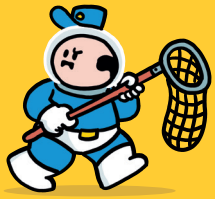


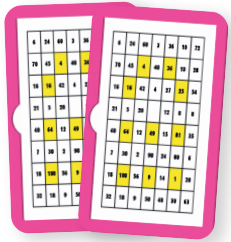
MULTIPLY MONSTERS

Space is full of monsters who don't play by the rules!
Until yesterday, they were safely locked away… but the clumsy guard Dickie accidentally let them escape.
Now the monsters are floating freely through space, causing chaos in every corner of the galaxy.
You are our last hope. Track down the monsters and lock them up again — with the help of your multiplication tables!
We're counting on you!

CONTENTS OF THIS BOX

1 game board

5 x 10 prison cards
(with numbers from 1 to 10)



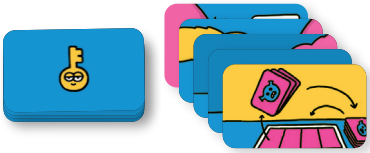
2 control boards

42 monster cards

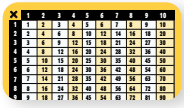
monster value

You receive an action card when you defeat this monster.

At the end of the game, each star on your cards is worth 1 point



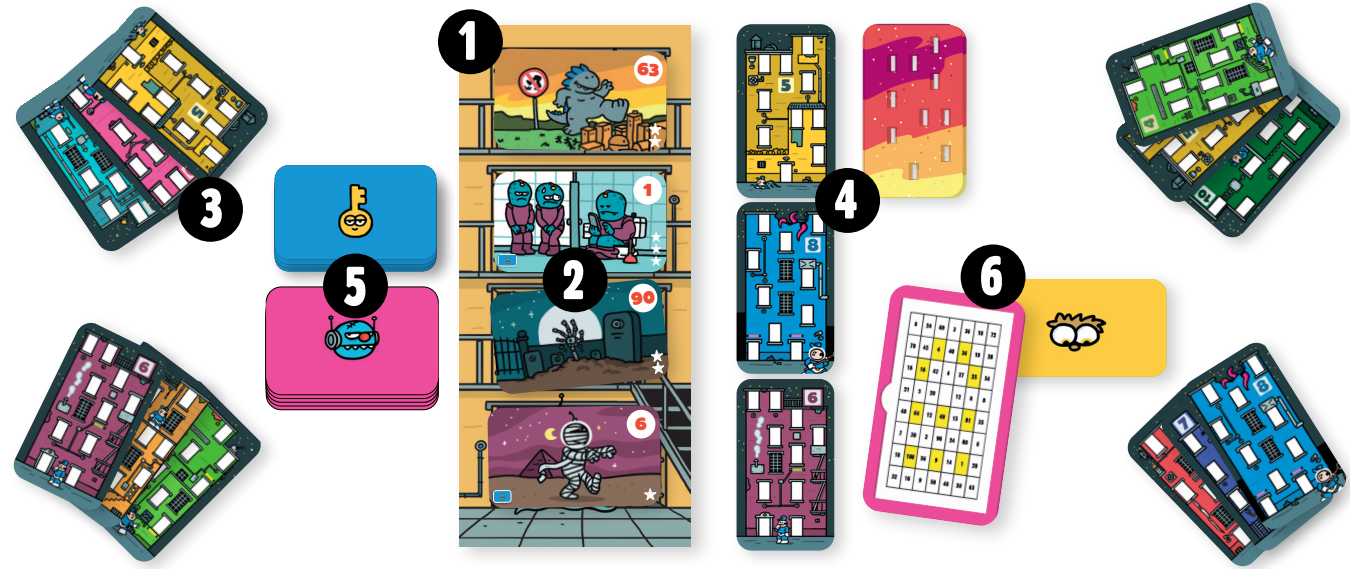
3 x 5 action cards



1 cheat sheet

SET-UP

1. Place the **game board** in the middle of the table.
2. Place **4 monster cards** on the game board. Make sure the monsters are visible.
3. Each player receives **3 prison cards** in their hand.
4. Place **3 prison cards face up** next to or below the board. The remaining prison cards form a **draw pile** next to the game board.
5. Place the **action cards** and **monster cards** as **two separate piles** next to the game board. Place them face down (so no one can see them).
6. Place the **control board** and the **cheat sheet** next to the game board. Keep the **cheat sheet covered** so the answers are hidden.



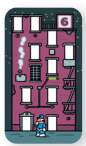
GOAL OF THE GAME

The **game ends** when one player has **captured 4 monsters**. Then, the round continues until all players have had the same number of turns. Each monster card shows a number of stars. Add up all the stars on your captured monster cards. The player with the **most stars wins** the game!

GAME PLAY

The youngest player starts the game. On your turn, you may choose one of the following three actions:

1. Take a Prison Card
Choose one prison card from the three face-up cards next to the board, or take the top card from the draw pile.
After that, **refill** the row by turning over a **new card** from the pile.



2. Look at the cheat sheet
Take a look at the cheat sheet with the tables of multiplication.
You may look at it for no longer than **30 seconds**.
Then, put the card back next to the board with the answers hidden (face down).

3. Capture a monster.
To catch a monster, you must make a **multiplication** using **two prison cards from your hand**.

Your solution (the answer) must match the value shown on the monster card.

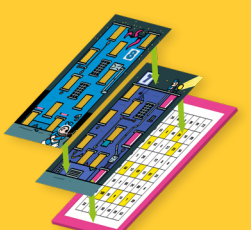
How do you capture a monster?

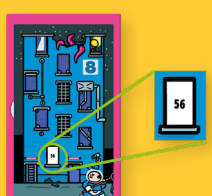
Pick a monster card from the game board.
Show the **two prison cards** you want to use.
Say the multiplication and **give your answer**.
Check your answer by **placing** the **two prison cards** on the **control board**.

If the number on the control board **matches** the **value of the monster** and the player gave the **correct answer**:

- Place the prison cards on the discard pile.
- Take the monster card and place it 'face down' in front of you.
- Take the top monster card from the pile and place it face up on the empty space on the game board.
- If the monster card has a key on it, draw one action card.
- It's now the next player's turn.

Example: Malou wants to capture the monster with a value of 56. She places that monster in front of her and shows the prison cards 7 and 8 from her hand. She says, "7 times 8 is 56," and then checks by placing the cards on the control board.





Note: *If you use two identical prison cards (for example, 4 and 4), check the answer in the colored square on the control board.*

If your answer is incorrect, place the prison cards on the discard pile and return the monster card to the game board.It's now the next player's turn.

ACTION CARDS

Some monster cards show a key icon.If you manage to capture one of these monsters, you may draw an action card.

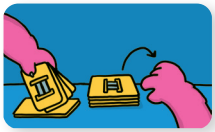
These are the different actions:

You may look at the cheat sheet, even if you've already used it this turn.

Draw 1 additional prison card from the draw pile.

Return the 4 monsters on the board to the box and reveal 4 new ones.

Pick a random prison card from any player



Discard all prison cards in your hand and draw the same number of new ones.

You may use your action cards during one of your next turns.
NOTE: You may use only **one action card per turn**.

END OF THE GAME

The game ends when **one player** has **captured 4 monsters.** Finish the round so that all players have had the same number of turns.

Each monster card shows a number of **stars**.
Each player adds up the stars on their captured monster cards.The player with the **most stars wins the game**.

Example: Noah, Malou, and Jules are playing the game. Malou captures her fourth monster. Since Noah started the game, only Jules gets one final turn. Jules also manages to capture a fourth monster. Noah ends the game with only 3 monsters. Let's count the stars:
Noah has 7 stars (3 + 2 + 2)
Malou has 9 stars
Jules has 6 stars
Malou wins the game!

Noah's monster cards:

If multiple players have the same number of stars, they each reveal the monster card with the highest number. The player with the highest-value monster wins the game.

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