# ALTERNATE

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### «BIG HUNGER» (2 OR 4 PLAYERS)

The players start with taking turns placing a bottle on the board. The only constraint is that no bottle should be eatable the first turn (i.e. you can only put bottles on the grey squares of the chessboard). The surprise bottles rules remain the same in this version of the game.

# Two-player game

#### Four-player game

#### THEN EACH PLAYER PLACES THEIR MONSTROPOT AT A CORNER OF THE BOARD :

 In a two-player game, toss a coin to determine who gets to pick their corner first.

 In a four-player game, throw your Monstropots in the air and compare the number of broken teeth when they hit the ground. The player who lost the fewest teeth gets to pick a corner first, the second fewest loss goes second, and so on. Or roll a dice if you don't want to beak your Monstropots.

The objective is then to eat all the bottles (not only your opponents). The player who eats more bottles wins.

## « CANNIBAL » (2 TO 4 PLAYERS)

Each player places their Monstropot at one corner of the chessboard. Then players randomly place their bottles and surprise bottles on the board. Finally, randomly determine who starts playing,

The Objective is simple : to devour the Monstropot() of your opponent() ! Special rule for the surprise bottles : a player who eats a surprise bottle may decide to set it aside and trigger its effects it at any time later in the game. It gives that player a possibility to counter an attack or on the contrary to charge a sublating enemy Monstropot.

# «WHO EATS WHO» (3 TO 4 PLAYERS)

This is an alternate version of the Cannibal alternate version. The rules are the same except that before the game starts, each player writes down the name of one opponent on a piece of paper and passes it to the player on their right. Each player will have to eat the Monstropot on the piece of paper he was given. The first to devour their designated target wins the game!

# « RAVENOUS » (4 TO 8 PLAYERS)

IFIEKE GAN BE UNLY UNET This is an alternate version of the Cannibal alternate version. Start by setting your bottles on the board: In a four-player game, place 6 bottles each (including 3 surprises each) In a five-player game, place 6 bottles each (including 2 surprises each) In a seven-player game, place 5 bottles each (including 2 surprises each) In a seven-player game, place 5 bottles each (including 2 surprises each) In an eight-player game, place 4 bottles each (including 2 surprises each)

Then the opponent on your left places your Monstropot on the board. Try to not put the Monstropots too close to each other! The last Monstropot on the board is the winner!!