



Horrid Rules

2-4 players aged 4+

Henry has lost 4 of his 'Favourite Things'. Be the first player to find all 4 and race back to the start space without losing them to win the game.

Play:

Shuffle the 'Henry's Favourite Things' tokens and place one token, face down, on each of the designated spaces around the centre of the board.

Shuffle the Horrid Henry Cards and place them face down on the designated space in the centre of the board. Each player then chooses a play piece and places it on the start square. Youngest player goes first and throws the die, then moves that number of spaces and follows any instructions on the space they finish their throw on. Play then proceeds in a clockwise direction to the next player.

Once play has begun the start space becomes a standard blank play space.

If any player lands on a space with a skull & crossbones on it, like these below, they can search for one of 'Henry's Favourite Things'.



Turn over any of the 'Henry's Favourite Things' tokens and show it to everyone. If it is a 'Favourite Thing' that you don't have then you keep it.

Place it face up in front of you next to the board.

If you already have that 'Favourite Thing', turn it back over so you can't see it and try and remember where it was so you don't pick it again!



If you land on a 'Stop and take a card' space you must take the top Horrid Henry Card and follow the instructions on it. Some of these challenges are quite Horrid so it's up to the other players to decide on whether you completed the challenge horridly enough. If everyone says you were really horrid then play moves on to the next player however if you fail you must forfeit a token! Once a card has been used, return it face down to the bottom of the card pile.

If at any time you are told to put back a token, choose any token that you have in front of you and return it face down to any empty token space on the board. If you don't have any tokens to put back then you miss a go!

The maximum tokens any player can have is 4 different ones. Once a player has collected 4 different tokens they must race back to the start space without losing any. If they land on a skull & crossbones space while racing back to the start they just ignore the instruction and treat the space as a blank space.

Winning:

The first player to find 4 different tokens of 'Henry's Favourite Things' and successfully get back to the start space without losing them is the winner!

