

For 2-4 Players
Ages 5 and Up

WILD KRATTS™

WARNING:
CHOKING HAZARD - Small parts.
Not for children under 3 years.

RACE AROUND THE WORLD™ GAME INSTRUCTIONS

OBJECT OF THE GAME

Be the first player to collect a Creature Power Suit card from each of the four habitats and get back to Tortuga HQ.

CONTENTS



- 4 Playing Pieces
(Chris, Martin, Aviva & Koki)
- 16 Creature Power Suit Cards (4 for each habitat)
- 16 Creature Power Discs
(4 for each habitat)
- Spinner Card with Plastic Spinner
- Game Board
- Instruction Manual



SET UP

Place the Creature Power Suit cards on the large square spaces in each of the four habitats on the game board. The Creature Power Suit cards, and the square Creature Power Suit spaces on the game board, are color-coded by habitat: yellow for Sonoran Desert, orange for African Savanna, teal for Indonesian Rainforest, pink for Ocean. Place the pink Creature Power Suit cards on the pink square on the game board, the yellow Creature Power Suit cards on the yellow square, and so on.



Place the Creature Power Disc tokens on the Creature Power Disc spaces in each habitat. The Creature Power Disc tokens and the Creature Power Disc spaces on the game board have the same color-coding as the Creature Power Suits.

Each player selects a character and places its playing piece on the Start/Finish space.

PLAYING THE GAME

The youngest player goes first, and then play passes to the left.

On each turn, a player spins the spinner and moves the number of spaces shown along the path in a clockwise direction.

COLLECTING CREATURE POWER SUITS

When players land on, or are about to pass, the space in each habitat that holds the Creature Power Suits, players must stop on that space unless they already have their Creature Power Suit from that habitat. Players pick up the Creature Power Suit that matches their character and end their turn. Players may not collect other players' Creature Power Suits. Players who have already collected their Creature Power Suit from that habitat do not have to stop; they count this space as a regular space and continue along the path.

COLLECTING CREATURE POWER DISCS

In each habitat there are spaces that hold Creature Power Discs. When players finish their move on a Creature Power Disc space by exact count, they collect the Creature Power Disc for that habitat. Players are allowed to collect more than one Creature Power Disc from habitats.

Players can also collect Creature Power Discs by finishing their move on Swipe spaces and by spinning the Swipe space on the spinner. Swipe spaces allow players to either take any one Creature Power Disc from any other player, or take any one Creature Power Disc from any habitat on the game board.



COMBINING CREATURE POWER SUITS AND CREATURE POWER DISCS



Once a player has collected a Creature Power Suit AND a Creature Power Disc from a habitat, s/he can use the Power Path that begins in that habitat. Power Paths are shortcuts to move around the game board faster.

Players who have already collected their Creature Power Suit AND a Creature Power Disc from a habitat can use the Power Path in that habitat whenever they reach it. When these players reach the Power Path Space they can, at their option, use the Power Path shortcut. Using the Power Path counts as one space. If a player reaches a Power Path Space but does not have any moves left his/her turn is over; s/he may use the Power Path space on his/her next turn. Players may only move on Power Paths in one direction, starting on a Power Path Space and ending on another space.

SPECIAL SPACES ON THE GAME BOARD:



Swipe – When players finish their move by exact count on a Swipe space, they are allowed to either take any one Creature Power Disc from any other player, or take any one Creature Power Disc from any habitat on the game board. Players who lose all of the Creature Power Discs from a habitat are no longer able to use the Power Paths in that habitat.

**JOIN A
HERD OF
GAZELLES!
LEAP FORWARD
2 SPACES**

Move Back/Move Forward – When players finish their move by exact count on a Move space, they must immediately move forward or backward along the path the number of spaces indicated. They then follow the instructions for the space they land on.



Catch a Ride! – When players finish their move by exact count on a Catch a Ride! space, they must immediately move to another Catch a Ride! space. If they pass a Creature Power Suit space while moving from one Catch a Ride! space to another, they do not stop to collect that Creature Power Suit.



Switch – When players finish their move by exact count on a Switch space, they must switch locations on the game board with another player.

WINNING THE GAME

As soon as a player has collected all four of his/her character’s Creature Power Suits, that player should begin to move toward Tortuga HQ at the Start/Finish space. The first player to get to Tortuga HQ with all four of his/her character’s Creature Power Suits is the winner. Players with all four of their Creature Power Suits stop as soon as they reach Tortuga HQ, even if they have moves remaining. When players reach Tortuga HQ without all four of their character’s Creature Power Suits, they count Start/Finish as one space and continue moving.

We appreciate your comments on this game. Please send your correspondence to:
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Our Customer Service Department can be reached Monday through Friday (except during holidays) from 10:00 am CST to 4:00 pm CST at 855-258-8214.



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