

Rules of the Game

Monster School

Setting Up

1. Have the child* put together the puzzle pieces to assemble the game board. Help them if necessary. The first time you assemble the game board, it will be easier for the child to observe the image on the back of the box, because the game board is not perfectly rectangular, which makes the puzzle more challenging.
2. Shuffle the Situation cards and make a pile that will stay close to you. Make sure the side of the cards that features a question mark on a gray background is placed face-up.
3. Together with the child, place the four Monster tokens at the beginning of the course (blue arrow).



Playing the Game

1. The monsters are racing to be first to reach the stage and pick up their "Good Behavior Diploma." But they can only move forward if they exhibit socially appropriate behavior.
2. The youngest child goes first. Take the card from the top of the pile, show the front of the card to the child and read all the text on the card, including any speech bubbles. Then, ask the child, "Do you think the monster's behavior is okay?"
3. The child answers yes or no.
 - If the child gives an incorrect answer or struggles to answer, you can provide clues to help them answer (see "Helping children answer questions during gameplay" in the Instructional Guide).
 - If the child answers correctly, with or without help, try asking some follow-up questions about the consequences of the action (e.g., "How do you think the girl will feel?"). If the monster's action on the card doesn't reflect norms for socially appropriate behavior, you could question the child about other ways the monster could have behaved. For example, try asking, "What do you think the monster could have done instead?" See "Helping children answer questions during gameplay" in the Instructional Guide.
4. Once you've read the situation and the child has answered, flip over the card and go over the correct answer with the child. (A "thumbs up" on a green background represents appropriate behavior; a "thumbs down" on a red background stands for inappropriate behavior.) Be sure to read all the text on the card, including any speech bubbles.



back

continued on the back

*Note that in these instructions the words "child" and "children" are used interchangeably to mean one or more children of the game's target age.

Playing the Game (continued)

5. If the monster shown on the card behaved inappropriately, the child cannot advance the corresponding Monster token (e.g., the red monster). But if the monster in the scenario on the card has behaved well, the child rolls the die and advances the Monster token the corresponding number of squares.
6. Progressing clockwise, the next player then rolls the die and follows the steps described above. When a Monster token lands on a square already occupied by another Monster token, place the token in the same square, alongside the one that is already there. If the player is an adult or a child with a good understanding of the game, they can read the cards aloud.
7. The game proceeds until the first Monster token reaches the stage. The player or players who predicted that this monster would arrive first receive a "Good Behavior Diploma." They can color in the winning monster on the diploma. If no player chose the winning monster, nobody receives a diploma—until next time!

Variant: At the end of the game, all the players work together to create a diploma by coloring in the picture of the monster whose behavior best respected social norms.



Special Squares

If a monster lands on the "banana peel" square, it slips back two spaces.

If a monster lands on the "trampoline" square, it jumps forward two spaces.

If a monster lands on the "sticky" box, it stops there, even if it should have gone further based on the number rolled.