



MONSTER'S LAIR

Ages 5+ | Family based | 2+ players

AIM OF THE GAME



- ▶ A test of memory by memorising the toys in the lair and recalling which has been taken out.

EQUIPMENT



- ▶ Cones or markers and any soft or safe-to-use toys.

HOW TO PLAY



- ▶ Set up a small square with cones – this will be the monster's lair.
- ▶ One player is the monster, who places the five selected toys into the monster's lair.
- ▶ The other players have 10 seconds to memorise the five items, then they turn around.
- ▶ The monster removes one toy from their lair.
- ▶ On the monster's command, the player turns back around and tries to work out which toy was removed.
- ▶ If playing in a group, see who can identify which item is missing first.
- ▶ Play three times and then change over roles.

GAME VARIATIONS



1. Increase the toys in the monster's lair to eight or 10 and take away two toys.
2. Only give players five seconds to memorise the toys in the lair.
3. Instead of removing a toy so there is one less, replace one toy with another so the players must work out which the new toy is.
4. The monster removes the toy and, with players counting to 20, they hide it somewhere in the room. Players have to go and find the missing toy.