

Macro Monster Mashup

- 'the amazing macro monster card game' -

rules version 0.21 (still a bit hastily written and unstructured)

by Blue Raptor 2017

Macro Monster Mashup is a macro themed casual friendly multiplayer game, where players each control a giant monster and have them smash, punch, eat and grow, rivaling for size and infamy. It is ideally played with 4 or 5 players, but can be played with as little as 2, where it becomes less casual and more susceptible to luck, up to a group of 6, at the cost of rather long game turns and total game time, the estimated game length being 15 to 20 minutes per player unfamiliar with the game, and 10 to 15 minutes per experienced player.

Reading this Rulebook

All you need to know to join a game is in gray boxes like this one. Everything else can be looked up when required. Capitalized words are fix game terms. *Text in Italics holds tips and useful information but contains no rules.*

Gameplay

Players take turns in clockwise order, play locations and have their monsters attack locations, swat troops, punch, munch and grow. When a monster does something noteworthy, foremost destroying important places, they gain Infamy. Each player's goal is to make their monster the biggest and/or most infamous monster of all. As a player's monster makes its way there, all other players will of course try to prevent that, by playing cards that hinder their progress, adding troops to their locations, foraying onto enemy locations to destroy them before they can, or attacking their monster with their own.

End and Winning

The game ends when a player manages to grow their monster to Size 8 or to gather 12 or more Infamy points, and the other players fail to change that before the end of the current player turn. That player wins the game.

The game also ends when there are no cards in the Main Deck anymore.

The player that draws the last card from the Main Deck may still finish their turn. If the card was drawn as the end-of-turn card draw, it is still that player's turn, but all players can only play Actions cards if they still have any.

When the active player has finished their Monster Moves and no player can or wants to play any cards any more, determine each player's monster's Size plus their collected Infamy. The player with the highest amount is the winner. If several players have the same score, the game ends as a tie.

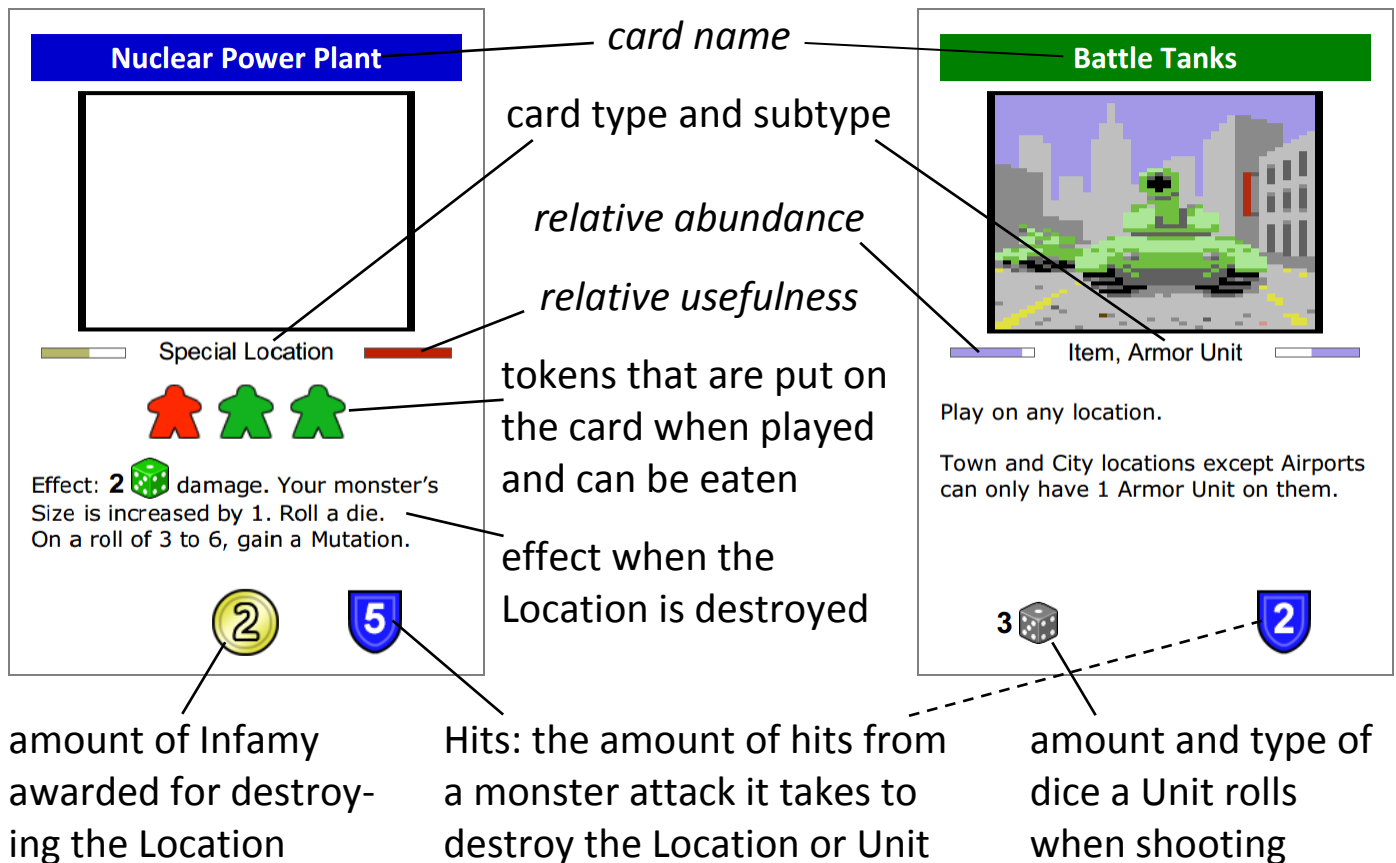
Game Material

The game consists of 108 main cards (44 Location, 32 Item, 32 Action), 25 Mutation cards, 5 Location placeholder cards, 6 monster charts with 2 sliders each, 6 monster tokens, 10 destruction markers, 58 Food tokens, and 45 dice.

The Cards

The 108 main cards form the Main Deck, the 25 Mutation cards that form the Mutation Deck that will be used when a monster gains a new Mutation. The cards named "Rubble" and "nowhere in particular" are not put in either deck.

Card reference



The little bars under the card image are to provide help to new players. The left bar shows the relative abundance: the fuller that bar, the more common are cards with similar or even better effects. The right bar shows roughly the overall usefulness of the card in the later game, based on how powerful it is compared to similar cards, how useful it can be under the right circumstances, and how likely those circumstances may arise. The fuller that bar, the better. A card with low usefulness bar may still be perfect in the right situation. If you find a card to be what you need right now, play it!

Drawing and discarding cards

Unless explicitly stating otherwise, drawing a card means drawing a card from the Main Deck, face down, and adding it to the cards in your hand. Destroyed Locations or Units and Action cards played either go a player that gained the Infamy from them, if any, or are discarded. Discarded cards are put face up on the discard pile. They never make it back into the game.

Once drawn, cards are "in your hand" until you play them. Even if you put them down to have your hands free, they are still considered "In your hand". You may look at the cards on your hand any time, other players may never.

Game Setup

Put all 108 main cards in the Main Deck, and all 25 Mutation cards in the Mutation Deck, shuffle both, and put them face down on the table. Put the dice, food tokens, and destruction markers where they are easy to reach. Hand each player a monster token and monster chart and of the respective color. Put the sliders on the charts for Size to 2, and those for Health to 7.

Each player draws or is handed two cards from the Mutation Deck, chooses one to apply to their monster, and puts the other face down on the table. When all players have chosen, put the cards not chosen back into the deck of Mutation cards, shuffle it, and put it face down on the table. Each player then draws or is handed six cards from the Main Deck face down. Roll dice to determine which player goes first.

Game Turns

Players take turns in clockwise order. The player whose turn it is is referred to as the active player. Only they can play Locations or take Monster Moves.

At the beginning of your turn your monster gains 1 Health unless it is at Maximum Health or 0 Health. You may then repeatedly remove 1 Food from your monster's stomach to Heal up to 2 Health, up to its Maximum Health. You can remove tokens worth 2 Food to Heal up to 4 Health. You can not spend fractions of a token. Removed tokens are returned to the pool.

After that you may perform two Monster Moves in your turn. Before and after your Monster Moves you may play Location cards. At any time before the Attack or Sleep in a Monster Move and after a Monster Move, you and all other players may play Item cards. At any time during your turn, you and all other players may play Action cards.

After you finished all your Monster Moves or decided to not take any remaining Monster Moves, you may once more repeatedly spend 1 Food from your monster's stomach to Heal up to 2 Health, under the same rules and restrictions as above.

After that, if your monster's Health and the amount Food in its stomach both equal or exceed the number given in the "to grow" entry in the line of its current Size, you can remove that much Food to Grow, increasing Size by 1.

When you decide you do not want to play any more cards this turn, you may repeatedly discard two cards of your choice from your hand to draw a card. You may not play the cards drawn in this way in this turn anymore.

If you have more than 5 cards in your hand after that, discard cards of your choice from your hand until you have no more than 5 cards in your hand. Then you draw a card. This ends your turn. The player to your left goes next.
(Drawing at the end of turn is meant to speed up the game by giving players time to read the cards and consider their actions before their next turn.)

Playing a Location card

You may play as many Location cards as you like during your turn. Put them onto the table in front of you face up. They are considered your Locations. You cannot move your monster to a Location in the same turn you played it.

It matters that those Locations are your Locations, so its placement on the table should be apparent. Put food tokens matching the type and amount of those shown on the card onto it from the pool.

Playing an Item card

You may play Items onto a Location of any player, during any player's turn at any time before the active player announces their Action in a Monster Move or after they finish a Monster Move. Check the texts on the Item and Location cards if the Item may be played on that Location. When you play an Item card in reaction to a monster moving to a Location, its player may in return move it to "nowhere in particular" and end their Monster Move.

Place the Item card under or next to the Location card face up so that at least its name can be read and it is apparent which Location it is on. When the Item card has food tokens shown on it, put those onto the Item card from the pool.
(It is suggested to partially stack Item cards with the Location to save space. Any Player may still pick them up to look at the whole card any time.)

Playing an Action card

Action cards can be played at any time unless it says otherwise on the card. They take effect immediately. When played in response to monster moving, the announcement of an Action, or a card played, you may even choose to have the effect hit before that, unless the card says differently.

When you play an Action card in response to a monster moving or an announcement of their Action, its player may in return move it to "nowhere in particular" and end their Monster Move.

After playing it, the card is discarded unless someone gained Infamy from it.

Monster Moves

You may perform two Monster Moves in your turn.

In each, you may move at its beginning if you like, then perform the Action itself that can be either Attack another Monster, Attack a Location and/or Units on it and then Eat, or Sleep, and then move if you didn't at its beginning.

Moving (part of Monster Move)

You may move your monster either at the beginning or at the end of each Monster Move, to any Location of any player on the table that you did not just play in this turn, or to "nowhere in particular".

When moving to another Location, put your monster token onto that Location. When moving to "nowhere in particular", put your monster on that card or a free space on the table; it is then not on any of the locations at the table and considered to be in a generic location of no particular interest.

When moving to a Location of another player and that player's monster is at one of their Locations or at "nowhere in particular" and no bigger than 1 Size more than yours, they may move their monster to that Location in reaction.

Moving is always part of a Monster Move. When you have no more Monster Moves left for this turn or already moved in the current Monster Move, your monster has to stay where it is until your next turn.

Actions (part of Monster Move)

After Moving or finding the whereabouts of your monster to be just right, you need to announce the actual Action of the Monster Move. When you do that, it is the last chance for anyone to play an Item card in this Monster Move.

There are five Actions you can choose, each having different effects and sometimes different orders in which the effects happen:

1.) Attack Units (and maybe the Location)

1. Choose a Unit which you want to attack first.
2. All monsters at the Location may Attack your monster, taking turns.
3. If your monster has more than 0 Health, it may Attack, apply at least 1 hit to the chosen Unit, and further hits to Units or the Location in any way you like.
4. All Units that have 0 Hits left are destroyed. If the Location has 0 Hits left it is destroyed, you gain its Infamy, and its card is replaced with a "Rubble" card.
5. Units at the Location that are not destroyed shoot at your monster.
6. If your monster has more than 0 Health, you may Eat.

II.) Attack the Location (and maybe Units)

1. All monsters at the Location may Attack your monster, taking turns.
2. If your monster has more than 0 Health, all Units at the Location shoot at it.
3. If your monster has more than 0 Health, you may Attack and apply the hits to Units or the Location in any way you like.
4. All Units that have 0 Hits left are destroyed. If the Location has 0 Hits left it is destroyed, you gain its Infamy, and its card is replaced with a "Rubble" card.
5. If your monster has more than 0 Health, you may Eat.

III.) Attack another monster

The monster must be no smaller than 1 Size below yours, and both monsters must be at the same Location, or both at "nowhere in particular".

1. Attack the monster.
 2. When the monster has more than 0 Health left, it may Attack your monster.
 3. When there are monsters with more than 0 Health at the Location of your monster, Units on it shoot at the one out of those that ate the most Meeple in its last turn plus in your current turn. In a tie, they pick your monster.
- (Other monsters may not attack. You may not Eat.)

IV.) Attack another monster with a Breath Attack only

1. Attack the monster with only the dice of your Breath Attack.
 2. When the monster has more than 0 Health left and is at the same Location, it may Attack your monster. Otherwise it may not, even when both monsters are at "nowhere in particular".
 3. When there are monsters with more than 0 Health at the Location of your monster, Units on it shoot at the one out of those that ate the most Meeple in its last turn plus in your current turn. In a tie, they pick your monster.
- (Other monsters may not attack. You may not Eat.)

V.) Sleep

1. Your monster gains Health equal to half its Maximum Health, rounded up. This may temporarily surpass its Maximum Health.
 2. All monsters on the Location may Attack your monster, taking turns.
 3. When there are monsters with more than 0 Health at the Location of your monster, Units on it shoot at the one out of those that ate the most Meeple in its last turn plus in your current turn. In a tie, they pick your monster.
 4. Reduce your monster's Health to its Maximum Health if it is above it.
- (You may not Eat.)

Monster Attacks

When attacking with your monster, you roll black dice equal to its Size's attack dice entry on the monster chart. For each hit, Locations or Units lose one Hit, or monsters lose 1 Health. You may include a Breath Attack in any Attack.

When a Location or Unit lost Hits but is not destroyed, put a destruction marker on it for each lost Hit to indicate that.

Breath Attacks

Breath Attacks are Mutations that monsters can gain. When making a Breath Attack, roll the amount and type dice noted on the Mutation card, apply the damage, and check if the rolled results have any special effects.

You can use each Breath Attack only once per full game turn, regardless of whether you use it in combination with a normal Attack or on its own.

This means you can only use it once during your turn, or once during all the consecutive other players' turns. It is suggested to turn the Breath Attack Mutation card sideways to indicate when it cannot be used anymore.

If your monster has more than one Breath Attack, using one does not affect the other. You can only use one Breath Attack per Attack or Action though.

Destroying a Location

Once a Location's Hits are reduced to 0, the Location is destroyed. When a Location is destroyed, replace its card with a "Rubble" card. If it was destroyed by a monster and is worth Infamy, that monster's player is awarded that Infamy, otherwise the Location card is discarded. All tokens and Items from the Location are put on the Rubble card and stay there long as there is at least one monster on it. As soon as there is no monster on the Rubble anymore, all Items and tokens on it are destroyed and it ceases to exist as a Location.

Units

Units are opposition that tries to protect locations and fight the monsters.

Units are played on Locations and stay there unless a card says otherwise.

Unless stated otherwise on their cards, they shoot at monsters using the dice shown on their cards during Monster Moves and can be Attacked as part of Monster Moves following the rules under "Actions".

When a Unit is assigned hits equal to the Hits shown on their card, the Unit is destroyed. When a Battle Tank is assigned only one Hit, it has one Hit left and can still shoot. Put a destruction marker on it to show that.

Green figure tokens and Infantry Platoons are exactly the same thing. When they are destroyed, they become defeated green tokens and can be eaten.

You should replace a played Infantry Platoon card with a green figure token when possible. Have the tokens stand when they can still shoot, and lay them down when destroyed to indicate they are defeated.

When not awarding Infamy, the cards of destroyed Units are discarded.

Eating (part of Monster Move)

When your Action allows Eating, your monster can eat food tokens from the Location it is at and Items on it and use the effect of Locations and consumable Items. To eat non-Infantry tokens from a Location or use a Location's effect, you must destroy the Location first. Tokens and effects from Items can be used without that; Infantry require to be defeated first.

Your monster can eat a number of tokens up to its Size's "eat per action" entry on the monster chart in each Monster Move. Take the tokens you like and put them onto your monster chart to indicate they are now in your monster's stomach. The amount of tokens in the monster's stomach must not exceed the monster's "stomach size" noted on the monster chart.

Infamy

Infamy comes mostly from destroying Locations, but there are also some other cards that can may give Infamy to a player. All cards that can provide Infamy have a coin with the number of Infamy they at the bottom center.

When the Infamy is awarded to a player, that player gets the card and puts it under their monster chart so the amount of Infamy they collected is visible to all players, in the order it was gained.

Losing Health

Whenever dice are rolled against a monster, whether from another monster's Attack, Units shooting at it, or from the effect of a card, the monster loses 1 Health per hit scored. Check the dice reference to see when a die normally hits, a Mutation of the monster may modify that.

When a monster's Health would drop from more than 0 to below 0, it drops to 0 instead. When a monster's Health drops to 0, it loses a Monster Move.

When a monster at 0 Health loses Health again, its Size is reduced by 1 and its Health set to half the new Size's Maximum Health, rounded up.

Losing a Monster Move

If something makes you "lose a Monster Move", during your current or next Monster Move, you can not move and the only possible Action is Sleeping.

When you lose a Monster Move during any player's Monster Move at a point where you would still be entitled to Attack or take an Action, your monster cannot Attack, Eat, or move in that Monster Move anymore, and if you still have to announce the Action, it can only be Sleep. Other monsters can still Attack you and Units can still shoot at you in that Monster Move.

When you lose a Monster Move at any other time, your monster chart is turned by 90 degrees to indicate that. If you lose a second Monster Move that way, turn the monster chart another 90 degree, so it rests upside down. As long as your monster's chart is upside down, any further losses of one of your Monster Moves have no effect and are ignored.

The monster chart is turned by 90 degrees after each of your Monster Moves until it rests upright again. Until it rests upright again, your monster can not move and your only possible Action is Sleep. Other monsters can still Attack you and Units can still shoot at you during those lost Monster Moves.

Growing and Shrinking

When your monster's Size is increased or reduced, move the slider on the left side of the monster chart to its new Size. Along with your monster's Size, this immediately changes the amount of dice it rolls for its primary attack, the maximum amount it can eat in one Monster Move, its stomach capacity, and its Maximum Health, to the chart's entries in that line. When growing, the current Health stays unchanged. When shrinking, it is reduced to the new Maximum Health if it was above, and a Food token of the monster's player's choice has to be removed from its stomach if it exceeds the new stomach size.

Mutations

New Mutations can only be obtained by cards that say so or atomic attacks. Each monster can have each Mutation only once. If a monster would during the course of the game gain a Mutation that it already has, its player may try again only once and draw another Mutation card. Put the unapplied Mutations card back into the Mutations Deck and shuffle it.

Mutations that are removed from monsters do not go back into Mutations deck but are discarded. If there are no cards remaining in the Mutations deck, anything that will give a monster a new Mutation has no effect.

Card Rules Clarifications

Anti-Mutagen Bomb: The Mutation does not go back into the Mutation Deck.

Blaze: The card text is to be taken literal. When played after an Attack was announced but before dice are rolled, it burns after the current Monster Move. The active player can still destroy the Location and gain its Infamy, Eat, and even move away, if they can do so within the current Monster Move. They can also, as with all Action cards, reconsider and move away instead of Attacking. They still get the first 2 damage though. Sleeping monsters can be double-hit instantly after Sleeping when no one else makes attack rolls.

Freeze Ray: The monster loses a Monster Move in addition to the blue dice. If the dice roll a 6, it loses another. Cold-Resistant only prevents the latter.

Helicopters: When a Location is destroyed, they keep following unless a card says Items on it are destroyed as well. The Infamy is only awarded for destroying the Helicopters with a breath attack, which any monster at their Location can do. The misspelling with two l is silly and intentional.

New Orders: Infantry tokens are Infantry Units and may be moved.

Nuclear Strike: When a Location is destroyed in the process, it is counted as if the monster that was targeted destroyed it, and the targeted monster's player gains the Location's Infamy.

Shrink Ray: The Size loss is immediate. See: "Growing and Shrinking".

Toxic Waste Dump: The Location has zero Hits. This means you can use its effect without assigning hits to it, while Eating. You can only do that in a Monster Move in which you can Eat. Doing so destroys the Location.

dice and food tokens reference



White Dice – bullet damage

White dice represent small caliber projectiles, and are used by Units like Police and Infantry. White dice only hit on a roll of 4 to 6.



Black Dice – physical damage

Black dice hit on a roll of 3 to 6 and are used for primary monsters attacks and by stronger Units likes Tanks and Rocket Artillery.



Red Dice – heat damage

Red hit on a roll of 3 to 6. Aside from not being a different damage type in regard to resistances, they have no special properties.



Green Dice – radiation damage

Green dice hit on a roll of 3 to 6. In addition to that, when rolled against a monster and the result contains at least two rolls of 6, that monster loses one Monster Attack and gains a Mutation.



Blue Dice – cold damage

Blue dice hit on a roll of 3 to 6. Against monsters, if they roll at least one 6, that monster loses one Monster Move. Further rolls of 6 in the same attack have no result, but other attacks with blue dice in the same turn can result in the loss of another Monster Move. When attacking Units or Locations, each 6 counts as two hits when applied to Units.



Yellow blocks – Foodstuff

Yellow food tokens are worth 1 Food for Healing and Growth.



Red blocks – Meat

Meat tokens are worth 2 Food for Healing and Growth.



Red figures – Meeple

Meeple are worth 2 Food for Healing and Growth.



Green figures – Infantry Unit (attacks with 2 white dice)

Infantry can be eaten before the Location is destroyed, but only after having been defeated. They are worth 1 Food for Healing and Growth.

