

# YUMMY MONSTERS

MONSTROUS FOOD TOSSING FUN



**Rulebook**

**Spielregeln**

**Regle Du Jeu**

**Manual de  
instrucciones**



## Welcome

Have you ever asked yourself where do Monsters eat? In Yummy Monsters of course, the only restaurant that caters to them! Monster waiters try to feed, as fast as they can, different monster customers. Each monster has its quirks, so waiters have to serve food in different ways! But, your own monstrous hands can get in the way! Be the first waiter to serve all of your food so you don't get... served!

## About us

"Yummy Monsters" is a Dexterity game, where players fling, flick and throw with a variety of techniques, food tokens to Monsters, in order to feed them! The Monsters consist of 2 game boards that have an opening in the middle, representing their mouths, that sit vertically on the game box. Players will wear props that will transform them into Monster Waiters. These props will help them get into character but also make throwing the foods a bit tricky! Waiters will start with 9 food items and will try to be the first Waiter to feed all of their foods to the Monsters!

### Ingredients

#### 2 Gameboards



#### 36 Food tokens

in 4 different colours  
(green, blue, pink and orange)



#### 4 Waiter Masks



#### 24 Rubber bands



#### 10 Serving Tiles



#### 4 Pairs of Waiter Hands

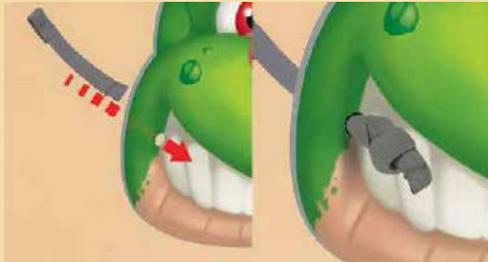


#### 1 First player token



## Starters

1. Before your first game, remove from their boards all Food tokens, Serving Tiles, Waiter Hands, Masks and the middle part (mouth) of the 4 Monsters on the 2 game boards.



2. Tie a knot around each hole, using one Grey rubber band on each Mask.



3. Place 2 bands on each piece of Waiter hand.

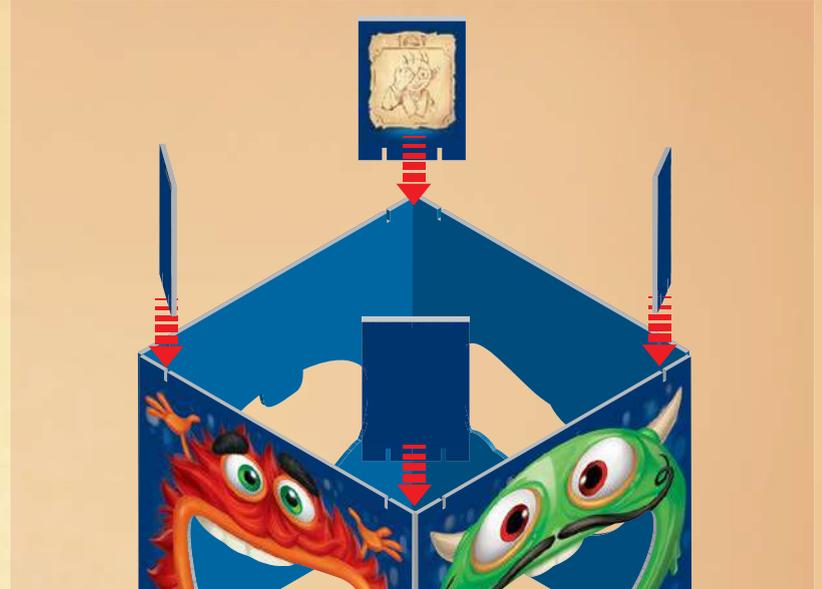
**We are now ready to feed the Monsters!**

## Kids menu (easy mode)

Place the 2 Monster Boards vertically on the edges of the box. This is now called the Monster Table!



Place 1 Serving tile in each corner of the Monster Table, with the blue side of the tiles facing the players.



Choose 1 colour (blue, green, pink, orange), take the 9 corresponding food items and place them in front of you.

Place the Monster Table in the middle of the play area. The Monster Table should be at arm's length from you and 1 Monster should be facing you.

The hungriest player goes first and takes the first player token. If more than one player is really hungry, then the youngest goes first.

Choose 1 Food token (of your colour) and try to throw it through the Monster's mouth in front of you.

If you miss, pick up the token and place it in front of you. You can try again next turn!

The turn continues clockwise and ends when everyone has thrown 1 Food token (successfully or not!).

At the start of each turn, the first player turns the Monster Box clockwise. This means, that in each turn, players throw Foods at different Monsters.

The first player to throw all of his Foods successfully is the winner!

## House Special (normal mode)

Follow the setup of the Kids Menu with the following exceptions.

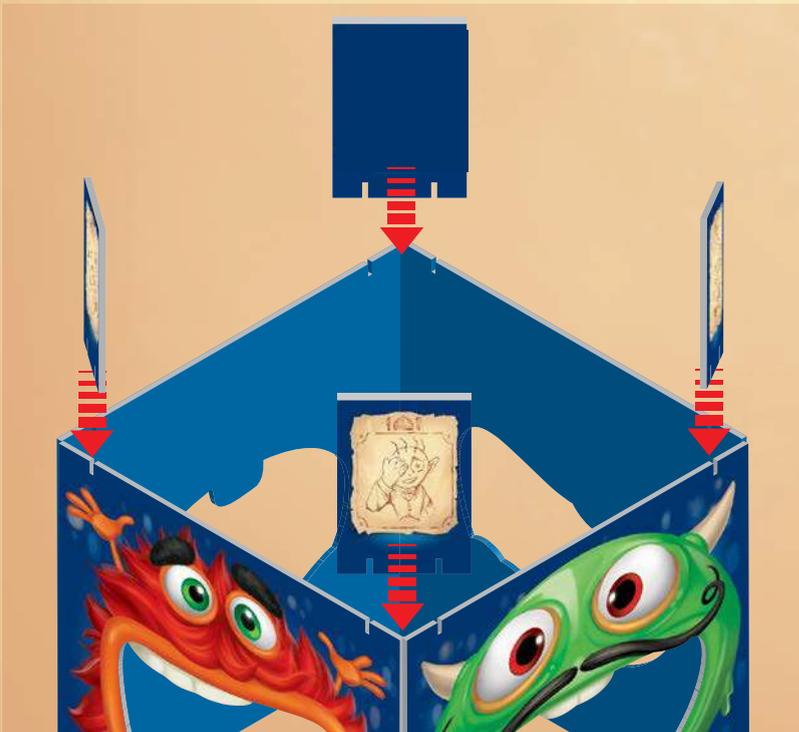
Each player becomes a Monster Waiter: During Setup, each player takes the Waiter Hands and Mask in the colour corresponding to the Food tokens that he/she chose. Put on the Mask (without covering your eyes) and Waiter Hands. See p. 16 on how to put on the Waiter hands in detail.

The game plays the same way as the Kids Menu with the addition of the Waiter Hands and Masks, which makes throwing Foods a bit more difficult!

## À la carte (expert mode)

Follow the setup of the House Special with the following exceptions.

Shuffle and draw 4 Serving tiles and place them randomly on each board corner, but with the illustrated side facing the players.



The game plays the same way as the House Special with the addition of the Serving Tiles, which makes throwing, combined with the Waiter Hands, really difficult!

Each Monster has two quirks on how it wants to be served, these are shown by the Serving tiles featured in each of the two top corners. Each tile shows a different way to throw the Food tokens.

Before throwing the Food token, the player chooses to follow one of the two tiles on top of the Monster facing him and throw the food token accordingly (see p. 14-15 for all throwing techniques).

## Secret Menu (Insane mode)

If you want a real challenge, decide that the food tile HAS to touch your Waiter Hand prop while throwing, no matter how, like shown below!



## Buffet

You can fully customize your “Yummy Monster” experience. Feel free to try throwing Foods from different distances. Further away for experienced players or closer for smaller children.

Try playing with only the Serving Tiles or only a set piece of them. Invent your own Yummy quirks for the Monsters and Test them!

## Serving Tiles



Throw with your weak hand (*left if you are right-hander*)



Throw while on your knees



Pull the Mask over your eyes and throw



Throw by both hands touching the Food



Place the food on the back of your hand and throw



Throw the food while jumping: Both your feet must be off the floor when you throw!



Place the food on the palm of your hand and throw



Cover one eye and throw



Throw while crouching



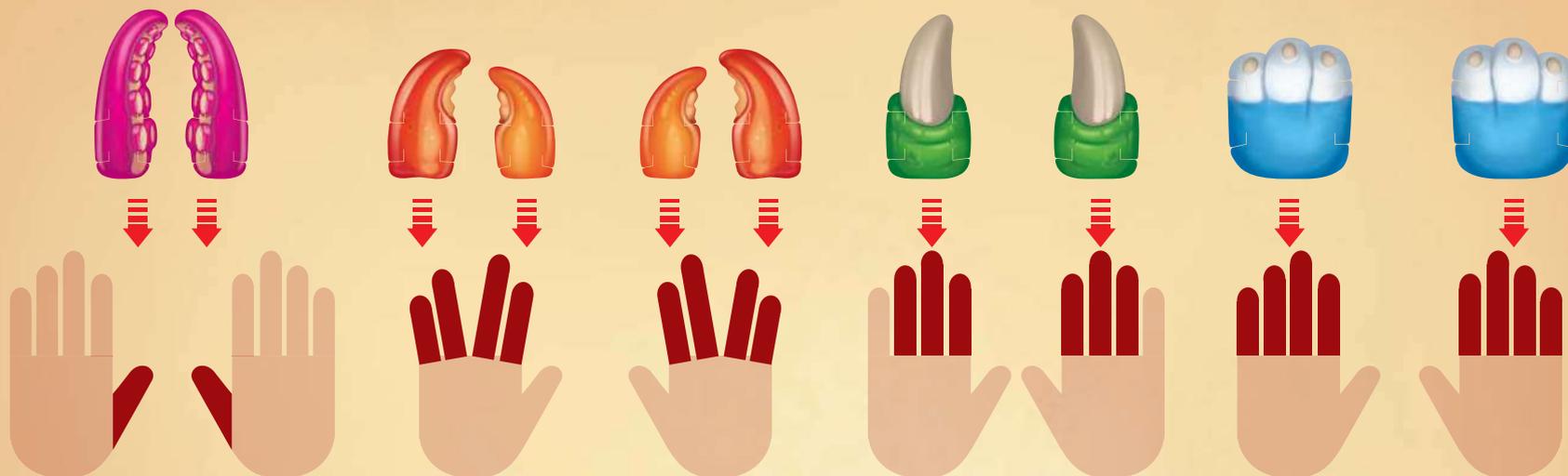
Throw with your hand being above your head

## Waiter Hands

## Monsterhände

## Mains de Serveur

## Manos de Camarero



The designers would like to thank those many young and old(er), who helped this great project come to life. But our biggest and most affectionate thanks are directed towards Anne, Urmel, Emma and Maja, who encounter even our most silly ideas with unbroken enthusiasm!

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**Translation (German):**

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**Translation (French):**

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**Translation (Spanish):**

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Die Autoren danken den vielen Kleinen und Großen, die geholfen haben, dieses großartige Projekt zu ermöglichen. Der größte und herzlichste Dank aber richtet sich an Anne, Urmel, Emma und Maja, die selbst unseren verrücktesten Ideen mit voller Begeisterung begegnen.

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Les concepteurs souhaitent remercier les nombreux jeunes et moins jeunes qui ont aidé à donner vie à ce projet. Mais nos plus grands et plus affectueux remerciements vont à Anne, Urmel, Emma et Maja qui ont reçu toutes nos idées – même les plus folles – avec un enthousiasme intact !

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Los diseñadores quieren dar las gracias a todos los jóvenes y no tan jóvenes que han ayudado a que este proyecto cobre vida. Además, nuestro mayor y más sincero agradecimiento va para Anne, Urmel, Emma y Maja, quienes escucharon nuestras más absurdas ideas con férreo entusiasmo.

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