

How to Playte Adventure?

Up the mountain

Object

Start from the bottom and reach the party at the top of the mountain.

You'll need

A color dice One piece of food as a playing piece

Setting up

Cover each of the stations with a piece of food. Choose a bite as a playing piece (distinguishable from the other bites), and put it on top of the party invitation.

Setting Tip

Set the food in a way that trails in the same color will lead to different kinds of food.

This way, the child can have a sense of control over his next bite.

How to play?

Roll the color dice.

The outcome determines on which color path to continue (most of the bases have 2 paths in each color. This way the child has a choice what to eat next). After choosing a path, eat the bite of food in the next spot, uncovering a guest on his way to the party, and put the game piece in its place. Keep eating the bites on the way to the party.

Across the River

Object

Clear a path for each cub to meet its parent.

You'll need

A color dice

Setting Up

Cover each of the floating objects with a piece of food.

Setting-Up Tip

Try placing different kinds of food on the floating objects of the same color. This will give the child a variety of options to choose from, thus, a sense of control over what he eats.

How to play?

Choose the first cub you want to help.
Roll the color dice.
Eat a piece of food from any floating object that matches the color you rolled.
Keep rolling and eating until there's a path connecting the cub and its parent.
After one path is cleared, go ahead and help the second cub.

You can continue to play, even after you have helped both cubs.

Educational Tip

Young children might insist on eating in a sequence from the cub to the parent.

This is a great opportunity to teach them flexibility and strategy.

Show them that they can also progress in two directions at once (if the dice allows it), or that eating from the middle can help you later. This level of understanding is not expected before the age of 5.



Feed the Crocodiles

Object

Feed the crocodiles the unwanted bites of food.

You'll need

A numbered dice An "unwanted bite" (a piece of food you don't like) as a playing piece

Setting Up

Place food in the middle of the Playte, but avoid covering the path and the crocodile pool.

How to play?

First, pick a piece of food you don't want to eat, and place it on the red arrow.

Roll the dice, and walk the piece the number of steps indicated by the dice.

Then do the task listed on the spot you landed on, according to the key.

When you get to the end of the path, feed the crocodiles the unwanted bite.
If the crocodiles don't want it, give the bite to someone else:
Mommy, Daddy, or even your dog or cat.
Next, choose a new unwanted piece and start again.

Key



Take a bite from the owl's forest



Take a bite from the turtle's garden



Take a bite from the elephant's savanna



Take a big bite from wherever you want



Take a little bite from wherever you want



Take a sip



Hug someone



Oops! Eat your game piece (the unwanted bite) and start again



Woo-hoo! Add another unwanted bite on top of the first one



Shortcut! Go straight to the pool and feed the crocodiles