

WELCOME TO

YUMMY YUMMY

MONSTER TUMMY

**Before you start
the adventure, first sort the cards.**

Take the whole deck of cards from the big compartment.
DO NOT SHUFFLE THE CARDS YET!



1

Divide it into four decks by matching cards with the same location icons.

2

Put the **Forest, Scrapyard** and **Museum** decks into three and shallower compartments.

**DO NOT USE THESE DECKS
UNTIL INSTRUCTED
BY THE APP!**



3

Use the remaining cards
(**Grandpa's Attic** deck)
to start your adventure.

Store it in the deeper compartment.

GOOD LUCK!

YUMMY YUMMY MONSTER TUMMY

Introduction

There are strange noises coming from the attic at your grandpa's summer house. After climbing the stairs, you see colorful and furry Monsters everywhere! They seem to be friendly.... but also really hungry! You must feed them whatever you can find. They will eat anything, but what attracts them the most is the color of objects! And they hate vitamins...

Game Content

Rulebook

96 Item cards



Yummy Yummy Monster Tummy requires a free app, which you can download from Apple's App Store or Google Play (currently requires Android 5 or newer, iOS 11.0 or newer, may change in the future). You only need the app installed on one phone or tablet to play. It is not possible to play without the app. Once downloaded, the app will not require an internet connection during gameplay. The language can be changed within the application.

Game Objective

Yummy Yummy Monster Tummy is a cooperative card game of color matching for 2-4 players. Your goal is to complete each level by feeding all of the Creatures foods they like.

You don't actually need to read this rulebook, as there is a **tutorial** in the app that walks you through all of the rules required for the game!

Game Modes

You can play Yummy Yummy Monster Tummy in either Story Mode or Party Mode.

In **Story Mode**, there are 12 levels waiting for you. You will follow the story and unlock new Locations and Items by completing levels. On higher levels, you will also meet new Creatures. Some of them have exciting special abilities that provide additional fun challenges!

In **Party Mode**, you can play a single game session using all of the Items you have unlocked so far. This allows you to experience the game without worrying about the story.




Download on the
App Store



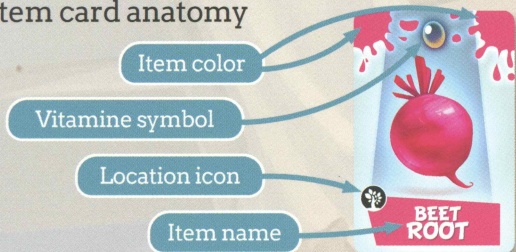
GET IT ON
Google Play

Setup

1. Download and start the Yummy Yummy Monster Tummy app on your device.
2. Place your device in the middle of the play area, so that each player can clearly see the screen.
3. Find and open the 38 cards pack that depict the  Return the remaining card packs to the game box.
4. Shuffle these 38 cards to create a face-down deck and place it near the device.
5. **Follow the instructions in the app** to determine how many cards to deal to each player.

You are now ready to play!

Item card anatomy



Gameplay

Each level consists of several Creatures that you must feed. Once a Creature **opens its mouth**, it's ready for you to feed it!

To feed a Creature:

In any order, each player chooses **one** Item card from their hand to feed to the Creature by scanning the card's QR code, which is located on the back of the card.

You can tell other players the color and ability of the card you want to play, but you **may never show** them your cards... ever! Talk with each other to determine a good player order for feeding the Creature! And remember: once you have scanned your card, you may **not change your mind!**

After each player has scanned an Item card, they discard it face-up next to the device.

If you scan an Item with a **special ability**, it triggers right away!

If you want to check the details of a card ability, please tap Abilities in the Settings in the app to learn more about it.

After all players have scanned an Item card:

The app will let you know if you have fed the Creature a **mix of colored items** that make it happy and full; if you did, each player will draw one card from the deck. Then, you may proceed to the next Creature as instructed by the app.

When feeding a Monster, you must feed it Item cards that combine and mix into a color that is similar to the **Monster's fur color**. (Monsters like to eat items that match their fur's color; see 'Creature Types' on the right for more details.) If you feed a Monster a mix of Items that does **not** result in a mixed color that is similar to their **fur color**, all players lose the game and must start the level over again.

Example:

A purple monster approached the players in the attic... and he was hungry! Mila fed them a blue Blueberry, Noah fed some greenish Undies, and Liam added a red Sled to the mix! The mixture of these three items creates a color very close to purple, which is just what this purple-furred Monster wanted; they pass the level!



Too difficult or too easy?

You can always tap on the Settings to change the level of difficulty! We suggest starting with **medium** difficulty. If you choose **easy**, it will be easier to feed a mix of Items that satisfies the Creature, giving them what they want; if you choose **hard**, it will be **more difficult**.

Creature Types

You will encounter various funny Creatures on this journey, such as Monsters, Rabbits, and more! For your first game, you only need to know about two of these Creature types:



Monsters like to eat things with the **same color** as their fur, and they **hate vitamins!**


If you feed a Monster an Item with **vitamins** (of any color), it will trigger the **Vitamin Alarm!**

If the Monster is fed a **mix of item colors** that do **not** combine into a color close enough to the **Monster's fur color**, all players will **lose** the level!

Vitamin Alarm:

For the **next 3 cards fed** (to any Monster), if you feed a Vitamin, all players immediately lose!



Rabbits, on the other hand, do not care about the color of the Items you feed them, but they will **only eat vitamins** .





If you feed a rabbit an item **without vitamins** (of any color), all players will **lose** the level!

Game End

If you manage to feed all of the Creatures on a level, you win!

Winning a level will unlock a new one. You may immediately play the level you just unlocked, or you can wait and try it later.

The app will keep track of the levels that you have completed.

After completing some levels, new stories and Locations may be introduced! When this happens, the app will instruct you to open a specific new card pack and add **all** of the new cards to your deck for **all future games!** Each card from the same pack has a matching Location icon     to indicate the pack they are from.

Each new Location introduces more Items with new special abilities and more exciting Creature types to feed!

Credits



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