



Introduction

'Crush Monster Rampage!' is the sequel to my 2010 game, 'Smash Monster Rampage!'. This expansion uses the same playing board, buildings, military units and dice but introduces a deadly new monster with new 'Monster Hit' cards.

For those of you familiar with the original game* I've coloured the text common to both games **GREEN**. Enjoy.

*Refers to the July 2012 updated rules

Concept and Objective

A huge multi-tentacled monster is attacking your city.

From below!

Mobilise your troops and exterminate the beast before every building becomes a heap of rubble.

The victorious task force will score more hits and rescue more survivors than their opponent.

Game Overview

Players compete to rescue survivors and win the most 'Monster Hit' cards.

The 'Monster Die' generates random actions for the Monster making the beast unpredictable and dangerous. It destroys everything in its path, moving effortlessly around the city on a tangle of amorphous tentacles. As it moves, the monster pushes tentacles into the ground, creating a network of tunnels beneath the city. Tentacles burst up through the ground grabbing tanks and helicopters and crushing whole buildings.

Taking turns to move their Tank and/or Helicopter Units, players get into position to attack the Monster and it's tentacles.

Win 'Monster Hit' cards by successfully firing at the Monster or tentacles and fulfilling the conditions on the cards.

Act fast, If the city is flattened before the Monster is killed, the Monster wins!

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Components

New 'Crush Monster Rampage'

- 1** Crush Monster
- 32** New 'Monster Hit' cards
- 12** 'Free' Tentacles
- 6** 'Crushed Unit' Tentacles
- 6** 'Building' Tentacles
- 30** 'Hole' Tiles
- 12** 'MegaHole' Tiles

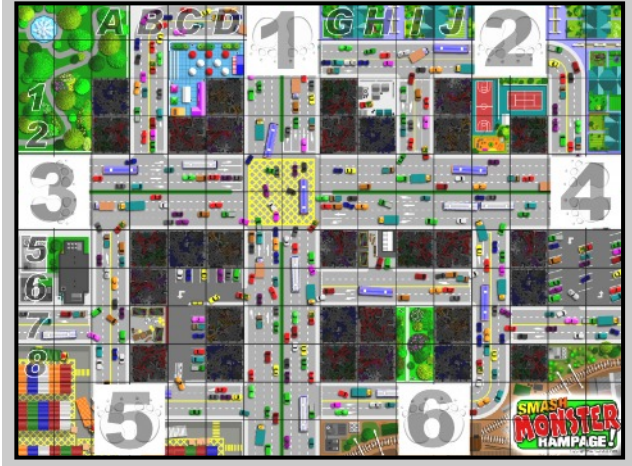
From 'Smash Monster Rampage'

- 1** playing board representing the city
- 30** high-rise Buildings
- 1** Monster Die
- 6** Helicopter Units - 3 green/3 orange
- 6** Tank Units - 3 green/3 orange
- 8** Survivor Markers - 4 green/4 orange
- 15** Fire Markers

(and you'll need to find) **2** regular six-sided dice (again)

Set Up

- Place one of the Buildings on each of the thirty squares of debris.
- Remove 'Mission Accomplished' from the new 'Monster Hit' deck and place it face down beside the board. Shuffle the remaining cards thoroughly then place those face down on top of the 'Mission Accomplished' card, (this is simply to ensure that 'Mission Accomplished' is always the last card drawn).
- Place all 'Tentacles', 'Holes' and 'MegaHoles' in easy reach of both players.
- Put the 'Survivors' and 'Fire Markers' close by also.
- Each player (orange/green) begins with **six** 'Reserve' Units, three Tanks and three Helicopters - Units are referred to as Reserve Units while they are **off** the board, waiting to go into active play.
- The Crush Monster begins at any one of the six spaces indicated above, roll a regular six sided die to determine which.

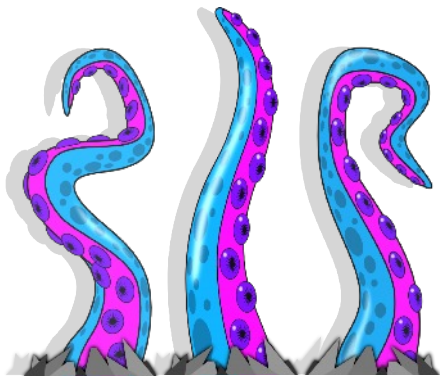


Crush Monster Tentacles - What you should know....

As the Monster moves along some of it's tentacles are thrust into the ground beneath it's body, these tentacles push along underground before bursting up through the street. Some will pop up right beside the Monster while others will travel the length of the city.

All tentacles on the board can be attacked in the same way as the main body of the Monster.

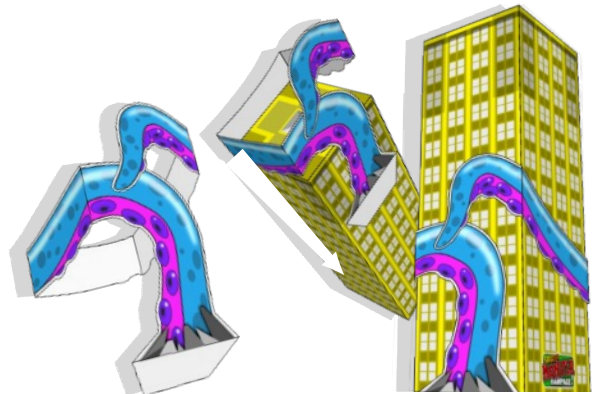
There are **three** types of tentacle;



'Free'



'Crushed Unit'



'Building'

'Free' Tentacle (in three different designs)

The default tentacle, use when the tentacle pops up on an unoccupied square.

'Crushed Unit' Tentacle

Use when a tentacle appears beneath a Tank or Helicopter. Remove the unit and substitute the 'Crushed Unit' Tentacle. The unit is lost/destroyed.

'Building' Tentacle

Use when a tentacle appears beneath a building. Slide the tentacle over the building and tuck in the tab to secure.

When a tentacle marker is required **always** place a 'Hole' tile first then place the tentacle marker, or grabbed building, on top. This will reveal the hole when the tentacle is removed or building destroyed.

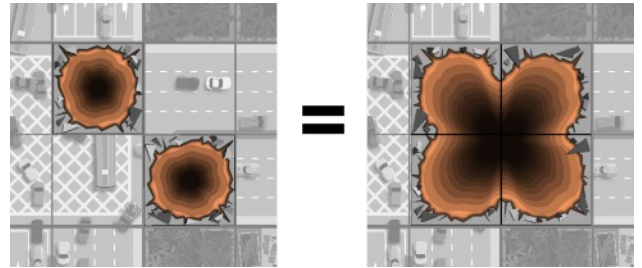
When the Monster moves forward any tentacles in it's path are simply removed, (leaving a 'Hole' tile).

'Holes' and 'MegaHoles'

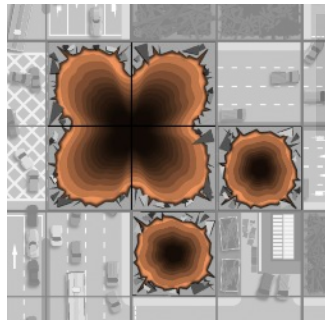


'Hole' tiles are placed beneath all types of tentacles. Then when the tentacle is removed the hole it has 'made' is revealed.

If a revealed (that's revealed **not** placed) 'Hole' tile forms a corner to corner connection with another replace the two 'Hole' tiles with a four square 'MegaHole' tile.



If a 'MegaHole' forms under a building it collapses. Remove from board.



'MegaHole' tiles never overlap so it's not always possible to place a 'MegaHole' tile even if 'Hole' tiles are in the correct formation, (you'll realise this is good news!)

- While survivors can survive on 'Hole' tiles (by desperately clinging to shifting debris on the edge of the abyss...), they die on 'MegaHole' tiles.
- Tank Units may not stop on 'Hole' or 'Megahole' tiles - see 'Unit Movement', below.
- Different 'MegaHole' tile designs have no gameplay significance.

Order Of Play

A players turn can be divided into three main phases which **must** be carried out in the order listed below;

Phase 1 - Active player Moves Tank and Helicopter Units.

Phase 2 - Active player Moves Monster.

Phase 3 - Active players Units attack, draw cards if necessary.

Unit Movement

Unit movement is determined by rolling two six sided dice, the total score is divided between **all** the current players Units, (you don't have to use the full count).

Units can **never** move diagonally

Units cannot move onto (or through) the spaces occupied by the Monster, 'Free' or 'Crushed Unit' tentacles.

Tank Units may 'move over' Holes and MegaHoles as normal but may not **stop** on them, (if they did stop the edge would give way and the tank would fall into the hole...).

Helicopter movement is unaffected by Hole/MegaHole tiles.

Helicopters **may** move normally over buildings that are currently 'grabbed' by a tentacle.

Units may **only** stop on a square occupied by Survivors if they are rescuing them.

Once in play Units may **not** move off the board.

When a Unit is destroyed it is out of play until restored as a Reserve Unit.

Helicopter Movement

Helicopters simply move one square for each spot on the dice (never diagonally).

They may move freely over all spaces including Buildings and those occupied by any other Units, they may not **stop** on spaces occupied by other Units.

Helicopters may not pass over (or stop) on a **burning** Building, (a Building with a Fire Marker atop it).

Tank Movement

Tanks may only move **forwards** or **backwards (reverse)** - one square for each spot on the dice, they use one die spot to turn 90 degrees (two spots for 180 degrees).

Consequently Tanks are slower around the board than Helicopters.

Tanks may not **stop** on spaces occupied by other Units but may pass through them.

Tanks may only move onto or through a Building space **after** the Building has been destroyed and removed from the board.

Reserve Units

Reserve Units are Units owned by players but not yet on the board, there are three ways to get Reserve Units;

1. Each player starts with **six** Reserve Units
2. The 'Critical Hit' card earns you a Reserve Unit.
3. You can trade a Monster Hit Card (you have already won) for a Reserve Unit. (You may **not** trade a Survivor Marker)

You can only trade a Monster Hit card for a Reserve Unit during the Unit Movement Phase (Order of Play - Phase 1). Roll the two dice for Unit movement **then** decide if you wish to trade.

The swap is made **instead** of moving you Units. The card goes to the discard pile and your new Reserve Unit has to wait until the **next** Unit Movement Phase to get onto the board.

You may make up to **two** exchanges at a time.

The type of Reserve Unit you choose to acquire (Tank or Helicopter) will be limited by the Unit Markers available.

Following the trade the 'Order of Play' for that turn continues as normal - Roll for the Monster and attack, (if you have Units in position).

Players may never have more than **four** Units on the board and no more than **six** Units in total. Reserve Units move into play from any edge of the board - complying with Unit Movement rules as they do so.

Monster Movement/Actions

The Monster **always** moves using Monster Squares, A Monster Square is a group of **four** regular squares. Monster movement/action is determined by the active player rolling the special six sided **Monster Die**;



The Crush Monster moves one **Monster Square** forward. Any Buildings, Units or Survivors consequently trampled by the Monster are destroyed and removed from the board.

Any tentacles in the Monsters path are removed revealing the 'Hole' tile beneath.

Remember, if two revealed 'Hole' tiles are in the correct formation replace with a 'MegaHole' tile (see '*Holes*' and '*MegaHoles*')

As outlined in the 'Smash Monster Rampage' rules, when the Monster moves off the edge of the board continue its move on the opposite side - **Only** the Monster does this, **not** Tank/Helicopter Units.



The Monster remains on the same **Monster Square** but turns 90 degrees in the indicated direction.

Additionally, **all** 'Free' tentacles currently on the board thrash about causing chaos in the surrounding **eight** squares;

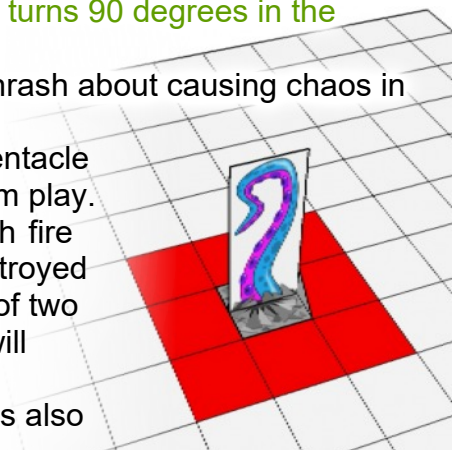
- All Units in this area are grabbed/destroyed, replace the 'Free' tentacle with a 'Crushed Unit' tentacle and remove the Unit marker(s) from play.
- Buildings in this area are battered by the flailing limb and catch fire (place a 'Fire Marker' on top). Buildings **already** burning are destroyed (remove from the board). Consequently, if a building is in range of two 'Free' tentacles the first will cause fire damage and the second will destroy it. Nasty.
- 'Survivors' in range do not survive, the corresponding 'Hit Card' is also lost.



Tentacle Blast! The ground surrounding the Monster explodes as tentacles erupt from the earth!

Roll the regular six sided die (D6) then refer to the base of the Crush Monster.

- see '*the TENTACLE BLAST guide*' on the next page....



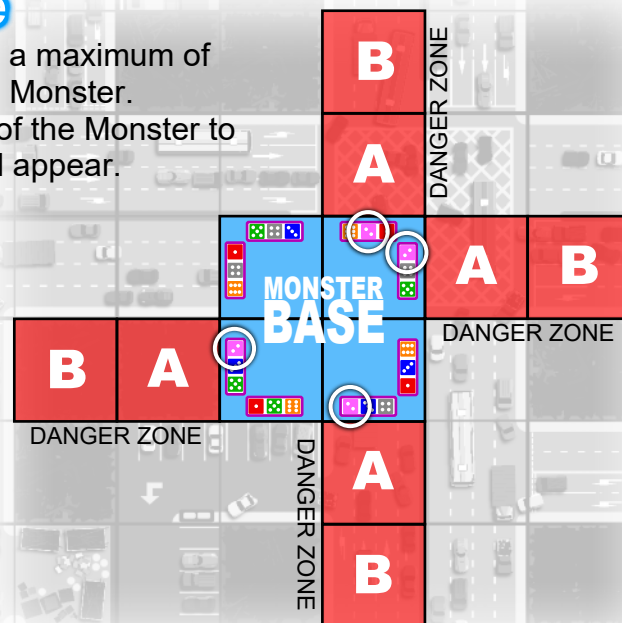
the 'TENTACLE BLAST' guide

When 'Tentacle Blast' is rolled on the 'Monster Die' a maximum of four tentacles will burst from the ground around the Monster. Roll the regular six-sided die and refer to the base of the Monster to find the four 'danger zones' where the tentacles will appear.

In the example 2 () is rolled on the D6.

Each zone consists of two squares, **A** and **B**. When all four zones have been resolved end this phase.

The chart below is designed to ensure maximum grabbing, put simply, if a monster tentacle can burst from square **A** it will, unless square **B** offers a more beneficial target.



Q1

is square **A** off the edge of the board?

YES

NO

Q2

are either of the two squares **A** or **B** occupied by a Building, Unit or Tentacle?

YES

NO

Q3

is there a Building or Unit on square **A**?

YES

NO

Q4

is there a Building or Unit on square **B**?

YES

NO

Q5

is there a Tentacle of any type on square **A**?

YES

NO

Q6

is there a Tentacle of any type on square **B**?

YES

NO

You cannot place a tentacle on this zone

Now resolve the remaining zones or, if all four zones have been resolved, end this phase.

Place a 'Free' tentacle on square **A**

Now resolve the remaining zones or, if all four zones have been resolved, end this phase.

Unit or building is grabbed. Replace unit with a 'Crushed Unit' tentacle or slide tentacle over building

Now resolve the remaining zones or, if all four zones have been resolved, end this phase.

Place a 'Free' tentacle on this square

Now resolve the remaining zones or, if all four zones have been resolved, end this phase.

'SURVIVORS'

- ...do not affect the placement of tentacles
- ...remain on top of grabbed buildings
- ...die if a 'Free' tentacle is placed on their square

Unit Attacks

Unit attack rules are the same as 'Smash Monster Rampage' but amended to include additional details for targeting Tentacles.

Tentacles are part of the Monster and can be targeted in the same way as the main body of the Monster.

To qualify for an attack on the Monster or Tentacles a Unit must be in line with one of the four squares occupied by the Monster or the one square occupied by a Tentacle.

Tanks must have a clear line-of-sight to the target, free of Buildings.

Helicopters are imagined to be always above the Buildings so they can shoot over Buildings and don't require a clear line-of-sight.

Other Units never block a line-of-sight, just Buildings.

Attacks **cannot** be made diagonally. Tanks can **only** fire in the direction they are facing.

Helicopters may shoot in **any** one direction of the four available to them.

A Helicopter on a building may **not** shoot at a tentacle that has grabbed that same building.

Each Unit may only fire **once** per turn.

It's likely that more than one of your Units will fire in this phase so the active player must nominate which Unit is shooting **before** they roll the die. The Unit furthest away from the Monster/Tentacle shoots first. All Units calculate their attacks in the same way;

1. Count the number of spaces from the Attacking Unit to the nearest square occupied by the Monster/Tentacle, this is the 'Range'.
2. Roll **one** six sided die.
3. If the number rolled is equal to or **higher** than the 'Range' your shot has **hit** the Monster/Tentacle.
4. If the number rolled is **less** than the 'Range' your shot has **missed** the Monster/Tentacle.
5. If the number rolled is a **one**, that's a **Critical Miss**. Your misguided shot misses its target and hit's the Building nearest the Attacking Unit (**without** a Fire Marker already on it), setting it ablaze - place a Fire Marker on the Building. If Survivors or Helicopter Units are on that building they are destroyed/removed from play.
6. If you hit the Monster take the top **Monster Hit** card and follow the instructions - see 'Monster Hit Cards' for details.
7. If you hit the Tentacle it immediately withdraws in pain (remove Tentacle from the board revealing a 'Hole' tile), then take the top **Monster Hit** card and follow the instructions - see 'Monster Hit Cards' for details.

Unless you draw a card that says otherwise you may now attack with the next Unit in attack position

Often a Tentacle will appear in range of a Unit as a result of the Monster Die roll or preceding 'Monster Hit' cards. Providing the Unit hasn't previously fired in this phase the Tentacle is a legitimate target and may be attacked.

✳ For more detail and examples of attack conditions check out the ['attack or not?'](#) illustration in the '**Smash Monster Rampage**' rules.

Monster Hit Cards

Draw the top 'Monster Hit' card from the deck when you **successfully** shoot at the Monster or Tentacle.

Win the 'Monster Hit' card by meeting the conditions on the card.



The instructions on each card outline the conditions for winning that particular card. More details below;

1 Direct Hit (x2)

Keep this card, its yours, you've won it - no conditions, cool.

2 Critical Hit (x2)

You win this card with no conditions **and** a Reserve Unit, (Tank or Helicopter, your choice). If you already have the maximum total of **six** Units you win the card only.

3 Survivors (x4)

If you draw this card your current turn ends, (unless the Survivors expire straight away - see '**Unlucky**' below).

All your Units must stop shooting immediately, (this doesn't affect your opponent). Place a Survivor Marker of your colour on the coordinates indicated. If a Unit (of orange or green) occupies the assigned square then the Survivor Marker is placed on either one of the four spaces adjacent to the coordinates on the Monster Hit Card.

To win this card (and the Survivor Marker) you must rescue those Survivors on your following turn(s).

To rescue Survivors simply move your Unit (as described in Unit Movement) onto the same space as the Survivor Marker, if the Survivors are on top of a building then **only** a Helicopter Unit can make the rescue.

Once your Unit reaches the Survivors you win the card **and** the Survivor Marker, you may now continue the current movement phase.

Players may **not** rescue opponents Survivors.

Be Quick. If the Survivors get dead before you are able to rescue them discard the Survivor Marker **and** the Monster Hit Card.

Unlucky

- Survivors cannot survive on a burning Building. Survivors assigned to a Building with a Fire Marker are lost along with the Monster Hit Card.
- If Survivors are assigned to a square occupied by the Monster they are squashed, lose the Survivor Marker and discard the Monster Hit Card.

If Survivors are lost straight away you may continue the current 'Attack Phase' if you have more Units in attack positions.

4 Fire Damage (x2)

All burning buildings collapse. Remove all buildings with 'Fire Markers' from the board.

If a burning building also has a tentacle wrapped around it, the tentacle remains as a 'Free' tentacle, (because fire destroys the building not the tentacle).

Win this card if no buildings collapse.

5 SubSide (x2)

Stressed by the mass of the Monster the tunnels beneath give way and a MegaHole opens up. Place a 'MegaHole' tile directly under the Monster, (remove any 'Hole' tiles to allow placement). All or part of an existing 'MegaHole' tile may prevent you from placing a new tile, (see '*Holes and MegaHoles*').

Win this card only if the rules prevent you from placing a 'MegaHole' tile.

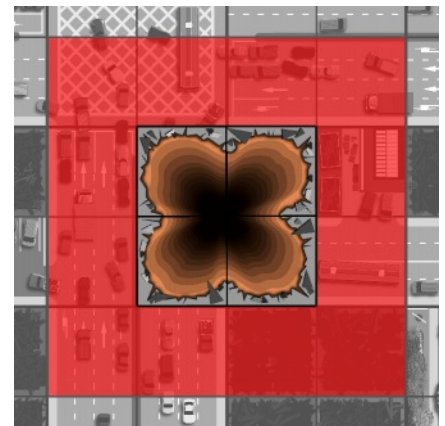
6 Monster Acid Gas (x3)

The Monster releases a thick corrosive gas into the network of underground tunnels.

The deadly flatulence escapes through **all** 'MegaHoles' where it destroys everything **on it** and the surrounding **12** squares! Buildings crumble and collapse, units engines dissolve and explode!

(Be sure to check for MegaHoles under the Monster)

Win this card if **no** damage is caused.



7 Monster Mashed (x3)

All buildings currently in the grip of a tentacle are ruthlessly crushed and pulled into the ground.
- Remove the building and tentacle revealing the 'Hole' tile.

Helicopters on top of these crushed buildings survive and remain on that space.

8 Monster Grab (x2)

A tentacle shoots out of the ground and grabs the attacking Unit - Replace the attacking Unit with a 'Crushed Unit' tentacle. The Unit is destroyed/lost.

Lucky Break

If the attacking Unit is a helicopter on top of a building then the building is grabbed instead of the helicopter - Slide a 'Building' tentacle over the building and leave the helicopter on top.

Win this card **only** if you have a '**Lucky Break**'.

9 Monster Outburst (x5)

Four random tentacles burst from the ground and snake up searching for something to grab. Place a tentacle on each of the squares corresponding to the four grid references listed on the card - **remember to place 'Hole' tiles first.**

If a tentacle or the monster already occupies a square you cannot place a tentacle (or 'Hole' tile) on that square.

If a building occupies the square, slide a 'Building' tentacle over it.

If a unit occupies the square, remove as destroyed and replace with a 'Crushed Unit' tentacle.

If survivors occupy the square they're dead – replaced by a 'free' tentacle.

If a building **and** a helicopter or 'survivors' marker both occupy the square then slide a tentacle over the building – the helicopter/survivors has a lucky escape and stays where it is.

Win this card if none of **your** units are grabbed.

10 Monster Missile (x2)

All 'Crushed Unit' tentacles currently on the board throw the wrecked unit 2xD6 squares.

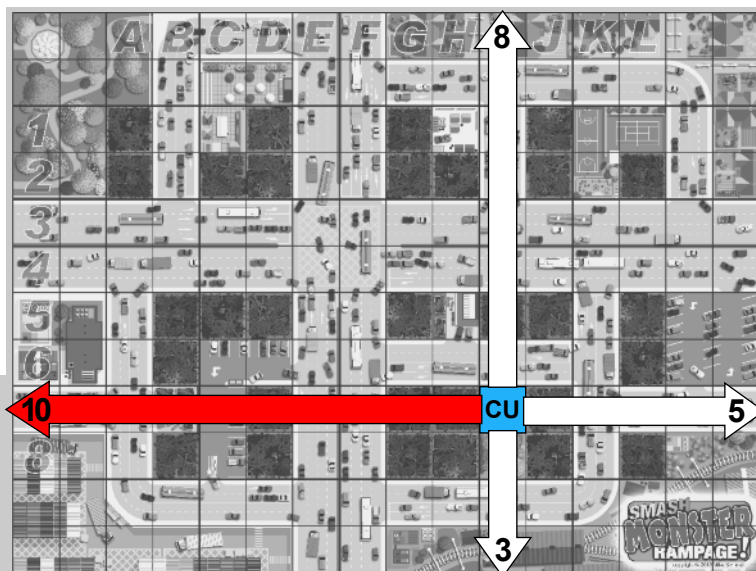
Roll 2D6 for **each** tentacle.

Direction of throw is towards the side of the board furthest away.

If two directions are the same roll a D6 to determine direction of throw (i.e. 1-3 = x, 4-6=y)

In this example (CU = Crushed Unit), the red arrow shows the direction of throw because that side of the board is furthest away.

- Now roll 2xD6 to determine the distance.



All units in range of throw are destroyed (removed), buildings in range are damaged and catch fire as the missile smashes through, (place a fire marker).

To clarify, the 'missile' always covers the full distance, causing damage and destruction as it goes. After the throw is resolved replace the 'Crushed Unit' tentacle with a 'Free' tentacle.

Win this card if no damage is caused by any throw.

11 Monster Grabtastic! (x3)

Tentacles burst from the ground to grab helicopters.

Roll the regular six-sided die (D6)

On a roll of **1** – All **your** helicopters (currently in play) are grabbed and crushed, (replace your helicopter unit markers with 'Crushed Unit' tentacles).

On a roll of **2 – 6** – All your **opponents** helicopters (currently in play) are grabbed and crushed, (replace opponents helicopter unit markers with 'Crushed Unit' tentacles).

A helicopter on top of a building will survive and the building is grabbed instead – slide a 'Building Tentacle' over the building and leave the helicopter on top.

Win this card if you roll 2 - 6



12 Monster Freakout! (x1)

Roll the Monster Die **three** times and follow the consequences.....

Win this card if no buildings are flattened.



13 Mission Accomplished (x1)

This will **always** be the last card drawn from the Monster Hit deck.

Whoever draws this card wins it with no conditions and the game ends.

(If any Survivors are awaiting rescue by the opponent they are lost along with the 'Survivors' Monster Hit Card).

How to Win

The game ends in one of three ways;

1. The Monster wins and both players lose.
2. When a player draws the last Monster Hit Card - 'Mission Accomplished'
3. When all of one players Units on the board get destroyed and they have no Reserve Units to deploy - and no Monster Hit Cards to trade, their opponent wins the game.

The Monster wins when all the Buildings have been destroyed/removed from the board, the city is lost and an air strike is authorised. Total annihilation! You both lose.

When either player draws the 'Mission Accomplished' card the game ends and one of the players has won.

Each player counts the Survivor Markers they've won and adds that to the number of Monster Hit cards won plus the number of Units they currently have **on the board**, the result is their 'Mission Score'.

The Player with the highest Mission Score wins the game.

In the event of a draw, the holder of the last Monster Hit Card - 'Mission Accomplished', claims the victory.

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