

Monster Memory - Game Rules

About The Game

Use your memory and work together to help the monsters get home before the sun rises.

Players: 1-5

Age: 5+

Time: 10-15 minutes

Components

16 Landscape tiles with three different illustrations in three different colours.

4 Monster tokens

4 Monster home tokens

1 Dice

1 Sun track

1 Sun marker

Setup

1. Shuffle the landscape tiles. It doesn't matter which sides are up, except for the one with the hourglass - that one should be with the hourglass side face down.
2. Create a 4x4 grid of landscape tiles in the middle of the table.
3. Randomly place the monster homes on the right hand side of the grid.
4. Randomly place the monsters on the left hand side of the grid.
5. Place the sun track near the play area and place the sun token on the "start" space.
6. The player who can make the most impressive monster sound starts the game.



Sample setup.

Goal Of The Game

Monster Memory is a cooperative game. You all play together and try to help the monsters get back to their homes before the sun rises. If the monsters make it home before the sun marker reaches the final space on the track, you all win the game.

The vampire wants to move to the castle, the troll to the bridge, the zombie to the graveyard, and the kobold to the cave.



Playing The Game

During the game you each take turns moving a monster. On a turn, do the following:

1. Roll the dice. If you roll a 5 or 6, move the sun marker one step down the track. Follow any instructions on the space you reach.
2. Move a monster. If you roll 1-4, you must move the monster with that number. If you roll 5-6, or if the monster rolled has already reached their home, you can choose freely.

Moving a monster

When moving a monster choose which landscape tile you want to move to. Monsters must move to a tile and cannot move diagonally.

Then try to guess what is on the other side of the tile and then flip it. In the beginning of the game, you have to guess the colour (red, yellow or blue). Later, when the sun token moves to a different part of the track, you have to guess the symbol (bridge, tree or mushroom). If you guess correctly, move the monster onto the tile, and then you may move the same monster again, if you want.

If you guess incorrectly, your turn ends, but now you have information about what's on the other side of the tile - try to remember it for future turns.

Monsters Help Each Other

If you want to move a monster onto a tile where another monster is already present, you don't have to guess and flip the tile. The monsters help each other, so you can just move

Getting Home

When a monster enters the tile next to their home, they are safe. Place them on their home. If you roll that monster's number on a future turn, you get to choose what remaining monster to move.

Other Rules

The Hourglass Symbol

If you flip a tile and reveal the hourglass symbol, immediately move the sun marker one step. You are allowed to guess at the colour or symbol on that tile, and a correct guess allows you to move the monster onto it. But you still move the marker, even when guessing correctly.

The Sun Track

The sun track shows whether you have to guess colours or symbols - colours on grey spaces, symbols on white. In addition, when you reach a space marked with a double arrow, you must first shuffle all the tiles in first the leftmost row (closest to where the monsters started) and then the next row (when reaching the next arrows). If any monsters are standing on a tile, place them in the same position after shuffling.

If the sun track reaches the final space before all monsters have made it home, you lose the game.

Difficulty

If you want a more difficult game, move the sun tracker one or two steps before starting the game.