

FUNDEX GAMES, LTD.		COLOR	
FILE NAME: 檔案名稱:	4267_I_MonsterMashUp.ai	CMYK 印刷顏色	 Black
PRODUCT: 產品名稱:	Monster Mashup	SPOT COLORS 專色	
ITEM NUMBER: 貨號	4267-00-11	DO NOT PRINT PANTONE 144C! (DIELINE) 專色144C只用於刀模切線 不用印刷	
ASSEMBLED SIZE: 完成品呎吋:	4"W x 4.75"H		
FLAT SIZE: 印刷呎吋:	8"W x 10.25"H		

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.



©2009 Fundex Games, Ltd.
P.O. Box 421309 • Indianapolis, IN 46242

MADE IN CHINA

Questions or comments? Write to us at the address above, call 1.800.486.9787 or email customerservice@fundexgames.com

www.fundexgames.com

In an effort to continually improve our products, items may vary from those shown.

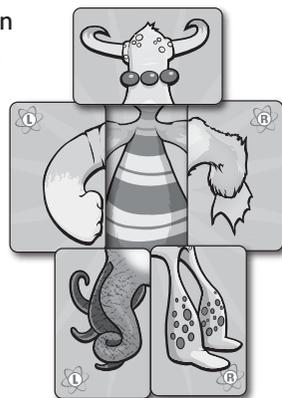
4267-00-11

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. 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:



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.

• **Take a Part Cards** - Take a Body, Take an Arm (R-right or L-left), Take a Leg (R-right or L-left), or Take a Head. These cards allow 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 its 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 to the left.