

MONSTER (KILLER!)



MONSTER KILLER!

A Game by a Kid for Kids

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INTRODUCTION:

November 2017...

So, my six year old daughter comes to me one Sunday afternoon and says, “Dad, do you want to play the paper board game I invented?” Sofia’s been around board games and has seen me playing role-playing games with our group all her life, and has “invented” her own games for years. Most of the time, they’re what you would expect from a very young child — an excuse to draw on paper and play with LEGO® on said drawing.

Monster Killer has some of that. Inspired by a completely unrelated concept from an computer game, she had put together a straightforward fight the monsters and get their “general” sort of board game. “It’s a cooperative game,” she assured us. The packaging was what you would expect: some childish drawings on paper as maps, and the pieces were whatever action figures she wanted to use. The basic rules were there: the roles the players took, the number and types of actions they could do, and how they were allowed to move and fight were all there.

To my surprise, there was a decent backbone to the game. We played her version, and then we discussed some of the things it was missing to make it both challenging and fair. I aided her in creating a basic mechanic for success/failure, for “damage”, and then we played again. Then we tightened up the rules and played again after dinner. And again... By the end of the night, we had a workable set of rules.

What you have here is 80% the work of a six year old kid trying to make a game for kids. It’s meant to be a quick pick up game where kids can either use paper tokens and maps included, or whatever toys they have on hand to represent the good guys and the monsters. If the toys are a big, you might want to print a bigger version of the battle maps (which work really well for LEGO®. (You can probably guess why...)

If you play and like it, drop us a line on the Facebook page for Black Campbell Entertainment; I’m sure Sofia would be thrilled to get feedback.

Scott Rhymer
Albuquerque, NM

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WHAT IS MONSTER KILLER?

Monster Killer is a short pick-up game for kids who have too much time and too little to do. In a car on a long ride? Sitting around with nothing to do? Don't want to play the same old thing? This game gives you a simple game where you can work together with your friends or parents, or even on your own, to fight monsters and save your town.

If the rules are hard to read or understand, have an older kid or an adult help you! Maybe they'll even play with you!

WHAT DO I NEED?

You need to have your parents print out one or more of the battle maps in this booklet, and maybe the paper monster and hero figures, if you don't want to use these, whatever toys are handy. LEGO® people or creatures work well. You could even use LEGO® to build some of the walls and obstacles on the map and make the game 3-D! You do not have to use the maps, either; you could draw your own!

You also need some dice like the kind you have in *Monopoly* or other board games. Don't forget to put them back when you're done!

HOW DO WE PLAY?

In *Monster Killer*, you must find the leader of monsters that have invaded your town. The heroes start on START spaces (if they are showing), or on the basic, boring map, they can place their pieces in any square along the edge of the map. Players can do three things with their pieces, depending on their role.

You all decide together which role the people playing have. You don't all have to

have different roles — everyone can be a fighter, or even a leader — but it's best to have a few different roles so you can help each other. These are:

- **Fighter** — You can move, fight, rage (You can kill 2 monsters if they are on the squares next to you, or hurt their general for 2 points.)
- **Medic** — You can move, fight, or heal a point of hurt on one of your friends.
- **Scientist** — You can move, fight, or help another friend. Help means that friend adds 1 to his next fight roll on the die.
- **Leader** — You can move, fight with your piece or give that move or fight to another friend. You can also give a friend another chance on heal or help.

Heroes can be hurt three times before they are knocked out. If they are healed by the Medic, they regain a point of damage, but can never have more than three hurts at a time.

CHOOSING WHO GOES FIRST ...

You can either choose who goes first among yourself, or make it fair and easy by all rolling the die and going in order from who got the most to who got the least. (For example, Sarah got a 6 and DeShawn got a 3...Sarah goes first.)

You then do your three things. You don't have to do all of the things you can — you can move three times, or move twice and fight, or use all of your things.

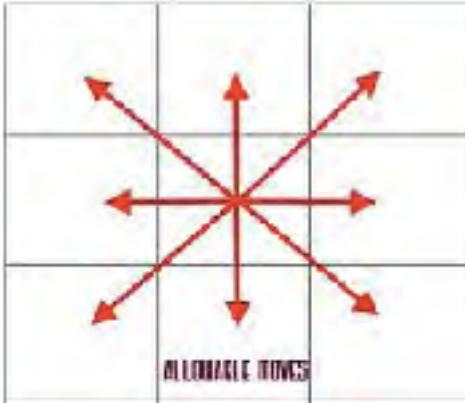
DOING THINGS ...

MOVE: Just that. You move a space in any direction, even diagonally. Only one piece can be in a space.

FIGHT: You fight a monster or their leader. You roll one die for the hero, and one for the bad guy. Whoever gets the most

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wins the fight and is hurt. If there is a tie, no one is hurt.



Monsters can only be hurt once then they are dead. Their leader can get hurt six times then they are dead. The heroes (you guys!) get hurt three times before you are dead.

HEAL: The **medic** can get rid of hurt as a thing he does. They must be next to their friend, just like if they were fighting a monster.

HELP: **Scientists** are smart and study the monsters you fight. They can give a friend a +1 to a die roll. (DeShawn is a super smart scientist. He gives Sarah's fighter **HELP**. When she rolls in her next **FIGHT** and gets a 4, his help makes it a 5.)

RAGE: This a a **fighter's** "super attack!" He can fight two creatures a turn, or do two points to the general.

WHAT ABOUT THE MONSTERS?

First, you have to know how many monsters there are. For each page of map, roll the die and put that number of monsters on the map. The leader always goes on the MONSTER LEADER space. If you want to use more than one map, you can set them up however you want, but the

MONSTER LEADER SHOULD be close to the middle of the maps, and the start positions on the outside of the maps.

The heroes all get to do their things, then after all of the heroes are done, roll a die and **MOVE** that many monsters a single space. You can agree how to move them, or you can each take turns moving them. If they are next to a hero when they are finished moving, they **FIGHT**. This is the same as when the heroes fight — each rolls a die and the highest hurts the other loser; on a tie, no one is hurt.

BEATING THE LEADER...

If the heroes kill the general, the other monsters give up and the heroes win. If all the heroes die, the monsters win.

Pretty simple, huh?

THIS IS PRETTY HARD!

Sometimes, you get a *LOT* of monsters on the map! If you don't have a lot of friends playing with you, you might want to half the number of monsters on the page of map (but always at least one for each player!)

MONSTER LEADER

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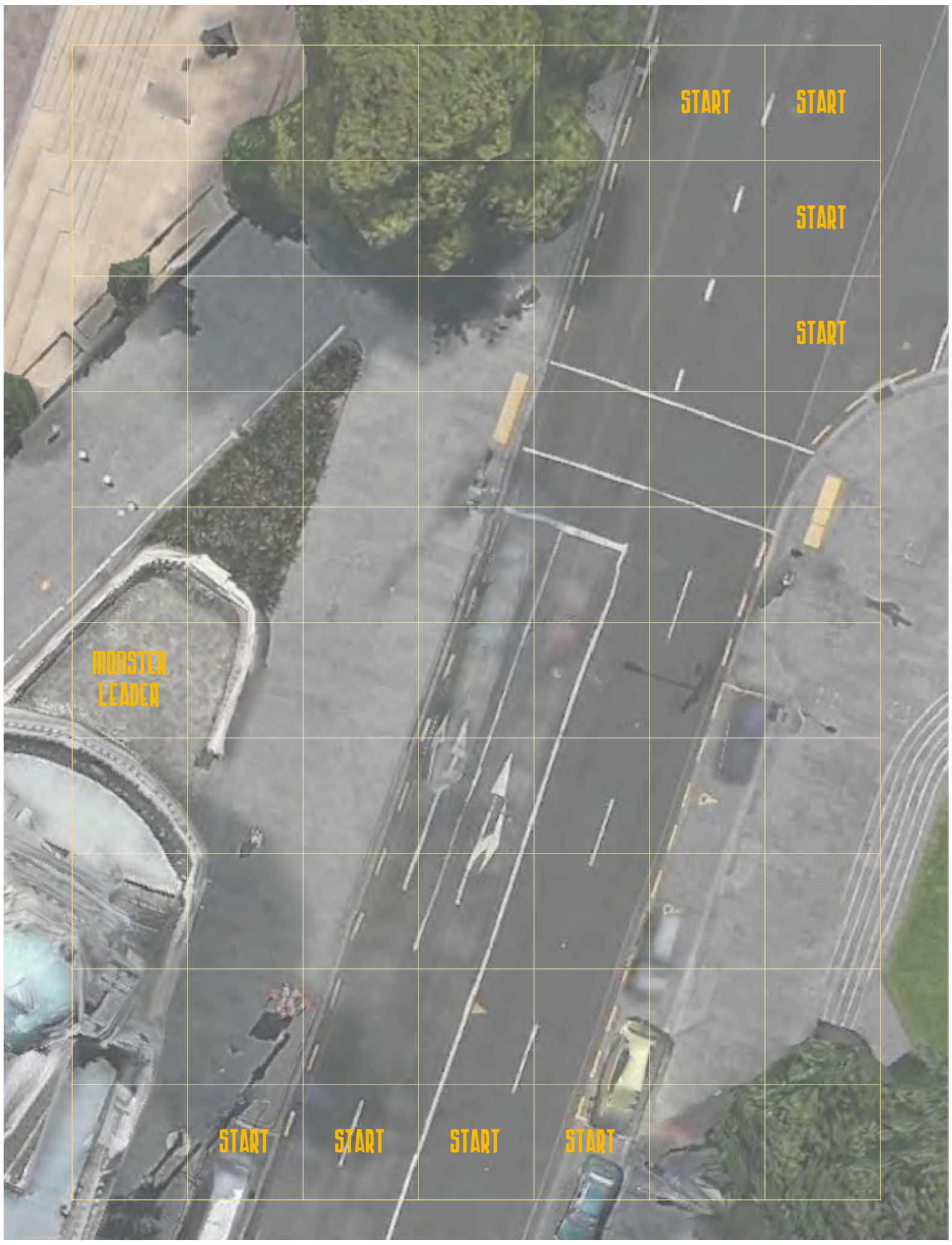
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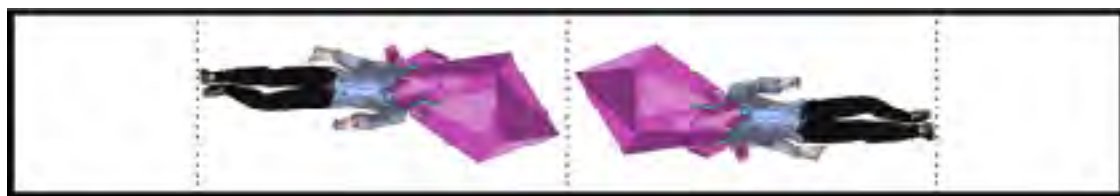
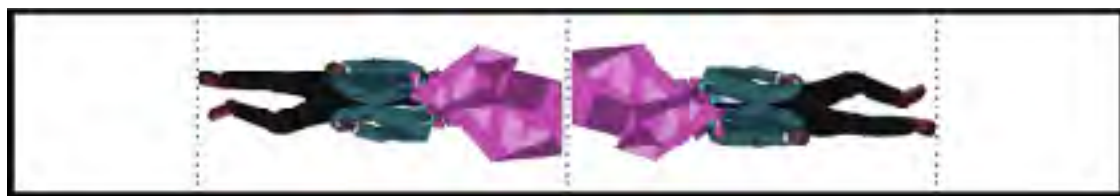
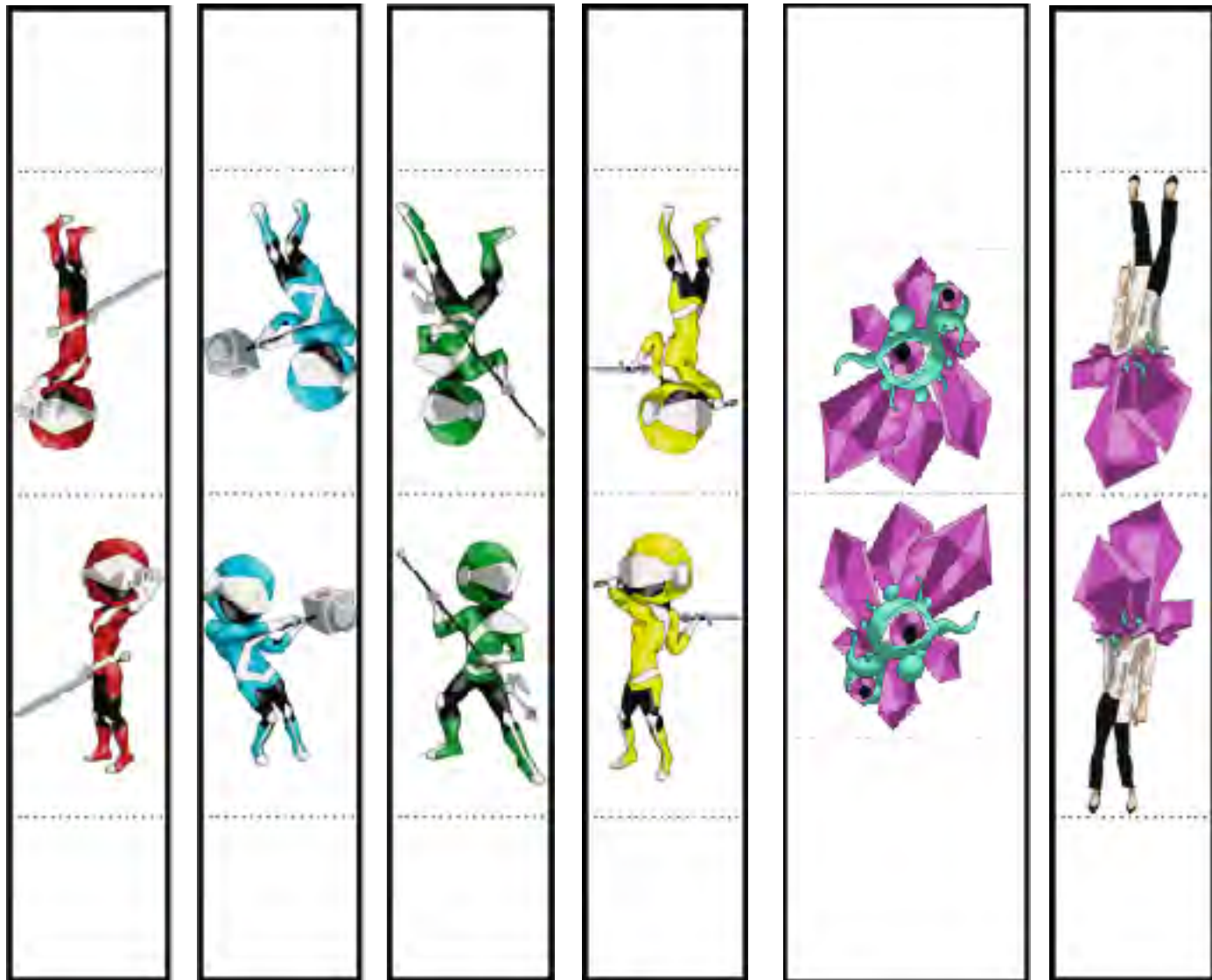


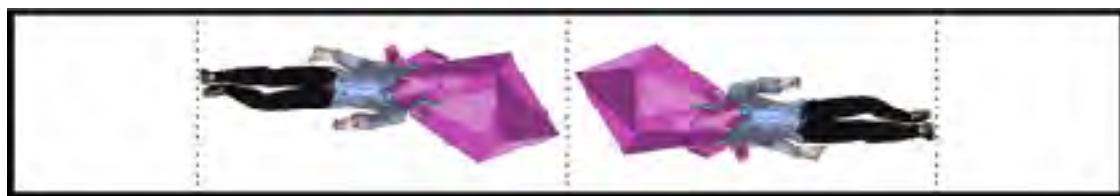
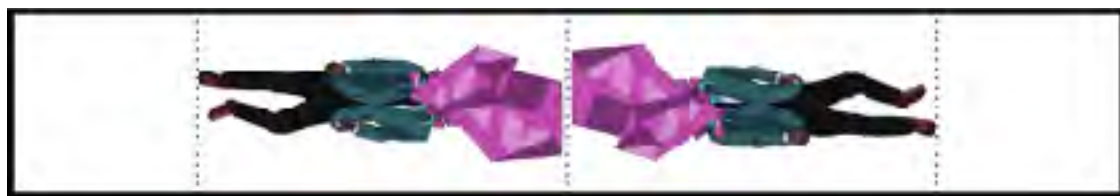
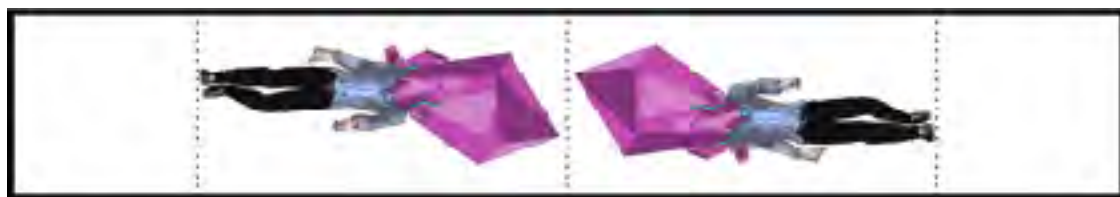
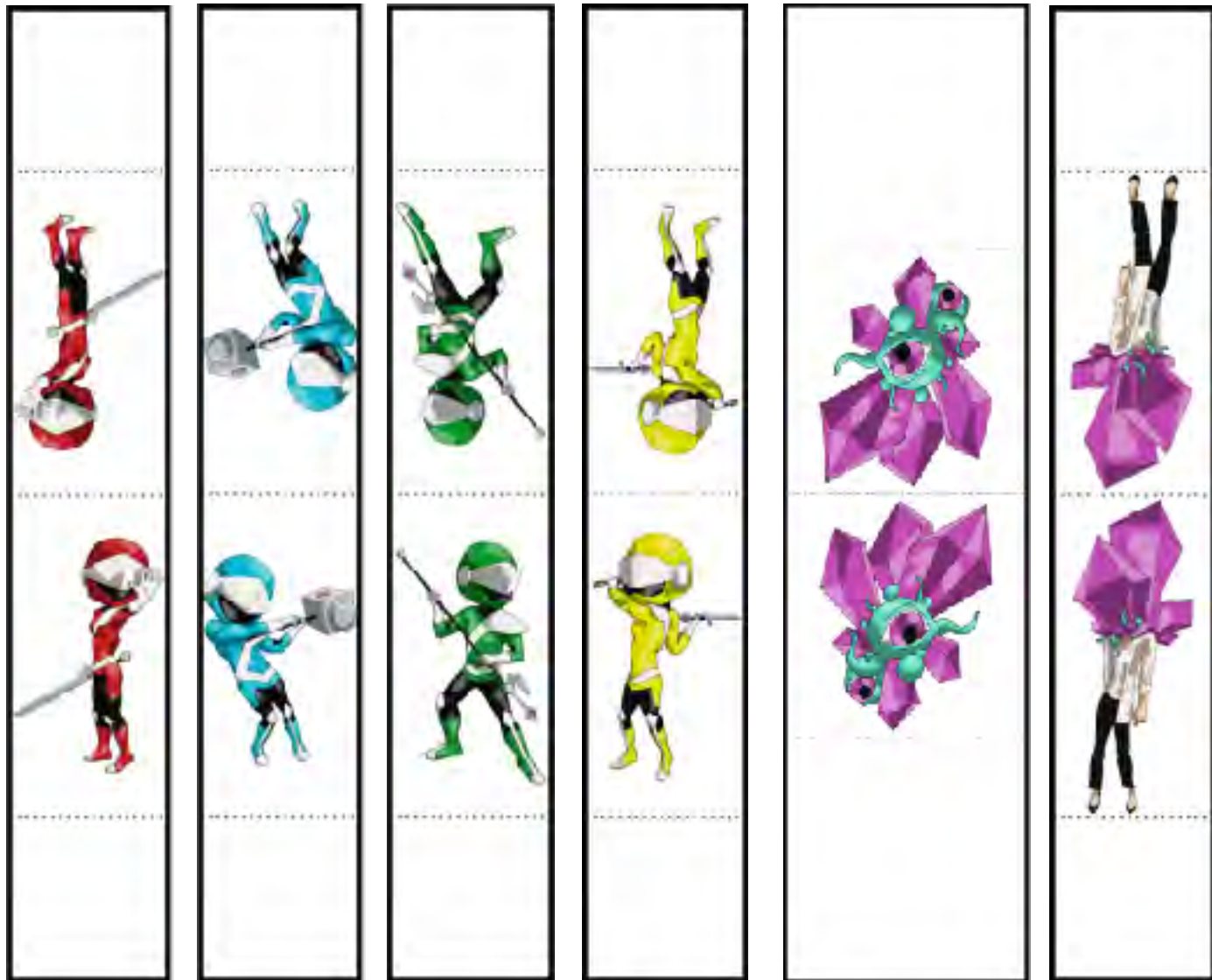


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...and just in case you need a die...

