

EMILIE & JÉRÔME SOLEIL:

WE THANK HADI AND HIS TEAM FOR THEIR TRUST AND VISION WHILE WORKING ON THE PROJECT... FROM BOOK TO GAME, THERE WAS A SHORT STEP AND THEY HELPED US TAKE IT.

THIS GAME IS DEDICATED TO ALL OUR LITTLE MONSTERS AND IN PARTICULAR TO MATHILDE, HENRI, AND AUGUSTIN.

MORE GAMES, MORE FUN!



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Video rules
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KASIA FRYZA:

THANK YOU TO THE AUTHORS FOR THIS GREAT IDEA. I ALSO WOULD LIKE TO THANK HADI AND THE WHOLE TEAM, IN PARTICULAR MARTA KOSIŃSKA FOR HER FAITH IN WHAT I DO AND HER GREAT HELP.

I MUST ALSO THANK MY DAUGHTER VICTORIA AND MY HUSBAND FOR THEIR GREAT SUPPORT DURING THIS PROJECT.

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NO
MERCY
FOR
MONSTERS

A COOPERATIVE PARTY GAME
FOR CHILDREN 4+



6 – BIG6 MONSTER

Age: 1 and ¾ years. Place of birth: at the zoo, in the tigers' enclosure. Distinguishing feature: breaks everything accidentally — glasses, chairs, beds... how clumsy! Loves: gently picking small flowers in meadows.

Age: 2 years old. Place of birth: at a hairdresser's in Tokyo. Distinguishing feature: his hair is growing so fast, nothing can stop it!

Loves: combing his hair, making plaits and putting bows in his hair... but yuck, he leaves hair everywhere.

7 – FRIZURI MONSTER

8 – KIKI MONSTER

Age: 4 years old. Place of birth: in a bag of candies. Distinguishing feature: always comes up with the worst ideas. Each time it happens, a new black spot appears on her skin!

Loves: always being up to mischief.

9 – BEEP BEEP MONSTER

10 – JOJO MONSTER

Age: 5 years old. Place of birth: between the dirty toes of a giant. Distinguishing feature: always catches funny diseases, such as hair growing on his belly, arms that lengthen, and ears that suddenly grow! Loves: blowing his nose on other people's bed sheets and curtains.

10 – JOJO MONSTER

1 – OOPS MONSTER

Age: he no longer knows....

Place of birth: he no longer knows....

Distinguishing feature: forgets everything, from what he ate at noon to the name of his teddy bear. Loves: emptying every drawer and cupboard looking for his lost glasses.

2 – BOOM MONSTER

3 – GRRRR MONSTER

Age: uh... a few million years. Place of birth: in a dinosaur's nest. Distinguishing feature: leaves sticky traces on the ground as she walks. Loves: hiding in closets or under beds and sneaking out in the middle of the night to terrorize children.

3 – GRRRR MONSTER

4 – LOVE MONSTER

Age: 499 years old. Place of birth: in a department store, among some plush toys.

Distinguishing feature: likes to be beautiful and stylish falls in love several times a day. Loves: kissing others after having eaten his boogers.

4 – LOVE MONSTER

5 – CHIC MONSTER

Age: 8 years old. Place of birth: behind a mirror. Distinguishing feature: collects dresses, pants, scarves, belts, coats and hats. Loves: stealing clothes from closets to expand her collection.

5 – CHIC MONSTER

THE STORY

Cats are roaming the rooftops, the sun is turning red and a breeze is getting up. Evening is falling on the Mimosa District and it's time to go home. - Oh no, it's already time for you to go back... - Guys, see you tomorrow evening at the same place!

- I will bring my bike.

- And I will bring cake!

Suddenly one of you freezes stiff, frightened!

- What a funny face you're making, what's going on?

- I saw something there, in the garden of Mr. and Mrs. Sweet...

- I don't see anything at all.

- Neither do I!

- But look carefully...Those strange shadows...

On tiptoes, you approach the house, and hide behind a bush.

- I think I'm dreaming... Do you see what I see?

- A bunch of monsters! Arggh...

- Those rascals! While the Sweets went out to the restaurant, they took the opportunity to invade their house.

- Let's knock them down before the family comes back!

THE STORY

WARM-UP

Hold your horses! You are very brave and all, but beware: we cannot go fighting monsters like that! These very special monsters can cast spells and the battle ahead is going to be tough. Before we start, warm up and test your reflexes:

- Turn your wrists 10 times in one direction, then in the other
- Jump 20 times from one foot to the other
- Turn around 3 times with your eyes closed
- Stretch: touch your toes, and reach for the ceiling. Now pat your cheeks and make your prettiest face!

That's it, you're ready! Good luck!

WARM-UP

MATERIAL

- 1 board — a box representing a family house in 3D, with five rooms that open like a popup book
- 10 monsters with plastic stands to mount them on
- 27 tokens (18 socks, 3 monsters, 3 balls, 3 buckets of water)
- 1 purple die
- 2 cardboard pieces to hold the walls of the house
- 5 cardboard fragile objects with plastic stands to mount them on (for Variant 2)
- 1 orange die (for Variant 2)

1) IDEA OF THE GAME

While the Sweets were dining out, monsters have invaded their house. Your role? Knock them down before the family comes back. You have a few tricks up your sleeves to counter the spells the monsters throw back at you: hit them with socks, aim balls at them and drop buckets of water on their heads.

2) AIM OF THE GAME

In this cooperative party game your goal is to knock all the monsters down before there are no more tokens left to throw.

3) SETTING UP THE GAME

Put the box on a table approx. 20 inches (50 cm) from the edge, open it and construct the house by lifting the first 3 flaps. Use the cardboard pieces to bind the walls together.

Place the monsters on the path in the garden in ascending order: monster number 1 (Oops Monster) should stand closest to the door and monster number 10 (Jojo Monster) should be on the path, at the back of the line. If you don't know numbers yet, ask your friends, parents or siblings for help. The monsters are now ready to enter through the door!

Move the first monster (monster number 1) to stand on the floor in the first room. Make sure there is enough space behind the monster so it can fall down when hit with a token.

As soon as the monster is knocked down, remove it, turn the page to move to the next room, and move the next 2 monsters into the house. In the following rooms, you will bring in 2 monsters per room, and then 3 monsters into the last room (the garage).

Be careful, you can only knock down the monsters that are inside the house. Monsters in the garden are awaiting their turn to enter and cannot be hit. If you accidentally knock one over, pick it up and put it back in the line of monsters.

Mix up all the tokens and spread them face down on the table in front of the house. In the basic variant of the game you only need the purple die. Take one step back from the table. You are ready to play!

The orange die and the remaining objects (a vase, a shopping bag, a mirror, a tower of blocks, and a stack of cartons) are used in the more challenging version of the game (see Variant 2).

4) HOW TO PLAY

The youngest player starts. Each player takes it in turn to roll the purple die and turn over a token. Each token shows either an object to throw at the monsters, or a monster.

THE PURPLE DIE
On each side of the purple die, a pictogram indicates a constraint you must respect when throwing the token. This is the spell cast by a monster.

 Close one eye	 Make a face	 Lift one foot
 Throw with your weaker hand	 Pinch your nose	 Shout

THE TOKENS
The different types of tokens are as follows: socks, balls, buckets of water and monsters. If a player turns over:

- A sock whose pair is not in the room's illustration: they throw the sock at a monster.
- A sock whose pair is in the room's illustration: they throw the sock and can repeat the throw if they didn't succeed to knock the monster down.
- A ball: they throw it through the window on the right (from the outside of the house).
- A bucket of water: they drop it from above the house.
- A monster: they must pick up one monster that has been knocked down in this room and stand it up again. THEN put the token back, face down, and it is the next player's turn. (Be careful not to choose this token anymore!)

All the tokens that were used to throw are discarded. Monster tokens are never discarded.

When all the monsters in a room have been knocked down and removed, lift the page to go to the next room in the house and bring in the new monsters, as explained in the setup.

5) END OF THE GAME

The game ends when all the monsters have been knocked down or when there are no more tokens to throw. If the 10 monsters were knocked down, well done, you win!

VARIANT 2
FOR EXPERTS IN MONSTER CHASING

If you are already a pro at throwing socks at monsters, you can raise the bar and try a more challenging variant of the game. This mode adds fragile objects to the rooms, ones that you must not knock down.

Set up the game exactly the same as in the basic variant. Place the 5 fragile objects next to the house. In this variant you will use both the orange and purple dice.

HOW TO PLAY
At the beginning of the game, the youngest player rolls the orange die to determine if there is an extra object in the first room.

A dot means you should put one extra obstacle in the room. Make sure there is enough space behind the object so it can fall down when hit with a token, and that it does not stand in front of or behind a monster.

A clover — lucky you! This means that you don't place any extra object in the room.

The game proceeds as in the basic variant. If a player knocks down an object, bad luck! You have to mix up all the remaining tokens that are lying in front of the house. Now you no longer know which of them were the monster tokens!

When you move on to the next room, it is the next youngest player's turn to roll the orange die.

END OF THE GAME
As in the basic variant, the game ends when the 10 monsters are knocked down or when there are no more tokens left to throw.

VARIANT 3
EASIER

To make the game easier, play as in the basic variant, but without using the purple die! In this variant the monsters don't cast spells and your goal is to simply knock them all down. You can also play this variant as a little warm-up before the real game.

