



MONSTER MAKER



Create monsters as fast as you can before others make them

AIM OF THE GAME: Get as many monster tiles as you can

GAME COMPONENTS

- 6 monster tiles with a small monster on 1 side and a big monster on the other side
- 51 double-sided monster cards with half monsters on the 4 edges of the card.

There are 6 different monsters and they can be on the top, middle or bottom of each side of the card.

Each card allows to form at least one monster (sometimes more) by associating it with any other card of the game, you just have to find the right combination (associate the good sides)

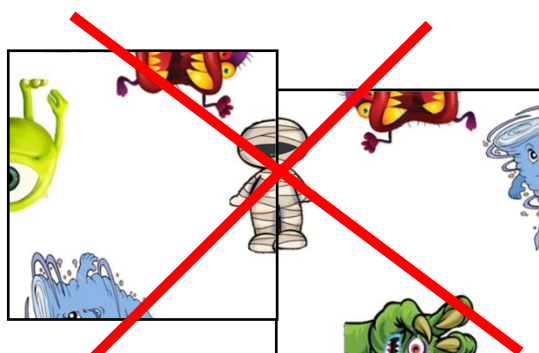
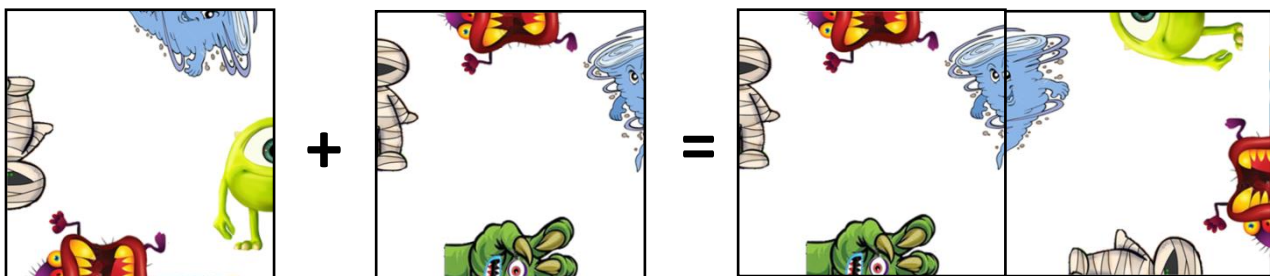


HOW IT WORKS

Put the 6 monster tiles in the middle of the table with the small monster side up

Each player receives 2 cards and leaves them on top of each other until the round starts, the remaining cards form a draw pile in the center of the table. At the top start, each player must form a monster with his 2 cards.

To do this he must find a good combination (there is at least one per card, sometimes more) by turning and turning over the cards to place them side by side so that a whole monster appears.

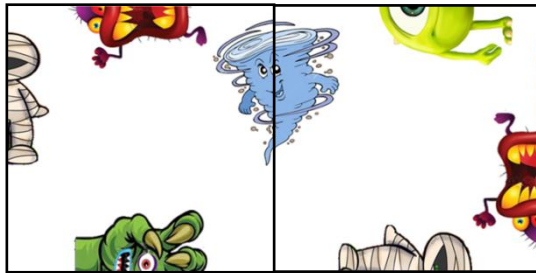


The cards must be side by side



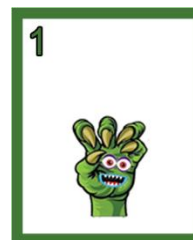
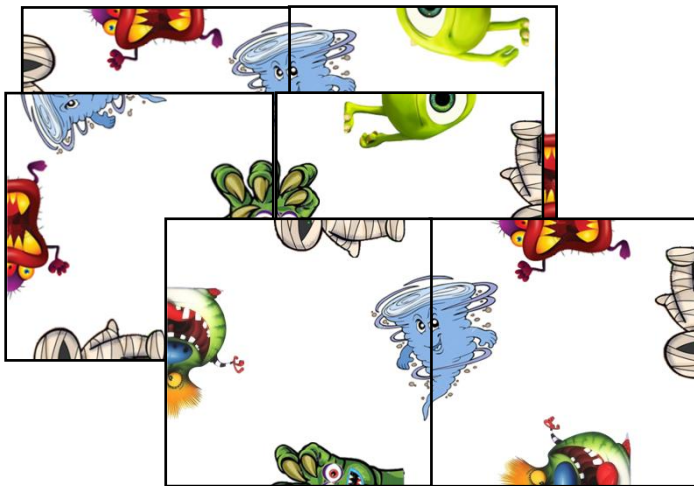
The monster must be well done

When a player has succeeded in forming a monster, he puts it in front of him and gets the corresponding small monster tile giving him 1 point. Then he takes 2 new cards from the deck to make a new monster



If another player makes the same monster, he will steal the corresponding monster tile to the one who has it.

If a player makes a monster and he already owns the corresponding small monster tile, he flips it to the big monster side giving him 2 points.



If another player makes the same monster, he steals the big monster tile to the one who has it.

END OF THE GAME

The game ends

- either if a player gets 5 points in front of him anytime during the game, he stops the game and is the winner.

- either when a player can't take any new cards from the deck because the deck is empty.

In these case the player owning the most points is the winner. In case of a tie, the player with the most big monster tiles wins.

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