

How to Play

The object of the game is to collect as many sets of monsters (groups of 4 cards) as possible. Each set of monsters represents a particular sound. The game is played as follows:

1. Shuffle the cards well.
2. Deal four cards to each player and place the remaining cards face down on the table.
3. The player to the left of the dealer chooses one of the monsters in his or her hand and asks the other players for one of the missing cards from the set by asking: "Do you have ...?". For example, if a player already has the monster with the word **rain** that player might ask: "Do you have **wait**?".
4. If anyone has the requested card, it must be given to the player who asked for it.
5. The first player continues to ask for cards until none of the other players has the card which that player wants. In this case, the player takes one card from the pack and play passes to the next player to the left.
6. When a player completes a set, it is placed face up on the table.
7. Anyone who uses up all the cards in his or her hand takes one card from the pack.
8. The game ends when all the cards have been taken from the pack and all the sets are face up on the table.

The player who has collected the most sets is the winner.