

Monster Island

The Game of Giant Monster Combat™

Rules Errata v1.0

Credits

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Introduction

This is the official errata file for **MONSTER ISLAND: THE GAME OF GIANT MONSTER COMBAT**. It contains clarifications and corrections to the rules printed in the book. This errata file follows the organization and format of the book for ease of use.

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.

Rounding

In **MONSTER ISLAND: THE GAME OF GIANT MONSTER COMBAT**, all fractions are always rounded up to the next full number to maximize the mayhem

Example: A kaiju does half its Strength score in dice of damage in hand-to-hand combat. Since we always round up, a kaiju with a Strength 9 would do 5d6 damage.

Creating Monsters

This chapter of **MONSTER ISLAND: THE GAME OF GIANT MONSTER COMBAT** explains how to create giant monsters.

Powers

This section addresses questions on the various Powers available during monster creation as well as

including a Power inadvertently omitted from the rules.

Hey, did you see that? His heat ray's gotten stronger.

-- **Godzilla vs. Destroyer** (1995)

Blast

While the Power of Blast can only be used every other Turn in combat, a kaiju with two separate Blasts could fire one Blast one Turn, then the other in the next Turn while the first recharges, and so forth.

Entangle

Other kaiju have a +2 to hit monsters that are Entangled.

Damage done to an Entangle is cumulative -- that is, the trapped monster need not overcome the points in the Entangle all at once to break free.

Example: Arachnea the giant spider shoots webbing at Kajiro. The attack hits, and Arachnea's player rolls her monster's Entangle 3d6 for 15 points. With a mighty roar, Kajiro attempts to break free using its strength and its player rolls 10 damage. Kajiro remains entangled, but the webbing now has only 5 points left.

An Entangled kaiju may be hit by more Entangles. However, subsequent Entangles add only 1 point per die to the strength of the Entangle. Otherwise, a kaiju could spend the entire game trying to break free of dozens of points worth of Entangles, which wouldn't be much fun for anyone.

Example: After Kajiro tries to escape, Arachnea shoots more webbing at the fierce kaiju. Since the original Entangle is still in effect at 5 points, Arachnea's player does not roll her kaiju's Entangle 3d6. She instead adds 3 points to the existing Entangle for a new total of 8. Kajiro must now overcome 8 points to escape instead of 5.

Hand-to-Hand Attack

This Power normally provides bonus damage dice when your kaiju attacks using a certain maneuver, such as Strike or Ram. Some maneuvers, however, do no damage, requiring additional explanation:

Buying this Power with a Grab action gives your kaiju bonus dice when determining damage from a squeeze. It also adds to the dice rolled to determine whether the grabbed foe breaks free.

Buying this Power with a Shove gives your kaiju a bonus +2" per level to the distance that enemies are knocked back.

Buying this Power with Throw adds +2d6 per point spent to the damage done by thrown objects, as normal.

This Power cannot be purchased with Trip or Block.

Running

1/3"

This Power was inadvertently omitted from **MONSTER ISLAND: THE GAME OF GIANT MONSTER COMBAT**, although it is referenced elsewhere in the rules.

Your kaiju can run faster than other giant creatures. This might represent sheer speed, multiple legs or extra-long strides.

Running costs 1 point for every 3" of extra ground movement. Running adds to your kaiju's Move score.

Fighting

This chapter of **MONSTER ISLAND: THE GAME OF GIANT MONSTER COMBAT** contains rules for fights between kaiju entrapped on the island.

Movement

Here are some additions and clarifications to the Movement rules.

Facing

Your kaiju can change its facing -- that is, which direction it faces -- without expending any inches of movement. But it can only do so while moving.

Example: Anne decides her kaiju is going to turn around and move to attack a different enemy during its Turn. Turning around costs her monster no inches of movement.

After Anne finishes her monster's Turn, another player's kaiju moves up behind it for a sneak attack. Anne would like to have her monster turn around to negate the bonus for attacking from behind, but cannot since her kaiju is done moving this Turn.

Flying

For ease of play, a kaiju with the Power of Flying can take off or land instantly -- that is, without spending movement inches gaining or losing altitude. When a monster begins flying, it moves immediately to 6" altitude. When it lands, it moves immediately to ground level.

Landing ends a flying

Right now we're just the flying turtle patrol.

-- **Gamera: Guardian of the Universe** (1985)

kaiju's Turn. A monster cannot fly, land, then begin flying again in the same Turn.

A flying kaiju cannot rest to recover lost Life points. Monsters must land to rest.

Leaping

A kaiju with the Power of Leaping can try to land on another monster, injuring it. Treat this as a Ram attack.

Wading

Wading rules are covered in the **ESCAPE FROM MONSTER ISLAND** expansion.

Actions

Here are some additions and clarifications to the Movement rules.

Block

Your kaiju can only attempt to block one attack per Turn. Subsequent attacks are unaffected by the block. After all, it's a 100-foot-tall monster, not a martial arts action star!

I think the worst is over.

-- **Godzilla vs. Destroyer** (1995)