

Contents:

40 shaped cake cards (double sided), 4 cake stand boards (double sided), 1 3-D Cake Monster (Monster face and two leg pieces), 1 spinner, 1 cake reference board (in two pieces)

Game 1: Fill Your Cake Stand

Setting Up

- Each player takes a double sided cake stand and places it in front of them, with the side showing blank spaces uppermost.
- The cake cards are spread, white side upwards on the table.
- Assemble the 3-D Cake Monster by slotting together the monster face and the two leg pieces and put it on the table, along with the spinner and cake reference board.

Aim of the game

Fill your cake stand with five different cakes by matching the numbers shown on the spinner to the number of toppings on the shaped cake cards.

To play

- The youngest player starts by spinning the spinner.
- They then try to find a cake on the table which shows the number of toppings corresponding to the number shown on the spinner. Younger players can use the cake reference board to aid them in finding the correct cake and may also count out loud as they match the toppings.
- When they find a cake that they believe has the correct number of toppings, they turn it over and check that the number shown on the back matches the number shown on the spinner. If they are correct, they place the card on their cake stand with the number showing.
- If the player already has this numbered cake on their cake stand, they cannot pick up a cake that turn (players can collect only one of each type of cake).
- If there is no cake on the table showing the correct number of toppings, that player cannot pick up a cake that turn.
- If the player incorrectly counts the toppings, then the cake is returned, white side up to the table.
- If the cake shows a Cake Monster on the back, the cake is fed to the 3D Cake Monster (with lots of munching noises from all the players!).
- Play then moves on to the next player.

The winner

The winner is the first player to fill their cake stand with five different cakes.

Game 2: Feed The Monster (bingo game)

Setting Up

- Take all the cake cards with Cake Monsters on the back and put them to one side (they are not used in this game).
- Each player takes a double sided cake stand and places it in front of them, with the side showing pictures of cakes uppermost.
- Players then find the shaped cake cards matching those shown on their cake stand and place them over the matching spaces (either blue side up, for an easier game, or white side up, for a harder game).
- Any remaining shaped cake cards are put to one side.
- Assemble the 3-D Cake Monster by slotting together the monster face and the two leg pieces and put it on the table, along with the spinner and cake reference board.

Aim of the game

To be the first to feed all of your cakes to the Cake Monster.

To play

- The youngest player starts by spinning the spinner and shouting out loud the number spun.
- This player, **and all the other players** look to see whether they have a cake card on their board showing the same number of toppings as the number shown on the spinner (younger players can use the reference board to aid them in finding the correct cake).
- **All the players** that have a cake card with the same number of toppings as the number spun, take the cake card from their cake stand, post it into the Cake Monster's mouth and make munching sounds.
- Play then moves on to the next player, who spins the spinner, and the game continues as before.

The winner

The winner is the first player to feed all their cards to the Cake Monster.

