

MashUp Monsters



HOW TO PLAY

COMPONENTS

- 60 Monster Cards
- 2 dice (displaying symbols dan numbers)

SET UP :

- 1 Shuffle all the monster cards
- 2 Distribute 5 cards to each players and place it in front of them (these are the players' line of cards)
- 3 Make 2 decks out of the remaining cards, and put them in the middle of playing area
- 4 Prepare the dice

OBJECTIVE :

Find the right card or combine 2 cards to get the right amount of symbols ordered by the dice roll.

HOW TO PLAY :

FIRST PLAYER (youngest player) roll the dice
 PAY ATTENTION TO THE NUMBER & SYMBOL

JOKER DICE.
 = If the symbol die show this side, the dice rolling player is free to choose any symbol he/she want

ALL PLAYERS SIMULTANEOUSLY search for card/cards to get the amount of symbols displayed by the rolled dice

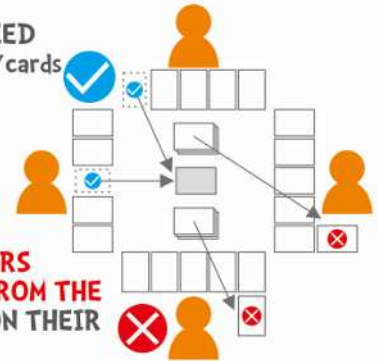
FROM THEIR OWN CARDS (1 of 5 cards in front of them)
 OR
 PLAYERS MAY COMBINE 2 CARDS OF THEIR OWN to get the right amount of symbols
 OR
 PLAYERS MAY TAKE 1 CARD FROM THE MIDDLE DECKS and combine it with 1 of their own



PLAYERS WHO SUCCEEDED in matching his own card/cards with the dice roll

PLACE HIS/HER CARD ON THE MIDDLE OF THE TABLE (between the decks)

UNSUCCESSFUL PLAYERS MUST TAKE 1 CARD FROM THE DECKS AND ADD IT ON THEIR OWN LINE OF CARDS



THE GAME PROCEED TO THE NEXT PLAYER TO ROLL THE DICE (proceeding in clockwise direction to the next player)

THE GAME ENDED when one or more players RUN OUT OF CARDS

FIRST PLAYER TO EMPTIED HIS/HER LINE OF CARDS IS THE WINNER



PANIC MODE

OBJECTIVE :

Combine 2 monster cards to get the right amount and kind of symbol displayed by the dice roll

SET UP :

- 1 Shuffle all the monster cards
- 2 Distribute 4 cards to each players and place it in front of them (these are the players' line of cards)
- 3 Put the remaining cards deck on the middle of the table
- 4 Prepare the dice

HOW TO PLAY :

FIRST PLAYER (youngest player) roll the dice
 PAY ATTENTION TO THE NUMBER & SYMBOL displayed on the dice. these are the amount and kind of symbol that players need to search for.

ALL PLAYERS SIMULTANEOUSLY & AS FAST AS POSSIBLE

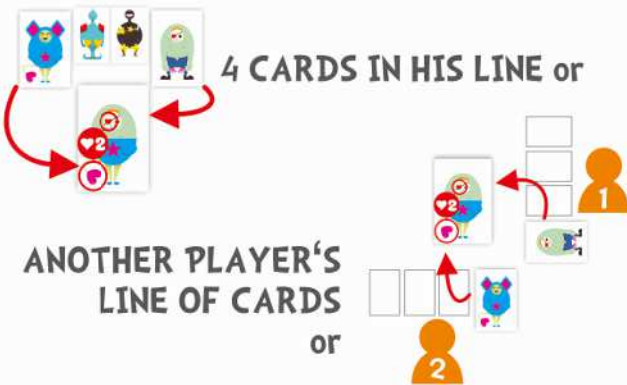
search and combine 2 cards to match the amount of symbols displayed by the rolled dice

PLAYERS MUST USE (COMBINE) 2 CARDS TO GET THE SYMBOLS

(using only 1 card is not allowed in the panic mode)

PLAYERS TRY TO COMBINE AS MANY CARDS AS POSSIBLE (more card combined = more points)

PLAYERS MAY COMBINE CARDS from



CARD DECK ON THE MIDDLE OF THE TABLE

(top card on the deck)



EACH SUCCESSFULLY COMBINED CARDS WORTH 1 POINT FOR THE PLAYER.

placed/kept on the right side (nearby) the corresponding player



WHEN NO MORE CARDS CAN BE COMBINED players with less than 4 cards in his line, may take cards from the middle deck to make it up back to 4 cards.

THE GAME PROCEED TO THE NEXT PLAYER TO ROLL THE DICE

(proceeding in clockwise direction to the next player)



THE GAME ENDED when THE MIDDLE DECK HAS RUN OUT OF CARDS

(or **PLAYER CANNOT TAKE ANYMORE CARDS TO REPLACE THE USED CARDS IN HIS LINE**)



ADDITIONAL RULE (for older players)

If a player touched or took monster cards but **CAN'T COMBINE IT** to match the dice amount of symbols (**WRONG CARDS**) he/she must keep the cards, at the end of game this card will worth **-1 for the player**

MASH IT UP, MONSTERS!



Game Designer: Kanty Kusmayanty & Brendan Satria

DEVELOPMENT :

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MONSTER ILLUSTRATIONS:

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PLAYTESTER: Kummara team, Alva, Rizky, Rafi, Rasya, Fajar, Nawla, Arya, Rizal, Ome, Windy

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