



WHAT YOU'LL NEED: A utility knife, scissors, Elmer's glue or a glue stick, a ruler or other straight-edge (a metal ruler is ideal), and enough corrugated cardboard for six rings (each ring is four inches square). A large black marker is optional.

ASSEMBLY:

Cut out the BODY on Parts Page 1. Fold the blank panel DOWNWARD and then fold DOWNWARD between the three body panels. Glue the blank panel to the back of the opposite body panel, forming a three-sided pyramid as shown in Figure 1.

Next, cut out the three CLAWS on Parts Page 1. For each claw, fold the blank panel UPWARD as shown in Figure 2. Glue the blank claw panels to the inside of the BODY as shown in Figure 3.

Cut out the BODY and CLAWS on Parts Page 2 and assemble a second monster in the same way as we did the first one.

Now we'll make containment rings to capture the monsters. For each ring, begin by cutting around the general area of the ring and then glue the ring to the corrugated cardboard, as shown in Figure 4. Use the utility knife and ruler to carefully cut around the outside of the ring, and to remove the inside of the ring, as shown in Figure 5.

(The corrugated cardboard is needed so the ring will be heavy enough to throw, but **younger builders should have parents or guardians help with cutting the cardboard**).

After cutting out all six rings, your ring toss game is ready to play.

To be extra fancy, you can print another copy of Parts Pages 3 and 4, cut out the rings and glue them to the backs of the cardboard rings so your rings are two-sided. To be exceedingly fancy, you can use a large black marker to darken the edges of the cardboard. To do this, just lay the tip of the marker sideways on the cardboard edge.

Now find a partner to help fight the invading aliens! Take turns tossing rings (three rings each) and see who can throw the most rings over an alien. Or see who can 'capture' an alien from the farthest distance. Or each player can place a monster in front of themselves and then see who can capture the other player's monster first (by being first to throw a ring over it or by throwing the most out of three over it).