

**Contents:** 79 Parts Cards (60 Monster Piece cards & 19 Trade cards), 5 Monsters cards, Play Mat, Meet the Monsters booklet

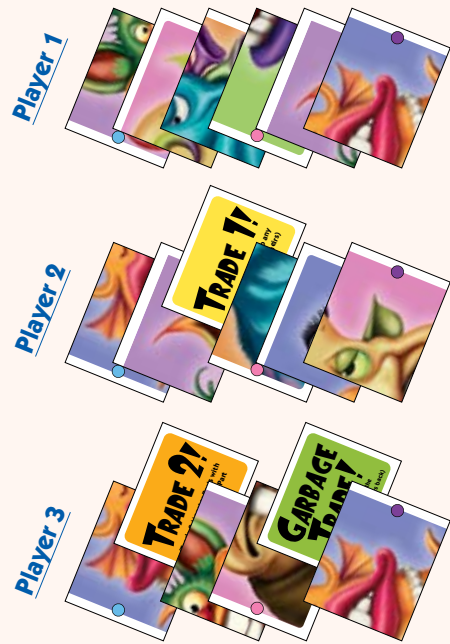
# OBJECT

Be the first player to make your monster with 6 Monster Piece cards.

1. Mix up the **MONSTERS** cards and have each player draw one. This is the Monster the player must make to win, and should be placed **FACE UP** in front of the player. The rest of the **MONSTERS** cards are not used.



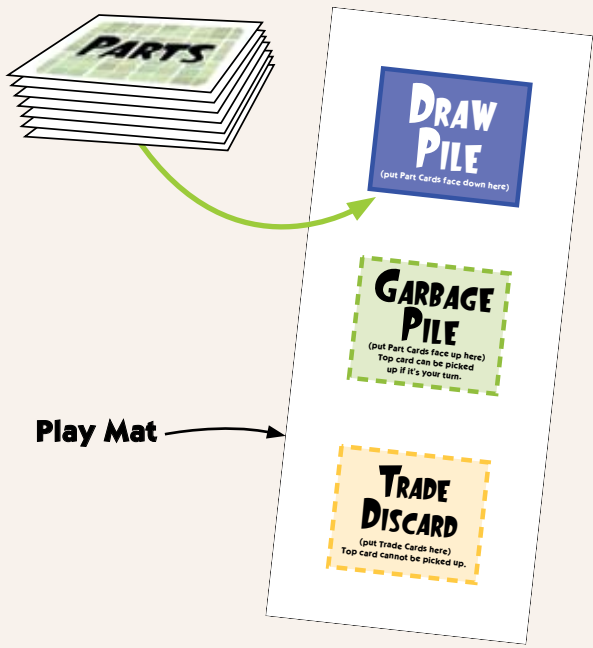
2. The dealer shuffles the **PARTS** cards, and deals 6 cards **FACE UP** in front of each player. Everyone plays with their cards **FACE UP**.



3. If players were dealt Trade cards (Trade 1, Trade 2, Garbage Trade), the dealer must reward bonus cards to those players until they have **exactly 6 Monster Piece cards**. The dealer keeps dealing cards until each player has exactly 6 Monster Piece cards. Players can have any number of Trade cards - **the more the better**. Trade cards are used later in the game.



4. The dealer puts the rest of the **PARTS** cards face down over the Draw Pile on the Game Mat.



5. Each player arranges any Monster Piece cards that belong to their monster. **Throughout the game all players will always have 6 Monster Piece cards.**



6. The player whose Monsters' name is closest to the beginning of the alphabet goes first, and play continues clockwise.

On every turn, a player can:

A) Pick up a **PARTS** card from the Draw Pile

OR

B) Pick up the top card from the Garbage Pile

OR

C) Play a Trade Card

- 6A. If the **PARTS** card a player draws is a Monster Piece card, they can either **keep it** or **discard it** to the **Garbage Pile**. If kept, the player must discard another Monster Piece card to stay at exactly 6 Monster Piece cards.

If the **PARTS** card a player draws is a Trade card, the player can either **play it** immediately or **save it** for another turn. If saved, no card needs to be discarded.

- 6B. If the player picks up the top Monster Piece card from the Garbage Pile, that player **must** discard another Monster Piece card to stay at 6 Monster Piece cards.

## 6C. Playing Trade Cards



When playing a **Trade 1** card, the player first discards the Trade card to the Trade Discard area of the Play Mat. The player then takes any Monster Piece card from any other player, and gives that player a Monster Piece card in return. **A player may trade to help make his monster, or to take pieces away from his opponent's monster. A player may not trade Trade cards.**



Playing a **Trade 2** card is identical to playing a Trade 1 card, except the player now either **trades 2 Monster Piece cards with 1 opponent, or 1 Monster Piece card each with 2 opponents.**



When playing a **Garbage Trade** card, the player first discards the Garbage Trade card to the Trade Discard pile. The player then picks up the entire Garbage Pile, and **selects a Monster Piece from anywhere in the pile**. The player then **discards a Monster Piece card** to the top of the Garbage Pile, to stay at exactly 6 Monster Piece cards. The player must play the Garbage Trade card **before** looking through the Garbage Pile.

7. The first player to complete their Monster is the winner!



# WINNER!

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