

**MR.MEN
LITTLE MISS**

Jumbolino Game

2 - 4 Players

Contents

- 4 Mr. Men character frames
- 2 Dice
- 1 Rules sheet





Before you start

Remove all the pieces from the frames and place both the frames and the pieces in the middle of the table with the illustrations facing up. The youngest player begins followed by those to their left.



The object of the game

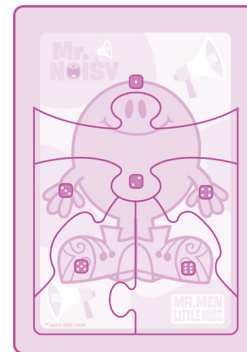
The player to complete the most characters by the end of the game is the winner!

The game begins

Taking turns, the first player to roll a  takes a frame (head) from the pile. If you roll   you're in luck, and you can take both a head and the body of one character. If you throw double  you may take two frames.






All the Mr. Men characters should be put together in the following order:

-  frame (head)
-  body
-  right arm
-  left arm
-  right leg
-  left leg



This means that you are not allowed to take a body before you have collected the head or a right arm before you have collected the body.

Collecting parts

You can collect parts using the values of the individual dice or you may add both dice together or subtract one from the other for the number you require. Throwing   allows you to take two heads, or you can take (if you already own a head) a body, since $1 + 1$ adds up to  Throwing   for example, allows you to take a left arm since $3 - 1$ makes 4. Throwing doubles always means that you have a right to another throw.