

Moooooooooooo

Are you an alien, a cow, or a tiger? Find your match and score a point!

SCAN TO SEE IT PLAYED



The core game

How it works

- 1 Players stand in a circle facing inward
- 2 On the count of three, each player simultaneously chooses and performs one of three characters: Alien (fingers on head as antennae, say 'BLEEB BLEEB'), Cow (bend forward, say 'MOOOOO'), or Tiger (push hand forward as a claw, roar)
- 3 Players facing each other compare their characters — if you both chose the same one, you each score a point
- 4 Play several rounds and the player with the most points at the end wins

Ways to play

Two versions for every occasion

Way 1 — Circle Showdown

Best for 6+ players · Hall, classroom, or garden

- Stand in a circle with an even number of players so everyone has someone directly opposite them
- Everyone counts down together: '3, 2, 1...' and reveals their character simultaneously
- Each pair facing each other checks for a match — matching characters score a point each
- Rotate the circle by two steps so everyone has a new partner opposite them
- Play 5 rounds and tally up the points — most points wins!

Way 2 — Head-to-Head at Home

Best for 2–4 players · Living room or garden

- Two players stand facing each other
- Count down together and reveal your character at the same time
- A match scores a point for both players; a mismatch scores nothing
- Play 10 rounds, then swap in a new challenger
- For 3–4 players, take turns being in the hot seat and keep a running tally — highest score after everyone has had 3 turns wins

TIP FOR PARENTS

Try this at home

Ham up your own character as much as possible — the more ridiculous you are, the more your kids will commit to it too. Don't keep score if it causes conflict; the fun of the sounds and gestures is reward enough.

THE SCIENCE OF
PLAY

Why it works

Simultaneous reveal games remove the advantage of going second, making every round feel completely fair. The physical performance of each character — the sounds, the gestures, the silly postures — gets kids out of their heads and into their bodies, which is brilliant for releasing tension and building group energy.

SCHOOL ' HOME

The connection

Your child played Moooooooooooo at school today as a way to warm up and connect with classmates — playing it at home is a great way to relive those giggles together.