.



If you roll a colour on one (or more) dice that you can't use, then you can roll those dice a second time. If there is a suitable colour among them, you can still use it, but you cannot re-throw the dice a third time.



$$\begin{aligned} & \text{Yellow} + \text{Yellow} = \text{Green} \\ & \text{Yellow} + \text{Yellow} + \text{Yellow} + \text{Yellow} = \text{Green} + \text{Green} \\ & \text{Yellow} + \text{Yellow} + \text{Teal} + \text{Teal} \neq \text{Green} + \text{Orange} \end{aligned}$$

In each round of the game, if you roll a double with two of the same colour you can switch one colour to another. So if someone throws two yellows, they can colour a green instead if they need it. Four of the same colour can be converted to two other colours.

The dice can then be passed on to the next player.

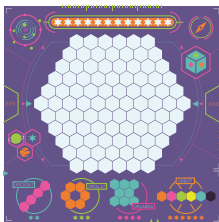
## THE END OF THE GAME

The game ends in the round where one or more players completely finish colouring in their figure(s). The game is won by the person whose figure is ready first. If there are multiple such players, then the game has multiple winners.

# DOGGY'S TREASURES

5+ YEARS OLD  
15 MIN  
2-4 PLAYERS

Doggy Treasure  
colouring block



## PREPARATION

Everyone tears a sheet from the Doggy'sTreasures colouring block! Place the dice and the coloured pencils in the middle.

## THE OBJECT OF THE GAME

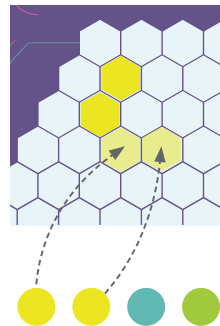
Whoever gets 12 stars first is the winner! A star can be obtained by colouring the shapes at the bottom of the page (space bone, space snack, space stick, space ball) on the planet. Each form has a different value. When the figure is complete, the stars indicating its value can be coloured at the top of the page.

The first three shapes should be coloured in the same colour — you can choose any colour, not just what is on the sheet, but you need to colour the hexagons in the same colour. We need to colour the fourth figure using six different colours. (The order of the colours is indifferent.)

**TAKE CARE** not to let the coloured shapes come into contact with each other!

## HOW TO PLAY

Each player in turn rolls all 4 dice. You can set aside the dice you want to use and roll again with the others. A player may roll a maximum of three times in their turn (i.e., roll again twice), even any and all dice including those already set aside. Once you have taken your throws, only one of the colours shown on the dice can be selected, and the selected colour can be used to colour precisely as many hexagons as were thrown from that colour.

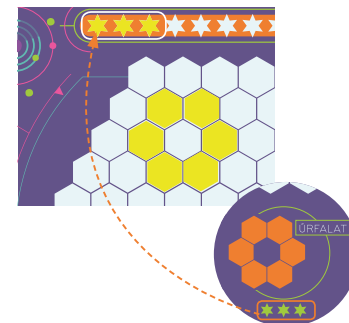


If there are multiples of the same colour that are sought, the player can start a new shape with that colour, or add a colour to another shape, but be sure to colour all of the selected colour on the board. So, if all 4 dice show this colour, then 4, if there are 3, 2 or 1 dice showing a given colour, then 3, 2 or 1 hexagons can be coloured.

When you have finished a figure, colour in the stars you get for it at the top of your colouring page.

## THE END OF THE GAME

The game ends in the round when someone gets their 12th star. If someone gets more stars, indicate on their board with extra coloured fields. The winner will be the person who has collected the most stars. In the case of a tie, the person who succeeded with the least number of figures is the winner. If that doesn't decide either, then the game has multiple winners.



# SPACE-WORMS

8+ YEARS OLD  
25 MIN  
2-4 PLAYERS

Space-Worms  
colouring block



## PREPARATIONS

Everyone tears a sheet from the Space-worms colouring block!  
Place the dice and the coloured pencils in the middle.

## THE OBJECT OF THE GAME

The object of the game is to get the most points. You can get points by leading Space-worms of different colours from one designated point on the planet to another, and by using the worms to enclose as large an area as possible on the planet where there are no other worms.

You can also pick up treasures marked with stars as you go.



## HOW TO PLAY

Each player in turn rolls all 4 dice, and then selects which colour they want to use from the colours they threw. You can set aside the dice you need and re-roll the others. Any player may roll a maximum of three times in their turn (that's two re-rolls), using all the dice if they want to. When you have finished throwing, select a colour from the colours you threw, and use it to colour the colouring page. If all 4 dice show this colour, then 4, if 3, 2 or 1 dice show that colour, then 3, 2 or 1 hexagons should be coloured.

**IMPORTANT!** You must use all the squares in your chosen colour.

## COLOURS

If you have chosen a colour that none of the Space-worms have yet on your planet, you need to start a new worm in one of the highlighted fields.

If you have chosen a colour that you have already used, you can continue with one of your existing Space-worms.

When you use a new colour, colour the next hexagon in the MY COLOURS section. This indicates how many points you have won with the diversity of your colours. You can get points for up to 4 colours, to a maximum of 16 points.

## STARS

You can also collect stars with space worms. If you cross a star, colour a star in the MY STARS bar on your page.

There are two ways to use stars:

a) You can buy promotions with the stars. If you have 'spent' a star, you have to cross it out! The available promotions for purchase (each costs one star):

- you can throw any number of the dice a second time **(1)**
- you can colour in with two different colours on the sheet in any single round **(2)**
- you can turn a dice to any colour you want. **(3)**



You can't buy a promotion in the round that you got the star, only in the following round! You can only buy one promotion per round. The promotions do not run out, you can buy any of them more than once.

b) If you don't spend your stars, each star is worth 2 points at the end of the game!

## THE END OF THE GAME

The game ends in the round when one of the players also completes the second space worm. You still finish the round.

## POINTS

Write your points in the MY POINTS bar!

1. The values of your completed space worms are included in the first two rounds. Each complete (i.e., from a designated point to a designated point) space-worm is worth as many points as the number of empty fields it encircles on the planet.

2. In the third round, enter the number of hexagons that make the shortest space worm on your orbit that has not yet reached its goal.

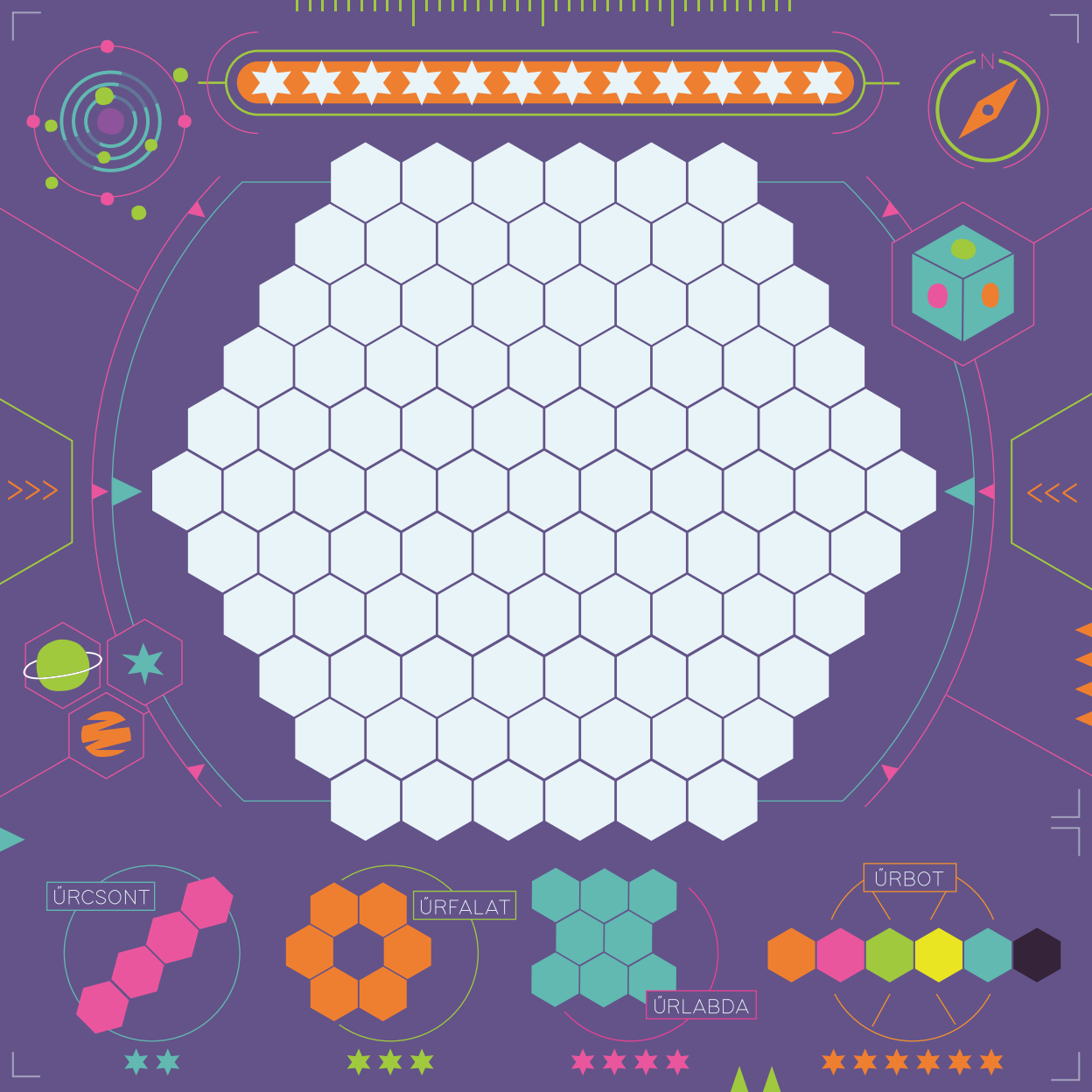
3. Write the value of your remaining stars in the star.

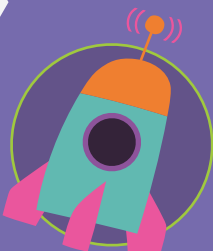
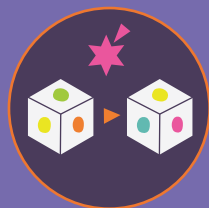
4. Enter the points in the hexagon that you have obtained with your colours. (16 points at most.)

Add up the points! The player with the most points wins the game. In the event of a tie, the person whose shortest jour-



ney is longest is the winner. If there is still a tie, the game has multiple winners.





► SZÍNEIM:

► CSILLAGAIM:

► PONTJAIM:

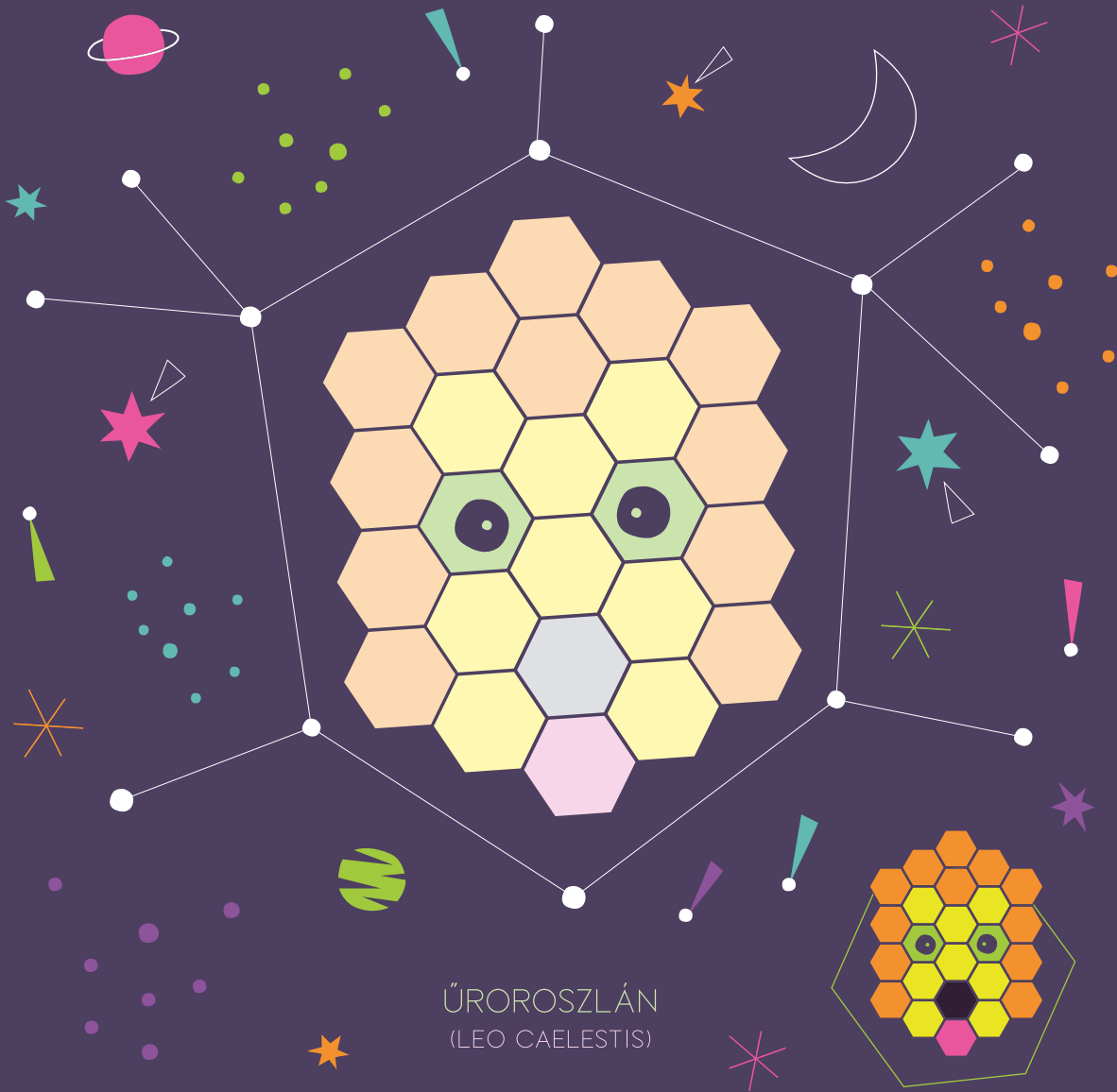
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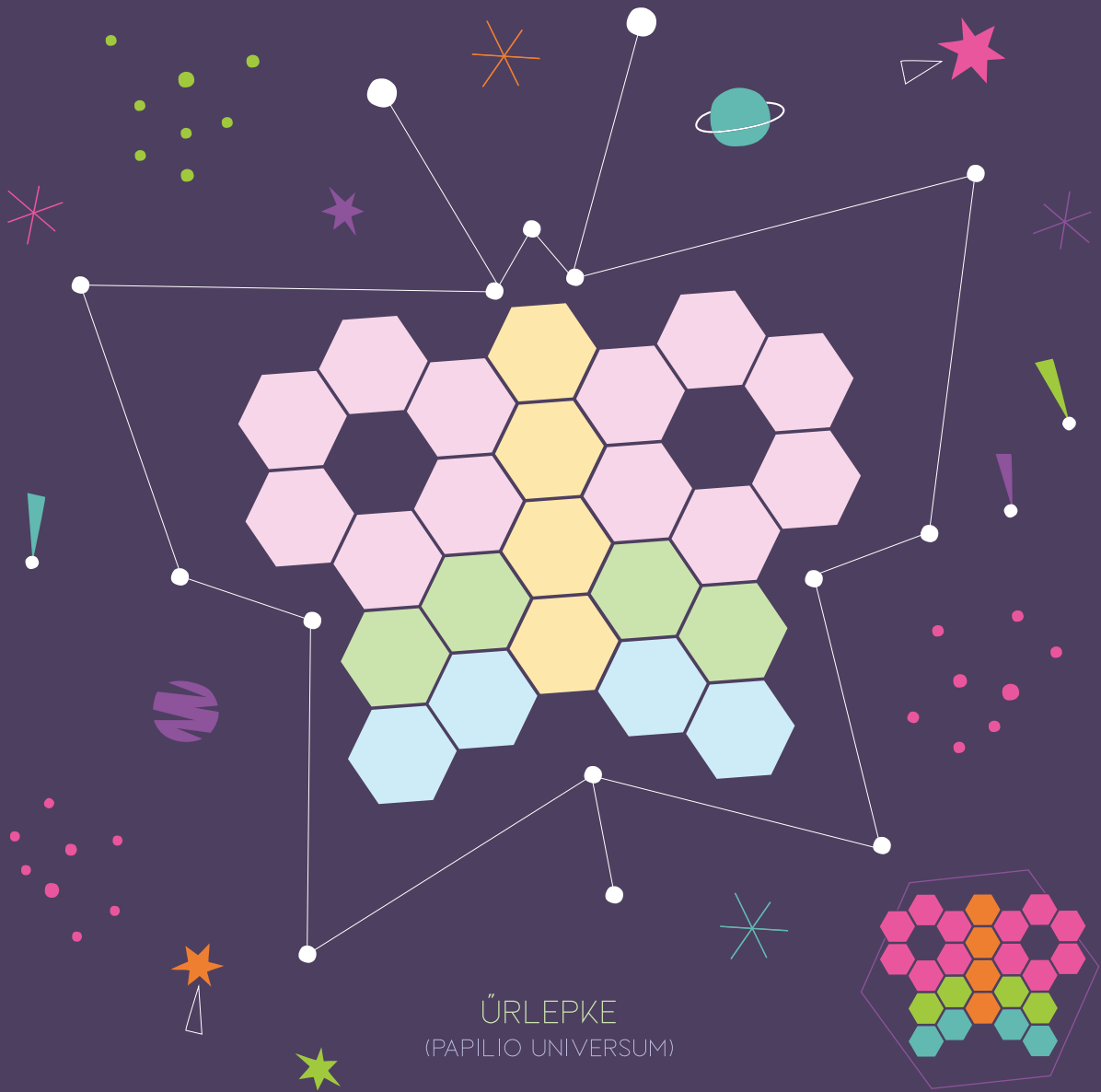
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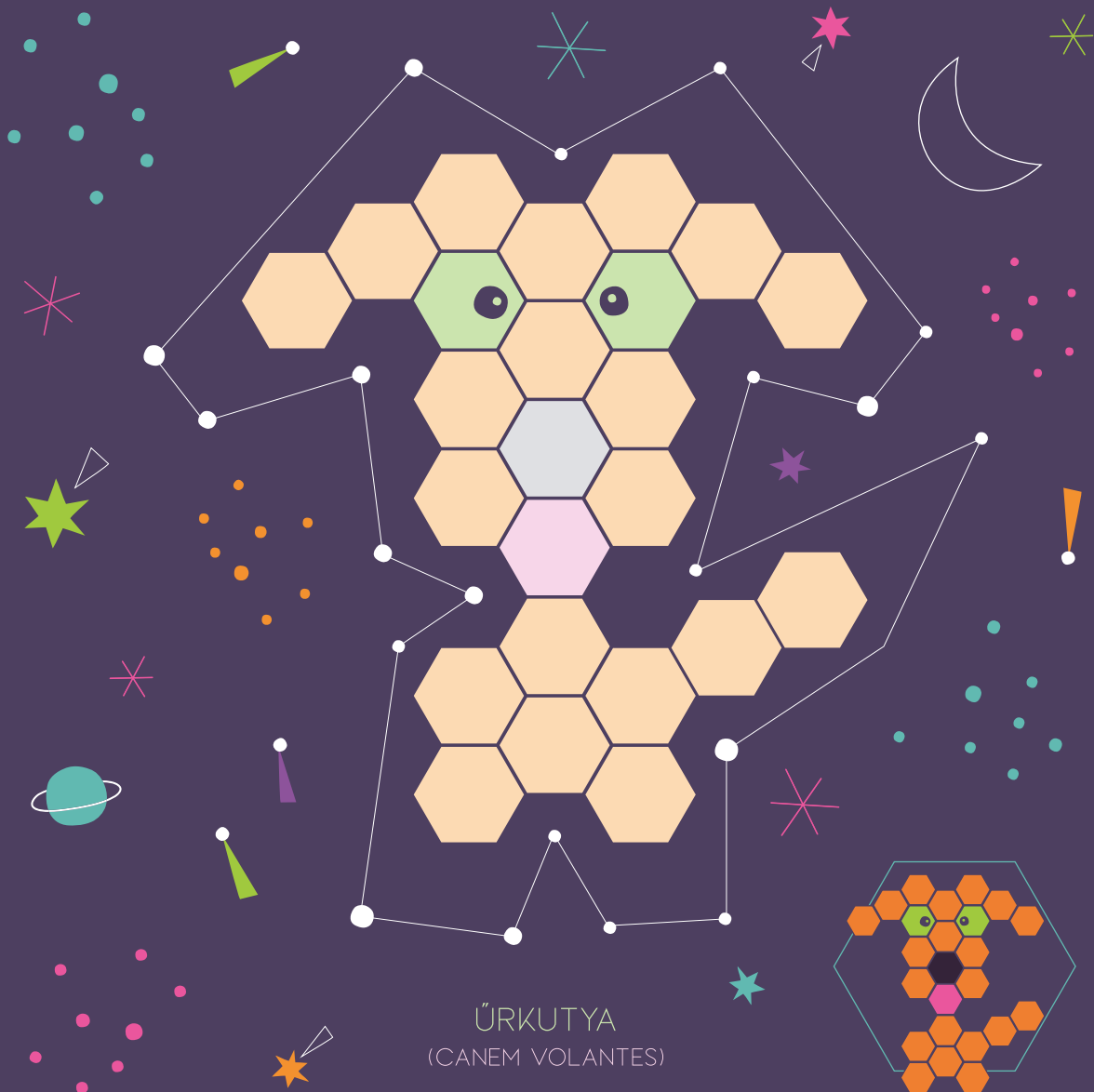




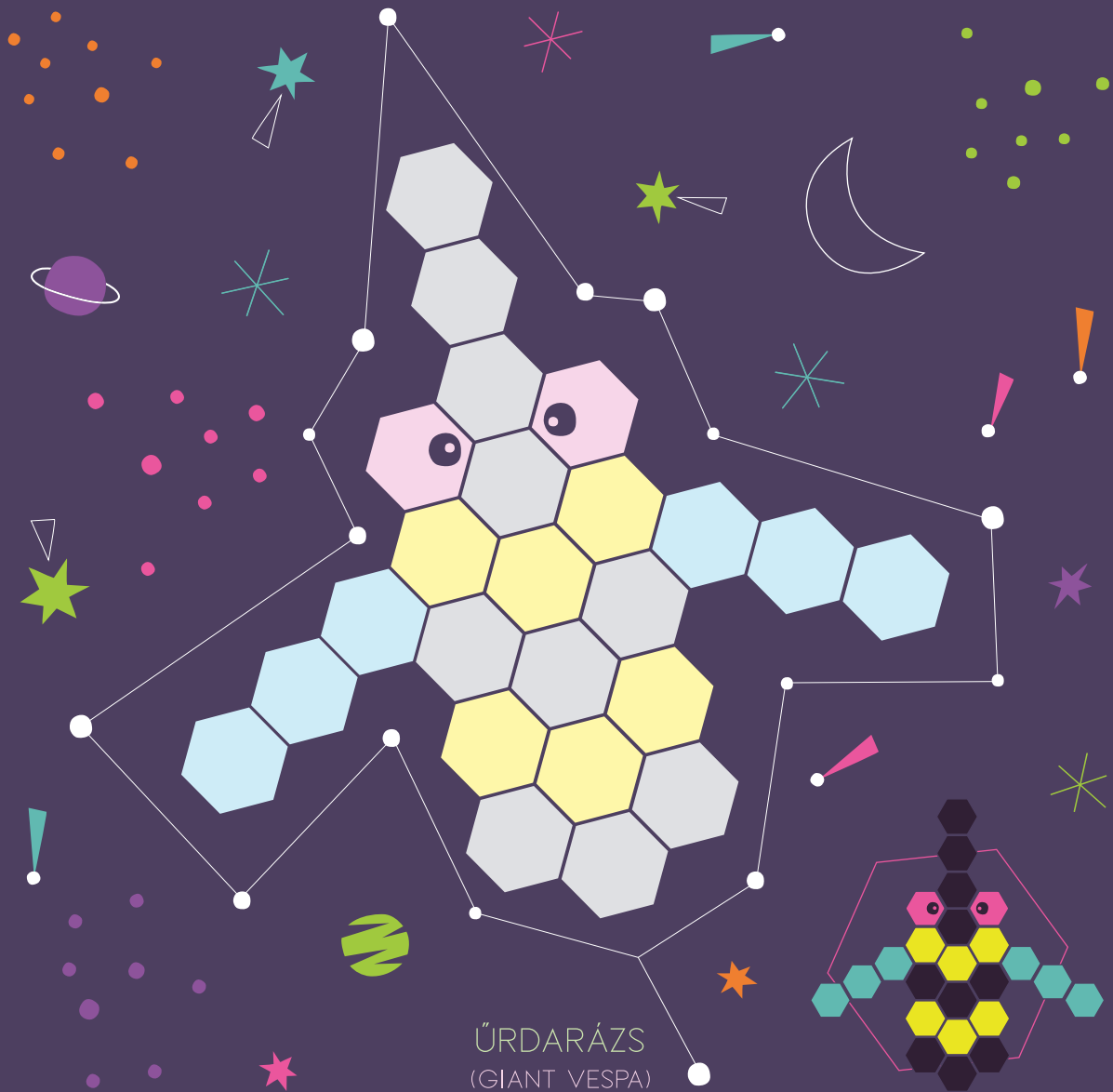














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