



Ristorante Pronto Pronto

Educational game for the development of auditory perception

Developmental focus: auditory and visual retention;

for 1 - 4 players age 4 and up

The cards with the tables are placed in the centre. Each player receives one card each with wine, bread and flowers. The cards with the service orders are placed on the table in a covered stack. The game is played in turn or with a Game Master. The first player or game master takes the uppermost card from the stack and reads it out from left to right (e.g. "Please bring a bottle of wine to the red table with the blue tablecloth and the yellow legs - and don't forget the flowers"). Whoever takes the right order to the right table gets the card (short game duration) or a point (long game duration); the card is replaced under the stack. Whoever has the most cards/points at the end is the winner.

Game alternative: While the service order is read out, the players stand with their backs to the table (concentration on auditory retention).