

(Free) Let's play a game: All you need to play six board games

## Let's play a game: All you need to play six board games

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**From Thames Hudson :** **Let's play a game: All you need to play six board games** before purchasing it in order to gage whether or not it would be worth my time, and all praised Let's play a game: All you need to play six board games:

4 of 4 people found the following review helpful. Let's Play a GameBy S RiazThis clever collection of board games is housed in what appears to be a large hardback book. However, open it up and you find instructions of How to Play inside the left cover. On the right is a spinner, which acts as a dice, plus six counters red, pink, orange, green, yellow and blue. Housed inside a sturdy envelope are three double sided board games: Hot air repair, The rumble-fart game, Ready, steady, disco, Slither and Climb, Space Race and Superbuzz!These are generally simple games, which can be played by children aged 3+ and involve lots of counting and colour matching for early learning. The instructions are simple to follow and the games are great fun. This would be ideal on a rainy afternoon, or on holiday. They pack away

neatly and have everything you need stored neatly in one box. 0 of 6 people found the following review helpful. looked like too many small pieces and did not klike one ...By Alberta Lawtonlooked like too many small pieces and did not klike one of the words, the childrens father is a Pastor.

All that young children need to play six silly and entertaining board games in a cleverly designed box OKIDOs Lets play a game packs six re-imagined, classic board games into one box, which opens to reveal six pop-out colored counters and an integrated, numbered spinner that functions as a die. Inside a wallet are three folding double-sided game boards. The simple rules for each game are printed on the inside of the lid, and the entire game is printed on durable card and is suitable for two to six players. The games include: Space Race (steer your rocket through outer-space obstacles back to Earth); Noisy Game (make body noises as you match them with their body parts); Slither and Climb (go up and down as you meet all the animals); Ready, Steady, Disco! (follow the actions to make dance sequences); and Superbuzz! (how long will you fly between the flowers before you get eaten by a bear or caught in a spiderweb?). The boisterous games also help children (age 4+) at pre-school, school, and at home with mathematics, coordination, and matching and sorting skills. Illustrated in color throughout

About the AuthorOKIDO is an innovative group of London-based designers, illustrators, and authors who create an art-and-science magazine of the same name for young children. In spring 2015, their television show will air on the BBC. Author Sophie Dauvois is a scientist and teacher. Rachel Ortas is an illustrator and artist-in-residence at Central Saint Martins, London. Alex Barrow is the magazines art director.