

GB Crash, Bang, Wallop!

Contents:

4 walls, 4 roofs, 4 doors, 12 windows, 4 keys, 24 picture cards, 1 CD

Object

Listen to the familiar household sounds on the CD and find the correct picture cards to match the noises. The aim is to be the first player to build a house by adding a roof, three windows and a front door and then collect the key to the door.

To play

- Each player selects a wall for their house and places it in front of them. The remaining pieces (roofs, windows, doors and keys) are spread out, face upwards, in the middle of the table.
- The small picture cards are shuffled and six cards are dealt to each player.
- All players then place their picture cards face upwards alongside their wall.
- The CD is played and each player listens for a noise that matches one of their picture cards.
- When a player hears a noise that matches a picture on one of their cards, they turn that card face downwards and then pick up a roof, window or door to start building their house.
- If the crashing sound of broken crockery is heard, all players must remove a window, door or roof from their house and put it back in the middle of the table. They can then turn one of their picture cards face upwards again to return it to play.
- Once a player has completed their house, they must listen for the sound that matches their last picture card. When a player hears the correct sound, they pick up a key to win the game.

The winner

The winner is the first player to complete a house, having used up their six cards and picked up the key to the door.

Note

To get the most play value from the CD, try starting the game on a different track number every time you play the game, and turning on the 'Repeat' function on your CD player. You may also set your CD player to play the tracks in a random order.



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Not suitable for children under 36 months due to potential small parts.