



### **Setting up your Monster Party**

Everyone playing Monster Party should sit in a circle with their Monster creation tools. The Host of the Monster Party (usually the person who has introduced the game) should read aloud the following steps:

#### **Creating your Monster**

Everyone here is going to make a Monster. It can be any size and any shape. It can have any features you wish. But there are rules to follow, and these are the rules:

First, fold your sheet of paper in half. Then fold it in half again. Then fold it in half one more time. Unfold it – your paper should now be divided into 8 squares.

Now draw your Monster's body on the sheet of paper (its body can be any size, shape or texture). The bigger the Monster, the more things it can do but the less Stuff it will have.

For each square your Monster's body touches, take one die from the pile. You should now have between 1 and 8 dice. Write down this number next to your Monster's body.

#### **EAT**

First, draw how your Monster eats Stuff. Usually, this will be a mouth (teeth are not necessary but they are fun to have). You could also draw a beak, a sucker tube or a strainer (like a whale). You may not have a Monster without a mouth – all Monsters have to eat Stuff sometimes. Spend one die for each square that your Monster's mouth touches (be sure to save some dice for the next two parts!). Write down this number next to your Monster's mouth.

#### **MOVE**

Now you may draw how your Monster moves around. You can draw legs, feet, wings, tentacles, fins or even weird things like jetpacks or balloons. If your Monster is just a body, it can still move around...that's okay too. For each type of movement the Monster has, you must spend one die (put it back into the pile). This means that if your Monster can run, fly, swim and dig, you must spend four of your dice. You may choose several ways to move around that all use the same body part. You may also choose several body parts that perform the same kind of movement. If you want your Monster to be fast, you can spend more than one die per type of movement.

Write down this number next to your Monster's legs (or whatever it uses to move). Monsters with 0 movement always go last. They can only shuffle around and aren't able to climb, fly, swim, dig, float, glide, walk, jump or run around.

#### **GRAB**

Last but not least, draw how your Monster can take Stuff and carry it around. You can draw arms, claws, hands, tentacles, pinchers, tails or anything else. The only thing a Monster can't use to grab stuff is his mouth. Mouths are for eating Stuff, not grabbing Stuff (although a Monster could use its tongue to grab Stuff!). For every way the Monster can grab Stuff, spend a die. This means if your Monster has six ways to grab Stuff, you must spend six dice. If you want, you can spend more than one die per way to grab Stuff if you want your Monster to be strong.

Write down this number next to your Monster's hands (or whatever it uses to grab Stuff). Monsters 0 grab cannot hold Stuff. They have no arms or other body parts with which to carry things.

## **Details**

You can spend the rest of Monster Creation to color your monster, add eyes, ears, horns and anything else you can imagine. You should also give your Monster a name, describe what it likes to eat and what it likes to grab or carry around.

## **Stuff**

Stuff is what all Monsters want. Sometime they eat Stuff. Sometimes they grab Stuff and carry it around as a prize. Some Monsters steal Stuff. Others like to share Stuff.

Each player will start with Stuff. The amount the players start with depends on the size of their Monsters. Large Monsters get less Stuff. Small Monsters get more Stuff.

Count the number of squares that your Monster's body isn't touching. Take that number of dice from the pile. These dice represent your Stuff.

## **Doing Stuff**

Everyone should now move so that they are still in a circle, but they're sitting to the right of a larger Monster. If two players have same-sized Monsters, the younger player should sit on the right. The player with the smallest monster gets to do Stuff first (ties go to the younger player).

To do Stuff, draw a quick picture of the Stuff you'd like to introduce to the Monsters. Being Monsters, they'll all try to get that Stuff and either eat it or take it.

When you've drawn the Stuff, introduce it in a short scene (like, "There is a billboard here with a painting of a pirate dressed in pirate clothes."). Then, announce how many dice the Stuff is worth. Take that number of dice from your pile of Stuff and push toward the center of the circle.

The more dice you risk, the harder it will be for the Monsters to get your Stuff. But if they successfully get the Stuff, you lose it.

## **Trying to Get Stuff**

All the Monsters roll their Move (the number of dice written next to their legs). When you roll your Move dice, you should yell out what you want your Monster to do (eat or grab). If the Stuff in question matches what the Monster likes to eat, the Monster must try and eat it. If the Stuff is something the Monster likes, the Monster must try and grab it.

The person who rolls the highest number gets to try and get the Stuff first. If there are ties, then the NEXT highest person gets to go (the other two Monsters are assumed to be fighting over whom gets the Stuff).

The Monster who wins the move roll now gets to try and get the Stuff. Roll the Monster's Eat or Grab (you have to do whatever you yelled out). The player with the Stuff then rolls all the dice that he or she is risking. The person who rolls highest wins. If there is a tie, neither person wins.

If the Monster wins, it's able to either eat the Stuff or take the Stuff from the other player. The Monster also gains all of the dice that were risked, plus an extra die for every number above the player's highest number.

**Eating Stuff**

When a Monster eats Stuff, the Stuff goes away and the Monster's player gets to keep it. Put the Stuff off to the side. The Monster can also give the Stuff to another Monster. If this is done, the Monster loses all the dice it gained and these are given away as well. Eating Stuff is a smart thing to do if you're a small Monster. This way, a larger Monster can't steal your Stuff.

**Grabbing Stuff**

When a Monster grabs Stuff, the Monster gets to carry around the Stuff for the rest of the game. However, a bigger Monster can steal Stuff that's been grabbed on the same turn. The bigger Monster rolls its Grab and tries to beat the smaller Monster's highest die. If successful, the bigger Monster gets the dice and the Stuff that the smaller Monster just won. If unsuccessful, the smaller Monster gets to take one die from the loser for every number above the bigger Monster's highest number.

Two or more smaller Monsters may "team up" to steal from a larger Monster if the total number of squares their bodies touch is greater than that of the larger Monster.

**Keeping Stuff**

If the player who was doing Stuff wins the die roll, he or she keeps the dice and takes one die from the loser for every number above the Monster's roll's highest number. The Monster is then affected by the Stuff in some way (at the discretion of the Stuff's creator). Then, the Monster with the next highest Move roll may attempt to get the Stuff. And so on until everyone has had a chance.

The player doing Stuff can also withdraw the Stuff by having it go away. In this case, the player's turn ends and the next largest Monster gets to go. If the largest Monster has just done Stuff, it circles around back to the smallest Monster.

**The Next Turn**

The player to the left of the Monster that did Stuff now gets to do Stuff.

**The Point of the Game**

There is no point to this game. It's just a Monster Party.