

MONSTER CHASE™

Get back in the closet, monsters!

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It's said that all the monsters under your bed are afraid of certain toys. So wave your rubber ducky, your wooden plane, or your teddy bear and yell really loud: Get back in the closet, monsters!

Contents

20 Monster cards (child in bed on the back), 1 Closet card, 10 Toy tiles, 2 Expert tiles (blue background), 3 Progression cards (red on one side, blue on the other), 1 rulebook.

Set Up

- Shuffle the Monster cards in a pile, child side up (the monsters are hidden). Use 10 cards for a short game, 15 cards for a medium-length game, and all 20 cards for a long game. Unused cards are put back in the box.
- Without looking at them, place the 10 Toy tiles face-down around the bed, making sure that there is enough space for handling.
- Assemble the Monster with the 3 Progression cards, blue side up.
- Place the Closet card about 6 inches from the bed.
- Reveal a Monster card and place it above the bed (see figure 1).
- Do not use the 2 Expert tiles for your first game.



The basic game

Each player takes turns in clockwise order. The player least afraid of monsters starts. Players try to find a toy that will scare the monsters away. Each monster is only afraid of one specific toy, illustrated in the top-right corner of the Monster card.

Game turn

On your turn, flip a Toy tile, then one of two things happens:

1. If the toy can scare away one of the monsters found around the bed:

- You say "Get back in the closet, monster!" and place the Monster card under the Closet card.
- If you get rid of the last monster around the bed, a new monster comes out! Reveal a new monster and place it next to the bed.
- Flip the Toy tile face-down and your turn ends.

2. If the toy doesn't scare away any of the monsters (it is not on any of the revealed Monster cards):

- Flip ONE of the Progression cards over. After three failed attempts, add a new monster around the bed. Reveal a new monster and place it in an OPEN spot near the bed: above, below, left, or right.
- Flip the Toy tile face-down and your turn ends.

In short, each time a player is wrong, he must flip a Progression card. After three failed attempts, once all the Progression cards are the same color (all blue or all red), you add one new monster around the bed.



End of the Game

Players win if they succeed in sending every single monster to the closet!

The monsters win if they occupy all four spaces around the bed. They also win if you have to reveal a Monster card (because the third Progression card is flipped) and the monster pile is empty.

If the monsters win, the best thing to do is to play another game to get back at them.



Variants

Here are some variants to adapt the game-play to higher (●) or lower (●) difficulty levels.

- **Expert Hunters variant**

The Expert tiles are blue. We recommend integrating them only when you have mastered the basic game. If you feel brave enough, integrate them in the following way. At the beginning of the game, place them with the Toy tiles without looking at them. During the game, the first time you flip one over, it has no effect. You set it face-down WITHOUT flipping a Progression card. The next time you flip over one of the Expert tiles (the one you already saw or the other one), apply the appropriate effect:



- 1. The sock**

The sock does not scare any monsters away, but just makes a mess in the bedroom! Put it face-down and swap it with another face-down tile. As usual, flip a Progression card.



- 2. The monster under the blanket**

All the Progression cards required to make a new monster appear are flipped and a monster immediately comes out from under the bed.

- **Pack Hunters variant**

Monsters now form a pack. The more monsters there are, the harder they are to scare away! If several monsters are around the bed, they must all be eliminated at the same time. When you turn a tile that scares a monster away, you leave it face-up and must find all the necessary toys to chase away the other monsters that are around the bed. If you make a mistake, you set the Toy tiles face-down, no monsters go into the closet, and, as usual, a Progression card is flipped over.



- **Fearless Hunters variant**

Before the first turn, place every Toy tiles face-up for 10 seconds so everyone can see them, then flip them back face-down. Remove the middle Progression card, leaving only the two end cards. Now, a new monster card appears after only two failed attempts instead of three!



- **Easy game for younger players**

Play with the same rules but do not use the Progression cards. This means that there can only be one monster on the table at any time... You can't lose!

A new monster only appears when you send the one that is around the bed into the closet.

- **Competitive variant**

When a player flips the right toy over, he keeps the monster card instead of sending it into the closet. At the end of the game, the player with the most cards wins.



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1 cut tree = 1 new tree



The designer would like to thank every teacher who tested this game with their classes as well as his parents for reading to him "Il y a un cauchemar dans mon placard" by Mercer Mayer, over and over and over...

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