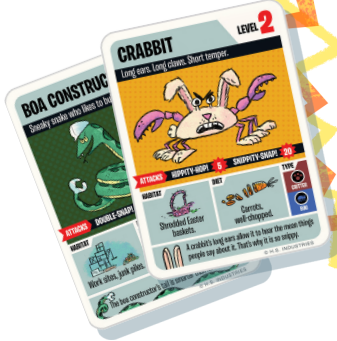


THE BINDER OF DOOM

MONSTER STRIKE!



COOPERATIVE CARD GAME

(That also uses dice and paperclips.)



Alexander



Nikki



Rip



RAAAWWRRR!!! Monsters are attacking Stermont!
Join the Super Secret Monster Patrol (S.S.M.P.) to defeat
the monsters before they destroy the whole town.

1-4 players • Ages 5-100

Visit scholastic.com/DOOM for all game materials and be sure to check back often!

GAME PREP

You'll need the following items to play MONSTER STRIKE.

BATTLE DICE: You'll need two dice to fight monsters!
(Borrow them from other games. We won't tell anyone.)

MONSTER CARDS: These cards are the monsters you'll battle!

1. Print and cut out the MONSTER cards.
2. Draw a skull like this  on the back of each card.

KNOW YOUR MONSTERS!

MONSTER NAME

MONSTER ATTACKS
How much damage a monster could cause to its location. Each monster has a FIRST ATTACK and a SECOND ATTACK. For instance, the Drill Pickle's second attack is CLAW-SCRABBLE, which causes 15 damage points.



The image shows a monster card for 'DRILL-PICKLE' at 'LEVEL 3'. The card features a green, pickle-like monster with a drill bit for a mouth. It has two attacks: 'DRILL-DIVE!' for 25 damage and 'CLAW-SCRABBLE!' for 15 damage. The habitat is 'Jars at the bottom of the sea', and the diet is 'Salt and vinegar'. The monster type is 'FOOD' (indicated by a red X) and 'THINGY' (indicated by a blue circle). A note at the bottom says 'The drill-pickle can burrow through dirt, clay, or solid stone.' The card is credited to '© H.S. INDUSTRIES'.

MONSTER LEVEL
The number you'll need to roll to beat the monster. The higher, the tougher!

MONSTER TYPE
There are many types of monsters, each more horrible than the next! (Some EVENT cards will refer to a monster by its type.)

GEAR CARDS: You'll use these cards to battle monsters!

1. Print and cut out the GEAR cards.
2. Write GEAR on the back of each card.

EVENT CARDS: These cards describe the terrible events that happen each round: how many monsters will appear, which monsters will attack, and how the monsters will move.

1. Print and cut out the EVENT cards.
2. Write EVENT on the back of each card.

LOCATIONS: These are the places the monsters want to destroy!

1. Print three LOCATIONS. Each location = one sheet of paper.
2. Find three paperclips.
3. Clip one paperclip at ZERO DAMAGE on each location.

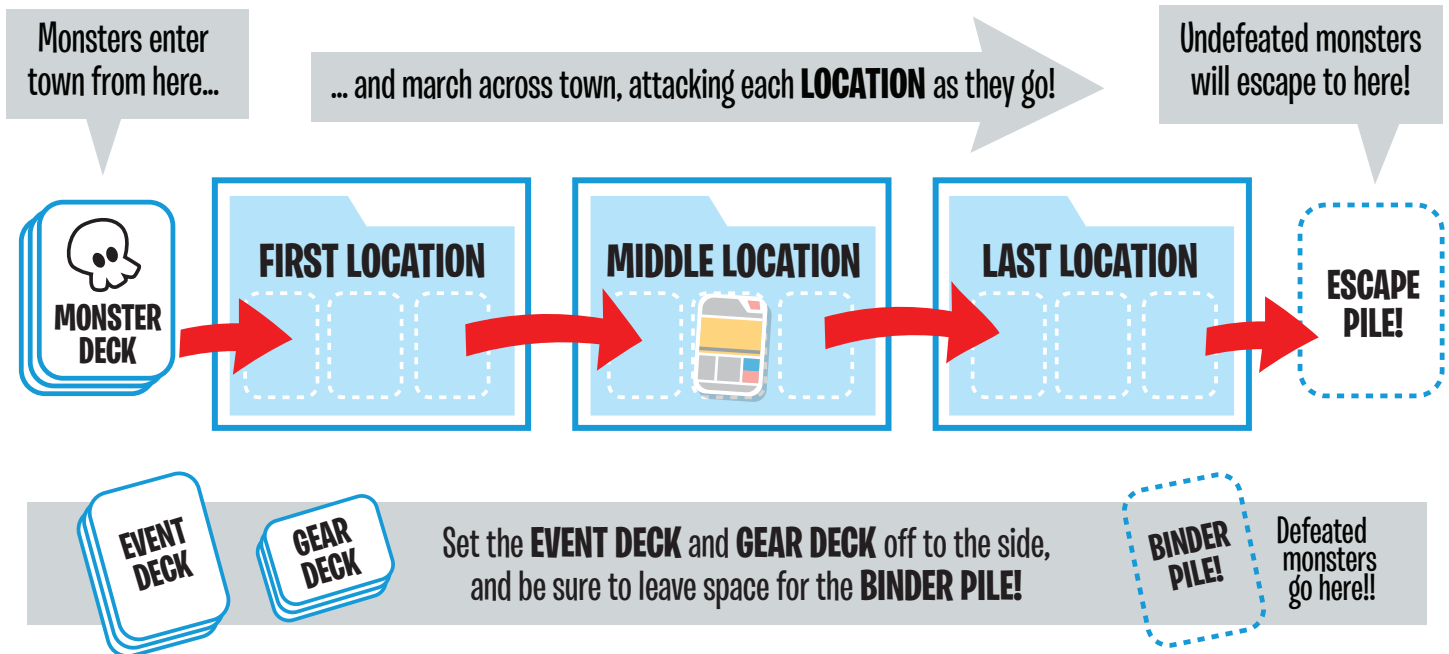
MAKER TIP!

Use the blank templates at scholastic.com/DOOM to create your own monster cards, event cards, gear cards, and locations!

GAME SETUP

Clear out a nice, big space to play on your kitchen table, on your living room floor, or in your secret clubhouse deep in the woods. Players can sit on all sides of the game-play area—close enough to be able to roll dice on top of the three **LOCATIONS**.

SURFACE TIP!
Dice work best on a hard surface, so avoid carpets.



1. Set up the MONSTER DECK. Decide if you're playing a short, long, or epic game. Shuffle your monster cards and set them face-down into a **MONSTER DECK**.

GAME LENGTH	NUMBER OF CARDS
Short game	8 monster cards
Long game	12 monster cards
Epic game	13+ monster cards

2. Set up three LOCATIONS, side by side in any order.

3. Draw one monster card. Set it face-up in the **MIDDLE LOCATION**. This monster is ready to attack!

4. Leave space after the last LOCATION for the **ESCAPE PILE**.

5. Set up the GEAR DECK. Shuffle your gear cards and set them face-down into a **GEAR DECK**. Leave space nearby for a gear discard pile.

6. Set up the EVENT DECK. Shuffle your event cards and set them face-down into an **EVENT DECK**. Leave space nearby for an event discard pile.

GAME PLAY

Each round is made up of two turns.

MONSTER TURN: Draw one EVENT card. Monsters will enter town, attack a location, and move forward, following the instructions on that card.

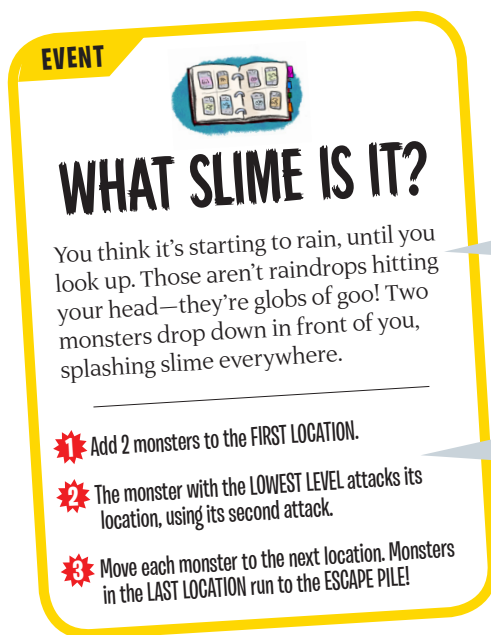
S.S.M.P. TURN: Draw one GEAR card. Players will roll dice to battle monsters, following the instructions on that card.

MONSTER TURN

The youngest player draws the top EVENT card. Read it aloud and do what it says.

RESHUFFLE TIP!

If the event deck is empty, reshuffle the event discard pile and make a new deck.



DESCRIPTION

The horrible event that's happening right now!

MONSTER INSTRUCTIONS

Everything the monsters will do on this turn. (HINT: They won't be giving you a beautiful basket of puppies!)

1 MONSTERS ENTER TOWN! Add monsters to a LOCATION as described.

- Each location can hold up to three monsters.
- If a fourth monster appears in any location, it immediately jumps to the next location (or if a fourth monster appears in the LAST LOCATION, it jumps to the ESCAPE PILE.)

2 MONSTERS ATTACK! This is where monsters may DAMAGE a location.

- Look for the monster described by the event card.
- That monster attacks its current location.
- The card will describe whether the monster uses its FIRST ATTACK or its SECOND ATTACK.
- Slide the paperclip to reflect the amount of damage the location has taken.
- If a location's damage rises to its maximum value, that location is destroyed! Flip the location over. Monsters in this location sneak to the bottom of the MONSTER DECK.
- If all locations are destroyed, THE MONSTERS WIN! Game over. Boooooooo!

3 MONSTERS MOVE! Move the monsters as described.

- Monsters skip over destroyed LOCATIONS.
- Monsters moving forward from the LAST LOCATION jump to the ESCAPE PILE! (Uh-oh.)

S.S.M.P. TURN

The second-youngest player draws a GEAR card and reads the card aloud. Players will now take turns rolling the dice to battle the monsters. The card will tell you how you will use your dice to battle the monsters on this S.S.M.P. turn.

RESHUFFLE TIP! If the gear deck is empty, reshuffle the gear discard pile and make a new deck.

S.S.M.P. GEAR

HELMET

Roll your dice from the top of your head.

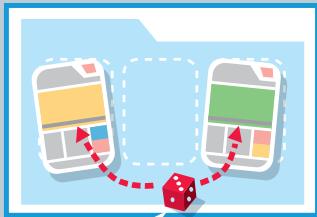


1. Roll your dice over the top of the locations as instructed on the card. Aim for the monsters!

(Note: You should always be at least one foot away from the game-play area—either vertically or horizontally.)

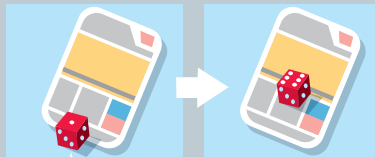
2. Check for hits! Where did your dice land?

Dice that land in a location where there is a monster card can attack one monster in that location. Move that die onto any monster in that location.



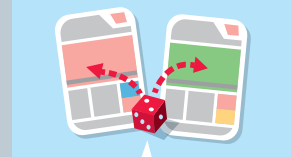
Example: Move this 3 onto either card.

Dice that land on a monster card are **MEGA-HITS!** No matter what number you rolled, change that die to a 6. (This counts even if a die is only partially touching a monster card.)



Example: This 1 becomes a 6. POW!

If one die overlaps two monster cards, you must choose which card it attacks. (That die still counts as a **MEGA-HIT**. Change it to a 6!)



Example: This 2 would become a 6 on either card.

Your attack is a **TOTAL WHIFF** if:

- dice miss the monster cards.
- dice land in an empty location.
- dice land outside the blue border of a location.

NUTS! These dice did not hit any monsters.

HOW A HIT STUNS (OR DEFEATS) A MONSTER:

1. Check the **LEVEL** number of the monster that has been hit.

2. See how strong your **ATTACK** is.

If one die is on a monster card, the number on that die is your **ATTACK STRENGTH**.

If two or more dice are on a monster card, add them together to find your **ATTACK STRENGTH**.

3. Compare your **ATTACK STRENGTH** to the monster's **LEVEL**.

If your attack is **greater than or equal to that monster's level**, then you've defeated that monster! Put the defeated monster card in the **BINDER PILE** and celebrate your victory.

If your attack is **less than that monster's level**, then that monster is **STUNNED**! Move that monster card to the bottom of the **MONSTER DECK**.

3. If there are still monsters in any locations, pass the dice to the next player. Do this until every player has had a chance to roll. (If there are no monsters in any locations, the S.S.M.P. turn ends.)



REPEAT GAME PLAY (alternating **MONSTER TURNS** and **S.S.M.P. TURNS**) until all of the monster cards have been removed from the game-play area (either by being defeated or by escaping), or until all locations are destroyed.

GAME END

THE MONSTERS WIN

if they destroy all three locations or if they all escape.

THE S.S.M.P. WINS

if at least one location is standing after all the monsters have either been defeated or escaped.

FINAL SCORING

1. Add up your LOCATION POINTS.

100 points for each location still standing.

0 points for a destroyed location.

EXAMPLE: Alexander finishes the game with two locations still standing. He has **200 LOCATION POINTS.**

$$100 + 100 = 200$$

2. Add up your ESCAPE POINTS.

25 points for each escaped monster.

EXAMPLE: There are three monster cards in Alexander's escape pile. He has **75 ESCAPE POINTS.**

$$25 + 25 + 25 = 75$$

3. Subtract your ESCAPE POINTS from your LOCATION POINTS.

LOCATION POINTS - ESCAPE POINTS = FINAL SCORE

EXAMPLE: Alexander's final score is
200 LOCATION POINTS
-75 ESCAPE POINTS

125 VICTORY POINTS



F.A.Q. FREAKILY ASKED QUESTIONS

Q. What if I'm instructed to draw monster cards, but there aren't enough monster cards left in the deck?

A: Just draw as many as you can.

Q. What if an EVENT card sounds like it could be referring to more than one monster card? (For example, if the card says "the monster with the HIGHEST LEVEL attacks", and there are two monsters that tie for the highest level.) What do I do?

A: Just pick one of those monsters to attack. (If you're up for a challenge, try having BOTH monsters attack!)

Q. Speaking of challenge: What if my friends and I are so awesome at monster-fighting that this game is waaay too easy for us? Can we crank up the difficulty?

A: Heck yeah! For an extra challenge, do the following:

1. Play with 13 or more monsters.
2. Use the templates to make your OWN monsters, with higher level numbers. Level 12=MAX.
3. Roll your dice from further back. Try two feet away!
4. Start the game with 25 damage points at each location.

SCORECARD

300 Victory points	PERFECT SCORE!	Stermont is safe forever!
250-299 Victory points	NOT TOO SHABBY	Terrific work! Have a cookie!
200-249 Victory points	A LITTLE BIT SHABBY	This monster-fighting business is tough!
150-199 Victory points	WHEW!	Some monsters escaped, but Stermont is still in good hands.
100-149 Victory points	AW, RATS!	The monsters have really damaged the town! But all is not lost.
99 or fewer Victory points	NOOOO!!!	Stermont is in shambles! Better luck next time.