



**Number of players:** Two to four, ages 4 and up.

**Equipment:** One playing board, four pawns, one container of dough, one monster maker, one monster stomper (in the shape of a tennis shoe), 38 cards (30 colored Shoe cards, and 8 Monster cards), and four **MONSTER JAIL** cards (each containing 6 Monster spaces).

**Object:** Be the first to fill up all 6 Monster spaces on your **MONSTER JAIL** card.

**Set-up:** Place the playing board in the center of the play area. Make 4 Monsters by molding them out of dough using the monster mold. Place them on the 4 Monster spaces on the board. Place the 38 cards in a face-down pile near the playing board. Each player takes one **MONSTER JAIL** card, and places it face up in front of the player. Each player takes one pawn, and places it on the "Start" area of the board by the blue foot print.

**Play:** The youngest player has first turn, and turns then pass to the left. In your turn, you draw one card and place it face up on a discard pile next to the draw pile. If the card is a colored foot print, you move along the foot path (in the direction of the feet) to the first foot space of matching color (it's OK to share a space with other players). If the space happens to say "**STOMP**" and has a Monster next to it you say, "**MONSTER STOMP!**" and then take the monster stomper and stomp that monster. You then place that mashed Monster on one of the spaces of your **MONSTER JAIL** card. If you land on a "**STOMP**" spot and there is no monster next to it then you make a monster instead. This ends your turn.

If you draw a card that has a monster and a colored foot on it, you go directly to that matching "**STOMP**" space on the board. If a monster is there, you then stomp that monster, and do as explained above. If there is no monster then you make one for the space instead. This ends your turn.

If you land on the **STOMP ALL MONSTERS!** space, you get to say, "**MONSTER STOMP!**" up to 4 times as you stomp all the Monsters on the board and add all of them to the spaces on your **MONSTER JAIL** card. Everyone can now join in to make 4 new Monsters for the board. Your turn has ended.

If the draw pile becomes used up, take the discard pile, shuffle it and make it into the new draw pile.

**The Winner:** Play continues until one player has completely filled his or her **MONSTER JAIL** card with mashed monsters. This player wins the game.

