Gloutons !

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DJECO

Gloutons!

🙂 Ages 5+
5歲或以上

👨‍👩‍👧 2 - 4
2 - 4人

🕐 15 min
15 分鐘

Contents 內含

4 monsters, 4 tweezers, 96 "object" strings,
32 cards (16 per level), 1 dice
4 隻怪獸模型、4 個鑷子、96 個"物件"繩、32 張卡(每一關各 8 張)、1 枚骰子

You are greedy little monsters whose main job is to gobble up everything cluttering the room! You need to be fast and observant to be the first to devour the right objects.
你是一隻貪吃的怪獸，而你的任務是將散落在房間各地的物件全數吃光！你必須在速度快的同時保持觀察入微以成功吃到正確的物件！

Aim of the game 遊戲目標
Win as many cards as possible.
盡你所能的取得最多數量的卡牌

Getting the game ready 遊戲準備
Place the strings in the centre of the table so that all of the players can reach them.
Make a pile with the cards, face down, next to the strings.
The dice is placed next to it. Each player takes a monster and tweezers and puts it in front of him or her.
將"物件"繩置於所有玩家的中間讓所有玩家都能夠拿取。將卡牌堆疊成堆，面朝下置於"物件"繩子的旁邊。將骰子放置在一旁，每一名玩家拿取一個怪獸模型和一個鑷子夾放置在自己面前。

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Playing the game 遊戲規則

All players take their tweezers. A player turns over a card. All at the same time, the players must catch the objects indicated on the card with their tweezers and slide them into the mouth of their monster. As soon as a player thinks he or she is finished, they yell out "Glutton" and the game stops.

The players check that no mistakes have been made by lifting up the monster.

所有玩家拿取鑷子夾，由一名玩家將卡牌翻開。與此同時，所有玩家必須以鑷子夾取卡牌上面所標示的物體並且將物體送入怪物模型口中。當玩家認為他送入所有正確的物件後，大喊"貪吃鬼"遊戲接著將進入審查環節。

- If the player was right, the player wins the card and places it in front of them.
- If the player was wrong, their turn ends for them and the game resumes for the others until another player shouts "Glutton".

  玩家需拿起怪獸角色模型、檢查拿取的物件是否正確。
- 若物件正確，該玩家贏得此回合之卡牌並置於自己面前
- 若物件錯誤，該玩家喪失該回合的行動能力，並且其餘玩家繼續進行該回合直到有人喊出"貪吃鬼"

NB1: If all players have made mistakes, the card is put back into play at the bottom of the deck.

NB2: If several players are tied, no one wins the card and it is put back in the draw pile.

注意(1)：若所有玩家均錯誤，該回合卡牌被拿出並放置在卡牌堆的底部。

注意(2)：若數玩家平手，該回合卡牌被拿出並放回牌堆中。

To eat objects 讓怪獸大快朵頤的小規定

- An object is picked up and slipped into the mouth of the monster **with the tweezers**.
- To be "swallowed", an object must be fully inside the monster: **nothing can stick out**.
- It is forbidden to use your fingers.
- Several objects can picked up at the same time.
- You can take the objects, put them in front of you, then feed them to your monster, but until they have been swallowed, the other players can steal them!

  物件必須被玩家以鑷子夾拿取，並放入怪物的口中
- 物件必須完全被怪物吃下肚才算數，若物件有部分露出則不予以記分
- 玩家禁止直接使用手抓取物件
- 玩家可以同時夾取多數物件
- 玩家能夠夾取物件後放於自己面前，再餵食給自己的怪物。但在你將物件餵給怪物之前，其他玩家都能夠將其偷走！

Matching objects / strings 卡牌物件

There are 8 types of strings (2 sizes and 4 colours), which represent the objects on the cards.
場上將出現 8 種類型的物件(2 個大小以及 4 種顏色)，而各類型的物件將出現在對應的卡牌上

The blue strings correspond to toys:
藍色繩子代表玩具

The red strings correspond to school things:
紅色繩子代表文具

The yellow strings correpond to clothes:
黃色繩子代表衣服

The green strings correspond to sweets:
綠色繩子代表糖果

The large strings correspond to large objects:
較大的繩子代表較大的物件

The small strings correspond to small objects:
較少的繩子代表較少的物件

Example 例如:

To eat this object 想吃這個的話:

you have to pick up a **large blue** string.
你必須夾較大的藍色繩子

To eat this 想吃這個的話:

you have to pick up a **small green** string.
你必須夾較小的綠色繩子

When there is a winner or all the players are wrong, all the strings are placed loose in the centre of the table. Players are ready for a new round of play and the next player draws a new card.

當贏家出現或是所有玩家皆錯誤時，所有的"物件"繩子將被重新放回中間。所有玩家進行下一回合並且由順位玩家抽取卡牌。

Mistakes to avoid 小心吃錯東西喔:

- Eating strings that are the wrong colour
- Eating strings that are the wrong size
- Eating too many or not enough strings

· 避免吃到錯誤顏色的繩子
· 避免吃到錯誤尺寸的繩子
· 避免吃到太多或是太少的繩子

End of the game 遊戲結束:

When all cards have been awarded, players count how many they have won.
The winner is the one who has the most.
In case of a tie, the players concerned play a new round to decide on a winner between them.

當所有的卡牌都被拿取後，玩家統計自己獲得了多少張卡牌，擁有最多卡牌者獲勝。
若出現和局，則和局的玩家將進行新的一回合以決定勝者。

The differents levels 難度等級:

Level 1 cards have 4 items
等級一的牌卡將出現4個物件

Level 2 cards have 5 items
等級二的牌卡將出現4個物件

In addition, Glouton can be played at different levels.

Level 1: Only level 1 cards are used and only play with the colours of the objects.

Level 2: Level 1 and 2 cards are mixed in the same stack and play with the colours and sizes of the objects.

Level 3: Level 1 and 2 cards are separated into 2 piles. At each turn of the game, draw a card from each level: there are many more objects to devour. Play with the colours and sizes of objects. The winner wins the 2 cards turned over.

此外，怪獸極速競食賽能夠在不同的難度等級進行遊戲。

等級一 ：只有等級一卡牌將出現在場上，並且只會要求不同顏色的物件

等級二 ：等級一和等級二的卡牌將混為同一牌堆並且出現在場上，並且會要求不同的顏色和大小的物件

等級三 ：等級一和等級二的卡牌將區分為兩牌堆。在每一回合開始時，從兩牌堆中各取一張卡牌。場上將有大量的物件需要吞食，而贏家將同時取走兩張卡牌

Level 4: You play as at level 3, but before each game turn, roll the dice and play accordingly.
1: only eat the objects on the level 1 card
2: only eat the objects on the level 2 card
+: only eat large objects
-: only eat small objects
Hand: You are allowed to eat with your fingers
Tweezers: You eat with the tweezers, but using your wrong hand
The winner wins the 2 cards turned over.

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Level 4: You play as at level 3, but before each game turn, roll the dice and play accordingly.

1: only eat the objects on the level 1 card

2: only eat the objects on the level 2 card

+: only eat large objects

-: only eat small objects

Hand: You are allowed to eat with your fingers

等級四 ：以等級三的遊戲模式進行遊戲，但在每一回合開始之前，骰骰子並且依照骰子給予的指示進行遊戲

１ ：只吃掉等級一卡牌上的物件

２ ：只吃掉等級二卡牌上的物件

＋ ：只吃掉大型的物件

- ：只吃掉小型的物件

手 ：玩家將被允許使用手抓取繩子

鑷子夾 ：使用你的不慣用手(若玩家為右撇子，使用左手夾取，反之亦然)來夾取繩子

回合贏家將贏得兩張卡牌。

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