

Gloutons!

Author Yannis Lidy Design Clément Lefèvre



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Gluttons!



5-99 years



2 - 4



15 min



Contents

- 4 monsters
- 4 tweezers
- 96 "object" strings
- 32 cards (16 per level)
- 1 dice

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.

Aim of the game

Win as many cards as possible.

Getting the game ready

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.

Playing the game

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.

- 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".

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.

To eat objects

- 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 be 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!

Matching objects / strings

There are 8 types of strings (2 sizes and 4 colours), which represent the objects on the cards.

The blue strings correspond to toys:



The red strings correspond to school things:



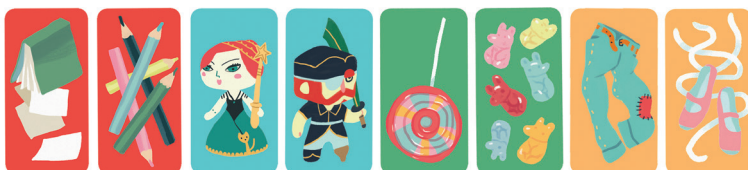
The yellow strings correspond to clothes:



The green strings correspond to sweets:



The large strings correspond to large objects:



The small strings correspond to small objects:



Example:

To eat this object:



you have to pick up a **large blue** string.

To eat this:



you have to pick up a **small green** string.

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.

Mistakes to avoid:

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

End of the game:

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.

The different levels:



Level 1 cards have 4 items



Level 2 cards have 5 items

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.

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.