

General & Mills

MONSTER CRUNCH!

THE BREAKFAST BATTLE GAME

AGES 9 AND UP • 2-5 PLAYERS • 20 MINUTES

CONTENTS

- 180 Cereal Cards
- 5 Cereal Bowl Placards
- 10 Monster Power Placards
- 15 Milk Tokens
- Instructions



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OBJECT

Try to eat as much of your cereal as possible by playing cards into your bowl. At the end of three hands, the Monster who has eaten the most wins!



SET UP

- 1** Each player chooses a Monster. Take the matching Cereal Cards, Cereal Bowl Placard, and Monster Power Placards. Place them all in front of you.
- 2** Shuffle your Cereal Cards and keep them face down in a stack in front of you.
- 3** Draw 12 cards from your stack to make your first hand. Don't show your hand to any other players!
- 4** Take one Milk Token and place the rest of the Milk Tokens in the center of the play area.
- 5** The player who most recently ate a real bowl of cereal goes first!

Any unused Cereal Cards, Cereal Bowl Placards, and Monster Power Placards may be placed back into the box, and will not be used this game.

**MONSTER
POWER
PLACARDS**



**MILK
TOKENS**



**CEREAL BOWL
PLACARD**



**CEREAL
CARDS**



HOW TO PLAY

A game of Monster Crunch is played in three hands, with each hand consisting of multiple rounds. In a round, players will take turns playing cards into their Bowls.

When it's your turn, you must either play cards from your hand into your Bowl, or pass.

The first player in each round may start by playing any card from their hand. After that, you may only play equal to or higher than the previously played value.



Example: It's a 3-player game, and Boo Berry has begun the round by playing a 2 into his Bowl. Franken Berry goes next, and plays a 2 as well. Then it's Count Chocula's turn, and he plays a 6. Now that it's back to Boo Berry, he must play a 6 or higher to stay in the round!



BOO BERRY PLAYS A 6 INTO HIS BOWL



You may play only one card on your turn unless you use Milk Tokens to combine cards.
(see COMBINING CARDS WITH MILK TOKENS on page 6).

If you are unable to play a card, or choose not to, you must pass. Place the cards currently in your Bowl face up next to you in a scoring pile.

Whenever you pass, take one Milk Token from the center if there are any remaining. You are now out for the remainder of the round.

When there's only one player left in the round, the round is over. The last player places the cards currently in their Bowl face up next to them in a scoring pile. They do not collect a Milk Token. **All players keep the cards in their hands to use in the following round.** The last player left in the previous round starts a new round by playing any card they choose from their hand.

PASSING



+1 MILK



PLACE CARDS IN SCORING PILE

TAKE 1 MILK TOKEN



END OF THE HAND

When any player plays the last card in their hand, the hand immediately ends – even in the middle of a round. **Place the cards currently in your Bowl into your scoring pile, and any cards left in your hand back into the box.** These cards are out of the game and will not count towards players' final scores. Keep any Milk Tokens you have remaining to use later.

To start the next hand, draw 12 new cards.

Note: If Boo Berry has used his "Ghostly" power, he will draw only 10 cards in the final hand (see **MONSTER POWERS** on page 8).

The player who ran out of cards in the previous hand will start the first round of the new hand.

At the end of three hands, the game is over!

COMBINING CARDS WITH MILK TOKENS

Milk Tokens allow you to combine cards and eat even more cereal!

On your turn, you may use Milk Tokens to combine cards while playing them into your Bowl. When Milk Tokens are used, they are placed back into the center of the play area. Each extra card you add to your Bowl requires one Milk Token. (For example, one Milk Token allows you to combine two cards, two Milk Tokens allow you to combine three cards, etc.) The following rules apply when combining cards:

- Extra cards played with Milk Tokens must either be in numerical order with the first card played, OR be the same value as the first card played
- A player CANNOT use Milk Tokens to play cards of the same value and cards in numerical order on the same turn (for example, you may not play a 4 and two 5's)
- When combining cards, the values on all the cards played are **added together** to make a new higher value that the next player must match or beat

Example: Count Chocula played an 8. Franken Berry has a 5 and uses a Milk Token to add a 6, bringing his total to 11. Boo Berry plays next and uses two Milk Tokens to combine three 5's, making his total 15!



MONSTER POWER PLACARDS



MONSTER POWERS

All the Monsters have their own special powers that break the normal rules of the game! You may choose which turn to use each of your powers, but each Monster Power Placard may only be used once per game. When a Monster Power Placard is used, place it back into the box.

Each Monster Power Placard will indicate whether it is used before or after you play a card on your turn. Note that if a power indicates it is used after you play a card, you **must** play a card first.

SCORING

At the end of the third hand, players count how many cards are in their scoring piles (ignoring the values printed on those cards). The player that has the most cards in their scoring pile has eaten the most cereal and is declared the winner! If there is a tie for most cards, the tied player with the most Milk Tokens remaining wins. If there is still a tie, the tied Monsters win together!