



INSTRUCTIONS

AGES: 4 and up

PLAYERS: 2-4

OBJECT OF THE GAME: Be the first player to collect all six parts needed to make a monster.

CONTENTS: 5 different monsters (made up of 6 cards each), 18 "Take a Part" cards, 4 Scientist cards and 2 Wild cards

GAME SET UP: Shuffle the cards and deal each player 3 cards. Players may look at the cards they are dealt, but should not let other players see them. Place the remaining cards, face down, in the center of the play area to form the draw pile. Take the top card and place it face up next to the draw pile. This will be the discard pile.

PLAY: The youngest player goes first. Play always passes to the left. The first player draws a card from the draw pile, adding it to the cards in his hand. Then the player must discard by either laying a card on the discard pile or by playing on his monster.

If the player has a Monster Part card that he needs to make a monster, the card is played in front of the player. When players are building a monster, the cards should be placed as shown in the diagram to the right. The Monster Part cards may be played in any order.

If the player cannot play a Monster Part card, he may play one of the following cards on the discard pile:

•Take a Part Cards - (Take a Body, Take a Arm (R-right or L-left), Take a Leg (R-right or L-left), and Take a Head). These cards allows a player to take a body part, as indicated on the card, from another player's monster.

• Wild -This card may be used in place of a Monster Part in a player's monster. Once a Wild is played as a part of a monster, it cannot change it's meaning. If the Wild is substituted for a monster arm, it cannot represent a different part later - even if it is stolen, it is still an "arm".

• Scientist Card-This card allows a player to draw two more cards and then discard two cards. This is in addition to the player's regular turn. The Scientist card may be played immediately after drawing it, or a player may choose to save it for later during the game.

Remember! Players draw and discard in every turn. So a player should always have three cards in his hand at the end of his turn.

WINNING THE GAME: The first player to complete a monster with all six of his parts is the winner. The monster can be mixed up as long as the completed monster consists of 1 head, 1 body, 1 right arm, 1 left arm, 1 right leg and 1 left leg as shown.

ALTERNATE WAY TO PLAY:

THE MONSTER CHALLENGE

This version is more of a challenge and takes longer to play. Play the game as described in the previous instructions, but in order to win, a player must complete a monster with six matching body parts. For example, the player must have the all the parts to the blue monster.

