

## MANUALS FOR GAMES ABOUT SPORT ORIENTEERING

# O-MEMORY 2:



Game O-MEMORY 2® - a fascinating search for the pair of cards, which promotes the development of concentration and visual memory game helps to better remember the legend cards in orienteering. The game is suitable for all ages, as the children can play with adults as equals and have a great chance of winning.

Goal of the game: Collect as many pairs of cards as possible.

Number of players: from 2 to 6.

Reading age players: The game is practically no age limit it can play players of different age 6-96 is old.

Game Contents: 72 cards (36 pairs) with the names and symbols of cards, dice.

Who starts? Throw the dice and define a beginner.

How to play? The game begins with the fact that all the cards are well shuffled and laid out on the table

face down, it is important that the cards do not overlap (for starters, you can expand the 8x4 card, as



shown below). Before the layout card, make sure that for each of the selected cards to play, has a steam room card. Players take turns throwing dice and turn in one move as any card, as fell on the dice from 1 to 6. Players take yourself correctly guessed a pair (as shown on the right). Other cards turned over and put back into place. If a player doubts the correct symbol name, can check his opponent by looking in tip on the back of this manual.



The winner is the one who will bring a greater number of pairs of cards when the playing field will be parsed.

How to complicate the game? At the beginning of the game playing may agree that if the fall a certain card (eg. "Stoppable river channel"), then the expansion cards on the table are collected, shuffled, re-laid out and the game goes on.

## **Game Options:**

### **1. Seventy-one map (3-6 players)**

Goal of the game - as soon get rid of their cards as possible.

From the complete set (72 cards) clean one. Cards mixed and piled in a deck face down. After this, in turn, players take one card from the deck until it finish. Participants keep their fan cards without showing the others. If a player were paired cards, he immediately puts them aside. The first goes to the one who was less than the cards. He pulls out any card from your neighbor to the left, without showing the other players. If the card is turned to one of the pair available to it, the player puts in either direction. Action continues clockwise. The game ends when there will be only unpaired card. The winner is the first one to get rid of their cards. He plays one who remained unpaired card.

### **2. Find Me (2-6 players)**

Goal: to determine what has changed.

Leading image puts up all the cards 5-12. The players try to remember where what the card is for a few seconds. Participants then turn away and lead changes something on the table, for example, remove or report to one or more cards, move the card to the other end of the table, or perform multiple actions. Players turn and try to guess what happened. Anyone who finds the first change, it becomes the master.

### **3. Memory for kids (2-4 players)**

Goal of the game: collect as many pairs of cards as possible.

Divide the cards into two identical sets with different pictures. Lay them separately from each other in two groups of face-down. The game is played according to the rules of the classic "Memory", but one card is taken from the participants of the first group, the other - the second.

### **4. Come on, repeat (2 players)**

Goal of the game: to score as many points as possible.

Members take the same card sets. The first player places any three cards face-up. The second participant in a few seconds trying to remember them, then turn over the card, and the second player puts the pair on the memory card out of his kit in the same manner. For each match he scored one point. If no one is no match, then the first player gets a point. Then, the players switch roles. When again will approach all the first player, he lays out 4 cards, then 5, and so on, increasing this number as long as both parties can not recall any card opponent. The winner is the one who will score more points and advance the stipulated quantity, for example, 20.

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# ALFAVIT



ALFAVIT® game - a competition to find on the map control point (CP) according to the task on the card. The game trains the memory, attention, generates in children and adolescents spatial imagination.

Goal of the game: Find all the manual and define the current letter or number faster opponent.

Number of players: 1-2 + 1 Coach

Reading age players: 6+

Game Contents: 48 cards (24 pairs), 2 maps.

How to play? Trainer gives each player on the area map and a card with the same numbers. The card indicated KP 6, which need to find on the map, hold between them a straight line as shown on the card to see which letter is formed as a result and the first report of its coach. Coach compares the answers prompted the players on the back of the instructions. If a player, it can compete with myself and pinpoint the time it would take for him clues to improve ourselves every time and show the best results.

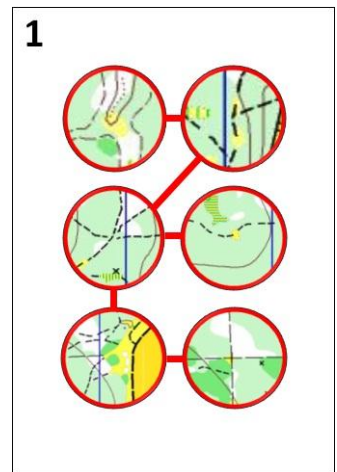
The winner is the one who will call quickly and correctly encrypted letters and numbers. Please note that the figures are obtained printed: 5,8,9,0, and capital letters: A, H, K, E, H, W, X, Z, I, M. The number zero (0) and the letter On equivalent have the right answer, even as the number 3 (three) and the letter Z.

How to complicate the game?

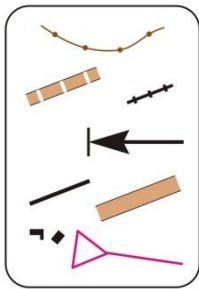
By mutual agreement, the players determine how many cards they are ready to solve a row to win. In this case, the players remember the results of the decrypted card and inform their coaches at the finish. A coach can assign points for each card is decoded.

Experienced players can complicate the level of the game and after deciphering the letters should be called words whereabouts KP in accordance with conventional cards symbols.

The most experienced players can deliver the level of play at the maximum approximate to orienteering and after the issuance of cards to search manual on the run through the woods, or, for example, in the training room.



# O-DOUBLE



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The game "O-DOUBLE®" - is a fast fun game that develops visual perception, attention and reaction. Undoubtedly suitable for all ages. Officially it recommended for children from 6 years old, but it is available and kids, and adults will delight :)

Includes games contains playing cards with symbols of orienteering maps. Each card is unique, but each pair of cards, there is one (and only one) common to these cards picture. It is in search of a match and built a board game O-DOUBLE®. Number of

cards 55 pcs, the number of characters 50.

If you have never played or are playing with people who have not played this game, draw any two cards and place them face up on the table in front of all players. Locate a character which is present on both cards (same shape, the same color, but the size can vary). The first person to find the right match, he loudly declares, and then pulls the two new cards, which puts on the table face up. Continue until such time until each player understands that there is between the two cards is only one matching character.

Goal of the game: In every mini - game you always have to be most careful to before the others find a symbol that matches two cards, loudly declare it, then take the card yourself, give to another, or to reset (depending on the rules of each mini - game).

"O-DOUBLE®" - a series of mini-games on the speed of reaction, in which all players play simultaneously. You can play mini-games in order certain, arbitrary, or can play in the same mini-game over and over again. The important thing is that you enjoy! Before starting read the rules of the selected mini-game to all players. Be sure to perform a test round to each player understand the rules.

The controversial point: the winner is the one who first called a coincidence! If the players are at the same time announced a coincidence, the winner is the one who first took the card itself, gave it another or dropped.

Draw: At the end of the mini-games players scored the same number of cards, play against each other (or carry out another round of "hot potato", if the players more than two). Each take card and turns it simultaneously with the enemy. The first person to discover the image to match and announce it, wins the duel.

End of the game: The winner is the one who won the most mini-games.

# O-LEGENDY®



## ИГРА О-ЛЕГЕНДЫ®

O-LEGENDY® - a continuation of the legendary game for fans of orienteering QUARTET + ®. The game teaches to understand the legends of symbols for sports cards and trains memory. O-LEGENDY® will be interesting for both children and adults. Children will have an extremely exciting process of knowing the legends of symbols for orienteering maps, and adults to test their knowledge to the test. Play the game can be at home, at competitions and training (if it does not interfere with the training process ;- ) passenger sitting in the bus, train, train, car, subway, boat or even airplane.

Goal of the game: Collect the maximum number of quartets, consisting of 4 cards of the same type.

Number of players: from 2 to 15.

Reading age players: 6 years and above.

Rules of the game: Before each game you need to mix well cards in the deck. For the first time goes to the one who is the youngest (large) of the players or the standard system: "Rock-paper-scissors." In the future, the first goes to the one who won and deliverer cards losers. Each player must receive 8 cards. If the players more than 9, then the 4-D maps. Each quartet consists of 4 cards of the same type. All in the game 15 quartets of 60 cards. The rest we place the deck face down. Agree on the level of difficulty: difficult - must be as accurate as possible to guess the names of the legends in the characters as they appear in the card of the word; medium - guessing the names of the legends characters similar in the sense of the words; simple - guessing the characters of legends figures, under which they are listed on the card (for the youngest and beginners).

Each player plays in turn. The course is passed to another player in a clockwise direction. The player, whose turn came to go (the active player) chooses a player to whom he will ask the question of the desired card. First, the active player asks, "do not you have a quartet titled: RELIEF number 1" (the name of the quartet to be at the top of each card, and the title of the card is written the words, for example: "projection" (see example).. on the card, after the numbers are: Symbols legend that need to correctly identify the words, then the location of the area and the designation on the map in MP If the other player has a card of this quartet, he says. "Yes, there is, and what need a card of this quartet? "In this case, the active player looks at its existing cards of the quartet and calls the words symbol legend desired card. For example, the active player has 2 cards quartet" RELIEF number 1 "with the names" . Terrace "and" Dell "Therefore, the active player asks his opponent one of the missing 2 cards:.. projection "or" Open "If the active player on the first try guessing the card name, the other player gives him guess the card and an active player can ask any player another desired card and so on. If the active player does not guess or says the wrong interpretation of the legendary title character - the turn passes to the next player clockwise. After each turn, the player takes the deck of the missing to 8 the number of cards. Collected quartets from all 4 cards of the player shows the other players to check and lay face down. And so the circle. The winner is the one who will score the maximum number of quartets until such time as the deck will be empty and all players will be left without cards.



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# O-MEMORY



Game O-Memory +<sup>®</sup> - a fascinating search for the pair of cards, which promotes the development of concentration and visual memory. The game is suitable for all ages, as the children can play with adults as equals and have a great chance of winning.

Goal of the game: Collect as many pairs of cards as possible.

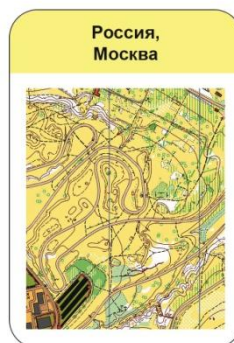
Number of players: from 2 to 8.

Reading age players: The game is practically no age limit it can play players of different age categories from MZH6 to MZH106.

Game Contents: 54 cards (27 pairs) with areas of sports cards from all over the world.

Who starts? This of course play: the game starts to the smallest (and most adults), who quickly ran the distance during exercise or the standard system: "Rock-paper-scissors."

How to play? The game begins with the fact that all the cards are well shuffled and laid out in rows on the table face down, it is important that the cards do not overlap (for 54 cards is recommended to lay 6 rows of 9 cards in each row). The one whose turn it is to go, is to open any 2 cards. In that case, if these same two cards - they can pick up and move again. Progress continues as long as the open two different cards that are turned face down and placed in its place, and the turn passes to the next party



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games clockwise. The winner is the one who will bring a greater number of pairs of cards when the playing field will be parsed.

How to complicate the game? At the beginning of the game playing may agree that if the fall a certain card (eg. "Russia, Moscow"), then the expansion cards on the table are collected, shuffled, re-laid out and the game goes on.

# Racing on the rules

Racing on the rules - the purpose of the game: reach the finish line first. The game is a playing field on the principle: throw-wiggle. Players take turns throwing the dice and move the pieces, getting into different situations and answering questions about the rules of orienteering. The game trains the attention, wit and teaches the basics of orienteering.



Тебе предстоит бежать длинный перегон. Ты видишь в канаве ничей велосипед в нормальном состоянии и без замка. Можно ли тебе им воспользоваться?

Ответ скрыт

