The background of the entire page is a repeating pattern of red, overlapping scales. The word "MY MONSTERS" is written in a large, bold, red font. The letters "M", "O", and "S" are stylized to look like monster faces, each with two white eyes and small white fangs. The word "MONSTERS" is larger than "MY".

# MY MONSTERS

RULES

# EN. MY MONSTERS

## GAME OF OBSERVATION AND SPEED

Players notice visual details and practice mental agility.

### ONCE UPON A TIME, THERE WAS...

... a monster! Well, many monsters to be exact, in different colours, with spots, scales, fur... Monsters of every kind! The more you make, the better!

### Number of players: 2 to 6

**Player age:** for various levels (from 4, 5 or 7 years)

**Duration of each game:** 15 minutes

### PIECES INCLUDED

- 60 monster pieces:

- 20 heads (in 5 colours and 4 textures) -
- 20 bodies (in 5 colours and 4 textures) -
- 20 legs (in 5 colours and 4 textures)

- 4 dice:

- 1 colour dice - 1 texture type dice (furry, scaly, spotted and plain) - 1 dice with basic level monster parts - 1 dice with advanced level monster parts

### AIM OF THE GAME

Complete the greatest possible number of monsters to become the player with the most points.

### BEFORE YOU START

Shuffle and place the 60 monster pieces face up in the middle of the table.

Choose the dice according to the level you want to play:

Initial (+4 years): colour dice + dice with basic level monster parts

Basic (+5 years): colour dice + textures dice + dice with basic level monster parts

Advanced (+7 years): colour dice + textures dice + dice with advanced level monster parts

### THE GAME

Players take turns. The player who most recently saw a monster under their bed starts.

The player throws all the dice together.

Together the players interpret the value of the dice and find the right monster piece.

The fastest player picks up the piece.

A player can only pick up one piece per turn (there is usually more than one correct piece on the table).

## DICE VALUES:

### Colour:

 pink /  red /  yellow /  blue /  purple /  any colour

### Texture:

 spots /  scales /  fur /  plain /  any texture /  -1 all players place one piece in the centre of the table, if they have one, which matches the conditions shown on the other two dice

### Basic level parts / Advanced level parts:

 head /  body /  legs /  no head /  no body /  no legs

The player has to try to create monsters using the body parts: 1 head piece + 1 body piece + 1 legs piece.

## RULES

- If the values on the dice show a piece held by another player, you can steal that piece. To protect their piece, the player must yell: 'Monsters!'
- If a player yells 'Monsters!' by mistake, they have to leave one of their pieces in the middle of the table with the others.
- The pieces collected by the player must be placed in front of them and accessible to the other players.
- A monster with all 3 parts in the same colour and texture is a super-monster.
- Super-monsters are protected until the end of the game. They cannot be broken up at any time.

## END OF THE GAME

The game ends when, among all of the players, 3 super-monsters have been created.

Then, the players look at all the monsters each player has created and the points are added up:

Monsters in different colours and textures: 1 point

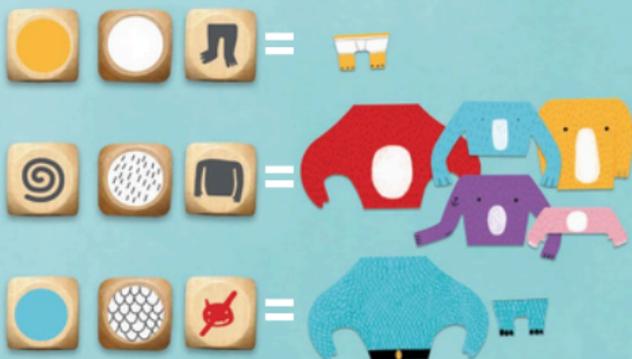
Monsters all in one colour: 2 points

Monsters all in one texture: 2 points

Super-monsters (same colour and same texture): 3 points

The player with the most points is the winner.

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Producte  
lingüísticament  
responsable



**3 pts**

SuperMonster



**2 pts**



**2 pts**



**1 pts**

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