



AGES 3 to 6

PLAYERS 2 or more

Marvin Moo, the cow throws the best pajama parties! He's invited his friends over and they have come dressed in a mixture of colours. There's cake, drinks, balloons, presents, stories to share and more.



Game 1

Objective:

Be the first to find the cow wearing the same colour combination as that on the dice rolled.

The winner is the player with the maximum Moo tokens.

Set up:

The 21 Moo's friends tokens are spread out on a flat surface face-up. Keep the dice close by.

How to play:

- The player who "Moos" the loudest starts the game by rolling both the dice.
- All players start looking for the card that shows the Moo wearing the same colour combination as that on the dice. e.g. if you rolled red and orange, then all players look for the Moo wearing a red and orange colour combination. The first player to touch that particular token picks it up.



RED+ORANGE



- There is only 1 Moo wearing the combination rolled.
- Play continues with the next person rolling the dice and they begin to search for the token with the combination of the dice rolled.
- If a colour combination is rolled the 2nd time (i.e. the particular token has already been picked up), then the person who has the token must show it to other players.

End of the game:

The game ends when all the tokens have been picked up. The player with the maximum number of tokens is the winner.

Game 2

Objective:

Be the first to identify the Moo based on the features and requirements as indicated on the thinking assignment cards. The player with the maximum number of cards is the winner.

Set up:

The 21 Moo's friends tokens are spread out on a flat surface face-up. Shuffle the Thinking assignment cards and place them face down in a pile.

Know the Assignment cards:

- All assignment cards have a cow thinking. In the thought bubble, there are certain features and requirements around 4 categories
- **A cross on any colour/object/number/shape/pattern means that it should not be present in the token.**
- **Colour + Type of object:** These cards tell you to look for a Moo token with that particular colour and the object.
- **Colour + Number:** These cards tell you to look for a Moo token with those colours present in it and the particular number of objects. E.g. shirt, pajama, hat, slippers, cake etc.
- **Pattern/shapes:** These cards tell you to look for a Moo token with that particular pattern or shape present in it along with other attributes of colour, object or number.
- **Shadow object recognition:** These cards show a shadow and you have to look for the particular Moo token that fits the shadow.

How to play:

- The player who "Moos" the loudest starts the game by upturning one Thinking assignment card

- All players start looking for the token that shows the Moo with the same features as the card. For e.g. if the card shows star and 6, then you must look for a token with 6 items and a cow that is wearing star pajamas.
- The first player to touch that particular token picks it up and shows it to the other players.



6 things—chair, cap, shirt, pajamas, guitar, slippers



token back to check your answer

- If correct, he/she gets to keep the thinking card and puts back the token in the pile.
- Each card is numbered and its corresponding solution is marked with the same number on the back of the Moo token.
- All assignment thinking cards have only one particular solution i.e. one Moo token that fits it.
- Play continues with the next person upturning another card and they begin to search for the token with the same features as the card

End of the game:

The game ends when all the assignment cards have been solved. The player with the maximum cards is the winner.

Note: For an easier game play and with younger children, you could also remove the corresponding Moo token along with the assignment card from the game. This will make it easier for children to scan through the remaining Moo's friends on each turn.