


SOLITAIRE
 with HERO HOUSE CARDS

MONSTER MONTE

Monster Monte is a solitaire in which the player attempts to score points by creating balanced monsters.

Equipment

One deck of Hero House cards.

Shuffle

Shuffle and cut the deck before starting the game. The shuffled deck becomes the draw pile for the game.

Discard Piles

There are three discard piles, each being three cards tall and having 4 positions. The first position is the head position, below it the body position, and below that, the leg position. The prime position is oriented across the other three and centered. Cards are always placed face up on a discard pile.

Make 3 Discard Piles

To set up the game, you will create the three discard piles one at a time. Start by flipping the first card over from the draw pile and look at its suit, then place the card in its appropriate position in the first discard pile. Do the same for the second card. The card may cancel another card depending on its suit. Flip over a third card and put it in its appropriate position. Next begin the second discard pile by repeating the same steps as the first. Finally - create a third discard pile the same way. You are now ready to play.

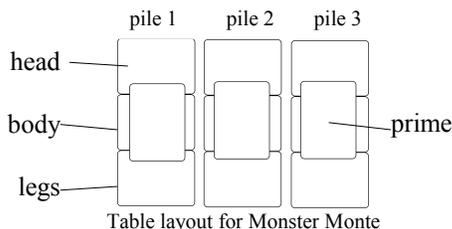


Table layout for Monster Monte

Object of the Game

The object of Monster Monte is to score as many points as possible by creating balanced monsters. A balanced monster is one whose white and black dots are equal.

The Play

Turn Sequence: On a turn the player takes the top card from the draw pile and then places it on one of the three discard piles. The dots are then counted for that discard pile and if black equals white, the pile is removed and a point is scored. Each step is detailed below.

1. **Discard:** The player chooses one of the three discard piles and then places the drawn card on the pile. Cards are always placed in the proper position for their suit.
2. **Count Dots:** After a discard, the dots are counted for the pile discarded to see if there is a complete monster present. If the white dots and black dots of the complete monster are equal, the monster is balanced and the player receives a point.
3. **Balanced Monster:** When a balanced monster is created, i.e. one whose white and black dots are equal, the pile is then cleared away and the player receives a point. The player may set these cards to the side, face down, to keep track of their points during the game. The player continues to use the empty space as a discard pile to create more heroes.
4. **End of Deck:** Play continues until every card in the draw pile has been played. When the last card has been played, the game is over and the player may count up their points.

Winning

A minimum of 2 and a maximum of 16 points can be scored.

14 UP

Fourteen Up is a solitaire in which the player attempts to construct 14 three-card heroes.

Equipment

One deck of Hero Playing Cards, with the suit of primes removed.

Object of the Game

The object of 14 Up is to create 14 balanced heroes.

The Play

Lay Down Heroes: The player may freely arrange the 42 cards in any way he desires, attempting to create 14 complete and balanced heroes. One way to begin is to lay all 14 cards of the head suit down with enough room to add bodies and legs later. Then proceed one head at a time creating balanced heroes. As the end approaches, the player may find that cards are not available to complete the set of 14. The player may then adjust other heroes so that all heroes are balanced.

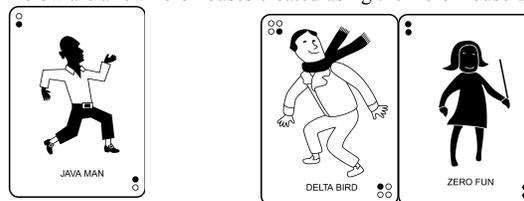
Many Ways to Win: There is more than one way to win this game. After constructing 14 balanced heroes the player may change one hero's cards, creating a balanced hero in another way, and then attempt to balance the remaining 13 heroes.

Winning

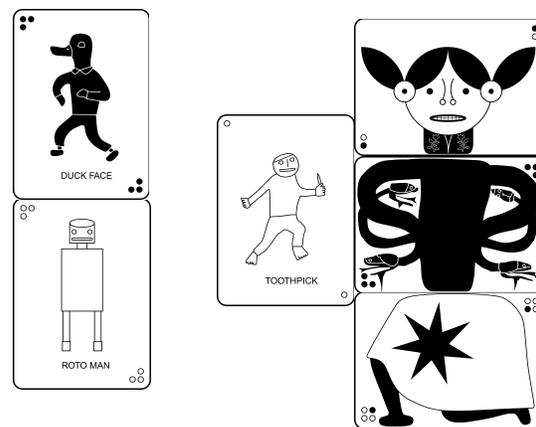
A player wins by constructing 14 balanced heroes.

EXAMPLE HERO HOUSES

Below are a few hero houses created using the Hero House deck.



Java Man (above left) has 1 white and 1 black dot, making him a hero house. Delta Bird and Zero Fun (above right) together have 3 whites and 3 blacks. Duck Face and Roto Man (below left) together have 3 blacks and 3 whites. Toothpick and a big hero (below right) have 5 white and 5 black dots. Each of these groups is a hero house.



THANKS FOR PLAYING HERO HOUSE

Send comments and questions to:

Dan Rhett

3501 West Hundred Road
Chester, VA, 23831
U.S.A.

Or e-mail to:

rhett64@earthlink.net

Also visit the Hero House website at

www.herohouse.net

