



CRAZY CREATURES CLASH ON PLANET ARES!

INTRODUCTION

In a pocket solar system at the center of the galaxy, microscopic rocks orbit a tiny sun. Unobserved by other intelligent lifeforms, these crazy creatures clash on Ares, the perfect playground planet!

MicroMonsters is a game for two to four players who lead armies of alien creatures into battle. The micro-monstrosities included in this box are:



AUTOGATORS



BIGBEARS



FINBACKS



CONTENTS

- 4 gate tokens
- 12 energy tokens
- 2 power tokens
- 4 sets of plastic micro-monster chits (8 chits per set)
- 4 monster-shooters
- 4 dice
- 4 sets of micro-monster stickers
- 1 set of rules

Before playing for the first time, carefully apply the stickers to the corresponding plastic chits, and to the dice.

HOW DO I WIN?

Each player leads a unique race of micro-monsters, and protects a gate. Players seal each others' gates by jumping on top of them with their micro-monster chits. The winner is the last player whose gate remains open.

HOW DO I SET UP?

First, each player chooses a race and then takes all of its components: eight micro-monster chits and any special tokens associated with them, two energy tokens, a monster-shooter, and a gate token. Then, prepare the table. Any table should work as long as it has a thick tablecloth. (To make sure the table is good, try to shoot a chit using a monster-shooter. The chit should jump into the air, not scoot across the table. If the chit doesn't jump properly, get a different tablecloth. Make it thicker if the chits skid, or thinner if they don't jump far enough.)

Next, all players choose seats around the table. Each player puts his gate token on the table in front of him, intact side up, and then spreads his micro-monster chits around it, making sure each one is within about 15 cm (about a palm's breadth) of the gate.

Note: For a longer game, each player takes three energy tokens instead of two. For a shorter game, each player takes only one.

HOW DO I PLAY?

MicroMonsters is a dexterity-based game. Players move their micro-monster chits using monster-shooters, as shown in the image on page 3.

The game is played in turns. The youngest player goes first, and then turns continue in clockwise order around the table.



Start your turn by rolling your die and looking at the result:

- If it shows a micro-monster, use your monster-shooter to move one of your chits of that type. If you no longer have any chits of that type, you can choose any chit you have left to move.
- If it shows the symbol of your race's special ability, activate your monster power (see "Special Ability Table", below)!

Then, if there are any effects of your move, resolve them. (See "I Moved My Monster... Now What?") After that, your turn is over.

I MOVED MY MONSTER... NOW WHAT?

- If your monster landed on top of an enemy monster, the enemy is "squopped," which means that it's removed from the game. You squop an enemy when even a tiny bit of your chit overlaps the enemy chit. (You can't squop one of your own monsters. If your own monsters overlap, just leave them as they landed.)
- If your monster landed on top of an enemy gate, first take your chit back and place it within a palm's breadth of your gate. Then, discard one of that enemy's energy tokens. If that token is your enemy's last one, he must also flip his gate to its damaged side.

SPECIAL ABILITY TABLE

AUTOGATORS

- Power:** Move two monsters of your choice once. You can't move the same monster twice!

BIGBEARS

- Power:** Move one monster of your choice, then place a "Trap" special token on an enemy monster: that monster cannot move the following turn.

FINBACKS

- Power:** Move one monster of your choice twice in a row.

TURBOTURTLES

- Power:** Move one monster of your choice as normal, then place a "Fire" special token on it. That monster can't be squopped until you remove the token at the beginning of your next turn!



Gate (intact)



Gate (damaged)

If his gate is already on its damaged side and so he has no tokens to discard, he's out of the game! When that happens, remove his gate and all of his chits from the table.

THAT WAS STRANGE...

- If your monster lands on top of more than one enemy, you squop them all.
- If your monster lands under an enemy, scoot your monster until it's adjacent, instead of underneath.
- When you're not sure what to do, "Whatever happened, happened!" For example, if a move knocks a bunch of chits around, leave them all where they landed.
- A monster that falls or is shot off the table is returned to its original position.