

Milk & Cookies Spin & Go Board Game

Instructions

Includes:

48 tiles

4 cookie jar markers

1 spinner

1 game board

For 2 to 4 players

Object of the Game: Collect the most cookie tiles!

Basic Game

Game Time: 15 minutes

Ages: 4+

Set Up: Scramble the tiles face up. Put one tile face up on each space on the board except the purple center space. Each player picks a cookie jar marker and puts it on the purple space in the center of the board. A tile goes in the purple space after all the markers have moved off it. Stack the remaining tiles face down into a draw pile. The youngest player goes first and play continues clockwise around the board.

How to Play: On your turn, spin the spinner. Move your marker to a cookie tile with the same color background in the number of moves it tells you and collect that cookie! For example: if the spinner lands on pink 1, move your marker 1 space to a pink tile. You can move up, down, sideways, diagonal and even back and forth to reach a tile of the specified color, but movement is always from one tile to any adjacent tile. You cannot move onto or through a space that is occupied by another cookie jar marker or that does not have a tile on it. Once you reach the tile, pick up the tile and leave your marker. It is now the next person's turn. On your next turn, after you have moved, fill the open space you have left with another tile from the draw pile. If you cannot reach a tile of the color on the spinner in the number of moves you are allowed, you lose your turn. Stay on your space until your turn comes around again. If the spinner lands on COOKIE CRAZE everyone gets to choose one cookie tile from anywhere on the board. Player does not go again and it is the next person's turn. If the spinner lands on COOKIE CRUMBLE, you lose a turn and it is the next person's turn. If the spinner lands on MILK do not move your marker, pick up any milk tile from anywhere on the board and then spin and go again. If you run out of milk tiles, you can pick up any tile on the board and go again. The game is over when there are no more tiles in the draw pile. The player with the most cookies wins. If there is a tie, the player with the most cookies AND the most milk tiles wins.

Challenge Game

Game Time: 20-30 minutes

Ages: 6+

Follow the rules for the Basic Game except, before starting, each player chooses types of cookies he or she will collect. In a 2-person game, each player chooses 3 kinds of cookies to collect. In a 3-person game, each player chooses 2 kinds of cookies. In a 4-person game each person chooses just 1 type.

Tiles are worth points.

Your Opponent's Cookies (or cookies not chosen): 1 point

Your Cookies: 2 points

Milk Cartons: 3 points

For example: it is a 2-person game and Player 1 chooses chocolate chip, black-and-whites, and peanut butter; Player 2 chooses gingerbread man, sandwich, and star sugar. In this game, Player 1 would receive 2 points for each chocolate chip, black-and-white, and peanut butter cookie she collected and 1 point for any other kind of cookie. Player 2 would receive 2 points for each gingerbread man, sandwich, and star sugar cookies he collected and 1 point for any other kind of cookie. Both would receive 3 points for any milk cartons they collected. Collect tiles as you would in the Basic Game, but do not stop playing when the draw pile is empty. Continue playing until there are just 10 tiles left on the board. Once there are only 10 tiles on the board, each player takes one LAST turn. This is the end of the game. At the end of the game, each player adds up his or her tiles. The player with the highest score wins!

