

# Monster Snare

**Object of the game:** Earn points by snaring monsters in your net.

**Materials needed:**

- 1 Monster board for each player
- One set of coordinate cards
- Dry erase markers, boards, erasers
- Ruler or other straight edge

**To play:**




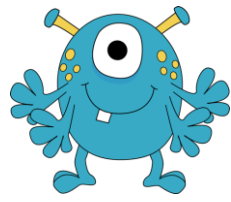
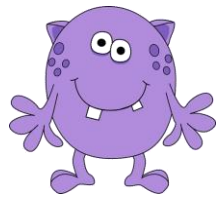
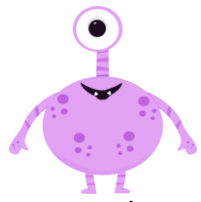
Shuffle the coordinate cards and put them in a pile face down where all players can reach them.

Each player draws 6 coordinate cards and places them face up where they can see them.

If you are the first player, select 4 of your 6 cards and use them to plot points on your monster board. These points become the corners of your monster net. Use the straight edge to connect the corners. You score points according to the chart for each monster COMPLETELY snared in the net. If any part of the monster is outside of the net – even a tiny bit – that monster can escape and does not count. Add up points and keep track on dry erase board. Draw 4 more cards from pile so that you have a total of 6 to choose from on your next turn. Erase your monster board between rounds.

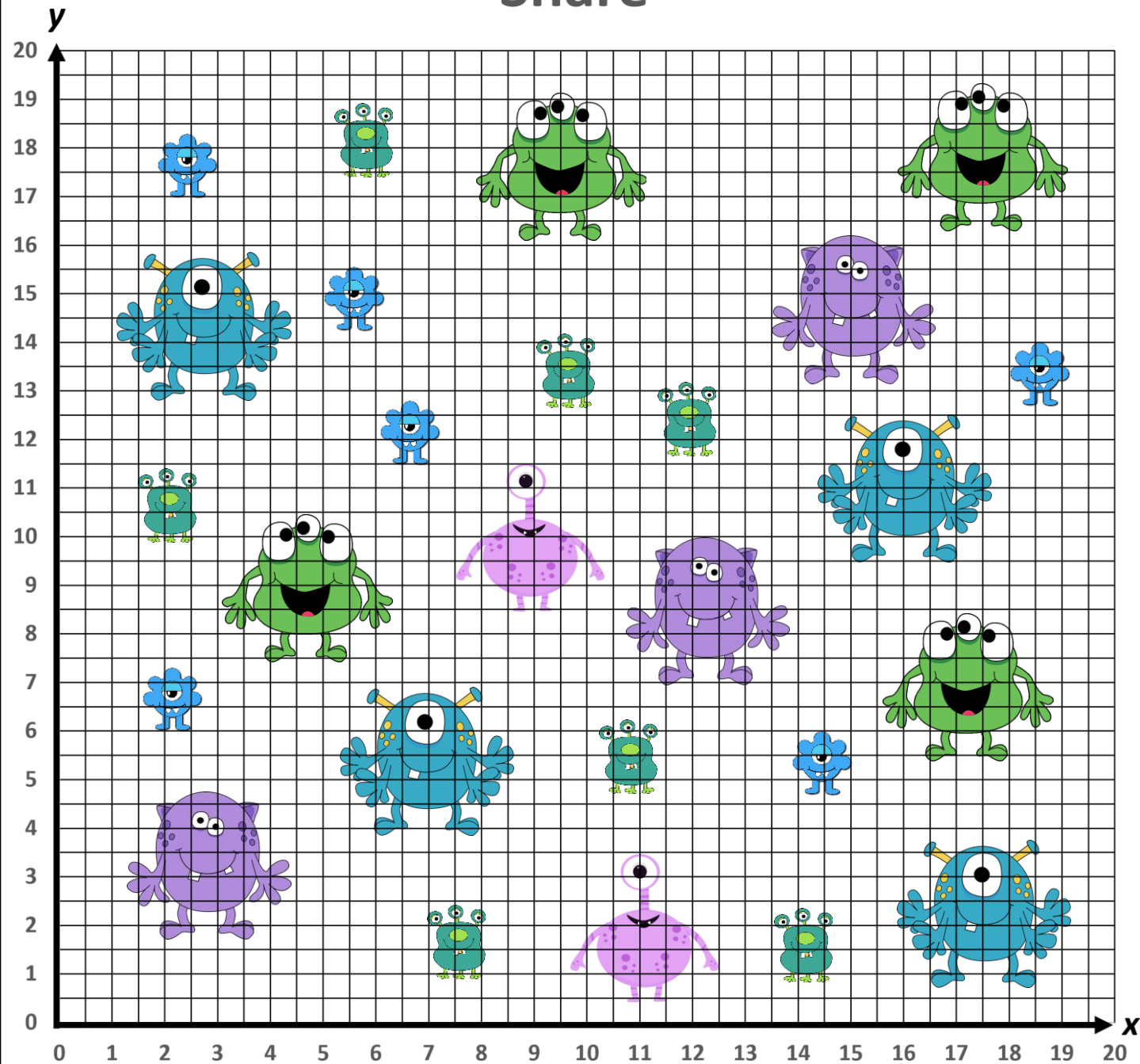
Player 2 does the same thing.

**To win:** Play 5 rounds per game. The player with the most points at the end of 5 rounds is the winner.

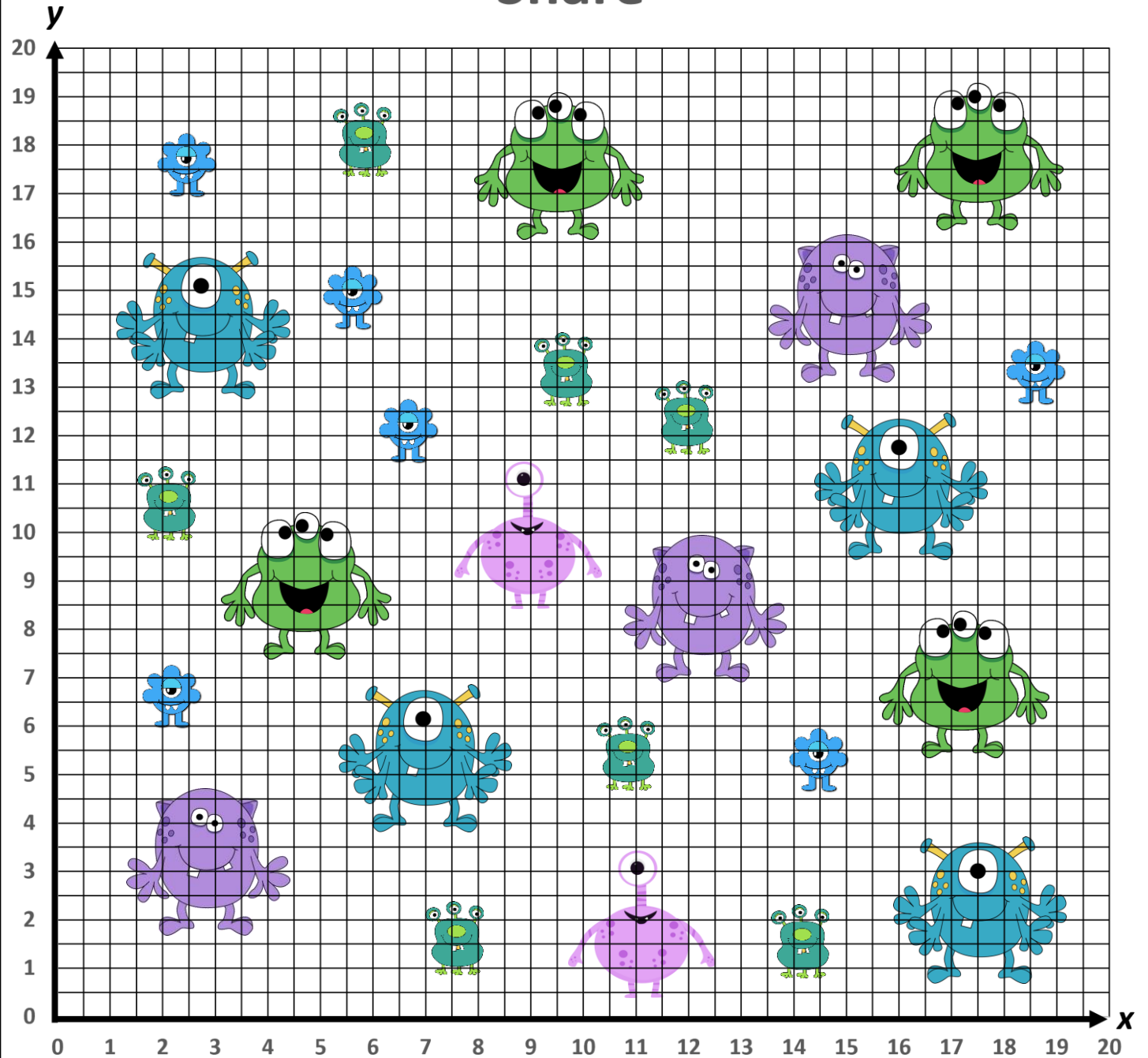
 <p>Martin 1 point</p>	 <p>Marcy 1 point</p>	 <p>Maurice 2 points</p>	 <p>Margaret 2 points</p>	 <p>Morty 3 points</p>	 <p>Fred 4 points</p>
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**Printing:** 1 sided, Color, Laminate for dry erase

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**(12,4)**

**(13.5, 4)**

**(15.5, 6.5)**

**(0.5, 1)**

5.8.C – Graph in 1<sup>st</sup> Quad -Snare

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**(5, 1)**

**(5,3)**

**(6.5, 3)**

**(8.5, 3)**

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**(6.5, 0.5)**

**(8.5, 0.5)**

**(9,0)**

**(13,0)**

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**(9,4)**

**(13,4)**

**(15.5, 0)**

**(15.5, 4.5)**

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**(3,10)**

**(2.5, 7)**

**(7,7)**

**(7,8)**

5.8.C – Graph in 1<sup>st</sup> Quad -Snare

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**(7, 12.5)**

**(11,8)**

**(9.5, 7)**

**(14.5, 7)**

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**(15,5)**

**(19.5, 5)**

**(19.5, 9)**

**(1,6)**

5.8.C – Graph in 1<sup>st</sup> Quad -Snare

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**(3,6)**

**(5, 3.5)**

**(9.5, 3.5)**

**(9.5, 4)**

5.8.C – Graph in 1<sup>st</sup> Quad -Snare

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5.8.C – Graph in 1<sup>st</sup> Quad -Snare

5.8.C – Graph in 1<sup>st</sup> Quad -Snare

**(0,1.5)**

**(3.5,18)**

**(7,17)**

**(13,16)**

5.8.C – Graph in 1<sup>st</sup> Quad -Snare

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5.8.C – Graph in 1<sup>st</sup> Quad -Snare

**(16,16)**

**(20, 15.5)**

**(4.5, 12.5)**

**(6.5, 12)**

5.8.C – Graph in 1<sup>st</sup> Quad -Snare

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5.8.C – Graph in 1<sup>st</sup> Quad -Snare

5.8.C – Graph in 1<sup>st</sup> Quad -Snare

**(8.5, 12.5)**

**(10, 11.5)**

**(11, 11.5)**

**(14, 9)**

5.8.C – Graph in 1<sup>st</sup> Quad -Snare

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5.8.C – Graph in 1<sup>st</sup> Quad -Snare

5.8.C – Graph in 1<sup>st</sup> Quad -Snare

**(18, 9)**

**(17.5, 12.5)**

**(19.5, 12.5)**

**(1,10)**

5.8.C – Graph in 1<sup>st</sup> Quad -Snare

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5.8.C – Graph in 1<sup>st</sup> Quad -Snare

5.8.C – Graph in 1<sup>st</sup> Quad -Snare

**(0,20)**

**(20,20)**

**(0,0)**

**(20,0)**

5.8.C – Graph in 1<sup>st</sup> Quad -Snare

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5.8.C – Graph in 1<sup>st</sup> Quad -Snare

5.8.C – Graph in 1<sup>st</sup> Quad -Snare

**(15,20)**

**(13,20)**

**(7,20)**

**(0.5, 20)**

5.8.C – Graph in 1<sup>st</sup> Quad -Snare

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5.8.C – Graph in 1<sup>st</sup> Quad -Snare

**(4.5, 20)**

**(12,20)**

**(0,17)**

**(0,12.5)**

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5.8.C – Graph in 1<sup>st</sup> Quad -Snare

**(0,10)**

**(0,5.5)**

**(0,8)**

**(0,6)**

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