Spielanleitung
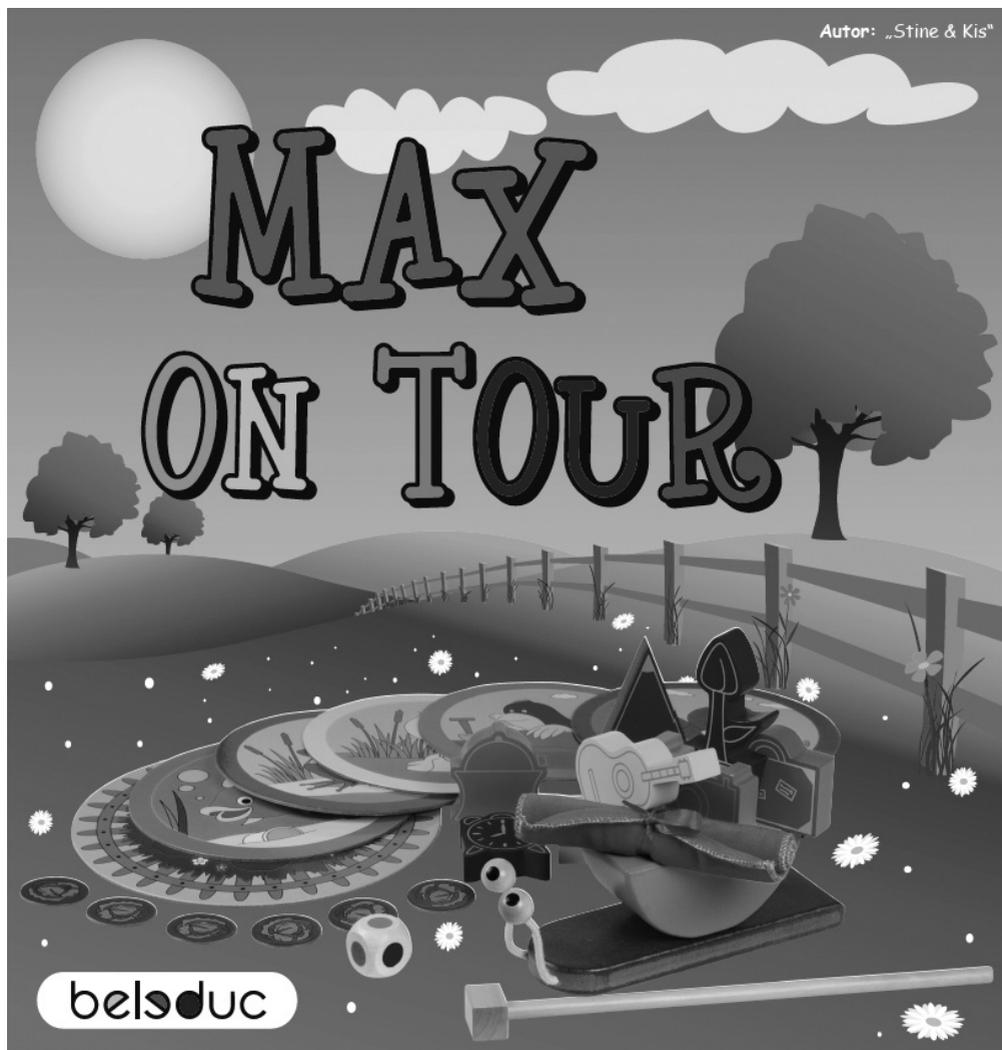## Instruction * Règle du jeu * Regla del juego * Spelregels
Manuale *说明书

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Autor: „Stine & Kis"

MAX ON TOUR

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Max on Tour

This adventurous floor game is particularly stimulating and encourages players to improve their fine motor skills and, with Max's help, their ability to concentrate also. The co-operative character of the game playfully develops social competence and provides a setting in which children can play together harmoniously.

Contents:	1 snail and tentacles
	1 shell
	1 pushing rod
	1 "garden" card
	5 "animal friends" cards (mole, bird, frog, duck, fish)
	6 "lettuce" chips
	1 die
	10 presents (2 in each of the colours violet, blue, green, yellow, red)
Age:	3+
Number of players:	1 – 4
Length of the game:	10 – 15 minutes
Authors:	Christine Basler, Alix-Kis Bouguerra

Max, the little snail, would like to explore the big, wide world. For that reason, one beautiful morning, he leaves his pretty garden and sets out of a long and adventurous journey. On the way, he gets to know a lot of new friends and receives many, many presents … large and small, heavy and light, round and angular. Of course, Max would like to bring all these presents home quickly before Rosi the caterpillar eats all the lettuce. How can he carry them all, however?

Instructions in brief:
Max's aim, and accordingly that of all the players it is to bring home on his shell at least one present in a matching colour from each of his friends before Rosi the caterpillar eats all the lettuce.

Game preparation:
First, arrange the six cards on the floor so that they form a circle, whereby the order of the cards is not important and the size of this circle can by all means be adapted to the given conditions or to the players' capabilities. The six little lettuce chips must be placed on spaces provided for them on the garden card so that each head of lettuce points upwards. All the coloured presents are mixed well then, spread out in the centre of the card circle and the pushing rod and the die are placed outside. Finally, Max the snail is made ready to go by putting his tentacles into position and placing the shell on his body with the curvature facing downwards and the loading surface facing upwards. Max's journey always starts at the large garden.
Tip: Before you start to play the game, decide if it will be permissible or not during the game to change the position of the presents that have been put onto Max's shell already.

Rules of the game:
The youngest player throws the die. If a particular colour turns up on the die, the pushing rod is used to push Max along the outside of the circle of cards in a clockwise direction to the animal in the same colour as that which came up on the die. When he reaches that point, a present in the same colour is placed on his shell. It is up to the player to decide whether (s)he wishes to place the present standing up or lying down. It is then the next player's turn. If a player throws the exact same colour as was thrown by the player before him/her, Max must be pushed a complete round around the cards before the respective present may be loaded. If there is no suitable present in the circle of cards in the colour that comes up on the die because they are on Max's shell already, the die is simply thrown again. The player is in luck if a star comes up on the die. (S)he may now pick any present to load onto the shell and does not need to push the snail to that animal card first. This joker is particularly valuable if only one of the five colours is missing on Max's shell.
Each additional present Max has to carry on his shell makes it more difficult for him. If one or more presents fall off when the snail is moved, one of the six lettuce chips must be turned around so that the partially eaten head of lettuce can be seen. The presents that have fallen off are loaded again, whereby wherever there are two in the same colour, one of them is put back into the middle of the circle. This means that if Max had loaded the two blue presents for example and one or both falls off, one blue present must be put back into the circle of cards. The go is over at the point where a piece falls off and the next player can throw the die. However, it doesn't matter if anything falls down when it is being loaded. The player can keep stacking and testing until everything is loaded in place.

End of the game:
If a player has loaded a present in the fifth colour, (s)he may bring Max the Snail and all the loaded presents home to his garden.
If there is at least one whole head of lettuce in the garden, Max has succeeded in returning home in time. All players can be pleased because they have all won the game along with Max. However, if the last head of lettuce is turned over before Max reaches the garden with the presents in all five colours, Rose the Caterpillar, has eaten all the lettuce and she has therefore won the game. This means that the players and Max have unfortunately lost the game and must try to play more skilfully the next time.

Variants of the game:
To practise, the very small children can play the game by just stacking and loading the individual pieces or moving the snail without a load.
To increase the level of difficulty for the bigger children, the circle of cards can be used to form a track running through the entire room.

Develops:
Colour and shape perception
Dexterity & fine motor skills
Estimation of risks & planning ahead
Concentration & patience
Social behaviour & group dynamics
Communication & speech development