

THE CARD GAME OF MONSTER MAYHEM! Goosebumps®

CONTENTS

58 MONSTER cards (29 different monsters, with each monster appearing twice)

1 SLAPPY card

1 MASTERMIND card

6 TROPHY cards

6 STORY cards

SETTING UP THE GAME

Place the 6 TROPHY cards to the side. The game is played in 6 rounds. Each round someone will win one of the TROPHY cards.

There are also 6 STORY cards. These are included to give players a background of each trophy. They are not needed to play the game.

Shuffle the MONSTER cards, SLAPPY card, and MASTERMIND card together and deal all 60 cards.

All players place their cards face down in a draw pile in front of them. No peeking at the cards. Now you are ready to play!

NOTES ABOUT CARDS

Each monster is rated on 6 different abilities (Strength, Endurance, Fright, Magic, Mayhem, Intelligence). Abilities are rated from 0 to 10, with 5 being exactly in the middle.

Each ability also corresponds to one of the 6 trophies.

Both SLAPPY and MASTERMIND are special cards. They have a 1 or 9 rating for all abilities (depending on whether “high” or “low” is declared). Needless to say, these are powerful cards to have.



PLAYING THE GAME

The game is played in 6 rounds. In each round, players battle their monsters to win a trophy. Trophies are awarded in the same order as outlined on the MONSTER cards.

In Round 1, players only use the Strength ability when battling each other.

The player who dealt the cards goes first (Player 1).

Player 1 takes the top card from their draw pile, places the card face up on the table, and declares either “high” or “low”. All the other players flip over their top card and place them face up on the

table. Players now battle by comparing their monster’s ability ratings. If “high” was declared, the monster with the highest rating wins the battle. If “low” was declared, the monster with the lowest rating wins the battle.



The player who wins the battle places all the cards from the battle into their winnings pile, and then takes the top card from their draw pile and declares “high” or “low” for the next battle. Play continues in this manner until all the monsters have done battle and there are no MONSTER cards left.



When the round is over, players count the number of cards in their winnings pile. The player with the most cards wins the round, and collects the corresponding TROPHY card. If two

(or more) players have the same number of cards in their winnings pile, it is off to sudden death. The tied players shuffle their winnings pile, place them face down, and flip over the top card. The player with the highest Strength ability wins the round. If there is a tie, keep drawing cards until the tie is broken.

Play now moves to Round 2. The player to the left of the player who won Round 1 shuffles, deals, and plays the cards as outlined above (and gets to declare “high” or “low” for the first battle).

In Round 2, players only use the Endurance ability when battling each other. A common mistake is for players to accidentally use the Strength ability in Round 2. It is very important that players remember to use the Endurance ability (the second ability listed on their MONSTER cards) in Round 2.

Play progresses in the manner for Round 3 (Fright), Round 4 (Magic), Round 5 (Mayhem), and Round 6 (Intelligence).

ENDING THE GAME

The game ends when all 6 trophies have been won. The winner is the player with the most trophies.



TIES

During a battle, if there is a tie between the winning ability ratings, all players draw a new card (not just the players who tied). Now players compare their monster’s ability ratings using the new cards. When breaking a tie, Player 1 doesn’t have the opportunity to re-select “high” or “low” – just use what was originally declared. Continue drawing new cards until the tie is broken.

If a battle is tied and players have no MONSTER cards left, nobody wins the battle! All cards in the tied battle are placed into a discard pile.

MONSTER MASHUPS

If any two cards played during a battle are the same monster, it is a Monster Mashup. In a Monster Mashup, all cards played in the battle are placed into a discard pile. Nobody wins! The player who declared “high” or “low” loses this privilege – the player to the left now gets the privilege of declaring “high” or “low” for the next battle. The Monster Mashup rule applies to tie breakers as well.