



Shoppingrace

v2.17



4+



4+



Helper
cards

Preparation

- ✖ Place the red and blue helper cards with numbers 1 and 4 on one side of the playing field. The red helper card represents the home base for team red, and the blue helper card represents the home base for team blue.
- ✖ Place the green and yellow helper cards with numbers 2 and 3 on the opposite side of the playing field. The green helper card represents the shop for team red, and the yellow helper card represents the shop for team blue.

Rules of the game

- ✖ The goal of the game is for the team to bring all the groceries home first.
- ✖ The Picoo controllers divide the players into two teams. Each team starts at its own home base.



- ✖ The player with the Picoo controller that flashes slowly takes their turn next. A player can start as soon as their Picoo controller turns purple.
- ✖ First, scan your team's home base and then run to the other side to scan your team's shopping card.
- ✖ Once you've scanned your team's shopping card, run back and scan the home base again. The groceries have now been delivered at home! You have earned a point.
- ✖ It is the next player's turn.

End of the game

- ✖ The game is over when a team has collected the required number of points (see chart below).

Colors and interaction

 Red: team A

 Blue: team B

 Slowly flashing in teamcolor + vibration: you are the next to run

 Purple: your turn has started

 Purple + peep + vibration: you scanned your home base correctly

 Flashing purple + vibration+ peep: you scanned your shopping card correctly

 Flashing green + **correct** sound: your groceries have been delivered at home

⊗ Flashing red + **incorrect** sound: it is not your turn or you have scanned the wrong card

Players	Points
2	4
3	4
4	6
5	6
6	6
7	8
8	8
9	10
10	10
11	12
12	12

