

PLANET PLAYTIME

There's a whole globe full of fun games out there, and it's your mission to explore it!

To remove this game from your magazine, carefully wiggle it out from the staples.

In this board game for 2 or more players, you will travel around the world, meeting friends and building an awesome team! Along the way, you will play traditional games that kids around the world have been playing for hundreds of years.

SUPPLIES

You won't need much besides your sense of adventure. But before you begin, gather these items:

4 tokens per player
a 6-sided die

HOW TO PLAY

1. Each player places 1 token on the starting space on the game board (on next page).
2. On your turn, roll a die to see how many spaces to move your token.
3. Follow the instructions on the space your token lands on. (If the instructions send you to another space, follow the instructions on that space too.)
4. Stop your token on all red minigame spaces your token touches (even if you rolled higher). Choose 1 other player to play the 2-player minigame with you.

Token ideas:

- coins like pennies and nickels
- tiddlywinks discs
- buttons
- beads
- checkers

Just make sure each player can tell which tokens are theirs.

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START

Gain a teammate at a hockey game in Canada. Go ahead 2.

PICARIA
From: American Southwest

Add an American football player to your team. Go ahead 2.

SHISIMA RULES

1. Players need 3 tokens each. Player 1 places their tokens on 1 side of the octagon on 3 neighboring green dots. Player 2 places their green dots. Player 2 places their tokens on the opposite side of the octagon on 3 neighboring green dots. Avoid the inner circle, called the *shisima*.
2. Players take turns moving a token along a line to get to any empty point (including inside the *shisima*). **Jumping tokens isn't allowed.**
3. The first player to get 3 of their tokens in a straight line with a token in the *shisima* wins. If you repeat the same set of moves 3 times in a row, call it a tie and start over.

The winner goes ahead 2 on the main game board and follows any instructions on the space.

You add a cricket player to your team. Go ahead 1.

STOP! MINIGAME
Choose 1 other player to play SHISIMA with you!

STOP! MINIGAME
Choose 1 other player to play PICARIA with you!

PICARIA RULES

1. Players need 3 tokens each. Take turns placing a token on any green dot on the game square.
2. When all tokens are placed, players take turns moving 1 token per turn to a neighboring, empty dot (no more than 1 dot away) of any color. You may move tokens to the center. **No jumping allowed.**
3. Win by getting 3 of your tokens in a row.

The winner goes ahead 2 on the main game board and follows any instructions on the space.

You add a fast soccer player to your team. Go ahead 2.

You fall and hurt your knee playing tag. Go back 1.

TSORO YEMATATU RULES

1. Players need 3 tokens each. Players take turns placing 1 of their tokens on any green dot on the triangle.
2. When all tokens are placed, players take turns moving 1 token along the lines to a neighboring, empty dot. **You may jump** over 1 token to land on another empty dot.
3. The first player to get 3 of their tokens in a row wins.

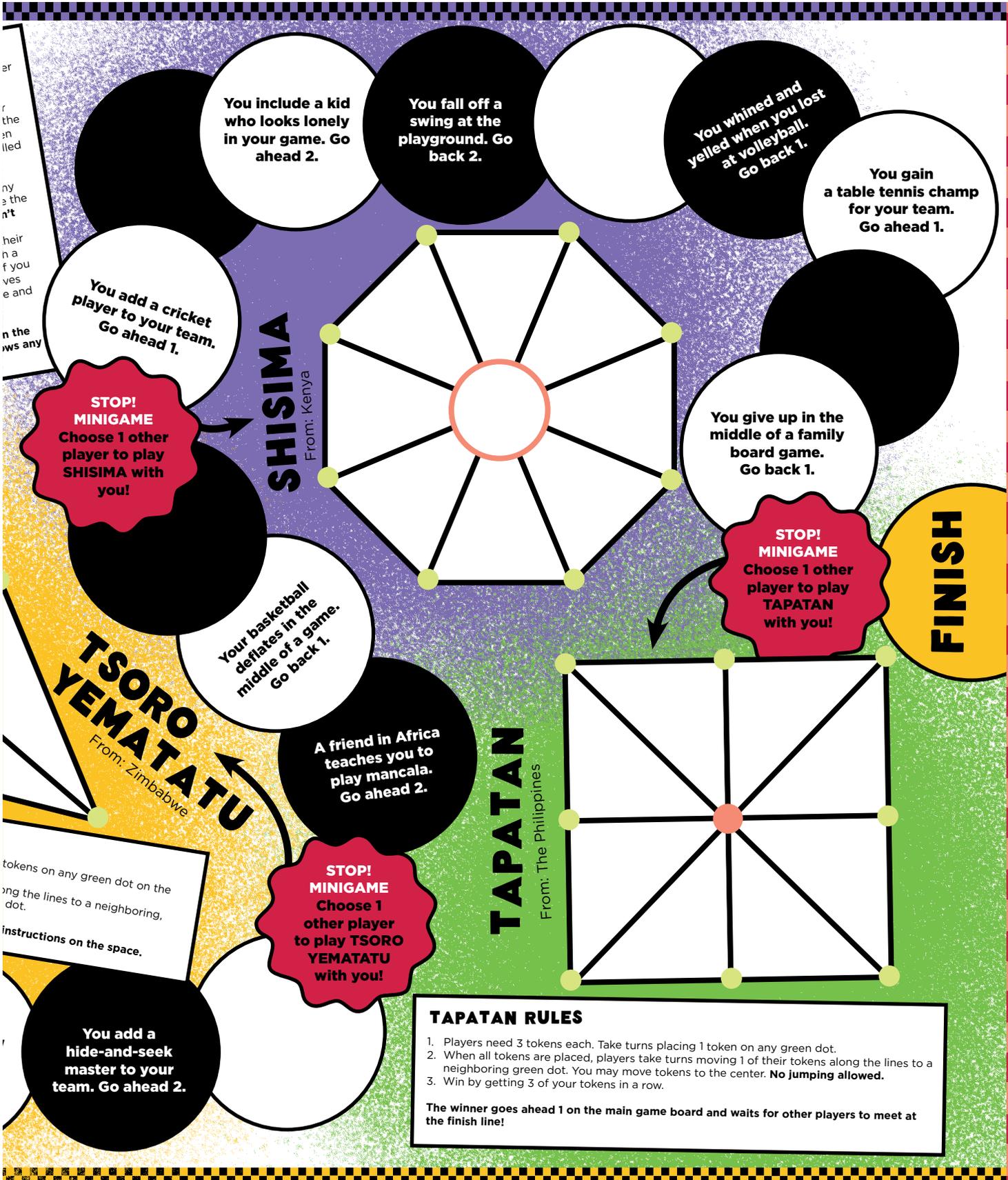
The winner goes ahead 2 on the main game board and follows any instructions on the space.

TSORO YEMATATU
From: Zimbabwe

You add a Dominican baseball player to your team. Go ahead 2.

You would not share your new video game. Go back 2.

You add a hide-and-seek master to your team. Go ahead 2.



SHISIMA
From: Kenya

TAPATAN
From: The Philippines

TSORO YEMATATU
From: Zimbabwe

FINISH

You include a kid who looks lonely in your game. Go ahead 2.

You fall off a swing at the playground. Go back 2.

You whined and yelled when you lost at volleyball. Go back 1.

You gain a table tennis champ for your team. Go ahead 1.

You give up in the middle of a family board game. Go back 1.

You add a cricket player to your team. Go ahead 1.

Your basketball deflates in the middle of a game. Go back 1.

A friend in Africa teaches you to play mancala. Go ahead 2.

You add a hide-and-seek master to your team. Go ahead 2.

STOP! MINIGAME
Choose 1 other player to play SHISIMA with you!

STOP! MINIGAME
Choose 1 other player to play TAPATAN with you!

STOP! MINIGAME
Choose 1 other player to play TSORO YEMATATU with you!

TAPATAN RULES

1. Players need 3 tokens each. Take turns placing 1 token on any green dot.
2. When all tokens are placed, players take turns moving 1 of their tokens along the lines to a neighboring green dot. You may move tokens to the center. **No jumping allowed.**
3. Win by getting 3 of your tokens in a row.

The winner goes ahead 1 on the main game board and waits for other players to meet at the finish line!

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