

# CLASSIC MONSTER SMASH

by Christopher Allen

Inspired by "Monster Squash" from Tri-Tac Games

Many thanks to my A.S.M.R.B. friends in Berkeley

## Needed for Play:

- Two to ten crazy people
- One table [formica works best]
- One copy of this page per player
- One can of PLAY-DOH® per player
- Two or more six-sided dice [d6]
- Writing tools
- Optional:* Spatula or tools for shaping clay
- Lots of *imagination!*

## Order of Play:


- 1] Movement:** Roll high on d6 to see who goes first this round. Each player, in turn, either moves their monster OR grows a new part using *Life Points* [and cannot attack]. Monsters off the table are "Smashed" to the floor.
- 2] Initiative:** After all monsters have been moved, any monsters next to each other will attack. Player with the highest roll on a d6 will attack first, the others follow.
- 3] Attack:** Monsters with initiative attacks first. To hit, roll 9 or under on two dice for *EACH* weapon the monster possesses.
- 4] Assess:** Damage is subtracted from *Life Points* and limb loss is determined. If opponent[s] survive, they may return attack. If not, the victor can "Smash" the dead monster!
- 5] Heal:** Each turn that a monster does not move, grow a part, or attack, it may heal one point of damage [max 40].

## The Game:

- 1] Read the rules.
- 2] Start your monsters [build head and body, but no legs or arms yet! Smaller monsters hold together better, start with 1/4 can]. Share different colors of clay. *Be different!*
- 3] Smash opponent's monsters!
- 4] Play until only one monster remains!
- 5] Scrape clay off table, floor, and ceilings!

## Growing Parts:

- Monsters start with 40 *Life Points*.
- One part may be grown during a turn in which the monster does not move.
- If a player chooses to grow a part, the monster may not attack that turn with that part.
- Each part costs a certain number of *Life Points* to grow [see Part Shop tables].
- Weapon Parts* allow you to attack *more often* than the minimum d6-2 "bite" that all monsters have.
- Moving Parts* allow you to move faster than the minimum 2" "slither" that any monster *can do*.
- Monsters with "wings" hover approximately 3" above the table [the height of a PLAY-DOH can].
- If a tentacle part "hits" during combat, it grabs the nearest part [except bites]. A d6 is rolled, a 1 on the first turn, a 1 or 2 on the 2nd turn, etc., removes the part. The targeted part may attack until removed.

 MOVE OR GROW	DAM.	PARTS	TOTAL
STARTING LIFE			40
SLITHER [2"]	-0	-0	40
BITE [D6-2]	-0	-0	40
1 MOVE [ ] GROW [ ] HEAL [ ]			
2 MOVE [ ] GROW [ ] HEAL [ ]			
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## Part Shop



PART-MOVING	MOVE†	LIFE PTS.	PART-WEAPON	DAMAGE	LIFE PTS.
Slither	2"	free	Bite*	d6-2	free
Two Legs	4"	2	Extra Bites*	d6-2	1
More Legs†	+1"	1 each	Body Spikes/Horns*	d6-1	2
Treads	6"	6	Fist	d6-1	3
Wheels	8"	8	Club/Hammer	d6	4
Wings*	10"	12	Tentacle	0	4
‡ Max 2 per turn			Claws	d6+1	5
			Drill or Blade	d6+2	8
			Poison Sting	d6+4	12
			Missile [10"]	d6	2 each
			Mine [6" rad.]	d6	1 each

† A monster's movement in inches is the total movement of the entire creature OR the movement of any portion of its body [i.e., serpents can't uncoil, then move].

[Mines are dropped during movement phase]  
\* Bites and spikes cannot be used on monsters at a different height [i.e., between ground and flying].

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PLAY-DOH® is a registered trademark of Tonka Corporation identifying quality modeling compound products produced exclusively by Playskool, Inc., Pawtucket, Rhode Island.  
Layout and design by Lisa Disterheft



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# MONSTER SMASH THE NEXT PAGE

## EXPERIMENTAL DUNDRACON PLAY TEST

Warning: Monster Smash "Classic" has been extensively play-tested and is well balanced. These "Next Page" rules have not been play-tested and are likely to unbalance the game. But if you have played regularly they can add challenge and fun to the game. When playing with a mixed age group (children and adults) or with players having differing experience, you may want to consider only letting the less experienced players use these optional rules.

### Optional Rules:

[] **Absorb** Instead of growing a part, a monster may absorb one—the monster gains back ½ the cost of part, rounded down, to a max of 40 points.

[] **Feed** If a monster heals while adjacent to a corpse of monster, it will gain 2 points instead of 1.

[] **Scavenge** Instead of growing a part, a monster may attempt to scavenge a part from a dead monster, or a part successfully torn off a monster by using a tentacle. A d6 is rolled, if a 1 on the first turn, a 1 or 2 on the second turn, etc. then the part may be added to the scavenging monster's body. On a roll of 6, the part is permanently rejected, and may not be scavenged by anyone again.

[] **Stun** When damage is rolled, if a natural 6 is rolled, the target is stunned, and loses the ability to use their most deadly weapon during the next round. The stun effect does not start until the next round.

[] **Instant Growth** If you have not moved or grown a part, you may instantly grow a part and attack with it the same turn during your attack phase for double the cost of the part.

[] **Chain Reaction** Mines are be 'chained' such that they will blow up all other mines within 6", which in turn will blow up all other mines within 6", etc. All creatures within 6" of a mine (including the creator) will receive d6 damage for each mine in range. Mines may be destroyed by missiles if successfully hit during combat, but will also setting off the chain reaction.

[] **Hardened** A monster can buy 1 point of armor for 10 pts. This will protect the monster from the first point of damage from every attack. A monster may not have more then 3 points of armor.

### Rules Clarifications:

**Open Sheet** Each player's monster sheet is considered "open" – any other player may ask to see it, or request what parts the player's monster has grown and how many points the monster has left.

**Missiles vs. Mines** Missiles may destroy mines if they are successfully hit during combat.

**Setting Mines** Mines may be dropped during the movement phase, they explode at the end of combat phase. Mines may be carried by their creator without exploding when others approach. Mines may be picked up and disarmed by their creator and carried to a new place.

### Tournament Rules:

The tables should be broken into multiple sections, separated by paper or other dividers into sections for approximately 7–10 people each. To keep players from lurking and healing, after 10–15 rounds, the walls should start to move inward 4"–8" per round, crushing any monster in the way.

When there is a solo winner in any one of the sections, all the walls between the sections will fall, allowing for a general melee. However, the outer edges of the tables are now walls and will also move inward 4"–8" per round. If there is no single winner by the time the walls hit the center of the table, no one wins.

### Suggestions and Comments:

Please send any suggestions and comments on these "Next Page" rules to Christopher Allen <[gmfangs@asmrb.org](mailto:gmfangs@asmrb.org)>.