

SWEET MONSTER

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años Jahre

4-99

Jeu de mémoire
A memory game
Merkspiel
Juego de memoria



SWEET MONSTER



Rules of the game

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Ages: 4-99 years



Number of players: 2-5 players



Includes: 12 different double-sided tiles (1 monster side, 1 sweet or rotten fish side), 21 sweet tokens, 2 dice (1 monster die, 1 sweet die).



Aim of the game: Sweet Monster is a memory and deduction game with double-sided tiles. Each roll of the dice gives a monster/sweet combination that matches one of the tiles. The aim is to find it.



Setting up:

Place the 12 double-sided tiles in the middle of the table in a 4-by-3 rectangle. The tiles should be placed monster side up. Players must not know what is on the other side of the tiles.



Both dice are given to the youngest player.
The sweet tokens are placed nearby.

Playing the game:

Play moves clockwise around the table. The

youngest player goes first and throws both dice, which show a monster and a sweet. These show a monster and a sweet. The player then has to try to find the tile that matches that combination – with the corresponding monster on one side and the corresponding sweet on the other. The player chooses one of the 12 tiles and turns it over.

NB: by deduction, the player chooses to turn over one of the four tiles with the monster shown on the die.

- **If the player turns over the right tile:**

they take a sweet token. The tile that they turned over is left with its new face up, and then the next player rolls the dice.

- **If the player does not turn over the right tile:**

nothing happens. The tile that they turned over is left with its new face up, and then the next player rolls the dice.

- **If the player turns over a tile and discovers a rotten fish:**



they immediately lose one of their sweet tokens (if they have any). They turn over the rotten fish tile to the monster face and can swap two tiles around. Then it is the next player's turn to throw the dice.

NB: unless a rotten fish is discovered, the tiles that are turned over remain in their place and with the new side face up. The challenge is to use your memory to remember what's on the other side.

And make sure to remember where the rotten fish are so you don't turn them over again!

End of the game: When a player wins their 5th sweet token, they win and the game ends.

A game by Guillaume Desportes.