
Paul Peterson
SMASH UP
Expansion
Monster Smash
AEG

Smash Up

A fight for 2–4 players

Objective

Your goal is nothing short of total global domination! Use your minions to crush enemy bases. The first player to score 15 victory points (VP) wins!

Game Contents

This set contains:

- 4 factions with 20 cards each (80 cards total)
- 8 base cards
- 1 token sheet
- This rulebook

Growing On You

Monster Smash is an expansion to the Smash Up core set. It is still a fully operational battle station for 2 players though!

These rules sometimes talk like you've got more than just four factions, or mention cards that aren't in this expansion. If you don't already have the core set, just think of it as viral advertising.

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Look for these expansions to Smash Up in stores now!



Setup

Each player shuffles together two different 20-card factions to make a 40-card deck.



If you have two copies of Monster Smash, different players can use the same faction pitting Vampires against Vampires, for instance. But one player can't play with two copies of the same faction. I mean, come on.

Kickin' It Queensberry

For formal play, put 8 factions in the middle of the table. Randomly determine who goes first. The first player chooses one faction. Choice continues clockwise. When everyone has chosen one faction, the last player chooses a second faction. Choice continues in reverse order.



Shuffle all the base cards together to make a deck. Draw one base per player, plus one (for example, use four bases for three players). Place the bases face up in the middle of the table.

Each player draws five cards. If you have no minions in your opening hand, show your hand, discard it, and draw a new hand of five cards. You must keep the second hand.

Whoever got up the earliest this morning goes first. Play continues clockwise.

You're ready to smash up some bases.

Cheater! Y U Action Twice?

Abilities only happen when you play a card from your hand, or any time a card says "play." When minions just move around, that's not playing them.

This Is How You Roll

1. Crank It Up

Some abilities happen at the start of your turn. This is when that goes down. Yo.

2. Play Cards

On your turn play one minion, play one action, or play one of each… for free! You can play your cards in any order. You don't have to play any cards.

Minions

To play a minion, choose a base and put the minion card beside it, facing toward you. Do what the card says. (Cards that start with Special are a special case. See page 11 for an explanation.)

Actions

To play an action, show your card and do what it says. Boom! Then discard the action (unless it has a Talent or Ongoing ability).

3. Check for Scoring

After you are done playing cards, check to see whether any bases are ready to score (see page 7). If any are ready, you must start scoring.

After scoring bases, check to see if any players have 15 or more victory points. If so, see Game Over, Man! on page 8.

4. Draw 2 Cards

Just what it says. The maximum number of cards you can have in your hand at this time is 10. If you have more than 10 after drawing, discard down to 10.

If you need to draw or reveal a card and your deck is empty, shuffle your discard pile. Put it on the table face down—that's your new deck. Start drawing from there.

5. Shut It Down

Anything that happens at the end of the turn happens here. Play passes to the player on the left.

All Hands on Deck!

Minions



Power

Name

Minion Identifier

Ability

Faction Symbol

Actions



Name

Action Identifier

Ability

Faction Symbol

The Big Score

Score a base if the total power of all minions on that base equals or exceeds the base's breakpoint (see page 9). If more than one base is ready to score, the player whose turn it is decides which one to score first.

When a base has been chosen to score, each player first gets to use any Special abilities that happen "before" the base scores. If the total power on a base drops below its breakpoint, you still finish scoring the base.

For example, a Super Spies player sees that he will be runner up at Monkey Lab, which currently has 23 power on it. She plays Live and Let Chum to destroy an opponent's Furious George, giving her the most power there now by 7 to 6. That drops the total power on the base below 23, but since it's already started scoring, it still finishes.



VP Tokens

Me First!

If more than one player wants to use a Special ability, start with the current player and go around the table clockwise until all players pass in sequence (if you pass and another player uses a Special, you can then still choose to use a Special of your own). If your Special allows you to play extra cards, you must play those immediately or not at all.

Awarding VP

The player with the most power on a base is the **winner**! That player gains victory points equal to the number on the left. The second highest player is the **runner up**, and receives the middle number. The third highest is just **third place** but does receive the lovely consolation prize of the number on the right. Dispense VP tokens in the appropriate amounts to everyone who scored. You must have at least one minion on a base to get victory points.

Back to Your Corners

After scoring, players can use Special abilities that happen "after" a base scores. Then all cards still on that base go to their owners' discard piles. This does not destroy them, but might trigger abilities that happen when they go to the discard pile.

Put the scored base into the base discard pile. Replace it with the top card of the base deck, if any.

Check to see if another base is ready to be scored. Score it too, the same way.

Tie Fighter

If players are tied on a base, all involved players get points for the best position they tied for. So, if three players had 10, 10, and 5 power on a base when it scores, the winners with 10 power each get first place points! The player with 5 power then gets third place, not second. If two players tie for runner up, no one gets third place. Harsh.

If players tie for a base's ability (such as the one on Schloss), they each get to use it. See Me First! on the previous page to settle conflicts.

Game Over, Man!

At the end of any turn that someone reaches 15 VP, the player with the most victory points wins. If there is a tie for the most, keep playing turns until there isn't. No sharing! Except for your two factions. You guys are BFFs.

Get to Know Your Cards!



Ability

This is what the base does. Its ability always operates while the base is in the middle of the table. It's sort of a combination of Special, Ongoing, and Awesome.

Terms and Restrictions

Some restrictions apply.
See rules for details.
Supplies limited.



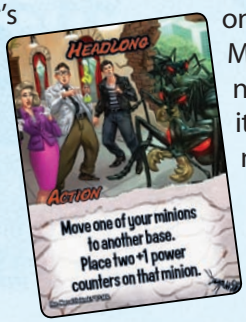
Affect: A card is affected if it is moved, returned, destroyed, or has an action attached.



Extra: Normally, you can play one minion and one action each turn. A card that lets you play an extra minion or action lets you play an additional card of that type during that turn. You don't have to play the extra card right away, unless the extra card was gained by a Special ability.



Destroy: When a card says to destroy a card, put the destroyed card in its owner's discard pile.



Move: This lets you move a card from one location to another. Moving a card does not count as playing it. Minion abilities do not happen when you move a card.

Discard: When a card gets discarded, it goes to the discard pile of the player whose deck it came from, no matter who played or controlled it.



Ongoing: Most abilities happen and then they're over, or else they end at the end of the turn. Ongoing abilities are active for as long as they're around.



Play: You play a card when it's one of the free cards you get in step 2, or any time an ability specifically says that you're playing it. A card's ability happens when you play it. When cards are moved, placed, or returned, they're not being played, and their abilities don't happen.



Return: This means that a card goes back where it came from. When a card returns from a base, discard attachments on that card.

Special: Most abilities happen when you play a card. Special abilities happen at unusual times or in unusual ways. Special abilities might be on a card already in play or held in your hand. A card's ability will describe how it can be used. If you use a Special ability to play a card on your turn, it doesn't count as one of your free cards for that turn.



Talent: This is an ability that the minion or action may use once during each of your turns, sort of like an extra action. You don't have to use it if you don't want to.



To: Some cards say, "Do this thing **to** do that thing." With these cards, you must do the first thing successfully in order to be allowed to do the second thing. If the first thing gets thwarted for any reason (e.g., you try to destroy a minion that can't be destroyed), then you can't do the second thing, either. So there.



Transfer: When you move tokens around, specifically tokens from one minion to another. (It's also what we'd like you to do with money from your bank account to ours; that's why we keep making more factions.) When adding tokens to your minions (from the pool), or discarding tokens from your minions (to the pool), that's not transferring.

Void Where Prohibited

Often, card text and rules text will conflict. When there's a fight, card text always wins. It has a black belt in rule-fu.

If cards conflict, the one that says you can't do something beats the one that says you can.

If multiple effects would happen at the same time, the player whose turn it is chooses the order.

You can play a card even if its ability can't happen. For example, you can play an action that destroys a minion even if no minions are in play. This helps you get unneeded cards out of your hand.

You must follow a card's ability, even if it's bad for you. However, if a card says you may do something, you have a choice whether to do it.

If an ability says "any number" you may choose zero. You may play a card that says "all" even if there are no targets.

If you get to play extra minions or actions while a base is being scored, you must play those extra cards immediately or not at all.

When a card gets discarded, it goes to the discard pile of the player whose deck it came from, no matter who played or controlled it.

Specials may be played at any time they are applicable, even on other players' turns.

Anyone may look through any discard pile at any time.

The Factions

This set of Smash Up features four factions, which combine to make 6 possible decks. As more factions join and try to take over the world in future expansions, the full number of possibilities will grow. Mix and match factions to suit your play style.

Giant Ants



The future of atomic energy was never supposed to have this disastrous effect! Mutant ants spill out from giant hills, intent on destroying our homes and all else that stands in their colony's way! The ants work as a great hive mind, spreading their power around as necessary to ensure their atomic-age victory!



Mad Scientists

Working in the lab, late one night, my eyes beheld an eerie sight. For my monster from his slab, began to rise. And suddenly to my surprise, he did the Smash... Up. The Mad Scientists, intent on unlocking the mysteries of life, have instead released death in the form of powerful creations! Their toying with nature can empower various minions, but at what cost?
(Apologies to Bobby Pickett)

Vampires



From the dark gothic recesses of ancient brooding castles, draped in black velvet, and probably listening to Bauhaus, the children of the night come to drink deep from Smash Up! Draining the very life from their victims, these cursed souls will gain power upon destroying your opponents' minions.

Werewolves



From howling at the moon, to cowing their pack, or ripping through town, the werewolves are here to assert their place as the alphas of Smash Up. Using their explosive power to beat down opponents, the werewolves will not relent in their drive to hunt and dominate all that stand against them.

Moar Factions!

Does more than one person want to play Werewolves? Great! Combine two sets of Smash Up so people can draft and play the same factions against one another. Remember, you can't put two of the same faction together though! Just use one set of bases when combining.

Haven't tried the core game yet? Srsly?





Pirates, Ninja, Dinosaurs, and more! Get it today and have even more Smash Up madness!



Grave Digger sez... The original Smash Up box will hold two additional expansions!

So when you put them in there and get rid of this box, remember to recycle it!

Roll Credits

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Special Thanks: AEG would like to thank the great Smash Up fans who continue to support us. We have a lot of fun making this game and we hope that you experience that when you play.

Legal Mumbo-Jumbo
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Smash Up mechanic designed by Paul Peterson, used under license by Alderac Entertainment Group.

Smash Up the Interwebs
www.alderac.com/smashup and www.alderac.com/forum

Questions? Email CustomerService@alderac.com

All Your Basics

Set Up

Each player chooses two factions and shuffles them together to make a 40-card deck. Draw a hand of five cards. Place one more base card than you have players in the middle of the table (that is, use five bases for four players).

On Your Turn

Play 1 minion and 1 action in either order. You can play less if you want to.

Follow all instructions on card abilities as you play them.

Check to see whether any bases can be scored. If they can, score them.

Draw two cards. Discard down to a hand of 10 if necessary.

Scoring

After you are done playing minions and actions, if the total power of all minions meets or exceeds a base's breakpoint, that base scores. The player with the highest power at that base is the winner and scores first place victory points. Second highest is the runner up and scores second place. Third highest scores third place. In case of a tie, each player receives full victory points for the highest place he or she qualified for.

Resolve the ability on the base, discard minions there, and then replace it.

Winning

When a player has 15 or more victory points at the end of a turn, he or she wins. If two or more players have more than 15 VP, the one with the most victory points wins. In case of a tie, play another turn.

Additional Rules

When a card disagrees with the rules, the card wins.

If cards conflict, the one that says you can't do something beats the one that says you can.

If multiple effects happen at the same time, the player whose turn it is determines their order.

You can play a card even if its ability can't happen.

You must follow a card's ability, even if it's bad for you. If a card says you may do something, you have a choice whether to do it.

If an ability says "any number" you may choose zero. You may play a card that says "all" even if there are no targets.

Anyone may look through any discard pile at any time.

If you are playing with the Obligatory Cthulhu Set, remember to check for Madness cards VP reduction at the end of the game. If, after players have counted their Madness cards up, any players are tied for most victory points, the player with the lowest number of Madness card wins.