



Explorers

Explorers is designed for open-ended play without a fixed goal. Shake, scan, up, down. Explore what happens and create your own game.



1+



4+



Smart-
sleeves

Getting started

- ✕ Place a few SmartSleeves on the playing area. It doesn't matter how many.
- ✕ In the Explorers game, there are no winners or losers, and players can continue playing indefinitely. Players are free to create their own games and see what happens.
- ✕ The 'How to play' section describes how the controllers respond. As a leader, you can use this information to help players get started.

How to play

- ✕ Shake the controller from side to side. The controller will vibrate briefly and you will hear a hammering sound.
- ✕ Shake it 20 times in a row. The controller will change to a new, random colour.

- ✖ Scan a SmartSleeve. The controller will vibrate, beep, and change colour to match the card.
- ✖ Hold the controller upside down. The light will gradually dim and you will hear a special sound.
- ✖ Turn the controller back to an upright position (with the top facing upwards). The light will gradually grow brighter again and you will hear another sound.
- ✖ Get close to another player's controller. You will hear a 'boing' sound and your controller will take on the other player's colour.

End of the game

- ✖ You decide for yourself when the game stops.
- ✖ To end the game, scan the game card again.



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