



MESSY MONSTERS!

- 1 player
- Ages 7 and up
- Sequential puzzle

GAME GUIDE

Help! Paint monsters! And they're making a mess! Luckily, you can help by making them jump on each other strategically, hoping they'll absorb one another. Can you make sure only one monster remains? Create the right color combinations and bring order to this paint chaos!



PROMOTES THE FOLLOWING COGNITIVE SKILLS

- SPATIAL INSIGHT
- PLANNING
- PROBLEM SOLVING
- LOGIC

RULES

To play this game, use a mouse or touch controls. Click on one monster, then on another to capture it. Monsters can only move horizontally or vertically. You also can't jump over other monsters, so good planning and thinking ahead is necessary. If you can't make any more moves and there's still more than one monster left, you've lost. Only monsters that share a color can be captured, but beware—the monster you capture will also change your own color! A colorful but challenging game.

This game stimulates problem-solving, logical reasoning and planning in a fun and challenging way.



DIFFICULTY LEVEL



level	7	8	9	10	11
wizard					✓
master				✓	✓
expert			✓	✓	✓
junior		✓	✓	✓	✓
starter	✓	✓	✓	✓	✓

age from >

WHY USE MESSY MONSTERS IN YOUR CLASSROOM?

Here are a few inspirational classroom applications:

Paint Splat Art Project: After playing, have students design their own monsters and choose their favorite paint color. Let them create artwork with splashes and paint effects. You can also tie this into a lesson about color mixing: What new colors appear when two paint monsters combine?

Monster Story Writing: The monsters in Messy Monsters are fun and expressive—maybe students can imagine stories about them. Who are they? Why do they make such a mess? How can you solve the paint monster problem? This can be a fun creative writing assignment and a great way to introduce narrative structure or character development.

Cooperative Learning: Have students play together and discuss the best strategies to win the game. This encourages teamwork and communication.

Individual Practice: Messy Monsters can also be played solo to work on logic and problem-solving at the student's own pace. Each level can be tailored to the player's individual progress.



EDUCATIONAL GOALS

By playing Messy Monsters, you work towards the following goals:

Problem-solving	<ul style="list-style-type: none">• Students learn to think strategically to choose the correct sequence of moves and overcome obstacles.• They develop skills in identifying patterns and predicting the consequences of their actions.
Logical and algorithmic thinking	Students are encouraged to plan ahead and use "if-then" logic to reach their goals.
Creative and narrative thinking	By using the monsters as inspiration for creative tasks such as writing stories, students learn about narrative structures and work on expressive skills.
Collaboration and communication	During cooperative sessions, students learn to make decisions together, talk about strategies, and listen to one another.

By playing Messy Monsters, you work towards achieving the following educational objectives:

WI ET 4.3 - WI ET 5.1 - NE ET 2.8 - SV ET 1.6 - NE ET 3.2

GOT QUESTIONS OR COMMENTS?

Contact us at playroom@smartgames.com



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