

Monster Catcher

Contents:

20 monster head cards, 20 monster feet cards, 6 full net cards, 4 empty net cards, 6 monster catcher scene cards

Setting up

- Each player picks two monster feet cards of any colour and places them face up on the table in front of them. **N.B.** Players may have the same coloured feet as another player.
- The remaining cards are shuffled and placed in a face down pile in the middle of the table.

Object

To be the player with the most complete monsters at the time the monster catcher scene is completed.

To play

- The youngest player begins by taking a card from the top of the face down pile.
- If the player picks up a monster head card and it is the same colour as one of their monster feet cards, they keep the card and place the head and feet together to make a complete monster. If the card does not match any of that player's feet cards, then they place the card, face up, on the discard pile next to the main draw pile.
- If the player picks up a monster feet card, they place the card in front of them, alongside their other cards.
- If the player picks up a full net card and that player has at least one complete monster in front of them, then one complete monster is placed in the middle of the table (caught by the monster catcher). The full net card is placed, face up, on the discard pile.
- If the player picks up an empty net card, then they help the monsters collected by the monster catcher (in the middle of the table) to escape and add them **all** to their own collection (in front of them). The empty net card is placed face up on the discard pile. If there are no monsters to rescue, then the player simply places the empty net card face up on the discard pile.
- If the player picks up a card which is part of the six-part monster catcher scene, they place it face up on the table. Other monster catcher scene cards drawn during the game are added to the scene until the picture is complete.
- Play passes to the next player.
- On their turn, each player can choose to pick up a card from the face down pile, or, if the top card of the discard pile is a head matching one of the feet cards in front of them, they may take that card and place it with the matching feet to create a complete monster. Players cannot pick up full net cards or empty net cards from the discard pile.
- Play continues until the monster catcher scene is complete.

The winner

The winner is the player with the most complete monsters when the monster catcher scene is completed.

N.B. In the event of two or more players having the same number of complete monsters, the game is a draw.

