Duration: 90 minutes Age: 12+Players: 2 to 4

AVALON HILL®



MONSTERS MENACE AMERICA™

RULEBOOK

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Ah! It's great to be a giant monster.

You can do whatever you want, whenever you want. Who's going to stop you?

Well, that's the rub. You're not the only giant monster. Other monsters are running around smashing the stuff that's yours to smash, eating the things that are yours to eat. It has to stop!

It will *stop—soon, you sense. An epic battle looms on the horizon between you and all the other monsters. When the time comes, will you be ready?*





ZORB TOMANAGI KONK MEGACLAW TOXICOR GARGANTIS



23 Stomp Markers

1 Game Board

The Goal

You control one giant monster and one military branch. Strengthen your monster by mutating, increasing Health, and earning Infamy. Weaken the other monsters by attacking them with your military units and interfering with their vile plans. The game ends with the Monster Challenge, in which all the monsters battle to see who will become the King of the Giant Monsters and win the game.

5 Military Record Tiles

16 Military Research Cards

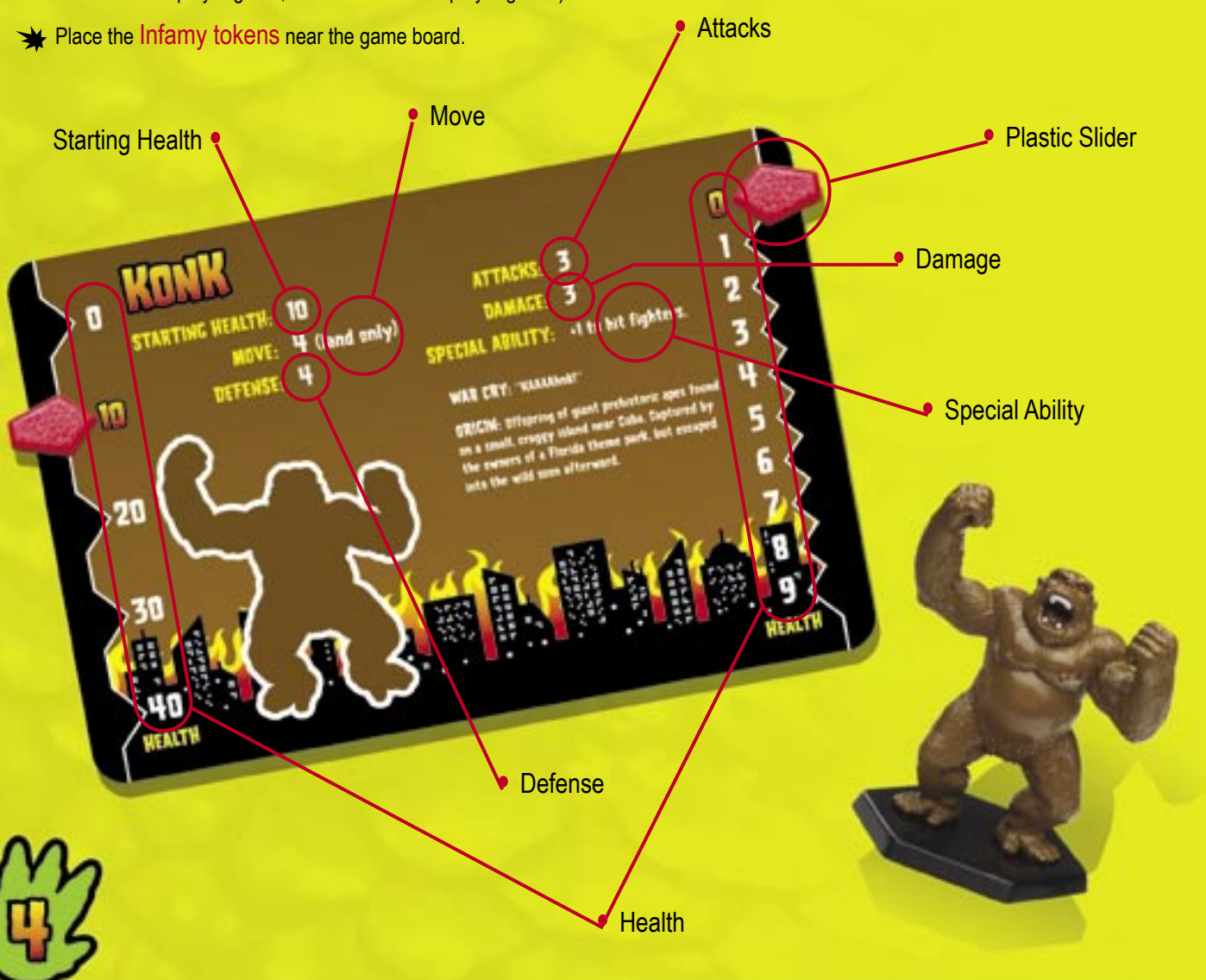
16 Monster Mutation Cards

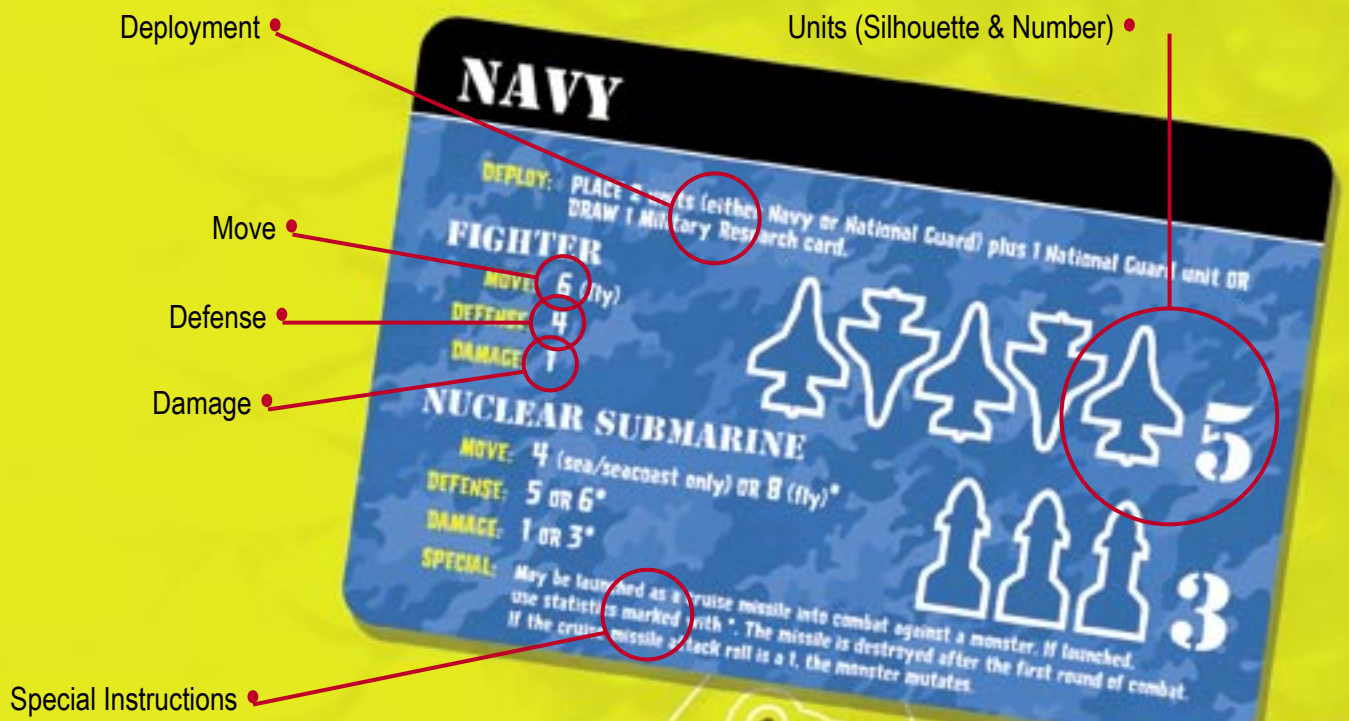
Setup

Before you play for the first time, punch out all cardboard pieces from their frames. Carefully attach the plastic sliders to the giant monster and giant military unit tiles to keep track of their Health.

Randomly determine who plays first (rolling dice is the usual method). Then prepare the game for play as follows.

- Place the game board in the center of the table. Place the 3 dice near the game board.
- Stomp markers indicate spaces that have been destroyed by giant monsters. Pile these up beside the game board in a single stack. (If you're playing with 4 players, use 20 markers; use 17 for a 3-player game, and use 14 for a 2-player game.)
- Place the Infamy tokens near the game board.
- Shuffle the Mutation and Research cards separately and place the two decks face down near the game board.
- The first player chooses one of the six giant monsters and takes its piece and record tile. The player to the left of that player does the same, and so on. Each player adjusts the plastic sliders on the record tile to mark the monster's starting Health.
- The *last* player to choose a giant monster chooses one of the four military branches (except National Guard) and takes its record tile and military units (usually shortened to "units"). The player to the right of that player does the same, and so on.





- Each military branch has color-coded plastic pieces representing military units of that branch. Place the pieces where indicated on each tile.
- The National Guard is not controlled by any player. Place this branch's record tile and its associated military units near the game board.
- If there are fewer than 4 players, the *last* player places the units for each unused military branch (except National Guard) on that branch's bases on the game board, 1 unit per base.





Starting Positions

Each giant monster has 3 possible starting lairs (each lair space has the monster's silhouette in it). Starting with the first player, place your giant monster piece on one of that monster's lairs. Then either deploy your military units (see Deploy on page 14) or draw a Military Research card. The player to that person's left repeats this, and so on.



How to Play

Players take turns going left from the first player. During your turn, do the following in order.

1. **Move:** Move your monster and military units.
2. **Fight:** Resolve any battles you started.
3. **Encounter:** Encounter the space your monster ends its move on (unless it retreated there).
4. **Deploy:** Place new military units or draw a Research card.

Breaking the Rules

Monsters, some military units, and Mutation and Research cards have special rules that override the general rules. In the case of a conflict, follow the rules for that monster, unit, or card.





1. Move

The game board is divided into hexagonal spaces, many of which contain icons representing features such as cities, military bases, Infamy sites, and monster lairs.

During your turn you may move your monster and any number of your military units on the game board.













Disappearing

Instead of moving, your monster can disappear for a short time. Take the monster's piece off the game board. On your next turn, place the piece on one of your monster's lairs; that ends its move for that turn. Its Health also returns to its starting value if it was lower.





Monsters

Each turn your giant monster may move any number of spaces up to its Move value. It doesn't have to move.

- A monster *must stop* as soon as it enters a space containing a military unit, even if that unit belongs to your branch.
- A monster can never enter or move through a space containing another monster until the Monster Challenge at the end of the game.
- A monster can't cross water barriers unless it has a movement ability that allows it (See Movement Abilities below).
- A monster does not encounter spaces it merely passes through during its move.

Military Units

Each turn, each of your military units may move any number of spaces up to its Move value. You don't have to move any units.

- You can move only your own military branch's units. You can't move National Guard units, even if you deployed them.
- A unit *must stop* as soon as it enters a space containing a monster, even if it is your own monster. However, a unit can freely move through other units (including giant units).
- Any number of units can be in the same space, even units from different branches.
- A unit can't cross water barriers unless it has a movement ability that allows it (see Movement Abilities below).

Movement Abilities

Monsters and military units have movement abilities listed next to the Move value on their record tiles.

Many spaces contain some water (colored blue). Spaces that are entirely blue are water-filled. Many spaces have water barriers that can be crossed only by monsters or units with the right movement ability.

Fly: Ignores water barriers and can freely move through spaces containing other units and monsters.

Lake: Can cross water barriers on inland bodies of water only.

Sea: Can cross water barriers on sea spaces.

Sea/Seacoast Only: Can enter a space only if its current space, the space it is moving into, and all spaces in between contain water.

2. Fight

During this step, resolve any battles you started by moving your monsters or units. A battle occurs if your monster ends its move in the same space as one or more military units (including your own), or if any of your units end their move in the same space as a monster (even your own monster). If you start several battles on the same turn, you choose what order to resolve them in.

A battle consists of 2 rounds of combat. In each round, the monster attacks first, then any surviving military units attack.

Attacking

For each attack you make with a monster or a military unit, choose a single target, then roll 1 die. If the result of the roll is equal to or greater than the Defense value of the defending unit, it's a hit. You can attack the same target more than once, and you can wait and see whether you hit before choosing another target.

Monsters and military units have slightly different attack rules.

Monsters: Your monster starts the game with 3 attacks per round. Monsters can attack only military units until the Monster Challenge begins.

Monsters get Infamy tokens for stomping certain spaces (see Encounter on page 12). Each Infamy token can be "cashed in" for 1 extra attack at any time, including during the Monster Challenge.

Military Units: Most units get only 1 attack per round. Military units can attack only monsters, not other units.



Attacks That Cause Mutations

Some military units, such as cruise missiles, might cause a monster to mutate. In this case, the monster's player draws a Monster Mutation card.

When attacking with multiple units that might cause mutations, roll for each attack separately. If the monster mutates as a result of the attack, the Mutation card takes effect before the other units attack. (The monster's Defense value might change, for example.)



Damage

Each monster and military unit has a Damage value, which is the amount of damage it deals to a target when it hits. When an attacking monster or military unit hits a monster, the monster loses Health equal to the attacker's Damage value. When a monster hits a military unit (except for giant units), that unit is destroyed regardless of the monster's Damage value.

A destroyed unit returns to its branch's record tile and is available for later deployment (see Deploy on page 14).

A monster whose Health drops to 0 goes to Hollywood (see Hollywood on the next page) except during the Monster Challenge.

Smash

Whenever an attack roll result is a 6, that attack is a smash and deals 1 extra point of damage.







Damage

Health

Retreating

If any military units survive after 2 rounds of combat, the monster must retreat to an adjacent space. Military units don't retreat (they are either victorious or destroyed).

- A retreating monster does not encounter the space it retreated from or the space it retreats to (no stomping or mutating).
- A monster can't retreat to a space that contains other players' military units or monsters, and it can't retreat across a water barrier if it doesn't have the appropriate movement ability. If it has no legal space to retreat to, the monster must disappear (see Disappearing on page 6).

If your monster attacks enemy units on its turn and is forced to retreat, it retreats to the adjacent space it came from.

If your units attack a monster on your turn and force it to retreat, you choose the space it retreats to. You also draw a Military Research card.

Hollywood

If your monster's Health drops to 0 before the Monster Challenge begins, it gets shipped off to Hollywood as an attraction. Place its piece in the Hollywood area of the game board and discard any Infamy tokens from its record tile.

If your monster's Health was reduced to 0 on another player's turn, that player draws a Military Research card.

At the beginning of each turn that your monster is in Hollywood, roll 1 die and add the result to its Health. When its Health improves to 5 or more, it breaks free. During the Move step, place your monster's piece in the space containing Los Angeles or in one of its lairs. This ends its move. If another monster is in the Los Angeles space, your monster must appear in one of its own lairs.

A monster can't disappear while in Hollywood.

Military Tactical Tips

The role of your military units is to weaken and slow the other giant monsters while your monster gets stronger. To be more effective in your military campaign, keep the following tips in mind.

1. Attack with 4 or more units as a group. Attacking with fewer than that is usually suicidal.
2. Defend large cities (those worth 2 or 3 dice of Health). Monsters get a big benefit from stomping them.
3. Delay the monster by placing single units in its path. It will either have to stop and fight or take the long way to prime stomping grounds.
4. Work with the other military branches to delay monsters and defend large cities.
5. Don't neglect research. Military Research cards are important tools in your anti-monster arsenal.



Example Battle

Konk attacks New York! The city space contains 2 Marines rocket launchers, 1 National Guard tank, and 1 Navy nuclear submarine.

The Navy player declares that her nuclear submarine is fighting as a submarine, so she lays that unit's piece on its side.



Defense 3

Defense 4

Defense 5

Nuclear Submarine

The Navy's nuclear submarines can fight as either submarines or cruise missiles. If you're controlling the Navy units, declare at the beginning of a battle how the submarine is fighting. Lay the plastic piece on its side to represent a submarine, and stand it on end if it's acting as a cruise missile. Once you declare, you can't change your mind later in that battle.

Unlike the Air Force's cruise missiles, you can't move a Navy cruise missile to a new position. You must launch it into a battle on the turn you move it. All cruise missiles are destroyed after the first round of combat, whether they hit or not.



Fighting as subma-



Fighting as cruise mis-



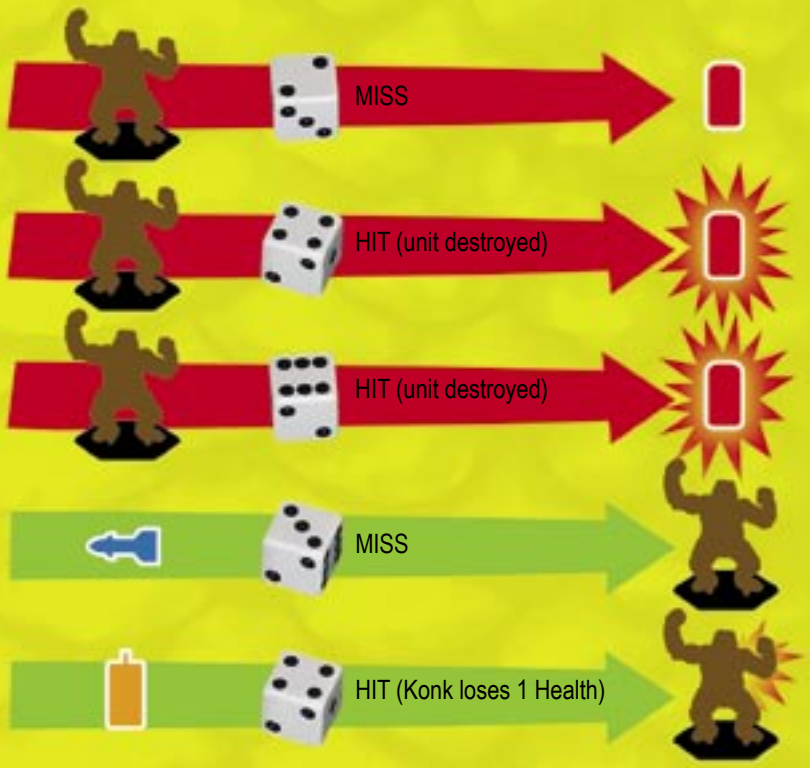
Round 1

Konk attacks first.

Attack 1: Konk attacks a rocket launcher.

Attack 2: Konk attacks the rocket launcher again.

Attack 3: Konk attacks the other rocket launcher.



The remaining military units attack back.

The nuclear submarine attacks Konk.

The tank attacks Konk.

Round 2

Konk attacks first.

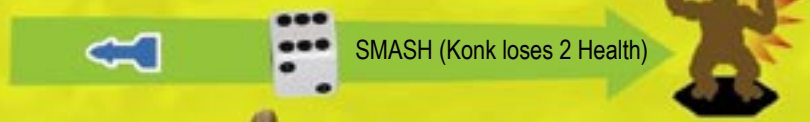
Attack 1: Konk attacks the tank.

Attack 2: Konk attacks the tank again.

Attack 3: Konk attacks the nuclear submarine.



The nuclear submarine attacks back.



Konk failed to destroy all the military units after 2 rounds of combat, so it retreats to the adjacent space it came from. It doesn't encounter either space this turn (so it doesn't stomp New York and it can't visit Three Mile Island for a Mutation card).



3. Encounter

When your monster has finished moving and fighting on its turn, it encounters the space it's in, taking actions or dealing with special effects of that space.

Stomp

A monster stomps a space containing a city, military base, or Infamy site. Take a Stomp marker from the stack and place it on the game board so it covers the space.

Once a space is stomped, it can't be stomped again.

The monster whose player places the last Stomp marker in the stack declares the Monster Challenge (see page 15).

The benefits of stomping a space depend on what is in it, as described below. Spaces containing multiple icons (a city and a base, for example) grant the benefit of each.

City: The Monster gains Health according to the city's size as indicated on the game board.

A monster's Health can never be higher than 40.



Army

Navy

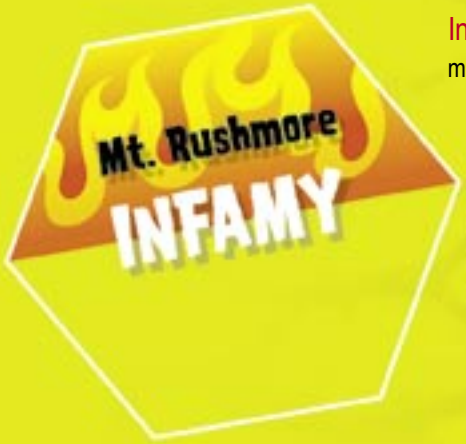
Air Force

Marines



Military Base: Take 1 Infamy token and place it near your monster's record tile. The player whose military branch owns the stomped base chooses a unit from that branch and gives it to you as a trophy for your monster. (If your own branch's base got stomped, you still have to give your monster a trophy.) That player decides whether to remove the unit from the game board or from that branch's card, and it can no longer be deployed.

Units cannot be deployed on stomped bases.



Infamy Site: Take 2 Infamy tokens and place them near your monster's record tile.



Mutate

Your monster can visit a Mutation site to mutate. Draw a Monster Mutation card and immediately place it face up in front of you.

A monster can mutate only once at each Mutation site it visits. After a monster has mutated at a site, that space has no effect if it visits there later.



Challenge

Once the Monster Challenge has been declared, your monster can move to a Challenge site to become the new challenger (see The Monster Challenge on page 15). Nothing happens if you end your move on a Challenge site before that time.

Encountering Other Spaces

A space with no icons (including a stomped space) has no effect on a monster that ends its move there.

A monster lair has no effect on a monster that ends its move there.

4. Deploy

During this step, you deploy (place) new military units on the board. Your military branch card tells you how many units you may deploy each turn. For example, the Army allows you to deploy a total of 3 units: 2 of either Army or National Guard and 1 National Guard unit (if any are still available).

- You can deploy only 1 military unit (from any branch) in any given space per turn.
- You can deploy military units from your branch only on unstomped bases belonging to that branch.
- National Guard units can be deployed on any unstomped city, base, or Infamy site.
- You can deploy a unit in a space containing a monster (if it retreated there, for example), as long as the space is otherwise legal.



Military Research

You may draw a Military Research card instead of deploying units. Immediately place it face up in front of you.

Redeploy

You can redeploy a unit of your branch by removing it from the game board and placing it on any one of your bases. (This can be useful if you run out of units on your branch's record tile.) This counts as deploying 1 unit from your branch.

You can't redeploy National Guard units.

You can't redeploy Captain Colossal and Mecha-Monster.

Cards

When you draw a Mutation or Research card, immediately place it face up in front of you. Any cards that don't have a lasting effect will tell you when you can use them.

If either deck runs out of cards, don't reshuffle it. No more cards of that type can be drawn.



Giant Military Units

Captain Colossal and Mecha-Monster are giant military units that enter play through Research cards. They have Health just as monsters do, and Captain Colossal can even make 2 attacks per combat round.

The following rules apply to a giant military unit.

- It is removed from play when its Health reaches 0. It can't appear again in that game.
- It can't mutate, stomp, or declare the Monster Challenge.
- It can be in the same space as other military units, including the other giant unit.
- Placing it on a base doesn't count as deploying a unit there that turn.
- If a giant unit is in play during the Monster Challenge, it must be the last creature challenged, even if its controller also controls the challenging monster. Giant units don't weigh in like monsters and never fight each other. If either is still standing at the end of the Monster Challenge, it has saved America! Its controller wins the game.

The Monster Challenge

The Monster Challenge is a final battle in which the monsters duel to see who will be King of the Giant Monsters.

Monsters in Hollywood can't participate in the Monster Challenge.



Challenging

The monster whose player takes the last Stomp marker from the stack is automatically the challenger. The Monster Challenge will begin in that monster's space at the *start* of its player's next turn unless another monster gets to one of the 4 Challenge sites first. (There are extra Stomp markers in case other monsters stomp spaces in the meantime.)

If one of the other monsters reaches a Challenge site after the Monster Challenge has been declared, that monster becomes the new challenger. The Monster Challenge will begin at the *end* of that turn.

If a monster becomes the challenger by using the last Stomp marker but is forced to retreat before the Monster Challenge begins, it is still the challenger. However, if it disappears or is sent to Hollywood, it can no longer challenge. The new challenger is the first monster to reach one of the Challenge sites.

Fighting

Once the Monster Challenge begins, follow these steps.

1. The challenger's player chooses any other monster (except monsters in Hollywood), which immediately appears on the challenger's space.
2. The monsters "weigh in." Note the Health of each monster.
3. The monsters fight a battle, with the challenger attacking first in each round of combat. However, there is no round limit—the monsters keep fighting until one is knocked down to 0 Health.
4. The winner of the battle gains Health equal to the loser's weigh-in value.
5. The winner of the battle is the challenger and chooses the next monster to fight. The new battle begins immediately.

Repeat the above steps until only one monster is left.

Monster Challenge Example

It's a three-player game, with Konk, Tomanagi, and Zorb.



1. Konk is the challenger, and its player chooses to challenge Tomanagi first.
2. Konk weighs in at 24 Health and Tomanagi weighs in at 13 Health.
3. The monsters fight, with Konk attacking first. Konk wins but has only 9 Health remaining.
4. Konk adds Tomanagi's weigh-in Health of 13 to its 9 Health, for a total of 22.
5. Konk goes on to challenge Zorb. Whoever wins that battle wins the game.

Winning the Game

The last monster to survive the Monster Challenge is King of the Giant Monsters and wins the game!

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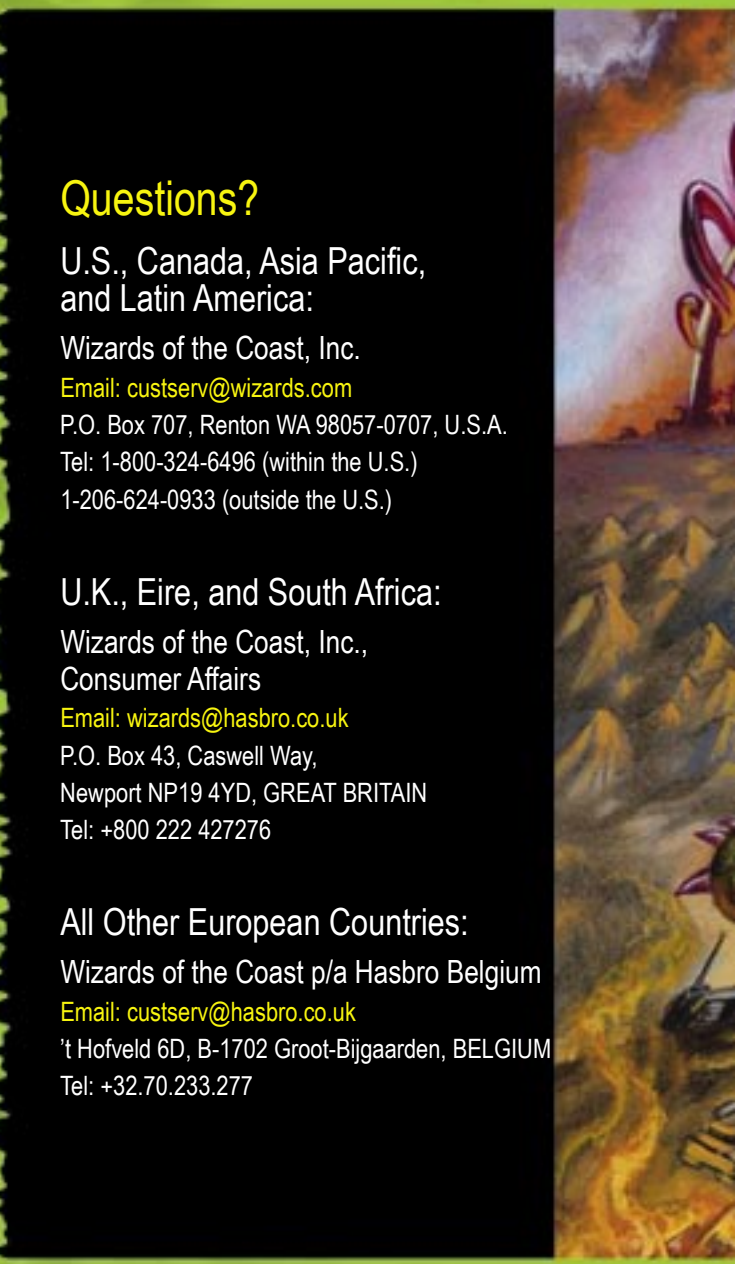

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