

Game 1

Monster's Walk Game

You will need:

A board

Counters

Dice

To play (a game for 2 - 4 players)

- The aim is to be the first to get from the start to the ice cream in square 50.
- The first player throws the dice and starting from the 'start' square, moves his counter the number of jumps shown on dice.
- The second player has a turn and does the same.
- If they land on a 'monster square' they have to either move on, go back, or miss a turn as directed.
- The game continues with each player having alternate turns.
- The winner is the first player to get to the end square with the ice cream but on the last turn, the player has to throw the correct number on the dice to land exactly on the last square.



50 end

You lost your coat. Go back 10 squares.

44 45

The sun came out. Go on 2 squares.

47 48 49

42

41 40 39 38 37

You helped your friend. Go on 6 squares.

35 34

Have another throw!

32

23 24 25 26

It started to rain. Go back 3 squares.

28 29 30 31

You had a rest. Miss your next turn.

21 20 19 18 17

You ran to catch your friend. Move on 8 squares.

15 14 13

You found 10p. Go on 5 squares.

11

start 1 2 3 4

You tripped over. Go back 2 squares.

6 7 8 9 10