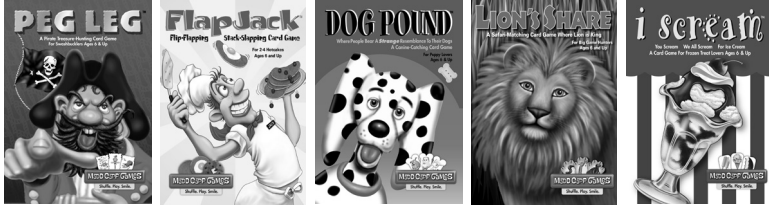


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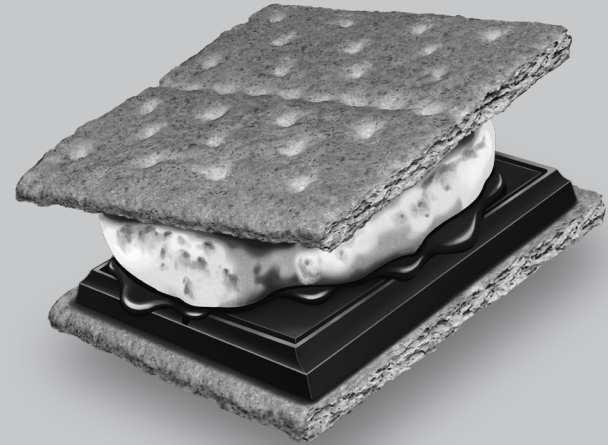
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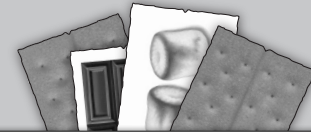
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# More S'mores™

A Graham Cracker Card Game to S'emble!  
For 2-6 Happy Campers, Ages 6 & Up



## Rules of Play



## MADD CAPP GAMES

Shuffle. Play. Smile.

# More S'mores™

For 2-6 Players, Ages 6 & Up    Playing Time: 15 Minutes of Fun!

## Contents

20 Graham Cracker Cards    10 Toasted Marshmallow Cards  
10 Chocolate Bar Cards    5 Burnt Marshmallow Cards  
5 Chocolate-Eating Ant Cards

## Object of the Game

Score points by building as many S'mores as possible. Two Graham Cracker Cards make a S'more — with or without any combination of Chocolate or Marshmallow Cards in between. But watch out for Burnt Marshmallows and Chocolate-Eating Ants... they'll eat your points!

## How to Play

Sift through the deck and set aside 10 Graham Cracker Cards to create the Cracker Pile. Shuffle the remaining cards (10 Graham Cracker Cards plus all the Chocolate and Marshmallow Cards) and deal out the deck. Players keep their cards in a neat pile, face down in front of them. Don't look at your cards.

To begin, the dealer takes a Graham Cracker Card from the Cracker Pile and places it in the middle of the table, forming a central stack. This card becomes the bottom layer of a S'more.

The player to the left of the dealer begins. They flip over the top card from their pile and place it on the central stack. Play continues clockwise. Once a player flips a Graham Cracker Card, a S'more is complete, and they collect that S'more (all the cards on the central stack) for points, to be counted later. Then they take the next Graham Cracker Card from the Cracker Pile to form a new central stack, and play resumes.



## Building S'mores

A traditional S'more is typically built: graham cracker + chocolate bar + toasted marshmallow + graham cracker.

In More S'mores you build your S'more with two Graham Cracker Cards, stacked with (or without) any combination of Chocolate and Marshmallow Cards. Make them double deckers, triple deckers, etc., depending which cards you flip. The bigger the S'more, the more points you win — or the more points you lose!

## Who Wins?

When all Graham Cracker Cards have been played — and all possible S'mores have been built — the game is over. Players count the points for each card in each S'more they've collected. Add points for Graham Crackers, Toasted Marshmallows, and Chocolate Bars. Subtract points for Burnt Marshmallows and Chocolate-Eating Ants. The player with the most points, wins!

## Scoring

Point values for each card:

Graham Cracker Card = add 1 point

Toasted Marshmallow Card = add 3 points

Chocolate Bar Card = add 3 points

Burnt Marshmallow Card = subtract 5 points

Chocolate-Eating Ant Card = subtract 5 points