
SUPER FUNDAY
WONDER TRAILS
Imagine your way to treasure.
2 players together / Ages 5+ / 15-25 minutes
COLOUR EDITION

Print. Cut. Adventure!

59 playing pieces / Everything you need is in this pack

1 Choose your edition



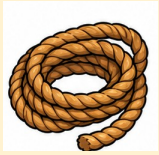
Print the **colour** or **print-friendly** pack. Outline pictures can be coloured in. You only need one edition.

2 Keep the right size



A4: 100% / Actual size.
US Letter: 94%.
Use the same scale on every page. Auto-rotate landscape sheets.

3 Check the card fit



Print one Action Card sheet and one strip first. A cut card should fit its space.
Card: 58.2 x 42.3 mm.
Space: 59.6 x 43.7 mm.

4 Cut the outer lines



Print single-sided. An adult cuts around each **dashed outer outline**. Keep long strips whole. Do not cut out their inner spaces.

5 Sort your supplies



8 starts + 12 obstacles + 30 actions + 8 strips + 1 treasure.
Store each type separately.
Plain card helps hide face-down pictures.

6 Find your pages



1-6: guides
7-10: starts
11-13: obstacles
14-15: actions
16-18: strips
19: treasure

Full-page cover: a home printer may leave a thin white edge. Keep the same print scale for all game pieces.

Ready, set, wonder!

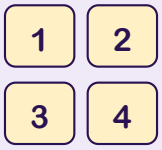
Two players. One team. Four obstacles to overcome.

1 Build your journey



Draw **one start** and **four different obstacles**. Lay them left to right, with Treasure after the last obstacle.

2 Set the distances



Your start has the first **1-action space**. Set aside one 1-action strip. Shuffle the other seven; draw **three** for the remaining gaps.

3 Share your supplies



Spread all **30 Action Cards face up**. Both players use the same supply. Used cards stay on the trail and cannot be used again later.

4 Take turns leading



Alternate leading one leg each. Choose **exactly** the number of unused actions shown, and place them in order. Your teammate can help.

5 Explain your idea



First, leave your start **and** pass obstacle one. Later, pass the next obstacle. Every card must help. A tool can do several jobs within that leg.

6 Act it. Reach it!



Explain, point or pretend your plan. Both players agree it makes sense. Overcome obstacle four, reveal the treasure, and celebrate together!

Stuck? Ask for a hint or swap the current obstacle. For the first leg, swap the start or obstacle but keep one action. More help is on page 5.

See a trail come to life

Follow the pictures left to right. Your own ideas can work too.

LEG 1 / 1 ACTION


Treetop


Wings


River

We fly down from the tree and over the river.

LEG 2 / 2 ACTIONS


River


Torch


Rope


Dark cave

We light the cave, then follow a rope so the team stays together.

LEG 3 / 3 ACTIONS


Dark cave


Disguise


Picnic


Tiptoe


Giant

We dress as friendly visitors, leave a picnic, and tiptoe past.

LEG 4 / 2 ACTIONS


Giant


Seeds


Ladder


High window

We grow a tree, then use our ladder from a branch to the window.

Treasure! Eight different Action Cards got the team past all four obstacles. There are many other ways to complete this journey.

A little help, a lot of wonder

Make room for clever, unexpected connections.

1 Ask how it helps



Ask **"How does that help?"** Accept a clear explanation or demonstration. Use what is pictured: wings can fly; a blanket might become a sail.

2 Give every card a job



Try **prepare, build, use, finish.** Give every card a useful job. Ask what happens first and next. One tool can do several jobs in the same leg.

3 Keep it cooperative



Let the leader show their idea. Each player can suggest one change. If you still disagree, reset the leg. No penalties, timer or voting contest.

4 Try a gentle reset



Offer a hint. Replan an earlier leg if it still works. Then swap the current obstacle or redraw its strip. First leg: swap the start or obstacle; keep **one action**.

5 Make it your pace



Begin with the prepared route on page 6. Read aloud, point and gesture. For confident players, randomise the start and discuss how it changes the plan.

6 Pretend, then celebrate



All actions are pretend and can be seated or finger actions. No real climbing or tools. At the finish, invent what is inside the treasure chest!

Four cards, four useful jobs

Map: choose a crossing. **Planks:** make a raft. **Rope:** tie it together. **Wind:** blow it across. Use this as inspiration for longer gaps.

Your first adventure

A ready-to-play route for learning together

LEG 1 / 1 ACTION


Base Camp


Boat


Wide river

We launch a boat from camp and paddle across.

LEG 2 / 2 ACTIONS


River


Shears


Strength


Vines

We cut the vines, then pull the heavy branches aside.

LEG 3 / 3 ACTIONS


Vines


Planks


Lever


Robot


Boulder

We make a firm plank base, place a lever, and ask the robot to push it.

LEG 4 / 2 ACTIONS


Boulder


Torch


Rope


Dark cave

We light the cave and follow our rope through it together.

First play: choose strips 2, 3, 2. Set out these eight actions. Take turns leading two legs each; keep the remaining cards nearby for alternative ideas.

Starting Points

Build LEFT TO RIGHT. Use ONE action to leave here and pass the first obstacle.

START

Base Camp



Your team is ready at the woodland camp.

1

1 ACTION TO BEGIN

Place your first Action Card here

START

Treetop Platform



You are high in a tree. How will you leave?

1

1 ACTION TO BEGIN

Place your first Action Card here

Starting Points

Build LEFT TO RIGHT. Use ONE action to leave here and pass the first obstacle.

START

Mountain Ledge



Your journey starts high above the valley.

→

1

1 ACTION TO BEGIN

Place your first Action Card here

START

Floating Island



Your island floats above the clouds.

→

1

1 ACTION TO BEGIN

Place your first Action Card here

Starting Points

Build LEFT TO RIGHT. Use ONE action to leave here and pass the first obstacle.

START

Crocodile Bank



Friendly crocodiles wait in the water below.

1

1 ACTION TO BEGIN

Place your first Action Card here

START

Tiny Island



Water surrounds your little island.

1

1 ACTION TO BEGIN

Place your first Action Card here

Starting Points

Build LEFT TO RIGHT. Use ONE action to leave here and pass the first obstacle.

START

Cave Camp



Your camp is deep inside a dark cave.

→

1

1 ACTION TO BEGIN

Place your first Action Card here

START

Snowy Hillside



Deep snow covers the hillside ahead.

→

1

1 ACTION TO BEGIN

Place your first Action Card here

Obstacles

01

Wide river



A wide river flows across your path.

02

Dark cave



The cave ahead is too dark to see.

03

Broken bridge



The bridge is missing its middle.

04

Sleeping giant



A snoozing giant blocks your path.

Obstacles

05

Tangled vines



Thick vines cover the jungle trail.

06

Locked gate



A locked gate blocks the entrance.

07

Deep pit



A deep pit splits the path ahead.

08

Hungry troll



A hungry troll wants a tasty snack.

Obstacles

09

Giant boulder



A huge rock blocks the woodland path.

10

High window



An open window is high up the tower.

11

Thick fog



Swirling fog hides the way forward.

12

Muddy swamp



Sticky mud covers the swampy ground.

Action Cards

One card per space. Put your actions in order and explain or act out your plan.

There are many ways past an obstacle. What can you imagine?

01



Rope

02



Torch

03



Boat

04



Shovel

05



Wings

06



Growing seeds

07



Wooden planks

08



Friendly dragon

09



Wind

10



Key

11



Lever

12



Picnic

13



Tiptoe

14



Disguise

15



Ladder

30 different actions / 15 cards per sheet / Use together to invent a solution

A4: 100% / Letter: 94% / Same scale for all pieces / Cut outer dashed lines only

Action Cards

One card per space. Put your actions in order and explain or act out your plan.

There are many ways past an obstacle. What can you imagine?

16



Shears

17



Shrinking spell

18



Fishing rod

19



Super strength

20



Compass

21



Bucket

22



Umbrella

23



Balloons

24



Shield

25



Map

26



Magnet

27



Whistle

28



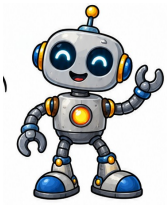
Blanket

29



Spring boots

30



Robot helper

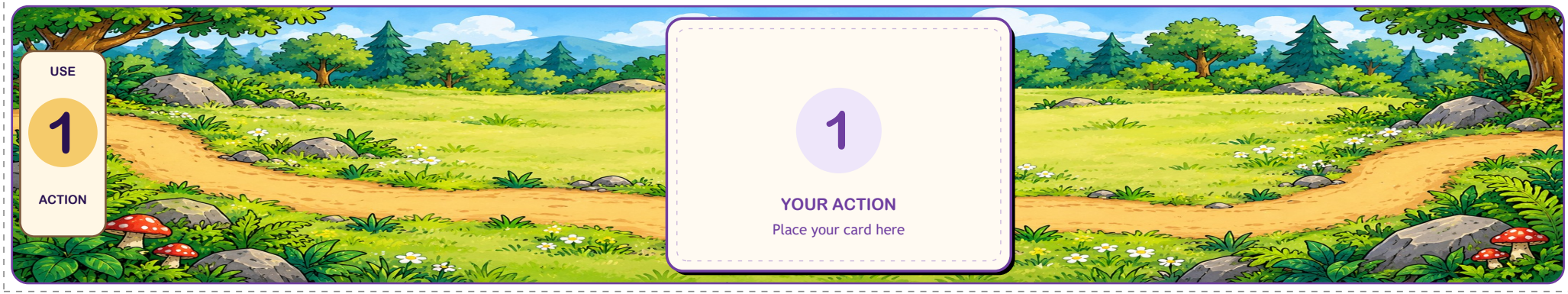
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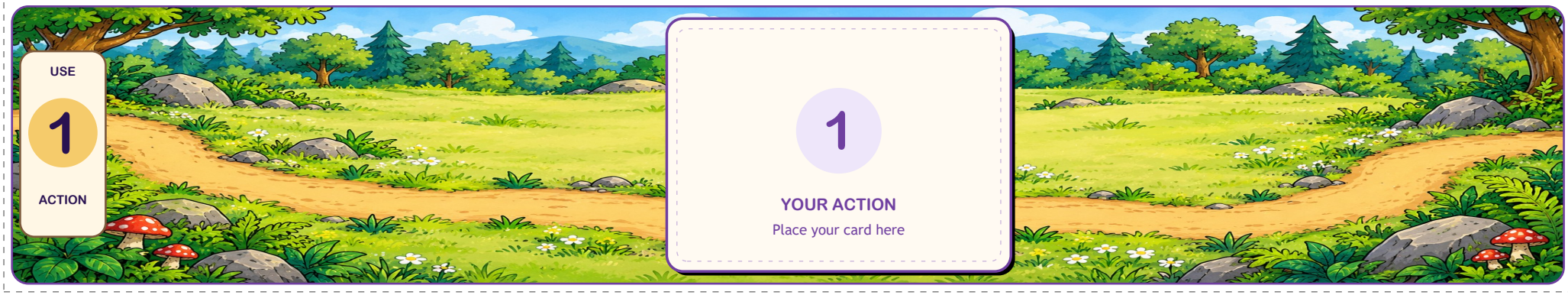
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Distance Markers

The starting card has the first 1-action space. Set aside one 1-action strip; shuffle the remaining seven.

Draw THREE strips for the gaps between your four obstacles. Place one Action Card in each space.





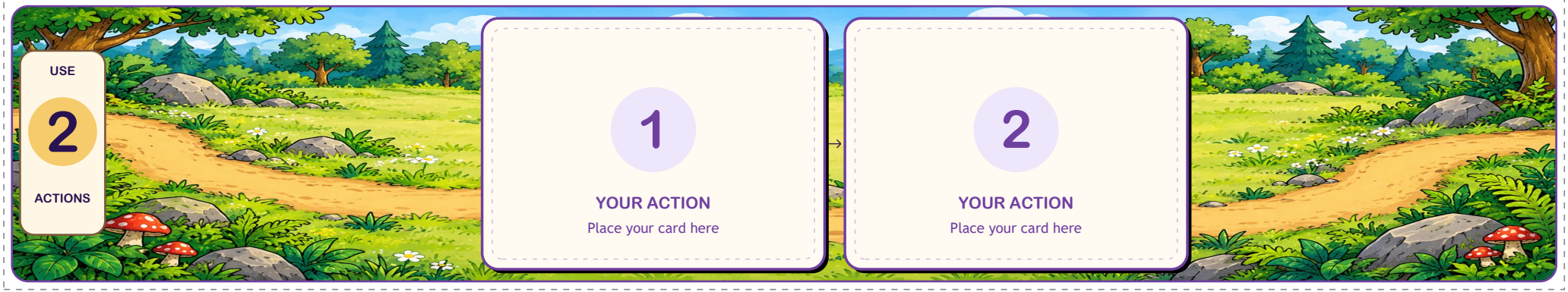


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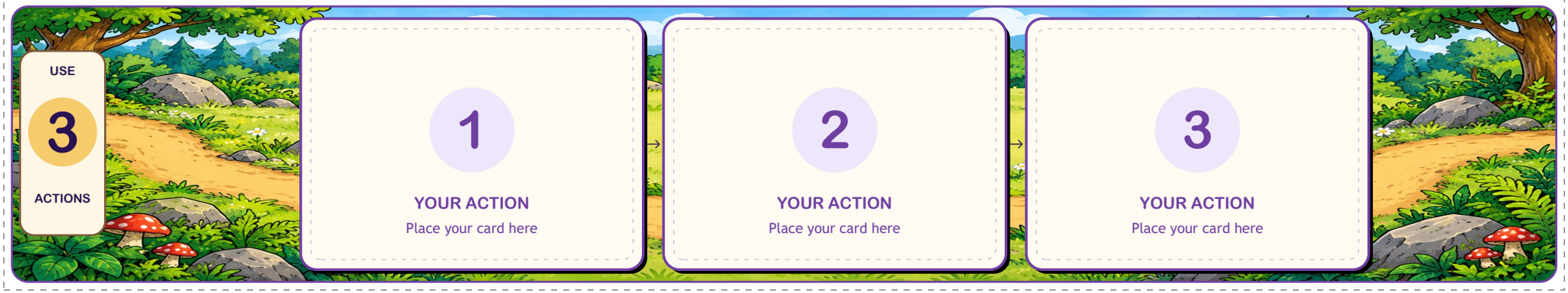
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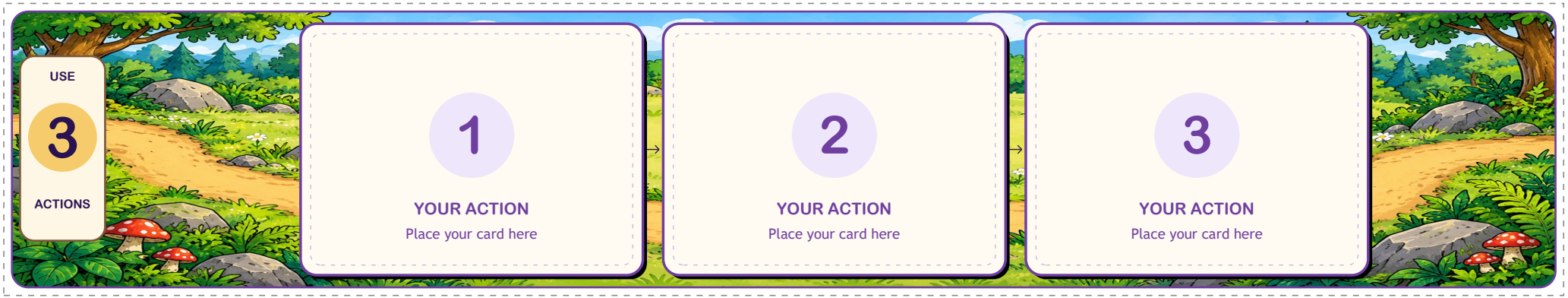


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YOUR MARKER POOL

Two 1s + three 2s + two 3s + one 4 = eight strips. Set aside one 1, then draw three.

Every card must contribute to the plan. There is more than one way past an obstacle.

Treasure Finish Card

Colour

Place beside the fourth obstacle. Reach the treasure to complete your adventure!

TREASURE!



You did it!

Your adventure is complete.

THE FINAL STEP

Complete the final gap and overcome the fourth obstacle.
Then reveal the treasure and celebrate together!

Bonus: take turns imagining what else is inside the chest.