

A game by Richard Garfield

Monströlicious



Menu

*In Monströlicious, take risks and use strategy to seat your Monsters
in front of the most mouthwatering desserts on the buffet.
If two Monsters covet the same dessert, only the strongest will keep their seat...
until maybe they get the boot too!*

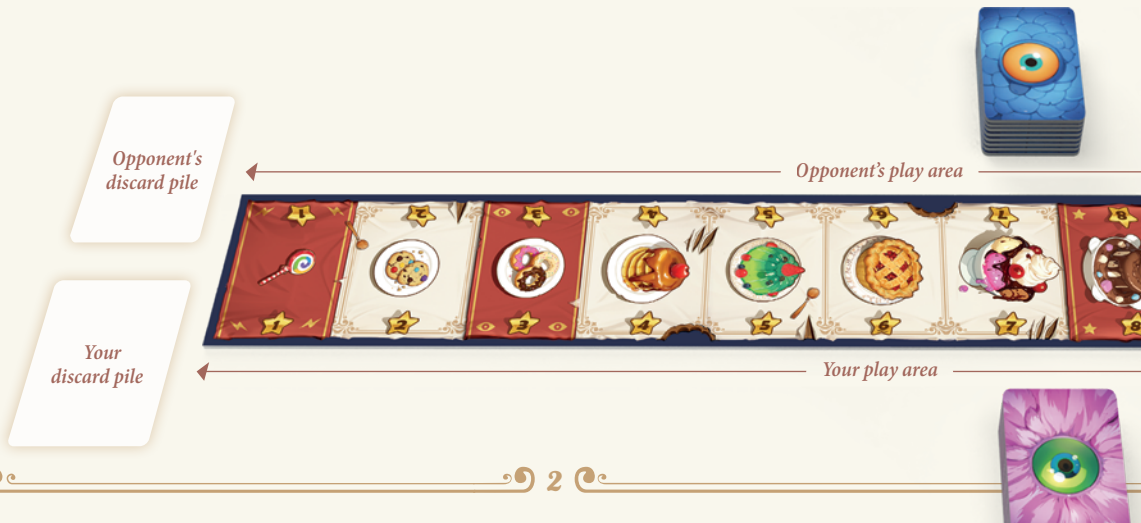
*At the end of the game, the Monsters can finally dig in!
Gain points for each dessert devoured by your Monsters.*



*Taste the rules
in this video!*

Setup

- Place the board horizontally between you and your opponent.
- Sort the tiles by their back to make two Monster types: furry and scaly. Each player takes all the tiles of one type (furry or scaly), then shuffles them to form a facedown stack in front of them.
- Leave some space next to the board for your own discard pile. You will place all your discarded tiles there during the game.



Dessert
victory
points



Dessert
buffet

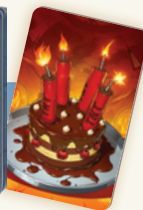
Each stack type has 13 tiles:
12 Monsters of value 1 to 12 and 1 Trap.



Scaly



Monsters



Trap



Furry



Monsters



Trap

Gameplay overview

Randomly choose which player will play first, then take turns until all tiles have been played.

On your turn, secretly look at the top tile of your stack and place it facedown in front of one of the desserts on the buffet. You must always place your tile **on an empty space** (meaning without another tile) in your play area.

Then check what is in front of this dessert **on your opponent's side**:

- **If the space is empty:**

You control this dessert and your turn is over.



- **If an opposing tile is there:**

You must resolve a Battle (see page 5) to determine who controls this dessert, then your turn is over.



You may look at the tiles you placed in your play area and your discard pile at any time.

Resolving a Battle

When you place a tile in front of a dessert where your opponent already has a tile, you trigger a Battle that you must resolve as follows:

- If the opposing tile is facedown, your opponent reveals it.
- Then, one of three situations happens:

- **Both tiles are Monsters**

Without revealing your tile and without lying, announce which Monster won the Battle.

Your Monster wins if its strength is **equal to or greater** than the opposing Monster. In this case, you control this dessert. Leave your Monster on its space, **facedown**, and discard the opposing Monster.

Otherwise, your opponent controls this dessert. Leave their Monster on its space, **faceup**, and discard your Monster.

- **One of the tiles is a Trap**

Reveal the Trap and discard both the Trap and the opposing Monster. No one controls this dessert.

- **Both tiles are Traps**

Reveal both Traps and discard them. No one controls this dessert.



Your discarded tiles are always placed in your personal discard pile. They remain facedown or faceup, just as they were in your play area.

Special desserts

There are 4 special desserts on the buffet:



⚡ Lollipop

While you control the Lollipop, you win all ties during Battles (including for the Lollipop).



👁 Donuts

If you control the Donuts with a tile you just placed **this turn**, flip an opposing tile of your choice faceup.



*If you flip a Trap with the Donuts, it won't be triggered.
Only a Battle can trigger it.*



+3★ Chocolate Fountain and Fruit Platter

At the end of the game, if you control both these desserts, gain 3 extra points (so 19 points instead of 16).

Turn example



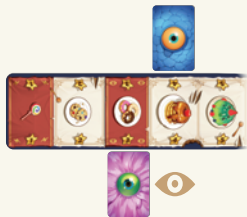
At the start of my turn,
I draw my 7 Monster tile.



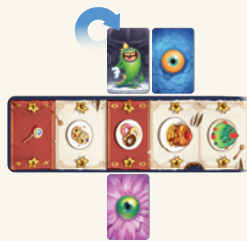
My 7 Monster's strength equals
the opposing Monster. My Monster wins
this Battle; it remains facedown
and my opponent discards their Monster.



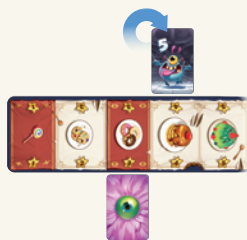
I decide to place my tile in front
of the Donuts; I therefore trigger
a Battle with my opponent.



At the end of my turn, I control the Donuts
thanks to the Monster I just placed.
That lets me flip an opposing tile faceup.



My opponent flips their tile
and reveals their 7 Monster.



I choose to flip the tile
in front of the Pancakes, revealing
my opponent's 5 Monster.
My turn is over.

End of the game

The game ends once all tiles have been played.

Reveal all the tiles on the buffet and discard the Traps still in play.

The Monsters can finally devour the desserts you control!

Determine your score by adding points ★ from each dessert your Monsters devoured.

The player with the highest score wins the game.

In case of tie, savor the victory together...

or play again to determine the true winner!

Contents: 1 board • 13 Furry tiles • 13 Scaly tiles • This rulebook

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