

picco Gusto



Who can feed the greedy monster the quickest?

Turbulent dexterity game for
2-4 animal feeders from
5 to 99 years.

Game type: game of skill
Players: 2 to 4 players aged 5 to 99 years
Contents: 2 wooden chopsticks,
32 wooden fruit and vegetable
discs in four colours,
1 dice,
1 set of instructions
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Story

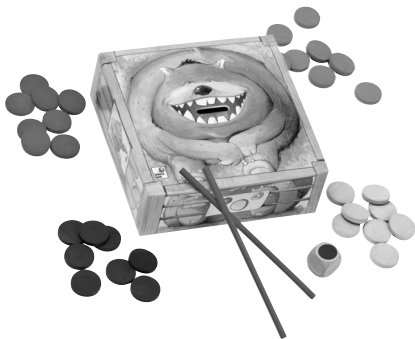
What is making such a noise? It seems to be coming out of the cage. Indeed! In the cage is a greedy monster and he is very hungry. His stomach rumbles so loudly that you can still hear it miles away.

The monster likes fruit and vegetables best. Crispy red carrots, sweet yellow bananas, juicy green cucumbers and delicious blue aubergines, preferably already sliced, are his favourites. Quick, feed him with this food so that he is well fed and satisfied. Since he has sharp teeth that could hurt you, you have to feed him using chopsticks.

Preparation

Take the contents of the game out of the box and place the inlay into the bottom of the box, with the illustrated side facing upwards. Place the box in the middle of the table within reach of all players.

Each player receives 8 fruit and vegetable discs in **one colour** and lays them in front of him on the table. Have the dice and the chopsticks ready.



Aim of the game

The players try to pick up as many discs as possible with the help of the chopsticks and put them in the glutton's mouth.

How to play

You play in turns in a clockwise direction. The youngest player takes the chopsticks, and the neighbour to his left receives the dice.

As soon as the player with the chopsticks begins to pick up his **own discs**, his neighbour starts to roll the dice.

As long as the dice **does not show a coloured face**, the player with the chopsticks can try to put his discs in the opening. The discs must totally disappear into the mouth. As soon as the dice **shows a coloured face**, the player who rolled the dice says, "stop!" The player with the chopsticks must then stop feeding the monster.

Both players hand over the chopsticks and the dice respectively to the neighbour on their left, so that the player who has just thrown the dice now receives the chopsticks.

End of the game

The game is over when the first player has put all eight of his discs into the mouth.

Variation

If you are playing with younger children, you may determine that the game is over after the first round – as soon as each player has tried his luck once. The player who has the least discs left wins the game. In the event of a tie, there are several winners.

Have fun and a steady hand feeding the greedy monster!