

Aavan Pudasaini, 7 year old



Aayusha Pudasaini, 11 year old



Athena Baron, 9 year old



Audrey Baron, 11 year old



Evanna Shree KC, 4 year old



Luniva Prajapati, 8 year old



Srimadh Shrestha, 10 year old



Suvaan Gyawali, 9 year old



Advay Bajracharya, 11 year old



Arya Singh, 12 year old



Ayaana RL Singh, 9 year old



Darbi Shakya, 8 year old



Myrah S Sakhalkar, 9 year old



Nirvan Dhakhwa, 10 year old



Toni Shahi, 11 year old Viaan Rana, 7 year old



Aria Shrestha, 8 year old



Arihant Rai, 8 year old



Darsha Sharma, 6 year old



Elyse Tuladhar, 5 year old



Prajna Shrestha, 12 year old



Sidhartha Subedi, 11 year old



Sayujya man joshi, 10 year old



Shlok Lal Shrestha, 3 year old

The "Slap a Monster" game is part of the Himalayan Monster Project. Through this game, we encourage kids to be creative by making their own monster drawings. These drawings are then reimagined by professional artists. The aim is to inspire kids to embrace their imaginations and pursue their artistic potential. The project creates a collaborative space between young creators and experienced artists, helping build confidence in children's creative abilities.

Objective

End the game with the fewest cards in your collected pile.

Set up

Shuffle the deck and evenly distribute the cards to all players (2–8). If any cards remain, set them aside as they won't be used. Players should place their cards face-down in a draw pile in front of them, without looking at them.

Game Play

The shortest player starts by flipping the top card of their pile into the center. Players continue taking turns clockwise, quickly flipping their top card into the center pile.

- When a "Slap" card appears, all players race to slap it. The last player to slap must collect the entire center pile.
- Follow the instructions on each card carefully. If you're the last to perform an action or slap, you'll collect the center pile.

Collected cards are kept separate from your draw pile. Discard all cards left in the center pile in the end of the game.

Winning the Game

The game ends when all players have flipped through their draw pile. The player with the fewest collected cards wins.

About Alchi

At Alchi, we believe that culture is a bridge that connects people, fostering understanding, respect, and unity in our diverse world. Our mission is to promote cultural appreciation and awareness through engaging and immersive board games. We strive to create interactive experiences that celebrate the richness and beauty of various cultures, encouraging players to learn, connect, and celebrate our global heritage. We are dedicated to the belief that games have the power to bring families and communities together. Our vision includes providing an opportunity for families to gather around our games, sparking meaningful conversations, laughter, and shared memories. Through our creations, we aim to inspire a sense of curiosity, empathy, and a deeper understanding of the world's cultural tapestry, ultimately fostering a more inclusive and harmonious society. www.Alchi.co

Instagram: Alchikopasal





