



2-4 players



Ages 6-10



20-30 minutes



Monster Mess

Rulebook

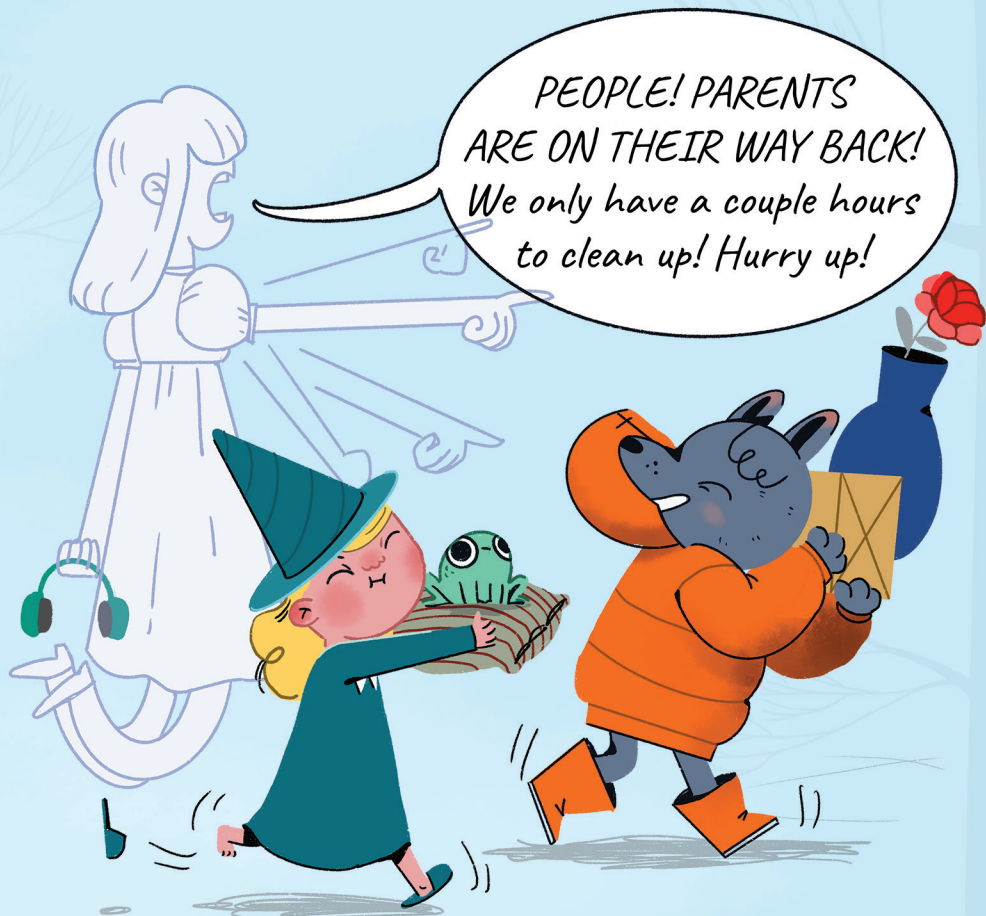
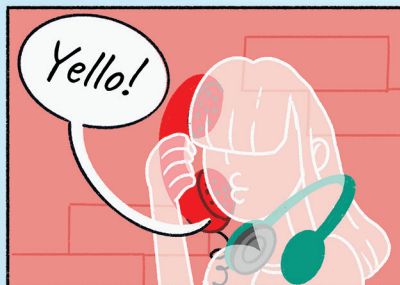
This rulebook is intended to be read by adults

✧ About the game ✧

Where do we keep the frogs? Merlin, catch this bat! Somebody! Go put the cake into the fireplace... I mean on the fireplace!

Help the little monsters straighten up the house after a party. It's no easy task since even the rooms in this magical mansion won't stay still. Work as a team and put everything where it belongs before the parents come back. Tidy up before midnight strikes to win the game!





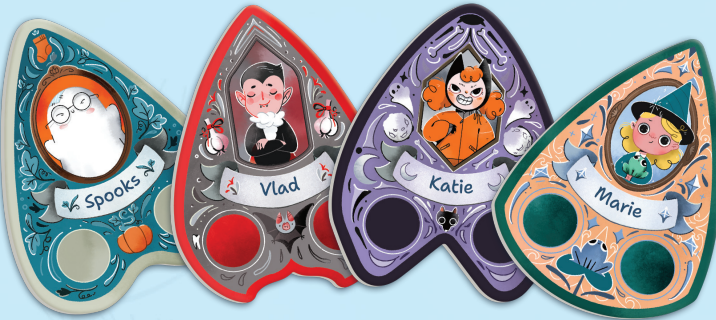
Components



Game board with a clock



8 character standees



4 double-sided character boards



12 room tiles



4 double-sided superpower tokens



15 item tokens



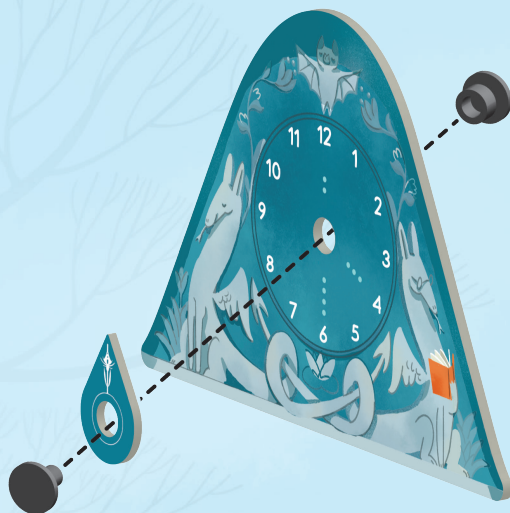
Rulebook

◆ Game Objective ◆

Return all the items scattered around the house where they belong before the clock strikes 12.

◆ Game Setup ◆

Before your first game assemble the clock as shown below and insert it into the game board. Insert the character standees into the stands.



1. Place the game board at the center of the table — this is the **house**.

2. Set the clock hand to a time corresponding to the number of players:

2 players



3 players



4 players



3. Shuffle all **room tiles** facing down. Then place them onto the blue squares on the house in random order facing up. Keep the picture on the tiles right side up.

4. Shuffle all **item tokens** facing down and place one randomly onto each space of the second, third and fourth floor (including spaces that have no room tiles on them). Do not cover up the round item slots.

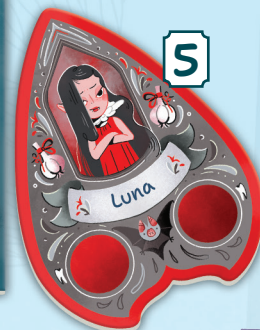
5. Each player takes a **character board** of their choosing and places it in front of themselves with the girl or boy side facing up. Each player also takes the corresponding **character standee**. Return all unused boards and standees to the box.

6. Place all standees onto the **entrance room** — the space in the center of the first floor.

Return the **superpower tokens** to the box. They are only required when playing with superpowers (see p. 11).

The player who was the last to tidy their house becomes the first player.





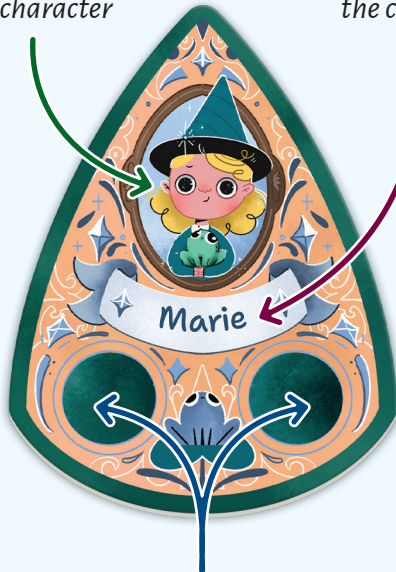
Characters and rooms

Character board

Each character can carry one item in each hand. The characters hands are represented by the two round slots on their board.

*Portrait of
the character*

*Name of
the character*



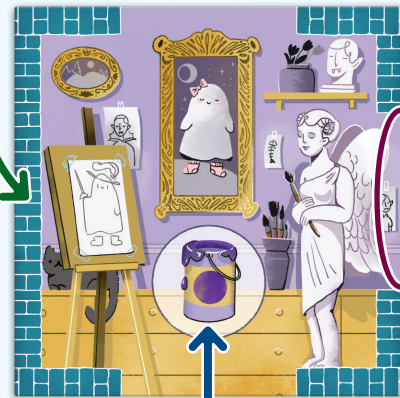
*Slots for items
(the character's hands)*

Room tile

There are **walls** made out of blue brick on each tile. Characters cannot pass through them. Wherever there is no wall is considered a **doorway**, which characters can pass through. There are also **item slots** on the tiles – these are the places where the respective items are stored and where they need to be brought and put away.

Walls

Doorways



*Slot for an item, in this case
the bucket of paint.*



◆ Game Flow ◆

The players take turns starting with the first player and continuing clockwise.

During your turn you are allowed two movements and however many free actions before, in-between or after your movements. See more detail on them below.

Whenever the turn comes back to the first player, they move the clock hand to the next hour.

Movements

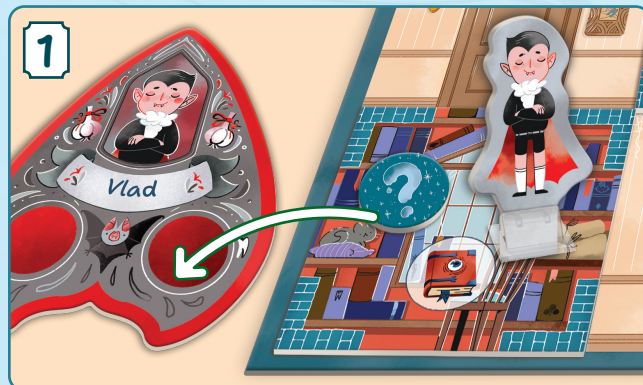
The house consists of 25 spaces. Each space is considered a **room** even if there is no room tile on it. Players can move from one room to another through doorways (including in-between rooms on different floors). One cannot move to a room diagonally.



Actions

◆ Pick up an item

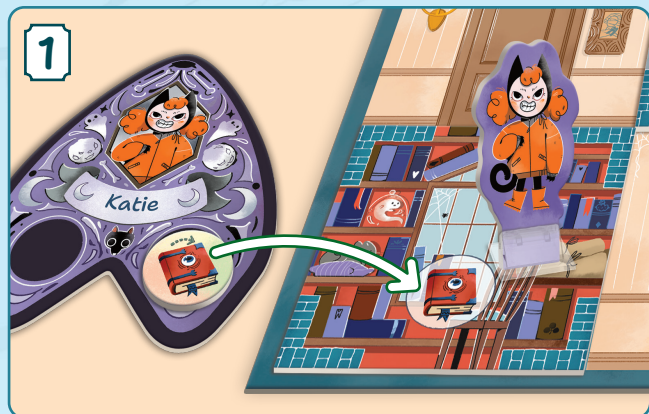
If there is an item token laying facing down in the same room as you and at least one of your character's hands is empty, pick that item up – flip the token and place it onto an empty slot on your board. You cannot pick up items that are already put away in their respective slot.



For example, Vlad picks up an item in a room – it's a frog! Both of Vlad's hands are empty so he takes it and puts it onto his board.

◆ Put an item away

If you are in a room with an item slot for an item that your character is holding in their hand, place that token onto the item slot facing up. Now this item is where it belongs and is considered **put away**, therefore it cannot be picked up again.



For example, Katie puts the book onto its respective slot. Now the book is put away!

◆ Throw an item

You can throw an item your character is holding **any number of spaces through doorways** in a straight line (you cannot throw an item through walls). You can throw an item to **another character** that has an empty hand or into a room with **that item's slot**.

Note: items with the ...+ symbol cannot be thrown – they are too heavy. Or too alive...



Can be thrown



Cannot be thrown



◆ Exchange items

If you are in a room with another character, you can give them any number of items, receive any number of items from them or exchange any number of items. Remember, a character must have at least one empty hand to receive a new item. If each of two characters have no empty hands but they want to exchange items (give each other one item), they can still do so.

For example, Marie and Boo Boo are in the same room and want to exchange items. Both of them have no empty hands but they can exchange if each of them gives the other an item. Marie gives Boo Boo the pillow and Boo Boo gives Marie the letter.



◆ End of game and victory ◆

The game ends in one of two cases:

- ◆ The players put all items away in their slots before the clock struck 12. You managed to tidy the house in time before your parents returned, congratulations! You win!
- ◆ The clock struck 12 but not all items are put away. The time got away from you and you couldn't complete your task in time. Try again!

Now you can try other versions of the game – with superpowers on p. 11 or with enchanted items on p. 13. You can also combine the two!

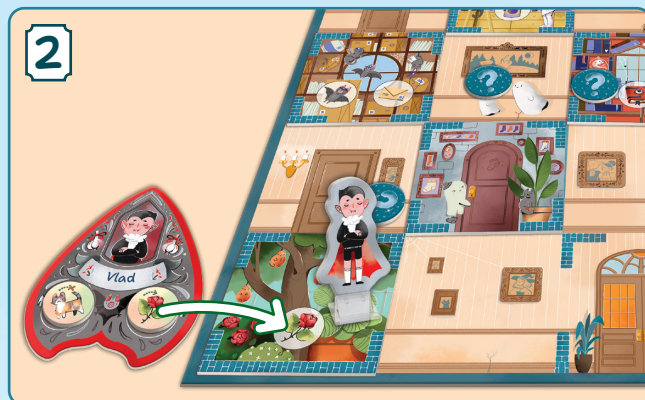


◆ Turn example ◆

Vlad, Spooks, Scruffy and Marie are playing the basic version of the game together. It is now Vlad's turn.



He has the rose token and the cat token that he picked up previously on his board. Vlad makes his first movement to the left and enters the garden room. The item slot for the rose is there.



Vlad takes the rose token off of his board and places it onto the rose item slot. Now the rose is put away.



Vlad makes his second movement and goes up from the garden. There is an item token facing down in the room he entered. One of Vlad's hands is empty so he picks it up — flips the token and places it onto an empty slot on his board. It's the hat token.



Vlad can see that the room with the hat item slot and the cat item slot is several spaces away in a straight line from him and is not obstructed by walls. Vlad throws the hat into that room: takes the hat token off of his board and places it onto its item slot. However, the cat cannot be thrown, so Vlad will have to walk to the room and put it there. Vlad ends his turn and passes it to the next player going clockwise — Marie.



✦ Playing with superpowers (ages 8 and up) ✦

In this version of the game each player has a superpower they can use during the game.

During setup each player chooses a superpower token and replaces the name on their character board with it.



In this version the game ends when the clock strikes 11 instead of 12. The parents are coming back even sooner than expected so hurry up!

Each superpower is explained in detail below.

Gentle throw

Now that's one good throw!

You can throw items with the  symbol.

Need a hand?

When doing such a deep clean, extra hands can come in handy.

Play as if your character board has an extra slot for items.



Sharing is caring!

When tidying it is important to divide up the tasks properly.

Once per turn you can exchange items with any player.

Switcheroo!

Be ready to switch with a friend in need!

Once per turn you can switch places with any other player. This is not considered a movement.



Renovations!

Maybe we should move the attic downstairs?

Once per turn you can swap two room tiles that are adjacent to the room you are in (not diagonally).

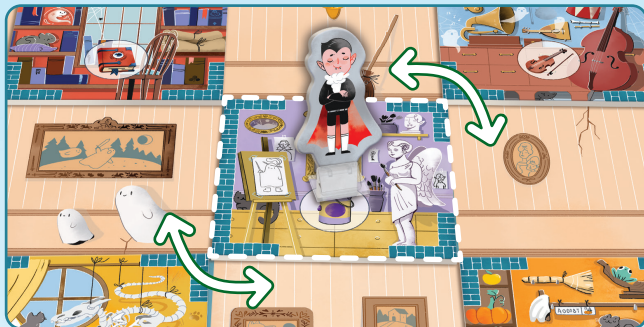
The rooms move with everything they contain: item tokens and character standees.



Twists and turns!

Where should we put the door?

Once per turn you can rotate the room tile your character standee is on. The room tile can go on its side or be flipped upside down. The tile remains this way until the end of the game or until you rotate it again.



Let me show you!

Give your friend a push in the right direction.

Once per turn you can move any other player's standee to an adjacent room through a doorway. When being moved this way, the player cannot pick up items, place them onto their item slots or perform any actions.

Teleportation!

Show your friend the way.

Once per turn you can move another player that is in the same room as you to any other room in the house. When being moved this way, the player cannot pick up items, place them onto their item slots or perform any actions.



Playing with enchanted items (ages 10 and up)

In this version of the game each item is enchanted. Some of the enchantments are helpful and some are not. The enchantment of each item is explained below.

The enchantments on the **bucket of paint**, the **book**, the **rose**, the **rollerblades** and the **cake** are especially powerful: their effects affect you all the time while these items are on your board. This is why they are explained first. The effects of other items only apply once when you pick them up. Afterwards they become regular non-enchanted items.



Bucket of paint

Lose one movement. While you hold this item in your hand, you make one fewer movement during your turn. This bucket of paint sure is heavy!

For example, Vlad used one of his movements to enter a room and pick up an item – it turned out to be the bucket of paint! Now he cannot use his second movement.



Book

Skip a turn of you meet with another player! While you hold this item in your hand, whenever you end up in the same room as another player, your turn ends immediately. If this item is on your board and at the start of your turn you are in the same room as another player, you skip this turn. The book turned out to be so interesting that you and your friend lost track of time reading it to each other!



Rose

Does not take up a hand.

Place it on your board next to the portrait of your character. Why hold a flower in your hand when you can put it in your hair?





Rollerblades

Gain one extra movement. While you hold this item in your hand, you make one extra movement during your turn. Fast as the wind! If you hold both the rollerblades and the bucket of paint, they cancel each other out and you make two movements per turn as usual.

For example, Spooks used his second movement to enter a room and pick up and item—it's the rollerblades. He can use his extra movement he gained from the rollerblades in the same turn.



Cake

Takes up two hands. Place the cake in-between the slots on your board. If either of your slots is occupied, take that token off of your board and place it in the room you are in facing up. Don't let the cake topple!

The effects of the following items only work once.



Frog

Jump to the fifth floor!

When you pick up this token, you immediately move to the room in the same column on the fifth floor. This is not considered a movement. Afterwards continue your turn. No ceiling too high for the frog!



Jelly

Receive 2 extra movements. You can use these movements only during the same turn you pick the token up. A sweet treat always gives you energy!



Pillow

Fall asleep and end your turn. Place your standee on its side. Sweet dreams!

◆ While you are asleep, you cannot move, pick up, exchange, catch or put away items, even using superpowers. Players that are asleep are not affected by any superpowers.

◆ If another player ends up in the same room as you, they wake you up: stand your standee up and continue the game.

◆ If you pick up the pillow in a room with another player, end your turn but do not fall asleep.



Violin

End your turn and gather your friends!

When you pick up this token, your turn ends immediately and all other players are teleported to the room you are in to listen to the wonderful melody. The players cannot pick up items, put them away or perform any actions.



Cat

Peek at 3 item tokens in the house.

Flip them face up and after all players have had a look at them, flip them back. The cat is done playing!



Hat

Teleport! You can move up to two spaces in any direction. You can pass through walls. This is not considered a movement, it is not affected by other items such as the rollerblades. It might not be the most fashionable hat, but it sure is a useful one.



For example, Marie picks up the hat and moves two spaces two the left through a wall!



Soap

Throw it to another player. When you pick up this token, you immediately throw it to another player according to the regular throwing rules. If there are no suitable players, place this token onto your board. The soap slipped out of your hands!



Bat

Place the bat into an adjacent room not obstructed by walls. If the bat item slot is in that room, it is considered put away. If there is another player in that room, they pick up the bat (provided they have an empty hand). Otherwise, the token is placed there face down. If there is no suitable room, pick the bat up. It's not easy catching this swift bat!



Ball

Swap this token with a token in another room. Choose any other token laying facing down in the house. Pick it up and place the ball where that token was. The ball bounced away from you!

Apply the effect of the token you picked up instead of the ball.

If there are no face down tokens left in the house, pick the ball up as usual.



Letter from grandpa

End you turn. You immediately pass the turn to the next player. You are busy writing a reply to grandpa!



✧ Enchanted items reference sheet ✧



Bucket of paint

Lose one movement.



Book

Skip a turn of you meet with another player!



Rose

Does not take up a hand.



Rollerblades

Gain one extra movement.



Cake

Takes up two hands.



Jelly

Receive 2 extra movements.



Cat

Peek at 3 item tokens in the house.



Bat

Place the bat into an adjacent room.



Frog

Jump to the fifth floor!



Soap

Throw it to another player.



Ball

Swap this token with a token in another room.



Letter from grandpa

End your turn.



Pillow

Fall asleep and end your turn.



Violin

End your turn and gather your friends!



Hat

Teleport up to two spaces.

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