

# Scaling **MONSTER ISLAND**

The rules in **MONSTER ISLAND: THE GAME OF GIANT MONSTER COMBAT** work well for games using cardstock figures, metal miniatures, or toy monsters up to about 6" tall. Larger toy monsters and stuffed animals call for some simple scaling rules in order to make the game more enjoyable.

## When playing with larger toys:

- Double the base Move scores of all kaiju, human military units, and alien invaders.
- Halve all range penalties. For example, an attack at 12" range normally calls for a -2 to hit. In a large-scale game, the penalty would be reduced to -1. Attacks at 0" to 10" range have no penalty.
- Allow kaiju to throw or shove foes a distance equal to their full Strength score in inches, not half as in smaller-scale games.
- In large-scale games of **ESCAPE FROM MONSTER ISLAND**, low altitude is 12" and high altitude is 24".
- In all other cases in which ranges, radii, or other dimensions for various powers or attacks are given, double the listed number of inches. For example, the Electromagnetic Pulse power in **INVASION OF MONSTER ISLAND** lists an effective radius of 3" around the alien vessel. In a large-scale game, this would be doubled to 6".



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