

SPEEDY MONSTR

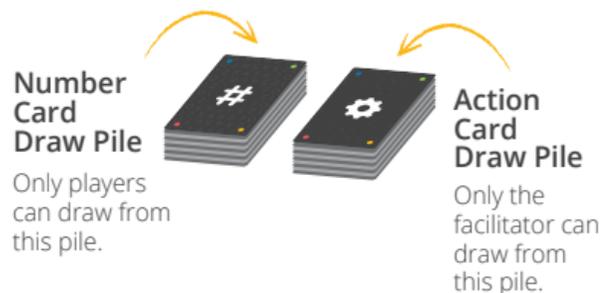
PLAYERS: Facilitator and 2-4 players

AGE: 7 and above

OBJECTIVE: To score the highest points by using Number Cards to solve as many Action Cards as possible faster than the other players – this game requires accuracy and speed!

SETUP

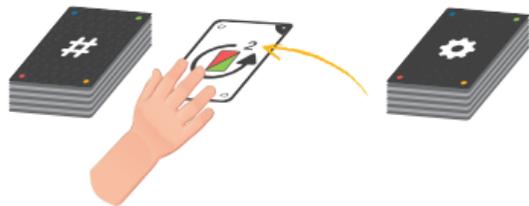
- 1 To start, the facilitator deals 5 Number Cards singly face down to each player.
- 2 Then, place the remaining Number Cards face down as the **Number Card Draw Pile** next to the **Action Card Draw Pile** in the play area.



We're all set up, so let's go **SPEEDY MONSTRS!**

EACH ROUND

- 1 First, the facilitator draws an Action Card and places it face up in the centre of the play area.



- 2 Then, all players simultaneously play the correct Number Card(s) to solve the Action Card.



- 3 The one who is the first to play the correct Number Card(s) wins the round.
- 4 The winner retains the Action Card and the Number Card(s) played to collect the points associated with this play and replenishes his/her cards to ensure he/she has 5 Number Cards in hand.
- 5 The other players take back the Number Card(s) they played to use in subsequent rounds.

EACH ROUND

- 6 If all players are unable to solve an Action Card, the facilitator removes this Action Card and places it at the bottom of the Action Card Draw Pile.
- 7 In the event of disputes, the facilitator is the arbitrator. 😊

WRAP IT UP

- 1 Keep playing until there are no more cards left or all possible plays have been made. You may also stop the game at any time.
- 2 At the end of the game, add the points of all Action Cards and Number Cards collected during the game to form each player's score. The player with the highest score wins.