



START PLAYING
WITHOUT
READING RULES!
With the Helper App



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Riddles in Monsterville

For 1 - 4 children, ages 5 and up

CAUTION: Do not yet take a closer look at the playing materials (cards, answer disk, etc.!)
First, read the rulebook together out loud and carefully follow all of its instructions.

What's the game about?

Watch out! The cookie monsters are on the loose! They have stolen all of the valuable cookie jars from your neighbourhood. But you won't let the cheeky thieves get away that easily though. You bravely follow them into Monsterville. However, you don't remain undiscovered there for long. The fluffy monsters are soon on your trail and are fascinated by you. They are happy that you came to visit and want to reward your courage.

The monsters present you with six different riddles to solve together! For each riddle you solve, you receive one of the six silver keys to open the cookie jars.

Can you solve all of the riddles? Which cookie jars can you get back, and what secret treasures do your neighbours hide in them? Is it just cookies?

Luna



Lesley



Gurki



Foxi



KOSMOS

Game materials

- 6 Key tokens
- 10 Cookie jar tokens
- 21 Strange items:
- 3 Snail trail maps
- 1 Wrap card + 1 Cord
- 12 Puzzle pieces
- 4 Favourite food cards
- 1 Answer disk
- 36 Riddle cards

6 of each of the types of riddles: yellow, pink, red, blue, green and orange



Libby

Game setup

Before the first game:

Carefully remove the **21 strange items** as well as the **cookie jar tokens and key tokens** from the die-cut boards. Take a look at the **back of the cookie jar tokens**. One jar is empty! You can draw **your favourite treasure** in this space. Take the **wrap card** and **fasten the cord** as shown, with a double knot at the top hole. Be economical with the cord.



Before each game:

Shuffle the **cookie jar tokens** face down and lay them out in a row along the edge of the table. Keep the **key tokens**, the **answer disk** and the **strange items** ready on the table next to the cookie jar tokens. You will need them over the course of the game.

Sort the **riddle cards** into six piles according to colour. Thoroughly shuffle each pile. Then, draw one card from each pile and place the six cards face down next to one another in the middle of the table. Keep the rest of the cards at the edge of the table.



Jonah



Gameplay

Fluffy



Each game is made up of six riddles. Each of the six riddle cards presents a new riddle. You can recognise the different types of riddles by the symbols and colours on the backs of the cards.

Here are the six different types of riddles:



Smiley riddles
(yellow)



Snail trail riddles
(pink)



Favourite food riddles
(red)



Outline riddles
(blue)



Puzzle piece riddles
(green)



Lasso riddles
(orange)

You will find the detailed explanations of the different types of riddles on pages 5 and 6 of this rulebook.

For every riddle that you solve, you receive a **key token** which you may place on a **cookie jar token** of your choice. At the end of the game, you may turn over all of the cookie jar tokens on which you have placed a key, to find out what treasures are in the cookie jars you have found.



How to solve a riddle:

To start a riddle, turn over one **riddle card** and work together to solve it.

The **answer** to the riddle will always consist of **three different monsters**.

Once you have found the answer, enter the three **answer monsters** on the **answer disk**. Here's how:

The **outer disk** shows the six different types of riddles with the matching riddle symbols and colours.

On the **three inner disks**, you can see 18 monsters.

Find the colour and the riddle symbol of the current riddle card. Then turn the disks so that the three answer monsters are under the matching riddle symbol.

Sarah



Example:

As the answer to the 😊 riddle, you found the 🍄 🧟 🧛 monsters.

You now place these three answer monsters under the matching riddle symbol on the answer disk. Then, turn over the answer disk and check your answer.



Once you have entered your answer, turn the answer disk over.

On the back you will see a small window. This is where you can check whether your answer is correct or not.



➔ Is your answer correct?

If so, you will see a **silver key** in the window on the **back** of the **answer disk**.

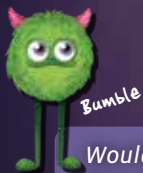
As a reward, you may now take one of the key tokens and place it on one of the ten cookie jar tokens.



➔ Is your answer incorrect?

If so, you will see a **red X** in the window on the **back** of the **answer disk**.

Check again to make sure you entered your answer under the correct riddle symbol, and that all of the answer monsters are correct. If you still get a red X on the back after making any adjustments, you will not be allowed to take a key token this round.



Would you like to know the answer to a riddle?
You will find them all on page 7 of this rulebook.

When does the game end?

The game ends as soon as you have solved all six riddles. You may now turn over all of the cookie jar tokens on which you placed a key token. What treasures did you save?





The six types of riddles



Smiley riddle (yellow)

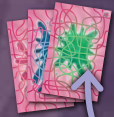
On each yellow riddle card you will find three smileys, which represent different emotions. Below the smileys are some monsters. **Three of the monsters are showing the same emotions as the smileys.** Can you figure out which monsters they are? These will be your three answer monsters.



Snail trail riddle (pink)

You will also need: the bottom of the game box and the snail trail maps

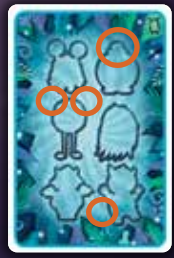
On each pink riddle card you find a colourful splash of slime. Take the **snail trail map with a splash of the same colour and place it in the bottom of the box.** When inserting the card, make sure the small, pink blob of slime on the map sits neatly on the pink blob of slime on the base of the cardboard box. **Now find the three symbols on the riddle card and match them to those on the top of the cardboard box insert.** Every symbol is the start of a snail trail that leads you to a monster. Follow each snail trail individually. This is how you find your three answer monsters.



Outline riddle (blue)

On each blue riddle card you will find the outlines of some monsters. **Three of them are in disguise.** Find them! These will be your three answer monsters.

Tip: You will find all of the eighteen monsters on the game box in their normal forms. Compare their outlines with those on the riddle card.





Favourite food riddle (red)

You will also need: four favourite food cards



On each red riddle card is a table with various dishes and three chairs. Now examine the four favourite food cards. Each card shows one food and which monsters like to eat it. **Find the three monsters that like the foods which are shown at each table setting.** These will be your three answer monsters. **Important:** The monsters may have **no other favourite food.**

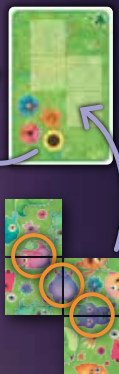


Jigsaw puzzle riddle (green)

You will also need: twelve puzzle pieces



There are four flowers on each green riddle card. The same flowers can be found on the backs of the square puzzle pieces. **Select the corresponding four puzzle pieces and turn them over.** On each puzzle piece you will discover four monster halves. **Arrange the puzzle pieces in the spaces on the riddle card.** You will be able to make three complete monsters. These will be your three answer monsters.



Lasso riddle (orange)

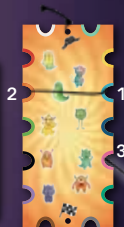
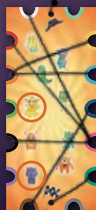
You will also need: wrap card with cord



On each orange riddle card and the front of the wrap card you will find colourful semi-circles. Take the wrap card and wrap the string from semi-circle to semi-circle as indicated on the riddle card. **Start with the cord on the back side and bring it round into the semi-circle groove on the front.** Then take it to the next semi-circle colour and wrap around the back, etc. Finally, thread the cord through the hole with the target flag. **Look at the wrap card closely on the front and back sides. There are three monsters that you clearly couldn't catch.** These will be your three answer monsters.



Front



Back



Pamela

Answers

Is there a riddle you cannot solve? You can look up the answers to all of the riddles below. On the back of each riddle card, there is a number in the bottom left corner. In the table below, find the riddle symbol. Then scroll down the list to find the number from the card. The three monsters shown to the right are the answer monsters for that riddle.



Joe



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Our riddle fun in Monsterville:



Draw or write down
your experiences in
Monsterville.

We _____

retrieved the cookie jars from Monsterville!

The best treasure was: _____ Our favourite monster was: _____

This is what our cookie monsters would look like:

Emma



Court



Want more
puzzling fun?
check out
the app.

COOKIE
JAR
RIDDLE

In the free
Helper App



Do you want to find out which monsters
stole the cookie jars? Then check out the app!

Kosmos and the game designers would like to thank all play testers.

Game designers:

Inka & Markus Brand live in Gummersbach, Germany. They have published lots of children's and family games together and won numerous awards. Naturally, they are avid riddle and escape room fans!



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Tillie