




playte Together

The objective: To be the first to finish all the food on your plate

Accessories: Designated game die



Setting up the game :

Place the food on "dry land", trying to keep it from spilling into the sea or blocking the turtle legend . Choose one "bite" of food from each of the three main food groups on the plate (e.g. toast, tomatoes and carrots), and place each bite on one of the turtles on the turtle legend. For example, put a bite of tomato on the yellow turtle, a bite of carrot on the pink turtle, and a bite of toast on the orange turtle. Finally, place both plates facing each other, so that the ocean faces the other plate's ocean, and the large turtles create a bridge between the lands on either plate.



The Gameplay :

1. Each player rolls the die in his/her own turn.

If the die lands on a number, the player chooses a bite from his/her Playte, and moves it forward on the bridge of turtles , according to the number of steps indicated by the die. The player may decide whether to advance a bite already on the bridge on its way to the opponent's base, or to start the journey with a new bite. If the die lands on the eaten apple , then the player must eat a bite of his/her own choice from his/her own Playte.

2. If a player has managed to move a bite past the 6 steps of the bridge of turtles and infiltrate the opponent's territory, the opponent must immediately eat that bite that landed on his/her territory

3. If one of the bites reaches a turtle that already holds an opponent's bite, a "Battle of the Bites" commences: both bites battle to see which is stronger, according to the turtle legend. In the example shown, the bite of toast overcomes the bite of tomato as the legend shows that the orange turtle, carrying the toast, eats the yellow turtle, carrying the tomato. Accordingly, the player who sent the tomato must eat the tomato, and the toast may continue on its path towards the opponent's land. If both bites are of the same kind of food, they "eat" each other, so each player must eat his/her own bite.

Tip for parents :

Try to encourage your child to think strategically: for instance, if a hated tomato is approaching, it would be wise to "send out" a toast that might block it, by forcing the opponent to eat his own tomato bite. This increases the children's sense of control and allows them to handle loss or failure more easily. In addition, it encourages the children to eat food they do not like as much or taste food that is new to them.

