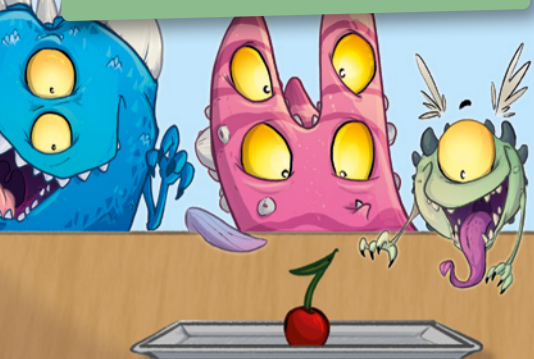


MEGA MONSTER MEALS

DAS UNGEHEUERLICHE KARTENSPIEL



CONTENTS:

- 50 monster cards
- 10 point cards
- 12 birdie chips

HERE'S WHAT IT'S ABOUT:

The monsters are at a big party, munching away like there's no tomorrow. Sometimes, they even munch their neighbours. Munch the smaller monsters with the big monsters to collect as many points as possible. It's really quite simple, but be careful! It sometimes happens faster than you think.

HOW TO PREPARE THE GAME:

Take the 10 **point cards**. Pick out the 5 cards with the monster heads. There is a dotted line in the middle of the cards. Cut the cards at this point. Now find the 5 cards with the scoring lines and the food on it. Insert one of the scoring cards from the front into each card with the monster head so that the "0" is munched. Everyone now receives one of these prepared score cards. Place them in front of you. You will need them later.



Now take all the **monster cards** and shuffle them well. Distribute the monster cards evenly and face down to everyone. Are there any cards left? Place these cards face up in the center of the table. Place identical numbers slightly offset from each other. During the game several discard piles will be made.

Each person also receives a **birdie**. Place it in front of you. Use the remaining birdies to form a general supply.

HOW TO PLAY:

During the game, you try to munch as many cards as possible from the other players' hands. Each monster is assigned a number. Higher numbers munch smaller numbers. The more monsters you eat, the more points you score.

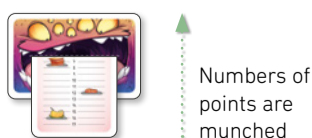
The player whose stomach growled last starts with the first munch attack. Is that you? Then choose any monster card from your hand and use it to try to munch away monsters from your opponent. Place your monster card face up in front of the person of your choice. This person must now discard all monster cards from their hand that are exactly one number smaller. The person places these monster cards and the monster card you did the munch attack with in the centre of the table on the matching discard piles.

Place several identical monsters on top of each other, slightly offset, so that the number of all cards is always visible. Over the course of the game, you will form a total of ten discard piles. Place these piles in the middle of the table, sorted in order (from 1–10). Leave some space between the discard piles if necessary. Other monster cards will be added here later.



Example: Tobi chooses Claire for his munch attack and places a 5 face up in front of her. Claire must then place all monster cards showing a 4 from her hand in the centre of the table on the appropriate discard pile.

Have you just launched a munch attack? Then count how many monster cards you munched away (i.e. how many monster cards the person who got the munch attack just had to put in the middle of the table). Move your score card up by 1 point for each card you munched.



Your munch attack had no effect? The person you chose didn't have to discard any monster cards? Then you don't get any points this round. The card you played for the munch attack is still placed in the middle of the table on the correct discard pile.

Either way, it is now the next person's turn, namely the person who has just been subjected to a munch attack. Is that you? Then choose one of your monster cards and place it face up in front of a person of your choice. This is how you continue playing.

Important: Do you want to munch away a person's 10? Then you must start the munch attack with a 1. The 10 is exactly one less than the 1.

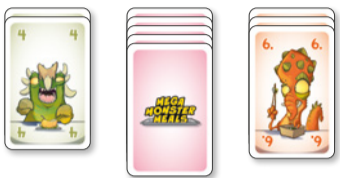
5 MONSTER CARDS:

During your munch attack, does a person place the **fifth** and therefore the last identical monster card in the middle of the table? Or do you place the fifth and therefore the last identical monster card in the middle of the table during your munch attack? Then, in addition to the points, you get a birdie from the general supply (see below). Congratulations! Has the general supply been used up?

Then you may take the birdie from another person.

Are there five identical monsters in the middle of the table? Turn this discard pile over so that the cards face down. During your next munch attack, you skip all the numbers that are already flipped over.

Example: You want to munch the 4, but the discard pile with the 5 has already been turned over? Then you munch the 4 with a 6 from now on and skip the 5.



BIRDIES:

All of you start with a birdie. If you munch away the fifth monster card of a number or use it for a munch attack, you can get more birdies. A birdie gives you the chance to score double points in your munch attack.

Are you starting a munch attack? Then, before playing your monster card, state whether you are using an additional birdie. If so, place one of your birdies on your played monster card. At the end of your turn, return the birdie to the general supply.

Did you use a birdie during your munch attack? Then you get double points. You couldn't munch away a monster card? Then you go away empty-handed either way.

Example: Laura wants to munch away Magdalena's 6. She places a 7 in front of Magdalena. She places one of her birdies on top of it. Magdalena now places three cards with the 6 on it in the middle of the table. Instead of getting 3 points for the three monster cards, Laura now gets 6 points. The birdie has doubled her points. She then places the birdie in the general supply.

END OF THE GAME:

The game ends as soon as one of you has no more cards in your hand. Complete the current turn. Now count all your cards. You then receive 1 point on your score card for each card in your hand. You also score 1 point for each birdie you have not used. Whoever has the most points on their score card wins.

GAME FOR TWO:

A ghost person plays in the **two-player game**. You must divide the monster cards between 3 people at the start of the game. Place the ghost person's pile of cards at the edge of the table. After each turn, you must reveal the top 2 cards of the ghost person's pile.

You then place the cards on the corresponding discard piles in the middle of the table. The game ends when one of you or the ghost person has no more cards. No one gets a birdie if a monster type has been munched by the ghost person. The ghost person cannot receive a munch attack and cannot collect any points.



Scan to watch the explanation video



Explanation video



Achtung! Erstickungsgefahr wegen verschluckbarer Kleinteile. Diesen Hinweis aufbewahren!

Warning! Choking hazard because of small parts. Please keep this address!

Attention! Risque d'asphyxie à cause de petits éléments. Adresse à conserver!

Avvertenza! Pericolo di soffocamento che può essere causato dalle piccole parti. Conservare le avvertenze!

¡Advertencia! Peligro de asfixia por la presencia de partes pequeñas. ¡Guarde esta advertencia!

Waarschuwing! Verstikkingsgevaar door kleine onderdelen. Adres bewaren!

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Digital instructions, translations and solutions can be found at

www.moses-verlag.de/spielanleitungen/

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If you have any complaints, praise or criticism, please contact us at:
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