

**MILK &
Cookies™**



Molly MooCow's Cookie Dunking Game

For 2 to 4 players / Ages 4 and up

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OBJECT

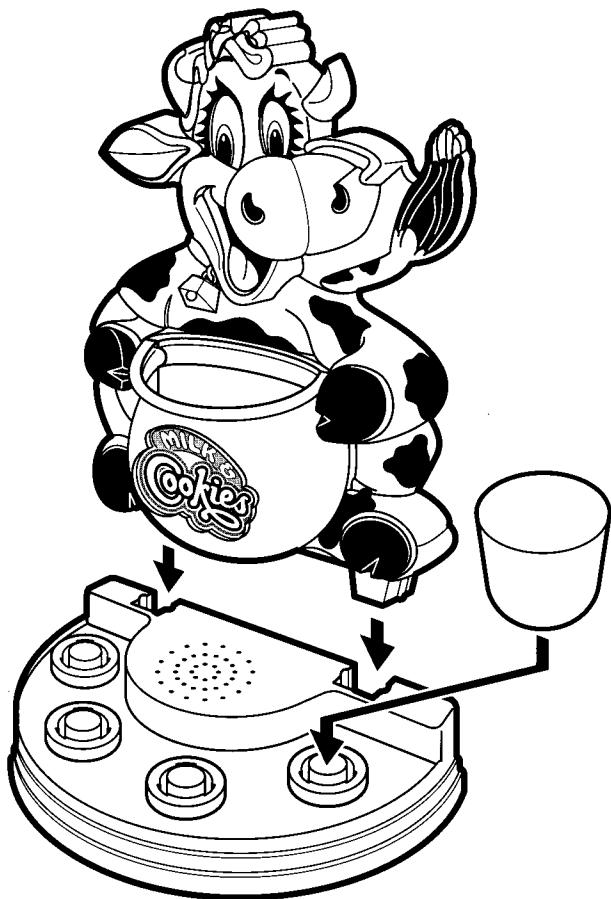
To have the most cookies on your plate when the cookie jar is empty! Molly MooCow is serving kids their favorite snack. Grab a cookie from the jar, and dunk it in a glass. The sounds you hear—"Mmmooo," or "Boing" or "Mmmooo" followed by a Cowbell—guide the play in this charming game which offers a little memory challenge.

EQUIPMENT

MOLLY MooCOW cow body and cookie jar, with base and 4 milk glasses • Cardboard sheet with 17 cookies and 4 plates • Labels
• 3 AA-size batteries required (not included)

ASSEMBLY

- Insert Batteries: Do this first. Refer to “Batteries” on next page.
- Apply eye labels. Apply MILK & COOKIES™ label inside raised area.
- Press four Milk Glasses onto tray.
- Press Cow into Base, as shown.
- Punch out the 17 Cookies and four Plates.



NOTE: When picking up the assembled game, put one hand under the blue base and hold the cow with the other hand.

Batteries

- Loosen the screw of the battery compartment on the bottom of the blue base, and remove the door. Insert 3 AA-size batteries (we recommend alkaline), making sure to align the + and – with the markings in the plastic. Replace the door and tighten the screw. CAUTION: 1. Be sure to insert the batteries correctly and always follow the game and battery manufacturers' instructions. 2. Do not mix old and new batteries. 3. Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries. 4. Always remove exhausted or dead batteries from the product.
- Batteries may leak if improperly installed. Remove during extended storage.

SETUP

- The children should sit in front of Molly MooCow, where they can all reach the milk glasses.
- Give each child a plate.
- Put all the cookies into the cookie jar.

GAME PLAY

- The youngest player goes first, and play passes to the left.
- When you dunk the first cookie, you will activate the electronics. When the game is untouched for several minutes, the cow will “sleep” and turn off automatically.

On your turn:

- Reach into the cookie jar and grab a cookie.
- Now dunk it in any one of the four milk glasses.
- **What do you hear?** What you do next depends on the sound.
 - *“Boing!”*: Sorry, the glass is empty, so put the cookie back in the cookie jar. Your turn ends. (**Hint**: Try to remember which glass is empty so you won't try it again before somebody finds the milk.)
 - *“Mmmooo”*: Good for you! You found the milk that goes with your cookie—so keep the cookie! Put it on your plate, and GO AGAIN! Now the “Mmmooo” moves to another glass.
 - *“Mmmooo” and the Cowbell*: Everybody *except you* covers his or her plate of cookies. Now you may **trade** plates with the player of your choice. (**Hint**: Try to remember who had the most cookies, and take that one!) If you had the most to start with, you don't have to trade. Your turn ends.

WINNING

When all the cookies are gone from the jar, the player with the most cookies on his or her plate is the winner. There can be more than one winner. Play again!

GAME VARIATION for Younger Players

Object: To be the first player to collect five cookies.

Gameplay: All rules are the same *except*...When you hear the "Mmmooo and the Cowbell", you don't cover your plates and exchange with one another. Instead, take another cookie from the jar and put it on your plate. Now the other players, in turn, take one cookie each. When all the others have taken a cookie, your turn ends and the next player goes.

Winning: You win if you collect five cookies first. (This could happen on another player's turn if you all hear the Cowbell and you each get to take a cookie.)

RE-STORAGE

Slide Molly MooCow off the base. Both halves will now fit back into the box.



We will be happy to hear your questions or comments about this game. Write to: Consumer Relations, Parker Brothers, P.O. Box 1012, Beverly, MA 01915, or phone 508-921-3500.

Proof of Purchase



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