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MONSTER*BUNCH

GET THE TWIN!

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Age: 7 years and older
Players: 2-8
Playing time: ca. 25 min.

Material:

- 2 x 54 cards with monster in 3 colours
- 2 special wooden dice
- hourglass (60 seconds)
- rule (D-GB-F-I)

What is it all about:

The game works best if played in teams.
It is up to the players if two or more teams are built.

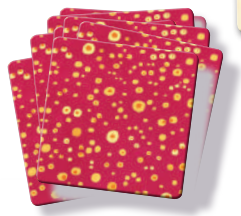
Describe and find the right monsters on the cards as fast as you can (hourglass!) as each monster seeks its twin. Exact details are helpful!

But wait – it is not as easy as that, though!

The dice determine constantly new if something may be said about numbers or colours or eyes or … in the current round of the game at all. If somebody does it anyway, a new card must be drawn to start over again – and valuable time is wasted.

Which team gets most twins?



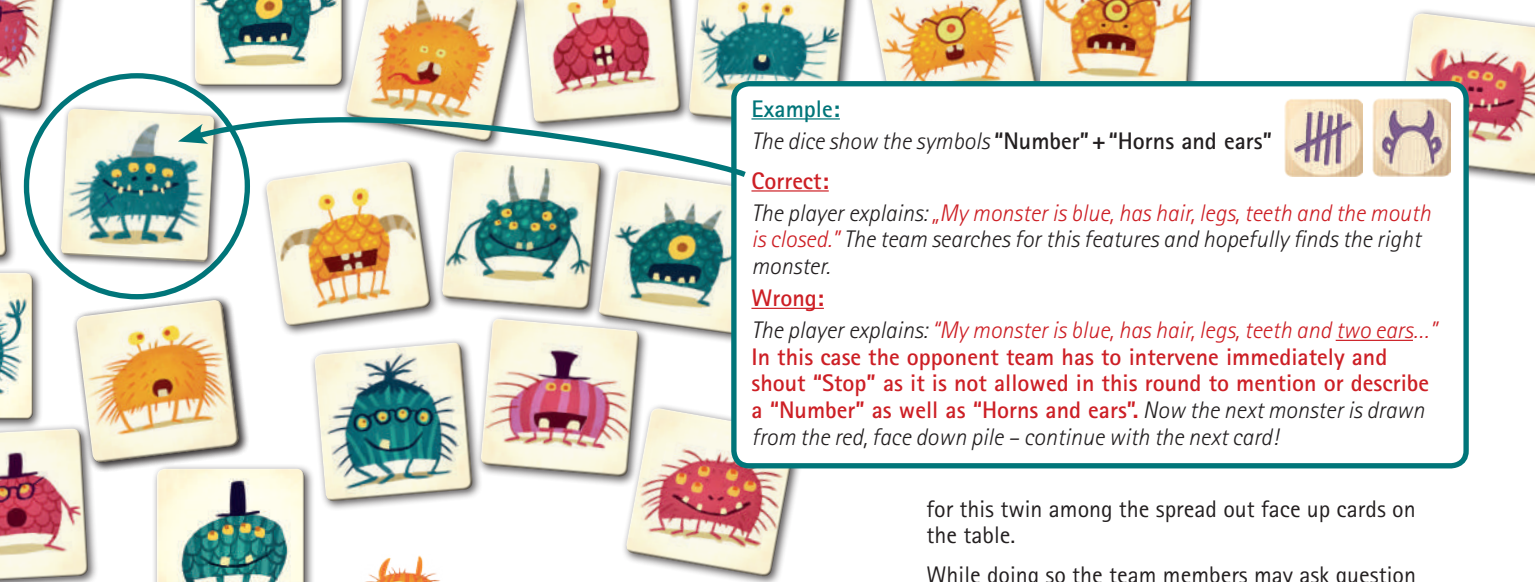








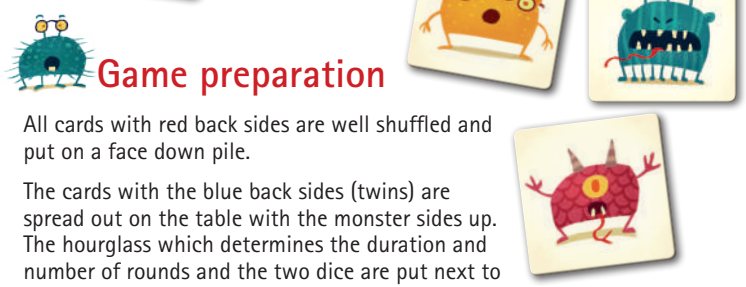




Example:
The dice show the symbols **"Number" + "Horns and ears"**

Correct:
The player explains: „My monster is blue, has hair, legs, teeth and the mouth is closed." The team searches for this features and hopefully finds the right monster.

Wrong:
The player explains: "My monster is blue, has hair, legs, teeth and two ears…"
In this case the opponent team has to intervene immediately and shout "Stop" as it is not allowed in this round to mention or describe a "Number" as well as "Horns and ears". *Now the next monster is drawn from the red, face down pile – continue with the next card!*



Game preparation

All cards with red back sides are well shuffled and put on a face down pile.

The cards with the blue back sides (twins) are spread out on the table with the monster sides up. The hourglass which determines the duration and number of rounds and the two dice are put next to the cards.

Now it is time for the teambuilding.



How to play with 4 players and more

The team with the most eloquent player starts with him throwing the dice.

The dice determine which monster features must **not** be mentioned by him in this round. The dice remain visible for everyone on the table so the opponent team can control if any "forbidden characteristics" are mentioned.

The hourglass which runs for 60 seconds is turned around. Now the members of the explaining player's team try to find as many twins as possible within the remaining time.

The starting player draws the upper card from the red pile and tries to explain the visible features of this monster as fast as possible. Any number of hints, facial expressions and gestures are allowed – **only the forbidden characteristics must not be said or described…** While the player is describing the rest of his team looks for this twin among the spread out face up cards on the table.

While doing so the team members may ask question to the describing player – when answering he must not mention any of the "forbidden characteristics".
The team members may discuss with each other. **Then one monster must be chosen by touching the card.**

- **If the monster is identified correctly** the twin cards are put in front of the playing team and they continue fastly.
- **If the monster is not the matching twin** the card stays on the table. The drawn card is put back under the pile (this may also be done after the hourglass ran out) and the starting player draws the next card. Continue! There is always just one try. No matter if the touched card shows the right or the wrong monster, a new card is drawn.
- **If the player names one of the "forbidden characteristics" and the opponent team notices it** the drawn card is also put back under the pile and the playing team continues with a new card.

When the hourglass expires the next team is up to describe and guess. This continues rotationally until all twins are matched.





End of the game and winner

As soon as all twins have been found the teams compare the cards they won by putting them side to side in a pile. The team with the highest pile wins the game. If two or more teams are equal they share their victory!

ENJOY THE FUNNY MONSTER CHASE!



Alternative ways to play

For younger players

If playing with younger children one or also both dice can be omitted. Also the number of twin monsters can be reduced. In case of a mistake or a wrong guess it is the next player's/next team's turn.

For two players

If only two players are in the game they work as a team and try to find all the monsters needing as few rounds as possible. The two players take turns describing and guessing. As described before the features that mustn't be said are determined by the dice before each round.

How many rounds do you need to get all monsters?

- **8 rounds or less:** Monsterously! You know each monster by heart!
- **9–12 rounds:** Well done! Many protruding eyes and a big mouth are helpful...
- **13–17 rounds:** Not bad! You have seen a monster before, right?
- **18 rounds or more:** Try again! By the way, the monsters are the colourful creatures on the cards...!

For three players

If three people play, the players take turns in explaining in each round. The two other players search for the twins and also have only **one** try.
Who touches the correct card first gets it – and the describing player gets the twin card which he has just described successfully.

If a player guesses wrongly no more hints are given – and the other player also has to guess.

- If he is right he gets one of the twin cards as described above and the describing player gets the other card.
- If both players guessed wrongly or a forbidden feature was said the drawn monster card is put back under the pile.

The rest of the game is played as described in the 4 players and more version. In the end the highest pile wins.

Monster memo

It is also possible to play a simple memory game.
For this shuffle the cards and spread them face down on the table. Now turn around one red and one blue card.
If a player finds a couple he takes it and it is his turn again. If he turns around two different monsters these are turned over again and it is the next player's turn. For this version the dice and the hourglass are not needed.



Dice symbols

The dice determine which parts of the body or features must not be mentioned. **They also may not be described or hinted at.** If the team members ask questions about current forbidden characteristics the explainer is **not allowed** to answer them!

If done so anyway the current card **must be put back under the pile and the next one is drawn.**
That is why the opponent team(s) should always pay full attention!

Die 1:



Size*



Colour



Hat and glasses



Number**



Dandruff and hair



Stripes and points

Die 2:



Horns and ears



Arms and hands



Legs and feet



Eyes



Mouth



Teeth and tongue

*** Size:**
It is not allowed to describe if something is **fat, skinny, big, small, short, broad, slender, etc.**

**** Number:**
The number of body parts may not be mentioned, that means no figures and words like: **one, none, many, few, some,...**

- Singular and plural are allowed like "horn/horns" (unless "horns and ears" are not forbidden)
- If "eyes" are forbidden it is not allowed to say "eyebrow" or "brow" or "pupil".

Plus:
If the players are not able to reach an agreement if a twin couple is counted or not all players cast their vote to decide this. During these discussions the hour glass is laid down (put to pause) in order to stop the time from running.

Of course it is up to each game round to agree on house rules which will be valid during the game.