

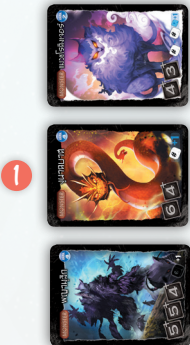
"Monster" and "Juti-Monster"

Monster, appeared as mysterious monster from around the world, summoned by a bad guy, taking people's negative mind and causing all the chaos to people in the school. When the monster receive positive mind, It turn to Juti-Monster, become our friend and company us in the fight.



- 1 The name of Monster or Juti-Monster
- 2 The Rank of Monster which become player's point when game end
- 3 Ability of Juti-Monster
- 4 The required points of dice in order to take the Monster

SET-UP



1 Divide **monster cards** into 3 decks equally. Place it beside the school field with Monster-side facing up.

2 Place **Boss monster cards** separately.

3 Place all **blue dices** in the middle that all players can reach.

4 Distributing 3 **white dices** for a player in each turn. (when the turn ends, pass the dice to the next player)

5 Shuffle and random distributing 2 **character cards** to each player then chooses 1 character card to play and place another back in the unused deck.

After all phases, each player rolls 1 dice, the player who got most dice's point would be a first player then follow clockwise

Since the school field is optional, it can be replaced with other similar field



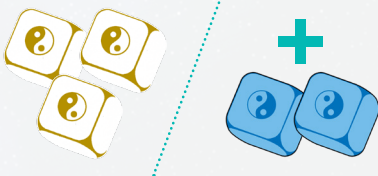
Turn and Phase

1 At first, a player has to **CHOOSE** one card from the top of three **monster decks** (chooses only one from the top) and place in the school field.

1. The school field has limit 5 cards max, in next turn a player has to choose one monster out from filed and replace by one monster from monster decks instead.

2 then a player **ROLLS** the **white dices** for catching **monsters** in school filed (2.0.1 optional: a player could roll the **blue dices** for increasing a chance)

1. or a player won't roll any dices and request for **REST**, if a player choose rest then a player will receive 2 **blue dices** and end this turn.



BLUE DICES

known as **special dice**, it is an increasing chance item for catching monsters but **CAN BE USED ONLY ONCE**, after a player rolls blue dices no matter what a player has to return it to the dice deck.

IF THE BLUE DICE RUN OUT OF THE DECK while a player request for REST, the player with the most amount of blue dice have to give out 2 blue dices to the player. If there are 2 players have the same most amount, the player who request for REST can ask for the dice from one of them.



3 **CATCH AND TAKE** monster that available depend on **dice's points** requirement on the left corner of the monster card.

a. A player can use **Juti-monster's** ability that showed on card.

b. A player can **REFUSE** or **TAKE** one or take two **monsters** depending on strategy.

4 Flip the monster card to Juti-monster side and place card in front of player (Juti-monster's ability will activate next turn) in addition; a player has to rotate card 90 degrees when using Juti-monster's ability.

5 At the beginning of next turn, a player resume card to normal ready for activating.

HOW TO CATCH

Only **monster cards** in school filed in play. Compare both **White dices** and **Blue dices** (if any) with the dice's points required. Each square means one dice and points at least.

Rolls Dices!!!

5

5 4

5

✓ 5

SURPLUS

4 5

4 5

6 4

✗

The dice are gone

- **White dices** which using to catch **monsters** can't use again in the same turn.
- There is no limit amount of card that the player could take in the same turn depending on the strategy.

Juti-monster's ability

When using Juti-monster's ability, a player has to rotate card 90 degrees and say it out loud what you're going to do. At the beginning of next turn, a player resume card to normal ready for activating.



**SPIN THE CARD WHEN USING
THE POWER OF MONSTER CARD**

Juti-monster's ability can stack in the same turn for example if a player uses 3 Aspy cards, so the player can re-roll dice thrice.

Free turn in Juti-monster's ability phase, A players can determine the card's priority by yourself.

Boss Monster

The Boss Monster is unawakening, until any player can collect 5 Juti-Monsters, Boss Monster immediately come to the field.

Place the boss monster with other monsters to fill the school field. There is no placing more monster to the field afterwards.



Game End

The game ends immediately after the Boss Monster collected or all the Monster on the field is collected according to Boss Monster condition.



Count the Points

When the game end, the player score point from rank of their own Juti-Monster, The player with the most points wins the game.



14 POINTS

The Boss
is not
helping me



18 POINTS

I win
!!!



Beginner mode and Advance mode

Dice Monster will have 2 mode for new players, start at the **BEGINNER MODE** first.

BEGINNER MODE

- The ultimate skill won't use in this mode.
- Using 'Dragon' boss card.

ADVANCE MODE

- The ultimate skill

activate once per a game, if any player wants to use the ultimate skill, you have to say it out loud before roll dices phase. By the way, every boss monsters will block your ultimate skill, do not forget to use it before a boss monster come out.

- The boss monters

in the advance mode, the player can choose any boss monsters depending on their favour before the game's going to start.



Ultimate
skill
!!!



SPECIAL ABILITIES

ULTIMATE SKILL



HORN

If player couldn't catch a **monster** in their turn, the player will get 2 blue dices for the next turn.

Drop player's 1 **Juti-monster** card and catch two **monsters** from the field without rolling the dice.



LULTA

If player request for REST, the player will get 4 **Blue dices**.

Able to get all the **blue dice** from all the player and roll it at once in the turn that using ultimate skill



PONY

If the dice rolled 1 or 2, the player will get a **blue dice**.

the dice rolled 1 or 2 will score as 6 point.



DARUN

Besides from the monster in the field, the player able to catch the **monster** from the top of the three decks

Get 4 **blue dices** to roll in the turn that ultimate skill is used.



GARIN

Get 4 **Blue dice** in the first turn of the game.

Roll the dice and In each dice score increase 2 points.



PAO-PAO

Able to re-roll all the dices for 2 times in their turn.

Able to re-roll the dice that score 1, 2 and 3 until get the upper score.



QITAH

Able to combine the score of **blue dice** with the **white dice**, which **blue dice** return to the dice deck right away.

Get 6 **blue dice** for the next turn after announce for the ultimate skill.



MR. RABBIT BUTLER

If the rolled dice isn't use in the player's turn, the unused dice, will increase 2 point and can be save for the next turn.

All the dice that rolled in ultimate skill turn will count the score as double dice for each.

Juti-Monster



NAME

ABILITIES

ASPIDOCHELONE [ASPY]	Able to re-roll a dice one time on each turn.
SCHRÖDINGER'S CAT [SCHRÖDING-MEOW]	When two dices come up with the same point, the player can take one blue dice and able to use it immediately.
HOOP SNAKE [NAHIE]	Increase a dice point with 1 point.
THE VEGETABLE LAMB OF TARTARY [TARY]	When three dices come up with the same point, the player can take one Monster from the field (also the Boss monster can be taken)
WALPERTINGER [LUMIN]	Increase a dice point with 2 points.
THE RAT KING [MUSIKY]	The player get a white dice .
THUNDERBIRD [THUNDER]	Able to re-roll any dices one time on each turn.
FUR-BEARING TRAUT [FURRY]	Able to Change a dice point into 4 point.
AGLOOLIX [GLOOLY]	The player can drop one Juti-Monster to turn one dice point to 6 point.

Boss Monster

NAME

ABILITIES

DRAGON [DRAGONY]	-
ANANSI [NANSI]	Split itself into 5 bodies and randomly place on the field. The game end when the genuine body (the card with 8 point) get caught. If the dice rolled 6, player can singly take a look at the other side of one Anansi card.
KRAKEN [TAHO]	Able to turn the Juti-Monster back to the darkness monster. All players must randomly pick one of Juti-Monster from their own and place it as monster in the field.
นอกราชัน [NOK ARAHAN]	After Nok Arahan appear in the field, all Juti-Monster's abilities will be disable right away. Player will get 2 blue dices for each turn as long as Nok Kraken still on the field.
KIRIN [QILIN]	The required dice's points in order to catch the monster increase 1 point. (If the required dice's points is 3, the dice need to be rolled 4 to catch it). Kirin can't be seized unless the other monsters on the field are all caught. Moreover, If any player roll out 1, one monster will be increase in the field.