



3 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!

Two AAA alkaline batteries required. Do not mix old and new batteries.



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INSTRUCTIONS

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.

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.



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