

Monster Party

Designed by Ellie Dix

2-4 players | 15 minutes | Age 3+

Hook:

The monsters want to have a party! Can you roll the dice so the whole gang is there?

Components:

- 30 party cards
- 6 monster dice
- 8 tokens

Set up:

- Split the cards into 5 piles of the same number.
- Shuffle each pile and place them face down in reach of all players.
- The player who can make the scariest monster face goes first.

How to play:

Each card shows the monsters needed for a party. If you manage to roll the monsters needed on the dice, the party happens and you score the points on the card. Cards with high points are more difficult parties to put together than cards with low points.

Play takes place turn by turn in a clockwise direction.

On your turn:

- Choose your monster party difficulty - 1 to 5.
- Flip the top card in your chosen pile and put it face-up on the table.
- Roll all 6 monster dice.
- You may fix as many dice as you want on their current roll by putting them next to the party card. Players may like to put monsters rolled on dice next to the same type of monsters on the card.
- Re-roll the other dice.
- Again - you may fix any number and re-roll any number of dice.
- Re-roll unfixed dice for the 3rd time.
- If you have got all the monsters needed for the party on or before the 3rd roll, you win the party card. Place it in front of you on the table.

- If you don't get all the monsters you need for the party, take a token and place the monster card at the bottom of the pile it came from. In future turns you may use a token to change one die to a face of your choice.

End game and scoring:

Game end is triggered when one player has five party cards.

Keep playing until everyone has had the same number of turns.

Count up the points on your cards. The player with the highest score wins.