

# ICK



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CHRONICLE BOOKS  
SAN FRANCISCO



## INTRODUCTION

If you are going to play with monsters, there are two very important things you need to know:

1. No matter how disgusting a monster might look, it doesn't mean that it is scary. Some monsters are very nice and some are terribly shy. When you meet a monster, make sure to say hello first, and if it doesn't bite off your finger, then most likely it's a nice one.

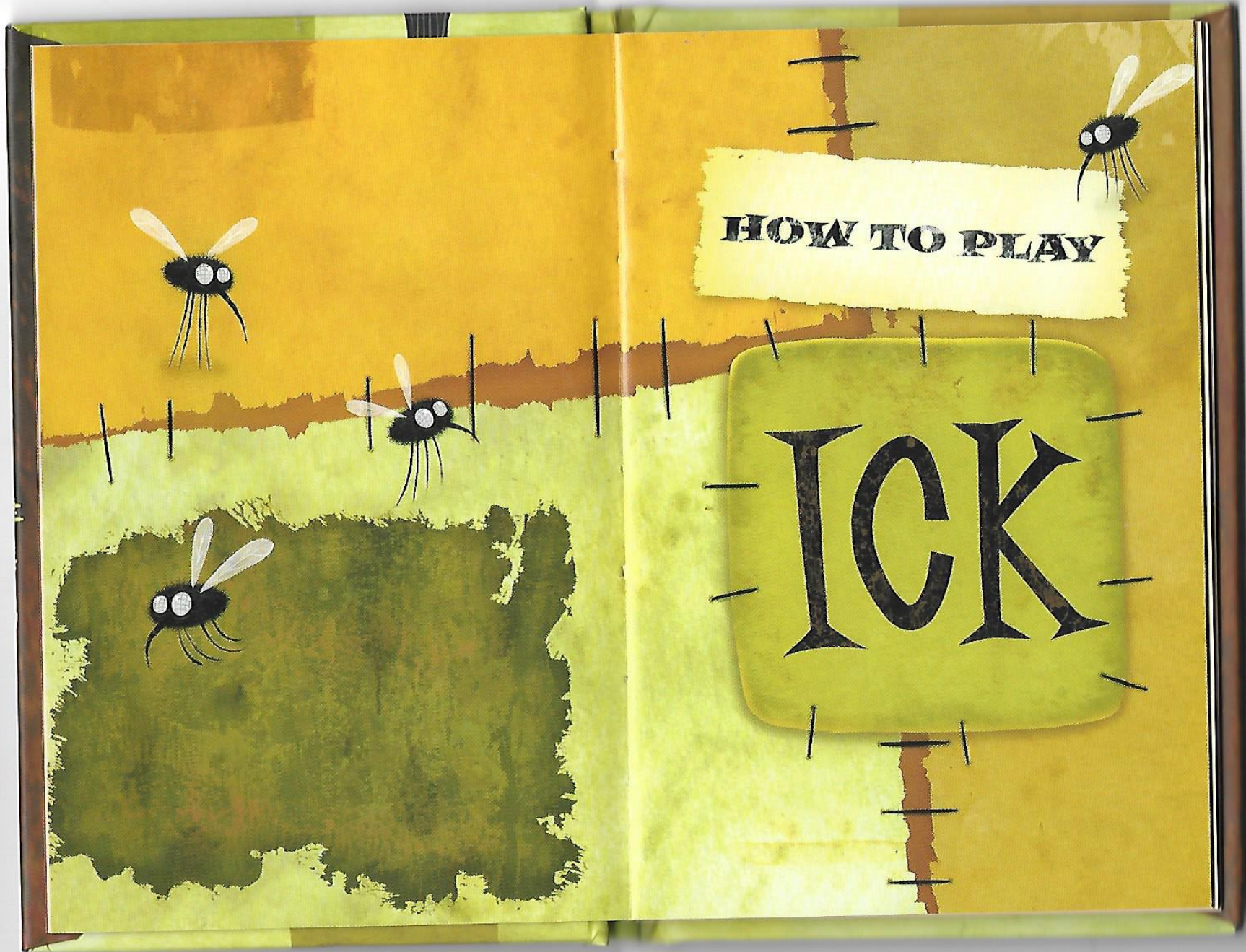


2. You better be ready to get grossed out. Monsters love gross stuff. I mean REALLY gross stuff. Things that would make us hurl make them very happy. So, if you are prone to puking, you just might want to prepare yourself before playing with monsters. Go sniff some trash, stare at squished bugs, or burst some boils. If your stomach is not up to snuff, you just might lose your lunch.

**NOW GO PLAY!**







HOW TO PLAY

ICK



## OBJECT

Be the first player to reach 100 points by collecting or stealing the most gross stuff for your monsters.

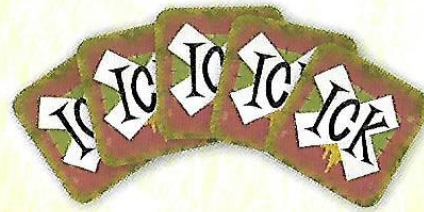


## SET UP

ICK is for 2-4 players, but more can play on teams (see Game Variations).

The player who suggested to play deals first and gets to keep score. The dealer deals five cards to each player and places the remaining cards face down in the center of the table to form a draw pile. One card is turned over to form a discard pile.

Players hold cards in their hands. The player to the left of the dealer goes first.





## THE CARDS

There are four different types of ICK cards that you'll need to know how to use, so before your first game, you should take a moment to see who's who, what's what, what's gross, and what's really, REALLY gross.

### HOUSE CARDS

House Cards are where your monsters will live with all their gross stuff. These need to be played before any gross stuff or monster cards.



### GROSS STUFF CARDS

Monsters love gross stuff and that is what you will need to fill a house with. There must be at least one Gross Stuff Card played on the House Card before a monster can move in. Remember, the more gross stuff in a house the better it is. The grossest house would have all ten types of gross stuff in it.





### MONSTER CARDS

Even though they look disgusting, these little freaks are still your friends. Every monster has its own "special stuff," the one thing it can't live without. A monster's "special stuff" is indicated in the corners of the Monster Card.

➤ MONSTERS CAN ONLY MOVE INTO A HOUSE WHERE THE TOP GROSS STUFF CARD AND THE MONSTER'S SPECIAL STUFF MATCH.



### KING STINK CARDS

He stinks and he rules. He stinks when he steals one of your monsters. He rules when he protects one from being stolen.





## **PLAYING THE GAME**

Players begin each turn by drawing enough cards to bring his or her hand up to 6 cards (1 on your first turn, then the appropriate number on subsequent turns). You may choose to take the top card from the discard pile. If you need more cards, you must draw from the draw pile. If you choose to take the top card from the discard pile, it must be taken first.

During a turn, you may play all playable cards in your hand.

Players end each turn by discarding one card to the discard pile. A player

must always have at least one card in his or her hand at the end of their turn. A player can never "go out."

Deal rotates to the left.

## **POSSIBLE PLAYS**

### **PLAY A HOUSE CARD**

There is no limit to the number of houses that can be in play. A House Card is played face up in front of the player who plays it.

### **ADD GROSS STUFF CARDS TO YOUR HOUSES**

You can play one of each different type of gross stuff in your houses. No duplicates. Gross Stuff Cards are played on



top of House Cards in a way that other players can see what gross stuff is already in the house.

### **MOVE A MONSTER INTO AN OPEN HOUSE**

There has to be at least one type of gross stuff in the house before a monster can move in. Monsters can move into any open house (whether it's yours or your opponent's) as long as the monster and top gross stuff card match. Once a monster has moved into a house, it is closed and no more gross stuff can be added. When your monster moves into one of your opponent's houses, that pile becomes yours. Place your occupied

houses to one side of your playing area. Monster Cards are played on top of Gross Stuff Cards.

1.



2.



3.





### STEAL OR PROTECT AN OCCUPIED HOUSE WITH A KING STINK CARD

When you play a King Stink Card on one of your opponent's occupied houses, that pile becomes yours and is now protected (can't be stolen). You can also play a King Stink Card on one of your occupied houses to protect it. King Stink Cards are played in front of occupied houses so that the monsters on top can be seen by other players.



### SCORING

After going through the draw pile once, each player takes a last turn to play any remaining cards in his or her hand. Then the players count the points they have collected in their monsters' homes.

5 POINTS--FOR EACH GROSS STUFF CARD COLLECTED

10 BONUS POINTS--FOR COLLECTING 3 BOY MONSTERS

10 BONUS POINTS--FOR COLLECTING 3 GIRL MONSTERS

20 BONUS POINTS--FOR COLLECTING ALL 7 BOY MONSTERS

40 BONUS POINTS--FOR HAVING A HOUSE WITH ALL TEN TYPES OF GROSS STUFF IN IT



## WINNING THE GAME

The first player to reach 100 points wins and earns the title ICK HEAD.

## GAME VARIATIONS

### FULL-ON MONSTER FREAK-FOR-ALL!

NOT FOR THE SQUEAMISH. There's so much stealing, you might cry.

The basic rules are the same except for how players add gross stuff to houses.

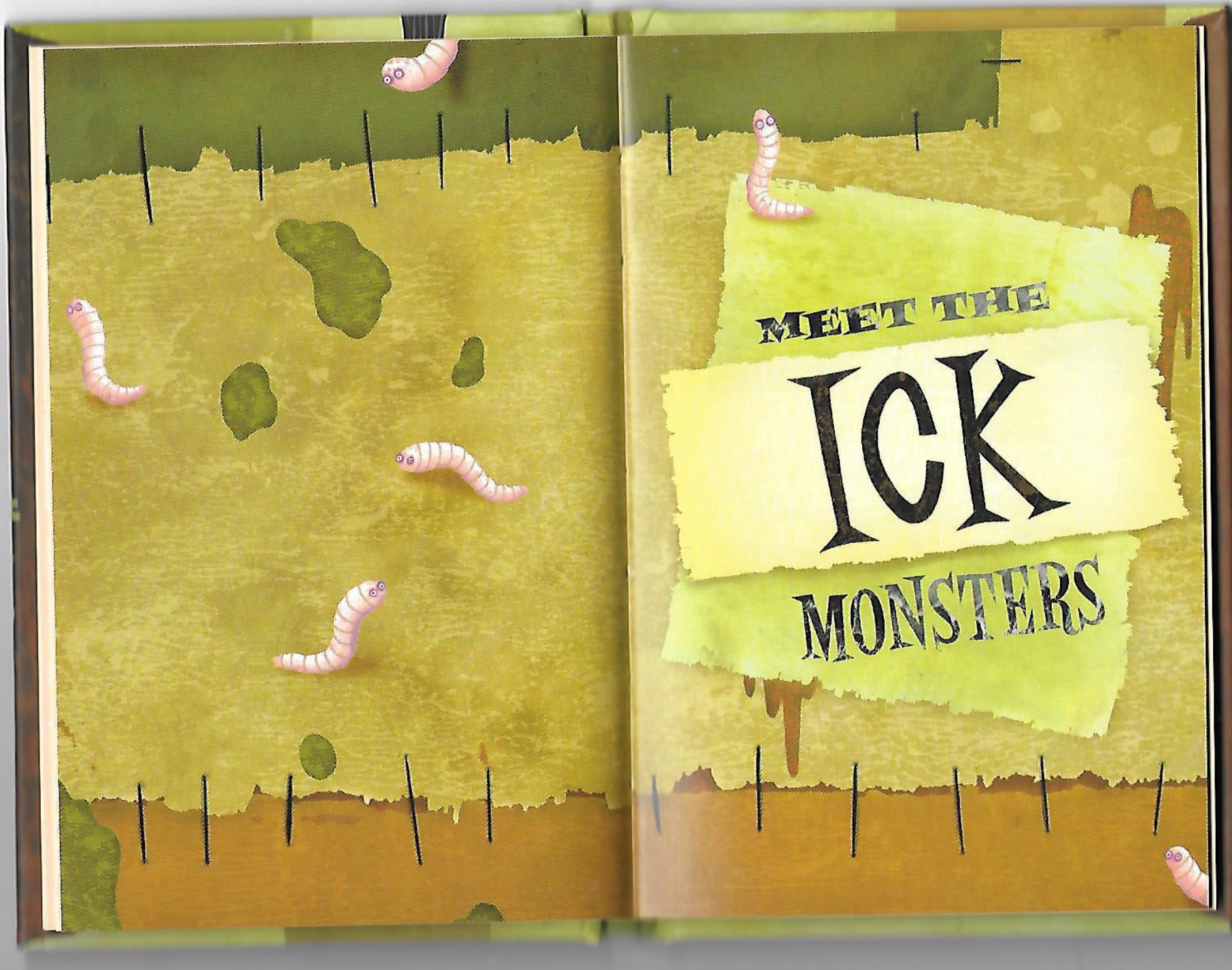
Before moving a monster into an open house, you can add any type of gross stuff to the house that is not already in it, EVEN IF THE HOUSE ISN'T YOUR OWN. As

with the basic rules, the monster moving in has to match the last gross stuff card added to the house. Once a monster has moved into a house, it is closed and no more gross stuff can be added. When you move a monster into one of your opponent's houses, that pile becomes yours. Place your occupied houses to one side of your playing area. Monster Cards are played on top of Gross Stuff Cards.

### GRUESOME TWOSOMES: 4-6 PLAYERS

The same rules apply, except players play as teams. Players on the same teams can strategize and look at each other's cards.



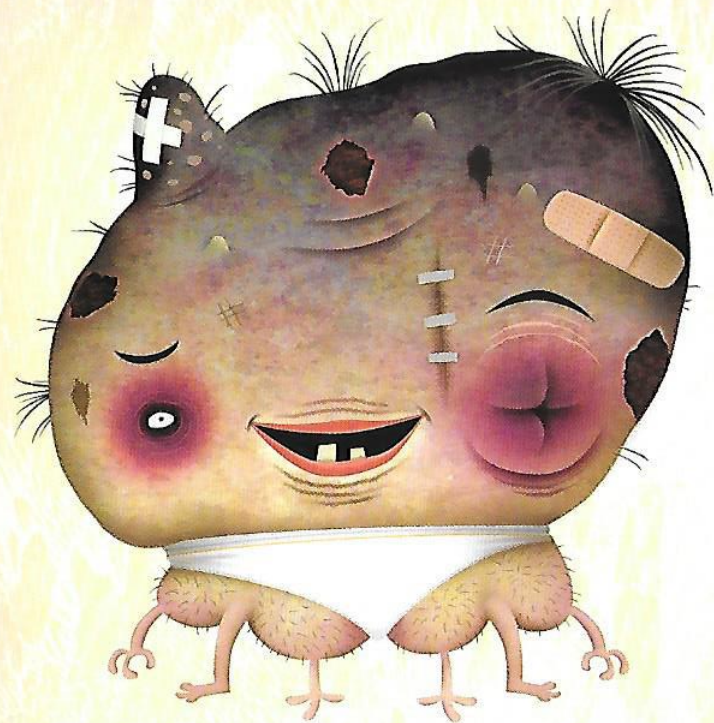


MEET THE

ICK

MONSTERS





## **CARLBUNCLE**

**LOVES:** DIRTY TIGHTY-WHITEYS

**HATES:** TROUSERS

**FAVORITE SNACK:** FLY PAPER PASTE

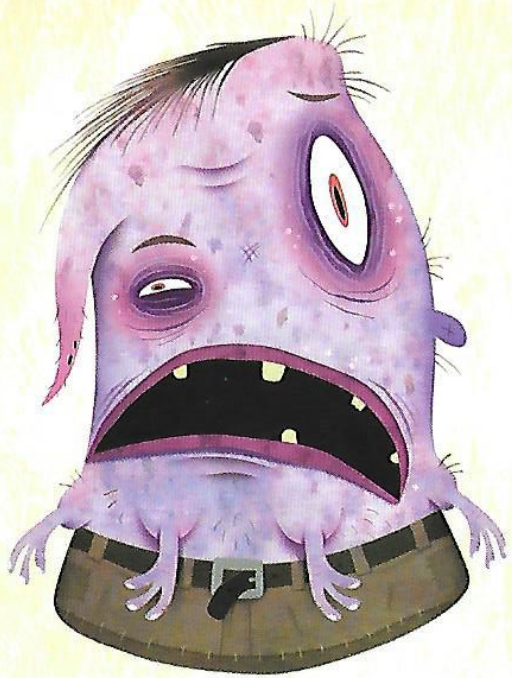
**ACTIVITIES:** SCAB TOSSING, LICKING  
USED BANDAGES

**Carlbuncle** is a klutz. He is always covered with cuts, scratches, and bandages. His dirty underpants are way too tight and make it hard for him to use his arms and legs. Even so, Carlbuncle gets so excited about being in his dirty underpants that he will jump right in front of traffic or smack into brick walls. No matter how much he's hurting, he's a happy chappy as long as he is in his beloved briefs.

**LOVES  
TO LICK!**







## **BLOBERT**

**LOVES:** GLOOMY DAYS

**HATES:** THINGS THAT SMELL FRESH

**FAVORITE SNACK:** ROTTEN VEGETABLES

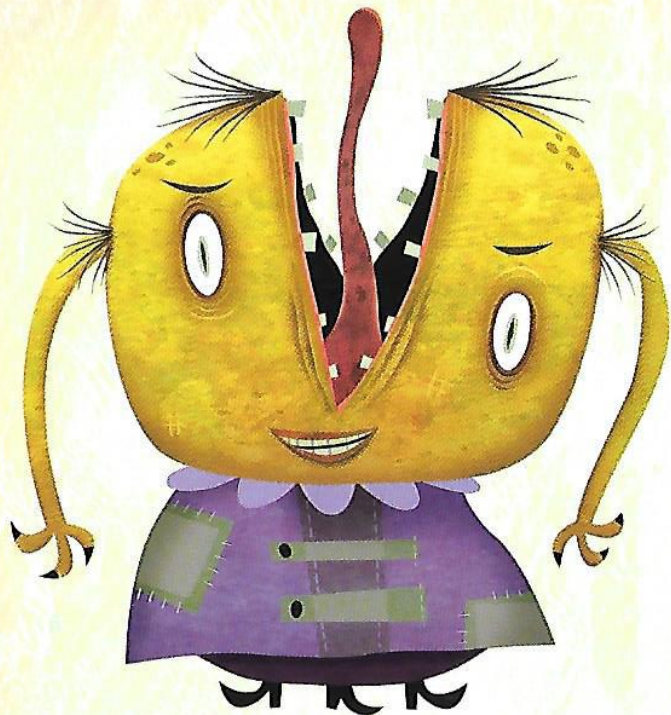
**ACTIVITIES:** OVEREATING, FOLLOWING  
SLUG TRAILS

**Blobert** is a real sad sack. If he's not sulking in a puddle of his own stinky sweat, he's complaining about how terrible his day was. His sad, droopy mouth salivates excessively, and you are guaranteed a spit shower every time he opens it. If you ever get stuck hanging out with Blobert, be sure to have a plastic tarp handy so you don't get drenched in his spit.

**SAVORY  
SNACK!**







## CLARABELCH

**LOVES:** OUT-OF-TUNE INSTRUMENTS

**HATES:** FARTHOLAMEW

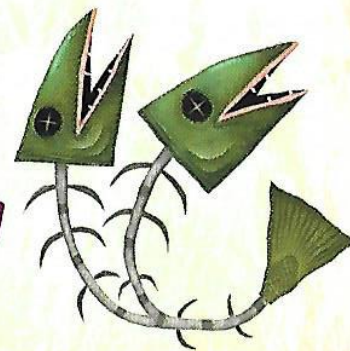
**FAVORITE SNACK:** CRUSTY MUD CAKES

**ACTIVITIES:** FUNGUS GARDENS,  
COLLECTING MUTANT FISH SKELETONS

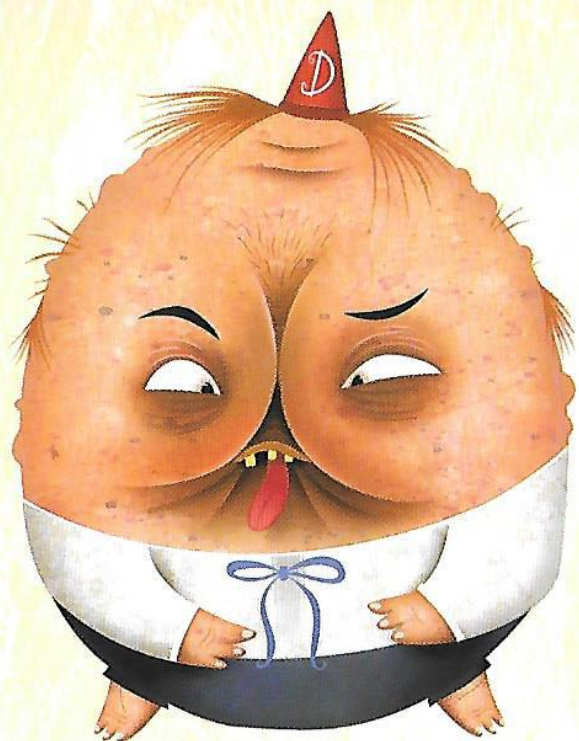
**Clarabelch** has a big mouth.

She also has a small mouth. While she is singing songs with the small mouth, the big mouth is burping really, really, loud. This is why she never gets invited to sleepovers. But Clarabelch doesn't mind, since she can't sleep with her big mouth constantly burping, either. Besides, she would much rather sing than sleep, anyway.

**CROWN OF HER  
COLLECTION!** ➔







## **FARTTHOLAMEW**

**LOVES:** MAKING PEOPLE CRY

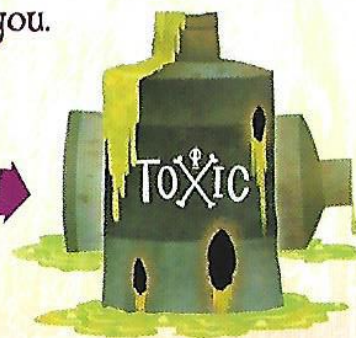
**HATES:** CHIRPING BIRDS

**FAVORITE SNACK:** RANCID PICKLE BRINE

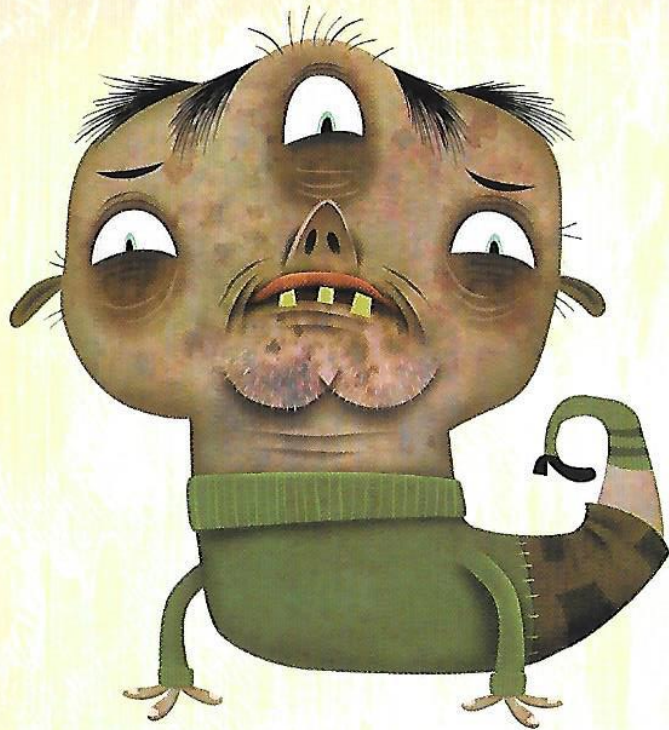
**ACTIVITIES:** TARGET SPITTING, SWIMMING  
IN TOXIC SLUDGE

**Farttholamew** is a real gas-bag. He's always cracking jokes. He will follow you around making faces, disgusting mouth sounds, and insulting remarks. He thinks he's funny, but nobody else does. Sometimes he laughs so hard at his own jokes that he tips right over. Once he falls over, it's hard for him to stand up again. His little pudgy arms are almost useless. If you happen to be standing next to Farttholamew and he is really getting on your nerves, just push him over. It won't shut him up, but at least he'll stop following you.

**BUBBLE  
BATH!** →







## SLIMEN

**LOVES:** ENCYCLOPEDIAS

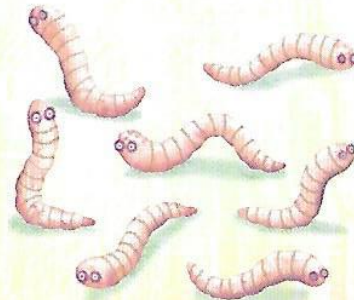
**HATES:** BEING WRONG

**FAVORITE SNACK:** JUICY MAGGOTS

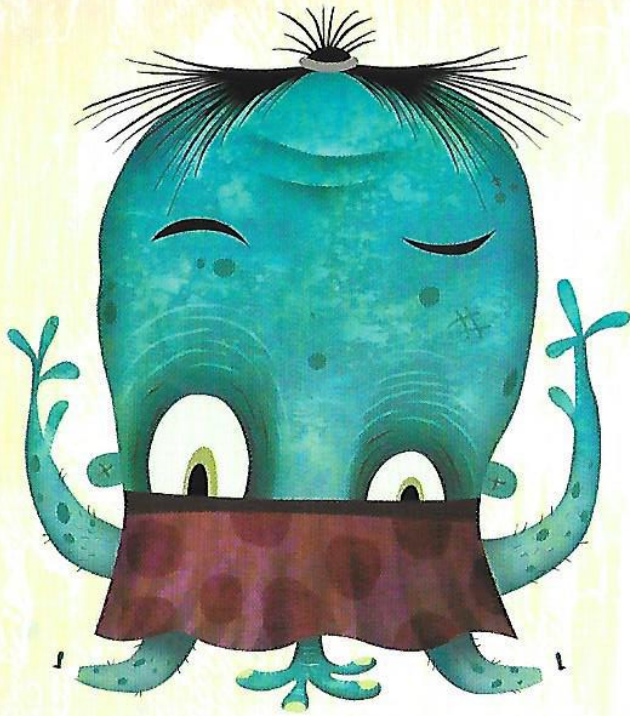
**ACTIVITIES:** CROSSWORD PUZZLES,  
SPELLING BEES

**Slimen** is very smart. He regurgitates facts as much as he regurgitates his food. Slimen's tattered school uniform is infested with ticks and lice, which make him constantly twitch and squirm. Sadly, no one ever believes Slimen when he gives the correct answer to a hard math problem. They just think he is twitchy and crazy. Be sure you are not around when he takes off his one shoe. Phewww!

**TASTY  
TREAT!** ➔







## SCABAGAIL

**LOVES:** HER MILDEWED PILLOW

**HATES:** LOUD NOISES

**FAVORITE SNACK:** SOGGY CARDBOARD

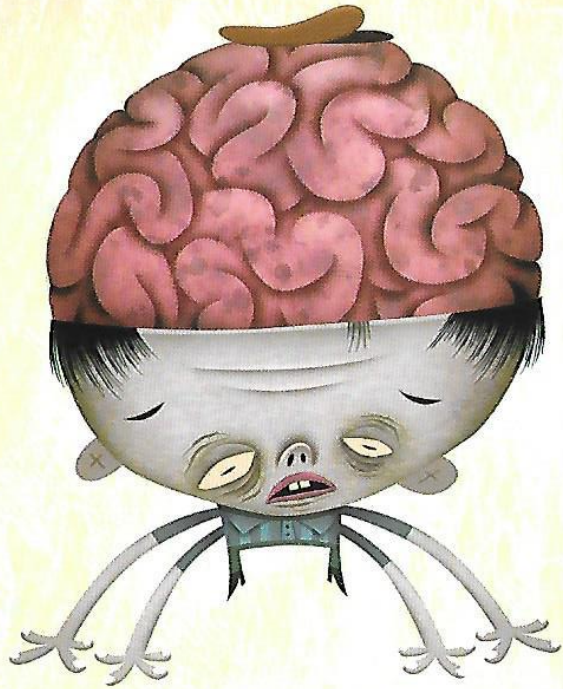
**ACTIVITIES:** COUNTING LEAKY PIPE DRIPS

**Scabagail** is terribly shy and is scared of just about everything. She likes places that are dark and damp. She almost never goes outside. If you do manage to coax Scabagail out of her hole, you probably won't see her for very long. She will most likely get scared, and slip down into the sewer.

**PRIZED  
POSSESSION!** →







## **ODDREIGO**

**LOVES:** SHARP PENCILS

**HATES:** SLEEPING

**FAVORITE SNACK:** FRENCH FRY GREASE

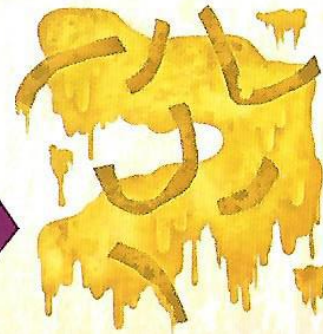
**ACTIVITIES:** JUGGLING,

DRAWING COMICS, PLAYING VIDEO GAMES

(ALL AT THE SAME TIME)

**Oddreigo** just wants to fit in. He is very insecure about his giant exposed brain, so he tries to hide it under a tiny hat. It doesn't help, but it makes him feel a little better about himself. His second pair of arms allows him to be excellent at multitasking. Crawling around like a spider has made them surprisingly strong. He could beat up anyone who teases him about his bulbous brain, but Oddreigo wouldn't do that. He wants everybody to like him.

**DELICIOUS  
DESSERT!** ➔







## WRETCHEN & PLAGUEY

**LOVES:** SPARKLING EYEBALLS

**HATES:** HAIR TANGLES

**FAVORITE SNACK:** SOUR MILK SHAKE

**ACTIVITIES:** STRINGING BOOGER BEADS,  
MAKING MESSSES

## Wretchen and Plaguey

are twins. They have three big green eyes, and are always on the lookout for something pretty to put in their handbags. Their purses are full of colorful hurl chunks, beetle wings, and other lovely nuggets. Wretchen likes blue and Plaguey likes red. They share the same mouth so it is almost impossible to tell which one of them is talking. That doesn't matter because their vocabulary mainly consists of two words, "cool," and "pretty."

**PRETTY PRIZE!**







## KRUSTOPHER

**LOVES:** LENDING A HAND (OR A FOOT)  
**HATES:** NOTHING (HE'S REALLY THAT NICE)  
**FAVORITE SNACK:** DANDELION FUZZ  
**ACTIVITIES:** WRAPPING PRESENTS, GIVING  
DIRECTIONS

**Krustopher** is the nicest monster you will ever meet. He would give an arm or leg to help someone out. In fact, he has. If you ever ask Krustopher if he can give you a hand, he may just cut his own clean off and give it to you with a smile. That's just the type of monster he is.







## CLIFTURD

**LOVES:** TATTOOS

**HATES:** THINGS HE CAN'T BREAK

**FAVORITE SNACK:** FROSTED

CIGARETTE BUTTS

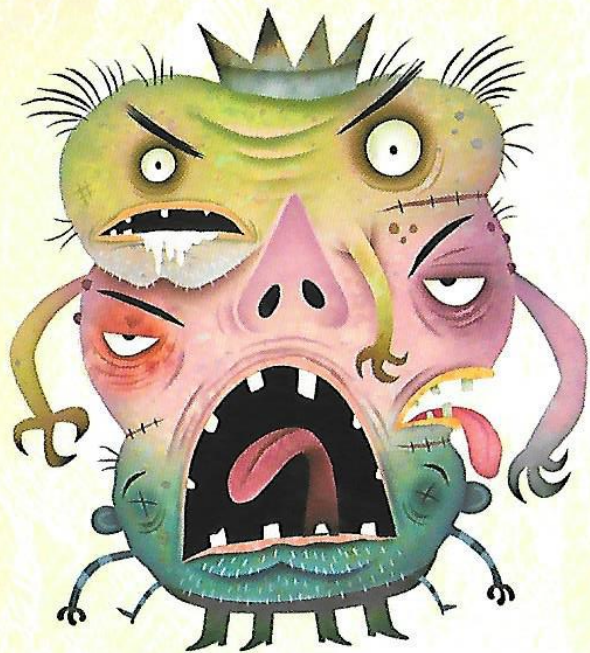
**ACTIVITIES:** STOMPING IN POO PILES.

PLAYING WITH MATCHES

**Clifturd** is a mean, green, two-headed bully. If he's not beating someone up, he's looking for something to squish with his armpits. A stream of curse words constantly flows out of his two big mouths. It's best just to stay away from Clifturd. If you don't, your head will probably end up in one of his stinky pits.







## **KING STINK**

**LOVES:** HIS OWN STINK

**HATES:** SMALL CHAIRS

**FAVORITE SNACK:** ANYTHING HE CAN  
STICK IN HIS MOUTH

**ACTIVITIES:** STEALING STUFF,  
BEING SCARY

**King Stink** is a royal pain. He isn't really a king. He just made a crown out of a rusty bucket and stuck it on one of his heads. By being the biggest, meanest monster around, he gets away with stealing whatever he wants. Luckily, King Stink is incredibly stupid and can be tricked into leaving you alone. You just have to pick the crusty grime out of his skin folds, comb his back hair, kiss his warty feet and call him "Great Stinky One." Then if you're lucky, maybe he won't steal your stuff.





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