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Meine ersten Spiele



Einkaufen



**To Market! • Au marché !
Boodschappen doen • De compras
Facciamo la spesa**

Meine ersten Spiele

To Market!

An exciting day at the market for 1 - 4 budding shoppers ages 2 and older.

Author: Antje Gleichmann
Illustrations: Elke Broska
Game duration: approx. 10 minutes

Dear Parents,

Thank you for choosing this game from the *My Very First Games* series. You've made an excellent choice, providing your child an opportunity to develop important skills in a playful manner.

These instructions provide you with many ideas on how you and your child can explore the game contents together, enjoying a variety of playing ideas. This game encourages your child's development in several areas, including color and shape recognition, identification and allocation, fine motor skills, hand-eye coordination and language skills.

With the die game your child is cheerfully introduced to playing by the rules. Playfully describing the rules invites your child to play role-games, helping him to better understand and apply the game instructions.

But most importantly, your child will simply have a lot of fun! The rest comes practically on its own.

We wish you and your child wonderful moments of playful discovery!
 Your children's inventors



Important:

Carefully remove the perforated pieces from the plates. Immediately discard the plates, to ensure all small waste articles are removed.

Game contents

1 market stand (box bottom with insertion, game board and scenery insert), 8 small crown coins, 4 large star coins, 4 HABA play money bills, 16 product tiles in 4 categories, 4 shopping lists, 1 die, 1 set of game instructions

Discovering details with creative play

Before actually playing the game, take the time to discover the game contents with your child. Play along! Explore and talk about the illustrations on the market stand, the shopping lists and the product tiles. Lay the product tiles face up next to the market stand. Show your child that the same items on the tiles can also be found on the market stand, and that the colors and shapes on the tiles are also shown on the die. Let your child place the product tiles on the corresponding illustration on the market stand. Tell your child the names of the foods and other products. Practice rolling the die with your child and let them find the tile corresponding to the die face.

Look at the coins and play money bills together, discovering which coins and play money bills buy which items. Let your child put the coins and play money bills in the corresponding cashier slot on the market stand. Talk about the varying values of the coins and play money. Why are some items on the market more expensive than others? Which coin is more valuable and what can it buy?

Thus, your child becomes familiar with allocating colors and discovers the market stand mechanism, whereby only the coin or play money bill fits in the slot which corresponds to price.

Before playing for the first time, talk about the everyday shopping scenario. Where do you usually go shopping, at the market or at the supermarket? What do you usually buy? This is how roleplay games develop, bringing the shopping game materials to life for your child.

- Which food articles and other items do you already know?
- What are your favorite things?
- Which foods taste yucky?
- What is the name of the store where we usually go shopping?

Older children, who are already familiar with the game materials, can also be asked specific questions about the market stand and money. For example: *How many pairs of socks can you buy? Did you see the scales? How many bananas are there? Where is the potato sack? Where are the fish? How many coins do you (still) have? And so on.*



Game idea

To market, to market! Each of you has a shopping list of four products you need to buy. But where can you buy rolls and which market stand sells cheese? How much do socks cost and where to buy tasty strawberries? What can you buy with the large play money bill? The die determines where you can shop next. But with a little bit of luck, you can decide where to shop next yourself.

Who will be the first to fill their shopping list with the desired items and go home with a full shopping basket?

Before you begin

Place the game box bottom with the insert in the center of the playing area and take all game materials out of the box. Now place the game board on top of the game box bottom. Make sure the color segments are aligned with one another. The scenery insert is slotted into the long slit in the game board, with each market vendor at the corresponding color market stand.

Sort the product tiles into their various shapes, laying them face up on the corner, or in front, of the color-corresponding market stand.

Each child takes a shopping list. On the back of the shopping list is a picture of how much money each child receives at the beginning – 2 small crown coins, one large star coin and one play money bill. The children position their shopping lists face up in front of themselves and look over what they are supposed to buy. Have the die ready.

Surplus game material will not be needed and can be returned to the game box top.



Let's play!

The game proceeds clockwise. The child who can shout "To market! To market!" the loudest gets to begin by rolling the die.

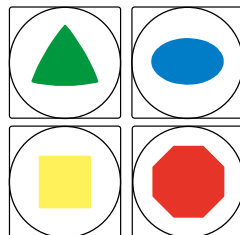
What do you see on the die?

• Do you see a colored shape?

Ask the child:

Which color or shape is it?

The child names the color or shape. The right answer is rewarded with warm praise. Help the child if he doesn't know the name of the color or shape.



ENGLISH

Now look at your shopping list. Which product matches the color and shape on the die face? You may now go to the market stand that matches the color on the die and buy the matching product. The sign at the market stand tells you how much you should pay. If you are not sure what an item costs, turn the product tile over. There you will find a picture of what the item costs. Put your coin or play money bill in the slot on the market stand. Excellent! You have paid for your product and can now take the matching product tile from the market stand and lay it on your shopping list.

Careful, now! When you have already bought this item, unfortunately you cannot buy it again and it is the next player's turn.



Whenever a player goes to market, introduce a little roleplay game. One of the players, or mommy or daddy, plays the market stand vendor. The vendor sits behind the scenery. Typical exchanges of everyday shopping, or a creative improvisation of the same, can be spoken.
"Good morning, how can I help you?" "Hello! I would like to buy bananas/cheese/honey/bread, etc." "We have a very nice cheese on sale today." "How much does this cheese cost?" "This cheese costs one star coin." "I'll take it, please." "Should I wrap it or do you need a bag?" "No, thank you, just wrap it please." "Here you go, thank you for your purchase. Have a nice day!"



• Do you see the smiling face?

*This is your lucky shopping day! Take a good look at your shopping list.
Which items do you still need to buy? You may purchase any item you need.
Put the correct amount of money in the slot, take the product tile and place
it on the matching spot on your shopping list..*



Now it is the next child's turn to roll the die.

End of the game

The game ends the moment a child has bought his fourth item and placed it on his shopping list. He is the winner of the game. The game can continue until all children have bought all the items on their shopping lists. The player with a full shopping list rolls the die for the other players and takes on the role of market vendor.

Variations

Once a child has fully understood the basic game, the following variations can be introduced.

Shopping memory fun

The same rules as in the basic game apply, with the following changes:

- The product tiles are laid face down.
- The child whose turn it is, rolls the die. At the color-corresponding market stand he turns over any product tile with the same shape as on the die. Now he looks at his shopping list to see if the item on the product tile is also on his shopping list.
 - It is! You may take the product tile and lay it down in front of you..
 - No, it is not! Once all players have seen the product tile, turn it back face down again on the market stand.
- The smiling face allows you to turn over any product tile you would like to.

Shopping spree

The same rules as in the basic game apply, with the following changes:

- The product tiles lay face up on the market stands.
- The game is played with the backside of the shopping lists. There are no specific items to buy, the children only see how much money they can spend.
- The child whose turn it is rolls the die and goes to the color-corresponding market stand.
- The child may now choose what he would like to buy, but must be careful only to buy items for which he has the correct coin or play money bill. It is thus likely that a child buys at the same stand twice, when the same color appears again on the die..
- The first player to spend all his money, wins the game.

Liebe Kinder, liebe Eltern,

nach einer lustigen Spielerunde fehlt diesem HABA-Spiel plötzlich ein Teil des Spielmaterials und es ist nirgendwo wiederzufinden. Kein Problem! Unter **www.haba.de/Ersatzteile** können Sie nachfragen, ob das Teil noch lieferbar ist.



Dear Children and Parents,

After a fun round, you suddenly discover that a part of this HABA game is missing and nowhere to be found. No problem! At **www.haba.de/Ersatzteile** you can find out whether this part is still available for delivery.

Chers enfants, chers parents,

Après une partie de jeu amusante, vous vous rendez compte qu'il manque soudain une pièce au jeu HABA et vous ne la trouvez nulle part. Pas de problème ! Vous pouvez demander via **www.haba.de/Ersatzteile** si la pièce est encore disponible.

Beste ouders, lieve kinderen,

Na een leuke spelronde ontbreekt plotseling een deel van het spelmateriaal en is niet meer te vinden. Geen probleem! Onder **www.haba.de/Ersatzteile** kunt u altijd navragen of het nog verkrijgbaar is.

Queridos niños, queridos padres:

Después de una entretenida ronda de juego se descubre repentinamente que falta una pieza del material de juego que no se puede encontrar en ninguna parte. ¡Ningún problema! En **www.haba.de/Ersatzteile** podrá consultar si esta pieza está disponible como repuesto.

Cari bambini e cari genitori,

dopo una divertente partita improvvisamente manca un pezzo di questo gioco HABA e non si riesce a trovare da nessuna parte? Nessun problema! Sul sito **www.haba.de/Ersatzteile** (ricambi) potete chiedere se il pezzo è ancora disponibile.

Queridos pais, queridas crianças,

Depois de alguns jogos engraçados verificou-se a falta de algumas peças que não conseguem ser encontradas. Não faz mal! Sob **www.haba.de/Ersatzteile** pode perguntar se a peça ainda é disponível.

Kære børn, kære forældre,

det kan forekomme at man efter en sjov omgang med dette HABA-spil ikke kan finde reglerne mere. Intet problem! Du kan spørge om nogle nye såfremt de stadigvæk kan leveres på hjemmesiden **www.haba.de/Ersatzteile**.

Kära barn, kära föräldrar!

Efter en skojig spelrunda saknas plötsligt en bit ur spelmaterialet från detta HABA-spel och vi kan inte hitta det. Inget problem! Titta på webbsidan **www.haba.de/Ersatzteile** och fråga om biten kan levereras.

Kedves Gyerekek! Kedves Szülők!

Egy vidám játék után hirtelen hiányzik ennek a HABA játéknak egy darabja és sehol sem találják. Semmi gond! A **www.haba.de/Ersatzteile** alatt megkérdezhetik, hogy raktáron van-e még az a darab.

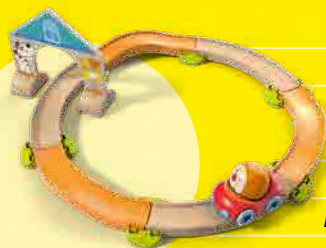


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Regalos

Regali



Kugelbahn

Ball Track

Toboggan à billes

Knikkerbaan

Tobogán de bolas

Pista per biglie



Kinderzimmer

Children's room

Chambre d'enfant

Kinderkamers

Decoración habitación

Camera dei bambini

Kinder sind Weltentdecker!

Wir begleiten sie auf all ihren Streifzügen – mit Spielen und Spielsachen, die fordern, fördern und vor allem viel Freude bereiten. Bei HABA finden Sie alles, was Kinderaugen zum Leuchten bringt!

Children are world explorers!


We accompany them on their journey with games and toys that challenge and foster new skills, as well as being above all lots of fun. At HABA you will find everything that brings a special glint to your child's eyes!

Les enfants sont des explorateurs à la découverte du monde !

Nous les accompagnons tout au long de leurs excursions avec des jeux et des jouets qui les invitent à se surpasser, les stimulent et surtout leur apportent beaucoup de plaisir. HABA propose tout ce qui fait briller le regard d'un enfant !

Kinderen zijn wereldontdekkers!

We begeleiden ze op al hun zoektochten met uitdagende en stimulerende, maar vooral erg leuke spelletjes en speelgoed. Bij HABA vindt u alles waarvan kinderen gaan stralen!

 **¡Los niños son descubridores del mundo!** Nosotros los acompañamos en sus exploraciones con juegos y juguetes que les ponen a prueba, fomentan sus habilidades y, sobre todo, les proporcionan muchísima alegría. ¡En HABA ustedes encontrarán todo eso que pone una lucecita brillante en los ojos de los niños!

I bambini esplorano il mondo!

Noi li accompagniamo nelle loro scorribande con giochi e giocattoli che ne stimolano la curiosità, ne aumentano le potenzialità e che, soprattutto, li rendono felici! Da HABA troverete tutto quello che fa brillare gli occhi di un bambino!



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