How to Play

Monster Café is played over a series of four rounds. The player who most recently ate something disgusting starts the first round and play continues to the left. On each turn, you may do one of two actions:

1. Draw the top card from the center pile.
2. Clear a table containing at least one monster and remove yourself from the round.

Each option is explained in further detail below.

Draw a Card

If you wish to seat a monster at a table, draw the top card from the center pile. Assuming you don't draw lemon sorbet (see below), look around the playing area and choose one of the tables to place the card. Each table has four available seats, indicated by the four sides of the card. As long as there's a space at a table, you may place the card adjacent to any open side. This ends your turn.

Clear a Table

Instead of drawing a card, you may claim one table from the playing area along with all of the adjacent seated monsters, provided that there is at least one monster seated there. (You cannot clear an empty table.) When you clear a table, take the table card along with any seated monster card(s), and place them face up in front of you. This action signals that you are out of play for the remainder of the round. (You may no longer draw cards or take another table.)

Ending a Round

The remaining players continue taking turns drawing cards and/or clearing tables until all players have cleared one table. When this happens, the round ends. Start a new round by placing four more table cards in the center of the playing area. All previously collected cards remain face up in front of each player. Whoever cleared the last table starts the next round, which plays out just like the previous one.

Notes:

- If all available tables are fully seated, then you may not draw a card. Instead, you must clear a table.
- If you are the last player left in a round and there are open spaces at the remaining table, you may draw cards until either the table is completely filled or until you wish to clear it and end the round.
- On the rare occasion that there are no cards left to draw, all remaining players must clear a table.

Ending the Game & Scoring

The game ends after the fourth round, when the last group of tables has been cleared. At this point, all players match up their monsters with their respective meals. But be careful not to take any monsters that end up going unfed as they will subtract from your score.

Scoring Example:

At the end of the game, Mike had the above collection of cards. He scores 3 points for the Sludge Eaters, plus 4 points for the Stinky Sock Eater and Anything Eater since he collected both Stinky Sock Stews, which double the value of any matching monster. He then subtracts 1 point for each unfed monster (-3). No penalty for the unused Spaghetti and Eyeballs. Total: 3 + 4 – 3 = 4.

Ages

8 & up