ROLLING MONSTERS By Fredrik Skarstedt Hello@fredrikdesigns.com

Rolling monsters is a roll and write (or draw) game aimed for a younger audience, age 5 - 10 years old, where you try to create the most stylish monster of all the players. But beware, the other players may try to make you use body parts that will make your monster very strange indeed! *The game works with 1 or 2 players, but it's recommended number of players is 3 or 4.*



SETUP

Each player takes a base body shape and a pencil. Write a monster name at the top (*I recommend waiting until later on in the design phase so you can find out what kind of monster you are designing!*).

Take out 4 dice per player and put them in a big pile.

- 4 players = 16 dice
- 3 players = 12 dice
- 2 players = 8 dice
- 1 player = 4 dice

Give each player 3 blue ribbons *(not included in this print and play)* Make sure all players can see the body part menu.

Give the first player marker to the player who can do the best scary face.

HOW TO PLAY

Design phase: Starting with first player, take all the dice and roll them. Place them in a pool so all the players can reach them. First player drafts (takes) 2 dice and either keeps them or gives them to another player. *Note that you are not allowed to change what number the dice are*

showing. Then the player on the left of the starting player takes two dice and either keeps them or gives them to another player. Continue around the table until all players have 4 dice. *No player should receive more than 4 dice.*

The numbers on your dice each match a body part on the body part list which you must draw somewhere on the base body. You can add dice together to get a bigger number, but you can only use each die once. *Note: The drawings on the body part menu are only suggestions. If you have a better nose / eyes / horns in mind, please do those instead!*

Pass the First Player marker to the player on the left. The new first player starts the new round by picking up all the dice and rolling them.

The design phase ends after three rounds of dice drafting / drawing.

It's up to the group if they want to keep their monsters hidden while designing them, but I recommend at least keeping them hidden on the third, last, round so as to surprise the other players with your awesome creature!

Beauty contest phase:

Starting with the first player reveal your monster to the other players (*make sure you gave it a name!*) and tell the other players about it. Now is the time to embellish and sell your monster as much as you can!

Once all players have shown off their monster, each player takes one of their blue ribbons and hands it to the player that they think has the best monster. *Not the best drawing, but the best monster. You can not vote for your own monster. If you are 2 players, simply vote for the best monster.*

The game ends when all blue ribbons have been passed out and the player who has the most blue ribbons at the end wins the game. If it's a tie, both monsters win and we can all have ice cream!

1 PLAYER RULES:

Take 4 dice and roll them. Pick two and reroll the other two. What you end up with are your body part dice. Use these dice to pick body parts and draw them. Repeat 3 times. Give yourself a blue ribbon, because you just drew an awesome monster!

Note for parents / grown ups: *I would suggest playing with your kids so you can help the younger ones with the math and reading if needed. If they want to, let them embellish on their drawings. It won't matter one bit if they draw an extra pair of eyes or a few extra horns as long as they are having fun and are drawing awesome monsters.*











BODY PART MENU

	DRAWING SUGGESTIONS, BUT DRAW WHAT YOU WANT!				
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3. MOUTH	Ø	AV.	K	T	\bigcirc
4. EAR	(m)	ter	1	Z	
5. HORNS	N-1		pullad ??		A P
6. HANDS	P	AE	E-	×	FS -
7. FEET		LL L	db		
8. TAIL				M	
9. BUTT	((\bigcirc	Ú	l	
10. HAT (MONSTERS LOVE HATS!)					
11. ANTENNA	(o A		
12. EYEGLAS	ses O-(\sim	0-0-	9	
13. SPIKES (SHARP! OUCH!)					
14. HAIR, DOTS OR STRIPES					

18. FREE CHOICE! PICK ANY PART ABOVE!















