GAME
for
ADULT

MOTHRA VS. GODZILLA

if...

What if Godzilla appears in Tokyo Bay -----!?

- **Godzilla, the giant monster of the century has appeared again.**

- **Will he reach Mothra's egg before it can hatch?**

- **Will the battle between the two great monsters, Mothra and Godzilla, ever be finished!?**

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MOTHRA VS. GODZILLA

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* For the marker pens, you may substitute pens available on the market used for whiteboards.

1. GAME PART I (MOTHRA VS. GODZILLA)

● *Game Description*

"Mothra vs. Godzilla" is a game based on one of the "Godzilla" series of special effects films made famous worldwide by Toho. The game is divided into three parts.

Part I portrays the metropolitan confrontation between Godzilla and larva Mothra, based on the main story of the film "Mothra vs. Godzilla". The first half of the game is designed in such a way as to reproduce the offensive and defensive battles and city destruction that was a theme of the early Toho Co., Ltd. giant monster series.

In Part II, you can enjoy a one person solitaire game using the rules of Part I.

Part III features the confrontation between Earth's monsters and monsters controlled by space aliens -- a theme that has been a feature of the films since "King Kong vs. Godzilla". Four scenarios are provided for each of the appearing monsters.

Also, the rules for Parts I, II and III are enjoyable and simple, even for a beginner. After browsing this rule book in general, choose a favorite part and start playing a game.

As a rule, the game is designed to be played by 2 sides. However, 3 or more people can play, simply by allotting additional monster pieces to other players.

● *PART I Scenario*

A large-scale typhoon strikes the isolated Infant Island in the South Sea, and the giant egg of Mothra has fallen into the sea. The egg flows along a current to Japan, only to be found by a corrupt businessman who brings it to a large city and conceals its location.

At the same time, the monster Godzilla has perceived the existence of the egg, and by animal instinct has emerged from the bottom of the sea on the other side of the city, intent on destroying the egg. As Godzilla's appearance is reported, martial law is declared across the entire metropolitan area. Civilians seek shelter and the Defense Corps line up along the coastline.

Now, chasing the egg, two small priestesses (the Shobijin) from Infant Island have no choice but to appear, and desperately pray for the egg to hatch and Mothra to emerge to protect the citizens from the attack of Godzilla.

Can Mothra's egg and the city be saved from the invasion of Godzilla?

1. *Gameboard*

1. The two gameboard pieces are connected to form a single board. The side showing a city is used in Part I and Part II. The island side is used in Part III. There are various geographical features on each that limit the movement of the pieces (explained in full in later sections).
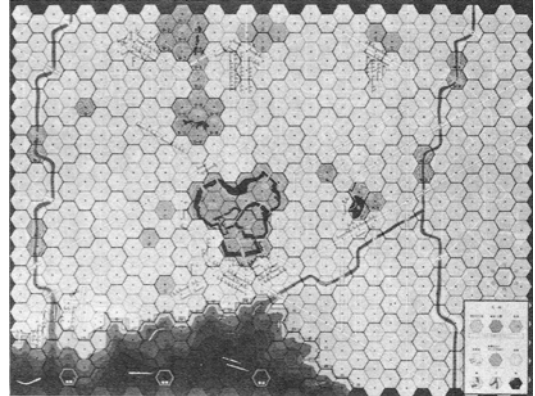
2. The six-sided, angled hexagon shapes on the gameboard govern how pieces move and their position. These are hereafter referred to as **hexes**.
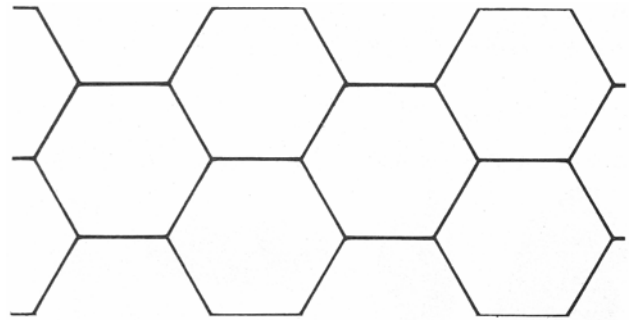
3. Note the center point in the hex. It uses it to judge whether the Firing Line is interrupted when attacks such as the Atomic Breath Ray are used (refer to 8-4).
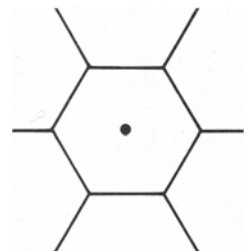
4. The district where seven hexes are enclosed in a bold line is called an **Area**.

5. As for the gameboard, it is divided by colors into distinct geographical features. There are various limitations in movement through areas, governed by the geographical features. (Explained later in the description of each area)

| Reclamation | Park | Airport | City | Skyscraper |

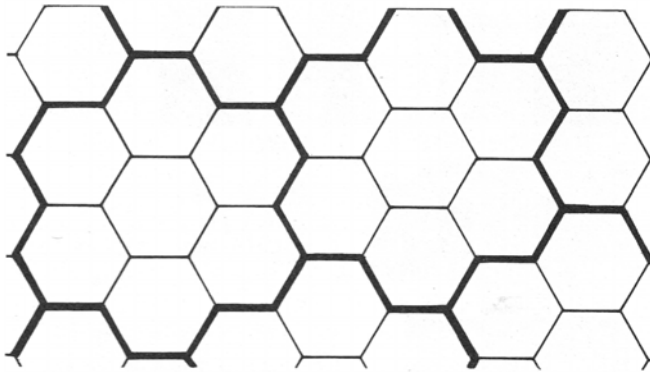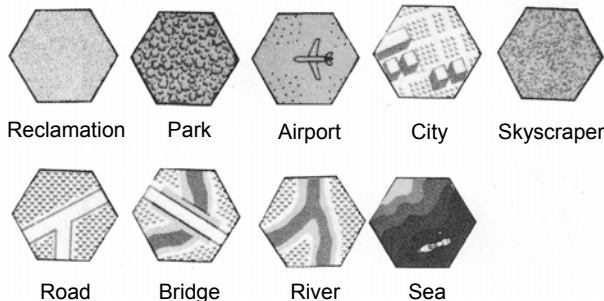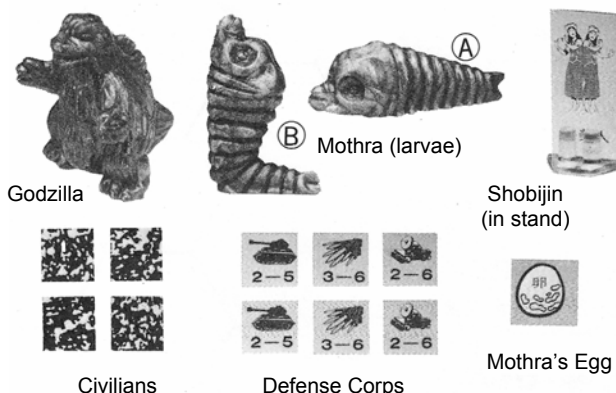| Road | Bridge | River | Sea |

2. Scenarios

1. In Part I, the players divide into the Godzilla side and the Mothra side. The pieces that each uses are as follows:
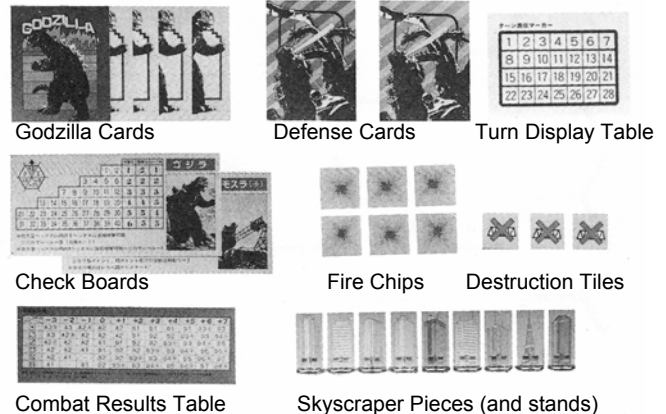
Godzilla Side: Godzilla

Mothra side: Mothra, Defense Corps, Civilians, the Shobijin, and Mothra's Egg

Godzilla

Mothra (larvae)

Shobijin (in stand)

Civilians

Defense Corps

Mothra's Egg

2. **Additionally**, the following items are used:

Check boards and pens for Godzilla and Mothra (larva), Godzilla Cards, Defense Cards, Fire Chips, Destruction Tiles, Turn Display Table, Combat Result Tables, and Skyscraper Pieces.

* The Shobijin and Skyscraper pieces are placed upright in the stands.

Godzilla Cards   Defense Cards   Turn Display Table

Check Boards   Fire Chips   Destruction Tiles

Combat Results Table   Skyscraper Pieces (and stands)

3. Place the **3D pieces** representing **Godzilla**, **Mothra**, etc. so that the front is always facing one side of a hex.

* Because the cardboard counters have no classification for front, back, left and right, you may place them facing in any direction.

4. There are **Movement Point** and **Attack Power** ratings unique to each of the pieces. (description follows)

5. As a general rule, the **stacking** of pieces (two or more on a single hex repeatedly) is not allowed. (with the exception of the Shobijin)

6. The **Fire Chip** is used to show when a fire has occurred in one Area.(refer to 9-2)

7. The **Destruction Tile** is used to show when a when a bridge has been destroyed. (refer to 7-7, 20-5)

8. One **Check Board** for each monster will be used in Part I for Mothra (larva) and Godzilla. This is used to record the increase and decrease of Comprehensive Ability, including the attack power, the Movement Points, and the number of cards (Godzilla only) for each monster.

* The surface is laminated, can be marked with the included pens, wiped clean with tissue paper dampened with water, and reused many times. Oily ink cannot be erased (do not use it, please).

9. The **Combat Results Table** is used to extrapolate the results of combat between the monsters. (description follows)

10. The **Godzilla Card**s are used only for part I and II, to limit Godzilla's range of actions. (detailed in 6)

11. **Defense Cards** - When the monsters engage in hand-to-hand "grappling" combat (22-24), you use the Defense Cards. There are two groups of 6 cards, one group for each of the two players. (detailed in 23)

12. The **Turn Display Table** notes the progress of the game. When one turn ends, cross off the turn number with a marker pen.

## 3. Preparation for game

1. The game board is prepared (city side facing up).

2. Place the Skyscraper Pieces (set in stands indicated in 1-9) on the gameboard. Arrange them according to the numbers on their bases, including the TV Tower piece. Match them to the numbered Skyscraper hexes on the gameboard.

3. Civilian counters are arranged by placing them in the hexes where there are dots with yellow circles.

4. The Mothra side player secretly chooses one of the numbered (A1 - H2) hexes of the forested area on the gameboard to hide Mothra's Egg. Write the number on a scrap of paper and keep it hidden from the Godzilla side player.

5. The Mothra side player chooses five consecutive hexes from amongst those numbered 1 through 22 along the coastline, to set up a trap of High-Voltage Towers to use against Godzilla (refer to 17-1). Write the locations on a scrap of paper and keep it hidden from the Godzilla side player.

6. The Mothra side player places each of the 23 Defense Corps counters in arbitrary hexes around the gameboard. However, they may not be placed in hexes which contain the High-

Voltage Towers, or river hexes which do not have a bridge. Of course, they cannot be stacked (per 2-5) on other counters.

7. The Mothra side player the Shobijin counter on the gameboard within a range of three areas or less from Mothra's Egg (refer to the figure below). The Shobijin may be stacked with other pieces.
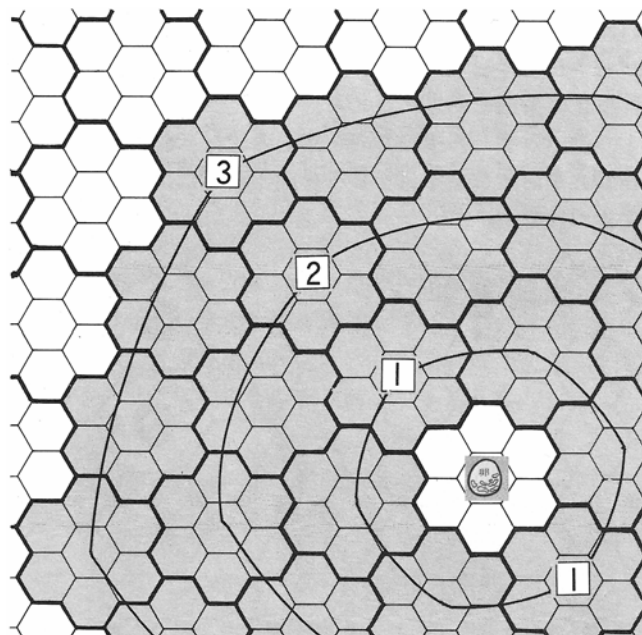
Place Shobijin within a range of three areas of Mothra's Egg

8. The Godzilla player shuffles the Godzilla Cards well, and selects 5 cards from the top of the pile. Set the remaining cards to the side of the gameboard.

9. The Godzilla player rolls one die, and places Godzilla in the sea hex that contains the same number as the die roll result. He may face any direction the player wishes.

4. Game Procedure

The first turn starts here, and each turn advances in phases in this order:

1. **Spreading Fire** (Godzilla side player) - Check to see if fires started in the previous turn spread to other Areas (see section 10).

2. **Panic Movement** (Godzilla side player) - The Civilian pieces that fell into a state of panic in the previous turn are moved (see 15-4).

3. **Civilian Movement** (Mothra side player) - Civilian counters are moved.

4. **Shobijin Movement** (Mothra side player) - the counter representing the "small beautiful women" of Infant Island is moved.

5. **Defense Corps Movement** (Mothra side player) - Defense Corps counters are moved.

6. **Defense Corps Attack** (Mothra side player) - The Defense Corps that are in range of Godzilla may attack him.

7. **Godzilla Movement and Attack** (Godzilla side player) - Pull one Godzilla card and carry out the actions described (detailed later).

8. **Mothra Hatching Attempt** (Mothra side player) - Once 8 turns have passed you may begin the process of trying to emerge from the Egg (19-1).

9. **Mothra Movement and Attack** (Mothra side player) - takes place in the second stage of the game, once Mothra has hatched.

This is the end of a turn. Please check off the turn on the Turn Display Table whenever ending a turn.

5. Comprehensive Ability

1. **Comprehensive Ability** is the numeric rating which displays the current mental and physical power which the monster has. As this gets closer to "0", it reflects the fact that the monster becomes fatigued and that its aggressive desire has decreased.

2. The numeric value of Comprehensive Ability is different depending upon the monster, with "40" being the maximum (in the case of Godzilla). When Godzilla, receives the damage from the attack of the other monsters and Defense Forces, and when he uses his Atomic Breath Ray attack, his Comprehensive Ability decreases.

3. As Comprehensive Ability decreases, the amount of **Attack Power** and available **Movement Points** also decreases (in Part I, only applies to Godzilla)

4. When the Comprehensive Ability of a monster becomes "0", the combat efficiency has been lost, and the monster if removed from the game board immediately.

5. When a Civilian piece is lost due to area fire (9-3), the spread of fire (10-7), being crushed by Godzilla (7-8), or panic (15-6), Godzilla recovers 1 point of Comprehensive Ability.

6. How to Use the Godzilla Cards

1. The Godzilla Cards are used in Part I and II, but not used on Part III.

2. To determine Godzilla's actions within a turn, the Godzilla player pulls a card from his hand of five Godzilla Cards. Each card lists the action(s) that may be taken in that turn. When the player uses one card, he draws a new one from the Godzilla card set (the player always has a hand of 5 cards).

3. When the current pile of Godzilla Cards has been used completely, the player creates a new pile by shuffling the used cards.

4. When Godzilla's Comprehensive Ability (as recorded on the check board) falls to 30, the number of cards held is reduced to 4. When it falls to 20, the number of cards held is reduced to 2. When it falls to 6, the number of cards held is reduced to 2. When it falls to 2, the player may only hold (and draw) one card at a time. This is described clearly on the Godzilla check board.

5. When Godzilla's Comprehensive Ability falls to a regulated number, the Mothra player takes a random Godzilla Card from the Godzilla player, from the pile of used cards.

6. The contents of Godzilla Cards are as follows:

   1) Move up to the listed Movement Points - Move Godzilla up to or less than the number of Movement Points shown on the card. Note that this number may be overridden by the movement rating associated with the current status on the check board.

2) **Atomic Breath Ray** - this attack has a range of two or less, on any one of the forward hexes (detailed in Section 8-1).

3) **Movement Points 2 and Atomic Breath Ray** - Both actions are possible within the one move, used sequentially. Either action may be taken first, but the Ray attack may not be used in the middle of movement.

4) **Stop** - When this card is used, Godzilla does nothing during that turn.

7. When fighting against Mothra in the second stage of the game, you will still use an additional set of cards. The Godzilla side player will have two kinds: the Godzilla Card and the Defense Card used in grappling (refer to Section 23).

7. Movement of Godzilla

1. **Movement Points**: The Movement Point value shown on the check board according to the current status represents the maximum number of hexes Godzilla can move. (In Part I of the game, however, Godzilla is restricted by the value shown on the current Godzilla Card).

2. Monsters may only advance in a forward direction, unless (with the exception of Rodan in Part III) they are monsters in flight such as Adult Mothra and so on.

3. To change direction within a hex, one Movement Point is used with 60° change (that is, per hex side) in facing. For example, in order to change facing to the rear (180°), three Movement Points would be required.
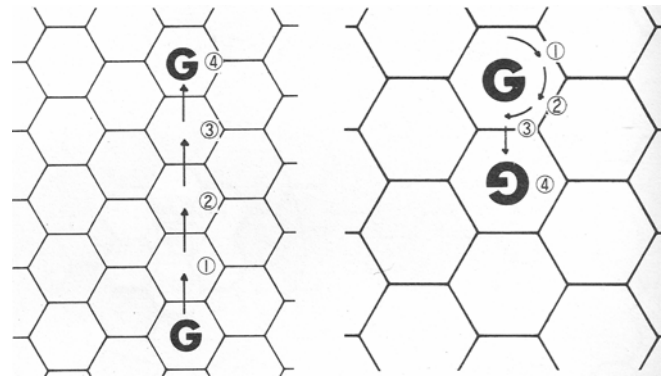
Illustration of example movements when Godzilla uses four Movement Points (the top of the "G" is the front face).

4. Godzilla may move unaffected through hexes representing sea, river and road; Movement Points are neither increased nor decreased at all.

5. In areas where a fire is taking place (refer to Section 9), Godzilla may pass freely and may even stop, unharmed.

6. Godzilla can invade hexes occupied by Skyscrapers. He cannot pass through them, but when he enters an adjacent hex, roll one die. If 4, 5 or 6 is the result, the Skyscraper is destroyed and the building piece removed. The hex is now treated as a standard, empty hex. Regardless of success or failure of the roll, Godzilla loses 3 points from his Comprehensive Ability (enter on the check board).

7. A bridge which Godzilla crosses through is considered to be destroyed entirely. A Destruction Tile (see 2-2) is placed on the hex of the bridge, and Defense Forces and Civilians may no longer cross it.

8. Godzilla may advance even if the Defense Corps and Civilians are in the way. In this case, Defense Corps and Civilians are assumed to have been crushed by Godzilla and their counters are removed from the board.

* Whenever a Civilian counter is removed, one point of Comprehensive Ability is returned to Godzilla at once. (see 5-5)

8. Atomic Breath Ray Attack

1. Godzilla may use his **Atomic Breath Ray** once per turn, directly on any one hex within his forward range (below) of two hexes. The hit is automatic.
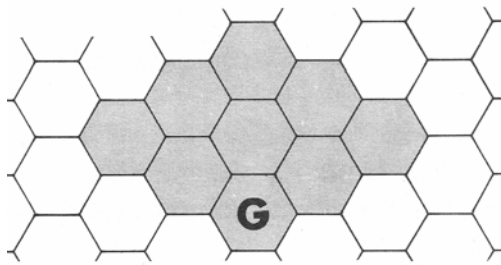
2. When the Atomic Breath Ray is directed upon Defense Corps or Civilians, they are considered destroyed and their counters are removed immediately.

3. When this attack is conducted against Mothra, one die is rolled. If the result is a 4, 5 or 6, Mothra has been damaged. Subtract 3 points from Mothra's Comprehensive Ability on the check board. Godzilla himself consumes 1 point of his Comprehensive ability each time he uses his Atomic Breath Ray.

* This rule is the same and extended to all monsters, excluding Mothra, in Part III of the game.

4. The line between the center point of the hex containing Godzilla, and the center point of the hex containing the target of his Atomic Breath Ray is called the Firing Line.

5. If the Firing Line would pass through or next to a hex containing either Mothra or a Skyscraper, the Atomic Breath Ray cannot strike the target.
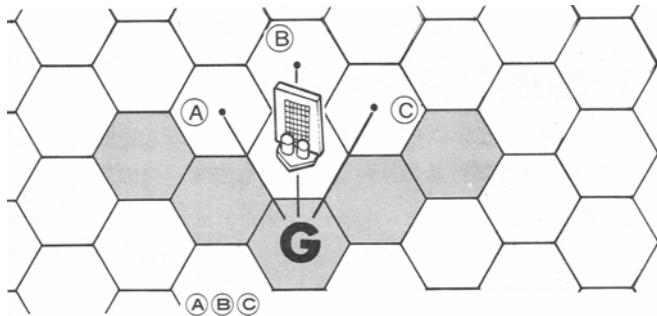
The Atomic Breath Ray cannot strike hexes A, B or C

6. The Atomic Breath Ray may be used from inside or through areas containing fire.

* Regarding Fire, see Section 9

9. Fire

1. When Godzilla targets a hex with his Atomic Breath Ray, and it is a general urban area (plain), a fire results that may engulf the entire 7-hex Area.

2. In the area where a fire occurs, place a fire chip with its back side (blue flame) up in the center of the area.

3. Defense Corps and Civilians who are inside the area where fire occurs are assumed to have been engulfed in the flames, and their counters are removed from the board.

4. Fire does not occur in the areas of the forest, the park, the airport, or the reclamation ground.

5. The fire in a fire area is assumed to be one that doesn't burn in hexes where there is a Skyscraper (including the TV Tower), forest, park, or bridges.

6. Defense forces and civilians who are in the hexes listed as exceptions in 4 and 5 do not receive damage from the fire.

7. When Skyscrapers become a target, fire occurs in the area, but the buildings are not removed.

Fire Chips

Front (Red Flame)   Back (Blue Flame)
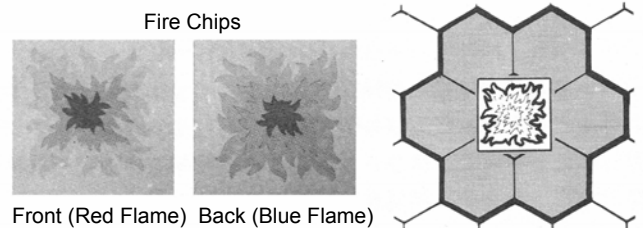
10. Spreading of Fire

When an area is on fire due to the Atomic Breath Ray, the fire may spread to adjacent areas.

1. Spreading does not occur in the areas of forest, parks, the airport, or the reclamation ground.

2. When all hexes which touch the fire area are Skyscraper area, forest, park, river, or bridge, the fire does not spread.

3. It is determined whether the fire spreads in the turn that follows that in which the fire started. (see 4-1)

4. To determine if the fire spreads, the Godzilla side player rolls one die, and if the result is a 5 or 6, the fire will spread to the surrounding areas.

5. In the area determined to be spreading, turn the Fire Chip in the center over to show the front (red flame).

6. When the phase of fire spreading determination ends, Fire Chips are placed face

up on the surrounding areas (with the front, red flame face up).

7. Defense Corps and Civilians in the areas where the fire spread are removed from the board.

8. Spreading is generated only from the Area where Godzilla's Atomic Breath Ray hit, and spreads out only by one degree.

* It never spreads there even if Godzilla uses his Atomic Breath Ray again in the fire area.

9. A fire that occurs by one degree doesn't disappear while playing a game.

11. Attack of Godzilla

1. **Attack Power** is the numeric rating that shows the monster's combat ability.

2. In the case of Godzilla, it is a maximum of 6. This decreases over time as the Comprehensive Ability itself decreases (refer to the Godzilla check board).

3. Using Attack Power, Godzilla makes his attack on the enemy; in addition, his protection from the attack of an enemy is modified according to the direction from which the attack is coming.

Godzilla Attack Power Modifications
(Refer to the Godzilla Check Board)
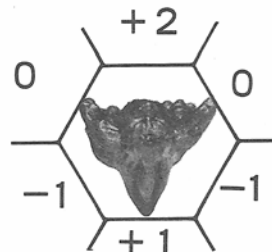
4. In other words, though Godzilla can use "basic Attack Power +2" to the monster in his front, he can only use "basic Attack Power -1" to an enemy at his rear.

12. Defense Corps Movement

1. There are three types of Defense Corps pieces:

Tanks	Rocket Launcher	Atomic Heat Ray
Movement Points — Range	Movement Points — Range	Movement Points — Range
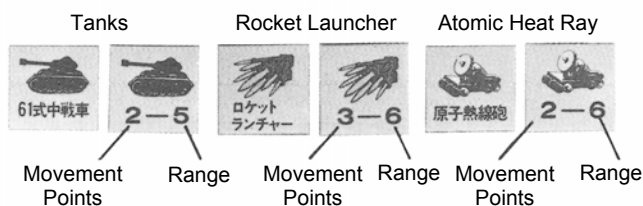
* Each piece represents multiple units

2. The Defense Corps may advance in an arbitrary direction by 1 hex for each movement point. In other words, tanks and atomic heat ray vehicles can move up to 2 hexes per turn, and the rocket launcher up to 3 hexes in one movement phase.

3. When moving along a road, Defense Corps units may double their speed (2 hexes per movement point).
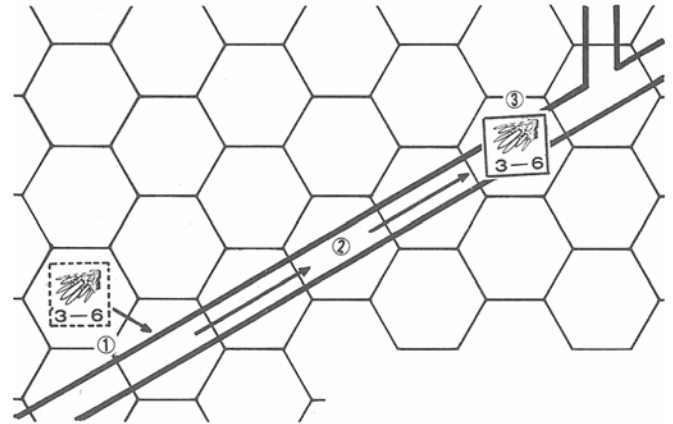
Rocket Launcher Unit using 3 Movement Points along a road.

4. Defense Corps units cannot enter nor pass through hexes containing other pieces (with the exception of the Shobijin).

5. The Defense Corps cannot not go into nor cross rivers other than through hexes with a bridge.(A destroyed bridge cannot be entered nor crossed)

6. Defense Forces may not enter sea hexes nor hexes engulfed in flame.

13. Attack of Defense Corps

1. The Defense Corps can attack Godzilla once per turn according to their range distance rating.

* Range Distance value = number of hexes (not counting your own)

2. Two dice for each attacking piece are rolled. If the combined result of a roll equals 9 or more, it is an effective hit and one unit of Godzilla's Comprehensive Ability is taken. (marked off on the check board)

3. If the line connecting the points of the hexes (the Firing Line) between the attacking Defense Force unit and Godzilla is occupied by 2 or more hexes of a Fire Area, the attack on Godzilla is not possible.
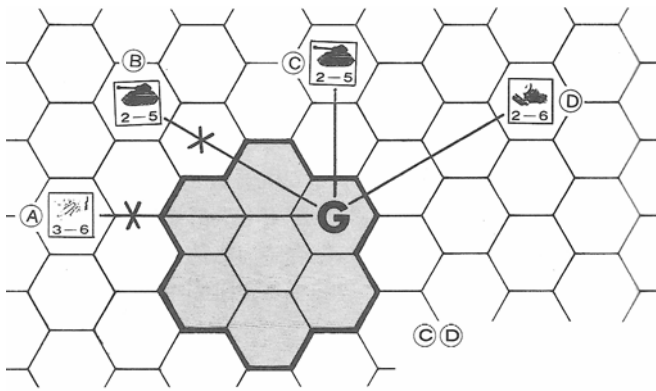
Only C and D can attack Godzilla in his position in an Area on fire.

4. When the Firing Line is interrupted by Skyscrapers, attack is not possible.

5. There is no obstacle to attack even if other Defense Corps units and Civilians are in the Firing Line.

14. Civilian Movement

1. **Civilian** units have 2 Movement Points. When moving along the road, it is the same as the Defense Corps; that is, 2 hexes per one movement point. (12-3)

2. Civilians may not occupy nor pass through hexes of river, the sea, skyscraper, or fire area, nor those occupied by the Defense Corps. (12-4, 5, 6)

3. Civilians cannot move under the following circumstances:

   1) If Godzilla invades an adjacent area.

   2) A fire occurred in the next area.

   3) Inside the same area, Defense Forces outnumber the civilians

   4) Panic has broken out in the area (see Section 15 regarding Panic Movement)

* If as a result of movement, any of the states of 1-4 are encountered, you may not move any further.

4. When Civilians are killed in panic, by Godzilla, or by fire, one point is returned to Godzilla's Comprehensive Ability at once (remove mark from the check board).

15. Panic Movement

1. When 3 or more civilians occupy the same area, **panic** ensues in the area. However, panic does not start when three or more Defense Corps units are in the same area.

2. If Defense Corps (2 pieces or less) are in the area that became panicky, they become involved in the panic.

3. Until the panic subsides, neither movement nor attack from the Defense Forces and Civilians in the area is possible.

4. In any area where panic occurs, the Godzilla side player rolls one die to determine the direction that all pieces will move out, then moves all pieces in the area move 2 hexes in that direction.

* For the direction that the pieces will exit the area, refer to the Direction Indicatory Mark on the gameboard corresponding to the die roll.

Direction indication mark
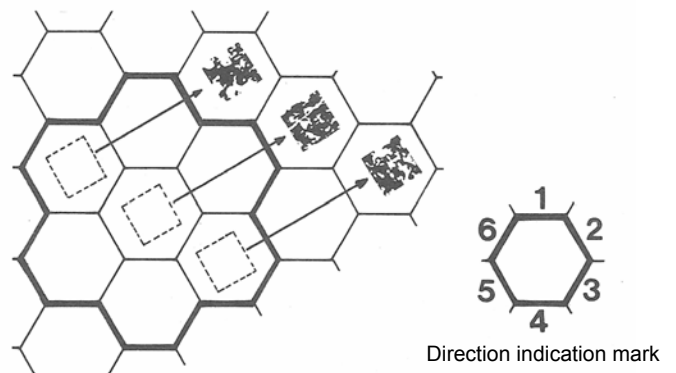
The die is rolled and 2 is the result for the direction of movement.

5. If the move results in another condition of panic, the panic procedures will be repeated in the following turn.

6. If panic movement results in Defense Forces or Civilians moving into hexes of sea, fire, river, skyscrapers, Godzilla or Mothra, the pieces are removed for the board immediately.

7. Both parties' pieces are removed from the board when forced by movement panic into hexes where other Defense Forces or Civilians already exist.

8. Civilians or Defense Force units that exit out the edges of the gameboard are considered to have escaped, and no longer appear in the game.

16. The Shobijin Piece

1. **The Shobijin** piece (representing the tiny twin priestesses of Infant Island, and guardians of Mothra's Egg) has 2 Movement Points. 2 hexes per one movement point are advanced when moving along the road.

2. Only the Shobijin can stack on or pass through Civilian or Defense Force counters. They may

move with Defense Forces when stacked on them.(i.e., movement power of 3 can be achieved if they ride on the rocket launcher)

3. They can neither enter nor pass through hexes of sea, river nor fire areas. (They can enter and pass through hexes of Skyscrapers).

4. The Shobijin cannot go any further than 3 Areas away from Mothra's Egg (see 3-4). They are spending their turns praying to Mothra's Egg, trying to make it hatch.

5. When the Egg of Mothra is hatched, the Shobijin counter is removed from the gameboard.

6. The Shobijin are never involved in panic.

7. They cannot leave the gameboard as long as Mothra has not hatched.

8. The Shobijin counter is removed from the game if Godzilla enters their hex, blasts his Atomic Breath Ray into their hex, or are involved in a fire. If the Shobijin are removed before seven turns have passed, the Godzilla side player wins.

17. Placing the High-Voltage Towers

1. The Mothra side player can set up a line of **High-Voltage Towers**, over 5 consecutive hexes, in the hexes numbered 1-22 along the coastline, as a trap against Godzilla should he enter them.

2. When you have decided where to place the towers, write the locations on a piece of paper and keep it secret from the Godzilla side player.

3. You may not place Civilians or Defense Corps in these hexes.

4. Should Godzilla enter a hex containing a High-Voltage Tower, the Mothra side player declares it and shows the paper. In this case, Godzilla suffers from three hits against his Comprehensive Ability.

5. Because the High-Voltage Towers become unavailable across all 5 hexes once Godzilla contacts one, going into and through those hexes is now possible for the Defense Corps and Civilians.

6. Should a fire break out in an area including a hex with a High-Voltage Tower, the entire chain of High-Voltage Towers becomes unavailable.

18. Mothra's Egg

1. **Mothra's Egg** does not appear the game at first. The Mothra side player only records the hex in which it has been hidden. (see 3-4)

2. Counters other than Godzilla may not enter this hex; however, even if the area including the hex becomes engulfed by fire, the Egg doesn't undertake damage.

3. Nothing damages Mothra's Egg other than a direct hit to the hex from Godzilla's Atomic Breath Ray or the intrusion of Godzilla himself.

4. Unless it was destroyed, the larva of Mothra is born from the Egg once conditions for its hatching have been met (as described in 19).

5. When Godzilla has entered the area adjacent to the area which contains Mothra's Egg, the Mothra player places the counter of Mothra's Egg (2-1) onto the gameboard for the first time.

19. Hatching of Mothra's Egg

1. Beginning at Turn 8, the Mothra side player begins to attempt the **hatching** of Mothra's Egg in the last stage of each turn. Note: as the game begins, on the Mothra (larva) check board, mark off one point of Comprehensive Ability each turn (starting at 28) to mark the passage of each of the 8 turns.

2. The Mothra side player rolls one die at each turn, and notes the total of the eyes.

* Please track the running die roll total on the Mothra (larva) check board.

3. When the total of the die rolls exceeds 13, the Egg of Mothra hatches and Mothra (larva) appears the following turn. The game moves to the second stage at this time.

4. When the hatching has been achieved, the Mothra side player shakes one dice again.

   1) On a roll of 1, 2 or 3, one Mothra (larva) emerges.

   2) On a roll of 4, 5 or 6, two Mothra (larva) emerge (twins).

5. On the following turn, place the 3D Mothra (larva) figure(s) in the hex that contained the Egg.

6. Each Mothra (larva) has its own Comprehensive Ability score (refer to the Mothra (larva) check board).

7. In the case of twins, please treat "A" and "B" individually (refer to Figure 1 earlier in the manual) and record their status separately on the shared check board from now on.

8. The twins move separately hereafter.

20. Mothra Movement

1. In the case of Mothra, its movement is not restricted by Godzilla Cards. It can move freely within its movement range.

2. It may enter and cross through hexes containing sea, river, and road, but its movement is neither increased nor decreased by these types.

3. Mothra may enter, pass through or stop inside an Area occupied by fire.

4. Mothra may not enter nor pass through a hex occupied by a Skyscraper.

5. A bridge that Mothra has entered or passed through is considered destroyed.

* As with Godzilla, a Destruction Tile is placed on the bridge.

6. Mothra may not move while executing a Thread attack.

21. Attack of Mothra

1. Mothra (larva) has a Special Attack of spraying a sticky **Thread**, aiming at one hex within a forward range of 3 or less hexes, which restricts the movement of the enemy.
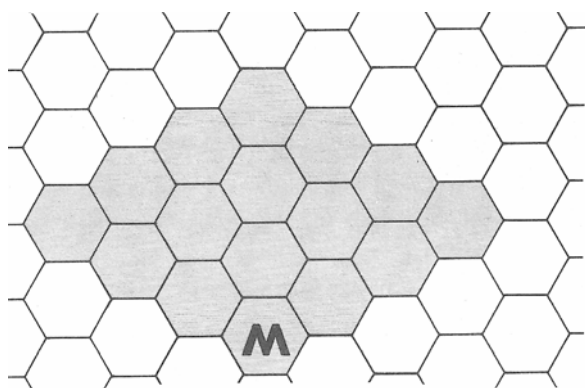
Within front 3 hexes

2. When Godzilla is the target, one die is rolled and if the result is a 5 or 6, the result is 5 points of damage against Godzilla. If the result is 10 points of damage (2 on target hits), Godzilla suffers an immediate 1 point penalty to his current Movement Points. (record on the check board)

* The Comprehensive Ability itself of Godzilla does not fall due to a Thread attack, but his available Movement Points drop by one for every 10 points of hits.

3. The Firing Line of a Thread attack (as with the firing line of Godzilla, detailed in 8-4) cannot be obstructed by hexes with Skyscrapers.

4. The Thread attack cannot be aimed into or through a fire area.

5. Mothra cannot move in a turn when the Thread attack was executed.

22. Grapple Combat

Grapple combat between Mothra and Godzilla is a part of the game in the second stage, once Mothra's Egg has hatched.

Grappling is the "movement attack" of the monsters distinct from their Special Attacks (Godzilla's Atomic Breath Ray and Mothra's Thread) and is commonly known as wrestling or hand-to-hand combat.

1. First of all, the Mothra and Godzilla players should each have their set of Defense Cards (2-11) ready.

2. In order to initiate grappling with the other monster, it is necessary that the hexes in which they're located be adjacent to each other. At this range, the territorial aggression of the monsters increases.
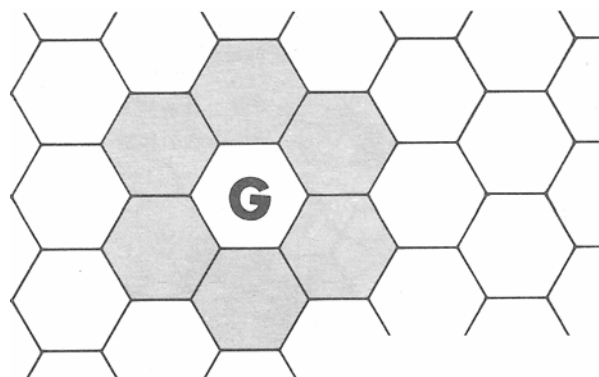
Combat Area

3. When the attacking monster wishes to initiate a grapple attack against the defense, it is necessary that the attacker be within movement range of the defender, and move into the defender's Combat Area.

4. The attacker does not have to initiate a grapple attack simply because it moved into the

combat area of the defender, and may pass if the attacker does not wish to attack.

23. Defense Cards

1. When the attack side wants to begin hostilities, it declares it to the defense side.

2. The defense side determines from which direction the other party is attacking, and chooses how to move their monster piece using one of among six **Defense Cards**.

The contents of the Defense Card are as follows.

1) Advance One Step - Move forward one hex. It isn't possible to move when other monsters are ahead.

2) Retreat One Step - Move backward one hex. It isn't possible to move when other monsters are behind.

3) Turn to Right - Change direction 60° to the right.

4) Turn to Left - Change direction 60° to the left.

5) Stop - No movement from current position

6) Anti-Air Defense - You can use your own Attack Power +1 against the flight attack of the enemy. Neither your position nor direction changes. (Because monsters that fly do not appear in Part I, this card is not used until Part III)

* Options 1 through 6 do not consume Movement Points.

24. Procedures for Grapple Combat

1. Attack side declares intent to initiate a movement attack (that is, to grapple) to the defense side.

2. The defense side chooses one Defense Card and lays it face down.

3. The attack side moves, and enters the Combat Area of the defense side.

4. The defense side reveals the face of the card, and moves the monster according to the instruction.

5. As a result, the grapple combat only continues if the attack side and defense side are still within the Combat Area.

6. The modification to Attack Power based on the facing of the monsters relative to each other is calculated, and each modified Attack Power is compared. (11-3, refer to the check board)

7. The Attack Power of the defense is subtracted from the Attack Power of the attacker, and the difference is noted.

8. The player on the attack side rolls one die, and correlates the result on the Combat Result Table card.

* Locate the difference value as determined in step 7 above on the horizontal axis of the table, and cross-reference it with the result of the die roll.

Explanations of the resulting instructions are as follows:

D (number) - means that the defense side undertook damage. Subtract the figure from the Comprehensive Ability of the defense.

A (number) - means that the attack side undertook damage. Subtract the figure from the Comprehensive Ability of the attacker.

R - The side that received the damage is forced, without changing direction, to retreat 1 hex, into another of the 6 hexes of its Combat Area. The player who did the damage decides into which hex the retreat is forced. However, the player cannot be forced to retreat into an enemy's Combat Area. In case there is no suitable hex into which the retreat can be forced, the injured party suffers an additional 1 point of damage against their Comprehensive Ability.

-- No damage to either party.

25. Grappling: Additional Rules

1. One monster cannot initiate grappling against two or more enemy monsters. Choose your attack against only one enemy, even if the positions of the pieces make it possible.

2. Two (or more) monsters can start attacking one monster at the same time. Nevertheless, still only one Defense Card can be drawn.

3. When undergoing an attack from two or more at the same time, all modifiers based on the direction of the attacks are totaled and added to the basic attack power of the defense.

   The attack side totals the attack power of all monsters that started the attack (basic attack power + modifiers) and from that total subtracts the defense attack power. The result is cross-referenced against the die roll on the Combat Results Table.

4. There are scenarios in Part III where two or more grapple fights occur at the same time. The attacker extrapolates the results from combat at this time.

The Defense Card is returned to the pile and can be re-used immediately.

26. Playtest

The following is an example of a battle between Mothra (larva) and Godzilla, tracking the figures and explaining.

Code

Mothra (twins) = A and B; Godzilla=G

The top of each code/letter represents the front of the monster figure.

In the playtest, all of the values for Comprehensive Ability, attack power and Movement Points of the monsters are assumed to be in optimal condition.

1. Let's assume that Godzilla is attacking here first. First of all, the G side declares the movement or an attack (either A or B). G declares movement attack on A. The Mothra side chooses a Defense Card from the pile and, without showing it to G, lays it face down.

Step 2
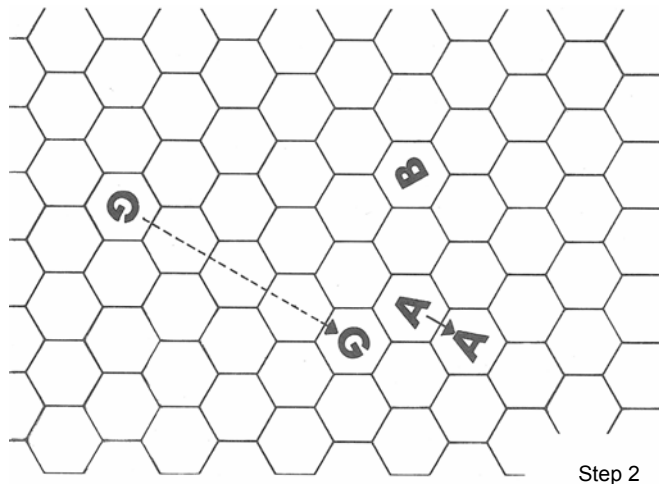
2. G attacks, placing his front face against Mothra's left/front face, using 5 Movement Points. However, the Defense Card the Mothra player chose was "One Step Retreat" and, as a result, moved outside of the Combat Area for G and avoided G's assault.

Step 3
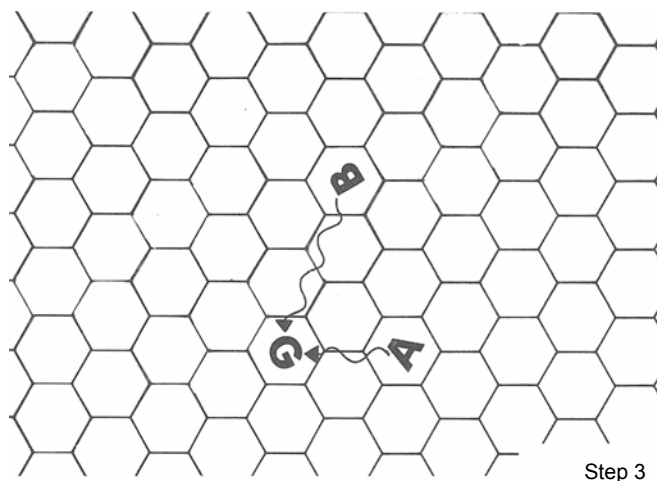
3. The following are the attacks of the Mothra side. A and B execute a Thread attack on G (because this is a Special Attack, the Defense Card is not used). A and B roll a die each, and A gets a 2 and B gets a 6. G receives 5 points of damage from the Thread attack of B, which hit (enter onto the check board).

Step 4
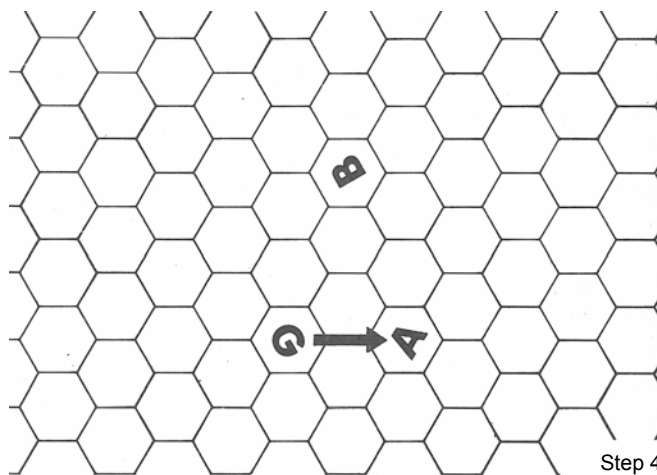
4. In the second turn, G makes an Atomic Breath Ray attack on A, but when the G side player rolls the die, he gets a 2. G takes a minus one against his Comprehensive Ability.
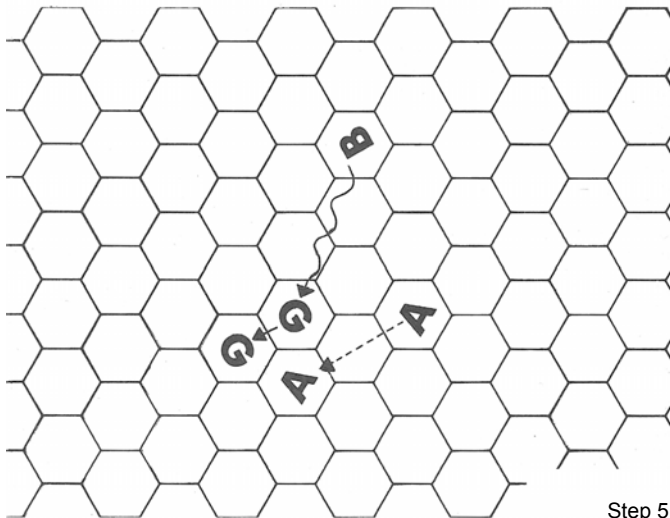
Step 5

5. The Mothra side declares a movement attack for A, and B will attempt the Thread attack this time. G side chooses one defense card (In this case, it is not effective against the Thread attack). The Thread attack of B results in a die roll of 6. When added to the damage G received in step 3, it becomes a total of 10, and G loses one point from his Movement Points (from now on he does not recover this damage). A was going to use 4 Movement Points to attack the right rear of G with its own right forward, but G used the "One Step Retreat" card and it becomes a frontal attack. Because of the unexpected movement, A is attacking with its front with a +1 to its base attack power 3, 3+1=4. This results in an Attack Power difference between the two of "-2". Mothra rolls a 6. Cross-referenced against the Combat Results Table, neither takes any damage.
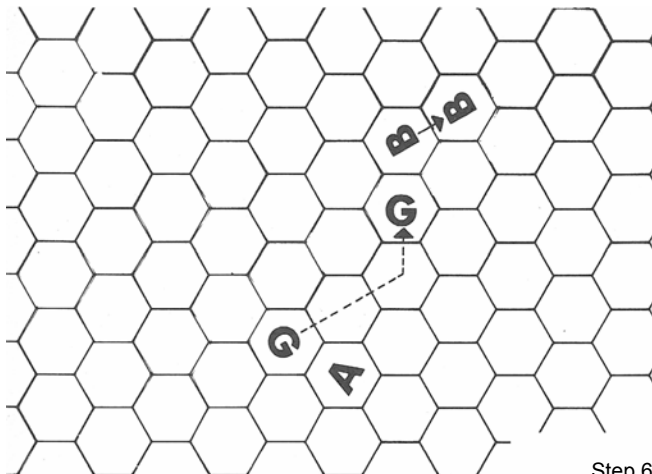
Step 6

6. In the third turn, G makes a movement attack on B. The Mothra side chooses a "One Step Retreat" Defense Card. G uses 4 Movement Points (he usually has 5, but the Thread attack decreased it to 4), but because the Mothra side used "One Step Retreat", the attack is disengaged.
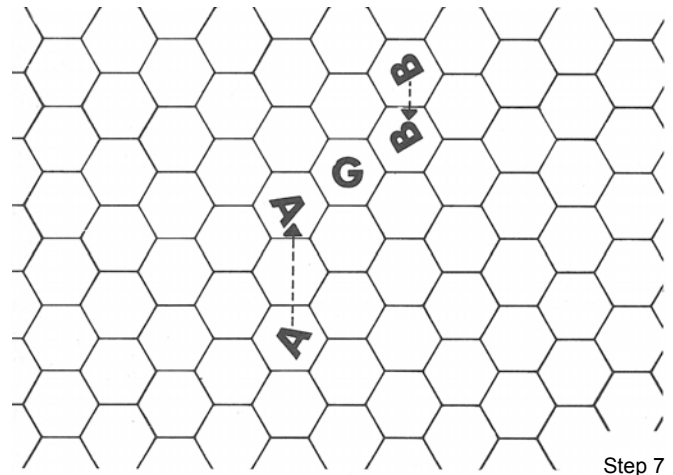
Step 7

7. The Mothra side chooses to declare the movement attack for both A and B this time. The G side player chooses a Defense Card. A uses 4 Movement Points to position its front face against G's left rear face, and B uses 3 to attack G's right forward face with its own front. G will receive the attack because he chose the "Stop" defense card.

In this case, the Attack Power of A and B are 3 each, with a + 1 modifier for each because they use their front face: 6+2=8 total Attack Power. Because G has an Attack Power of 6 with modifiers of -1 (attack from left rear) and 0 (attack from right front), his modified Attack Power is 6-1=5. The Attack Power difference is +3. The Mothra side player rolls a die and gets a 4. When cross referenced against the Combat Results Table the result is D3R, meaning G takes damage of 3 to his Comprehensive Ability and is forced to retreat one hex.

8. The game proceeds as above, but here are some items worth noting:

1) There are two kinds of attacks, such as movement attack (grapple combat) and Special Attacks (Atomic Breath Ray and Thread attack)

2) Only one action can be taken within a turn. In other words, it is not possible to execute both a Special Attack and a movement attack combination in the same turn.

3) The Defense Card is not used in the Special Attack. As shown in Step 5, the Special Attack takes precedence.

4) Damage received due to a Thread attack is not recovered in the game. At 10 points, Movement Points are decreased by -1, and at 20 points, they are decreased by -2.

27. Victory Conditions

-- Godzilla Side Victory Conditions

1) Within 7 turns, the Shobijin are destroyed.

2) Mothra's Egg is discovered and destroyed before Mothra hatches.

3) Mothra's Comprehensive Ability is reduced to 0

-- Mothra Side Victory Conditions

1) Godzilla's Comprehensive Ability is reduced to 0

* The second stage of the game may be limited to 10 turns (to shorten the game time) after Mothra hatches; the victory conditions above would be modified as follows.

Godzilla Side 1 (3):
Take 16 of Mothra's Comprehensive Ability points within 10 turns (if facing the Mothra twins, it would be 16 total points between the two).

Mothra Side 2 (1):
Take 6 of Godzilla's Comprehensive Ability points in 6 turns or less.

Otherwise, the game is considered a tie.

GAME PART II (GAME FOR ONE PLAYER)

Using the system outlined in Part I, it is possible for one person to enjoy a solitaire version of the game. The preparation and procedure are as follows, though only first stage of Part I is part of the game.

28. Preparation and Procedure

1. The player plays the side of Mothra and the humans.

2. First of all, place the counter for Mothra's Egg in an arbitrary hex. Arrange the Civilians and Defense Corps as outlined in Part I. The Shobijin do not appear in Part II.

3. Choose the locations of the High-Voltage Towers as in Part I.

4. Shuffle the Godzilla Cards well, and set them aside face-down in a single pile.

5. The player rolls one die to set the location where Godzilla appears in the sea.

29. Rules

1. Godzilla's actions in the game are governed entirely by the Godzilla Cards. When it is the **Godzilla Movement and Attack** phase of the turn, the player turns one Godzilla Card over and follows the instructions.

2. Godzilla basically advances toward the Egg.

3. When the card directs Godzilla to move, roll one die and use the guide below to determine Godzilla's direction (refer to Figure A).
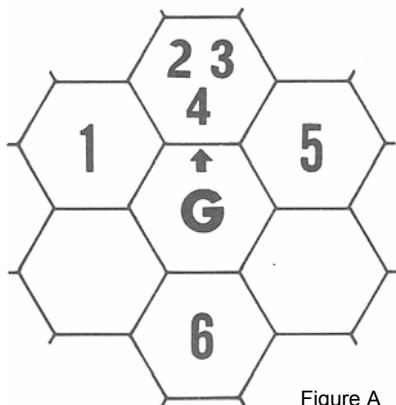
Figure A

1) On a roll of 1-5, change direction accordingly and move in that direction one hex. After that, use any remaining Movement Points to turn

and advance toward Mothra's Egg. As in Part I, it costs 1 Movement Point to turn 60° (refer to Figure B).

2) On a roll of a 6, move backward by 1 hex and change facing toward the Egg. Then continue moving directly toward the Egg (refer to Figure C).
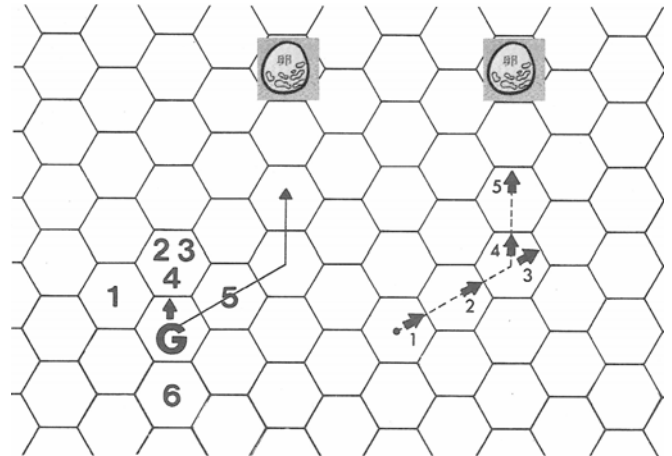
(Figure B: Movement example of rolling a 5 and Godzilla's direction)
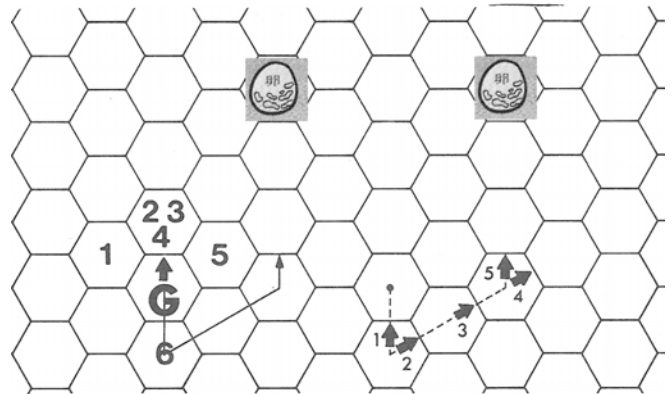
(Figure C: Movement example of rolling a 6 and Godzilla's direction)

4. When a card with Atomic Breath Ray is pulled, and a Defense Corps unit is within range, designate that as the first target (when multiple Defense Corps units are within range, choose the one closest to the Egg).

5. When there are no Defense Corps units within striking distance, roll one die and use the Figure D below to determine a target hex.
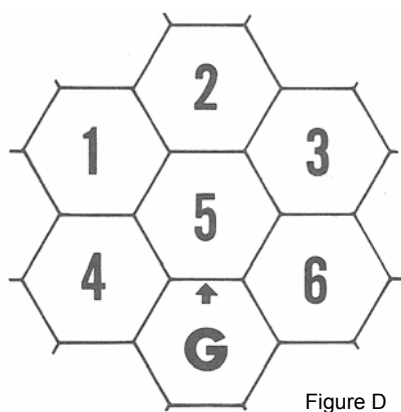
Figure D

6. When drawing the card for both movement and attack, move first then use the Atomic Breath Ray.

7. Other rules correspond to those in Part I.

30. Victory Conditions for Part II

The victory condition for the player is to defend Mothra's Egg from Godzilla for 15 turns. If Mothra's Egg can survive and hatch within 15 turns, it is a win for the player.

GAME PART III

(Please read Sections 1, 2, 5, 7, 8, 11, 22, 23, 24 and 25 first before proceeding to the Part III game and rules.)

● *Introduction*

Game Part III, uses the decisive battles between giant monsters as its theme, consists of four scenarios.

1. The Island side of the gameboard will be used.

2. Including Godzilla and Mothra (larva) from Part I, 9 monsters will be available.

3. Defense Corps, Civilians and the Shobijin are not used.

4. The new monsters here have Comprehensive Ability, Attack Power and Movement Points just as Godzilla and Mothra do (see sections 5 and 7), and the grapple combat rules are similar to those in sections 22 through 25.

5. Like Mothra (adult), Rodan and so on, monsters that can move using flight appear here as well.

31. *Flight Movement*

1. Flight movement uses 1 Movement Point per hex.

2. With flight movement, direction can be changed without using a Movement Point. In short, it is possible to take off and fly away in any direction, regardless of initial facing, without using additional Movement Points. Similarly, it is possible to land facing in any direction.

3. With flight movement, it is possible to pass through hexes occupied by other monsters.
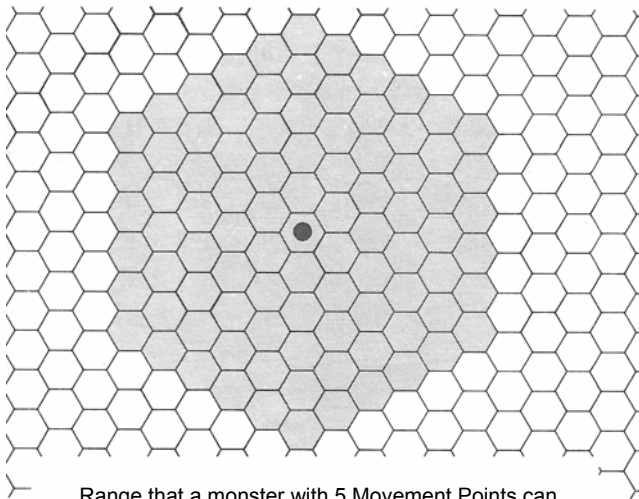
Range that a monster with 5 Movement Points can move through flight within 1 turn

32. *Godzilla*

Comprehensive Ability 40
Maximum Attack Power 6
Maximum Movement Points.....5

1. Atomic Breath Ray Attack

1) Atomic Breath Ray is fired from the mouth.

2) The target is 1 hex; the range is 2 hexes or less forward.

3) When used, roll one die. On a 4, 5 or 6, the target monster takes 3 points of damage to Comprehensive Ability.

4) Regardless of the success or failure of the attack, Godzilla loses 1 point from his Comprehensive Ability.
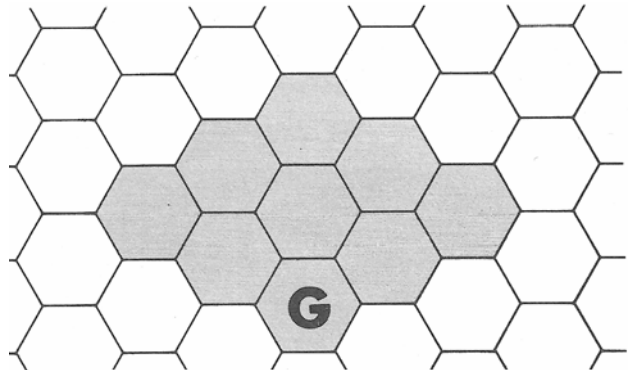
The range of the Atomic Breath Ray is 2 hexes or less forward.

* The Godzilla Cards used in Parts I and II are not used here.

33. *Mothra (Larva)*

Comprehensive Ability…………28 (20 each for twins)
Maximum Attack Power 6
Maximum Movement Points.....5

1. Thread Attack

1) Mothra (larva) sprays a sticky Thread, aiming at one hex within a forward range of 3 or less hexes, which restricts the movement of the enemy.
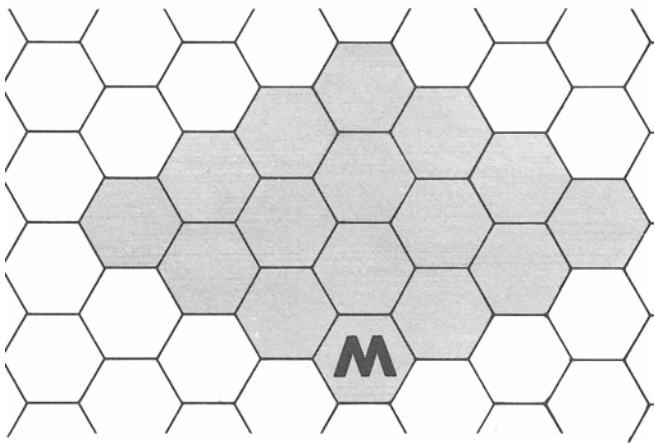
Range of the Thread attack is within 3 forward hexes.

2) Roll one die against the target monster; on a result of 5 or 6, the target monster takes 5 points of damage. Once 10 points (2 hits) of damage from the Thread Attack are taken, the enemy loses one Movement Point (record on the check board).

* The Thread Attack reduces Movement Points, but does not reduce Comprehensive Ability.

* Other rules for Mothra (larva) are similar to those outlined in sections 20-21.

34. Mothra (Adult)

Comprehensive Ability............30
Maximum Attack Power............6
Maximum Movement Points…..4
(flight movement only)

1. **Flapping Attack**

1) Within all of the forward 3 hexes, Mothra can cause a gale from flapping her wings.

2) Roll the dice (one for each monster in range) and on a roll of 4, 5 or 6, the target is hit, pushed back 1 hex (without changing direction) away from Mothra, and lose 2 points of their Comprehensive Ability. Mothra loses 1 point of Comprehensive Ability when executing the Flapping Attack.

2. Poisonous Powder Scales Attack (includes the Flapping Attack)

1) In addition to the Flapping Attack, this method releases a scaly, poisonous powder from her wings. Though the area of influence is the same as the Flapping Attack, this method can only be executed 3

times within one game (record on the check board).

2) Roll one die and on a roll of 5 or 6, any monsters that are in range of the attack are pushed back 1 hex (without changing direction) away from Mothra, and lose 5 points of their Comprehensive Ability. If a 4 is rolled, the result is the same as if it had been a regular Flapping Attack as detailed above in 1-2.

3) Mothra loses 3 points of Comprehensive Ability when executing the Scales attack.
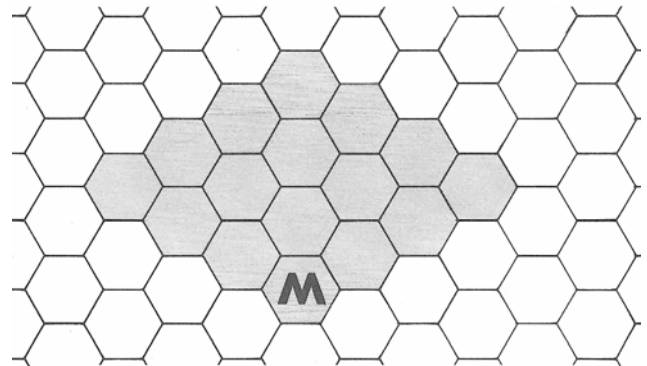
Range of Flapping Attacks, all hexes inside the forward range of 3 hexes.

35. Anguirus

Comprehensive Ability 35
Maximum Attack Power 5
Maximum Movement Points.....6

Anguirus has no Special Attack.

36. Rodan

Comprehensive Ability 35
Maximum Attack Power 5
Maximum Movement Points…..4
(flight movement only)

1. **Flapping Attack**

1) The method, area of influence and effect is the same as that of Mothra (adult).

37. King Ghidorah

Comprehensive Ability................38
Maximum Attack Power.............7
Maximum Movement Points….. .5
(flight is possible)

1. **Lightning Ray Attack**

1) The Lightning Ray can be fired from three mouths.

2) The target is 1 hex; the range is any 1 of the surrounding hexes within a 2 hex range.

3) When Attack Power is 5 - 7, three attacks per turn are possible; at Attack Power 3, two attacks per turn; at Attack Power 1, 1 attack per turn is possible.

4) King Ghidorah may combine multiple strikes against the same target, or attack separate targets instead.

5) Roll one die for each attack, and any roll of 5 or 6 is a hit. Each hit results in a loss of 2 points of Comprehensive Ability to the target.

6) King Ghidorah loses 1 point of Comprehensive Ability for each Lightning Ray Attack, regardless of success or failure.
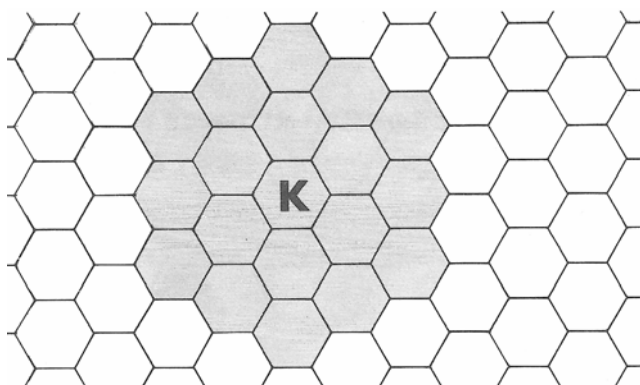
Lightning Ray Attack is within the range of surrounding 2 hexes

38. Mechagodzilla

Comprehensive Ability............38
Maximum Attack Power............6
Maximum Movement Points.....4

1. **Missile Strike**

1) This robot monster has multiple weapons that emanate from the body, such as missiles, a heat ray, and an optical beam; the term "missile strike" is used generically for all here.

2) The target is 1 hex; the range is any of the 2 hexes surrounding.

3) Mechagodzilla can attack twice per turn, either two times against the same target hex, or two different targets.

4) Roll one die for each attack, and on a 5 or a 6, the target suffers a hit of 3 points to their Comprehensive Ability.

5) Mechagodzilla does not get the usual deduction to Comprehensive Ability for each attack performed.

2. **Check of Antenna**

1) Mechagodzilla's abilities are decreased substantially if his antenna is damaged, because he is controlled through radio waves by aliens. Whenever damage is received a check against the status of his antenna must be performed.

2) The antenna check is done once his Comprehensive Ability is reduced to 20 or less (and his Attack Power is 4). From that point, anytime he takes two or more hits of damage, two die are rolled. If the results are a 1/1, 1/2, 5/6 or 6/6, he takes an additional 7 points of damage against his Comprehensive Ability.
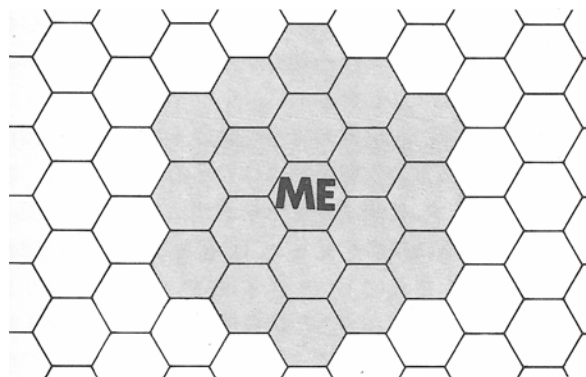
Mechagodzilla Attack: twice, within a range of surrounding 2 hexes surrounding.

39. Gigan

Comprehensive Ability............38
Maximum Attack Power............5
Maximum Movement Points.....4

   1. Laser Attack

   1) The laser can be aimed at any one hex within a forward 2 hex range

   2) Roll one die and on a 5 or a 6, the target suffers a hit of 3 points to their Comprehensive Ability.

   3) Gigan loses 1 point of Comprehensive Ability for each Laser Attack, regardless of success or failure.

40. Gameboard

1. The Island side of the gameboard is used
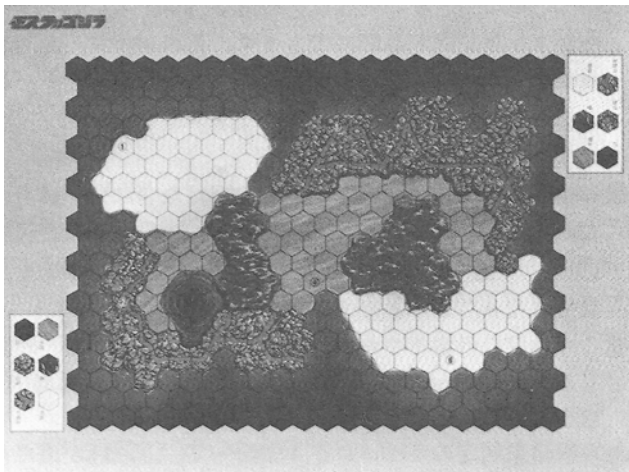
2. The island features seven kinds of geographical features: plain, forest, sand, marsh, rocky path, rocky area and sea.
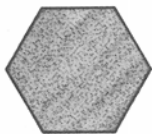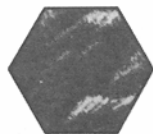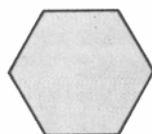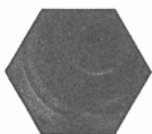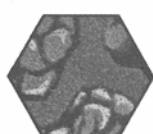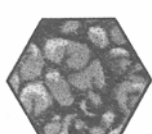
| Plain | Forest | Sand |

| Marsh | Rocky Path | Rocky Area |

* Please refer to explanatory notes on the board.

3. Monsters can only move 1 hex per turn through sea or sand hexes (does not apply to flight movement).

4. Marsh rules:

   1) Monsters cannot pass through marsh hexes, other than through flying. Monsters which are forced into marsh because of retreat cannot move or change direction (monsters cannot be forced to retreat into marsh due to the Flapping Attack).

   2) Monsters stuck in a marsh can roll one die each turn to escape during their movement phase. On a roll of 3 or more, they are moved to the nearest land hex.

   3) 2 points of Comprehensive Ability are deducted for every turn spent in marsh.

   4) In the turn following escape from a marsh, the monster may move normally.

5. Special Attacks and Defense based on topography:

   1) Godzilla **Stones & Rocks Attack** (rocky and rocky path areas): When Godzilla is in a rocky area, he can use his tail to strike an enemy with flying rocks. The target is 1 hex; the range of the attack is 3 hexes or less from the rear side. Roll one die and on a 5 or a 6, the target suffers a hit of 1 point to their Comprehensive Ability.

   2) **Sand Attack** of Mothra (adult) and Rodan:

      1. The effectiveness of Mothra and Rodan's Flapping Attack increases in the sand. Monsters (with the exception of Mechagodzilla and Gigan) that receive the Flapping Attack may be temporarily blinded by sand.

      2. The attack works if the attacking monster is in sand, even if the target is not (the same 3 hexes forward range still applies).

      3. Roll one die and on a result of 4, 5 or 6, the target monster in range becomes blinded and cannot move.

      4. Even in a state of blindness, a monster may turn in place up to its available Movement Points.

      5. In the next movement phase, the blinded monster can try to recover by rolling a 6 on one die.

6. Mothra can combine this with her Poisonous Powder Scales Attack (see 34-2).

3) **Rocky Path Defense:** Because Mothra (larva) is short, it can hide its body within the rock paths. If Mothra (larva) is attacked by other monsters, subtract 1 from the attacker's Attack Power. When targeted by any form of Ray-based Special Attack in these circumstances, only a 6 is considered a hit.

41. Game Procedure

Each scenario advances turn by turn in the following order:

1. First player may move his piece or attack with a Special Attack (Ray, Flapping, etc.).

2. Alternately, the player declares a grapple attack to another player.

3. The player under attack selects and lays down a Defense Card in preparation for the movement attack.

4. The attacking player moves into the defender's Combat Area, and the result is checked against the combat results table.

5. In the same order outlined above (1-2-3-4), the next player(s) carries out attacks.

6. Check off each turn as it is completed in the Turn Display Table.

42. Playtest

The following is an example of a battle between Godzilla and Rodan vs. King Ghidorah and Gigan, tracking the figures and explaining.

Code

Godzilla = G   **Rodan = R**
King Ghidorah = K   **Gigan = GG**

* The top of each code/letter represents the front of the monster figure.

* "G side" means Godzilla and Rodan, and "K side" means King Ghidorah and Gigan.

In the playtest, all of the values for Comprehensive Ability, attack power and Movement Points of the monsters are assumed to be in optimal condition.

1. Let's assume that the K side is attacking.

   First of all, K side declares the movement or the attack of both K and GG.

In the first turn, K is going to attack G and GG is going to attack R. NOTE: K need not declare whether the attack will come from the ground or from the air. That's declared when the attack comes. G selects a Defense Card and lays it face down, hidden from K.

2. As it turns out, K attacked the left front of G using its own left front, using 5 Movement Points along the ground. G reveals his Defense Card; the defense is not effective because he chose "Anti-Air Defense", and he undergoes K's attack.

   With an Attack Power of 7 and a modifier for the left front of +1, the Attack Power of K is 8 in total. G has an Attack Power of 6 with no modifier for his left front, so the Attack Power difference is +2. The K side player rolls a die with a result of 5. Cross-referenced on the Combat Results Table, the result is D3R, meaning G takes a 3 point hit against his Comprehensive Ability and is forced to retreat 1 hex. Gigan attacks next. The side chooses a Defense Card again. GG uses 4 Movement Points to attack R, front to front. However, G side chose "One Step Retreat", and R avoids the attack and leaves the Combat Area.
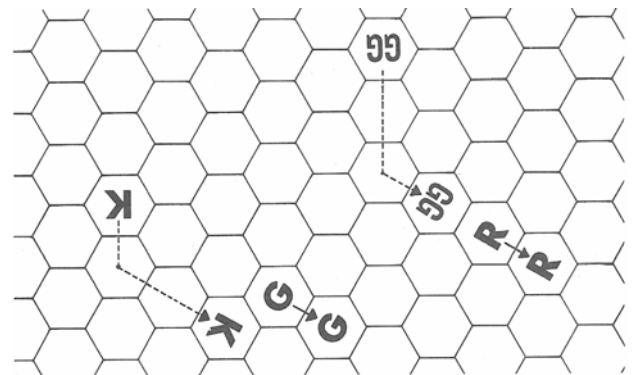
3. The following are the movements and attacks of the G side. G side applies a combined barrage on GG with both G and R.

   The K side selects a Defense Card.

   G uses 4 Movement Points rotate and move to attack the right rear of GG, and R takes to the air to move behind GG. R will execute a frontal attack on the left rear. K shows the Defense Card, "Turn to the Right", meaning G will put a frontal attack on GG's front right.

   Because G's Attack Power is 6+2=8, and R's is 5+1=6, their combined Attack Power is 14, against GG's 5-1+1=5. The Attack Power Difference is +9. G rolls a die and gets a 6,

meaning GG takes an 8 point hit against Comprehensive Ability and is forced to retreat 1 hex. This ends the first turn. Key thing to note: when the Attack Power difference is -4 or less, or +8 or above, it corresponds to -3 and +7, respectively.
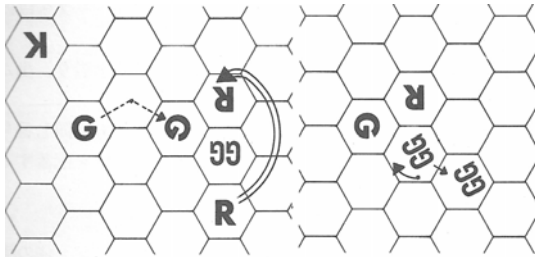
4. The second turn begins, and K and GG are going to attack R only. G side chooses a Defense Card. K flies and uses 5 Movement Points to position itself forward in R's front hex, and GG uses 4 Movement Points to turn and move into R's rear left hex. G's Defense Card is "Advance One Step", invalidating K's attack. R's Attack Power is 5+0=5, GG's is 5-1=4, a difference of -1. The die is rolled resulting in a 2, cross-referenced on the Combat Results Table is A2, so GG takes 2 points of damage to Comprehensive Ability.
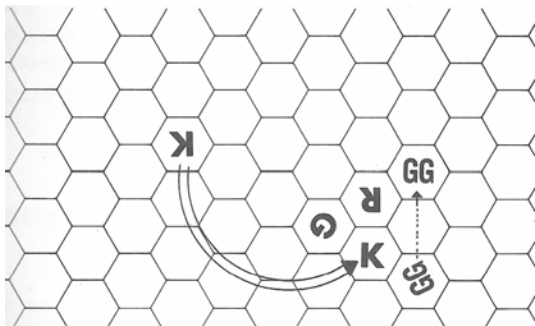
5. K uses the "Stop" Defense Card and does not move. The G side's combined and modified Attack Power is 11+3=14 against GG's Attack Power of 5, resulting in a difference of 9. G rolls and gets a 5, resulting in 7 points of damage to GG's Comprehensive Ability. As a result, GG's Comprehensive Ability becomes 21 and Movement Power falls to 3.
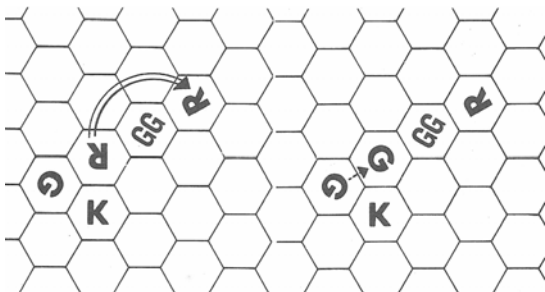
6. The third turn begins, and the K side decides K will use a multiple Lightning Ray Attack and GG will add to the barrage on G with a movement attack. The G side chooses a Defense Card (not effective against the Lightning Ray Attack). The K side rolls three dice for his Ray Attack, because a Special Attack takes priority, and gets a 1, 4 and a 5. As a result G loses 2 points, but K loses 3 points Comprehensive Ability (each Ray Attack cost 1 point) as well. Next GG puts a frontal assault on G using 3 Movement Points, but G avoids the attack having drawn the Defense Card "One Step Retreat", moving out of the Combat Area.
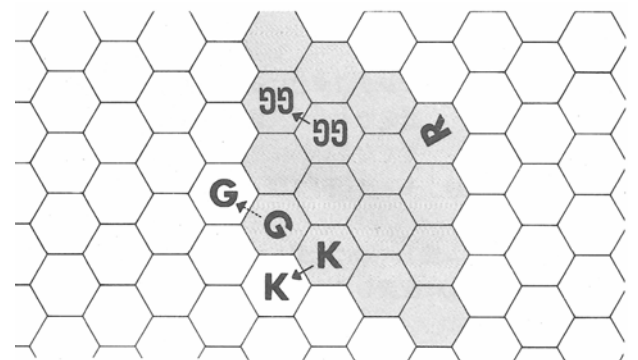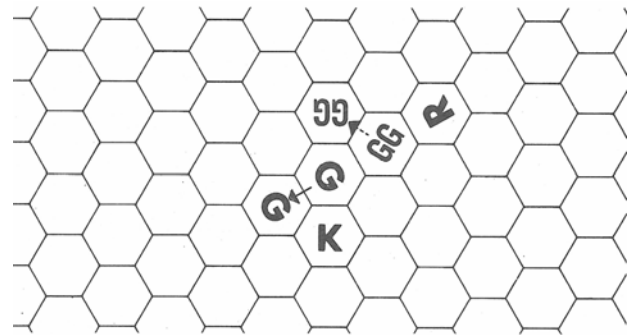
7. Now G uses 5 Movement Points to move out of the attack range of R, who will use the Flapping Attack. Because R rolls a die for each target in range, and gets a 4 and a 5, both K and GG fall back one hex and in addition take 2 points of damage to their Comprehensive Ability. R loses 1 point of Comprehensive Ability.

8. The game proceeds as above.

43. Scenario A

--- Godzilla vs. Mechagodzilla

1. Scenario

The robot monster Mechagodzilla has appeared on a remote island as the advance guard of the extraterrestrials who scheme terrestrial invasion. In order to defeat it, Godzilla of the earth monsters has appeared in the sea. The mortal combat of the monsters begins here!

Only two monsters appear in this scenario, the simplest of the game setups.

Before playing the game, please become accustomed with the rules.

2. Pieces

- Godzilla side (attacking first): Godzilla
- Mechagodzilla side (second): Mechagodzilla

3. Arrangement

Place Godzilla in hex #3 on the game board. Place Mechagodzilla in hex #4 on the board.

4. Victory Conditions

Within 10 turns, defeat the enemy. Or, the one with the most remaining Comprehensive Ability wins.

44. Scenario B

--- Mothra vs. Godzilla

1. Scenario

Adult Mothra has been defeated and Godzilla, retreating from an attack by the Defense Corps, crosses the sea to Kojima in the Izu Islands. Two larvae of Mothra, having just hatched, follow after him...

2. Pieces

- Godzilla side (attacking first): Godzilla (with his Comprehensive Ability reduced to 30, as he is already considerably fatigued)
- Mothra side (second): Mothra larvae (twins)

3. Arrangement

Place Godzilla in hex #4 on the game board. Place Mothra A in #3, and Mothra B in #5.

4. Victory Conditions

If Godzilla's Comprehensive Ability is reduced to 6 or less within 15 turns, Mothra wins. Otherwise, Godzilla wins.

45. Scenario C

--- Godzilla vs. Gigan

1. Scenario

The Space Hunter Nebula M Aliens have constructed their forward base on an isolated island. In order to destroy it, Godzilla and Anguirus land on the island. The aliens mobilize the space monsters King Ghidorah and Gigan to confront them.

2. Pieces

- Gigan side (attacking first): Gigan and King Ghidorah
- Godzilla side (second): Godzilla and Anguirus
- Base: Use one of the Skyscraper pieces from Part I

3. Arrangement

1) The Gigan player places the Base in any random hex, other than sea, marsh or sand.

2) Place Gigan and King Ghidorah within 3 hexes of the base.

3) Roll a die each for Godzilla and Anguirus to determine the numbered hexes to place them on.

* If the roll is the same, Godzilla and Anguirus may share the starting hex in the first turn (only).

4. Victory Conditions

If the Base of the space aliens can be destroyed in 20 turns or less, it is a win for the Godzilla side. If it's not possible, the Gigan side wins.

* When the barrier receives 20 damage points, the space alien base is destroyed. Refer to Section 47 on "The Base and Control Tower Rules".

46. Scenario D

--- The Great Monster War

1. Scenario

The real invasion of the extraterrestrials who aim for Earth has started. The aim is Monster Island, where all of Earth's monsters have gathered. When the control tower of this island is destroyed, the radio wave that controls the Earth's monsters will turn off, and place them under the space aliens' rule. Betting the Earth's fate here, the greatest decisive battle has begun!

* There is no direct relation to the movie "The Great Monster War" (aka "Godzilla vs. Monster Zero"); only the title has been borrowed

2. Pieces

- The Space Monster side (attacking first): King Ghidorah, Gigan and Mechagodzilla
- Godzilla side (second): Godzilla, Anguirus, Rodan, Mothra (adult) and Mothra (larva, one)
- Control Tower: Use one of the Skyscraper pieces from Part I

3. Arrangement

1) The Godzilla player places the Control Tower in any random hex, other than sea, marsh or sand.

2) Place Godzilla, Anguirus, Rodan, and Mothra (larva) within 3 hexes or less surrounding the Control Tower.

3) Roll a die each for each of the Space Monsters to determine the numbered hexes to place them on.

* If the roll is the same for two or more monsters, they may share the starting hex in the first turn (only).

4) Mothra (adult) is coming to the rescue from Infant Island (setting of "Large Duel in the South Sea"). Beginning on the 15th turn, the Godzilla player can start rolling for "Mothra Rescue Request" in the movement phase. Roll one die each turn, and when a total of 13 is achieved, Mothra (adult) will appear at once. Roll one die to determine on which hex she will appear.

4. Victory Conditions

If the Control Tower is destroyed in 25 turns or less, it is a win for the Space Monster side. If it's not possible, the Godzilla side wins.

* When the Control Tower receives 25 damage points, it is destroyed. Refer to Section 47 on "The Base and Conning Tower Rules".

47. Base and Control Tower Rules

1. Because the Base and Control Tower are protected by a barrier, it is first necessary to destroy it.

2. Monsters can only attack the structures in a frontal assault, from a hex adjacent to them (attacking from their side or rear faces is not allowed).

3. The attack and hit are automatic, simply roll 1 die to determine the damage, and keeping a running total from turn to turn.

4. In Scenario C, the base is destroyed after 20 points of damage; in Scenario D, the Control Tower is destroyed once it has received 25 points of damage.

5. Only one monster per turn can attack a structure.

6. The Base, Control Tower and other monsters cannot be attacked at the same time.

* While playing these scenarios, think of yourself as your favorite monster!

MOTHRA VS. GODZILLA

● *Original Story*

A news reporter named Sakai and his photographer Junko take pictures of the wreckage caused by a typhoon. Later on that day a giant egg is discovered on the shore. The local villagers salvage it, and scientists come to study the egg.

While Sakai and Junko try to ask Professor Miura questions about the egg, an entrepreneur of Happy Enterprises named Kumayama scurries the scientists off and explains that he bought the egg from the local villagers. Instead of letting scientists study the egg, Kumayama wants to make it into a large tourist attraction. Sakai, Junko, and Professor Miura are disgusted and believe that Kumayama has no right to keep the egg.
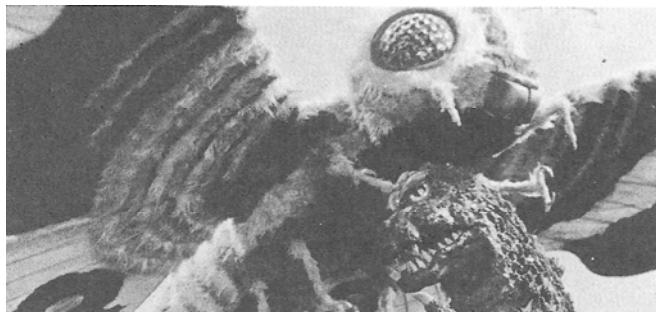
While the three are discussing the egg at a hotel, they discover Kumayama checking in. Sakai wonders aloud if somebody else may be working with Kumayama and investigates the matter. Kumayama walks into Mr. Torahata's room, the head of Happy Enterprises. As the two are discussing the billion-dollar tourist attraction, two tiny twin girls, known as the Shobijin, interrupt them. The Shobijin explain that they are from "Mothra Island" (known in later Godzilla movies as "Infant Island") and that the egg belongs to a monster named Mothra who lives there. Torahata and Kumayama ignore the girls' pleas and try to capture them.

The Shobijin escape the room and meet with Sakai, Junko, and Professor Miura outside the hotel. The girls beg them to bring the egg back too and the three promise to try as hard as they can to bring the egg back to Mothra Island. The girls explain that if the egg is not returned, a larva will hatch and will cause great destruction to its surroundings. Sakai tries to write editorials but "...public opinion is powerless against the law."

The girls soon leave and even though they could not get the egg back, they thanked Sakai, Junko, and Miura for their kindness. While the three are testing for radioactivity in an industrial area, Godzilla suddenly pops out of Kurada Beach (where he had been blown ashore by the storm and buried under mud) and begins to attack Nagoya.

The editor of Sakai's newspaper believes that the military cannot do anything against Godzilla and discusses it with Sakai and Junko. Jiro, another reporter who loves to eat eggs, walks in and suggests that Mothra might be able to

defeat Godzilla. Sakai and Junko are skeptical that the island would agree because atomic testing had destroyed most of their island, and they had failed to return the egg to them.

The two go to Mothra Island anyway with Professor Miura. They are captured by the local villagers and are brought to the tribe's chief. The three ask for assistance but, as expected, are turned down because of the atomic testing that destroyed their island, and Japan's failure to return the egg.

The Shobijin are heard singing and everyone walks towards them. Sakai, Junko, and Miura ask the Shobijin for Mothra's assistance but they are also turned town. Junko then pleads to all the villagers that not everyone from Japan should be blamed for what happened to their island. Godzilla is killing everyone and refusing their country assistance Sakai then adds that "we're all human" and that everyone is connected and must help each other. Mothra's screech is soon heard and the Shobijin ask everyone to follow them. They convince Mothra to help Japan but the monster is weak. Even if the fight between Godzilla and the monster is over, the monster will have no power to return to the island.

The next day, Kumayama barges into Torahata's room and demands Torahata to give him his money back that Torahata had recently swindled from Kumayama. The two get into a fistfight and Kumayama knocks Torahata down. Kumayama crawls into Torahata's money cabinet and begins to steal the money from it. Torahata wakes up and sees Godzilla approaching the hotel. He then grabs a gun and kills Kumayama. Torahata tries to escape with his money but Godzilla destroys the hotel, killing Torahata in the process.

Godzilla walks towards the egg and tries to destroy it until Mothra shows up. The two fight a tough battle where Mothra seems to have the upper hand. While on the ground, Godzilla fires his atomic ray into Mothra's face and kills her. Mothra dies with her wing resting on top of the egg. Godzilla walks away. The Shobijin then explain to Sakai, Junko, and Miura that the egg can be hatched today. The tiny twins soon begin to sing.

Meanwhile, the military tries to fight Godzilla by electrocuting him with "artificial lighting" but fail. The Shobijin continue singing and the monster egg finally hatches with not one, but two Mothra larvae. The Mothra larvae follow Godzilla to Iwa Island and use cocoon spray on Godzilla to wrap the giant monster up in a cocoon. Godzilla struggles as he becomes fully wrapped up and plunges into the ocean. The Mothra larvae celebrate and return to their island.

● *Crew*

Ishirô Honda ....Director
Shinichi Sekizawa....................................Writer

Produced by
Sanezumi Fujimoto ....Executive Producer
Tomoyuki Tanaka ....Producer

Akira Ifukube.. Original Music
Hajime Koizumi......................................Cinematography
Ryohei Fujii .... Film Editing
Takeo Kita...Production Design

Special Effects by
Hiroshi Mukoyama ....Special Effects Opticals
Teruyoshi Nakano..................Asst. Dir. of Special Effects
Teizo Toshimitsu.................Special Effects Suit Designer
Eiji Tsuburaya ....Director of Special Effects
Akira Watanabe .... Art Director of Special Effects

Visual Effects by
Teisho Arikawa .... Director of SFX Photography
Kuichiro Kishida ....Special Effects Lighting
Yukio Manoda................................ Optical Photographer
Minoru Nakano .... Optical Effects Animation
Yoshiyuki Tokumasa.........................Optical Photography
Sokei Tomioka ....Special Effects Cameraman

Haruo Nakajima ....Stunt Choreographer

● *Cast*

Akira Takarada...Sirou Sakai
Yuriko Hoshi.................................. Junko "Yoka" Nakanishi
Hiroshi Koizumi .... Dr. Miura
Yuu Fujiki ....Jirou Nakamura
Yoshihumi Tajima..Kumayama
Kenji Sahara...................................Banzo (Shiro) Torahata
Jun Tazaki..Editor Arota
Emi Itō and Yumi Itō.......................................The Shobijin
Yoshio Kosugi .... Infant Island elder

Godzilla .... Haruo Nakajima
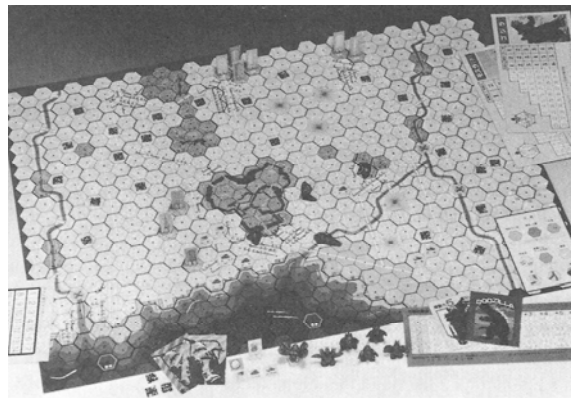
DESIGNER'S NOTES

Although this game shares the name and underlying themes of the Toho Co., Ltd. film, it is not exactly the same.

My original -- somewhat greedy -- intention was to include scenarios for and capture the essence of all the films in the Godzilla series, from "Godzilla" to "Counterattack of Mechagodzilla". In the end we had to settle for two games with a total of five scenarios within one release, "Mothra vs. Godzilla". This is not a large work, and it is positioned as "For the Beginner", but I hope it is possible for the person familiar with the series to enjoy it, though it strayed from its original intention.

I find Part I unsatisfying because there is no confrontation between Godzilla and the adult Mothra. But the main theme of Part I is Godzilla's destruction of the city, and if I'd included adult Mothra, I'm afraid the balance of the game would suffer so, regrettably, I had to abbreviate it.

The city (on the gameboard) that is the stage of the fight is not Nagoya because I either love or hate Nagoya, and by destroying it I might betray my feelings.

One aspect of the game that became necessary: the inclusion of the Shobijin. This was done at the request of fellow designer "Mr. O", who is a big fan of them, even though "Mr. K" is not. ("Mr. K" proposed an optional rule that "at the time you are trying to hatch the egg, you must sing "Mothra's Song" accurately").

I think there may be some objections to the relative strength of the monsters. I drew from my impressions based on the movie itself but, without accurate data, it had to be adjusted to meet the feelings of our design group and, ultimately, result in a balanced game. If you feel "Godzilla must be stronger" or "King Ghidorah is too strong", please correct the power accordingly and play.

Moreover, the rules were designed to be very accessible to the beginner. If manic die rolls alone are unsatisfactory, create optional rules such as those for larva Mothra to fly on Rodan, or for adult Mothra to drag Godzilla about.

For reasons of budget and trademark, it was not possible to include all of the monsters from the entire Godzilla series. To the fans of Varan, Minilla, Gorosaurus, Kamacuras, Kumonga, Manda, Baragon, Megalon, Titanosaurus, King Kong and Hedorah, please forgive me.

As this is a game in which Godzilla is the theme, don't think that this is the end. New Godzilla games will succeed this one, as long as there are Godzilla fans in this world.

TRANSLATOR'S NOTES

Two lifelong passions of mine are Godzilla movies and wargames, especially Science Fiction and Fantasy counter-and-hex games. I didn't discover the latter until 1978, with the release of Steve Jackson's brilliant $3.00 microgame "Ogre" from Metagaming. I was only 12, so it was the perfect entry for me into the world of simulation wargaming. A year later, as more publishers started cashing in on the growing popularity of SF/F games, SPI released Greg Costikyan's "The Creature that Ate Sheboygan", in which a player could unleash a single monster to wreak havoc against a city and it civilians, police, fire fighters, and the army. In my mind, Sheboygan always became Tokyo and the giant lizard was Godzilla. I fondly remember spending many summer days, school nights and weekends recreating the great battles of the Toho classics I loved so much.

Still, "Sheboygan" was rather light, and I've been looking for perfect giant monster simulation game ever since. Sadly, the time of the wargame seemed to have peaked in the early eighties, soon overshadowed by "Dungeons & Dragons" and, soon thereafter, home videogames. Few people seem to have the patience for hexes and dice and combat result tables, let alone battles that take minutes instead of seconds. There have been a few giant monster games over the decades; for the most part, truly awful ones that fail both to capture the feel of *kaijū eiga*, let alone work as balanced, fun games. Two recent exceptions that stand out are Firefly Games' "Monster Island: The Game of Giant Monster Combat" and Mystic Eye Games' "Giant Monster Rampage" series. They capture the spirit of the genre (and certainly go further than this game), and do as much as possible without actually licensing the actual Toho properties. Nevertheless, I was still looking for that non-existent Avalon Hill published game featuring the true King of the Monsters…

Little did I know of the *Bandai "if" Series* of Japanese wargames of the early eighties, and their 1982 game "Mothra vs. Godzilla"! Turns out that today's largest manufacturer of plastic Godzilla toys had dabbled in publishing wargames in Japan, along with others like Tsukuda and Hobby Japan. Fortunately, I ran across listings for some of these games on the BoardGameGeek website, many of them added to the database by Matt Boehland, the Minnesota proprietor of Wolfgames, a seller and collector of wargames, card games and videogames from Japan, and maintainer of The Japanese Wargame Database. In Bandai's "if" Series (as in, "What if…?"), there were a number of excellent, officially licensed Japanese SF/F titles: "Mothra vs. Godzilla", "Ultraman", "Space Battleship Yamato: Final Yamato", a handful of Gundam titles, "Arcadia of My Youth" (Space Pirate Captain Harlock) and even "The Sinking of Japan". Bandai also published another Godzilla title, "Godzilla Electronic Wargame", around the release of THE RETURN OF GODZILLA (Gojira, 1984) that appears similar to the "Mothra vs. Godzilla" game, but includes an electronic device that replaces the dice and combat result tables usually used to resolve combat. Unfortunately, they are long out of print, and only a few Japanese wargames, such as Hobby Japan's SF3D (based on the Maschinen Krieger universe created by Kow Yokoyama), ever made it over to the States, let alone got translated or republished.

But based on the description and the images Matt posted, I knew I had to track down Bandai's "Mothra vs. Godzilla" and find out if it was the game which I'd been seeking for decades. Surely I knew Godzilla and gaming well enough that I could figure out how to play it. And, well, if I couldn't, I could always use the "Sheboygan" rules. So I added it as a daily search on eBay, and forgot about it…

…until 3 weeks later when I got a notice that "Mothra vs Godzilla boardgame / wargame Bandai Japanese" had just been listed. And by Matt, no less! He was selling a big batch of boxed Japanese wargames from his collection, all of them complete and in immaculate shape. Not only had he listed "Mothra vs. Godzilla", but "Ultraman" as well. Oh yes, they would be mine.

A week later the games arrived, and I was not disappointed. The quality of the components was very high. The mounted color gameboard map is two-sided, featuring a seaside metropolis on one side, and a small island on the other. Counters for the military, skyscrapers, Mothra's egg and even the Shobijin seemed to promise a game that would closely match the movie itself (my favorite of the Godzilla films, by the way). Particularly fascinating were the 9 molded rubber game pieces representing the monsters: Godzilla, two Mothra larva, Mothra (adult), King Ghidorah, Gigan, Mechagodzilla, Rodan and Anguirus. Based on the year the game was published, these familiar precursors to SD style Godzilla toys were re-released and repackaged many times during the eighties and nineties, and their use in this game may very well have been the first time they appeared. Also included were a 23 page rulebook and numerous game cards (all in Japanese, of course) that indicated a game of moderate-to-easy complexity, as far as wargames go. It's bit more complex than "The Creature that Ate Sheboygan", but it's certainly not "The Amazing Colossal Advanced Squad Leader" (if you're a gamer, you'll get it).

I have a little -- very little -- Japanese under my belt from a few courses and some technical work related to my day job. In addition, I've done Godzilla-related translation over the years for Sci-Fi Japan and Monster Zero with a little

help from a handful of online resources. It occurred to me that if I could get a good scan of the manual and components, and run the scans through a good OCR (optical character recognition) application that supported Asian characters (in this case, it turned out to be Adobe Acrobat 8), I might be able to translate the whole thing. At the very least, I could translate just enough to get the basics of the game onto paper.

So began a two week obsession to translate each and every word of "Mothra vs. Godzilla", and I have to say I'm pleased with the results and impressed by the game. Both were more than I expected, and I found that the game was full of enough little pleasant surprises that it pushed me to capture every nuance of the rules. Within days, I decided I was going to do a complete translation of the rulebook and components so that I could enjoy the game to its full extent, and share the results with both the Godzilla fan and wargaming communities. In the end, this was the game I'd spent years looking for.

If you have the game, I hope this is your chance to finally enjoy it and play it as it was designed. If you don't, but find the game as intriguing as I do, I hope you'll be able to track it down and own it yourself. I should warn you that I suspect that, 25 years after its publication, it's not an easy collectible to find. It does appear to show up occasionally on Yahoo! Japan Auctions, and you may find that occasionally Googling the terms "モスラ対ゴジラ バンダイ if シリーズ" ("Mothra vs. Godzilla Bandai if Series") may help lead you to a copy. If nothing else, there are a lot of games out there waiting to be translated, so I hope the rules and these notes may help inspire and guide others to give it a try!

The following websites were invaluable for everything from general translation to narrowing down the one obscure meaning (out of 50 possibilities) of a character I needed:

Excite Japan Japanese/English Translation: http://www.excite.co.jp/world/english/
AltaVista's Babelfish: http://babelfish.altavista.com/tr
Tokyoahead Kanji Dictionary: http://tokyoahead.com/main/staticpages/index.php/kanji
Hiragana and Katakana tables: http://kanjidict.stc.cx/hiragana.php?src=7

Although the rules have a few idiosyncrasies, I never came across any typos or circumstances where I thought something needed to be changed to work. That's not to say I've extensively playtested the game yet, I haven't. What I did do a few times, though, was add clarifications or repeat the text of an earlier rule later on if I thought it would help the reader. In general, the rules appear to have been well written and organized, but there were a few places where I felt that a concept introduced early on wasn't clarified until toward the end, and a few extra words connecting the two would help (examples: the purpose of the Shobijin, the use of the high-voltage towers, and the hiding of Mothra's egg). I should also point out that this document went through two drafts, the second of which was to clean up some of the clumsy grammar that resulted from the direct translations. Still, if you were to hold up this document side by side with the original Japanese rulebook, you'll find that they follow each other paragraph for paragraph, if not word for word.

The rules generally seem to follow English conventions for wargame terminology and rules organization, though this led to a few challenges. The words "hex" and "hexes" don't translate into Japanese very well, and translate back to English even worse! There were a few examples of this, almost always in katakana. After a few days, I learned to spot them and take them out before sending to machine translation, which led to better results.

There were certain words or terms on which I made personal judgment calls, and provided an alternate translation because it was either more familiar to English-speaking Godzilla fans, or easier to write. Examples are:

- Shobijin (小美人), as opposed to little beauties, small beautiful women, tiny priestesses or fairies

- Atomic Breath Ray (熱線放射), as opposed to the more literal heat ray radiation or heat wave emission

- Hatching (孵化), literally incubation. I can't even tell you how frustrating this one word was until I figured it out!

- Mothra larva (モスラ子) and Mothra adult (モスラ親) or imago, or parent; I know the constant use of parentheses for something like Mothra (larva) may be annoying to non-hardcore Godzilla fans, but that's pretty much how we differentiate the two. It was either that or just call them "The Turds" like my wife does.

- Civilians, as opposed to citizens. In translation, "citizens" is more accurate, but I felt "civilians" sounded better

- Radon (ラドン) vs. Rodan… the former is how the Japanese refer to The Flying Monster (and how the spelling actually translates), but we know better, don't we?

- o Grapple, as opposed to wrestling or hand to hand. "Grappling" was generally the direct translation, and although it's not a word we use much in English and felt a little clumsy, I thought it was a much better description of combat between guys in suits than the other translations.

- o "Second Bat", and other baseball terms occasionally show up in Japanese wargames, as in "King Ghidorah is second to bat after Godzilla". I stuck with conventions usually seen in wargames with the exception of "Scenario E – Monster Complete World Series in the South Sea"

- o The Movie Section – Originally, this was a fairly prosaic *monogatari*, a Japanese essay recounting the plot of the film. My translation wasn't working at all well, and I was focused on the game rules. In the end, I simply copied and referenced it from the online Wikipedia entry for the film. Nicely written and pretty much says the same thing, if not more.

- o Speaking of The Designer, I've tried very hard to find the poor man's name. If I ever do find it, I will post it in a future draft of these rules. I'm not trying to steal his thunder at all, I'd really like to know his name and stick it right up front. Unfortunately, Bandai didn't seem to think it was all that important.

That's about it. As I indicated, I will update these rules if new discoveries or errors come to light. I'm even thinking about expanding them, perhaps creating some new scenarios and accessories. Of course, there's still the "Ultraman" game to translate as well! It looks similar to "Mothra vs. Godzilla", but lighter on the rules and much heavier on the scenarios. It appears to outline a scenario (and provide pieces) for all 39 episodes of the 1966-67 series! For now, though, I'm going to take a break.

Finally, I'd like to thank Matt Boehland for the games, and to BoardGameGeek for pointing the way. I'd also like to send a nod of appreciation to Steve Jackson and Greg Costikyan, whose fine work sucked me into this hobby nearly 30 years ago, and inspire me to eventually design my own game. Thanks also to my friends and cohorts at Sci-Fi Japan and Monster Zero, who remind me that there's still always great things to research and write about *kaijū eiga* and a great audience waiting to read it. Finally, thanks to my lovely wife Barbe, who for two weeks took this as seriously as I did, left me alone when I was focused on it, and gave me encouragement when I needed it (and does so all the time). I dedicate this to her, if for no other reason that it's been awhile since I did something worth dedicating.

Enjoy!

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