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PlayMonster 6772

Spoons in a Case Card Game Instruction Manual

Brand: PlayMonster | Model: 6772

INTRODUCTION

The PlayMonster Spoons in a Case game is a classic card game designed for quick thinking and fast reflexes. Players race to collect four of a kind, then quickly grab a spoon to avoid elimination. This game is suitable for 3-6 players, ages 7 and up, making it an engaging activity for family game nights or gatherings.



It's the classic game of card grabbin' & spoon snaggin'



This image illustrates the age and player count for the Spoons game, highlighting its core mechanic of card grabbing and spoon snagging.

COMPONENTS

The Spoons in a Case game includes the following items:

- 1 Deck of 54 Playing Cards
- 5 Colorful Spoons
- Game Rules



1 Deck of 54 Playing Cards, 5 Spoons, Rules

A visual representation of all game components: a deck of cards, five distinctively colored spoons, and the instruction manual.



SOFT EDGES

Unlike your typical spoons, the spoons for this game are made for quick grabbing and won't hurt your hands!

This image emphasizes the design of the spoons, which feature soft edges for comfortable and safe handling during gameplay.

SETUP

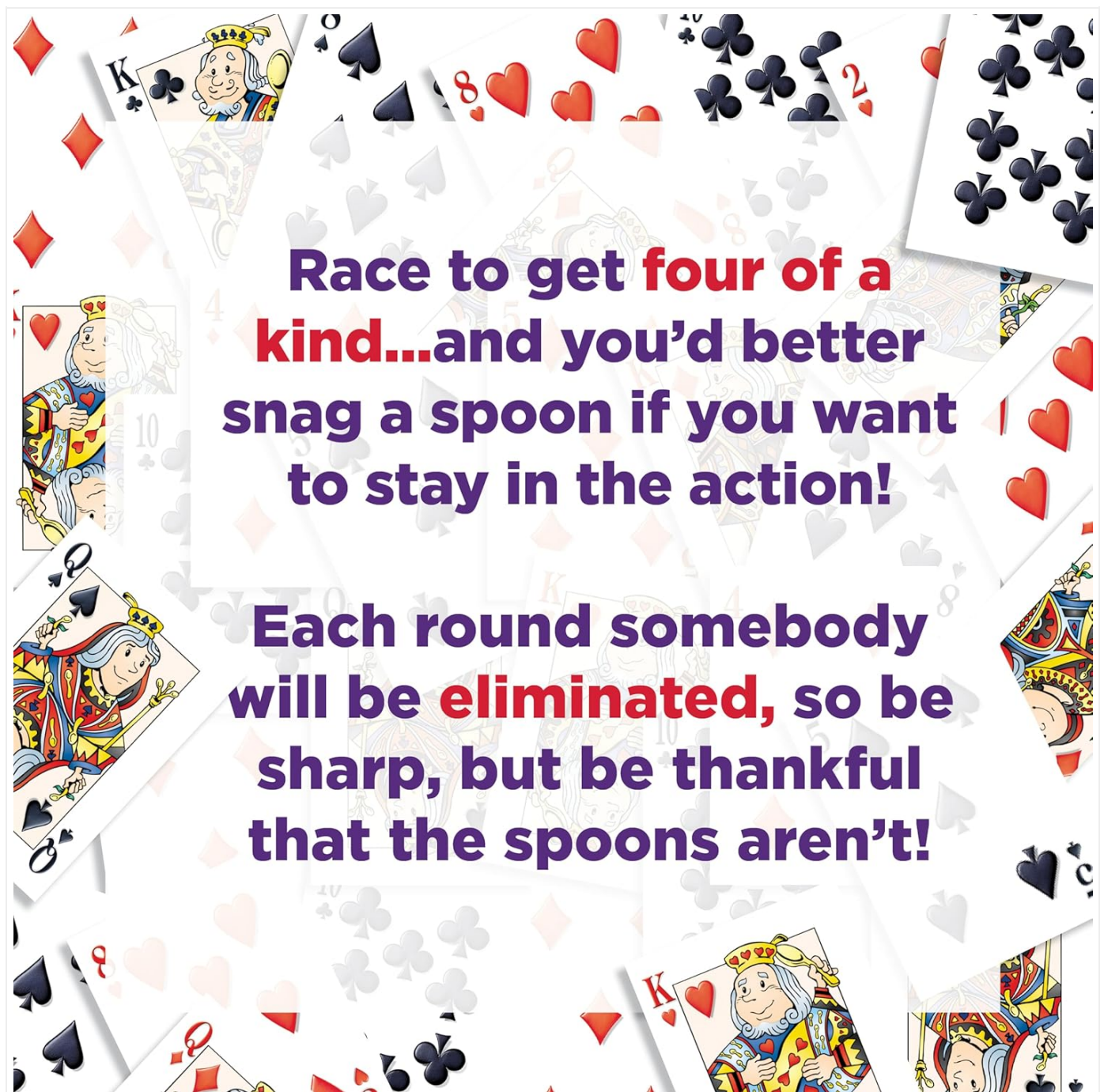
1. **Player Count:** The game is designed for 3 to 6 players. Ensure you have the correct number of players for optimal experience.
2. **Spoon Placement:** Place one fewer spoon than the number of players in the center of the playing area. For example, if there are 4 players, place 3 spoons. The spoons should be easily accessible to all players.
3. **Card Preparation:** Remove all Jokers from the deck. Shuffle the remaining 52 cards thoroughly.
4. **Dealing Cards:** Deal four cards face down to each player. Players should keep their cards concealed from others.
5. **Discard Pile:** Designate an area for a discard pile.

HOW TO PLAY

The objective of Spoons is to be the first player to collect four cards of the same rank (e.g., four Kings, four 7s) and then

quickly grab a spoon. Players who fail to grab a spoon are eliminated.

1. **Starting the Round:** The dealer takes the top card from the shuffled deck. They look at it and decide whether to keep it or pass it.
2. **Passing Cards:** If the dealer keeps the card, they must discard one card from their hand face down to the player on their left. If they pass the card, they pass the new card face down to the player on their left. This continues around the table. Each player receives a card from their right, decides whether to keep it or pass it, and then passes one card face down to the player on their left. Players always maintain four cards in their hand.
3. **Collecting Four of a Kind:** Players continue to pass cards until one player collects four cards of the same rank.
4. **Grabbing a Spoon:** As soon as a player achieves four of a kind, they must discreetly (or overtly, depending on house rules) grab one of the spoons from the center.
5. **Chain Reaction:** Once one player grabs a spoon, all other players must immediately grab a spoon.
6. **Elimination:** The player who does not manage to grab a spoon is eliminated from the game.



This image visually reinforces the game's core mechanics: racing to get four of a kind and quickly grabbing a spoon to avoid elimination.

ENDING THE GAME

After each round, one player is eliminated. The game continues with fewer spoons and fewer players until only one player remains. The last player remaining is the winner.

SPECIFICATIONS

Product Dimensions	6.75 x 1 x 6 inches
Item Weight	4.8 ounces
ASIN	B003BLQG8K
Item Model Number	6772
Manufacturer Recommended Age	7 years and up
Release Date	August 19, 2021
Language	English
Manufacturer	PlayMonster LLC

CARE AND MAINTENANCE

- **Cleaning:** The plastic spoons can be wiped clean with a damp cloth. Do not immerse cards in water.
- **Storage:** Store all game components in the provided case when not in use to prevent loss or damage. Keep the game in a cool, dry place away from direct sunlight.
- **Handling Cards:** Handle playing cards with clean, dry hands to prolong their lifespan. Avoid bending or creasing the cards.

TROUBLESHOOTING

Most issues encountered during gameplay are related to understanding the rules or missing components.

- **Missing Components:** Before starting a game, verify that all 54 playing cards and 5 spoons are present. If components are missing, contact the manufacturer.
- **Confusion on Spoon Grabbing:** Emphasize that the first player to get four of a kind initiates the spoon grab. All other players must react quickly. Practice a few rounds slowly to ensure all players understand the timing.
- **Game Flow Issues:** Ensure cards are passed face down and players always maintain four cards in hand. The dealer should always have a card to pass to their left.

SUPPORT AND WARRANTY INFORMATION

For product support, questions, or information regarding warranty, please visit the official PlayMonster website or contact their customer service department. Specific warranty details may vary and are typically provided with the product packaging or on the manufacturer's website.

Manufacturer: PlayMonster LLC

Website: www.playmonster.com

