

Monster vs. Kid

Game Description

This is a two-player game for ages 6 and up

In this game, players either play as a monster or a child. With the child trying to collect candy and escape the forest and the monster trying to catch and scare the child.

Game Components

Tokens need to be cut out of printable paper sheet.

- Game sheet (1 for each player)
- One six-sided die
- Two writing utensils
- Candy tokens (x3)
- Trap tokens (x3)
- Child token

Objective

The child's objective is to find and take one piece of candy then make their way to one of the four corners of the forest or to trap the monster in two traps.

The monster's objective is to find and capture the child before they can escape the forest while hoping to avoid traps.

How to play

The game starts by each player picking if they want to be the child or the monster. Each player has their own game sheet and must keep it hidden from the other player.

1. Once the players have picked their roles, the player who is playing the child sets down their trap tokens on individual circles on their game sheet without letting the other player know where they are placed.
 - a. These cannot be moved once the game begins.
2. Then the player who is playing the monster places down their candy tokens without letting the other player know where they are placed.
 - a. These also cannot be moved once the game begins.
3. The monster then tells the other player either the horizontal or vertical placement of each candy. Ex: Monster says "A candy is in row B, a candy is in column 4, a candy is in row D."
4. The child then places the child token on the cross in the center of the board and rolls the die to see how far they can move.
 - a. This number should be kept secret from the other player.
 - b. The child always moves the exact number on the die and can move in any direction except diagonally.

Team: Noah Trillizio, Taylor Sims,
George Tang, Anna Breuker,
Katrina Ely

5. On the first turn, the player moves from the starting cross to any one of the four surrounding circles for their first movement, then moving as normal going up, down, left, or right.
 - a. Once the child leaves the starting cross, they cannot go back to it.
6. Once the child has finished moving, they tell the other player.
7. The monster waits until the child has finished moving and then calls out a space on the board.

Ex: The monster says "Are you at D1?"

 - a. If the child is found the game ends.
 - b. If a trap is found the monster loses one health point.
 - i. If the monster finds two traps, then the monster loses and the child wins.
8. After the monster calls out a space, the child reveals their location to see if the monster placed a candy at that spot. If they did, the child collects the candy and now has to make their way to one of the four corners to escape.
 - a. The child needs to get an exact number to land on the corner and win.
 - b. If they didn't land on a corner the game continues as normal.

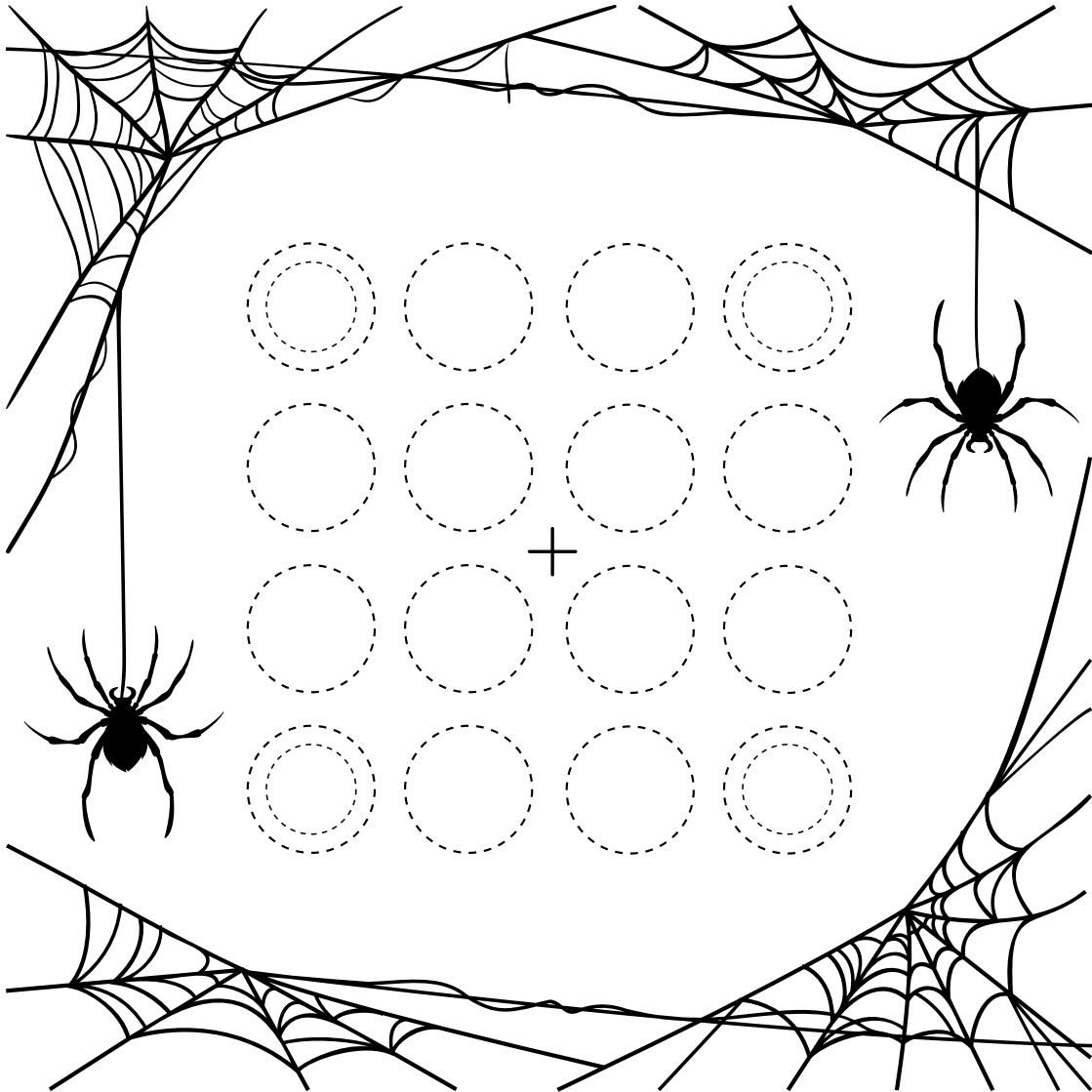
Ending the Game

The game ends when one of the two players has completed their task.

- If the child gets a candy and then makes it to the corner of the board they win.
- If the monster steps in two traps, then the child wins.
- If the monster finds the child at any point the monster wins.



MONSTER ○ ○ ○ :candy placed
○ ○ :lives



candy collected: ○

traps placed: ○ ○ ○

KID