



Ages 6 to 9

Players 2-4

Game 1: Leggy Monster

Objective

The Monster with the longest legs wins the game.

Set up

- Each player takes a ruler & the slider should be at 0 (Bottom of the ruler).
- Keep the die close by (you can choose to play with any one number die).

How to play

The tallest player starts the game.

Roll the number die.

Add the number to your monster legs and move the slider up. On the first turn you will add to 0. On subsequent turns, add to the number where your slider is.

Play continues in a clockwise direction. Take turns to roll the die and add height to your monster.

End of the game

The 1st player to reach 50 wins the game.

You can also end the game at your will. The monster with the longest legs wins.

Variations

Use these variations to provide more challenge and practice.

1. **Double fun:** On every turn add double of what is rolled.
2. **Even:** Add only when you roll an even number & if you move on an odd number, go back to your original space and lose a turn.
3. **Odd:** Add only when you roll an odd number & if you move on an even number, go back to your original space and lose a turn.

Game 2: Teeny monster

Objective

The Monster with the shortest legs wins the game.

Set up

- Each player takes a ruler & the slider should be at 50. (Top of the ruler)
- Keep the die close by (you can choose to play with any one number die).

How to play

The shortest player starts the game.

Roll the number die

Subtract the number from your monster legs and move the slider down. On the first turn you will subtract from 50. On subsequent turns, subtract from the number where your slider is.

Play continues in a clockwise direction. Take turns to roll the die and subtract height of your monster.

End of the game

The 1st player to reach 50 wins the game.

You can also end the game at your will. The monster with the longest legs wins.

Variations for older children

Use these variations to provide more challenge and practice.

Double fun: On every turn subtract double of what is rolled.

Even: Subtract only when you roll an even number & If you move on an odd number, go back to your original space and lose a turn.

Odd: Subtract only when you roll an odd number & if you move on an even number, go back to your original space and lose a turn.

Game 3 (A): Leggy Monster with cards

Objective

The Monster with the longest legs wins the game.

Set up

Each player takes a ruler & the slider should be at 0. (Bottom of the ruler)

Keep the die close by (you can choose to play with any one number die).

Shuffle the deck of cards and keep it in the middle in a pile.
(For younger children, you could decide to remove cards with words).

How to play

The tallest player starts the game by turning over the top card from the card deck and rolling the number die.

The first player to solve the card and slide the ruler to the correct answer on the ruler wins that card.

Take turns to turn over the cards and roll the die.

End of the game

The game ends when all cards in the deck are finished.

The winner is the player who is the tallest and has the maximum number of cards.

If there is no clear winner the winner will be decided by adding the height to the number of cards.

Winner = Height + Number of cards

Game 3 (B):

Teeny Monster with cards

Objective

The Monster with the shortest legs wins the game.

Set up

The Set-up will be the same as Game 3 (A) except that the slider will be at 50 (top of the ruler) for all players.



How to play

The shortest player starts the game by turning over the top card from the card deck and rolling the number die.

The first player to solve the card and slide the ruler to the correct answer on the ruler wins that card.

Take turns to turn over the cards and roll the die.

End of the game

The game ends when all cards in the deck are finished.

The winner is the player who is the shortest and has the maximum number of cards.

If there is no clear winner the winner will be decided by adding the height to the number of cards.

Winner = Height - Number of cards

Strategy tip for game 3a & 3b

Be careful and think before sliding the ruler and grabbing the card. You need to evaluate if you want to grab the card since that might make you too short or too tall!

Variations

For younger children, play a simple game. The winner is the player with maximum number of cards without adding the condition of tallest or shortest.

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