

Liesbeth Bos & Anja Dreier-Brückner

6+

2-4
Players

15-20
Minutes

SOCK MONSTERS RULES





You can't find a pair of socks in this house! Sock monsters must have been stealing them. But industrious house elves won't sit still. They will find the missing socks! Every elf, however small, can carry three pairs – on their hands, feet and ears. Let's help the little guys do their hard work!

SETUP

Before your first game, carefully punch all cardboard components from the counter sheets and insert player pawns into bases.

- If you want, make up names for the characters and write them on the placards.

Elyssa

- 1 Insert the plastic game board into the game box or put it in the middle of the table.
- 2 Put four monster lair tiles on the corner spaces of the board, face up.
- 3 Shuffle the rest of the tiles, then put a single tile on each empty space on the board, face down.
- 4 Put a single monster die on each monster lair, then put a monster figure matching the color of the lair on top of the die.
- 5 Put all 40 socks from the base game into the bag and shuffle them.
- 6 Give each player a single placard, a matching pawn and 4 player tokens of a color matching the pawn.
- 7 Each player draws a single sock from the bag and places the sock and the tokens (face up) near his placard.
- 8 Then each player places his pawn on one of the four central spaces of the board.
- 9 Choose the first player and give him the color die.

GOAL OF THE GAME

Elves are trying to collect matching pairs of socks, while monsters are trying to stop them. The first elf to collect three matching pairs wins.

COMPONENTS

- 1 plastic game board
- 36 board tiles (square)
- 16 player tokens (round)
- 4 character placards
- 40 socks (5 colors, 8 each)
- 1 bag
- 4 player pawns and 4 bases
- 4 monster figures
- 4 monster dice
- 1 color die
- 1 sticker sheet
- game rules
- «changing the game» rules
- a map of the house with 4 closed rooms



PLAYING THE GAME

Players take turn in clockwise order in the following fashion:

First player takes a turn with his pawn and passes the color die to the next player clockwise. That player rolls the die and takes a monster turn, and then takes a turn with his own pawn. Then that player passes the color die to the next player clockwise, etc.

MOVING PAWNS

During your turn you may move your pawn up to three spaces in any direction or combination of directions. Player pawns may move diagonally. Your pawn may not enter or pass through spaces occupied by other pawns or monster figures, nor may it enter monster lairs (in a rare case when all of the adjacent spaces are unavailable for movement, you may move your pawn through another pawn or through a monster figure). You may choose not to move your pawn at all.

After moving your pawn you may

EITHER

1 Take the tile from the space occupied by your pawn (lifting it) and show it to all players.

If its color matches your player token color, put it back face up, and then,

o if your matching token is still face up, flip it face down and draw two socks from the bag.

o if your matching token is already face down, you do not get any socks.

If its color does not match yours, just put it back face down.

2 Take a single sock from an orthogonally adjacent monster lair.

Important: If you flipped all tokens face down, keep playing. You can still win by taking socks from monster lairs.

OR



COLLECTING SOCKS

Whenever you collect a sock, check if you have made a pair. If you now have two socks of a matching color next to your placard, put those socks on the placard (putting them on the feet, hands or ears of the character). Those socks can no longer be stolen (see "Moving monsters").

If you now have three pairs of socks on your placard, you have won the game! Congratulations!



MOVING MONSTERS



Monsters lurk around the house, always eager to steal a lone sock from a careless elf and carry it into a dark corner.

After you have finished your turn, pass the color die to the next player clockwise. That player then rolls the die and gets to move the monster of the indicated color (or any one monster, if a side with four colors was rolled).

A monster must move **1-3 spaces** each turn. However, **monsters may not move diagonally**, unlike player pawns. Monster figures cannot enter or pass spaces occupied by player pawns or other monster figures, but they may enter monster lairs.

Monster figures cannot return to the space they started their movement.



When moving a monster figure, lift it only very slightly above the board, so the die underneath it would remain unseen and would move together with the figure.

If all spaces next to the monster are occupied, the monster misses its turn.

After moving the monster, lift the figure and look at the top face of the die. If it is showing a closed eye, the monster falls asleep, and its turn ends. If it is showing an open eye, do **ONE** of the following actions:

EITHER

1 Look at the face of an orthogonally adjacent board tile, without showing it to other players, then put it back, face down. You cannot look at the face of a tile occupied by player pawns or other monsters.

2 Take a single unpaired sock from a player whose pawn is adjacent to the monster and put it into the monster lair matching the monster's color. Note that you can only take socks lying **NEXT** to the player's placard, not the paired socks from the player's placard.

OR

3 Immediately take another turn with the same monster (move the monster, look at the die again and, possibly, take another action).

After finishing the monster turn, take a turn with your player pawn as described above.

Then pass the color die clockwise so a new player can take a monster turn, and so on.



ENDING THE GAME

As soon as one player collects 3 pairs of socks, the game ends and that player wins!

CHANGING THE GAME



After the game ends, the winner gets a chance to put a sticker on the box insert, as described in the «changing the game» booklet.

After a few games you will be able to open new rooms inside the box and find new rules, components and game modes there.

However, if the new rules would seem too complicated for you, you can use only some of them or none at all.

If at least one of the player at the table never played «Sock Monsters» before, we recommend using only the base rules of the game.

Game designers: **LIESBETH BOS & ANJA DREIER-BRÜCKNER**

Illustrator: **IRINA PECHENKINA**

Project manager: **DMITRY RUDEV**

Art director: **ANASTASIA DUROVA**

Production manager:

YURI KHMELEVSKOY

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EKATERINA PLUZHNIKOVA**



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YOUR
LOGO

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