

MONSTERS! MONSTERS!

When YOU want to be the monster!



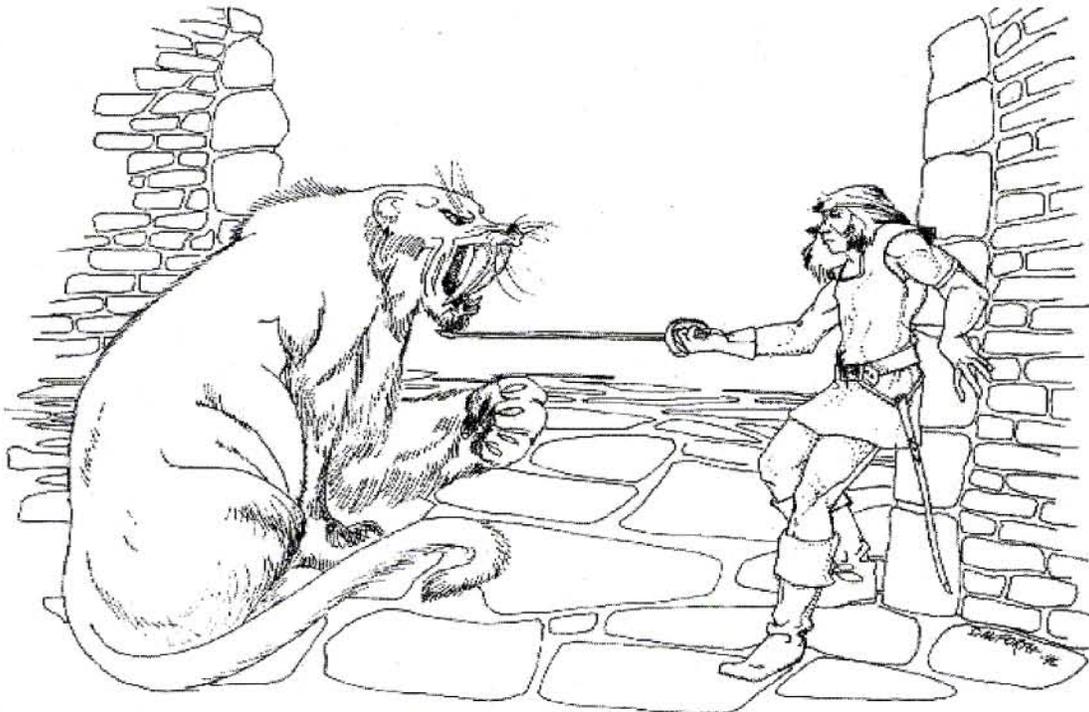
EDITOR'S NOTE

Wargaming is an ancient and honorable pastime. The game you are holding, however, is an example of a relatively new type of wargame - the "fantasy role-playing" variety. In a fantasy game, the players command no armies and set no strategy. Each controls one character, or, at the most, a small band. The emphasis is not on meticulous detail-planning, but on creativity, and (let's face it) escapism. Although role-playing games are an offshoot of conflict simulation, they appeal most strongly to those who enjoy the literature of fantasy and science fiction. But reading is a solitary escape. A fantasy game can take a whole group away together - to the world as it once was, or should have been, or may someday be.

Necessarily, then, fantasy games are complicated without being precise. If you like games where everything is spelled out, this won't be for you and if you like your games quick and simple, put this one down now. Fantasy games are open-ended; the rulebook is only the skeleton. The Game Master provides the flesh, and the players breathe life into it.

PUBLISHERS NOTE:

After Metagaming went out of business, Ken St Andre offered to let Flying Buffalo republish *Monsters! Monsters!* We came out with a small print run of the same book just retyped. But I always wanted to publish an "updated" version with new rules and improvements. Unfortunately, although many years have passed, I never got around to doing that. Many people have asked me when *M!M!* was going to be reprinted, and I have even heard a rumor that there is a current fad for "retro" RPGs, so I decided to just reprint the original book for now. Herewith the game almost exactly as it was printed 34 years ago. And I may yet publish an "updated" version - keep an eye on our webpage for news. www.flyingbuffalo.com



MONSTERS! MONSTERS!
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The eight center pages, containing maps of Woodsedge Inn and the surrounding countryside (together with lists of their inhabitants) may be removed to form a separate booklet for the Game Master's use.

INTRODUCTION

Welcome to the world of monsters!

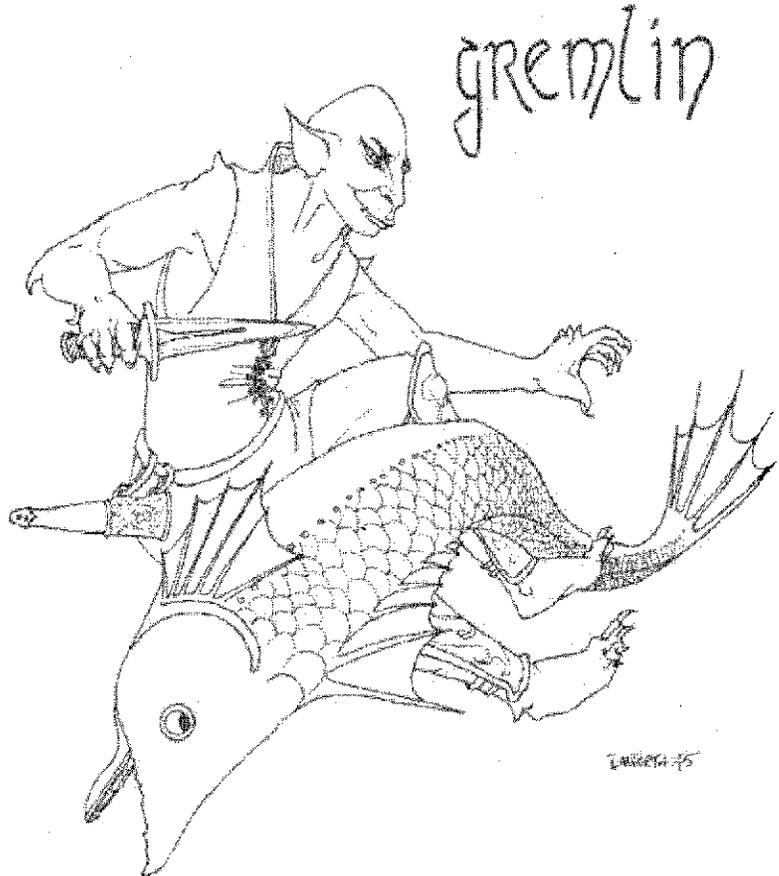
In the wonderful desert city of Phoenix, where Tunnels and Trolls first made its appearance as the poor man's alternative to Dungeons and Dragons, an interesting phenomenon soon appeared. After a few promising characters had gone down to defeat beneath the bludgeon blows of giants, trolls, ogres, orcs, and malignant stone statues—after dragons, Balrogs, and salamanders had incinerated a few rash adventurers—after that green puddle on the floor turned out to be a highly corrosive slime amoeba—it reached the point where, at the least sign of trouble, people would bolt for the exits shrieking "Monsters! Monsters!" Not long after that, the same catchy battle-cry of "Monsters! Monsters!" began to be heard at any undesirable situation (such as my arrival at a science-fiction club meeting, or upon entering the kitchen and encountering the last fortnight's dirty dishes).

So it was only natural that eventually the monsters should come out of their tunnels and dungeons to strike back at the smug world of the Men, Elves, Dwarves, Hobbits, etc., who had been so greedily despoiling their homes and treasures. This turning of the tables, to play monsters as protagonists, has proven to be even more hilarious than the original games. A monster lives by a completely different code of ethics, affording a splendid opportunity to get rid of the impure and perverted impulses which affect most of us—impulses it's hard to express while playing a hero. Monsters get experience points for wanton cruelty and destruction above and beyond the call of duty.

"Monsters! Monsters!" is, of course, the frightened shriek of human victims when the monsters appear. This game is similar to Tunnels and Trolls or Dungeons and Dragons. You don't need the rules for either of those games in order to play this one, since everything you will need is explained. However, you may find the Tunnels and Trolls rules and supplement(1) useful, as they do contain detailed tables of weapons, high-level magic, provisions, etc., that are not included in this variant.

This is dedicated to Cathy St. Andre and her cat Redford (who is a first-class monster himself) for their months of suffering while Monsters! Monsters! was in production.

- Ken St. Andre



1. Plug, plug. - KStA.