

Meet the Monsters



Drac-Al-Cula



Franken-Berry



Freddy Cougar



Gary "Ghostface"
Gurilla



Freddy "Mummy"
Funkymunky



Billy "Jigsaw"
Bananahamock

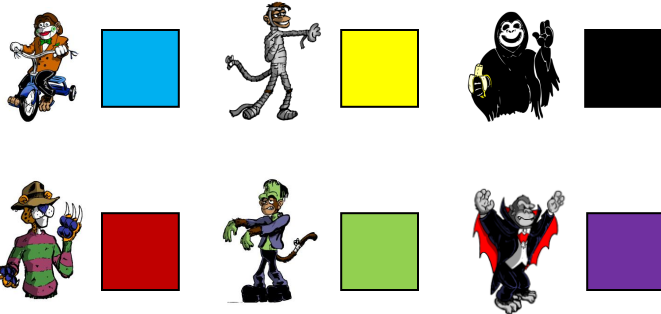


Includes:

- Monster monkeys board
- Trick cards Deck (33 cards)
- Treat card Deck (56 cards)
- Ro Sham Bo Deck (12 cards)
- 1 D4 (18mm) - Random Color
- 1 D12 (17mm) - Random Color
- 1 Joystick Pawn - Yellow
- 1 Joystick Pawn - Purple
- 1 Joystick Pawn - Green
- 1 Joystick Pawn - Red
- Winks - Blue (~35 ct)
- 1 Joystick Pawn - Black
- Winks Yellow (~35 ct)
- Winks - Green (~35 ct)
- Winks - Red (~35 ct)
- 1 Joystick Pawn - Blue
- Winks - Purple (~35 ct)
- Winks - Black (~35ct)


START OF GAME

Player choose which of the 6 characters they wish to be and then take all of the colored winks that are associated with that color and put their pawn on the jack o lantern in the corresponding colored neighborhood.




The trick cards are shuffled and put on the board face down on the trick card spot. The treat cards are done the same.

All players pull a Ro-sham-bo card and flip it over
Ro-sham-bo is rock paper scissors
Winner goes first.

Player rolls the 12 sided die and moves that many spaces going around the board and visiting all 6 of the haunted houses in the 6 neighborhoods. Players may move in any direction around the board to visit the houses.  Play passes to the left

When a player lands on haunted house must pay the player that lives in that neighborhood candy to enter.

Player landing on haunted house square  must roll the 4 sided die and pay the other player that many candies to enter

For instance if a player rolls a 3, they must pay 3 candies to enter the haunted house.

If a player does not have exact candies there is no change given so if you must pay 3 candies but only have a 4 candy card you must give the other player 4 candies.

If the player that lives in that neighborhood has an x2 or x3 treat card in their hand they may make the player landing on their house 2 or 3 times as many candies to enter.


If the player cannot pay the admission they must keep moving around the board collecting candy and come back to the house when they think they have enough.

Player must roll exact amount to land on a haunted house


Once a player visits a haunted house they are given a wink to show they have visited a house

The first player to visit all 6 houses and get back home wins the game.
Player must land directly on their home spot 

After the player wins all other players count their candy cards and 2-6th place is determined by who has the most candy. In case of a tie players may play Ro-sham-bo to determine 2-6th place.

When a player lands on a  square they may pull a treat card. Treat cards will give the player candy and other treats to help them win the game.

When a player lands on a trick square  they must pull a trick card and do what it says.

If at any time a player lands on a square that is occupied, players play Ro-sham-bo and winner sends loser to any time out square 

Player must stay in the time out square until they roll a 7 or 11 on their turn.

Alternate rules

If less than 6 players are playing, players still must visit each of the 6 houses but when they land on any blank house the admission is put in the middle and any time a lottery card is pulled Ro-sham-bo will be played and winner receives all of the extra candy.

In a 2 player game, players may elect to be multiple characters if they wish but must still alternate turns.

Check us out on the web at:

<http://www.thegamecrafter.com/games/monster-monkeys-on-trick-or-treat-street>