On the Playground!

For 2 to 4 players ages 3 and above
Playing time: 10-20'

In ON THE PLAYGROUND! players take turns on the elephant-slide, counting their steps, trying to slide as often as possible in order to obtain the most toys.

ON BALMY SUMMER EVENINGS, WHEN THE CHILDREN HAVE LONG SINCE GONE TO BED BUT IT IS STILL LIGHT ENOUGH TO PLAY, THE PLIPLOMS MEET IN FRONT OF THE ELEPHANT SLIDE AND THE SANDBOX WITH THE CHILDREN'S TOYS.

THE PLIPLOMS ARE A GARDEN FOLK, BUT MUCH SMALLER THAN US. DURING THE DAY THEY SLEEP HIDDEN IN THE GRASS OR IN THE BUSHES. THE PLIPLOMS LOVE THE SLIDE, BUT THEY LOVE THE CHILDREN'S COLORFUL TOYS IN THE SANDBOX EVEN MORE. AND ALMOST EVERY EVENING THERE IS A FUNNY ARGUMENT WITH A LOT OF PUSHING AND SHOUTING ABOUT THE SLIDE AND THE TOYS.

OBJECT OF THE GAME:

You recreate the Pliploms game by sliding down the elephant-slide and picking up the scattered toys. The Pliplom who gets the most toys wins.

SETUP:

First assemble the elephant-slide and then stick it to the side of the boxbottom (the sandbox).
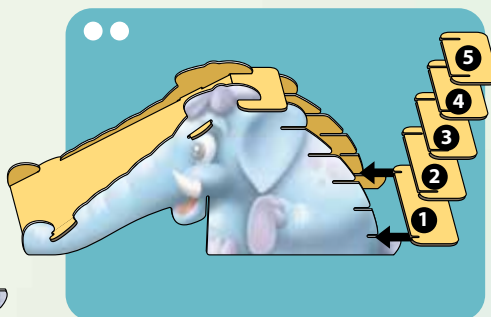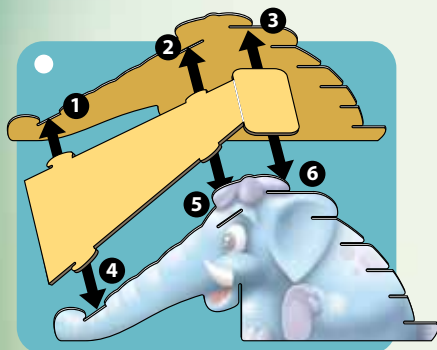
The toys are spread in the sandbox at the bottom of the slide. With 2 players aged 2 to 4, 6 to 8 toys are recommended. Players who find it difficult to lose should play with an even number of toys (6 or 8), as this leads to a tie. If having a winner is more fun an odd number of toys (7) will do.

With 3 or 4 players, it is recommended playing with 8 to 10 toys. Again, choose an even or an odd number according to the player's preference. The more toys are in the sandbox, the longer the game will last. Parents may adapt the length of the game to the age of their children, by selecting a different number of toys.

Last but not least each player chooses a Pliplom.
The youngest player becomes the first player.

HOW TO PLAY:

VARIANT FOR 3 TO 4-YEAR-OLD CHILDREN

The active player rolls the dice, then moves his Pliplom up the steps of the elephant-slide one step at a time, according to the result of his roll. A player who during his movement exceeds the last step of the slide, lets his Pliplom slide into the sandbox. He then chooses exactly 1 toy from the sandbox and places it in front of him. Surplus movement points are simply forfeited. Then, in a clockwise order, the next player rolls the dice, climbs, slides, picks a toy and so on. If during his climb a Pliplom ends its movement on an occupied step of the ladder, it simply jumps over the occupied step ending its move one step higher or even sliding into the sandbox right away, in case this was the last step on the ladder. In case of multiple occupied steps in a row it jumps over all of them, ending its movement on the next unoccupied higher step or even sliding down into the sandbox.

The game ends when there are no more toys left in the sand-box.

The player who has collected the most toys is the winner.

VARIANT FOR OLDER CHILDREN
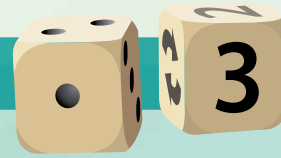
Apply the following changes to the above rules:

All 20 toys are in play.

The active player rolls the special dice. If the result shows the 0, the active Players Pliplom will not move this turn. If it shows the arrow symbol, his Pliplom must swap places with any other Pliplom of his choice. The chosen player cannot deny the swap. If swapping places means that the Pliplom must go backwards, this is also mandatory. All other results leed to an according movement. Whenever the active players Pliplom slides into the sandbox, he takes an extra roll with the dice with points, and chooses as many toys as the result of that roll. If a Pliplom lands on an occupied step of the ladder, instead of jumping that step, the Pliplom that originally occupied this step gets returned to the next unoccupied step downwards on the ladder. If you wish for an even nastier game the pushed Pliplom returns to the bottom of the ladder no matter how high up it just stood!

The game ends as soon as one player succeeds in collecting his 5th toy of the same colour. This player is the winner of the game.

If no player succeeds in collecting 5 toys of the same colour the game continues until there are no more toys left in the sandbox. In this case the player who has collected the most toys is the winner.

Note: You are expressly allowed to mix and match the above rules to your liking or even invent new ones!

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