

## EVENT



# SUNNYSIDE DOWN

The fog outside is so thick you can only see an inch in front of your nose. Suddenly, you hear a low growl in the mist ahead. Something shuffles toward you... no, wait—TWO somethings!

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- 1** Add 2 monsters to the FIRST LOCATION.
- 2** The monster with the LOWEST LEVEL attacks its location, using its first attack.
- 3** Move each monster to the next location. Monsters in the LAST LOCATION run to the ESCAPE PILE!

## EVENT



# SOFT WHISPER

As you stop to tie your shoe, you hear a rustling sound coming from the trees. Is it just the wind? You wish!

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- 1** Add 1 monster to the FIRST LOCATION.
- 2** The monster with the HIGHEST LEVEL attacks its location, using its second attack.
- 3** Move each monster to the next location. Monsters in the LAST LOCATION run to the ESCAPE PILE!

## EVENT



# STAMPEDE!

The ground shakes hard enough to rattle the windows and knock over your collection of snowglobes. Is it an earthquake? No—worse! A horde of monsters!

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- 1** Add 3 monsters to the FIRST LOCATION.
- 2** The monster with the HIGHEST LEVEL attacks its location, using its second attack.
- 3** Move each monster to the next location. Monsters in the LAST LOCATION run to the ESCAPE PILE!

## EVENT



# POOL OF DROOL

**SPLASH!** You step in something wet. A few seconds later, your socks are soaked with thick, warm ooze. This isn't water—it's slobber!

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- 1** Add 2 monsters to the FIRST LOCATION.
- 2** All GROSS monsters attack their location with their first attack. (If there are no GROSS monsters, you lucked out!)
- 3** Move each monster to the next location. Monsters in the LAST LOCATION run to the ESCAPE PILE!

## EVENT



# SNEAKY & FREAKY

How can a something so big be so quiet? Luckily, this creature isn't the smartest monster in the world—you're able to lead it out in the open, where it'll cause the least damage.

- 1 Add 1 monster to the LOCATION of your choice.
- 2 This monster attacks with its first attack.
- 3 Move each monster to the next location. Monsters in the LAST LOCATION run to the ESCAPE PILE!

## EVENT



# WHAT SLIME IS IT?

You think it's starting to rain, until you look up. Those aren't raindrops hitting your head—they're globs of goo! Two monsters drop down in front of you, splashing slime everywhere.

- 1 Add 2 monsters to the FIRST LOCATION.
- 2 The monster with the LOWEST LEVEL attacks its location, using its second attack.
- 3 Move each monster to the next location. Monsters in the LAST LOCATION run to the ESCAPE PILE!

## EVENT



# DON'T GET EATEN!

You sniff the air. Something nearby smells like... the school cafeteria? Except—**GULP!**—it looks like *you* might be on today's lunch menu!

- 1 Add 2 monsters to the FIRST LOCATION.
- 2 All FOOD monsters attack their locations with their first attack. (If there are no FOOD monsters, you lucked out!)
- 3 Move each monster to the next location. Monsters in the LAST LOCATION run to the ESCAPE PILE!

## EVENT



# BUMP IN THE NIGHT

You wake up, shivering in the cold night air. You think: *What a nightmare! I'd dreamed a monster crawled out from under my bed!* But there wasn't a monster under your bed. There were *two* monsters!

- 1 Add 2 monsters to the FIRST LOCATION.
- 2 Each location with a monster takes 5 damage points.
- 3 Move each monster to the next location. Monsters in the LAST LOCATION run to the ESCAPE PILE!

## EVENT



# HOWL WE SURVIVE?

**AW000000!!** A horrible howling shatters the moonlit night, sending a chill down your spine. You look around for the creature that could make such a noise.

- 1** Add 1 monster to the **LAST LOCATION**.
- 2** All **CRITTER** monsters attack their locations with their first attack. (If there are no **CRITTER** monsters, you lucked out!)
- 3** Move each monster to the next location. Monsters in the **LAST LOCATION** run to the **ESCAPE PILE**!

## EVENT



# FANGS A LOT!

You stumble upon a pile of long, pointy rocks outside your door. Wait. Those aren't rocks—they're fangs! They've fallen out like monster baby teeth! If these are the baby teeth, imagine how huge the grownup teeth must be!

- 1** Add 2 monsters to the **FIRST LOCATION**.
- 2** No monster attacks!
- 3** No monsters move this round.

## EVENT



# CAVE CRUNCH

You're running through a dark, smelly tunnel, with a monster chomping at your heels. You see daylight ahead! You almost escape when—**BONK!**—you crash into the monster at the *other* end of the tunnel.

- 1** Add 2 monsters to the **FIRST LOCATION**.
- 2** Each location with a monster takes 10 damage points.
- 3** Move each monster to the next location. Monsters in the **LAST LOCATION** run to the **ESCAPE PILE**!

## EVENT



# STINK ABOUT IT!

The refrigerator in the basement has been unplugged for years—so why is it humming? You fling open the door. Your eyes water from the horrifying smell. And then monsters jump out!

- 1** Add 2 monsters to the **FIRST LOCATION**.
- 2** The monster with the **LOWEST LEVEL** attacks its location, using its first attack.
- 3** Move each monster to the next location. Monsters in the **LAST LOCATION** run to the **ESCAPE PILE**!

## EVENT



# STICKY SITUATION

You tiptoe into a dark, cobwebby room. **GLORP! GLOP! BLOP!** You step in something gooey. Your shoes are stuck to the floor! You hop out of your shoes and prepare to fight whatever's in here sock-footed.

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- 1** Add 1 monster to the LAST LOCATION.
- 2** A monster of your choice attacks its location with its second attack.
- 3** No monsters move this round.

## EVENT



# MUCKY CHARM

You reach into a rotten log and pull out a small locket shaped like a skull. The skull's eyes glow, and chunky goop pours from its mouth. The goop rises up and takes the form of a terrible monster!

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- 1** Add 1 monster to the MIDDLE LOCATION.
- 2** This monster attacks with its first attack.
- 3** Move each monster to the next location. Monsters in the LAST LOCATION run to the ESCAPE PILE!

## EVENT



# TAILS OF WOE

**WHOOSH!** A couple of long, wiggly things zip around the corner of a nearby building. Snakes? No, tails! *Two* tails! You shudder to think of what's on the other ends of those tails.

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- 1** Add 2 monsters to the MIDDLE LOCATION.
- 2** A monster of your choice in the MIDDLE LOCATION attacks with its second attack.
- 3** Move each monster to the next LOCATION. Monsters in the LAST LOCATION run to the ESCAPE PILE!

## EVENT



# DOWN IN THE DUMP

You follow a set of huge claw-prints across a muddy field and over a fence. You look around and realize you're in the city dump! **CRASH!** A monster stumbles out of the garbage, angry that you'd interrupted its afternoon snack.

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- 1** Add 1 monster to the LAST LOCATION.
- 2** All monsters in the LAST LOCATION attack with their first attacks.
- 3** No monsters move this round.



## EVENT



# GIANT STEPS

You trip and fall backward into a hole in the road. Actually, it's not a hole. It's a footprint!

- 1 Add 1 monster to both the FIRST and SECOND LOCATIONS.
- 2 The monster with the HIGHEST LEVEL attacks its location, using its second attack.
- 3 Move each monster to the next location. Monsters in the LAST LOCATION run to the ESCAPE PILE!

## EVENT



# THIS IS JUST GRATE!

**BLURP! GURGLE! BLOOP!** You hear something splashing around in the sewer grate. You kneel down for a closer look. Suddenly—**BAM!**—the grate flies open. Red, glowing eyes look up at you.

- 1 Add 1 monster to the FIRST LOCATION.
- 2 A monster of your choice attacks its location with both its first and second attacks
- 3 Move one monster from its location to any other location. No other monsters move.

## EVENT



# QUAKE AND BREAK

**BOOM!** The ground begins to shake. All across Stermont, windows shatter, fire hydrants burst and dogs begin to howl. A huge crack appears in the street, and you can't believe what crawls out.

- 1 Add 1 monster to EACH LOCATION.
- 2 A monster of your choice attacks its location with its second attack.
- 3 Move each monster to the next location. Monsters in the LAST LOCATION run to the ESCAPE PILE!

## EVENT



# DON'T LOOK BACK!

You're almost home when you hear the click of claws on the sidewalk behind you. Then you feel hot breath on the back of your neck. **GULP!** You turn around to see what's there.

- 1 Add 2 monsters to the FIRST LOCATION.
- 2 All UNKNOWN monsters attack their locations with their first attack. (If there are no UNKNOWN monsters, you lucked out!)
- 3 No monsters move this round.

## EVENT



# SNOT ON YOUR LIFE!

**BAD NEWS:** You just got swallowed by a nine-story monster with a ten-story nose!

**GOOD NEWS:** This monster is ticklish! It sneezes you onto the grass and runs off, embarrassed.

- 1 No new monsters appear.
- 2 A monster of your choice attacks its location with its first attack.
- 3 Move the monster card from the top of the ESCAPE PILE to the bottom of the MONSTER DECK.

## EVENT



# GIGANTIC BATTLE

You cover your ears from the roars, the honks, the growls, the howls and the snorts as every monster in town attacks at the same time. You grab your backpack and head into battle.

- 1 Add 1 monster to the FIRST LOCATION.
- 2 ALL monsters attack their locations with their first attacks.
- 3 Move each monster to the next location. Monsters in the LAST LOCATION run to the ESCAPE PILE!

## EVENT



# I SCREAM SUNDAE

You're about to take the first lick of your ice cream cone when you notice a bit of purple fur on the top scoop. And a slimy scale on the middle scoop. You don't want to know what's on the bottom scoop. . .

- 1 Add 1 monster to EACH LOCATION.
- 2 Each location with a monster takes 10 damage points.
- 3 No monsters move this round.

## EVENT



# SUNNY DAY

Not a cloud in the sky, or a monster in the woods. You spend the day riding bikes and drawing comics with your friends. Every day should be this nice!

- 1 No new monsters appear.
- 2 The monster at the bottom of the ESCAPE PILE runs to the bottom of the MONSTER DECK.
- 3 No monsters move this round.

## EVENT



# STRAP GRAPPLE!

You dive under a picnic table to get away from a hungry monster. But then—**SNAP!**—the monster grabs your backpack's strap! The monster grins as it drags you toward its mouth.

- 1 Add 1 monster to the FIRST LOCATION.
- 2 The monster with the LOWEST LEVEL attacks its location, using its second attack.
- 3 Move each monster to the next location. Monsters in the LAST LOCATION run to the ESCAPE PILE!

## EVENT



# TRUNK THUMPS

You find an old dusty trunk in the attic. **THUMP! THUMP!** Something inside is pounding on the lid! You open the trunk, and your jaw drops when you see a *thing* inside looking back at you.

- 1 Add 2 monsters to the FIRST LOCATION.
- 2 All THINGV monsters attack their locations with their first attack. (If there are no THINGV monsters, you lucked out!)
- 3 No monsters move this round.

## EVENT



# SNACK TIME!

**BRUMMBRBR!** You hear a loud grumble. A monster? No! Your stomach! Just then, you see a shiny new candy bar on the ground. You pick it up and realize, too late, that the candy was bait! Two monsters drop down for their snack.

- 1 Add 2 monsters to the MIDDLE LOCATION.
- 2 Each location with a monster takes 5 damage points.
- 3 Move each monster to the next location. Monsters in the LAST LOCATION run to the ESCAPE PILE!

## EVENT




# BUG-EYED SURPRISE

You shake your birthday present, and it makes a buzzing sound. Maybe it's an electric toothbrush? You open the box, and the things inside jump out to get you. They're definitely not toothbrushes.

- 1 Add 2 monsters to the FIRST LOCATION.
- 2 All BUG monsters attack their locations with their first attack. (If there are no BUG monsters, you lucked out!)
- 3 No monsters move this round.

EVENT




1

2

3

EVENT




1

2

3

EVENT




1

2

3

EVENT



1

2

3