PUSH a MONSTER

Spielregel | Rules booklet | Livret de règles



PUSH a MONSTER

A monstrously strong pushing game
by Wolfgang Dirscherl and Manfred Reindl
for 2 - 4 players aged 5 years and up.

The monsters have been let loose in the monster arena!

Here they can tease, taunt and tussle with the other monsters using every trick in the book. They push and squeeze and throw elbows and sometimes even poke one another with their sharp fingers.

Be careful, *though – despite all of this frantic pushing, monsters shouldn't shove other monsters out of the arena!*

Object of the Game

Turn after turn, players roll a die, then push the chosen monster into the arena, trying to do so without dislodging other monsters already there. This isn't as easy as it might sound because you don't push the monster with your hands, but with two custom made monster pushers.

If you do topple a monster (or two or three), your fellow players will be happy because they then collect a token matching these fallen monsters. When the game ends, whoever can form the longest line with their collected tokens wins this monstrously strong game!

Game Components and Set-up

- **27 wooden monsters**
  Before your first game, place the stickers on the monsters, attaching the appropriate sticker to one side of each monster.



- **1 die**
  Place one round icon sticker on each side of the die.



- **1 monster arena**
  Place the monster arena in the center of the playing area.



- **2 monster pushers**
  Keep these pushers handy for all players.



- **81 monster tokens**
  Sort these tokens by size into 6 stacks and keep them within easy reach.



- **1 rules booklet**

Preparing to Play the Game

Before starting the game, place onto the arena the following seven monsters:

- *Both purple monsters*
- *One monster of each other type*

Arrange the monsters in any way that you like so long as they don't protrude over the edge of the arena and their stickers are face up (so that everyone can see what type of monster they are).



Playing the game

Players take turns one after another in a clockwise direction. The player who last saw a monster starts the game.

If you can't agree on the starting player, the youngest player begins. At the start of each turn, the active player rolls the die.

Which icon did you roll on the die?

If you rolled a monster...



Place the large monster pusher in front of you. Take the monster showing on the die from the general supply and place it on the light mark on the pusher. Lift the pusher with the monster on it in one hand, then take the smaller monster pusher in your other hand.

Now push the monster onto the arena using only these two pushers, but try not to push any other monsters off the arena while doing so!



If you rolled the question mark...



Count each monster type in the general supply. Take one of whichever monster type occurs most frequently, place it on the big monster pusher, then try to push that monster onto the arena with the smaller pusher.

Note: In case of a tie between two or more types of monsters, you choose one of those kinds.



Important rules in the monster arena:

- *After placing the monster on the large pusher, you cannot touch this monster with your hands or anything other than the smaller pusher.*
- *However, if the monster falls off the pusher, you can place it back on the pusher and try once again to push it onto the arena.*
- *You may turn the monster arena, or even walk around the table – to gain access to roomier locations. Be careful not to touch any of the monsters. If a monster falls off that's just bad luck.*
- *You must push the monster completely onto the arena; no part of the monster can protrude over the edge of the arena, and of course monsters cannot lie on top of one another! Your turn ends only once the monster lies completely on the arena.*

What if a monster falls off the arena?

If a monster falls off the arena during the active player's turn, all other players take one token of that monster type from the general supply and place it in front of them. If more than one monster falls from the arena, all other players take one token for each of the fallen monsters. Then remove the fallen monster(s) from the game. If a monster falls for some other reason – e.g., a cat jumps on the table – simply remove the fallen monster from the game.

After the active player's turn is over, the next player in clockwise order rolls the die and takes their turn.

End of the game

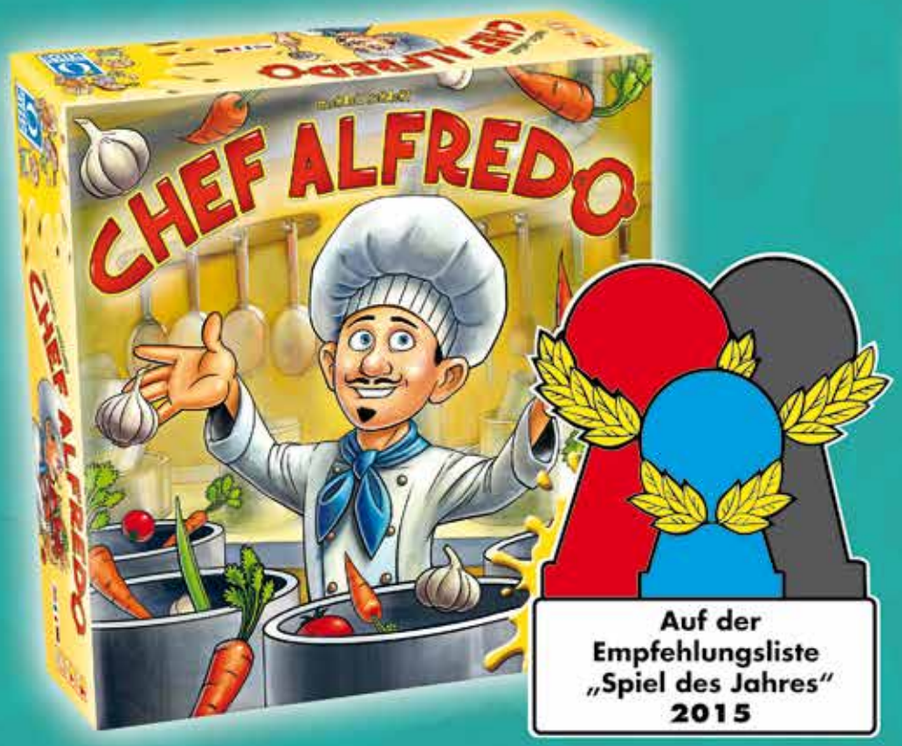
The game ends immediately when the die roll shows a monster that is no longer available in the general supply.

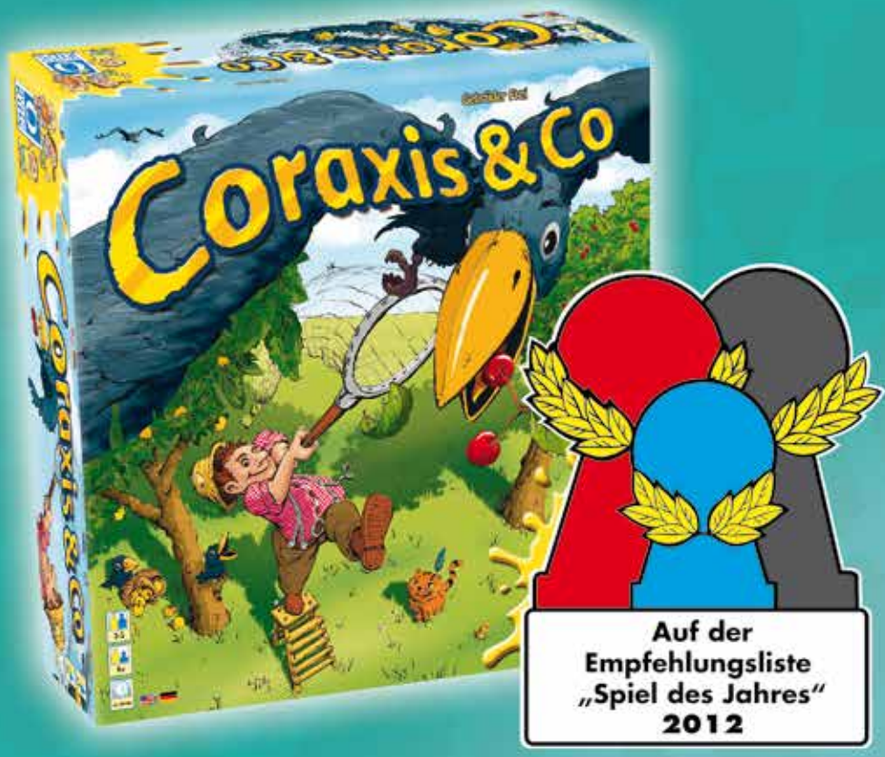
All players now arrange their monster tokens in a line, and whoever has the longest line of monster tokens wins!

In case of a tie for the longest line, these players share the victory.















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