

Welcome to the Land of Monsters

Furry monsters, slimy monsters. Monsters with lots of eyes and spiky teeth. Monsters with horns, a tail and some with big, sharp claws. A huge variety of monsters are all living in their monster land. **Roll a dice to decide which number monster you walk through our story.** You all have ten monsters tallied onto your page to start. As we follow the story of the ever-changing land of monster, we'll see how many of your monsters will reproduce and survive!

- ❖ **1st Generation monsters:** It's the height of summer, the hottest summer that has ever been and temperatures are soaring at 38 degrees. Monsters with fur suffer from dehydration. Smooth or slimy monsters, however, roam around freely and don't get too hot.
If your monster has fur it can't keep cool and some may die without having babies; you lose 3 monsters. If your monster has no fur, is smooth or slimy it is more likely to survive and reproduce; gain an extra 3 monsters.
 - **Roll the dice and swap over 2 body parts with that number monster to create a new monster; ½ old, ½ new.**
- ❖ **2nd Generation:** The offspring of your first monsters are now in charge. It's springtime and blood-sucking mites are in breeding season. Monsters with tails can swish away the mites, but having spines down their back are making some monsters an easy target. Horns are however very useful for scratching and removing mites.
If your monster has a tail it is more likely to reproduce than those without. Tailed monsters, gain 5 monsters, those monsters with horns gain 2. If your monster has spines, lose 3 number!
 - **Roll the dice and swap over 2 body parts with that number monster to create a new monster; ½ old, ½ new.**
- ❖ **3rd Generation:** The grandchildren of your first monsters are living comfortably side by side. But soon an outbreak of an infectious disease gets out of control, affecting the monster's ability to see. Without their sight, how will they see to hunt food or find a mate? Monsters with lots of eyes are affected the most, but monsters with lots of hands are resistant to the disease, as they can keep their eyes clean.
If your monsters has 3 or more eyes lose 3 monsters; 1 or 2 eyes - lose 2 monsters. Monsters with 2 hands gain 2 monsters and monsters with 4 or more hands are more likely to survive and reproduce so gain 5 monsters.
 - **Roll the dice and swap over 2 body parts with that number monster to create a new monster; ½ old, ½ new.**
- ❖ **4th Generation:** The great grandchildren of your first monsters roam the land and food is plentiful. The monsters are happy. However, forest fires spring up, ravaging the land and consuming everything in their wake. Monsters with feet can run quickly and are able to out-run the spreading fires. Slimy monsters, sadly, are more likely to be consumed by the flames.
If your monster has feet, they are more likely to survive and reproduce; gain 4 monsters. Slimy monsters sadly lose out – lose 2 monsters.
 - **Roll the dice and swap over 2 body parts with that number monster to create a new monster; ½ old, ½ new.**
- ❖ **5th Generation:** The great, great grand-monsters of your first monsters pound along. It's been a tough year and the normal food source of the monster (purple spotted pheasants) are few and far between. So, monsters have had to look for new things to eat. Luckily, Monster Land also has a large number of trees which grow nuts. Not quite as tasty as the purple spotted pheasants, but very nutritious.
Monsters with flat grinding teeth are able to grind away at the hard shells of the nut to get to the nutty prize. Monsters with sharp pointy teeth aren't so lucky, so many go hungry and die. If your monsters have sharp teeth, lose 4 monsters. If your monsters have grinding teeth gain an extra 10.
 - **Roll the dice and swap over 2 body parts with that number monster to create a new monster; ½ old, ½ new.**
- ❖ **6th Generation and our story is coming to an end:** Shhhhh! A new predator is on the loose and it finds monsters veerry tasty! Legs won't help, nor will sharp eyesight or good hearing. The only thing that might save you is camouflage. Spotty monsters blend in a little with the flowers on the top of the trees. Stripy monsters are the masters of disguise and look just like the tree trunks of all the vegetation found in monster land. But monsters with no pattern will stick out like a sore thumb and will make a very tasty meal.
Spotty monsters, gain 5; stripy monsters double in number; if your monster has no pattern halve your number!
 - **Now count up the number of monsters you have at the end of 6 generations!!**