

Monster Island

The Game of Giant Monster Combat™

Rumble Pack 1

Credits

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Introduction

This is the first Rumble Pack rules expansion for **MONSTER ISLAND: THE GAME OF GIANT MONSTER COMBAT**. It contains rules for new terrain, weather and natural disasters to enhance your games of **MONSTER ISLAND**.

This is a free add-on for the game provided as a way to thank our fans. You must have **MONSTER ISLAND** in order to use this Rumble Pack

About Monster Island

MONSTER ISLAND: THE GAME OF GIANT MONSTER COMBAT is a 32-page game of creating and fighting giant monsters imprisoned on a tropical island by the UN Science Alert Corps. The game includes a cardstock insert of foldable color monster figures, or you can

play using your own toy monsters, plastic dinosaurs or stuffed animals. Stock # FGS1001, ISBN 1-890305-37-5, SRP \$9.95.

About Firefly Games

Firefly Games is the creation of game industry veteran Patrick Sweeney. Established in January 2002, Firefly Games produces inexpensive, exciting games with broad appeal inside and outside the adventure game industry core market. Our products are distributed under agreement by Gold Rush Games and fulfilled by Tundra Sales Organization.

Check out the Firefly Games website at www.firefly-games.com.

New Terrain

MONSTER ISLAND: THE GAME OF GIANT MONSTER COMBAT contains rules for geysers, oceans, lava, quicksand and swamps. Here are some optional rules for new terrain to use in your giant monster rumbles.

Ice and Snow

Since kaiju from many different climates must be able to survive on Monster Island, some parts of the island have been modified from the natural tropical terrain. Weather generators, invented using salvaged Delok technology, have turned part of the island into an Arctic land of snow and ice suitable for polar kaiju.

Monsters who have escaped the island, of course, also may encounter ice and snow terrain.

Snow normally doesn't pose much of a problem to a 100-foot-tall kaiju, but extremely deep snowdrifts may slow movement. Use white construction paper or felt to represent deep snowdrifts. Crossing a snowdrift requires 2" of movement to move 1".

Monsters with Flying, Teleporting or Tunneling ignore this penalty, and kaiju with Leaping may be able to jump over snowdrifts.

Thin ice, such as that over a frozen lake or bay, can pose a threat even to a gigantic monster. Most kaiju are extremely heavy and are likely to break through the ice! Use light blue construction paper or felt to represent treacherous thin ice -- just make certain it's distinctive from whatever you are using to represent water and geysers.

If a kaiju steps onto thin ice, either intentionally or by accident during its move, roll 1d6. On a 1, 2, 3 or 4, the enormous monster has broken through the ice and plunged into the freezing water below!

The kaiju takes 2d6 damage from the extreme cold, unless it has Immunity to Cold. Its Toughness and Armor, if any, apply to this damage. If the water is

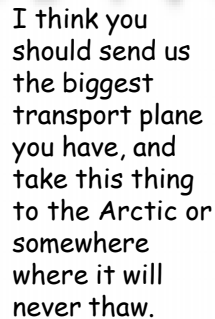
less than 100 feet deep, the monster can simply climb back out. Climbing out takes half your kaiju's actions for a Turn, just like Knockdown (MONSTER ISLAND, p. 19).

If the water is deeper than 100 feet, the kaiju must have the Power of Swimming to survive for very long. After one full Turn in the water, a kaiju that cannot swim and that has not climbed out sinks into the frigid depths and drowns.

A monster with Swimming that falls through the ice can stay on the surface and climb back out. Or it may decide to swim to another patch of thin ice and break out there! The kaiju takes 2d6 damage from the extreme cold per Turn. It also may drown (MONSTER ISLAND, p. 22) unless it has Immunity to Drowning.

Kaiju with Flying are unaffected by thin ice, unless they crash into it, as are creatures with sufficient Leaping to jump over it. Teleporting monsters likewise can ignore thin ice unless they teleport onto it. Creatures cannot Tunnel under thin ice, obviously.

Monsters can also be shoved or thrown onto thin ice in combat. Monsters that cannot swim should probably stay far away from thin ice.



I think you should send us the biggest transport plane you have, and take this thing to the Arctic or somewhere where it will never thaw.

-- The Blob
(1958)

Tar-pit

Pools of thick, bubbling goo produced by geothermal energy, tarpits can be represented by black construction paper or felt. Kaiju who step in a tarpit become stuck and must pull themselves free to move, just like quicksand (MONSTER ISLAND, p. 22).

Tarpits are even worse than quicksand, though, because the sticky stuff can entrap other kaiju. Any monster that touches a kaiju trapped in a tarpit, or is touched by a tarred creature, also becomes stuck. Each monster must break free on its own -- trying to pull another kaiju free of a tarpit just gets your monster stuck, too.

As with most hazardous terrain, kaiju with Flying and Teleporting ignore tarpits unless they land in them. Monsters with Leaping may jump over tarpits. Tunneling under a tarpit doesn't do much good, as it extends deep into the earth.

Enemies can be shoved or thrown into tarpits. Of course, trying to shove a kaiju already stuck in a tarpit won't work out so well for the attacking monster, but no one ever said kaiju were very bright.

Weather

A little inclement weather can liven up a game of **MONSTER ISLAND: THE GAME OF GIANT MONSTER COMBAT**. Here are some optional rules for introducing weather to your kaiju battles.

This section covers only normal weather conditions. Extreme weather, such as hurricanes and tornadoes, is covered under Disasters.

Blizzards

Raging blizzards can produce “white-outs,” in which it becomes difficult to see farther than a few feet. Well, for humans, anyway. Kaiju are a lot easier to spot, being 100 feet tall or so. In a blizzard, all ranged attacks, including Powers and thrown objects, have a maximum range of 9”. Beyond that, your monster just can’t see its foes clearly enough to attack.

Fog

Dense fog obscures the battlefield, making it difficult to spot and attack other kaiju. All ranged attacks, including Powers and thrown objects, have a maximum range of 12”. Beyond that, your kaiju just can’t see its enemies clearly enough to attack.

Lightning Storms

Lightning storms are a real hazard to a 100-foot-tall monster! It’s often the tallest thing around, after all.

Roll a 1d6 for your kaiju at the beginning of each Turn. On a 1, a bolt of lightning strikes it, doing 3d6 damage. Toughness and Armor apply normally against the damage.

Monsters with Absorption against electricity, of course, are quite fond of lightning storms.

Lightning bolts. Kong has a chance. Electricity makes him stronger.

-- King Kong vs. Godzilla
(1963)

Rain

Rain just doesn’t bother kaiju very much, and reduces visibility only slightly. All ranged attacks, including Powers and thrown objects, have a maximum range of 24” in the rain.

Natural Disasters

Kaiju and natural disasters just seem to go together. Many giant monster movies feature disasters in the middle of battles, such as the rockslide in *King Kong vs. Godzilla* (1963) or the earthquake in *Frankenstein Conquers the World* (1966).

Fires and nuclear meltdowns are covered in **ESCAPE FROM MONSTER ISLAND**, but here are a few other natural disasters to use in your games.

Tornado

A battle in the middle of a tornado might be an interesting challenge. Roll 1d6 at the start of each Turn. On a 1, a tornado touches down somewhere. Create a tornado marker out of construction paper, cloth or felt and drop it from a height onto the battlefield.

All trees, boulders and kaiju within 6” of where it lands are hurled in a random direction. Roll 1d6 to determine direction, with a 1 meaning North, a 2 meaning Northeast, and so forth in a clockwise

direction. Then roll 2d6 and place the tree, boulder or kaiju that number of inches away from its original location in the indicated direction.

Kaiju hurled into molten lava or other hazards by the tornado take damage as normal. Monsters take no damage from being thrown, but are considered to be knocked down.

Volcanic Eruption

Monster Island was formed by volcanic action and contains at least one active volcano, so battles during eruptions are a distinct possibility. Along with the usual lava pools, create a lava flow out of construction paper or felt during setup. At the start of each Turn, roll 1d6 and extend the flow that number of inches. Kaiju engulfed by the lava flow take damage as normal.

Steam vents also are a hazard during eruptions. Roll 1d6 at the end of each Turn. On a 1, randomly drop a new geyser marker onto the map.