



SCIENCE FICTION

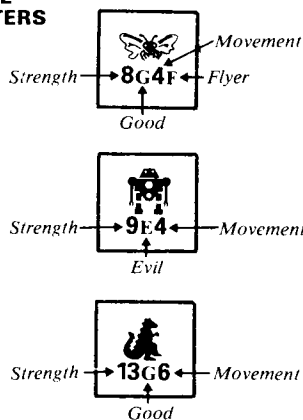
The Creatures that Ate New York

In this game, you take the part of one of the typical "movie monsters" from the American and Japanese films of the late 50's and early 60's. Each of the other players in the game also assumes the role of a monster. The object of the game is to accomplish the mission that you randomly draw at the start of the game.

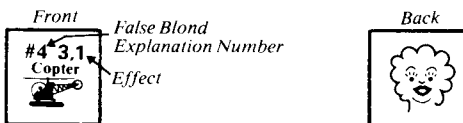
You have a single playing piece under your control representing the monster that you are — a giant lizard, or a giant ape, or a giant turtle, etc. The two numbers on your playing piece tell you how strong you are (the left hand number) and how many spaces per turn you can move (the right hand number). You move your monster on the playing field which is actually a simplified map of midtown Manhattan (coincidentally enough the very area where SPI has its editorial offices!). When it's your turn, you first move and then attack with your monster (you can attack other monsters or buildings). The other players do the same in their turns and this cycle repeats itself until one of you has won (or all of you have lost!).

one at random (keeping it secret). Turn *face down* the ten **Blond** chits, mix them up and place **one** each on the ten locations on the map. These **Blond** chits cannot be looked at except by monsters who enter the space containing the chit (see *How to Find a Blond*).

SAMPLE MONSTERS



SAMPLE BLOND (False)



How to Win

At the very start of the game, you and every other player each pick one of the 7 **Monster Mission** chits. Pick your chit at random and don't let the other players know what letter is on it. The code letter corresponds to one on the **Monster Mission** chart that tells you what you must do with your monster in order to win the game. The first monster that performs its mission successfully wins the game (the game ends at that point and all the losing monsters console each other).

How to Start

Lay out the map flat on a table big enough to seat all the players. Place all the monsters in a cup and have each player draw **one** at random. Place all the **Monster Mission** chits in a cup and have each player draw

Determine the order of play (by agreement, or by rolling a die, or flipping coins). The starting position of the first player is determined by the *second* player; and that of the second player by the third player and the third's by the fourth. You can play with more than four players by combining two game sets and picking other starting positions. When adding a second set, use only the additional rubble and **Mission** chits (no additional **Blonds** or duplicate monsters).

How to Proceed

Your monster has two numbers printed on it. The left hand number is its **strength**. The right hand number is the maximum per-turn **movement** in terms of the spaces on the map. Each turn in the game is played in the following sequence:

1. First player moves his monster
2. First player attacks with his monster
3. Next player moves
4. Next player attacks

Each of remaining players move then attack, in turn.

The game continues until one player declares that he's completed his mission (and can prove it by showing his **Mission Chit** and the results he's achieved). Upon this declaration the game ends immediately.

The Monster Mission Chart

A. Find Blond (and carry her off the west edge of the map).

B. Find Blond and devour her (and exit the west edge of map). If you're a good monster, this gets translated to **Mission A**: find **Blond**.

NOTE: The west mapedge can be exited on or north of 20th Street only.

C. Kill one other monster (and exit the south edge west of Fifth Avenue).

D. Inflict at least one point of loss on every other monster (and exit the east edge of the map north of 34th Street).

E. Be first to eat 257 Park Avenue South — the building containing **SPI** offices —

(and exit the north edge west of Eighth Avenue).

F. Destroy the Empire State Building (and exit the west edge of the map). In order to destroy the Empire State you must get *two* turns of successful attacks against it (just as if it were two separate buildings).

G. Eat Macy's (and exit the south edge).

Note: If you're a good monster, you must fulfill the entire mission; if you're an evil monster, you needn't exit the map in order to win. Also, if you're a good monster, **Mission B** (devour **Blond**) gets translated to mean the exact same as **Mission A** (find **Blond** and exit).

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How to Move

When it's your turn, you move your monster as much or as little as you wish so long as you *don't exceed* the number of spaces printed on your monster (or the reduced movement value, if you've suffered damage). When moving you may not move diagonally (through the corner of a space); you may only move straight north, south, east, or west. You may move in different directions in the same turn (for example, one space north, three spaces west, then another space north). If you wish, you can choose to not move at all.

You cannot normally move into or through an *intact* building space (unless you're a flying monster, in which case all spaces are the same to you). You may move into park and street spaces and buildings which have been reduced to rubble. If you decide to eat a building, you must finish your move *on* that building space and you must attempt to eat it. If you fail, you instantly move back to the space from which you entered the building space. Similarly, you may not enter or move through a space containing another monster, unless you intend to attack him, in which case you *must* end your move in the space with the other monster.

How to Attack

You may only attack a monster or a building by ending your move on its space and declaring your intention to attack. Compare your strength with that of the monster or building by subtracting the strength of the building or enemy monster from your strength and reading the appropriate column on the Monster Attack table. Roll the die and cross index the die number with the column. All buildings have a strength of "5."

Example: Your monster has a strength of 13 and it attacks a monster with a strength of 9. You roll the die and read the result on

the "3 or 4 more" column. Let's say you rolled a 3, the result would be that the enemy monster loses one point and you get to displace him to the adjacent space of your choice (so long as it's a space he could ordinarily move into).

How to Apply the Results of the Monster Attack Table

There are three possible results: Defender loses the specified number of points; Attacker loses the specified number of points; or both lose one point each.

Defender Loses 1 (or 2 or 3): The other player's monster loses one point and you immediately displace him to the adjacent space of your choice (so long as it's a space he could normally enter).

Attacker Loses 1 (or 2 or 3): Your monster loses the indicated number of points and is displaced into an adjacent space by the enemy player.

Both Lose 1: Both monsters lose one point and stay together in the space. The other player's monster *must* stay and attack you in his turn.



When Attacking (Eating) a Building:

A building has a strength value of 5. When a "Defender" or "Both" result is obtained, put a Rubble marker on the building space (you've successfully eaten it). You still take damage when obtaining a "Both" result, but you don't have to retreat. If you get "Attacker loses," you must displace yourself into the space from which you entered the building space (and the building remains intact).

When you lose points: Turn your counter over (to remind yourself you've been weakened) and record the loss on a piece of

paper. Each point lost translates to the loss of one strength point or one space of movement (your choice). For example, if you lost three points you could reduce your movement (permanently) by two spaces and reduce your strength (permanently) by one point, or you could take the entire loss in movement or strength exclusively. When both of your values are zero, your monster is dead (you're out of the game).

How to Find a Blond

If a **Blond** is in an intact building, you must first successfully eat the building (that is, obtain a "Defender loses" result). You may then turn the chit over and examine it. If it isn't the real Blond you must read the keyed paragraph on the **False Blond Schedule** and take the action indicated, immediately. Once revealed, False Blonds are removed from the map.

If a Blond is in a Park space, you must end your move in that space in order to examine the chit.

Carrying or Devouring the Blond

If you find the *real* Blond, you may pick her up and carry her off on the turn after you first examined the chit. Carrying the Blond slows you down by one **space per turn**. If you choose to attack while carrying the Blond, your effective strength is reduced by 2 (unless you choose to put her down and let her escape). If you lose more than one point in the attack while carrying the Blond, the Blond is considered to be accidentally squashed as a result (and is automatically lost from the game).

The Blond may be devoured (whether or not it's your mission) simply by finding her, picking her up, and spending that whole move in the same space. You may *not* conduct an attack in the turn in which you eat the Blond.

Note: You may wish to vary play somewhat by placing the Blond chits in any named locations on the map rather than only in those spaces coded for chits.

Creatures That Ate New York Creative Credits

Game Design: **Redmond Simonsen, Justin Leites**

Graphic Design and Rules: **Redmond Simonsen**

Graphic Production: **Ted Koller, Manfred F. Milkuhn, Ken Stec**

BLOND CHITS	#1 7 Con Ed 	#2 5 Police 	#3 3 Rush Hr 	#4 3,1 Copter 	#5 3,1 NYFD 	RUBBLE MARKERS
	#6 1 Cabs 	#7 1 9th Av 	#8 1 Collapse 	#9 News 	#10 Blonde 	
Counters for <i>The Creatures that Ate New York</i> (40 pieces)						
7E5 9E5F 10E3 5E7F 9E4					A B C D E F G	
7G3 13G6 11G7 8G4F						
MONSTERS					MISSION CHITS	