

Ooops, you are a (s)monster!



It is your choice to impersonate
Count Smurfular,
the Smummy, (Smurfotep I.)
Smurfenstein's Monster,
the Smumpkin ,
the Wolfsmurf,
the Switch,
Goodsmurf Death alias the Zombiester
or
the Smost.

Immediately choose any common Smurf in the area to transform into the shape of your monster. It is now your aim to **gather as many followers as possible**. It is deadly easy to "zombify" a common Smurf by simply touching him. The zombie will join in the queue up behind you and follow you automatically. You may not "zombify" more than one Smurf per turn. You also have the power to influence common Smurfs from the distance. So you may move up to six "unzombified" Smurfs, which have not been moved by other monsters in the same turn. You may direct them anywhere. Mark Smurfs, that have been moved in this turn using Cent-Coins.

Movement is done in turns. The youngest monster/gamer moves first, then the next youngest and so on. You **move your monster and up to six common Smurfs** in any order you like. Don't forget to move your follower as well (no measurement needed for them). Movement for monsters and common Smurfs is **measured by hand-span**. This is the distance from the tip of your thumb to the tip of the little finger on you outstretched hand. If you are a head smaller than the tallest gamer, you get two hand-spans for movement. Remember, you may move to any place you can reach with a hand-span, even by crossing minor obstacles such as a hedge. You may move less than a hand-span, but may not split movement.

To confront another monster, you must move up to it, touching it. **Combat** is decided in a very simple way. Just play **scissors/stone/paper** against the opposing gamer once. Loser tumbles over and needs a full turn just to stand up and not moving any figure. He still controls his own Zombies. **Attackers benefit:** If the attacking monster wins, it takes over control of one Zombie from his opponent.



scissors (beats paper)



stone (beats scissors)



paper (beats stone)

The game end as soon as the last common Smurf has been "zombified" or exactly after 45 minutes, whatever happens first.

Have fun!