

RARRR!! Beginner Rules

Is there a little too much math in the main game? Don't worry, we're here with rules that tone down the ciphering to a dull roar, so you can get on with the business of smashing cities!

Monsters (an Overview)

Your monster will be made up of one Monster card and two Katakana cards. Each Monster and Katakana card has a row of symbols for the four types of powers Electrical, Toxic, Fire, and Radioactive. Your monster's power in each type is the total number of symbols of that type on your monster's cards. Each Monster and Katakana card also has a Japanese syllable. These three syllables are arranged to make your monster's name.



This monster's name is GOFUDE, and he's pretty strong in Radioactive power (7 total Radioactive).

Building the Monsters

Follow these steps to create monsters at the beginning of the game.

- Shuffle the Monster cards and deal one to each player.
- Shuffle the Katakana cards and deal four to each player. Everyone picks two of the Katakana cards to keep and discards the other two.
- Everyone now arranges their Monster and Katakana cards in any order they like, to give their monster a name. Each player announces their monster's name. They also tell everyone else how much of each Power type their monster has.

Preparing the Cities

Shuffle the City Cards and put the top eighteen of them face down in a stack in the middle of the table. These are the cities that your monsters will be destroying in this game, in three rounds of six cities each. Put the rest of the City Cards back into the box without looking at them.

Pick the Angriest Monster

Give the Angriest Monster card to the player who has seen a giant monster movie most recently. This player's monster is the Angriest Monster at the start of the game.

A Little More Setup

- Deal six City cards faceup in the center of the table.
- Shuffle the Power cards and deal twelve Power cards facedown to each player. Pick these cards up to form your 'hand'. You will use this hand of Power cards to battle the other monsters over the six cities in this round.
- Next, each player picks one card from their hand and passes it facedown to the player to their left, who adds it their own hand. Get rideof a card that you'll least be able to use, like powers your monster doesn't have a lot of. Pass cards like this 6 times. The twelve cards you end up with will have to last you through all of the battles in this round.

Destroy the Cities!

All players set their Power Meters to zero.

The Angriest Monster player picks the City card to be battled over.

Starting with the Angriest Monster player and proceeding around the table to the left, each player either Powers Up or Retreats. Keep going around the table until there is only one player left who has not Retreated.

Powering Up

Play cards from your hand face up in front of you and add their value to the Power shown on your Power Meter.

- You may only have as many Power Cards of each type in front of you as there are Power symbols of that type on your Monster. Keep the cards you've played arranged in rows by power type to make it easier to see how many you've played.
- You may **ONLY** Power Up if you can raise the Power on your Power Meter **HIGHER** than any other player's Power. If you cannot do that, you **MUST** Retreat.

Retreating

If you have already played Power Cards in this Battle, you may take **ONE** Power Card back into your hand. Then discard any other cards you played in this Battle, fold your hand of cards and place them face down in front of you, and tell everyone else that you are retreating from the Battle. You may not play any more cards in this Battle.

If you are the **LAST** player to Retreat, you may take back **ONE ADDITIONAL** Power Card into your hand. You also take the Angriest Monster card.

Winning a Battle

If you have Powered Up in this battle and everyone else has Retreated, you have won the Battle! Take the City Card and place it face up in front of you. Your monster gets the credit for destroying this city. Discard **ALL** of the Power Cards you have played in this Battle.

If no player has Powered Up and everyone has Retreated, place the City Card back in the box. Nobody gets credit for destroying it.

Starting the next Battle

If there are any City Cards left, the Angriest Monster player selects the next city to be Battled over, and starts the Battle by Powering Up or Retreating.

Running out of Power Cards

If you have played all of your Power Cards, you must Retreat the next time it's your turn to play. If **ALL** of the players have played all of their Power Cards and there are still City Cards left, this Round is over. Place any remaining City Cards back in the box.

Once there are no City Cards left to Battle over, the Round is over. If there are still City Cards left in the stack, reshuffle the Power Cards and begin a new Round. By the end of the third round, all eighteen City Cards have been either Battled over or discarded. The game is over!

Add up the Victory Points on the City Cards you have won. The player with the largest total is the winner and has the world's greatest monster. If two or more players are tied for the largest total, they share the win.