

# MONSTERS FOR DINNER

**YOU**

*just purchased a Monstropot<sup>®</sup>.*

*Here are the rules of a few small games to have a quick, fun time before dinner or between two painting sessions.*







### Required material:

An 8x8 squares board (a chessboard will do great), one Monstropot per player, 12 paint bottles (you may use pawns if you don't have enough bottles), and a six-sided dice (D6).

For a more enjoyable playing experience, stick a good CD in your stereo, prepare a good ol' aperitif, a few amuse-gueules or peanuts if you're lazy, and a quenching drink. (eat 5 fruits and vegetables a day !)



### GENERIC RULES:

#### OBJECTIVE:

You have to feed your Monstropot! Its doctor has put the poor thing on a diet...

Your objective is for your Monstropot to devour as many enemy bottles as possible. The game ends as soon as one player doesn't have any more enemy bottles to eat on the table.

It is necessary to clearly differentiate your bottles from your opponent's. You should either use different bottles (Vallejo®/Citadel®/Rackham®, or Citadel®/Citadel Foundation®, ...) or make them different by putting a dash of paint or a piece of blu-tak on the lid.

#### MOVING THE MONSTROPOTS:

The Monstropot has a base movement of one square (horizontally, vertically, or in diagonal), then for each bottle it eats its movement increases by one square for the duration of the following turn. To devour a bottle, the Monstropot must be on the same square as that bottle. For example if your Monstropot gobbles down two bottles this turn, then it will be able to move by three squares next turn (1 base + 2 extra squares for the 2 eaten bottles).

There are no constraints on the direction the Montropot moves, you may even combine different directions. In the previous example,





you may move your Monstropot once vertically and twice in diagonal if you wish to.

### SETTING THE BOTTLES:

You and your opponent(s) each pick a corner of the chessboard where you put your Monstropot. Then you take turn putting one bottle on the board until they are all placed.

If there are two players :  
place 12 bottles each.

If there are four players :  
place 6 bottles each.

Be careful to not place your bottles in the way of your Monstropot. You should only eat the bottles of your opponent(s), not your own. You may still eat one of your own bottles if it is on your way, but it won't grant you any movement bonus and, more importantly, it will give your opponent(s) a point! Moreover, if you eat one of your own surprise bottles you may only get an unpleasant surprise... When you roll to determine your bonus/penalty, remove 2 from the roll.

### THE SURPRISE BOTTLES:

Each player may hide 2 or 3 surprise among their bottles (3 in a two-player game, 2 in a four-player game). These surprises may be good or bad, or even very bad.

To identify your surprise bottles, put a small sticker or write an S with a permanent marker on their underside.

Whenever a Monstropot eats a surprise, its controlling player rolls a D6 on the following table to determine what the surprise is and what its effects are:





### 1- Gargling :

There's something your Monstropot is not digesting very well! Your turn immediately ends and you lose all the bonus you had acquired for your next turn. In addition you'll have to roll a D6 again at the beginning of your next turn, on a 1 the indigestion is really bad and your Monstropot can't move this turn.

### 2-Cold :

Your Monstropot catches a cold and won't be able to move in diagonal next turn. In addition, if your Monstropot ever catches another cold it won't be able to move in diagonal until the end of the game.

### 3- Hypnosis :

The opponent you ate the surprise bottle from may move your Monstropot by 1 square. They may choose to make your Monstropot eat one of your own pots, in which case this opponent scores one point.

### 4- Burp! :

Just a small belch... sorry !

### 5-Vitamin :

You get an extra square of movement. Bon appetit !

### 6- Feast :

You may move the Monstropots of all your opponents by one square, good deal! You may choose to make their Monstropot eat their own bottles, in which case you score the points.

If your Monstropot can move by more than 1 square (thanks to eating bottles on your previous turn) and eats a surprise bottle, apply the effect of the surprise before doing anything else.

### Victory !

Your monstropot is the one that devoured the most bottles ? Congratulations, you won the game! You may either offer your opponent(s) a replay, a digestif,... or take a good nap !

