

# Half Match



## Game Set up

Shuffle the deck and deal each player 5 cards. Players look at their cards but don't show them to others. The rest of the deck is placed in the middle of the playing area.



If the player has the match to the monster, s/he must hand it over, and the player who asked for the monster puts them off to the side and goes again. If the player does not have the monster being described, s/he says "No Monster" and the asking player picks a card from the deck. If the player picks a monster from the deck that completes a match, s/he only puts them off to the side, but does not go again and it's the next player's turn.

The game continues in this fashion until the deck of cards is empty and one player runs out of cards.

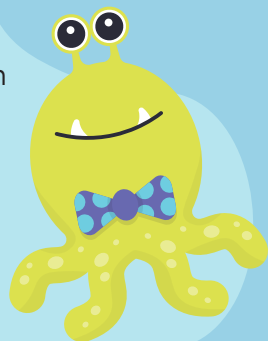
## Contents

44 Cards

## Game 1: Half Match: Monster Match

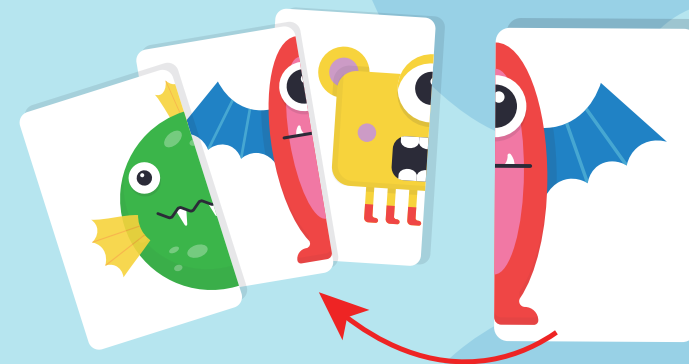
### Object of the game

Make as many monsters as you can by collecting the missing halves of your monsters.



### How to play

The player whose next birthday is closest to today's date goes first. That player chooses a half monster from his/her hand to describe to another player. Using full sentences, **the player must state 3 attributes about the monster s/he is looking for to make a monster match** (i.e. Do you have a blue monster with one eye and striped feet?). Hand gestures should be kept to a minimum. The other player cannot answer if s/he has the match until the asking player has stated his/her entire description.

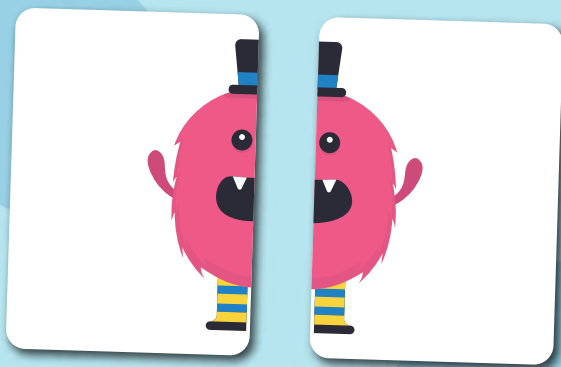


## Consideration

If the players are having difficulty holding the cards in their hands, place a book or folder between players so players can put their cards down without others seeing their hand.

## Winning the game

The player with the highest number of complete monsters wins the game.



## Game 2: Half Match: Memory Monster

### Object of the game

Make as many complete monsters as possible.

### Game Set up

Select a chosen number of monsters. Shuffle the selected cards and place them face down in organized rows.

### How to play

The player whose next birthday is closest to today's date goes first. That player selects two cards to flip over. If those two cards make a complete monster, the player puts them off to the side and goes again. If the two selected cards do not make a complete monster, the player turns them back over and the next player takes his/her turn. The game continues until all the monsters have been made.

## Winning the game

The player who has the highest number of complete monsters wins the game.

