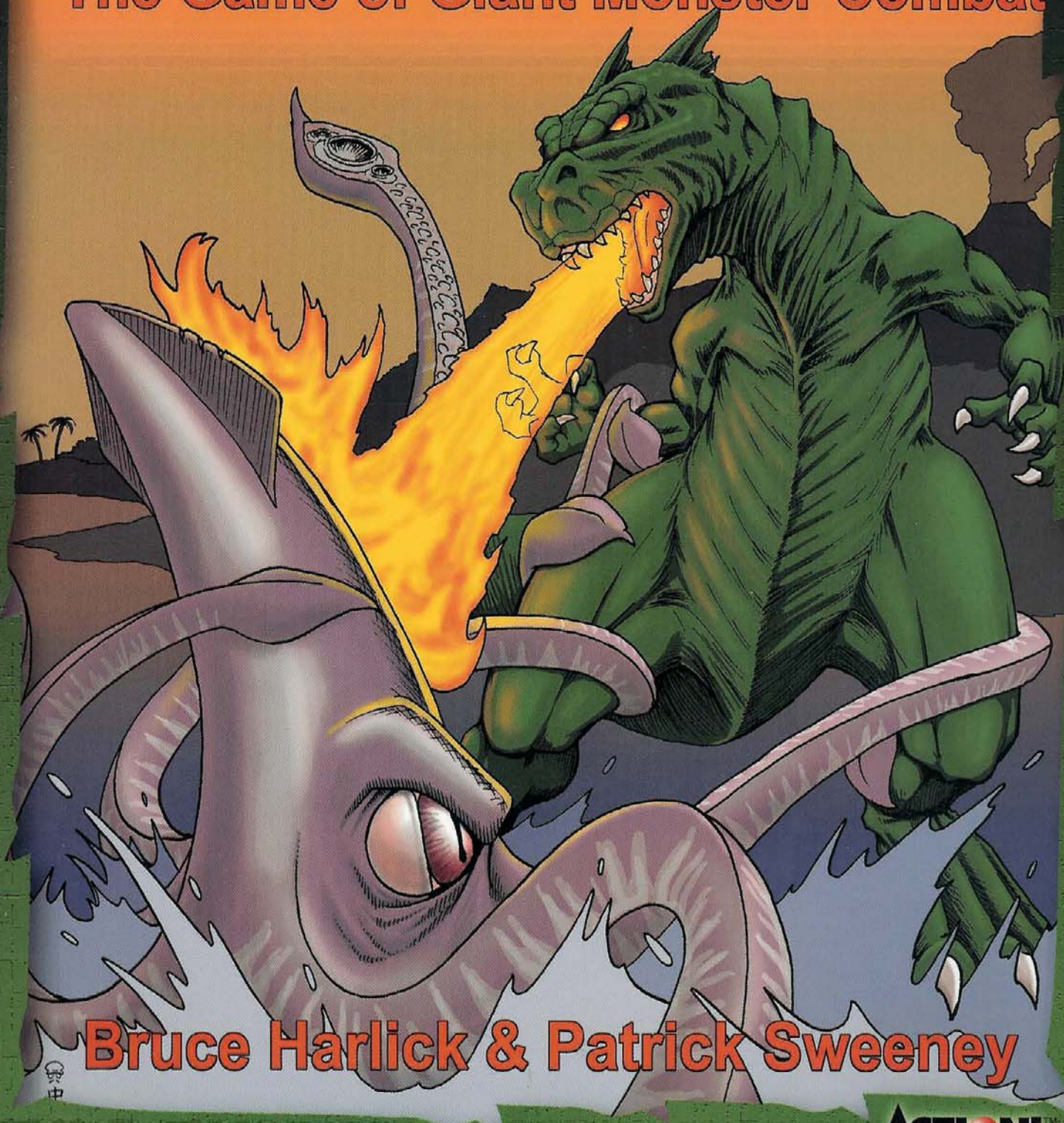


# MONSTER ISLAND

The Game of Giant Monster Combat <sup>TM</sup>



Bruce Harlick & Patrick Sweeney

**ACTION!**  
SYSTEM  
PACKED



# MONSTER ISLAND

## THE GAME OF GIANT MONSTER COMBAT™

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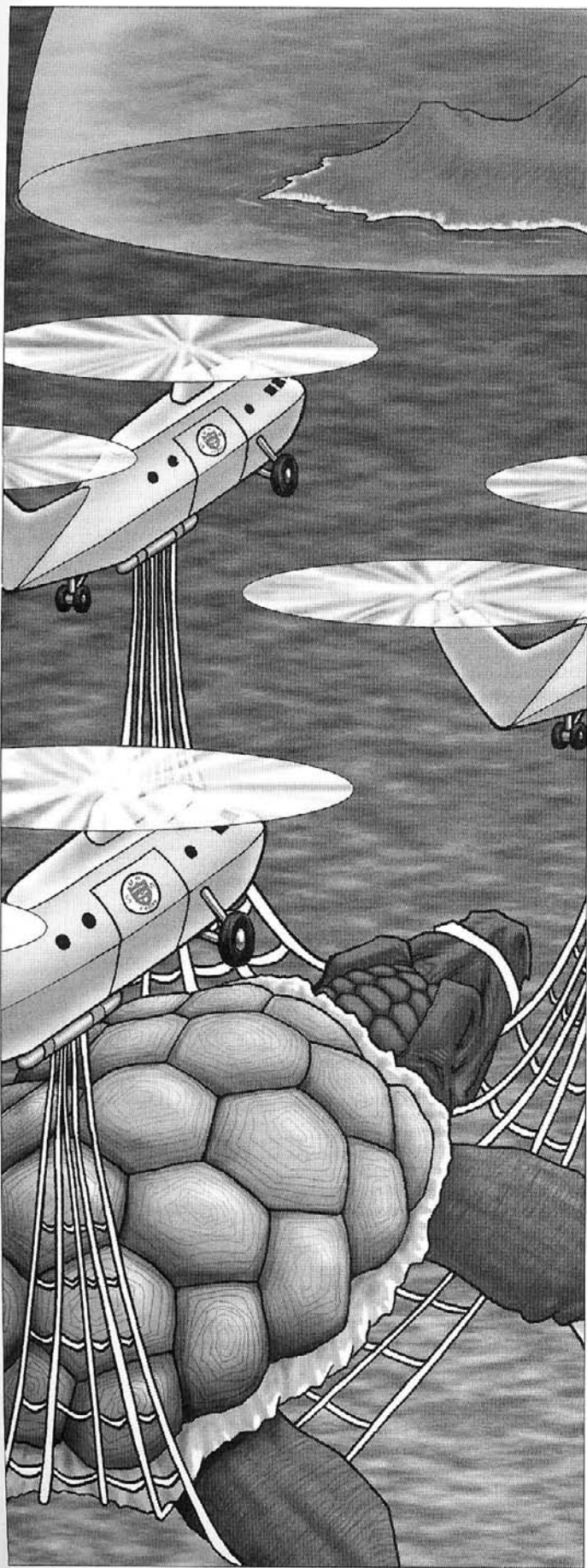
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# INTRODUCTION



## FOREWORD

Mutations spawned by nuclear testing and toxic waste. Living fossils. Terrors from beyond the stars. And creatures too bizarre to classify.

Ever since the early 20<sup>th</sup> century, giant monsters known as kaiju have been a growing problem for the people of Earth. Enormous creatures bent on destruction, they rise from the sea, emerge from forgotten places or awaken from frozen Arctic slumber to wreak havoc on civilization.

Some resemble more normal animals – such as lizards, gorillas, spiders, snakes and moths – grown to enormous size, and sometimes possessing special powers. Others are dinosaurs that somehow survived from prehistoric times. And a few are like nothing else on Earth.

Misguided scientists sometimes compound the giant monster threat by building giant robots just as dangerous as the creatures they are designed to combat. Whether constructed for good or ill, these giant robots often end up endangering humanity themselves.

In response to this problem, an international United Nations Science Alert Corps has been established to monitor, combat and confine giant monsters of all kinds.

Captured monsters, robots and other giant threats are imprisoned on Monster Island, located in the South Pacific. A force bubble encloses the entire island, preventing escape by sea or air. The monsters roam the island at will, fighting constantly among themselves to prove their dominance.

There can be only one King of Monster Island. Will it be you?

### What's a Kaiju?

A *kaiju* is a giant monster of some kind. The words *kaiju* and monster are used interchangeably in **MONSTER ISLAND: THE GAME OF GIANT MONSTER COMBAT**.

The word “*kaiju*” is Japanese for, appropriately enough, monster. In particular, it often is used to refer to cinematic monsters, such as Godzilla or Gamera. These monsters are also sometimes called “*daikaiju*,” Japanese for giant monster. For the sake of consistency, we stick with *kaiju* in this book.

# ABOUT THE GAME

You are a giant monster on Monster Island. Whether a radioactive lizard, king-size gorilla, gigantic robot, or something else, you battle endlessly with other monsters for supremacy.

Inspired by Japanese monster movies and atomic-horror B movies, **MONSTER ISLAND: THE GAME OF GIANT MONSTER COMBAT** presents a fast, funny and easy-to-learn game of clashes between enormous creatures. You can create your own monsters, or use pre-generated kaiju to jump right into monster-bashing. The game is recommended for children ages 8 and up.

Creating a monster takes less than 5 minutes. Fights with lots of monsters take longer, but most combats last about 30 to 45 minutes. No gamemaster is required.

All you need to play this game are this book and some normal six-sided dice. A hex sheet or mat may make measuring distances easier. Or you can use a ruler. The cardstock insert in this book contains fold-up monster figures to mark your monster's position, but you can also use toy monsters of any size.

## Dice Notation

This game requires only ordinary six-sided dice to play. In the rules, these are referred to as "d6." When multiple dice are rolled, the number before the "d6" notation tells you how many to roll. I.e., 4d6 means roll four six-sided dice.

## 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.

You can contact Firefly Games at [patrick@firefly-games.com](mailto:patrick@firefly-games.com) or visit our website at [www.firefly-games.com](http://www.firefly-games.com).



## ABOUT THE AUTHORS

**Patrick Sweeney** is an author and game publisher based in California. He is the author or co-author of numerous adventure game products, including the *Origins* Award-nominated *San Angelo: City of Heroes*.

**Bruce Harlick** has had a life-long love affair with the kaiju genre since he was old enough to pick his own UHF stations on the family TV. Bruce has a long association with Hero Games, dating from 1982, when he became the company's first employee, to 2001, when he left the company after serving as its President. Along the way, he worked with many other adventure and computer game companies, including TSR, GDW, R. Talsorian Games, West End Games, Infogrames, Inc., Hero Software and others.

These days, Bruce makes his living as a technical editor and spends his free time playing role-playing and computer games, reading, and obsessing over coffee. Visit his website at <http://www.newblackboard.com> for a look at the real Bruce.

*I guess there's a little bit of  
Godzilla in all of us.*

—Godzilla 2000 (2000)

## About Action! System

**MONSTER ISLAND: THE GAME OF GIANT MONSTER COMBAT** is based on the *ACTION! SYSTEM*.

The *ACTION! SYSTEM* is a set of rules for role-playing adventure games that are designed to be easy to both learn and play, while offering flexibility for all types of players and genres. The *ACTION! SYSTEM* is written to emulate the same kinds of stories you might read in books or comics, or watch on television and movies. Using the *ACTION! SYSTEM* you can create characters and stories as fun and exciting as any you have seen, heard, or read. We think the most fun of *ACTION! SYSTEM* is to create wholly new stories, but no one kind of interactive storytelling is favored over another.

With the *ACTION! SYSTEM* rules you can create characters and play games in nearly any setting, creating exciting adventures and interactive stories. You can play an honorable samurai, brave Musketeer, a superhero, Wild West gunslinger, or just about anything else you can imagine. If you can imagine it, Action! System gives you the tools to tell your stories interactively.



# CREATING MONSTERS

*There isn't any recorded history of it ... let's just call it a monster.*

—Gamera vs. Gao (1967)

This chapter explains how to create your own kaiju, or giant monster, imprisoned on Monster Island. If you want to skip right to the action, read the combat rules in the **Fighting** chapter (p. 13), pick out a pre-generated kaiju from the **World of Monster Island** chapter (p. 27) and start making mayhem.

You can use the rules in this chapter either to create your own original monstrosities or re-create your favorite giant monster from films, television, anime, comic books or literature.

## CONCEPT

*Well, it's big and terrible.*

—Godzilla, King of the Monsters (1956)

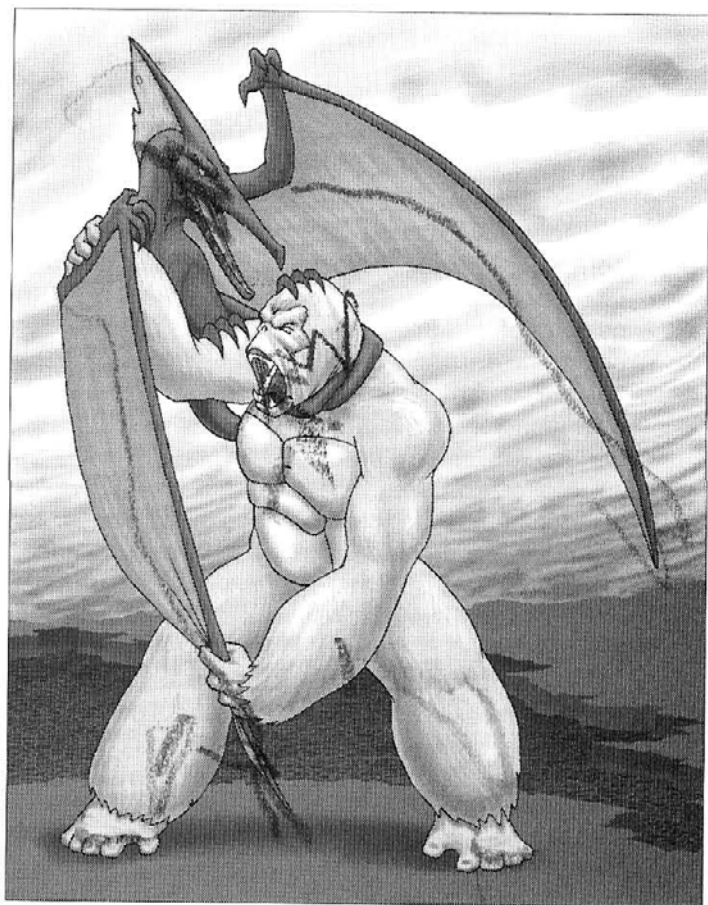
Designing a kaiju is a lot simpler when you know what kind of monster you are creating. Coming up with a concept and origin for your monster is a good place to start.

Spend a few minutes thinking about what sort of kaiju you'd like to play. Basing it off an ordinary animal might be a good place to start. You can choose Attributes and Powers to match your creature's natural abilities. A giant spider kaiju, for example, might shoot webbing at enemies using the Power of Entangle, while a monstrous octopus might have a high Strength for grabbing foes with its sucker-lined tentacles.

Or, if you are using toy monsters as detailed in **Fighting** (p. 13), you can design your kaiju based on the toy you've chosen. A toy with wings obviously has the Power of Flying, for example.

*Something weird is happening.*

—Godzilla vs. Destroyer (1995)



## Kaiju Biology

Most living kaiju constitute a new form of life known as radiovores. These creatures absorb radiation for sustenance, much in the same way that normal animals use food and plants use sunlight. Ever-present cosmic rays provide enough energy to keep radiovores alive under normal circumstances. They require no food or other sustenance.

Some radiovores are able to produce enormous blasts of energy in one of a variety of forms, including radiation, fire, lightning and plasma. Almost all radiovores seem to have the ability to slowly regenerate, reappearing time and again after seeming to have been slain. Seriously wounded creatures do fall into a death-like dormant state while their radioactive cells regenerate, however. In some cases, the regeneration occurs more rapidly, even healing injuries in the midst of battle.

Most mutated beasts, living fossils and alien terrors are radiovores. Giant robots, of course, are unliving and have no need of food. This explains how a large number of giant creatures could dwell together on Monster Island without exhausting the food supply in short order.

## ORIGINS

*This beast isn't only electric, it's intensely radioactive!*

—The Giant Behemoth (1959)

There are all sorts of kaiju. Some are normal animals, like lizards or gorillas, grown to enormous size and possibly possessing bizarre powers. Others are gleaming robots or extra-terrestrial beings from far-away galaxies. Still more are long-forgotten prehistoric creatures that have somehow endured to modern times. A few, such as stone statues animated by bizarre magic rituals, are just too weird to be explained.

Not content with just one origin, some monsters combine two or more. Cinematic kaiju are particularly noted for their complex origins. Godzilla, for example, was originally described in *Godzilla, King of the Monsters* (1956) as a dinosaur that survived from prehistoric times only to be mutated by atomic bomb testing in the South Pacific. Later films in the 1990s made his origin even more complicated, throwing time travelers from the future and new species of dinosaurs into the mix.

### Mutated Beasts

*You're not afraid of a little radiation, are you?*

—It Came From Beneath the Sea (1955)

Seemingly ordinary animals grown to enormous size and sometimes given freakish powers, mutant beasts are a very common sort of kaiju.

Almost any animal you can imagine has been turned into a giant monster at one point or another, from insects to reptiles to mammals. Cinematic kaiju have even included such oddities as giant killer rabbits in *Night of the Lepus* (1972) and a 120-meter-tall flower in *Godzilla vs. Biollante* (1989).

Sometimes these appear to be the result of natural mutations, such as the giant gorilla in *King Kong* (1933). More often, however, they are man-made monstrosities.

Radiation from atomic testing, nuclear waste or other causes has spawned countless kaiju. These mutant monsters are also known as atomic horrors. The most famous, of course, are Godzilla and his fellow kaiju. But a whole slew of American monster movies also feature atomic horrors, from giant ants in *Them!* (1954) and a titanic spider in *Tarantula* (1955) to a soldier inadvertently exposed to atomic testing in *The Amazing Colossal Man* (1957). Radia-

*It's been irradiated. That's why it's so big, like Godzilla.*

—Godzilla vs. Mechagodzilla II (1993)

tion even spawned giant mollusks in *The Monster that Challenged the World* (1957)!

Such creatures reflected the fears of a newly dawned nuclear age. Modern concerns might give rise to mutant monsters born of genetic experiments gone awry, toxic waste, heightened solar radiation due to ozone depletion or other such up-to-the-minute examples of humanity tampering with nature.

### Living Fossils

*If this thing you call Rodan is extinct, how come it is still alive?*

—Rodan (1956)

Survivors from an age when dinosaurs ruled the Earth – or possibly even earlier! – some kaiju emerge from whatever refuge kept them alive to find their world overrun by pesky humans. Determined to rectify the situation, they embark on a rampage of destruction that must be halted by the United Nations Science Alert Corps.

Many living fossils are dinosaurs, though most authentic dinosaurs don't stand much of a chance against kaiju whose size and powers have been enhanced by bizarre mutations or other strangeness. As a result, most living fossils sport their own powers or enhanced attributes. Sometimes these result from exposure to the same mutagens that create modern kaiju, but other times they represent a "forgotten" or "undiscovered" species of prehistoric creature that comes by its powers naturally.

Explanations for how such living fossils can survive eons longer than the rest of their kind are plentiful. Some are frozen in ice in a form of ultra-hibernation, while others are trapped in caves filled by mysterious volcanic gases inducing a state of suspended animation.

Others are not the actual creatures of long ago, but their descendants. Lost islands, valleys or plateaus inhabited by entire ecosystems of prehistoric creatures are one possibility. Singular creatures, such as the famed Loch Ness Monster, or small families of creatures are another.

*A long time ago, in a far off land, I saw a real live dinosaur.*

—Godzilla vs. King Ghidorah (1991)



## Robots

*Hm, it is made out of the space metal. You could call it a Mechagodzilla.*

—*Godzilla vs. The Cosmic Monster* (1974)

The advanced technology of the world of Monster Island allows construction of gigantic, usually vaguely human-shaped robots. Unfortunately, it rarely seems to allow for accurate programming of these giant inventions of chrome and steel. Even those robots not created by evil madmen bent on conquest seem to inevitably deviate from their peaceful or protective programs to wreak havoc on the cities of the world. Like the kaiju they are often built to combat, these robots gone amok are captured by the United Nations Science Alert Corps for imprisonment on Monster Island.

## Aliens

*There's a man here with some sort of a parasite on his arm. It's assimilating his flesh at a frightening speed! Now, I may have to get ahead of it and amputate. No, I don't know what it is or where it came from.*

—*The Blob* (1959)

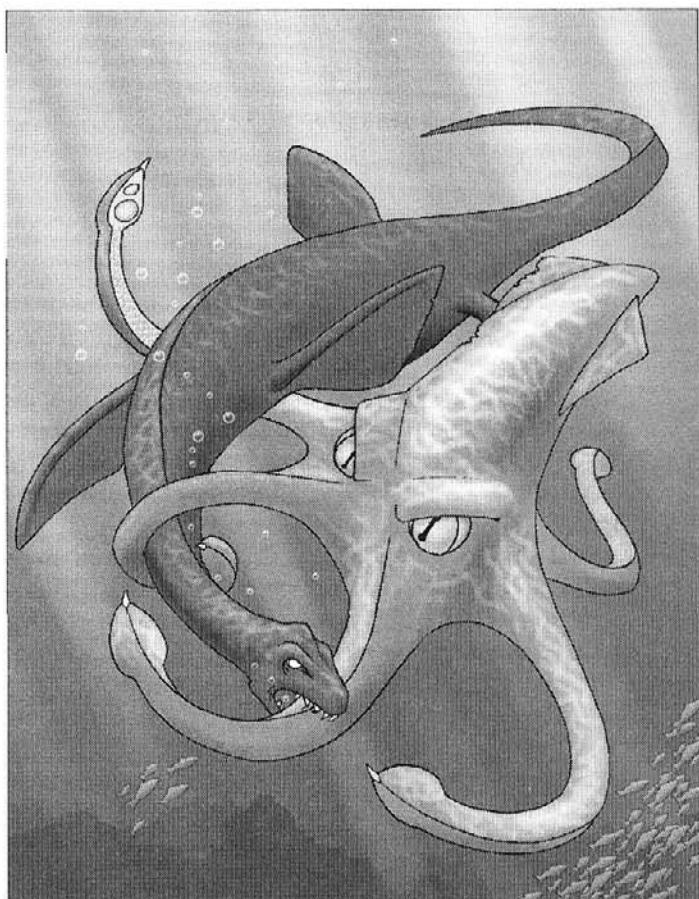
Some kaiju are not native to Earth at all. These alien terrors sometimes arrive by accident, perhaps encased in a comet or meteor that plummets to Earth. Others are loosed by alien invaders who seek to use their monstrous allies to conquer the planet, such as King Ghidorah in *Destroy All Monsters* (1968). Alien monsters are incredibly diverse, ranging from amorphous acidic slimes like *The Blob* (1958) to gigantic reptilian creatures not very different from kaiju born of Earth.

## Other Origins

*Can the human race continue to deliver these staggering blows without arousing, somewhere in the depths of Earth, a reaction, a counterattack, a horror still undreamed of?*

—*Rodan* (1956)

Kaiju are extremely individualistic, and there are always a few that just don't fit into any category. These monsters are downright weird. They may be magical in nature, such as a golem, or time travelers from the distant past or far future.



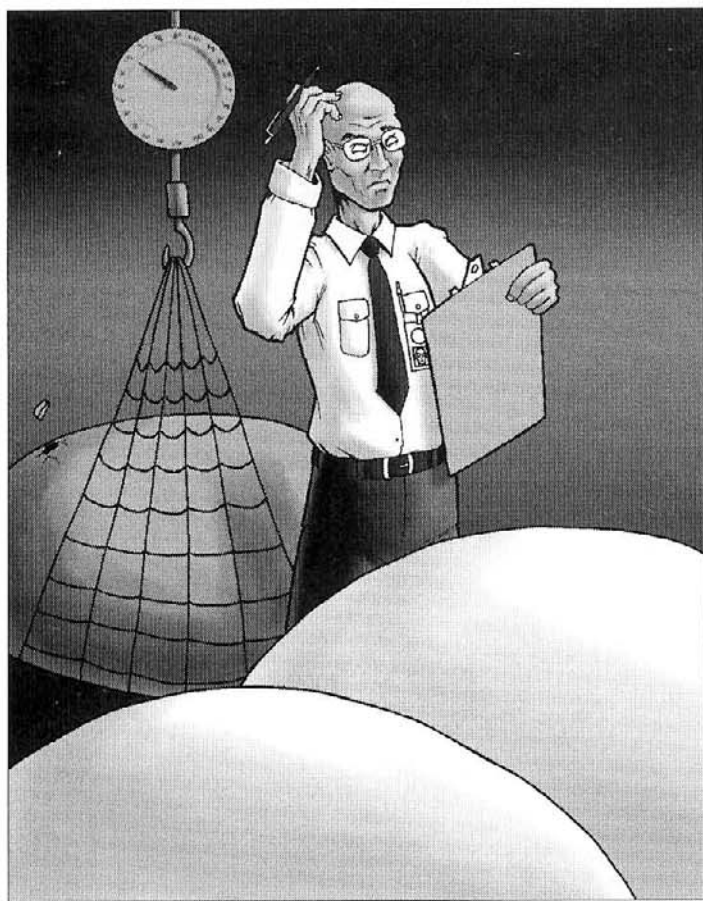
Some have even stranger origins. Batta, sort of an evil twin to Mothra in *Godzilla and Mothra: The Battle for Earth* (1992), was created by the life force of Earth itself to eliminate a race of beings that were despoiling the planet in the distant past. The beings, meanwhile, created Mothra to defend them. Both monsters wound up hibernating for eons only to wreak havoc on modern Earth when they awoke.

In another case, the giant Stay-Puft Marshmallow Man in *Ghostbusters* (1984) was the avatar of an ancient deity summoned by a weird ritual.

There are plenty of other possibilities for creating new kaiju. For example, scientific theories suggest there may be an infinite number of dimensions, or alternate universes, besides our own. Some of these dimensions may also be home to giant monsters. Gateways, opened naturally, by accident or on purpose, might bring some of these kaiju to our Earth. In fact, they might even be alternate versions of monsters native to our Earth!

*The world today is filled with many mysteries.*

—*Godzilla, King of the Monsters* (1956)



## NAMES

*They come out of mud. That's why I call 'em Hedorah.*

—Godzilla vs. The Smog Monster (1971)

Once you have a concept and origin for your kaiju, you need a name.

The oldest monster-naming trick is to combine two words that describe your kaiju.

*Gojira*, the real name of Godzilla, combines the Japanese words for gorilla and whale. Legend has it that the creators of *Gojira*, *King of the Monsters* (1954) were puzzling over a name for their star on the studio lot one day when they noticed a burly worker who had been nicknamed Gojira by his co-workers for his strength and size. That was all it took to give the kaiju Gojira his name, which was changed to Godzilla two years later for the film's American release.

Some monster names add suffixes to the words for the real creatures on which they are based, such as Mothra from *Mothra* (1961). Popular suffixes include -ra, -ron, -gon, -ra, -saur and -us.

For a twist, start out with the name of an animal in another language and then add a suffix.

Most cinematic kaiju seem to have Japanese or Japanese-sounding names – not surprising, since most of them start out in Japanese films. For some reason, most American monster movies don't bother to name their gigantic stars.

In any case, **MONSTER ISLAND: THE GAME OF GIANT MONSTER COMBAT** is an international game. Kaiju originate from all around the globe. Cities and people on every continent have suffered their rampages. Your kaiju need not be restricted to Japanese or English names – if your monster trampled Copenhagen in its first appearance, it might have a Dutch name, for example.

## CREATING A MONSTER

*Oh no, the temperature is just low enough to keep it from hatching. As long as this knob is set so that the temperature remains constant, there will be no problems.*

—The Monster That Challenged the World (1959)

**MONSTER ISLAND: THE GAME OF GIANT MONSTER COMBAT** uses fast and easy point-based creation rules. You start with a pool of points with which to buy Attributes and Powers. When you run out of points, you're done.

All monsters are already giant. All kaiju are approximately 30 meters, or 100 feet, tall – or, depending on their physical makeup, long, around or whatever. Your monster pays no points for its size, and it cannot be increased or decreased. This keeps all kaiju roughly on the same scale for combat for ease of play.

## POINT POOLS

*It's too big to be a dinosaur's egg.*  
—Godzilla and Mothra: The Battle for Earth (1992)

You have a pool of 30 points for buying Attributes and Powers for your kaiju. Each Attribute and Power has a point cost listed with it. When you buy up an Attribute or purchase a Power, mark off the appropri-



ate number of points. You may have to do a little rebalancing to get everything just right, but at the end you should have no points left.

Some cinematic kaiju just have too many powers and abilities to be re-created with a 30-point pool. You can increase the pool to 45 points or even higher if desired. Just be sure that everyone builds their kaiju with the same number of points – that's the most important thing.

## ATTRIBUTES

*Don't be alarmed, ladies and gentlemen. Those chains are made of chrome steel.*

—King Kong (1933)

Attributes define the physical and mental capabilities of your monster. Attributes are rated from 1 to 10. The higher your monster's score, the better off it is in that aspect of its makeup.

Attributes are purchased at a cost of 1 point per point in the Attribute score.

*Example: Mark buys a Strength 8 for his kaiju. He pays 8 points from his 30-point pool and now has 22 points left to finish building his monster.*

### Strength

Strength reflects the lifting and striking power of your monster. In combat, Strength determines how much damage your monster dishes out with hand-to-hand or throwing attacks. Your monster does 1d6 for every 2 points of Strength, rounding up.

#### How Strong is My Kaiju?

The "real-world" strength of your creature doesn't matter in **MONSTER ISLAND: THE GAME OF GIANT MONSTER COMBAT**. In this game, kaiju only fight other kaiju. Their strengths only matter in relation to one another. But just in case you want to use your creature in another **ACTION! SYSTEM** game, here's how to convert its Strength score:

Simply multiply your monster's Strength score by 3, then add 20. For example, in **MONSTER ISLAND: THE GAME OF GIANT MONSTER COMBAT**, the kaiju known as Kajiro has a Strength score of 8. In a game using the **ACTION! SYSTEM Core Rules**, this translates to a Strength of 44, making Kajiro strong enough to lift something weighing 50 kilotons, such as a battleship.

### Reflexes

Reflexes measures the agility, coordination and reaction time of your monster. This Attribute is very important for determining whether or not your kaiju hits in combat.

Kaiju are not very agile. After all, they are inspired by films starring people wearing heavy rubber suits! Kaiju built from a 30-point pool have a maximum Reflexes score of 6.

### Health

Your monster's Health score reflects its stamina, fortitude and constitution. Your kaiju's Health score indicates how much damage it can heal when it takes a moment to rest in combat.

### Mind

*Kong is a thinking animal. His brain is considerably larger, about 10 times the size of this gorilla skull.*

—King Kong vs. Godzilla (1963)

The Attribute of Mind indicates your monster's intellect, wisdom and willpower. A high Mind score can be important in forming alliances with other kaiju. Mind also helps determine which monsters act first in combat. Nonetheless, most giant monsters are not really noted for their intelligence.

## DERIVED ATTRIBUTES

Derived Attributes are calculated from your Attribute scores. They cost no points and cannot be altered except by the purchase of certain Powers.

### Life (Health x5)

Your monster's Life score represents its life force. Attacks that injure your kaiju sap its Life points. When Life reaches 0, your monster is dead, dying, unconscious or otherwise out of the fight.

Life is calculated by multiplying **Health x 5**.

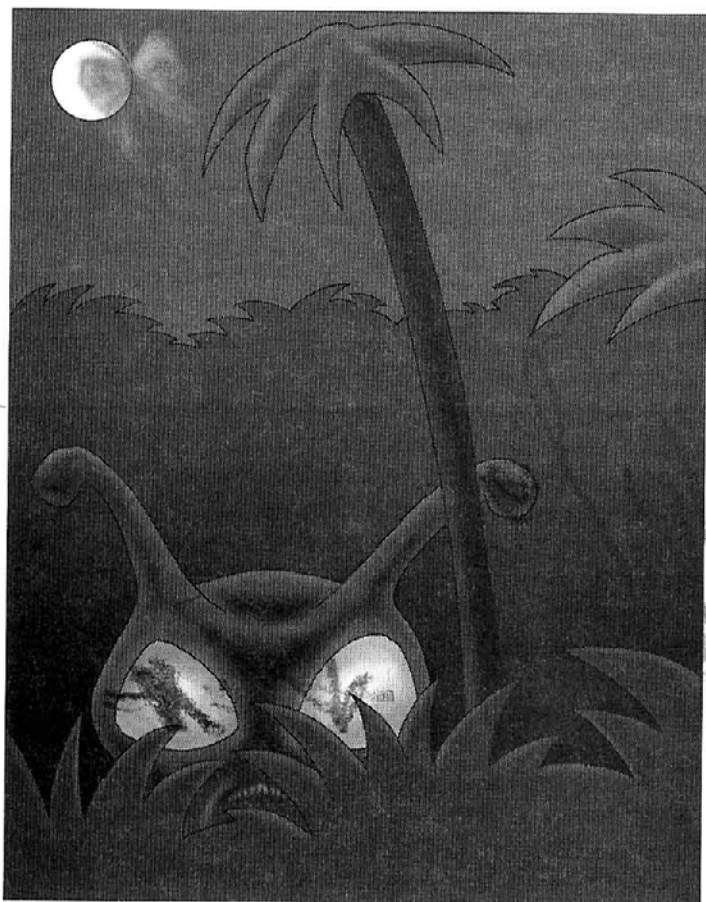
### Evade (Reflex + 10)

Evade reflects your kaiju's inherent ability to avoid being hit in combat. When other creatures attack your monster, this is the number they must beat in order to land a blow. See **Fighting** (p.13) for more details.

Evade is calculated by adding 10 to your kaiju's Reflexes score (**Reflexes + 10**).

### Toughness ([Strength + Health]/2)

Toughness indicates your monster's inherent defenses – armor plates, a scaly hide, thick skin or just sheer meanness. This score is subtracted from the damage inflicted on your kaiju in combat. The Power



of Armor may increase your kaiju's Toughness score. Toughness is calculated by adding **Strength + Health**, then dividing the total by 2.

*Ticks do not get this big.*

—Ticks (1993)

### Daze (Health + Mind)

Daze reflects your kaiju's ability to resist being temporarily stunned by the staggering destructive power loosed in kaiju battles. Injuries that exceed your monster's Daze score can leave it reeling, costing actions and leaving it vulnerable to even more attacks.

Daze is calculated by adding **Health + Mind**.

### Move ([Reflexes + Health]/2)

The Move score measures how far your kaiju can move on the ground in combat. The Power of Running may increase your monster's Move score, and other Powers may open new forms of movement.

Base Move is calculated by adding **Reflexes + Health**, then dividing the total by 2.

## POWERS

*Doctor, nothing will stop it!*

—The Blob (1958)

Kaiju exhibit a variety of powers, some fairly natural and others extremely strange.

Powers are bought based on how they work – it's up to you to define the special effects of each Power based on the concept of your monster. One kaiju might buy Blast as fiery breath, for example, while another creature fires a Blast of lightning bolts from its eyes. Both cost the same number of points and function the same in combat, but the special effects are tailored to each kaiju's concept.

Powers are bought in levels. Each level increases the potency of the power in some way – doing more dice of damage or increasing movement, for example. The point cost for each level of the power is given in the header, and the text description provides more detail on buying the Power.

*This is beyond our present knowledge or understanding.*

—Godzilla and Mothra: The Battle for Earth (1992)

### Absorption

2/1

Your monster can absorb a certain type of energy or chemical defined when this Power is purchased. Possibilities include heat, cold, radiation, electricity, light, acid, poison or toxic pollutants. Your kaiju redirects this energy to its own attacks, either Strength or Blast, which also must be defined when the Power is purchased.

This Power only works on energy or chemical attacks. It cannot be used against physical attacks, such as punches or bites by other kaiju.

When attacked by the appropriate form of energy, your kaiju absorbs 1 point of damage for every level in Absorption. Subtract the Absorption from the damage after applying Toughness but before counting off lost Life points – the Absorption reduces the number of Life points lost by your kaiju. If no damage penetrates your monster's Toughness, then none can be absorbed.

Each point of energy absorbed by this Power adds 1d6 to the damage of the next hand-to-hand attack, if it goes to Strength, or Blast, if it goes to that Power. This is a one-time bonus to the next such attack by your monster, whether it hits or not. Your kaiju must



absorb more energy before trying another super-charged attack.

Absorption costs 2 points for every point of energy your monster can absorb.

*Our ancient legends did mention  
fire-eating turtles ...*

—Gamera (1965)

*Example: Suan, a giant slime, has 3 points of Absorption against electricity, which costs 6 points in monster creation. In combat, a lightning bolt thrown by the robot Voltrus strikes Suan, doing 15 points of damage. Marge, Suan's player, subtracts her monster's Toughness of 7 from the damage, leaving 9 points. Next Marge takes off the 3 points of Absorption, noting that Suan gets +3d6 damage on its next Blast attack. The remaining 6 points are subtracted from the slime's Life points.*

*A later attack by Voltrus does 5 points of damage. This does not penetrate Suan's Toughness of 7, so the attack cannot be absorbed.*

## Armor

1/1

Armor adds to the Toughness score of your kaiju. This could represent a robot's armored body, the bony plates of a dinosaur or the scaly hide of a giant reptile. Armor also can represent a force field, tortoise shell or anything else you can imagine that protects your kaiju against attacks.

Armor costs 1 point for every point added to Toughness.

## Blast

1/1d6

Your monster can launch a destructive blast of some kind at range against enemies. These often take the form of energy, such as radiation, fire, lightning, plasma, lasers or bolts of pure energy. But other kinds of blasts are possible. For example, an amorphous slime might launch acid blasts or a flying creature might create blasts of wind by beating its powerful wings. Poisons or toxic pollutants also are possibilities.

Blast attacks require an enormous amount of energy, even for a kaiju, and only can be performed every other Turn in combat.

Blast costs 1 point per 1d6 damage.

*Godzilla is roasting King Kong!*

—King Kong vs. Godzilla (1963)

## Entangle

1/1d6

Your monster can entrap other kaiju, preventing them from moving or attacking. This might be a sticky web, a cocoon, bands of energy or something else. Entangle is a ranged attack.



If your kaiju's Entangle hits, roll 1d6 for every point in the Power. This represents the strength of your Entangle. The monster trapped within must do this much damage using its Strength or a Blast to break out. Until then, it cannot move or attack. Flying kaiju that are entangled fall to the ground.

Entangled kaiju are easier to hit. See **Fighting** (p. 13) for more details. If an attack hits, both the monster and the Entangle take full damage, which could free the trapped kaiju.

Entangle costs 1 point per 1d6 of entangle strength.

*Example: Arachnea, a monstrous spider, shoots webbing at Uni, a giant unicorn. The attack hits, and Arachnea's player rolls her monster's Entangle 3d6 for 12 points. Trapped in the webs, Uni cannot move or attack. Kate, Uni's player, decides the unicorn will fire a magical energy bolt from her horn to tear through the webbing. Kate rolls her kaiju's Blast 5d6, which does 15 points. Since this exceeds the power of the Entangle, Uni breaks free. But she has used up her action for this Turn, and must wait until next Turn to do something else.*

*The giant worm has rested at the capitol building, where it appears to be making some sort of web or cocoon.*

—Godzilla and Mothra: The Battle for Earth (1992)

## Extra Heads

5/head

Your kaiju knows that two heads – or even more – are better than one. Normally, giant monsters attack once each Turn in combat. A kaiju with multiple heads attacks once for each head it possesses. Attacks and damage are resolved individually.

Extra Heads costs 5 points for each additional head.

## Flying

1/3"

*How else would you explain the existence of a giant turtle that flies like a flying saucer?*

—Gamera, *Guardian of the Universe* (1985)

Your monster soars through the air, propelled by wings, rockets, jets or something else. Flying kaiju can be attacked in hand-to-hand combat only by monsters that can fly or leap up to reach them. Kaiju on the ground can still use ranged attacks or throw things at them, however.

Flying costs 1 point for every 3" of flying movement. This does not add to the Move score, which covers only ground movement. Some kaiju, such as Rodan in *Rodan* (1956), can fly much faster than they can walk.

## Hand-to-Hand Attack

1/2d6

Your kaiju has razor-sharp claws or some other form of special attack in hand-to-hand combat, such as a huge sword, sharp fangs or horns.

This Power adds dice to the damage done by your monster with a specific action in combat. For example, claws, swords or fangs add only to Strikes, while horns add only to Rams. See **Fighting** (p.13) for more detail on these actions. The action must be defined when this Power is purchased.

Hand-to-Hand Attack costs 1 point for every +2d6 added to Strength damage with a specific combat action.

## Immunity

5/immunity

Your monster is immune to the injurious effects of some energy, substance or condition defined when this Power is purchased. It might be immune to molten lava, radiation or drowning. Your monster takes no damage from attacks or other exposure to the specified element.

Immunity can only be purchased against a very narrowly defined effect. Your kaiju cannot

*Being amphibian, Godzilla is probably lurking in the ocean depths off Japan.*

—King Kong vs. *Godzilla* (1963)

be immune to all energy, heat or cold. But it could be immune to lightning, for example. In addition, Immunity can never be purchased against physical attacks such as punches, kicks, bites and so on.

Immunity costs 5 points per specific immunity.

## Leaping

1/3"

Your kaiju can leap for height as well as distance. Some kaiju can leap high enough to attack or pull down flying monsters. Leaping can also be used to bypass obstacles, such as lava pools, quicksand patches or rivers.

Leaping costs 1 point for every 3" of jumping. This does not add to the Move score, which covers only ground movement.

## Regeneration

2/1

*If Reptilicus should be hit, you'll never find all the pieces underwater. He can regenerate!*

—Reptilicus (1962)

Most living kaiju regenerate very slowly, enabling them to return time and again after appearing to have been slain in battle. Your monster, however, regenerates injuries very quickly – even in the middle of a fight. Each level of Regeneration allows your kaiju to recover 1 Life point every Turn, regardless of whether it is attacking, moving, resting or dazed.

Your kaiju can only recover Life points up to its maximum Life score, however. Also, once your monster reaches 0 Life, its super-charged Regeneration shuts off and the slower form possessed by all living kaiju kicks in. Your monster is out of the fight, but will return for revenge in the future.

Regeneration costs 2 points for each point recovered per Turn.

## Swimming

1/3"

Your kaiju can swim both on the surface and below water. Note that a kaiju intended to spend long periods of time underwater should also buy Immunity to drowning.

Swimming costs 1 point for every 3" of swimming movement. This does not add to the Move score, which covers only ground movement.

## Teleporting

2/3"

Your monster teleports instantaneously from location to another. This could be achieved by magic, psionics, extra-dimensional shifting or some other means. Teleporting kaiju ignore all intervening terrain.

Teleporting costs 2 points for every 3" of teleporting movement. This does not add to the Move score, which covers only ground movement.



## Tunneling

1/3"

Your kaiju burrows into the earth to get around. Tunneling kaiju must surface after moving, or other kaiju could never attack them. But a tunneling monster can emerge beneath another kaiju to attack by surprise. Tunnelers can also sometimes bypass obstacles such as rivers or lava pools by passing beneath them.

Tunneling costs 1 point for every 3" of tunneling movement. This does not add to the Move score, which covers only above-ground movement.

## PUTTING IT ALL TOGETHER

*Everything about this affair is unbelievable.*

—The Giant Behemoth (1959)

Now let's put all the pieces of creating a monster together.

After thinking it over, Nick decides he'd like to build a giant snail monster. He checks a Japanese dictionary and comes up with the name Katatsumuri — Japanese for snail, appropriately.

Nick buys a Strength 6, because he wants Katatsumuri to be fairly strong. Snails are not very speedy, so Nick buys a Reflexes 5. But snails are resilient, so he buys Health 8. Finally, he buys Mind 2 — Katatsumuri won't be the sharpest tool in the box, but not too bad by kaiju standards. This all costs Nick 21 of his 30 points! Nick remembers that he can always reduce some Attributes to get points back if he needs them while buying Powers.

Next, Nick calculates his kaiju's Derived Attributes. Life is Health x5, for a whopping 40 points. Evade is Reflexes + 10, for a total of 15. Toughness is Strength plus Health, with the total divided by 2, giving Katatsumuri a Toughness 7. Daze, calculated by adding Health plus Mind, comes next with a Daze 10.

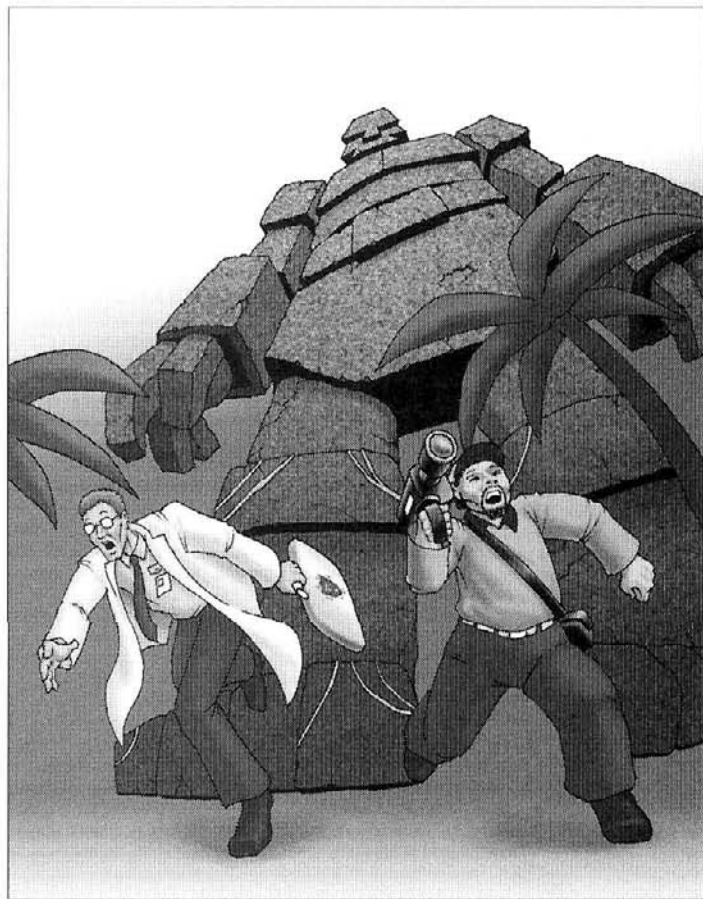
Finally, Nick adds Reflexes plus Health and divides by 2 to get a Move 7. Not bad for an overgrown snail!

Derived Attributes cost no points and cannot be increased without buying Powers, so Nick spent no points there. Now he has 9 points left to spend on Powers.

Nick spends 6 points to buy Blast 6d6. Katatsumuri has the power to spit acid on its enemies, he decides. This leaves 3 points. Nick buys 2 points of Armor, which, added to his kaiju's Tough-

*He saw a monster? He's had too much sake.*

—Godzilla, King of the Monsters (1956)



ness score, gives it a total Toughness 9. This represents Katatsumuri's shell plus its rubbery body.

Nick has just 1 point left. He'd like to buy Regeneration, but that costs a minimum of 2 points. Nick decides to reduce Katatsumuri's Mind score from 2 to 1 to get the extra point. This also reduces the Derived Attribute of Daze, which is calculated from Mind and Health, from 10 to 9.

Nick puts the last 2 points into Regeneration, allowing Katatsumuri to regain 1 lost Life point every Turn no matter what, unless the kaiju is reduced to Life 0.

So, let's take a look at the dread Katatsumuri:

## KATATSUMURI

Origin: Mutated Beast

Strength: 6	Life: 40
Reflexes: 5	Evade: 15
Health: 8	Toughness: 9
Mind: 1	Daze: 9
	Move: 7

Powers

**Acid:** Blast, 6d6 (6 pts.)  
**Shell:** Armor, +2 (2 pts.)  
**Regeneration:** 1 point per Turn (2 pts.)

# FIGHTING

Thunderous roars echo for kilometers through steaming jungles. The earth shakes as multi-ton monsters slam into the ground. Blasts of fire, radiation or even stranger stuff leave a

scorched, acrid scent on the wind. Boulders and uprooted trees hurtle through the air as titans clash. In the end, only one remains to scream its triumph to the skies.

That's life on Monster Island.

*The atomic bomb is out of the question. Our only chance is somehow to bring them together. Kong versus Godzilla. If we are lucky, both will die.*

—King Kong vs. Godzilla (1963)

You can use a hex mat, available at most hobby game stores, with 1-inch hexes to keep track of things. A simpler solution, however, is to use a 12" ruler or, better yet, a compact tape

measure when moving monsters or calculating ranges. This also enables you to play on a table, on the floor or in your back yard – anywhere you like! Plus, you don't have to worry about what happens if a kaiju moves off the hex mat.

## GIANT MONSTER SMACKDOWN

They know their enemies by natural instinct.

—Destroy  
All Monsters  
(1968)

Kaiju are notoriously bad-tempered, and being cooped up together on the same tropical island doesn't help. Fights break out constantly on Monster Island. Some are one-on-one bouts, while others turn into enormous brawls as nearby kaiju flock to join the fracas.

These simple, easy-to-learn rules detail how to run combats between two or more kaiju on Monster Island.

## GETTING READY

*Super-Mechagodzilla ready to go!*

—Godzilla vs. Mechagodzilla II (1993)

Before you play **MONSTER ISLAND: THE GAME OF GIANT MONSTER COMBAT**, there some preparations to make. Aside from this book and your kaiju character sheets, you'll need pencils and some ordinary six-sided dice.

A few other preparations can make your game a lot more fun.

## HEX MAT OR RULER

You'll need a way to keep track of distances for movement, ranges and relative positions of the monsters. All distances in the game are measured in inches.

## PROPS

Next you'll want something to represent the trees, boulders, terrain and hazards – such as treacherous swamps or boiling pools of molten lava – on Monster Island.

Plastic palm trees and boulders can be found in some kits of plastic dinosaurs or reptiles. Or you might pick them up at a model railroad shop. Trees and rocks are also sold with some miniatures games at hobby game shops.

You also could create your own props using colored construction paper. Just cut out trees, boulders, pools of lava, quicksand and so forth.

Terrain, such as hills or craters, doesn't come into play much in the game but can liven up the appearance of your battlefield. If you're playing outdoors, just incorporate the lay of the land into your game. If not, terrain pieces designed for miniatures games can be purchased at hobby game shops.

*Things would have been different if you had returned our egg!*

—Godzilla  
vs. The Thing  
(1964)

## FIGURES

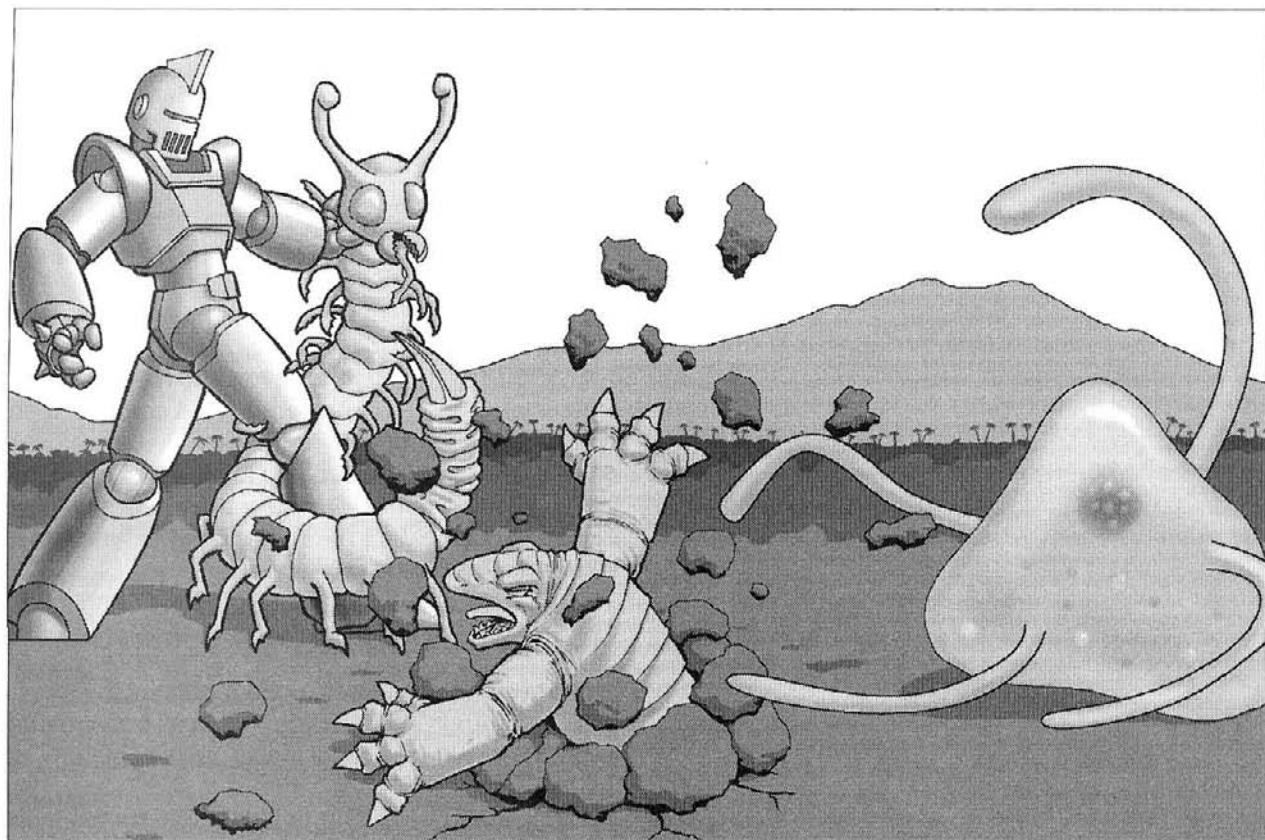
*I want my own monster. Find me a monster, fast!*

—King Kong vs. Godzilla (1963)

Finally, you need something to represent the monsters.

The color cardstock insert stapled into the center of this book contains 15 foldable monster figures. To use them, just cut along the solid lines on the sheet,





then fold along the dotted lines and attach the pieces of the base (bottom) together.

Or you can use toy monsters of any size to represent your kaiju. This adds a great visual element to the game, especially if you are using classic creatures from the movies.

You probably already own most of the figures you'll need, in the form of toy monsters, plastic dinosaurs, stuffed animals and so forth. If not, it's easy to expand your collection.

Toys based on cinematic kaiju stars, such as the Godzilla films, are available at many toy stores or online sites. Plastic dinosaurs, reptiles, insects and some animals, such as gorillas, are also good for monsters. These are available at most toy stores, often in bulk packages.

Almost any toy can be turned into a monster, however. Check out the action figure section of your local toy store for ideas. The world of Monster Island has plenty of room for such things as giant robots, animated stone statues, colossal atomic soldiers and so forth. Get creative – some ordinary modeling clay could be transformed into an amorphous slime monster, for example.

Just remember that, for combat purposes, all kaiju operate on the same scale regardless of the relative sizes of the toys that represent each monster.

## SETTING UP

Now that you have all your supplies together, it's time to lay out the battlefield. If you are not using a hex mat, an inexpensive green tablecloth spread out on the table, floor or ground can be a great backdrop.

Scatter the trees, boulders, lava pools and other props randomly so that every monster has access to them. Place the monsters around the edges of your battlefield so they are about the same distance apart, just to keep things fair.

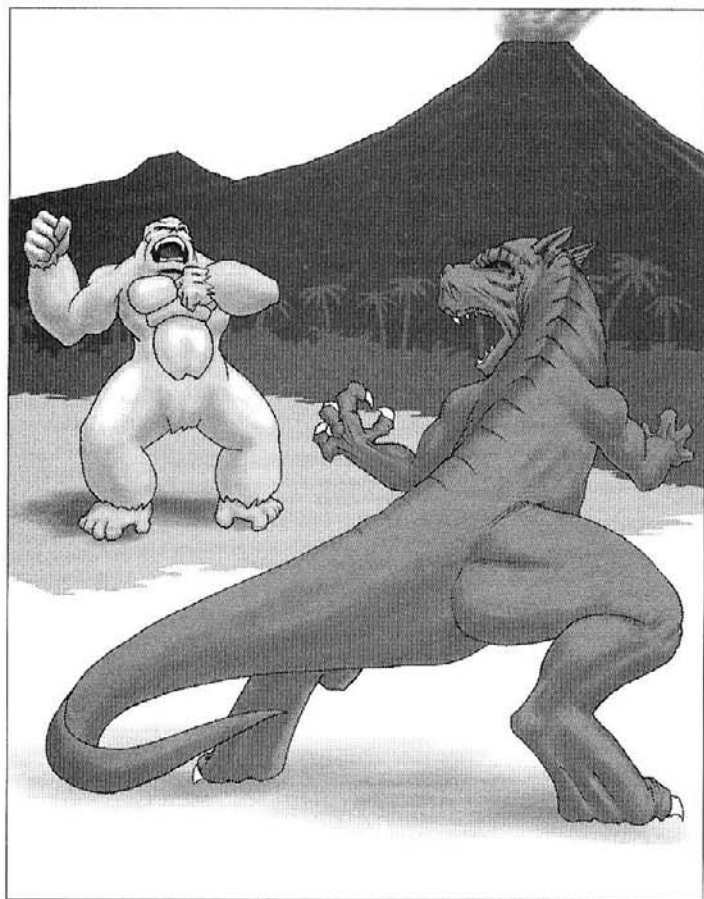
It's monster fighting time!

*Well, there's something you don't see every day.*

—Ghostbusters (1984)

## COMBAT TIME

Combat in **MONSTER ISLAND: THE GAME OF GIANT MONSTER COMBAT** takes place in Turns. Every kaiju acts once each Turn. A Turn is an arbitrary length of time just long enough for all the monsters in the fight to move and attack once.



## INITIATIVE

*We think Godzilla will probably be the first to attack.*

—Destroy All Monsters (1968)

The first step in combat is to figure out the order in which the monsters act, known as Initiative. Roll 1d6, and add your kaiju's Mind score to the result. This is your monster's initiative.

The kaiju with the highest total acts first, the next-highest second, and so on until all the monsters have acted. A tie goes to the kaiju with the highest Mind score. If those also are tied, then the kaiju act at the same time.

A player can hold his monster's action until later in the Turn, but any unused actions are lost at the end of the Turn. Initiative is re-rolled at the start of every Turn, so a monster that acted first in one Turn may be last in another.

*Example: Dan rolls a 5 and adds his monster's Mind 4 to get an initiative of 9. His fellow players have initiatives of 11, 8 and 6 for their kaiju. Dan's monster acts second this turn.*

## MOVEMENT

*A strange giant creature is traveling like a mole underground. He's heading in a southerly direction, at present threatening Nagoya and its suburbs.*

—Godzilla and Mothra: The Battle for Earth (1992)

The ground quakes and palm trees sway as enormous kaiju stomp to and fro across Monster Island, leaving footprints so deep a person could fall into one.

Movement in the game is measured in inches. The Move score or certain Powers indicate how far your kaiju can move each Turn. Your kaiju can move a distance in inches equal to this number and attack in the same Turn. Or it can move double this distance, representing a sprint or other all-out effort, but cannot attack this Turn.

Your monster cannot attack and then move. Attacking ends your Turn. Also, different forms of movement cannot be combined in a Turn. Your kaiju can either run or leap, for example, but not both.

## GROUND

Your monster's Move score, a Derived Attribute, indicates how far it can move on the ground. The Power of Running may increase this score.

Hazardous terrain, such as molten lava or quicksand, can impede ground movement. Ordinary terrain, including trees and boulders, has no effect on the titanic inhabitants of Monster Island.

## LEAPING

Some kaiju can leap incredible heights and distances.

In monster creation, this Power is purchased in inches representing how far your kaiju can jump each Turn.

A monster with the appropriate number of inches in the Power of Leaping can bound over hazardous terrain or even other kaiju. Such a kaiju may also be able to jump into the air to attack flying monsters in hand-to-hand combat, as long as it has at least 6" of Leaping.

*It's Ghidorah! Ghidorah the space monster! He's going to attack them from the sky.*

—Destroy All Monsters (1968)



## FLYING

Wings, jet boots or other abilities allow some kaiju to soar into the skies.

In monster creation, this Power is purchased in inches representing how far your kaiju can fly each Turn. For ease of play, all flying monsters fly at the same altitude: 6" above the ground. This comes into play in calculating the penalty for ranged attacks (see p.17), either by your kaiju or targeting your kaiju.

Also, flying monsters can be attacked in hand-to-hand combat only by other flying or leaping kaiju. Likewise, a flying kaiju must land to attack ground-based monsters in hand-to-hand combat.

A flying monster ignores all hazardous terrain, unless it happens to crash land on it.

## SWIMMING

Sea monsters and some other kaiju can swim in the ocean around Monster Island – the force bubble extends out far enough from the island to accommodate those kaiju unable to survive on land.

In monster creation, this Power is purchased in inches representing how far your kaiju can swim each Turn.

Swimming kaiju can swim on the surface or below the water, whichever they prefer, but must surface at the end of their movement. Otherwise, a kaiju could just hide under the water and wait for the fight to end!

A kaiju with the Power of Swimming can splash up from the depths to attack nearby monsters by surprise. Such surprise attacks gain a +2 bonus to hit (see p.18).

*What do  
you think it is?  
Do you think  
it's a giant  
monster  
moving under-  
water?*

*—Godzilla  
and Mothra:  
The Battle for  
Earth  
(1992)*

## TELEPORTING

Some exceptionally bizarre kaiju can teleport themselves around the battlefield, ignoring intervening terrain.

In monster creation, this Power is purchased in inches representing how far your kaiju can teleport each Turn. The kaiju disappears from its current location and instantaneously reappears at some other spot within its range.

*What the hell is that?*

*—Godzilla vs. Mechagodzilla II (1993)*

## TUNNELING

Some kaiju prefer to travel by burrowing into the earth.

In monster creation, this Power is purchased in inches representing how far your kaiju can tunnel each Turn.

These monsters can avoid hazardous terrain by going under it. A tunneling kaiju must surface after its move, however. Otherwise, it could simply hide from other kaiju for the entire fight, which would not be very monstrous at all.

A kaiju with the Power of Tunneling can burst out from the ground next to – or underneath! – another monster to attack by surprise. Such surprise attacks gain a +2 bonus to hit (see p.18).

## ATTACKING

*Oh no, they're getting pissed off!*

*—Godzilla and Mothra: The Battle for  
Earth (1992)*

Attacks in **MONSTER ISLAND: THE GAME OF GIANT MONSTER COMBAT** are simple to resolve. Just roll 3d6 and add your Reflexes to the sum of the dice. If your total equals or exceeds your foe's Evade score, you hit!

There are really two kinds of attacks – hand-to-hand attacks and ranged attacks. Both are resolved the same, by rolling 3d6 + Reflexes, but each has its own details to consider.

*Example: Bruce decides that his kaiju attacks Patrick's monster. Bruce rolls 3d6, getting a 10, and adds his monster's Reflexes 5 to get a 15. Patrick's kaiju has an Evade score of 15. Bruce's total of 15 equals Patrick's total of 15, so Bruce's monster hits.*

*If Bruce had rolled a 9 on the dice, yielding a total of 14 after his Reflexes 5 were added, his monster would have missed.*

## HAND-TO-HAND ATTACKS

Punches, kicks, tail swipes, claws, bites, head butts and so forth are all considered hand-to-hand attacks. Your monster must be close enough to its target to deliver these attacks.

If you are using the cardstock figures provided with this game, your kaiju must be within 1" of its target to launch a hand-to-hand attack.

Combat with toy monsters, however, calls for the "looks close enough to me" rule. If any part of the toy that represents your monster can touch any part of the toy representing your enemy, your monster can attack in hand-to-hand. If not, your kaiju must use a ranged attack or wait until it gets closer.

## RANGED ATTACKS

Certain Powers, such as Blasts or Entangles, and certain actions, such as throwing things, allow your kaiju to attack at a distance.

There is no maximum range for Blasts or other ranged attacks, but such attacks must take the distance between your monster and the target into account. You subtract -1 from your attack roll for each 5" after the first 5". In other words, a target 6-10" away is a -1 penalty, one 11-15" away is a -2 penalty, one 16-20" away is a -3 penalty and so forth.

The altitude of a flying monster also comes into play. All flying monsters are considered to be 6" off the ground to keep things simple. This means a flying kaiju has an extra -1 penalty for a ranged attack on a monster on the ground. Likewise, monsters on the ground have an extra -1 penalty when attacking flying kaiju. These penalties are in addition to the range penalties for linear distance between the creatures.

## ACTIONS

*C'mon, Godzilla!*

—Godzilla vs. the Smog Monster (1971)

Fights between giant monsters don't just involve throwing punches or hurling deadly blasts of energy, of course. Kaiju aren't exactly martial arts masters, but their earth-shattering combats are still packed with surprise maneuvers, interesting tactics and cool moves.

### Strike

*Fight back! Bite him!*

—King Kong vs. Godzilla (1963)

A strike is any basic physical hand-to-hand attack. This might be a punch, kick, tail swipe, bite, claw, head butt, elbow, knee or something else. In the rules, these are all treated the same. There is no penalty or bonus for attacking with a strike.

Even though these attacks are all basically the same for rules purposes, you should describe how your kaiju attacks. Does it deliver a punishing head-butt to the face, or a kick to the vitals? This kind of colorful description can add a lot of fun to your game.

### Block

Your kaiju can try to block or deflect physical attacks. Roll  $3d6 + \text{Reflexes} + 2$ . If your total exceeds the attacking monster's total, you have blocked the attack and take no damage. You must have an ac-

tion left to perform a block, and it counts as your attack for the Turn.

Only physical attacks, such as strikes, grabs and thrown objects, can be blocked by this action. Blasts and Entangles cannot be blocked. Also, kaiju can only try to Block one attack per Turn — after all, they are not martial arts stars.

### Grab

Your creature can grab another kaiju. This action has a -2 penalty to hit on your attack roll.

If your monster hits, it grabs hold of the foe. The grabbed kaiju cannot move or attack except to try to break free. Breaking free takes an attack. Both monsters roll their normal Strength damage. Compare the totals. If your kaiju wins, it keeps hold of the enemy. If the grabbed monster wins, it breaks free. A grabbed monster can try to break free every Turn it acts, if the player desires.

Your monster can squeeze a grabbed kaiju, doing its normal Strength damage.

Or a grabbed kaiju can be thrown. Your monster can toss it a distance equal to half its Strength score in inches. The thrown monster takes your kaiju's normal Strength damage and winds up flat on the ground. See **Knockdown** (p.19).

Grabbing and squeezing or throwing a kaiju counts as one attack, and can be performed in the same Turn.

Your kaiju can also throw a grabbed enemy at other monsters, but this is a lot trickier. It takes two Turns, one to grab the monster and one to throw it at other creatures. The throw counts as a ranged attack, and range penalties apply. If the thrown monster hits, both it and the target kaiju take your monster's normal Strength damage. Both are also knocked to the ground. See **Knockdown** (p.19).

If you are using toy monsters, under the "looks close enough to me" rule, if the thrown toy can touch two or more toys standing close together, then it can be thrown at both monsters. The attack roll of  $3d6 + \text{Reflexes} - \text{Range Penalties}$  is applied separately to the Evade score of each targeted monster to determine if each is hit. All kaiju that are hit take the damage and are knocked to the ground.

### Piledriver

Your kaiju can perform a wrestling move called a piledriver on foes. This involves picking up another kaiju and slamming it to the ground on its head! A piledriver has a -2 penalty to hit and does your monster's normal Strength damage +1d6. The enemy also winds up on the ground. See **Knockdown** (p.19).

King Kong is free!  
—King Kong vs. Godzilla (1963)



## Ram

Your monster can run or fly headlong into another kaiju – basically, crashing into it. Your monster must move at least 3" before trying this action. Obviously, it can't ram a monster standing right next to it! A ram has a -2 penalty to hit and does your monster's normal Strength damage +1d6.

## Shove

Your creature can try to push or shove another monster back. This can be handy for knocking enemies into boiling lava or into the ocean. A shove has a -2 penalty to hit. If your monster hits, it shoves its enemy back a number of inches equal to half your kaiju's Strength score. The other creature takes no damage, but winds up flat on the ground. See **Knockdown** (p.19).

*It can  
destroy  
everything.  
Its power  
is that  
awesome!*

—Godzilla  
vs. De-  
stroyer  
(1995)

## Throw

Your monster can throw boulders, uprooted trees or other debris at foes. Monsters without hands or arms can use kicks, head butts, tail swipes or other actions to propel objects at their enemies.

Picking up an object takes no time. A monster may carry a boulder or tree around for awhile, or immediately throw it at a foe. There is no inherent penalty for a throw, but it is a ranged attack so range penalties apply.

A hit does your monster's normal Strength damage. A miss means the thrown object lands somewhere else – drop it randomly onto the battlefield in the vicinity of the target.

The trees and boulders on Monster Island are incredibly tough – a good thing with all the kaiju around! They can be thrown again and again without being broken or destroyed.

The bodies of defeated kaiju also can be picked up and thrown. The rules are the same as for trees or other inanimate objects. The Grab action covers throwing a living kaiju at other monsters.

Thrown objects can be deflected using the Block action, if the target has not attacked yet this Turn. If the Block succeeds, the foe may try to knock the object back at your kaiju! This requires an attack roll with a -2 penalty against your kaiju's Evade score.

## Trip

Your kaiju can try to trip opponents using its feet, tail or some other approach. This action has no penalty to hit. If your creature hits, the foe takes no damage but crashes to the ground. See **Knockdown** (p.19).

# MONSTER TACTICS

*Next time we'll attack from behind,  
and aim for his second brain.*

—Godzilla vs. Mechagodzilla II (1993)

Most kaiju are not very bright, but even a giant monster can try to figure out ways to boost its chances in combat.

## ATTACK FROM BEHIND

Your kaiju gains a +2 bonus to its attack roll when striking from behind. In the movies, giant monsters don't seem to be very alert. They rarely notice another enormous creature stomping up behind them.

This bonus does not apply, however, if your kaiju just used its movement to walk from in front of a foe around to its back. Even a giant monster isn't that dumb!

*Kong,  
hold his  
tail!*

—King  
Kong vs.  
Godzilla  
(1963)

## SURPRISE ATTACKS

*Giant octopus! Hurry!*

—King Kong vs. Godzilla (1963)

A surprise attack, such as a tunneling monster that bursts to the surface right under the feet of another kaiju, gains a +2 bonus to your attack roll. Likewise, a swimming creature could surprise a foe by splashing to the surface beside it in the ocean or leaping out of the surf to attack.

Only kaiju using Powers of Tunneling or Swimming to sneak up on foes can attack by surprise.

## DOING DAMAGE

*Gaos is very bad; he can shoot out a ray.  
Yesterday he hurt Gamera's leg with the  
ray. It cut it very deep, just like a big knife!*

—Gamera vs. Gaos (1967)

When your kaiju hits another monster in combat, it usually does damage.

Hand-to-hand attacks and throws do Strength damage. Your kaiju does 1d6 for every 2 points in its Strength score, rounding up. Some actions or Powers can increase this damage.

Other Powers, such as Blast, have their own num-

ber of dice for damage, which is determined when the Power is purchased. A Blast 6d6, for example, does six dice of damage when it hits.

Roll the indicated number of dice and add up the total. This is the damage inflicted by your monster's attack.

## TAKING DAMAGE

*This is horrible! Listen to the monsters in their cries of horror and sudden death...*

—Destroy All Monsters (1968)

Giant monster battles are enormously deadly. Powerful monsters rip each other with razor-sharp claws, bite with massive fangs, unleash blasts of radioactivity, fire or other deadly energies, and bash each other with heavy boulders. The mayhem can be astonishing.

Kaiju that are hit by attacks are injured and, eventually, battered into unconsciousness or even death.

But your monster's Toughness score and certain Powers can help protect it. When an attack hits, the player of the attacking monster rolls the designated number of dice and adds up the total damage, as outlined above.

If your kaiju has an Immunity (see p.11) to this kind of attack, then it takes no damage at all!

If not, you first subtract your monster's Toughness score, plus any Armor (see p.10) from the total damage. Next, apply any Absorption (see p.10), if appropriate.

The remaining points, if any, are subtracted from your kaiju's Life score.

## DAZE

Every time your monster loses Life points to damage, check the number of lost points against your kaiju's Daze score. If the number exceeds the Daze score, your monster has been staggered by the power of the attack. Your kaiju spends its next active Turn shaking off the effects of the blow. It cannot move or attack.

In addition, other monsters have a +2 bonus to hit a dazed foe because it cannot dodge or defend itself.

A monster can only be dazed once at a time, however. A kaiju that is hit while dazed cannot be dazed again, even if the damage exceeds its Daze score. The monster re-

*Godzilla's brain is reconstituted!*

—Godzilla vs. Mechagodzilla II (1993)

covers from being dazed on its next Turn, as normal. This prevents a monster from being dazed repeatedly in the same Turn, spending the rest of the fight losing Turns until it is finally defeated.

A flying kaiju that is dazed crashes to earth directly below its current position. The monster takes no damage from the fall, unless it crash lands into a lava pool or other hazard.

*Example: Ken is playing Gorgath, a tentacled horror. A giant gorilla slams Gorgath for 18 points of damage, 12 of which get through its Toughness and are subtracted from its Life. Ken checks his kaiju's Daze score, discovering that the 12 lost Life points exceed his monster's Daze 10. Gorgath is dazed and loses its next active Turn.*

Even worse, a nearby robot takes advantage of the situation to pound the defenseless Gorgath some more. Gorgath may lose even more Life, but at least it cannot be dazed again this Turn. Gorgath will regain its bearings next Turn, and Ken vows that his kaiju will avenge itself on its enemies.

## KNOCKDOWN

Certain attacks, such as trips and throws, can knock your kaiju to the ground. Other monsters have a +2 to hit when attacking a downed kaiju. It's difficult to get out of the way when you are flat on the ground!

Standing up takes half your kaiju's action for that Turn. Your monster can either move or attack, but not both.

## RECOVERY

*Boy, what a day. Godzilla's at large once again!*  
—Godzilla and Mothra: The Battle for Earth (1992)

Even a giant monster needs a rest once in awhile. Your kaiju can recover lost Life points if it takes no action in a Turn — it cannot move or attack. Your creature regains its Health score in lost Life points each Turn it spends resting. Other monsters can attack your kaiju at no bonus or penalty, and your creature regains lost Life points regardless of whether or not it takes new damage that Turn.

Your monster can rest as many Turns as it likes — or, at least, for as long as the other monsters leave it alone. But it can only recover lost Life points to the original Life score.

A monster that is dazed cannot recover in the Turn that it spends being stunned. Also, a monster that is grabbed by another kaiju cannot recover until it breaks free.



Recovery, if overused, can extend the length of the game – by hours, if the kaiju do nothing but run away to recover every time they get injured. Just remember, it's the game of giant monster combat, not the game of giant monster resting.

## DEFEAT

*It has spent all its strength. Mothra, the mighty thing, is going to die!*

—Godzilla vs. The Thing (1964)

When your kaiju's Life score drops to 0 or below, it is out of the fight. Even rest, or Regeneration or other Powers, cannot revive it.

Your monster may be dead, dying or unconscious – of course, the natural, slow regeneration possessed by most living kaiju means it can always come back for a rematch in another game. Likewise, robots can be repaired or rebuilt, living statues reanimated and so forth.

After all, Godzilla himself died in *Godzilla, King of the Monsters* (1956), only to reappear for the sequels – though some people say the later Godzilla was actually an identical monster. In addition, Godzilla crushed plenty of monstrous foes who returned later in the film series either to fight again or to become his allies.

For now, though, your kaiju has been defeated.

## OTHER RULES

*A battle of the giants, which may or may not have taken place millions of years ago, may be re-created soon.*

—King Kong vs. Godzilla (1963)

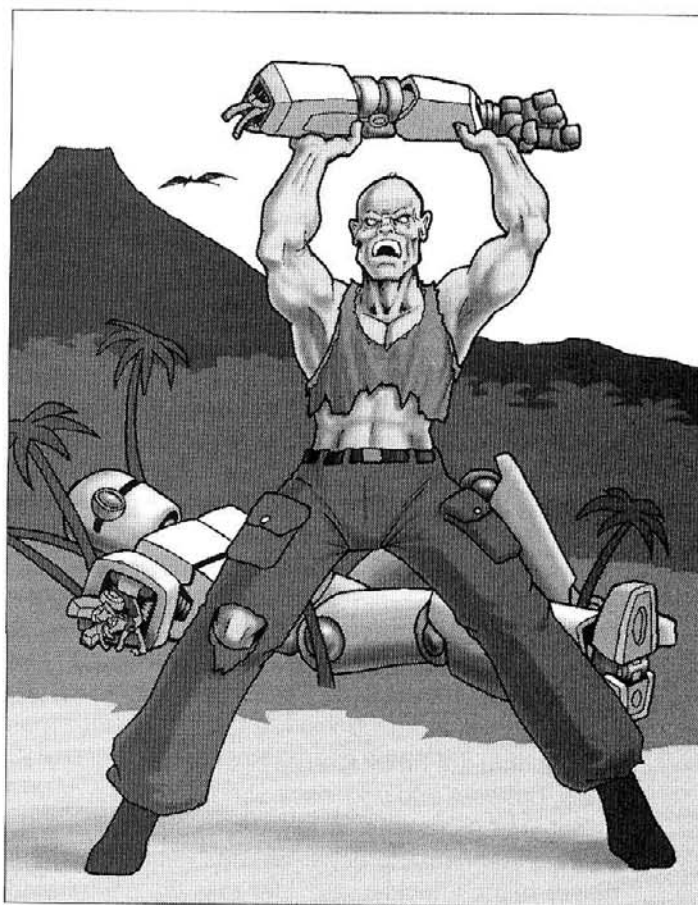
Here are a few other rules designed to get you in the spirit of giant monster combat.

## ALLIANCES

*Godzilla will lead these monsters in mortal combat, and I'm sure they'll win!*

—Destroy All Monsters (1968)

Your kaiju may try to form a temporary alliance with one or more fellow monsters. In order to form a team, the monsters spend one full Turn discussing the idea. They cannot move or attack in this Turn. At the end of the Turn, the player of each prospective



ally rolls 3d6 + Mind. If the total equals or exceeds 14, the monster agrees. Failure indicates the creature does not understand the concept and does not join the alliance.

Any creatures who fail the roll must spend at least one Turn attacking their proposed allies in frustration. If the prospective allies are too far away to attack, the kaiju must spend the Turn moving to attack one, but after the end of the required Turn can do something else.

Players whose monsters are allied can coordinate attacks and discuss joint strategies. Players of kaiju who are not in alliances must act independently.

*Example: Nicole, Paradise and Steve decide that their monsters will try to form an alliance. After their kaiju spend a Turn talking it over, they each roll 3d6 + Mind to try to meet or beat a 14. Nicole and Steve succeed. Their monsters are allies. But Paradise fails the roll. Her monster does not comprehend and does not join the alliance. Also, her kaiju must attack or try to attack the monsters played by Steve or Nicole next Turn.*

## INTIMIDATION

Cinematic kaiju spend a lot of time showing off as they try to psyche each other out. They roar, stomp their feet, shake their fists, smash things or jump around. Your creature can do this, too. If your mon-

*Whatever that thing is, it could destroy us.*  
—Godzilla and Mothra: The Battle for Earth (1992)

ster spends a full Turn showing off, you gain a +2 bonus to its next attack roll. This may just what you need for your kaiju to hit a foe with a higher Evade score or to offset the penalties for a fancy action.

Your monster can receive a maximum +2 bonus for intimidation to a particular attack roll – two Turns spent showing off still adds only +2 to your monster's next attack roll.

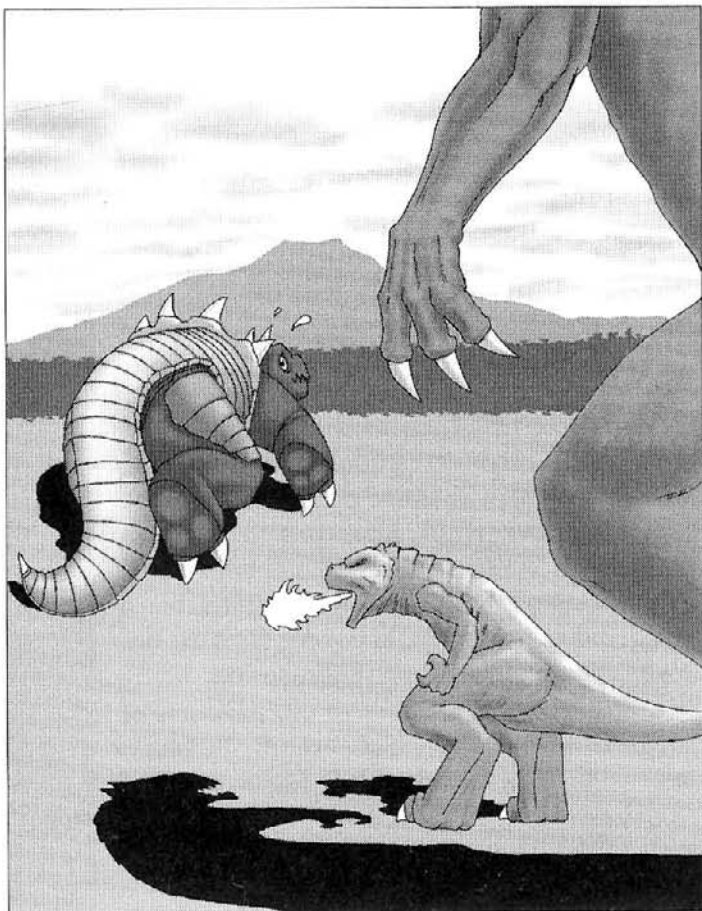
## VICTORY CELEBRATION

*Kong has retreated. Godzilla now reigns supreme.*

—King Kong vs. Godzilla (1963)

Any time your monster defeats another kaiju, it must spend its next full Turn celebrating the triumph. It can neither attack nor move.

Your monster might unleash an earth-shattering roar, stomp on the fallen foe some more, point at other creatures to indicate they are next or dance a jig! It's up to you.



Other creatures can attack your monster during its celebration at no bonus or penalty. Your monster cannot recover lost Life points while celebrating – it's too busy jumping around!

If your kaiju is part of an alliance, then all the members of the alliance must also celebrate the victory for the next full Turn.

## THE ENVIRONMENT

*It's like the end of the world here ... this island alone is good reason to end nuclear testing.*

—Godzilla vs. The Thing (1964)

Gigantic creatures are just part of the danger on Monster Island. Bubbling pools of molten lava, mucky swamps, superhot geysers and deadly quicksand are also threats. You can incorporate some of these hazards into your battlefield to increase the excitement.

## CLIFFS, HILLS AND MOUNTAINS

There are many hills and mountain peaks on Monster Island, along with a few steep cliffs. While different elevations can make your battles more interesting, they don't have any effect on kaiju. The monsters are just too big for a fall off the cliffs on Monster Island to make any difference.

*Look at the size of those footprints!*  
—Godzilla, King of the Monsters (1956)

## GEYSERS

Natural geysers are another feature of Monster Island. These geothermal vents erupt at random, firing huge plumes of scalding water and super-heated steam into the sky.

Creatures can be dropped, thrown or shoved into a geyser, though it may or may not erupt. Any time a kaiju crosses a geyser, intentionally or not, roll 1d6. On a 1, 2 or 3, the powerful geyser erupts, doing 6d6 damage to the monster. Flying monsters are not immune to geysers, which shoot hundreds of feet into the air.

## MOLTEN LAVA

Monster Island was formed by volcanic action, and volcanoes are still active on the island. Their frequent eruptions create streams and pools of molten lava, also called magma.

This scorching magma does 4d6 damage to anything it touches, including kaiju, unless the creature has the Power of Immunity to lava (see p. 11).

Monsters can be dropped, thrown or shoved into pools of magma. Throwing lava at other monsters is a bad idea unless your kaiju is a lava monster, because it will take 4d6 damage just from touching the magma. If a monster remains in the lava, it takes another 4d6 damage at the end of each Turn until it escapes.

## OCEAN

*Godzilla has risen from the sea.*

—King Kong vs. Godzilla (1963)

Some creatures dwell in the seas off Monster Island, and a few are amphibious, but others are unsuited to the ocean. A monster without the Power of Immunity to drowning (see p. 11) could die if kept underwater too long. Your kaiju can hold its breath for a number of Turns equal to its Health score. After this, it takes 2d6 damage per Turn until it either reaches air or is defeated.

## QUICKSAND

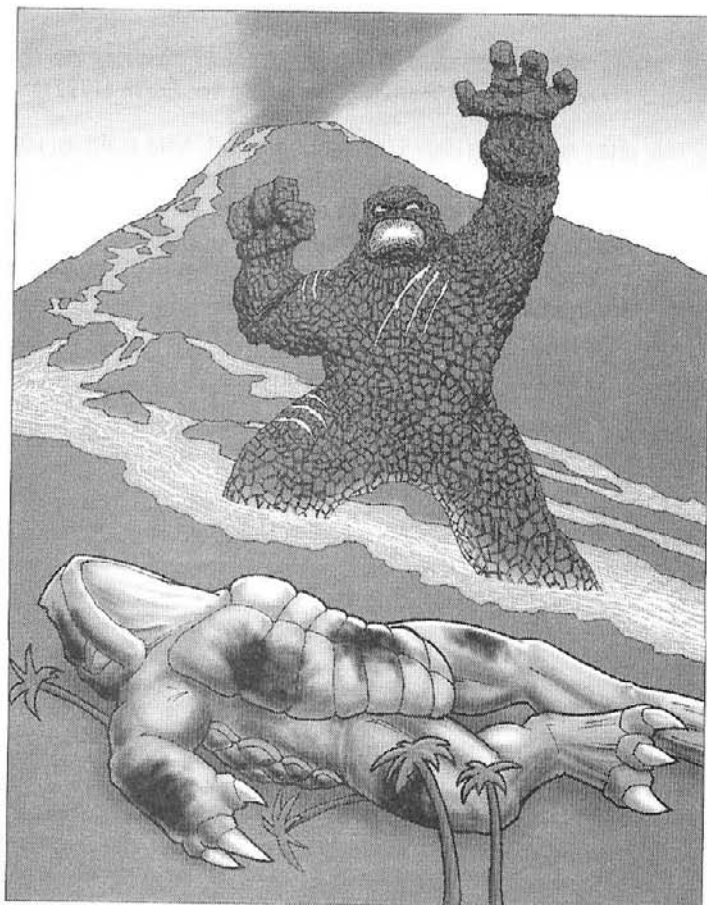
Large patches of quicksand endanger the unwary on the island. If your kaiju steps or falls into quicksand, it becomes trapped. Fortunately, your kaiju is just too tall to be sucked down and killed. But other monsters have a +2 bonus to hit when attacking monsters trapped in quicksand.

Your kaiju can make ranged attacks, and even make hand-to-hand attacks against other monsters stupid enough to wander close to it. But it cannot move until it escapes from the quicksand.

In order for your monster to escape, you must roll its Strength damage. If the total damage on the dice exceeds 15 points, your kaiju pulls itself free. Otherwise, it remains stuck for another Turn. A kaiju with the Power of Teleporting can blink to a new location without having to pull itself free first, however.

*My God,  
that isn't  
possible.*

—Godzilla  
vs.  
Mechagodzilla  
II (1993)



## SWAMPS

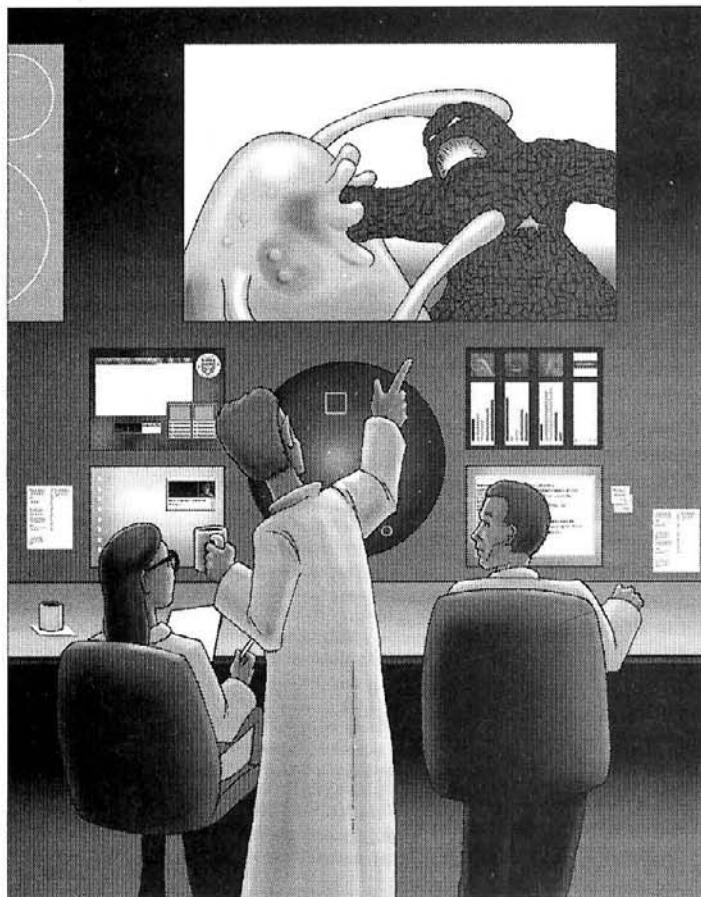
Mucky swampland covers some areas of Monster Island. Walking through the thick, gooey mud of a swamp halves your kaiju's Move score – it takes 2" of movement to make 1" of progress. Monsters using the Powers of Flying, Leaping, Swimming, Teleporting or Tunneling can ignore movement penalties for crossing swamps.

### The Rule of Common Sense

No set of rules, no matter how complete, can cover every possible circumstance. The last rule of this game is the Rule of Common Sense. If something comes up in your game that is not covered by the written rules, talk it over and agree on the most reasonable answer using your own common sense.



# THE WORLD OF MONSTER ISLAND



## UN SCIENCE ALERT CORPS

The rising number of kaiju spawned by nuclear testing in the 1950s inspired creation of the UN Science Alert Corps in 1955 to monitor and combat the giant monster threat.

The corps operates research centers around the globe. Scientists constantly monitor the world for outbreaks of giant monster violence, devise new counter-measures to combat creatures and research kaiju biology in hopes of finding out more about this strange form of life.

In addition, the UN Science Alert Corps stations fast-reaction forces all over the world to aid conventional militaries in subduing rampaging kaiju. Corps forces utilize advanced experimental weapons, such as laser cannons and squads of aerial troopers

equipped with personal rocket-packs and plasma blasters. When a newly appeared monster appears unstoppable by normal means, corps scientists rush to the scene to try to devise wonder weapons targeting the monster's weaknesses.

One of the most important responsibilities of the UN Science Alert Corps, however, involves overseeing the security and safety of Monster Island.

## MONSTER ISLAND

In 1958, at the urging of the UN Science Alert Corps, the UN General Assembly voted to establish Monster Island to confine and study captured kaiju.

A tropical island in the South Pacific, which had been uninhabited following a series of nuclear tests in the early 1950s, was chosen as Monster Island.

The island was well-suited to its new role. Fast-growing, hardy vegetation, apparently a mutated byproduct of nuclear testing, ensured that rampaging monsters would not turn the isle into a barren wasteland. The island also featured an active volcano as well as a variety of terrain capable of suiting the needs of most creatures. Because most kaiju are radiovores, subsisting on radiation rather than food, providing sustenance for the captured monsters was not a problem.

Early efforts to contain kaiju on Monster Island were primitive, consisting chiefly of sleep gas dispensers on the beaches, sonic projectors to stun flying beasts, and steel nets to prevent undersea escapes. Patrol boats and aircraft also guarded the island. Despite these precautions, escapes were a frequent problem.

Following a failed alien invasion of Earth by the Deloks in 1968, UN Science Alert Corps researchers salvaged a force field projector from a crashed UFO. The Delok projector was used to enclose Monster Island in a powerful force bubble impenetrable to most kaiju.

This shield has proven very effective, reducing escapes by captured kaiju to a minimum. The gravest threat to the security of Monster Island now comes from attempts by Earth's enemies, such as the Deloks or undersea Lemurians, to sabotage the force bubble in their endless plots against humanity.

# MONSTERS

Countless kaiju are imprisoned on Monster Island. Here are just a few of the many monsters found on the island.

## ATOMIC SOLDIER

**Probable Origin:** Atomic Horror

**First Recorded Appearance:** Las Vegas, USA, 1955

**Threat Level:** High

**History:** Exposure of a U.S. soldier to lethal doses of radiation by an accident at the Los Alamos labs in New Mexico gave rise to the Atomic Soldier in 1955. The irradiated soldier inexplicably grew into a colossus over the course of several weeks. Driven mad, the giant smashed his way out of the military hospital where he had been taken for treatment. An ever-present greenish glow of radiation surrounded the Atomic Soldier as he stomped across the desert toward Las Vegas.

The U.S. military battled the kaiju as he tore apart the famed Las Vegas Strip, finally defeating him. Sent into a decades-long coma by his injuries, the seemingly unaging Atomic Soldier was studied at a UN Science Alert Corps facility in Los Angeles. In 1982, power surges sparked by the rampage of the Warbot awoke the comatose giant and he fought a titanic battle with the Warbot on the Hollywood Strip. Victorious, but weakened, the Atomic Soldier was captured by the science corps and taken to Monster Island.

Attributes		Derived Attributes	
<b>Strength</b>	8	<b>Life</b>	35
<b>Reflexes</b>	5	<b>Evade</b>	15
<b>Health</b>	7	<b>Toughness</b>	8
<b>Mind</b>	3	<b>Daze</b>	10
		<b>Move</b>	6

### Powers

**Atomic Glow:** Absorption, Radiation, 2 points, to Strength (4)

**Atomic Regrowth:** Regeneration, 1 Life point per Turn (2)

**Sprint:** Running, +3" to Move (1)

## GIGANTIS

**Probable Origin:** Mutated Beast

**First Recorded Appearance:** Milwaukee, USA, 2002

**Threat Level:** High

**History:** An ill-fated biotechnology experiment created the enormous praying mantis known as Gigantis. A scientist mixed mutated DNA, gleaned from cells recovered from the giant monster Kajiuro, with normal insect DNA. The resulting monstrosity smashed its way out of the laboratory to lay waste to Milwaukee, Wisconsin, before being subdued by the National Guard with the aid of US military forces and the UN Science Alert Corps.

Attributes		Derived Attributes	
<b>Strength</b>	8	<b>Life</b>	30
<b>Reflexes</b>	6	<b>Evade</b>	16
<b>Health</b>	6	<b>Toughness</b>	7
<b>Mind</b>	3	<b>Daze</b>	9
		<b>Move</b>	6

### Powers

**Exoskeleton:** Armor, +2 to Toughness (2)

**Leaping:** Leaping, 9" (3)

**Mandibles:** Hand-to-Hand Attack, +2d6 to Strikes (1)

**Pincers:** Hand-to-Hand Attack, +2d6 to Grabs (1)

## GORGATH

**Probable Origin:** Other

**First Recorded Appearance:** London, England, 2000

**Threat Level:** Extreme

**History:** A vile cult brought the extra-dimensional horror known as Gorgath to Stonehenge in a millennial blood rite in 2000. The gibbering beast rewarded its faithful followers with bloodshed and madness. Then it shambled into London, leaving chaos in its wake. The horror demolished London Bridge, and only the concerted efforts of the British military and UN Science Alert Corps diverted it from Buckingham Palace.

Nothing seemed capable of stopping Gorgath until a circle of druids, practicing rites handed down from generation to generation against just such a threat, appeared. The druids returned Gorgath to its eternal slumber, and the science corps gratefully transported the now-somnolent beast to Monster Island.

Attributes		Derived Attributes	
<b>Strength</b>	8	<b>Life</b>	35
<b>Reflexes</b>	4	<b>Evade</b>	15
<b>Health</b>	7	<b>Toughness</b>	8
<b>Mind</b>	2	<b>Daze</b>	9
		<b>Move</b>	6

### Powers

**Teleport:** Teleporting, 9" (6)

**Eyebeam:** Blast, 3d6 (3)

## HONU

**Probable Origin:** Alien

**First Recorded Appearance:** Hawaii, USA, 1960

**Threat Level:** Extreme

**History:** The giant flying turtle from space named Honu has saved the Earth numerous times. No one knows from where Honu originated or why it has chosen to defend Earth. First detected as a meteor streaking toward Earth in 1960, Honu splashed into the Pacific Ocean near Hawaii just as the island came under attack from the lava creature Kazan. Honu emerged from the sea to defeat Kazan and save Hawaii, then disappeared again into the ocean depths.

Honu has reappeared several times to repel threats to Earth, such as battling UFOs in the first Delok alien invasion in 1968. In 1994, Honu teamed with Kajiuro to defeat the three-headed dragon Tigan in New York City to foil the second Delok invasion of Earth. The injured Honu was

taken by the UN Science Alert Corps to Monster Island to recover.

Attributes		Derived Attributes	
<b>Strength</b>	6	<b>Life</b>	40
<b>Reflexes</b>	4	<b>Evade</b>	14
<b>Health</b>	8	<b>Toughness</b>	7
<b>Mind</b>	2	<b>Daze</b>	10
		<b>Move</b>	6

#### Powers

**Atomic Breath:** Blast, 5d6 (5)

**Flying:** Flying, 3" (1)

**Shell:** Armor, +3 to Toughness (3)

**Swimming:** Swimming, 3" (1)

## KAJIRO

**Probable Origin:** Living Fossil/Atomic Horror

**First Recorded Appearance:** Tokyo, Japan, 1952

**Threat Level:** Ultra

**History:** A dinosaur egg irradiated by nuclear testing in the South Pacific hatched the dread fire-breathing monster Kajiro sometime in the early 1950s. The disappearances of several ships in the Pacific Ocean in 1952 provided the first clues that something unusual was happening. As more ships vanished off the coast of Japan, including a US submarine sent to investigate, concern mounted.

Those fears burst into full-fledged panic when the gigantic Kajiro waded out of Tokyo Bay to devastate the city. Firestorms not seen since the days of World War II gutted Tokyo as Kajiro's rampage appeared unstoppable.

Finally, Japanese self-defense forces drove Kajiro into the sea. An experimental freezing ray trapped Kajiro in suspended animation inside an iceberg, which naval vessels towed to the arctic circle to keep it frozen.

In 1956, however, a freak accident melted the iceberg and freed Kajiro to rampage once more. One of the most powerful and feared kaiju in existence, Kajiro has appeared time and again over the years around the world to battle many different kaiju. Kajiro now dwells on Monster Island, thought it has often escaped, particularly before development of the force bubble in 1968.

Sometimes it inadvertently acts as a protector of Earth, such as when it joined forces with the butterfly-like Nijira in 1968 to defeat the alien Tigan and again in 1994 when it fought the alien dragon alongside the space turtle Honu. It's difficult to say whether Kajiro's actions stem from a genuine desire to defend Earth or merely an instinctive desire to smash all rivals.

Attributes		Derived Attributes	
<b>Strength</b>	8	<b>Life</b>	40
<b>Reflexes</b>	5	<b>Evade</b>	15
<b>Health</b>	8	<b>Toughness</b>	8
<b>Mind</b>	2	<b>Daze</b>	10
		<b>Move</b>	7

#### Powers

**Fiery Breath:** Blast, 6d6 (6)

**Swimming:** Swimming, 3" (1)

## KAZAN

**Probable Origin:** Other

**First Recorded Appearance:** Japan, 1955

**Threat Level:** Extreme

**History:** An elemental being of living magma, Kazan ravaged Japan in 1955 after emerging from an erupting volcano. UN Science Alert Corps forces, aided by Japanese self defense units, eventually managed to lure Kazan back into an active volcano. Explosives collapsed the volcano, trapping Kazan in the magma flows beneath the Earth.

In 1960, Kazan emerged thousands of miles away in a volcanic eruption in Hawaii. The space turtle Honu, in its first appearance, battled Kazan to save the island and the lava creature was taken to Monster Island for safekeeping.

Attributes		Derived Attributes	
<b>Strength</b>	7	<b>Life</b>	30
<b>Reflexes</b>	4	<b>Evade</b>	14
<b>Health</b>	6	<b>Toughness</b>	6
<b>Mind</b>	2	<b>Daze</b>	8
		<b>Move</b>	5

#### Powers

**Lava Elemental:** Immunity to Lava (5)

**Lava Hurling:** Blast, 4d6 (4)

**Lava Flow:** Tunneling, 6" (2)

## KHARSA

**Probable Origin:** Living Fossil

**First Recorded Appearance:** Riyadh, Saudi Arabia, 1963

**Threat Level:** High

**History:** The pterosaur-like Kharsa appears to be a previously unknown giant form of flying dinosaur. A geological survey team looking for oil deposits in Saudi Arabia discovered a cave filled by bizarre geothermal gases that had apparently preserved a huge dinosaur egg. The gas dissipated when the team breached the sealed cavern, and the egg hatched a gigantic winged dinosaur that smashed their camp before flying into the desert.

A few months later, the now fully grown Kharsa attacked the city of Riyadh, generating enormous destructive gusts of wind with its wings. More attacks followed until at last the UN Science Alert Corps killed the beast in a pitched battle in Cairo, Egypt. Another egg, however, hatched an equally gigantic sibling in 1990. This beast attacked Japan until it was defeated by the butterfly-like Nijira and taken to Monster Island.

Attributes		Derived Attributes	
<b>Strength</b>	6	<b>Life</b>	35
<b>Reflexes</b>	5	<b>Evade</b>	15
<b>Health</b>	7	<b>Toughness</b>	7
<b>Mind</b>	2	<b>Daze</b>	9
		<b>Move</b>	6

#### Powers

**Talons:** Hand-to-Hand Attack, +2d6 to Strikes (1)

**Wind Blast:** Blast, 6d6 (6)

**Wings:** Flying, 9" (3)



## KOMUKADE

**Probable Origin:** Mutated Beast

**First Recorded Appearance:** Niigata, Japan, 1989

**Threat Level:** High

**History:** Komukade is a hideous red and gold centipede, approximately 30 meters long. Industrial wastes seeped into the damp soil of Niigata Prefecture's rice-producing farmland, spawning this many-legged, underground horror. Many tourists found their vacations – and themselves – cut short by Komukade's great mandibles. Japanese Self Defense Forces were unable to corner the burrowing beast. An insecticide concoction only stunned the arthropod long enough for it to be airlifted to Monster Island. In battle, Komukade prefers to wrap itself around its victim, and inflict a powerful poisoned pinch. Less effective is a short-range venom spray. It travels across open ground at a top speed of 225 kph, digs rapidly through loose soil, and can even swim. It avoids mountainous, dry and cold regions.

Attributes		Derived Attributes	
<b>Strength</b>	6	<b>Life</b>	30
<b>Reflexes</b>	5	<b>Evade</b>	15
<b>Health</b>	6	<b>Toughness</b>	6
<b>Mind</b>	2	<b>Daze</b>	8
		<b>Move</b>	6
<b>Powers</b>			
<b>Exoskeleton:</b> Armor, +2 to Toughness (2)			
<b>Poison Pincers:</b> Hand-to-Hand Attack, +2d6 to Strikes (1)			
<b>Running:</b> Running, +3" (1)			
<b>Venom Spray:</b> Blast, 5d6 (5)			
<b>Swimming:</b> Swimming, 6" (2)			

## KRAKEN

**Probable Origin:** Mutated Beast

**First Recorded Appearance:** Ancient Greece, prehistory

**Threat Level:** High

**History:** A creature from Greek myth, the enormous squid known as the kraken sank many galleys and devoured countless sailors in the Mediterranean before an undersea volcanic eruption trapped it in a submerged cavern. Eons later, oceanographers searching for the legendary lost city of Atlantis inadvertently freed the Kraken in 1959. The tentacled beast ravaged shipping and threatened port cities until it was captured by the UN Science Alert Corps and taken to Monster Island.

Attributes		Derived Attributes	
<b>Strength</b>	8	<b>Life</b>	35
<b>Reflexes</b>	5	<b>Evade</b>	15
<b>Health</b>	7	<b>Toughness</b>	8
<b>Mind</b>	2	<b>Daze</b>	9
		<b>Move</b>	6
<b>Powers</b>			
<b>Tentacles:</b> Hand-to-Hand Attack, +2d6 to Grabs (1)			
<b>Gills:</b> Immunity to Drowning (5)			
<b>Swimming:</b> Swimming, 6" (2)			

## NIJIRA

**Probable Origin:** Mutated Beast

**First Recorded Appearance:** Tokyo, Japan, 1968

**Threat Level:** High

**History:** The rainbow-colored butterfly Nijira aided Earth against the first Delok invasion in 1968, finally sacrificing its life in the climactic battle against Tigan in Tokyo to help Kajiro defeat the alien kaiju. An egg found in the wreckage of the city was taken to a UN Science Alert Corps research facility in Yokohama, where it hatched in the midst of another crisis – the attack on Japan by the winged monster Kharsa in 1990. A larva-like creature emerged from the egg to drive off Kharsa, then cocooned itself against Cosmo Clock 21, a 112-meter-tall Ferris wheel near the Yokohama harbor. When Kharsa returned a few days later to renew its assault on Japan, a new butterfly-like Nijira appeared from the cocoon to take up the fight.

Nijira defeated Kharsa, then accompanied the science corps helicopters carrying the beast to Monster Island. Nijira seems content for now to dwell on the island, almost as if it recognizes the human need to try to contain the kaiju threat.

Attributes		Derived Attributes	
<b>Strength</b>	3	<b>Life</b>	30
<b>Reflexes</b>	6	<b>Evade</b>	16
<b>Health</b>	6	<b>Toughness</b>	5
<b>Mind</b>	4	<b>Daze</b>	10
		<b>Move</b>	6

**Powers**

**Gossamer Webs:** Entangle, 4d6 (4)

**Lightning Bolts:** Blast, 5d6 (5)

**Wings:** Flying, 6" (2)

## NYANI MKUBWA

**Probable Origin:** Mutated Beast

**First Recorded Appearance:** New York City, USA, 1980

**Threat Level:** High

**History:** The giant albino gorilla known as Nyani Mkubwa has been a legendary figure revered by African tribes for generations. Dr. Halley Wright, the first non-African to see the ape in 1931, kept the secret for nearly 50 years. She befriended him while studying more natural gorillas in the wild, but poachers killed Dr. Wright in 1980 and captured Nyani Mkubwa for exhibition in New York City.

As the drugs used to keep him docile wore off, the enraged Nyani Mkubwa broke free at the exhibition and pursued the poachers through the streets of the city. The giant gorilla destroyed the ship used by the poachers as they tried to flee New York Harbor, avenging the murder of his friend, before being defeated and taken to Monster Island for safekeeping.

Attributes		Derived Attributes	
<b>Strength</b>	10	<b>Life</b>	40
<b>Reflexes</b>	6	<b>Evade</b>	16
<b>Health</b>	8	<b>Toughness</b>	9
<b>Mind</b>	4	<b>Daze</b>	12
		<b>Move</b>	7

**Powers**

**Jump:** Leaping, 6" (2)

## PYRO CERATOPS

**Probable Origin:** Living Fossil/Mutated Beast

**First Recorded Appearance:** Denver, USA, 1975

**Threat Level:** High

**History:** Glaciation created by the climatological changes that doomed the dinosaurs trapped a triceratops in suspended animation in North America. Millions of years later, chemicals from a nearby lumber mill mutated the still-living triceratops into Pyroceratops, and global warming melted the glacier to free the altered dinosaur. Trampling cars and firing blasts of flame at skyscrapers, the confused Pyroceratops ravaged the city of Denver, Colo., before being captured by the UN Science Alert Corps.

Attributes		Derived Attributes	
<b>Strength</b>	6	<b>Life</b>	35
<b>Reflexes</b>	5	<b>Evade</b>	15
<b>Health</b>	7	<b>Toughness</b>	7
<b>Mind</b>	2	<b>Daze</b>	9
		<b>Move</b>	6

**Powers**

**Armor Plates:** Armor, +3 to Toughness (3)

**Horns:** Hand-to-Hand Attack, +2d6 to Rams (2)

**Pyro Blast:** Blast, 5d6 (5)

## SERPENTE

**Probable Origin:** Mutated Beast

**First Recorded Appearance:** Rio de Janeiro, Brazil, 1991

**Threat Level:** High

**History:** Serpente, a 30-meter-long anaconda from the Amazon, appears to be a natural mutation. The enormous snake devoured a scientific expedition on the river in 1991 before later wreaking havoc at Carnival celebrations in Rio de Janeiro. Serpente swallowed many revelers whole before it was captured by courageous UN Science Alert Corps forces.

Attributes		Derived Attributes	
<b>Strength</b>	7	<b>Life</b>	35
<b>Reflexes</b>	6	<b>Evade</b>	16
<b>Health</b>	7	<b>Toughness</b>	7
<b>Mind</b>	2	<b>Daze</b>	9
		<b>Move</b>	7

**Powers**

**Bite:** Hand-to-Hand Attack, +2d6 to Strikes (1)

**Constriction:** Hand-to-Hand Attack, +2d6 to Grabs (1)

**Scaly Hide:** Armor, +3 to Toughness (3)

**Swimming:** Swimming, 9" (3)

## SUAN

**Probable Origin:** Alien

**First Recorded Appearance:** Rural China, 1962

**Threat Level:** Extreme

**History:** An alien being from some distant galaxy, Suan arrived on Earth in 1962 inside a meteorite that crashed in rural China. The acidic slime roamed the countryside, growing to enormous size as it fed on electricity, before entering Beijing. The Chinese military seemed helpless to stop the amorphous blob until scientists perfected a freezing

weapon that defeated Suan, allowing it to be transported to Monster Island.

Attributes		Derived Attributes	
<b>Strength</b>	8	<b>Life</b>	30
<b>Reflexes</b>	4	<b>Evade</b>	14
<b>Health</b>	6	<b>Toughness</b>	7
<b>Mind</b>	1	<b>Daze</b>	7
		<b>Move</b>	5

**Powers**

**Electrovore:** Absorption, electricity, 3 points, to Blast (6)

**Pseudopods:** Blast, 5d6 (5)

## TIGAN

**Probable Origin:** Alien

**First Recorded Appearance:** Jakarta, Indonesia, 1968

**Threat Level:** Ultra

**History:** The three-headed dragon Tigan has attacked Earth several times as a minion of the alien Deloks. In 1968, Tigan devastated Jakarta as part of a Delok invasion of Earth, then moved on to Tokyo. Kajiro and the first Nijira, which perished in the fight, joined forces there to drive Tigan back into space. The alien kaiju returned in 1994 in the second Delok invasion, again facing Kajiro, this time allied with the space turtle Honu, in a massive battle in New York City. Kajiro and Honu eventually defeated Tigan, and the alien creature was imprisoned on Monster Island by the UN Science Alert Corps.

Attributes		Derived Attributes	
<b>Strength</b>	2	<b>Life</b>	30
<b>Reflexes</b>	4	<b>Evade</b>	14
<b>Health</b>	6	<b>Toughness</b>	4
<b>Mind</b>	1	<b>Daze</b>	7
		<b>Move</b>	5

**Powers**

**Heads:** Extra Heads, x2 (10)

**Cosmic Energy:** Blast, 5d6 (5)

**Wings:** Flying, 6" (2)

## VOLTRUS

**Probable Origin:** Robot

**First Recorded Appearance:** New Delhi, India, 1969

**Threat Level:** Extreme

**History:** Constructed by a well-meaning scientist to combat the giant monster threat, the titanic robot known as Voltrus went berserk during a battle with the Xenomorph in New Delhi, India – possibly due to the introduction of a virus in its computer brain by its techno-organic foe. Subdued by the UN Science Alert Corps and Indian military, Voltrus was taken to Monster Island.

Attributes		Derived Attributes	
<b>Strength</b>	6	<b>Life</b>	35
<b>Reflexes</b>	6	<b>Evade</b>	16
<b>Health</b>	7	<b>Toughness</b>	7
<b>Mind</b>	4	<b>Daze</b>	11
		<b>Move</b>	7

**Powers**

**Electroblast:** Blast, 5d6 (5)

**Jet Boots:** Flying, 6" (2)

# XENOMORPH

**Probable Origin: Alien**

**First Recorded Appearance:** New Delhi, India, 1969

**Threat Level:** High

**History:** A bizarre techno-organic creature of extraterrestrial origin, the Xenomorph emerged from an alien starship that crashed into the Indian Ocean in 1969. The entity, which had three legs, a tube-like snout and multiple eyes capable of firing laser-like beams, made its way to the coastline of India and proceeded to wreak havoc until it encountered the robot Voltrus in New Delhi. Xenomorph was defeated in the battle, but appeared to have infected the computer brain controlling Voltrus with a techno-organic virus, causing the robot to go berserk.

Attributes		Derived Attributes	
Strength	8	Life	30
Reflexes	5	Evade	15
Health	6	Toughness	7
Mind	5	Daze	11
		Move	6

## Powers

**Eyebeams:** Blast, 4d6 (4)

**Techno-Organic Exoskeleton:** Armor, +2 to Toughness (2)

## WARBOT

**Probable Origin:** Robot

**First Recorded Appearance:** Los Angeles, USA, 1982

**Threat Level:** High

**History:** Constructed by scientists of the advanced undersea civilization of Lemuria, Warbot assaulted Los Angeles in 1982 as part of a plot to conquer the surface world. The Atomic Soldier, awakened from his coma in a nearby UN Science Alert Corps complex, battled Warbot on the Hollywood Strip. Buildings crumbled under the onslaught as the fighting raged until at last the Atomic Soldier stood victorious.

Warbot's self-repairing circuitry reactivated the robot some months later on Monster Island, but the force bubble blocks the control frequencies used by the Lemurians. The robot roams the island randomly, fighting any foe it encounters.

<i>Attributes</i>		<i>Derived Attributes</i>	
<b>Strength</b>	8	<b>Life</b>	40
<b>Reflexes</b>	5	<b>Evade</b>	15
<b>Health</b>	8	<b>Toughness</b>	8
<b>Mind</b>	2	<b>Daze</b>	10
		<b>Move</b>	7

## Powers

**Rocket Launchers:** Blast, 6d6 (6)

**Steel Body:** Armor, +1 Toughness (1)

# MONSTER ISLAND RECORD SHEET

Name: \_\_\_\_\_

**Origin:**

Attributes	
Strength	_____ (Damage: ____d6)
Reflexes	_____
Health	_____
Mind	_____

## Powers

Strike	No penalty, STR/2 in damage
Block	+2 to hit, attack blocked
Grab	-2 to hit, STR/2 in damage
Throw	Range penalties, STR/2 in damage
Piledriver	-2 to hit, STR/2 +1d6 in damage and target falls
Ram	-2 to hit, STR/2 +1d6 in damage
Shove	-2 to hit, target shoved back STR/2 in inches and falls
Trip	No penalty, no damage, target falls

<i>Derived Attributes</i>	
<b>Life</b> (Health x5)	_____
<b>Evade</b> (Reflexes +10)	_____
<b>Toughness</b> ((Strength + Health)/2)	_____
<b>Daze</b> (Health + Mind)	_____
<b>Move</b> ((Reflexes + Health)/2)	_____

## Sketch/Notes

Range Penalties				
0-5"	6-10"	11-15"	16-20"	21-25"
-0	-1	-2	-3	-4



# FILMOGRAPHY

By Bruce Harlick

*He'll be back.*

—*Godzilla, King of the Monsters* (1956)

When I was a kid, I spent many a Saturday and Sunday afternoon planted in front of our television set, watching Japanese monster movies. That was back in the days before cable TV, when most of the monster movies were broadcast on UHF channels. I have fond memories of watching a flickering, barely tuned-in, black-and-white Godzilla stomping through downtown Tokyo. These movies were often more alluring than the call of the outdoors to an eight year-old boy.

As time went on, more and more Japanese monster movie and television shows appeared on American TV. I remember thrilling to Ultraman. His crossed arm energy-shooting attack looked so cool, even if it didn't do anything to his foes. Later on, the *Mighty Morphin Power Rangers* filled Ultraman's niche. Though technically a *sentai* show, the Power Rangers fought plenty of giant monsters.

Today, monster movies are a part of popular culture. You can find them on television and on the big screen as major theatrical releases. Monster movies are a favorite target of Mystery Science Theatre 3000; you just haven't really seen a *Gamera* movie until you've seen it on MST3K.

There have been a lot of giant monster moves made over the years. Below is a listing of some of them. While I've tried to include everything, there are just some I don't know about (or forget!) If you want more kaiju in your life, check out some of the movies and television shows listed below.

*Tokyo lies in burning ruins. The dead litter the streets ... the dying hole up in the shattered remains of once great structures. No nuclear weapon could have caused more destruction or taken a greater toll ... though a nuclear bomb would perhaps have been a quicker, more merciful end ... than the ravages of — Godzilla!*

—*Godzilla: King of the Monsters* (1956)

## GODZILLA AND FRIENDS

Toho Studios produced the *Godzilla* movies, along with many other kaiju films. Godzilla is the king of Japanese movie monsters and, arguably, the international king of kaiju

(perhaps sharing that title with King Kong, the other iconic movie giant monster.) Toho also brought us such classic kaiju as *Mothra*, *Rodan*, *Ghidorah*, and many, many more. Here's a look at some of the Toho films:

*Godzilla, King of the Monsters* (1956): The one that started it all! This classic kaiju film features Godzilla doing what he does best — ravaging Tokyo. The Japanese release in 1954 was called *Gojira, King of the Monsters*. The retitled American release in 1956 included added footage of Raymond Burr as reporter Steve Martin. Dr. Serizawa's Oxygen Destroyer stops Godzilla, but not before the kaiju does mega-damage to Tokyo. A must-see.

*Godzilla Raids Again* (1955): Godzilla beats Anguirus; brave Japanese scientists figure out how to best Godzilla. As usual, a good portion of Japan is smashed in the process.

*Godzilla vs. King Kong* (1962): The ultimate kaiju smackdown, featuring the king of Japanese kaiju vs. the king of American monsters. The first color Godzilla film, the American version provides an uneven viewing experience.

*Godzilla vs. The Thing* (1964): This flick brings us Mothra, an intelligent giant mutated moth. One of the best of the Godzilla movies.

*Godzilla vs. Ghidorah* (1964): A monstrous brawl, featuring the title characters, Rodan, and Mothra! Ghidorah is a fearsome three-headed flying beast. Only Mothra can convince Godzilla and Rodan to join forces to defeat this off-planet threat.

*Godzilla vs. Monster Zero* (1965): This film has Ghidorah returning, this time threatening an alien planet. The aliens convince the Earth people to lend them the services of Godzilla and Rodan, who defeat Ghidorah. But this kindness by the people of Earth turns out to be a big mistake.

*Godzilla vs. The Sea Monster* (1966): This film features a dance contest, a stolen yacht, terrorists, nuclear weapons, Ebirah the sea monster, Godzilla, and the ever-popular Mothra. Who could want anything more?

*Son of Godzilla* (1967): Scientists come to a isolated South Seas island, where they practice weather control and encounter the likes of Kamacuras, a giant mutated praying mantis. They also run into Minilla (a baby Godzilla; perhaps the cutest kaiju to ever appear in a movie), Godzilla, and Kumonga, a giant spider monster. Godzilla shows that he is a loving papa as father and son team up to take out Kumonga.

*Destroy All Monsters* (1968): A return to Monster Island, where Godzilla, Minilla, Rodan, Mothra, Gorasaurus, Barugon, Varan, Manda, and Kumonga all fall under alien control. Throw King Ghidorah into the mix for a kaiju-filled extravaganza.

*Godzilla's Revenge* (1971): The less said about this one, the better. A Japanese schoolboy gets beaten up by bullies and uses his imagination to visit Monster Island, where he is befriended by Minya, Godzilla's kid. Yes, it is that lame.

*Godzilla vs. the Smog Monster* (1971): Hedorah emerges from the slime and sludge of the ocean to menace Japan. Godzilla arrives to try to save the day. Much mayhem later, Godzilla emerges victorious.

*Godzilla vs. Gigan* (1972): Another plot with aliens controlling monsters, centered around a kaiju theme park. Godzilla, Angirus, Gigan, and Ghidra all appear, with the latter two as the villains of the piece.

*Godzilla vs. Megalon* (1973): This film has one of the most convoluted plots I've ever seen in a Godzilla movie. It has something to do with a mechanical Godzilla (Megalon) and Jet Jaguar, the little robot that could. Godzilla figures in there somewhere as well. I prefer to watch the MST3K version of this film, just for its rendition of the Jet Jaguar song.

*Godzilla vs. The Cosmic Monster* (1974): Godzilla lands in an asteroid and rampages his way through the Japanese countryside, trashing Angirus in the process. But wait! Another Godzilla appears and they fight, revealing the first Godzilla as a robot impostor called Mechagodzilla. There's a bunch of plot stuff that goes on as well. This is a fun film.

*Terror of Mechagodzilla* (1975): Aliens direct Titanosaurus and Mechagodzilla against Tokyo in another film that features submarines and alien control devices. The combined might of Godzilla and Interpol save the day. This is the last of the classic Godzilla films; Toho would take almost ten years off before producing the next Godzilla picture.

There are nine more Godzilla films. Many of them remakes of the classics with better special effects. Toho Studios decided that none of the films that followed the classic *Godzilla* really happened. Instead, they made new films, which started a new continuity following 1954's classic *Gojira, King of the Monsters*. They are:

*Godzilla 1985* (1985): Godzilla returns, and so does Raymond Burr. Scientists lure Godzilla into a volcano in the end.

*Godzilla vs. Biollante* (1989): Godzilla escapes the volcano to face a mutated giant plant monster created by a mad scientist.

*Godzilla vs. King Ghidorah* (1991): Aliens, King Ghidorah, a cyborg King Ghidorah and Godzilla. What more could you want?

*Godzilla and Mothra: The Battle for Earth* (1992): A giant egg hatches Mothra, which awakens the evil Battra and attracts Godzilla. The two miniature princesses appear as well and, inevitably, get kidnapped by a greedy corporation. Several fights later, Mothra and Battra become friends and carry Godzilla away from Japan to end his spree of destruction, but Battra gets killed in the process.

*Godzilla vs. Mechagodzilla* (1993): Godzilla and Rodan fight over an egg that hatches a Baby Godzilla, while the anti-Godzilla G-Force tries to wipe them all out with Mechagodzilla.

*Godzilla vs. Space Godzilla* (1994)

*Godzilla vs. Destroyer* (1995): The Oxygen Destroyer invented by Dr. Serizawa in the very first movie somehow becomes a monster, which eventually kills Godzilla. But there's still Godzilla Jr.!

*Godzilla* (1998): This film isn't in the Godzilla continuity at all. It was made by an American studio, and starred Mathew Broderick. It had great special effects but was a

poor movie. Note to all helicopter pilots: when you are being chased by a non-flying kaiju, fly *up* to get away from the monster!

*Godzilla: Millennium* (1999): Another reboot of Big G continuity by Toho Studios, this movie ignores both the classic series of Godzilla films as well as the second series and starts all over again from the first film in 1954. Godzilla fights a giant UFO monster in Tokyo. The American release in 2000 was retitled, appropriately enough, *Godzilla 2000*.

## OTHER TOHO FILMS

*My corns always hurt when they're near a monster.*

—King Kong vs. Godzilla (1963)

Inspired by the success of *Godzilla*, Toho Studios created other kaiju for films. Several later joined the *Godzilla* universe, appearing as foes or allies of the Big G.

*Rodan, The Flying Monster* (1956): Nuclear testing causes problems at a mine, ultimately unleashing Rodan! This movie is a tragic love story of misunderstood kaiju.

*Mothra* (1961): A greedy entrepreneur named Nelson captures two tiny princesses. They sing for their god, Mothra, to come and save them and Mothra does just that. Another Toho classic and another must-see!

## GAMERA

*Gamera is the friend of all children!*

—Gamera vs. Zigra (1971)

Ah, Gamera. Giant turtle who is friend to children everywhere. The Toho Studios monster movies inspired rival Dai-ichi Co. to create its own creature feature star.

*Gamera* (1965): Nuclear weapons release a giant turtle on Japan, with predictable results. In the end, scientists come up with a clever plan to shoot Gamera into space, ending his rampage of destruction, but leaving him free to return as the good monster in plenty of sequels. All hail Gamera!

*Gamera vs. Barugon* (1966): Gamera returns to Earth via a happy accident and proceeds to cause problems. Barugon shows up to help distract our loveable giant turtle and the two fight. Gamera saves the day and goes flying off in search of heat and fire, the things he loves the best (after small boys, of course).

*Gamera vs. Gaos* (1967): Gamera befriends Eichi, a small boy. Gaos, a flying beastie with an energy ray that can slice through most things, shows up to cause problems. The two kaiju fight a few times. The Japanese scientists come up with some nutty ways to do in Gaos, including a spinning, giant blood fountain. (It was really strange.) In the end, our noble turtle defeats the vile Gaos.

*Gamera vs. Viras* (1968): This film features aliens and Cub Scouts, a strange mix even for kaiju movies.

*Gamera vs. Guiron* (1969): The American version of this film has the strangest dubbing job I've seen in a long while, making it a surreal experience to view. Gamera and two young boys go to a distant planet to battle brain-eating alien women and a kaiju who has a knife for a nose. Guiron is so mean; he kills a Gaos in about three seconds just to show he's serious. This is the beginning of the end for the classic Gamera films; it is all downhill from here.

*Gamera vs. Juiger* (1970):

*Gamera vs. Zigra* (1971):

*Super Monster Gamera* (1980)

*Gamera: Guardian of the Universe* (1985): This film is a modern re-launch of the Gamera series, and takes a much more serious tone than some of the previous movies. Gamera fights Gaos, with excellent special effects and a good plot and action. You want to find and watch this movie; it is well worth it.

*Gamera 2: Advent of Legion* (1996): Gamera fights many small bug monsters and a really large one in this fine film. Again, fine special effects really contribute to a good viewing experience. This is another must-see for any fans of modern kaiju film.

*Gamera 3: The Awakening of Irys* (1998): The final film in the modern Gamera trilogy. This film examines the whole concept of Gamera-as-hero even as our giant turtle friend saves Japan from the horror of Irys. What price safety, seems to be the theme, one that hits home all too well in these troubled days. Again, do not miss this film.

## OTHER NOTABLE FILMS

*We may be witnessing a Biblical prophecy come true - the beasts will reign over the earth.*

—Them (1954)

The Japanese weren't the only ones making giant monster movies, of course. American film studios supplied plenty of creature features of their own.

*King Kong* (1933): The grand-daddy of all kaiju films, this RKO features a giant ape going ape in New York City. Don't be fooled by any modern remakes; this one is the best. It features Fay Wray, King Kong battling at airplanes while climbing the Empire State Building, and everything you'd expect from a classic film. Every kaiju fan owes it to himself to see this movie.

*Mighty Joe Young* (1949) A young woman and her giant gorilla friend are persuaded to come to Hollywood in search of stardom, but havoc inevitably results. In the end, Mighty Joe proves his good heart by rescuing children from an orphanage fire. This movie was remade in 1998 with digital special effects.

*Beast from 20,000 Fathoms* (1953): This is the film credited with inspiring the creation of Godzilla. Great Ray Harryhausen special effects show a giant prehistoric beast on a rampage. This movie was inspired by the Ray Bradbury

short story, *The Fog*.

*Them!* (1954): Giant ants abound in this classic American monster movie.

*It Came From Beneath the Sea* (1955): Another Ray Harryhausen film, this one featuring a giant octopus.

*Tarantula* (1955): A scientist's growth formula works all too well, and another kaiju is born. Features an appearance by Clint Eastwood.

*The Amazing Colossal Man* (1957): A film from '50s special effects wiz Burt I. Gordon. An army officer gets caught in a nuclear test and grows to giant size. Las Vegas suffers as a result.

*Attack of the Crab Monster* (1957): An early Roger Corman film.

*The Deadly Mantis* (1957)

*The Monster That Challenged the World* (1957)

*Attack of the 50 Ft. Woman* (1958): This movie is so awful it is funny. A must see.

*The Blob* (1958): Young Steve McQueen leads a group of teenagers to save their town from a giant Jell-o monster. This movie is an American classic.

*Gorgo* (1961) A British entry in the giant monster genre. Fishermen sell a captured dinosaur to a circus promoter in London. All's well until an even bigger version of the dinosaur shows up to trample half the city. It turns out that mama monster has come to collect her offspring from the circus. Oops.

*The Valley of Gwangi* (1969) Cowboys tangle with dinosaurs from a lost prehistoric valley. Yeehaw, pardner!

## TELEVISION

*Ah, folks, we're experiencing some moderate Godzilla-related turbulence. At 3,500 feet he usually lets go. At that time we only have to worry about Mothra. We have reports that he's tied up with Gamera and Rodan at this time.*

—The Simpsons

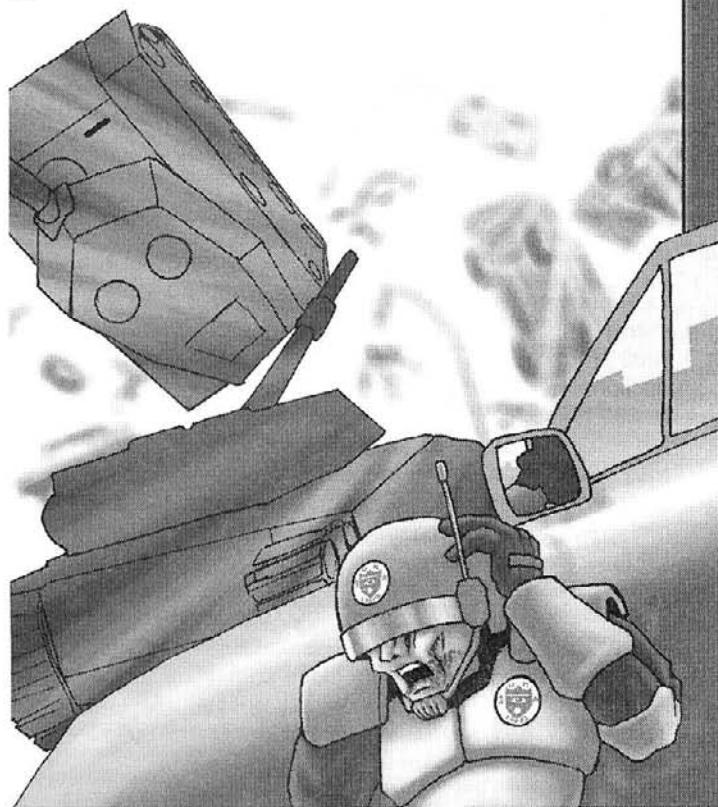
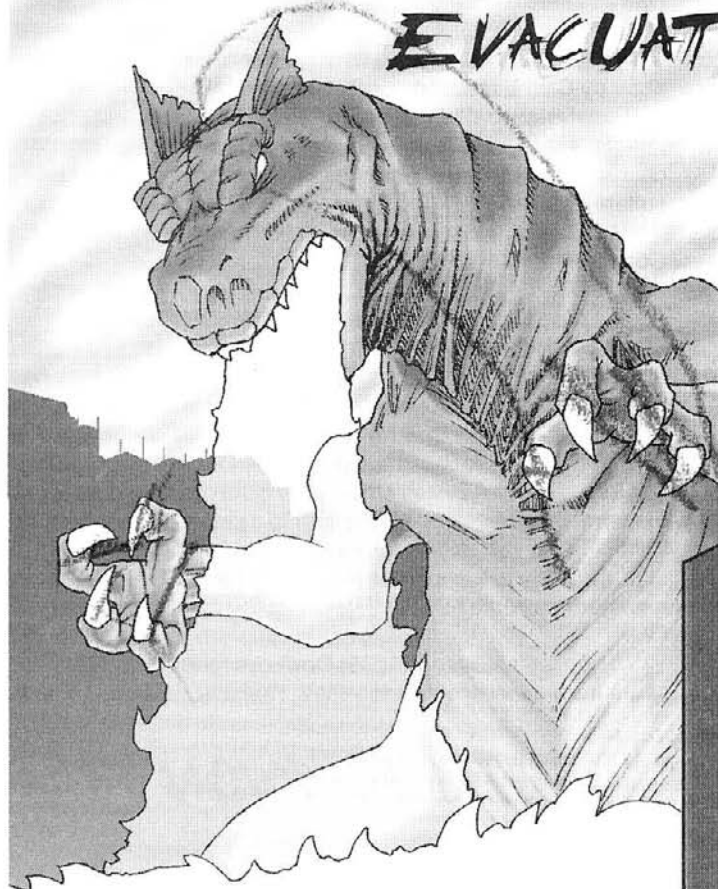
There were a couple of good kaiju-based lived action shows, most notable the *Ultraman* series. *Ultraman* shows were produced between 1966 and 1998 by Tsuburaya Productions. Each featured an Ultra-hero who could grow up to 200 feet tall, and used martial arts along with energy projection powers to defeat their foes. All of the Ultra-heroes were limited in the amount of time they could stay Ultra, which meant they were under a fierce deadline to get their monster smashing finished! ("If the light on Ultraman's chest stop flashing, he will fall, never to rise again.") The Ultra-shows are varying degrees of fun.

On a slightly more modern note, the *Mighty Morphin Power Rangers* ruled the Fox Kids airwaves from 1993 to the time of this writing. While these shows are definitely aimed at children and have cheesy special effects and acting, they are nevertheless a lot of fun. Check out a few episodes of the early series; you won't be sorry.



# GIANT MONSTER ALERT!

## EVACUATE THE CITY!



Alien saboteurs have collapsed the force bubble around Monster Island, unleashing hordes of titanic terrors on the nations of Earth! Giant creatures trample the great cities of the world while conventional military forces and special UN Science Alert Corps units struggle to contain the monster menace. Tanks, attack helicopters and jet fighters pound rampaging kaiju as laser cannons, jetpack platoons and other experimental weapons deploy. Meanwhile, scientists try to invent wonder weapons to target the weaknesses of the monsters.

**ESCAPE FROM MONSTER ISLAND** contains expanded rules for fighting military units and crushing cities for your kaiju. Or you can play the military forces battling the monsters. The game comes in a 32 page book with a color cardstock insert with counters for military units. Or you can use plastic army men and other toys to represent military forces.

Suggested retail price: \$9.95, ISBN 1-890305-51-0, Stock # FGS1002.

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# Be Enraged Be Very Enraged

You are a giant monster imprisoned on Monster Island by the UN Science Alert Corps to protect humanity from your devastating rampages.

But nothing can protect the other monsters from your titanic rage. Crush all challengers to become King of Monster Island!

Monster creation rules enable you to design an original creature or re-create a favorite monster movie star. Or you can use pre-generated monsters to dive right into combat. Battles are fast, furious and funny. *Monster Island: The Game of Giant Monster Combat* requires only some ordinary six-sided dice and pencils to play.

Use the foldable monster figures that come with the game or your toy monsters. No gamemaster is required, and Monster Island is recommended for ages 8 and up.



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