

Trail of Kindness



Trail of Kindness | One Trail at a Time

Objective of the Game

Players: 1-4 Ages: 3 & Above Playtime: ~20 minutes

- 1 Trail Cards x 44
(with scenarios at the back of cards)



- 2 Character Tokens x 4

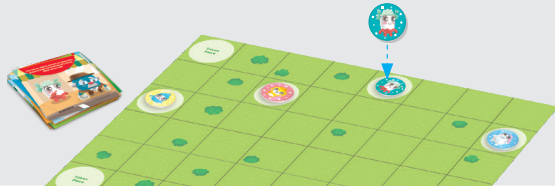


Each act of kindness is a small step towards **MAKING A DIFFERENCE** in the world around us!

Build a trail with the cards you have to help Tutu find her way back home. Lead her home by responding to the scenarios or doing the actions stated on the back of the cards. Along the way, you might meet Tutu's friends, and together, you can find your way to her house!

Setting Up

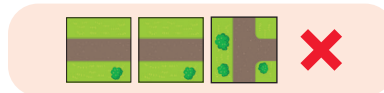
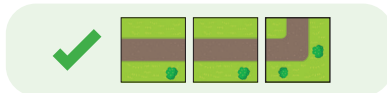
- 1 Lay the game mat on a flat surface.
- 2 Each player selects a character token and place his/her token on any Token Place grid. There can only be one token per grid.
- 3 Shuffle the trail cards and hand out 5 cards to each player.



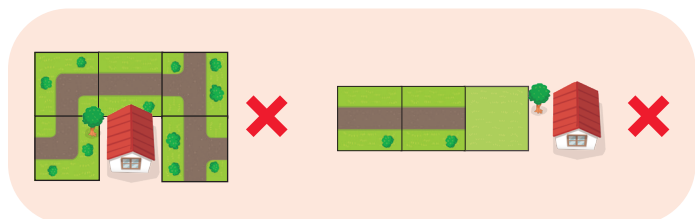
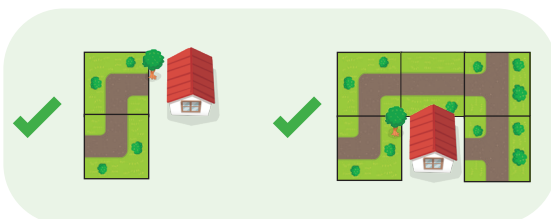
- 4 Place the remaining deck with scenarios facing upwards next to the play area.

HOW TO PLAY?

1. Players begin each turn by choosing a trail card from their 5 cards that they wish to place on the game mat to form a connected trail from the character token(s) towards Tutu's House.
2. To place the trail card on the game mat, the player must first answer the scenario question/do the action on the back of the selected card.
 - a. The trail card may be rotated in any orientation but must connect with the current trail (see example below).



- b. Player can only place one trail card at a time on the game mat.
 - c. Player cannot rearrange/re-orientate the position of the trail card once it has been placed on the game mat.
 - d. Player cannot pass his/her turn without placing a trail card, unless there are no remaining trail cards in his/her hand and the deck.
3. Player then draws a new card from the deck before the next player takes his/her turn.
 4. Players work together to form a trail that connects all the character tokens to reach Tutu's house.
 5. The game ends when:
 - The Players form a complete trail for all character tokens.
 - There are no more cards left to be drawn or the path/s are incomplete or blocked.



Here are some other playful suggestions to enjoy the game:



- **Mix it Up:** Start your character tokens from different spots to see who takes the wildest trail to the house!
- **Choose Your Adventure:** Why not make separate paths for each character? The more trails, the merrier on the way to Tutu's house!
- **House Rules:** Want to shake things up? Make your own rules and let the fun begin!

Trail of Kindness | Perfect Match

Objective of the Game

- 1 Trail Cards x 44
(with scenarios at the back of cards)

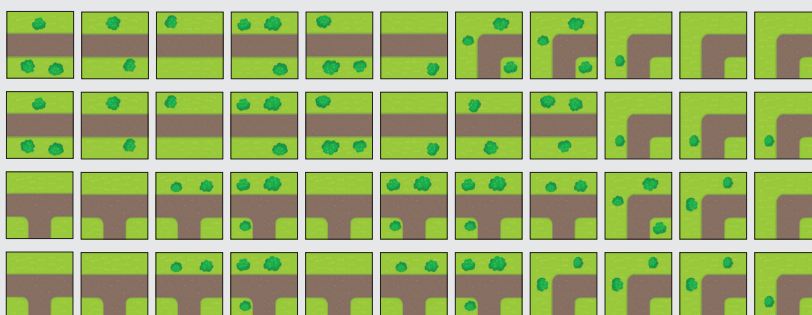


Players: 1-4 Ages: 3 & Above Playtime: ~20 minutes

Collect the most pairs of matching trail cards!

Setting Up

- 1 Shuffle the deck of trail cards.
- 2 Lay all the cards on a flat surface in rows of 11 with the scenario side face down.



HOW TO PLAY?

1. Players take turns to flip over two trail cards.



2. If two trail cards match (e.g. they have the same picture), keep the pair and take another turn.
3. If the two trail cards do not match, turn them back face down, and the next player takes his/her turn.
4. The game continues until all pairs have been found.
5. The player with the most pairs at the end of the game wins. If players have an equal number of pairs, they share the victory.

Tips

1. Pay close attention to the trail cards previously flipped and try to remember their positions.
2. Stay focused and try to create a strategy to maximise your chances of finding matching pairs.
3. Encourage one another and celebrate every effort.