

A QUICK, QUIRKY,  
SET-SEARCHING,  
MONSTER-MATCHING GAME!

# 1, 2, 3, 4 Monsters

## Coming Through the Door

### How to Play

Players: 2 - 6  
Time: about 15 minutes  
Equipment: printed monster tiles

#### **The GOAL of 1, 2, 3, 4 MONSTERS COMING THROUGH THE DOOR:**

Identify sets of monsters quickly to be the last player with tiles left.

#### **PREPARATION:**

\*Print out the tile sheets and separate the tiles by cutting along the blue dotted lines. (We recommend you print them on thick paper or cardstock. If you use regular copy paper you could glue the printed sheets onto colored paper, cardstock, etc.)

#### **GAME PLAY:**

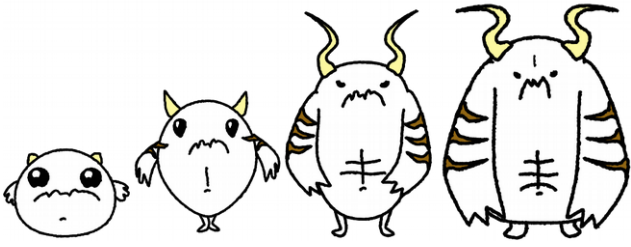
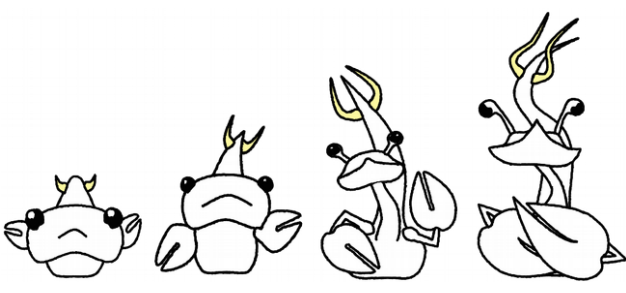
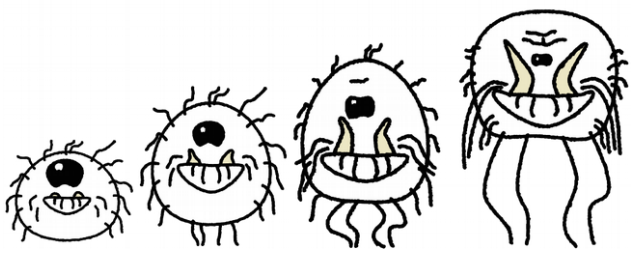
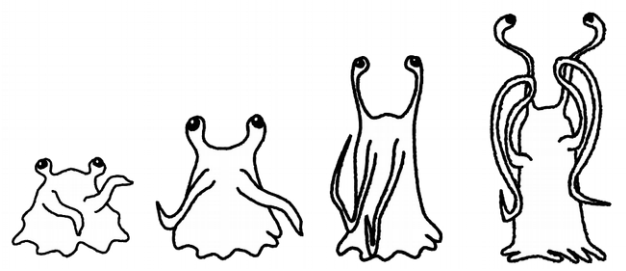
The goal of the game is to be the last player with tiles left. To do this, you must find four sets of monsters all laid out at the same time. The four sets are:

1. A "set" of one monster.
2. A set of two monsters in a row.
3. A set of three monsters in a row.
4. A set of four monsters in a row or in a square block.

All rows must be arranged vertically or horizontally, not diagonally. Each monster can be included in only one set.

Monsters have three different characteristics:

1. Kind (Horn-monsters, Claw-monsters, Fang-monsters, Tentacle-monsters)
2. Color (Green, Brown, White, Gray)
3. Age (Baby, Child, Teen, Adult)

Horn-Monsters				Claw-Monsters			
							
baby	child	teen	adult	baby	child	teen	adult
							
Fang-Monsters				Tentacle-Monsters			

**IMPORTANT:** All of the monsters in a set must share at least two characteristics.

So, if you have Green Baby Horn-Monster next to a Green Baby Fang-Monster, that is a set of two, because they are both babies and both green. However, a Green Baby Horn-Monster next to a White Baby Fang-Monster is not a set of two because they only have one characteristic in common.

### **STARTING PLAY:**

Lay all of the tiles down face-up in a **draw pile** near the center of play.

Each player takes turns taking a tile and laying it down on the play surface. The player that is wearing the most "monster colors" (gray, white, green and brown) goes first. Or the youngest player goes first.

When you lay the tiles down, you can turn them by right angles. So they can "face" up, down, left or right. You can place tiles adjacent to, fully on top of or partially on top of other tiles.

You cannot, however, slip them underneath tiles that have already been placed.

### **CLAIMING TILES:**

When there are four sets laid out on the play area (as described above), the player that is the first to say, "**1, 2, 3, 4 Monsters Coming Through the Door!**" gets to claim all of the tiles that are laid out. On claiming the tiles, point out the four sets to the other players, then take the tiles and put them in a pile next to you.

When the draw pile is gone, any players who do not have tiles must withdraw from the game. The players who are left will continue to play, *this time drawing tiles from their own piles.*

If you are able to claim more tiles, add them to the bottom of your pile.

If your pile runs out you must withdraw from the game.

### **WINNING the GAME:**

The game ends when only one player has any tiles left. That player is the winner!

**NOTE:** For a shorter game simply use fewer tiles.





