



Hiding Monsters **A Memory** **Game of Sneaky Fun !**

Game Contents:

- 36 MonsterCards:
 - 6 monsters engaged in 6 activities
- Spinner with monsters and activities

Objective:

Collect the most MonsterCards.

Game Setup:

- Shuffle the MonsterCards and place 16 cards face down in a 4x4 grid.
- The remaining MonsterCards are set aside.
- Each player Peeks at 4 MonsterCards of their choice without letting the other players see.

Gameplay:

Take turns spinning the spinner to reveal a monster or activity.

In your turn:

- Turn the spinner.
- Use your sharp memory to find all MonsterCards with a hiding matching the spinner's result – same monster or same activity.
- Continuously reveal cards as long as the monster or the activity matches the result on the spinner.

For example, if the spinner shows the red monster (named Umbo), reveal all MonsterCards with the red monster, regardless of the monster's activity.

- Keep the matching MonsterCards you revealed and continue your turn.
- If you reveal a non-matching card, your turn is over!
- Show all revealed cards to the other players.

Game Over:

The game is over when there are less than five MonsterCards left.



The player that collected more MonsterCards than the other players wins the game!



Umbo



Umbo is charming, clumsy, and not very thin,
Always helping others while keeping a bashful grin.
When he is not hungry, he is a delight,
But when his stomach growls – get out of his sight!

Shaggy



Inventing tricks is what Shaggy knows,
causing chaos and damage wherever he goes.
In the end, everyone forgives him and is not really mad,
because he is just a little naughty and his intentions are not bad.

Partity



For Partity – life is one big party,
surrounded by friends who make her happy.
She loves to go wild and celebrate with friends,
when partying with her – the fun never ends.

Flitzi



Flitzi hates taking showers,
He hates being clean or smelling like flowers.
He is quite disgusting, filthy, and smelly,
His house is a mess, neglected and dirty.

Bluball



Bluball is not "that" bright,
yet he thinks – he can get everything right.
But he just doesn't understand
why nothing around him – goes as planned.

Potata



Potata is the smartest one of all,
equipped with an antenna so very small.
She absorbs and remembers everything she's told,
and a talented singer – she has a voice of gold.

Get ready to put your memory skills to the test and uncover those sneaky hiding monsters!

