

## **Have Monsters, Will Travel...**

The new Dice range from family-owned ZooBookKoo was developed by the whole family. It started out as a means of helping their dyslexic son improve his mental maths in a fun way. In the end, everyone contributed with ideas to create this quick and lively game. 'Even though the game only went on sale recently, we have already had lovely emails from customers saying what a hit it is!' says Stephen Wattleworth of ZooBookKoo.

Each pack contains a handy holiday travel bag to pop in your pocket, three monsters (either black or pink), three dice and instructions. The dice are chunky 24mm dice and combined with the highly tactile monsters – this game is hands-on and addictive.

The game can be played at different skill levels. At the simplest level, roll the dice, do the sums. If you throw 'Aaahhh!' – you are out of that round – feel free to shout in dismay!. The other players then try to beat your score. The highest scorer wins a monster – win all three monsters to win overall. This game seems to prove that necessity is the mother of invention and that simplicity may be the key to success. Available at good toy, book and gift stores RRP £6.50.

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