ANTOINE BAUZA & LUDOVIC MAUBLANC

RAMPAGE

RULES





CONTENTS

A • 4 Body pawns
B • 4 Paws tokens
C • 4 Mouth/Stomach player screens
D • 16 Teeth tokens
E • 1 City board (in two parts)
F • 1 Runaway board (double-sided)
G • 90 Meeples (15x6 colors)
H • 4 Vehicles
I • 19 Floor tiles (12 small squares, 6 rectangles, 1 large square)
J • 6 Ruin stickers (4 small squares, 2 rectangles)
K • 1 large square Ruin
L • 48 Monster cards (16 Character, 16 Power, 16 Secret Superpower)
• 1 puzzle piece (to connect the City board)
• 1 game aids

OBJECT OF THE GAME

You arrive in Meeple City as a gigantic, famished, scaly-skinned Monster! Your goal: Dig your claws and dirty paws into the asphalt, destroy buildings, and devour innocent Meeples – in short: sow terror while having fun. The Monster who has caused the most damage after the carnage finally ends wins the game.

Note: Meeple, pronounced "me-pull", refers to the miniature wooden people who represent the inhabitants of the city.



SET-UP

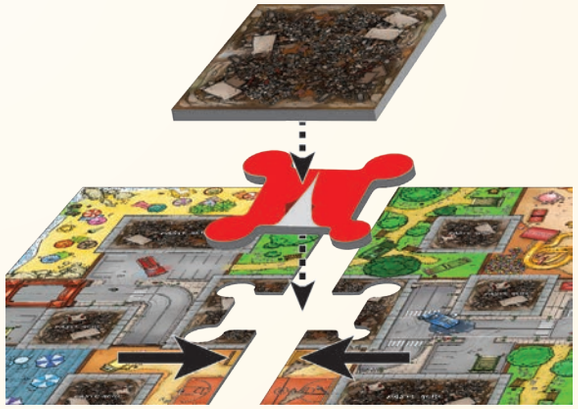
Before playing your first game, you must assemble some elements as follows:

Prepare the game board:

- Attach the 6 Ruins (4 squares and 2 rectangles) to the City board. To do this, remove the yellow protective film, then carefully place the Ruin on one of the designated spaces: the square Ruins on the square spaces, and the rectangular Ruins on the rectangular spaces. Make sure each Ruin is set within the sidewalks.



- For the central Ruin (large square), the procedure is different. First, assemble the game board with the help of the puzzle piece. Then, remove the protective film from the puzzle piece and place the Ruin on it. Make sure that the Ruin is set within the sidewalks.



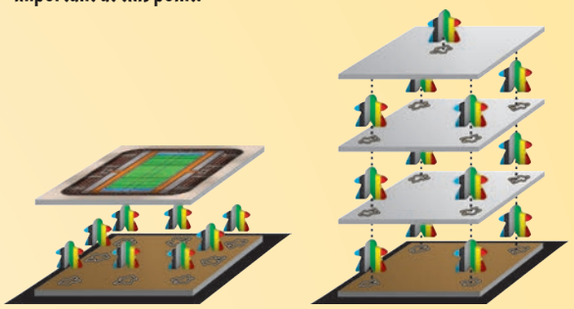
Prepare the Body, Paws and Vehicle tokens:

- Place a sticker on each side of these tokens. Make sure the colors match as each token must have two identical sides!



CONSTRUCTING THE CITY

- Place the game board in the middle of the table. Clip the two parts together using the central Ruin.
- Create the Buildings as shown in the illustration. Draw Meeples at random from the box when constructing buildings as their color is not important at this point.



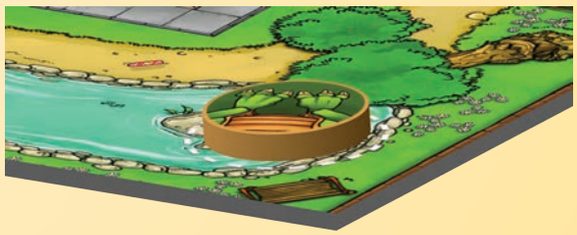
- Finally, place a Meeple on the roof on each Building. Place all remaining Meeples on the stadium in the center of the board.
- Place each Vehicle on the space matching its color.



- Place the Runaway board on the table away from the City board. Before the game begins, decide whether to use the A or B side of this board.

PREPARING THE MONSTERS

- Each player takes a screen and a Monster (Body + Paws) of the same color, as well as 4 Teeth tokens; place the Teeth on the appropriate spaces of the Mouth (screen).
- Then, each player places his Monster on the starting area closest to him; place the Paws in the starting area, then the Body on the Paws.



- Shuffle the cards and deal one of each type (Character, Power, and Secret Superpower) to each player. Return the remaining cards to the box. Players then reveal their Character and Power cards to everyone, while keeping the Secret Superpower card a secret. (Yes, really!)

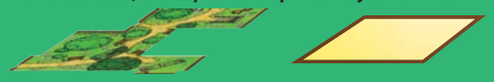
Note: Before beginning the game, each player should go around the table and introduce his Monster by giving the name of its Character card and explaining how it works, then naming its Power card and explaining how that works, too.

A SMALL LEXICON FOR ILLITERATE MONSTERS

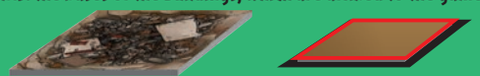
- CITY: all of the game board, which represents Meeple City



- NEIGHBORHOODS: the colored areas of the game board, with their borders being defined by the edge of the board, the Sidewalks, and the brown brick walls; the City is made up of 8 Neighborhoods



- RUINS: the bases of the Buildings, which are affixed to the game board



- FLOORS/ROOFTOPS: tiles used to construct the Buildings



- BUILDINGS: structures composed of Floors and Meeples



- SIDEWALKS: strips of land that surround the Buildings



- MONSTER: a set of BODY + PAWS in the same color



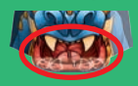
- BODY: a pawn in the shape of a Monster, which represents its body



- PAWS: a round token that represents the paws of a Monster



- MOUTH: the area in front of the player screen that holds the teeth



- STOMACH: the area behind a player's screen, which holds everything his Monster eats



- JOURNALISTS: blue-colored meeples
- SOLDIERS: green-colored meeples
- BUSINESSMEN: black-colored meeples
- BLONDES: yellow-colored meeples
- OLD FOLKS: gray-colored meeples
- HEROES: red-colored meeples

OVERVIEW OF A GAME TURN

The player who does the most convincing imitation of a giant monster starts the game.
The players play in turn, going clockwise.
On his turn, a player performs 2 actions from those described below, repeating the same action if desired.
Then, his Monster chows down!

Move

Your Monster enthusiastically explores the playground stretching out under its clawed paws!

Remove the Body of your Monster from the board so that only its Paws remain. Flick your finger to send the Paws to the spot where you want your Monster to end up (or try to anyway). Then replace the Body on its Paws.

Clarification : If a player shoots his Monster's Paws out of the City, the Monster immediately loses 1 Tooth, which is returned to the box! He then places his Paws on an empty starting area of his choice and continues his turn normally.

See «General Clarifications» for what to do if a Monster must lose a Tooth, but has none left to lose.

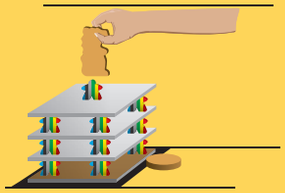


Demolish

Your Monster devours many cubic meters of reinforced concrete for breakfast each day!

If your Monster's Paws token is touching the Sidewalk surrounding a Building, you can attempt to demolish that Building. To do this, take the Body of your Monster, hold it over the relevant Building (while still seated with your arm parallel to the table), then drop it on the Building.

Clarification : The player is free to drop the Body from anywhere above that building. He doesn't need to drop it right over its Paws. If the Monster does not hit the Building, it immediately loses 1 Tooth, which is returned to the box!



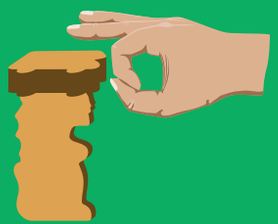
Toss a Vehicle

Your Monster would like to qualify for the shot put event at the Olympic Games!

If your Monster is in the same Neighborhood as a Vehicle, you can toss it. To do this, place the Vehicle on the top of your Monster's Body, then send it flying with a flick of your finger.

Clarification : If a Vehicle leaves the City, return it to the City by placing it on the space of its color, as during set-up.

A player can hold and tilt his Monster's Body for a vehicle toss.



Breathe

Your Monster can spew the dubious contents of its radioactive glands on the asphalt!

Place your chin on the top of your Monster's Body, then inhale and blow!

Clarification : You are allowed to hold the Body with one hand. You cannot inhale before placing your chin on the Body.



2 ACTIONS





Collateral Damage

Rumble!

Flying paw strike to your face!

If you knock down the Body of another Monster, whether in or out of the City, break off 1 of its 4 removable Teeth, then place it in your Stomach. That Body remains in place, forming an obstacle if in the City; that Monster cannot lose another of its Teeth for as long as it remains on the ground. At the beginning of that Monster's next turn, its player places the Body on its Paws before taking any actions.

Clarification : If a Monster is no longer on its Paws but its Body is still upright, the Monster hasn't fallen and the active player can't break off and claim a tooth.

Gobbling Buildings

Om-nom – concrete's good!

If a Floor has no elements on it (i.e., no Monster, Vehicle, Meeple, or Floor) after an action, the active player immediately claims this Floor, placing it in his Stomach.

Clarification : A Monster can gobble down many Floors one after another.





Runaway Meeples

In the midst of the ambient chaos, the most lucid Meeples will attempt to flee the city!

If Meeples leave the City during your turn, place them on the Runaway board.

Clarification : A Meeple is considered to have run away from the City if it's no longer touching the game board.



Side A:

Place the Meeples on the Runaway board, starting with the top line. When a line is filled, the active player suffers the negative effects after finishing his current action.

Clarification : Multiple negative effects can be triggered at the same time. (Ow!)

1st and 4th lines : The Monster loses 1 of its Teeth, returning it to the box. Also, the next player takes the current player's Monster and places it in the Neighborhood of his choice.

2nd and 5th lines : The Monster loses 1 of its Teeth. Also, all other players have one additional action until this player's next turn.

3rd line : The Monster loses 2 of its Teeth!

6th line : The game ends immediately! The players tally up their points to see who wins – except for the player who caused this event as that player immediately loses!

Side B:

Place the Meeples on the Runaway board in the appropriate color zone. When a zone is full, the active player suffers the negative effect after finishing his current action, then he returns these Meeples to the box to empty the zone.

Red Meeples (Heroes): Heroic Save!
Effect: The active Monster loses 1 of its Teeth, and the player returns 4 Meeples of his choice from its Stomach to the game box.

Blue Meeples (Journalists): The Perfect Story!
Effect: The active Monster loses 1 of its Teeth, and the player discards 1 card of his choice.

Green Meeples (Soldiers): Air Strike!
Effect: The active Monster loses 2 of its Teeth.

Yellow Meeples (Blondes): Mass Hysteria!
Effect: The active Monster loses 1 of its Teeth. Also, all other players have one additional action until the active Monster's next turn.

Black Meeples (Businessmen): Relocation!
Effect: The active Monster loses 1 of its Teeth. Also, the next player takes the active Monster and places it in the Neighborhood of his choice.

Gray Meeples (Old Folks):
The Old Folks aren't placed on Side B of the Runaway board. They're useless. Just return them to the box...

Clarification : Multiple different effects might be triggered at the same time. (Ow!) The same effect can trigger multiple times if enough Meeples of a given color run away all at once.



Chow Down

If you don't finish your meal, you won't get any dessert!

Once the Monster finishes its two actions, it's time to chow down!

Your Monster can devour the Meeples in its current Neighborhood – but Meeples can be eaten only if they're accessible and not supporting any game elements. Your Monster can eat as many Meeples as it has Teeth! Place the devoured Meeples in your Stomach.

Clarifications:

- *A Monster starts the game with 6 Teeth (2 permanent and 4 breakable).*
- *A Monster always has at least 2 Teeth (as the 2 Teeth depicted on the screen cannot be lost).*
- *If the Monster's Paws stand on multiple Neighborhoods, the player chooses one Neighborhood from which to eat.*
- *Note that Meeples which are completely on a Ruin or a Sidewalk aren't in a Neighborhood and thus cannot be eaten.*

END OF THE GAME

The game is nearly over when a player gobbles the **final Floor** or knocks it off the City; this player finishes his turn, then each other player takes one last turn. The game then ends, and players tally their points.
(Alternatively, the game ends immediately when the sixth line on side A of the Runaway board is full. The player who filled this line loses, while everyone else determines their score.)

Each player calculates the extent of the damage caused by his Monster:

- **10 points** for each set of 6 Meeples of different colors (1 black, 1 gray, 1 red, 1 blue, 1 green, 1 yellow); excess Meeples are worth no points!



- **1 point** for each Floor (regardless of the size)



- **2 points** for each Tooth taken from another Monster



- **X points** earned for meeting the condition on the Monster's Character card



The player who scores the most points wins!
In case of a tie score, the tied player who ate the most total Meeples, regardless of color, wins the game.



The Character and Power cards are permanent and visible to all players.

Characters



Anarchist
Score 3 victory points for each set of Soldier and Journalist (green and blue Meeples) that you ate.



Brawler
Each Tooth taken from another Monster is worth 4 victory points instead of 2.



Destructive
If at the end of the game you have destroyed more Floors than each other Monster, score 10 victory points.



Glutton
If at the end of the game you have eaten more Meeples than each other Monster, score 10 victory points.



Imitator
At the end of the game, before counting eaten Meeples, choose another Monster's Character card and apply its effect to your Monster.



Mean
If at the end of the game you have eaten more Heroes (red Meeples) than each other Monster, score 10 victory points.



Pacifist
If at the end of the game you have eaten more Soldiers (green Meeples) than each other Monster, score 10 victory points.



Punk
Score 3 victory points for each set of Old Folks and Businessmen (gray and black Meeples) that you ate.



Romantic
Score 3 victory points for each set of Hero and Blonde (red and yellow Meeples) that you ate.



Seductive
If at the end of the game you have eaten more Blondes (yellow Meeples) than each other Monster, score 10 victory points.



Scrap Merchant
Score 5 victory points for each Vehicle on a Ruin at the end of the game.



Seer
At the end of the game, before counting eaten Meeples, announce which Monster has eaten the most Meeples (possibly yourself). If you're right (even if that Monster is tied for the most Meeples with another), you score 7 victory points.



Shy
If at the end of the game you have eaten more Journalists (blue Meeples) than each other Monster, score 10 victory points.



Softie
Score 3 victory points for each Teeth token you still have in your Mouth at the end of the game. (The Teeth printed on the screen do not count.)



Tourist
If at the end of the game you have eaten more Businessmen (black Meeples) than each other Monster, score 10 victory points.



Young
If at the end of the game you have eaten more Old Folks (gray Meeples) than each other Monster, score 10 victory points.

CARDS

DESCRIPTION OF THE CARDS

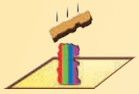
Powers



Boxer
During a Move action, if you knock down a Monster, you break two of its Teeth instead of one.



Climber
Before a Move action, you can place your Monster on a Building in your Neighborhood.



Heavyweight
When you use the Demolish action, you can target a Monster in your Neighborhood instead of a Building. You don't need to be on a Sidewalk to use this Power.



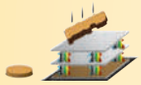
Hurricane
You can perform a Breathe action from any Monster (but you must still follow the rules regarding the Breathe action).



Jumper
To move, you can place your Paws token on your Body, then flick it as in the Toss a Vehicle action. Finally, place the Body on the Paws like normal. If your Paws leave the board, lose 1 of your Teeth.



Kung Fu Master
You can place your Paws token on your Body and send it flying, as in the Toss a Vehicle action. Replace your Paws under your Body after this action. If your Paws leave the board, you don't lose any Teeth.



Long Tail
You can take a Demolish action on any Building in your Neighborhood without needing to be on a Sidewalk adjacent to it.



Retainer
When you chow down, treat it as though you always have a minimum of 4 Teeth.



Sharp Canines
At the end of your turn, your Monster can eat 2 more Meeples than its number of Teeth.



Siren
At the end of your turn, instead of chowing down normally, your Monster can eat a single Meeple from any Neighborhood.



Smelly Paws
If at the end of a Move action, your Monster is on a Ruin's Sidewalk, move all the Meeples found in that Ruin to an adjacent Neighborhood.



Star Dancer
You can take 2 flicks when performing a Move action.



Stretchy Paws
Before a Move action, you can reposition your Paws anywhere in your current Neighborhood.



Stretchy Tongue
At the end of your turn, your Monster can eat the Meeples in an adjacent Neighborhood instead of those in your own Neighborhood.



Telekinesis
When you take a Toss a Vehicle action, you can use a Vehicle from any Neighborhood.



Vacuum
After a Breathe action, place all the Meeples who have just left the City in your Neighborhood rather than on the Runaway board.

Reveal the Secret Superpower card when you want to use it, then discard it afterwards.

Secret Superpowers



Catcher
Take a Monster in the same Neighborhood as yours and place it on top of your Monster's Body. Use the opposing Monster as a Vehicle in a Toss a Vehicle action. Break 1 Tooth from that Monster.



Earthquake
Move all the Meeples from each Ruin to an adjacent Neighborhood.



Hobo
Randomly draw a total of 3 Meeples from the Stomach of one or more Monsters of your choice.



Invisibility
Remove your Body and Paws from the board, then place them in any Neighborhood at the beginning of your next turn.



Paralyzing Gaze
Your opponents cannot take any Move actions on their next turn.



Passionate Kiss
Select 2 Meeples of your choice in the Stomach of another Monster currently in your Neighborhood and place them in your Stomach.



Really Hungry
At the end of your turn, you can eat 2 Meeples per Tooth in your Mouth.



Scavenger
Chow down in the Neighborhood of another Monster as though you were there.



Small Wings
Move your Monster into the Neighborhood of your choice.



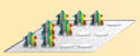
Teeth Protector
When an opponent breaks 1 or more of your Teeth (Boxer Power), cancel that loss and break one of their Teeth instead.



Terminator
Knock over all the Monsters currently in your Neighborhood and break 1 Tooth from each of them.



Too Cute
Cancel one effect from the Runaway board other than the one that ends the game.



Ultra-Bright(TM) Smile
Instead of eating the Meeples in your Neighborhood, you can eat the Meeples currently on the Runaway board. Then reorganize the Meeples on the Runaway board without triggering any effects.



Unleashed!
Play 2 extra actions on your turn.



Unstable Mutation
Draw 3 Power cards and apply their effects this turn. At the end of the turn, discard 3 of your Power cards (not necessarily those which were drawn).



Who Cut the Cheese?!
All opponents must place their Monster's Body upside down on their Paws. During their next turn, they must use 1 action to turn their Bodies right-side up.

General Clarifications

Concerning the PAWS and the BODIES

If after performing an action, you don't have the option of placing your Body on its Paws – e.g. the Paws are stuck under a building or between two elements – you can move them slightly in order to place the Body on them.

If an opponent has knocked your Paws out of the city, place them on an empty starting area of your choice at the start of your next turn, place the Body on the Paws, then take your turn.



Concerning the NEIGHBORHOODS

When a game element (Paws, Vehicle, Meeple) crosses two game zones (Sidewalk, Ruin, Neighborhood), treat this item as if it were in both zones. So a Monster straddling two Neighborhoods can eat in the Neighborhood of its choice (but not in both!), and a Vehicle crossing two Neighborhoods can be picked up by a Monster in either of the two, with the same being true for Meeples.

A game element is always considered to be on the board as long as it's in contact, either directly or indirectly, with the game board.

Concerning the FLOORS

A Monster can knock a Floor out of the City with no bad consequences. If the Floor has Meeples on it, however, the player places these Meeples on the Runaway board (possibly suffering ill effects from doing so), then the player gobbles those Floors, placing them in its Stomach.

Concerning the TEETH

When a player must lose 1 Tooth but has none left to lose, he must choose 2 Meeples from his Stomach and give them to the opponent (in the case of a Rumble or a card) or return them to the box (in any other situation).

Concerning the SIDEWALKS and the RUINS

A Meeple who is on a Ruin, on a Sidewalk, or between the two isn't on any Neighborhood and thus can't be eaten.

Similarly, a Vehicle that is on a Ruin, on a Sidewalk, or between the two isn't on any Neighborhood and thus can't be tossed.

Concerning the PLAYERS

A player can get up from his seat and move around the board to get, for example, a better view of the game or a better position to perform a Breathe action or Toss a Vehicle action.

A player must always be seated to perform an act of destruction, but he doesn't have to be sitting in his original spot! (You might even wind up sitting on another player's lap if he's okay with that...)

At any point in the game, a player who mistakenly knocks over game elements (Buildings, Monsters, etc.) must lose 1 Tooth. Place the Meeples knocked out of the city on the Runaway board, return Floors to the box instead of gobbling them, and leave fallen Bodies in place until their next turn.

VARIANTS

Each variant can be used on its own or combined with other variants.

Fashionable Diet

At the end of the game, each Meeple that's not part of a complete set makes you lose 1 point! You have to take care what you put in your mouth!

Tailor-Made Monster

At the start of the game, each player receives 3 cards of each type (Character, Power and Secret Superpower), keeps 1 of each of his choice, then places the cards not chosen back in the box.

Baby Monsters

In this variant, the players begin the game with only 1 Character card.

At the end of his turn, a player can discard 1 Floor from his Stomach to gain a second card. The player draws 1 card from each deck, keeps one card of his choice, then places the others in the box out of play.

The cost of subsequent cards increases by 1 for each purchase. You can buy multiple cards at the end of your turn as long as you have enough Floors to pay.

Example: Acquiring a third card costs 2 Floors, a fourth one 3 Floors, and so on...

Note that Floors discarded this way are returned to the box and worth no points at the end of the game!

Team Play

The players compete in teams of two. At the beginning of the game, each team receives one Power card, which will be common to the two Monsters on the team. Each player receives a Character and a Secret Superpower as in the normal game.

The players of a given team play on the same turn, and they have 3 actions to split between them as they like. For example, one teammate can perform all 3 actions if the other player is in a good position. Once the 3 actions are performed, the two Monsters chow down at the same time. Then the other team takes its turn.

Each player keeps the Meeples his Monster has eaten in his own Stomach. Gobbled Floors are claimed by the player who just performed an action.

At the end of the game, each player tallies his score (Character, Meeple, Floors, Teeth) but only the points of the lower-scoring player are taken into account. The team with the highest score wins.

Example: Jeff and Britta, the first team, end the game with scores of 41 and 34. Thus, their team score is 34. The other team, Abed and Shirley, ends the game with scores of 24 and 49. Thus, their team score is 24, and they lose the game...

Clarification: For the Character cards Shy, Mean, Seductive, Pacifist, Young, Tourist, Destructive, Glutton and Seer, you must also have more of the item in question than your teammate. You may look inside your teammate's Stomach.

Team Play for More than 4

By using two copies of the game, you can play with up to 8 people:

- Place two boards together, with the parks of each board being placed side-by-side.



- Build a large city using the contents of the two boxes.
- Make teams (e.g., 2 teams of 3 Monsters or 4 teams of 2 Monsters)
- Use the rules for team play, with each team having a number of actions equal to the number of team members +1.
- The team score is the lowest one from among all team members.



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