

# DENTADAY

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For 2-4 players aged 4-10 years.  
Playing time: 15-20 min.

## This game is about sweets, tooth brushing and eating healthy food

### The set includes:

1 game board  
32 game chips  
8 sad teeth  
4 game figures  
1 dice  
The rules

The game is played on the board that depicts a circle of teeth. The players move their game figures along the teeth tiles trying to collect the healthy food products and reach the goal of the game. Yet, they must avoid the tempting sweets that lead straight to the dentist's chair.

The goal of the game is to be the first one to collect 8 game chips of healthy food products and have no decayed teeth.

### Didactic goals

Make sure to always brush your teeth after eating sweets.  
Understand the importance of eating healthy and varied food.

### Game board

The **green, orange, brown and white colors** represent healthy food.

When a player's figure lands on the tile displaying a product of a certain color, the player gets a chip of that color. The player places the chip on an empty circle in his/her personal game board area.

● **Green** = fruit and vegetables

● **Orange** = meat and fish

● **Brown** = grain products

● **White** = dairy products

● **Red color** means sweets: if a player lands on a red tile, he/she must take one sad tooth and place it on one of the teeth tiles in his/her personal game board area.



**The sun:** if a player lands on this tile, he/she can take one game chip of any color from the box and place it in his/her personal game board area.



**The sun in a palm:** if a player lands on this tile, he/she must take one game chip of any color from the box and give it to any other player who needs that color chip.



**Candy in a palm:** if a player lands on this tile, he/she must take one sad tooth from the box and give it to any other player. If all other players are at the dentist's, the player must keep the sad tooth himself/herself.



**Toothbrush:** if a player lands on this tile, he/she may return one sad tooth back to the box. If the player has no sad teeth, he/she can roll the dice one more time as a reward.

**At the dentist's:** the players who have collected two sad teeth must go to the dentist.



## Game setup

The game board is placed in the middle of the table. Each player picks a game figure and his/her personal side of the board where they will be placing their game chips and sad teeth. The plastic box containing the game chips and the sad teeth tiles is placed near the game board. The players start from placing their game figures on the game board on any toothbrush tile.

## How to play

The player who has been at the dentist's office most recently starts the game. The players roll the dice in turns and move their game figures on the game board clockwise. Having landed on a tile containing a green, brown, orange or white colored food product, the players must take a game chip of the same color from the box and place it on one of the 8 empty circles on their personal game board area.

**Example.** Having landed on a tile with a picture of brown bread, the players must take a brown chip from the box and place it on their personal game board area.



If the players roll out a six, they can move forward across 1, 2 or 3 tiles.



**The players can collect two chips of each color** (representing healthy and varied food). The players gradually place the chips of healthy food on their empty circles attempting to fill all of them. If the players already have two chips of the same color and once again step on a tile of the corresponding color, they cannot take a third game chip of that color. If a player lands on a tile containing a red colored food product, the player must take a sad tooth and place it on one of his/her tooth tiles.

If a player lands on the toothbrush tile, he/she can place one of the collected sad teeth back into the box.

**If a player collects the second sad tooth**, the player must place his/her game figure on the dentist's chair and miss one turn treating the decayed teeth. On the next turn, the player places the sad teeth back into the box and rolls the dice to leave the dentist's office.

**Only one player can stand on the same tile at the same time**, except for the dentist's chair.

If a player lands on a tile which is occupied by another player, he/she **must push** the game figure of that player forward by one tile. The player whose game figure got pushed forward must take either a corresponding game chip or a sad tooth. If the player already has two chips of that color, he/she does not take any more chips from the box. If the player whose game figure got pushed forward lands on a tile occupied by yet another player, that game figure also gets pushed forward by one tile, and so forth. If the player whose game figure got pushed forward lands on a toothbrush tile, he/she may send one sad tooth back into the box. If the player has no sad teeth, the player cannot roll the dice one more time as if it was his/her turn.

## Winning the game

The game continues until at least one player fills his/her personal area on the game board with the chips representing healthy food products (2 chips of 4 product groups each) and has no sad teeth. The players who have at least one sad tooth must first get rid of the decayed tooth and only then can win the game.

