

GB Monster Muddle

Contents:

4 coloured monsters (8 numbered pieces in each), spinner, dice

Key to Piece Numbers

Body: 1

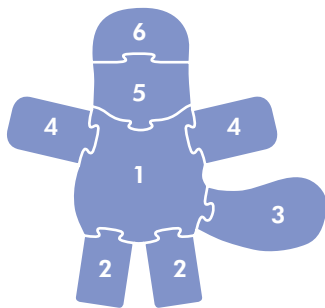
Legs: 2

Tail: 3

Arms: 4

Head: 5

Top of Head: 6



Object

To be the first player to complete their single coloured monster.

Before you begin

- The number of complete monsters used in the game should match the number of players.
- Spread all the monster pieces on the table, numbered side up.

To play

- The youngest player begins by throwing the dice. If a 1 is thrown, they may pick up one of the body pieces from the table and place it coloured side up in front of them. This piece determines the colour of their monster, and cannot be swapped during the game. Play then passes to the next player. If players do not roll 1, play passes to the next player and they must wait until their next turn(s) to try again.
- In subsequent turns, players collect pieces from the table (to add to their monster's body) by matching the number rolled to the numbers shown on the reverse of the pieces. If players have added incorrectly coloured pieces to their monster, they may spin the spinner as part of their turn. In a successful spin, the arrow points to one of the green swap sections. They may then swap an incorrectly coloured piece with the same piece (in the correct colour) held by another player - who has to swap - or, if no other player has the piece they need, by placing the incorrectly coloured piece face down on the table before picking up a piece of the same number. Play continues this way until one player has completed a single coloured monster.

The winner

The winner is the first player to complete their single coloured monster by collecting and swapping body pieces.

Easier versions for younger players:

Version 1: The spinner is not needed in this version of the game.

Object

To be the first player to complete their multi-coloured monster.

To play

- All pieces are placed face down and players take a body piece (number 1), to start, placing it coloured side up in front of them. Players proceed in turn, throwing the dice and collecting body pieces matching the number on the dice to the number on the reverse of the cards.

The winner

The winner is the first player to complete a multi-coloured monster.

Version 2: The spinner is not needed in this version of the game.

Object

To be the first player to complete their single coloured monster.

To play

- All the pieces are placed coloured side up on the table and players choose their main body piece (number 1) to start, placing it coloured side up in front of them.
- Players proceed in turn, throwing the dice and, using the key on the instructions to check which body piece corresponds to the number thrown, collecting body pieces of the same colour as their main body piece.

The winner

The winner is the first player to complete their single coloured monster.



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Not suitable for children under 36 months due to small parts.