



World Travelers

Pack your bags, we're going on a world tour! Will your team be the first to visit all the continents?



Smart-sleeves

Preparation

- ✕ Use the red and blue Smartsleeves.
- ✕ Set a relay course. Examples:
 - Have all players start and finish at the same point. Players take turns running to a predetermined point and back.
 - Divide the players along the course, with player 1 running the first part until he reaches player 2. Then player 2 runs to player 3, and so on.
 - Tip: Use materials to clearly mark the course.
- ✕ The red team uses the red Smartsleeves. The blue team uses the blue Smartsleeves. For both teams, place a card in your team color at the beginning and end of the course. These are the start and end points. It does not matter what numbers are on the cards.

Game rules

- ✖ At the start of the game, players are automatically assigned to a team: Team Red or Team Blue.
- ✖ Team Red uses a red Smartsleeve as its starting point. Team Blue uses a blue Smartsleeve as its starting point.
- ✖ In each team, one player has a slowly blinking Picoo controller. This player goes first.
- ✖ When all are ready, the two players that are going to start scan their start cards. Did both teams scan their start cards? Then the Picoo controllers start the countdown. Then the race begins.
- ✖ Run the course as fast as you can!
- ✖ Pass the turn to the next player. To pass, hold your Picoo controller against the controller of the next player. You do not need to scan any cards.
- ✖ Make sure that all the players have taken their turn.
 - Note: The Picoo controllers check to see if everyone has taken their turn to play. The endpoint can only be scanned when all players have taken their turn!
- ✖ The last player scans the card at the endpoint. This is the helper card in their team color.

End of the game

- ✖ The first team to scan the endpoint wins the game.



Colors and interaction



*Red or blue
team color*



*Blinking red or blue
first-turn players*



*Blinking team color + sound
countdown to start*



*Purple + vibrate
your turn to run*



White

not everyone on your team has had their turn yet, you are not allowed to scan the endpoint, or you have scanned the wrong card



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