



4 Game Family Pack

INSTRUCTIONS

HANGMAN

Players: 2

Object: Guess the word that your opponent has chosen before the skeleton on the gallows is complete and you are hung!

Set-up: Insert the gallows into the slot on the blue Monster Medic™ game board. Lay out all the bones of the skeleton. Give each player a note pad, Hangman shield, and a pen or pencil. Decide the number of rounds to play in the game (it should be an even number).

Play: Determine which player chooses a word first. This player selects a secret word or phrase and writes it down on a piece of paper hidden by the Hangman shield, so the other player cannot see it. Then, on another piece of paper the player who chose the secret word writes down blank lines for each letter of the word or phrase – this is shown to the player that is trying to guess the word or phrase.

The guessing player begins to guess letters that may fill in the blanks. If a guess is correct, the letter is written in the appropriate blank(s). Each time the player guesses a letter incorrectly, his opponent gets to hang a bone of the skeleton onto the gallows (start with the head, then the body, arms, and legs). If the player guesses the word before his skeleton is complete, he wins the round and gets a point. If the player is unable to guess the word before his skeleton is complete, his opponent wins the round and gets a point. In the next round the players switch roles.

Winner: When players have reached the determined number of rounds (chosen before the games starts) they add up their points. The player with the most points is the winner.

MONSTER MEDIC™

Players: 1 to 4 players

Object: The player with the most Monster Parts at the end of the game wins.

Set-up: Turn the switch, located underneath the game board, to the “ON” position. Place the Monster Medic™ game board on a table or the floor and circle the players around it. Make sure all the players can easily reach the tongs and all parts of the game board. Place all the Monster Parts in their corresponding shape openings on the game board.

Game Play: The youngest player goes first and play passes to his left. Each player tries to remove one of the Monster Parts. If the player is able to remove the part without getting buzzed by the U.F.O., he or she keeps the Monster Part and passes the tongs to the next player. If the player gets buzzed, the Monster Part returns to its location on the game board and he or she passes the tongs to the next player. The game continues in this manner with each player taking a turn.

Winner: When all of the Monster Parts have been removed, each player counts his or her Monster Parts and the player with the most parts wins!

Use two AAA alkaline batteries only. Do not mix old and new batteries

ON THE BUBBLE™

Players: 2 to 4

Object: Be the first player to move your four game pieces completely around the track and occupy your finish spaces.

Set-up: Each player chooses a color and places their four colored playing pieces in their HOME spaces. Each player's HOME spaces should be closest to them and in the area of the game board that corresponds to the color of their game pieces. Each player takes a turn “popping” the die by pressing down on the top of the bubble and releasing it. The player to “pop” the lowest number plays first.

Play: Each player in turn “pops” the bubble. A player must “pop” a “1” before they can move a playing piece from their HOME space to the starting circle. If a “1” is popped, the player moves to the start circle and can take another turn.

Play moves to the left. Playing pieces are moved clockwise around the track by counting the number of dots shown on the die in the bubble. If a player has more than one piece in the playing track, he may move the piece of his choice. If a player's playing piece lands by exact count on a circle occupied by his opponent, the opponent must return his own playing piece to his HOME space.

Note: Whenever “1” shows on the die the player may move either a playing piece on the playing track or move a playing piece remaining in the HOME space to the starting circle.

4 GREAT GAMES

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INSTRUCTIONS

When each playing piece has completed moving around the Playing Track, it must enter the FINISH circles marked 1,2,3,4. A player must pop an exact count on the die to move his playing piece into the FINISH spaces.

Winner: The first player to move all four of his playing pieces into his FINISH circles wins the game.

TIED IN KNOTS™

Players: 2 to 5 players

Object: Players place their hands and feet on the mat according to the spinner. Players try to not touch the mat with other parts of their body, and try to keep from falling over—no matter how tied up they get ! The last player to fall wins the game.

Set-up: Spread out the game mat in an open area (indoors or outdoors). Make sure you have plenty of room to play. If there are more than two players, select a player (preferably the oldest) to act as a referee. (In the next game, let some one else be the referee, and continue taking turns). If there are only two players, then players spin the spinner themselves, or they may ask an adult to be the referee.

Play: Players stand around the mat. The youngest player goes first. The referee spins the spinner for the youngest player's turn. When the spinner stops, the referee calls out the position that the player must take. The referee calls out the color of the hand or foot where the pointed end of the spinner stops. For instance he may call out "Orange Hand" The player then must put one of his hands on any orange hand on the mat. The referee now spins the spinner for the player to the left of the youngest player and calls out this players position. Game play continues in this order.

Players must keep their hands and feet in the positions called out by the referee, until they are given a new position. For example, a player who spins "Orange Hand" on his/her first turn, and "Pink Hand" on his/her second turn must keep his/her first hand on the original orange position on the mat and place his/her other hand on a Pink Hand on the mat. If the player's next spin is a "Green Hand", he/she may choose which hand (either the hand that was on pink or the hand on orange) to move to the green hand position on the mat.

Only hands and feet may touch the mat. If any other part of a player's body touches the mat (no knees or elbows!), then the player is out of the game. The referee must call out when players are out. Only one player is allowed to occupy each position on the mat, so a player may need to stretch to reach an available space. But don't fall ! If there is no free space on the mat, the player must put his/her hand or foot outside the mat, until his/her next spin. Players may lift up their hands or feet for a moment to allow another player to pass into their position.

Winner: The last player to fall/and or touch the mat illegally is the winner!

