

## Musical Monkeys

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<b>Category</b>	Game
<b>Type</b>	Steam release
<b>Time to allocate (mins)</b>	10
<b>Instructions</b>	<p>The whole pack changes into Bandarlog and move around to the beat of the music. When the music suddenly stops every monkey must promptly sit on the floor. The last one left standing is caught by Kaa (Sixer) and is taken to his/her home/den. Each monkey caught by Kaa falls in behind the original Kaa and the whole line moves out to collect each new monkey as the music stops, until all the Bandarlog have been "swallowed" by Kaa. Kaa then moves once around the room hissing to slow and measured music and the game ends.</p>

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