



Sprint Champion

Ready, set, go! Who will be the fastest and earn the title of sprint champion?



4+



4+



Smart-sleeves

Getting started

- ✕ Set up a starting line and a finish line.
- ✕ Line up the players at the starting line.
- ✕ Spread out the helper cards or Smartsleeves on the finish line. Any cards will do.

How to Play

- ✕ The game is played in rounds.
- ✕ Your Picoo controller will count down and make a sound to start each round.
- ✕ Then, the controllers will choose two players to race.
 - The controllers make sure everyone will get a turn to run.
- ✕ If you're chosen, run super fast to the finish line and scan a card.

- ✖ The fastest player wins the round! Go back to the start to get ready for the next round.
- ✖ If you lose, you are out of the game. You can watch and cheer for your friends from the sidelines.

End of the game

- ✖ Whoever wins the last round wins the game!

Colors and interaction

- *White*
waiting for the start of the round
- *Fast blue blinking + buzz*
you get to race in this round
- 🔊 *Blue + peep*
wait to see who wins
- 🔊 *Green + correct sound*
you won!
- ❌ *Red + incorrect sound*
you lost
- ✅ *Green blinking + win sound*
you won the round!



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