

Constantine Kevorque's

MONSTROCITY

RAMPAGE
EXPANSION



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Credits

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Help & Support

If you have any issues with your game's components, contact our Support Team at the following email address:

support@vesuviusmedia.com

In your email, please be sure to include photos of your game and your full shipping information in case we will need to send you a missing/damaged component.

Components



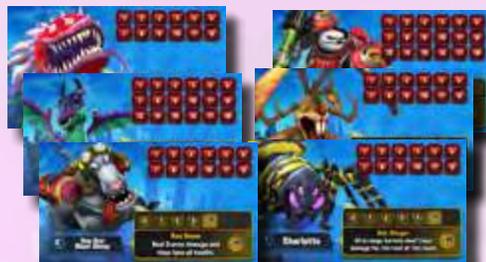
6 Monsters



5 Mission
Mystery Cards



5 Reinforcement
Cards



6 Two-sided Player
Boards



4 Energy Tokens



4 MedKit Tokens

Upgraded Obstacles



4 Force Field
Generators*



4 Energy Choppers*



4 Tanks*



4 Roadblocks*

(* Use these tokens to replace the relevant punchboard tokens from the core game.

New Monsters

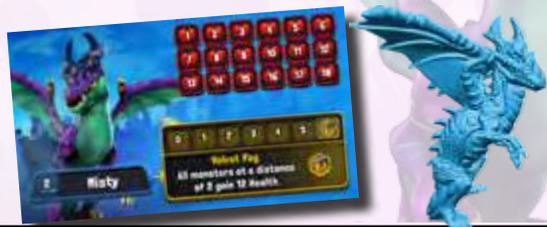
The MonstroCity: Rampage expansion introduces 6 new monsters for your monster squad line-ups. Each monster has their own plastic miniature and Player Board that features their special Rage ability and their enhanced mode attribute.

MISTY

Misty is a mist-erious and ancient dragon who commands the elements of air and water to protect her allies!

Special Ability: Velvet Fog – All monsters within 2 spaces of Misty, including Misty herself, increase their Health Track by 12.

Enhanced Mode Attribute: Flying – Misty can fly or move over Buildings, Obstacles or other monsters, but may not end her movement on them.



PFC PANDA

PFC Panda is a pugnacious panda in power armor, who uses state of the art tech to set off spectacular and explosive fireworks displays to cause mayhem wherever he goes!

Special Ability: Festive Firebomb – Remove X Police Cars from the Game Board.

Enhanced Mode Attribute: Heavy – PFC Panda is immune to Pushback attacks.



JACK A. LOPE

Jack's a nasty, fearsome critter with lightning-fast reflexes and a mean streak a mile wide. Jack can destroy enemies with a single swing of his floppy ears, and he can burrow faster than the fastest subway train to tunnel under the city, before surfacing in a ground-breaking area attack.

Special Ability: Tunnel Trouble - When this ability activates, you remove Jack from the Game Board, and immediately re-spawn him in any unoccupied space, dealing 1 point of damage to everything in the area of his new location.

Enhanced Mode Attribute: Fast - Jack is immune to Freeze Attacks.



VENUS McFLY

Venus releases balls of toxic spores to attack her enemies from a distance. She is also capable of unleashing a barrage of razor-sharp thorns, which shoot up from the ground and damage everything in their path.

Special Ability: Thorn Strike - Venus' thorns travel up to 4 spaces in a straight line dealing 2 points of damage to everything in their path (excluding flying monsters).

Enhanced Mode Attribute: Ballistic - Venus McFly can deal damage to targets that are up to 2 spaces away in a straight line.



CHARLOTTE

Charlotte crawled out of the deepest jungle to become the city's worst nightmare. She usually waits in the dark to capture unwary prey, but when she goes on the hunt, nobody is safe. Charlotte punctures buildings with her razor-sharp fangs and disarms a city's defenses for a short time with her sticky webs.

Special Ability: Web Slinger – All Turrets in range of Charlotte deal 1 less damage for the rest of the round.

Enhanced Mode Attribute: Spider Sense – Charlotte can sense danger and as such she can completely avoid the Police! She is immune to damage from resolving Police dice.



BAA BAA BLAST SHEEP

Baa Baa Blast Sheep is entirely unhinged and spends most of his time hopping around, kicking at buildings, until given a target for him to really unleash some destruction on!

Special Ability: Baa Boom – Deliver a devastatingly fluffy explosion dealing 3 points of area damage. Baa Baa Blast Sheep is immediately overwhelmed!

Enhanced Attribute: Kamikaze – If Baa Baa Blast Sheep is overwhelmed for any means other than using his special ability, he deals 4 points of area damage before being removed from the Game Board.

Enhanced Attribute: Focused – During the Rampage Phase, you must resolve all Combat dice as either Rage dice or to move Baa Baa Blast Sheep. In addition, you may not use Energy dice to deal damage.



Retrieve Monster DNA

"Dr. Spotnik is creating a new monster in his secret laboratory. We need to retrieve its DNA and escape the city so that we can add it to our arsenal!"

Goal

We know that the DNA is inside the DNA Laboratory. Unfortunately, we cannot destroy it. In order to retrieve the DNA you need to take down the city's power and force Dr. Spotnik to activate the emergency evacuation system. Once power is down you may hit the DNA Laboratory or the Helicopters, retrieve the DNA and escape the city.

Additional Game Setup

- Setup the city according to map. Place DNA Laboratory and City Hall at the center city block.
- Remove the Helicopters Event from the event deck and shuffle the rest of the cards.
- Draw X random cards from the Mystery deck, add the "DNA" Mystery card to them to create the Mystery deck for this game. Shuffle the new Mystery deck, and return the rest of the Mystery cards to the box.

Extra Rules

- The DNA Laboratory is immune to damage. When you destroy 2X Common Buildings, the power of the city goes down. Put the event Helicopters into play, from now on the DNA Laboratory can be damaged normally.
 - If you destroy the DNA Laboratory draw and resolve the top card from the Mystery deck.
 - From now on, until the end of the game, Turrets inflict +1 damage.
 - Whenever you die you re-spawn around the center square of the city.
- Whenever you destroy a Helicopter draw and resolve the top card from the Mystery Deck.
- If you destroy the DNA Laboratory draw and resolve the top card from the Mystery deck.
- To escape the city, a player has to have the DNA Mystery card, there should be no Force Field Generators in play, and their monster needs to reach any spawning spot on the board.



Game End

Stars are earned based on completed objectives.

- ★ if you found DNA and you escaped
- ★ if all Monsters have escaped and destroyed City Hall
- ★ if you managed to find DNA, all Monsters have escaped and destroyed City Hall before the end of Round 4.

Mystery Formula

"Dr. Spotnik gassed a city with a Special Formula that enrages people! You must use your Monsters and attack Dr. Spotnik's city, find and steal the Formula and escape from his defensive tricks! The formula is split in 2 parts and we are not sure where he hid it."



Goal

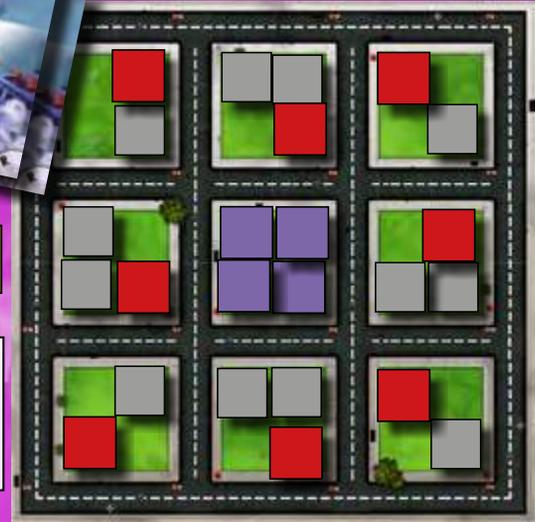
You must discover the 2 parts of Mystery Formula of Dr. Spotnik and escape from the city.

Additional Game Setup

- Setup the city according to map
- Remove the "Force Field Generators" from the event deck and shuffle the rest of the cards.
- Add the 2 Mystery Formula Cards in the Mystery deck (there must be 8 cards total).

Extra Rules

- Whenever you destroy a special building draw and resolve 2 cards from the Mystery Deck.
- If both Mystery Formula cards are revealed put the event "Force Field Generators" into play. As long as a Force Field Generator exists in play, the following rules apply:
 - You may not escape the city.
 - Whenever you die you re-spawn around the center square of the city.
- To escape the city, all Force Field Generators must be destroyed and the player(s) that carry the Mystery Formula card(s) have returned to any spawning position on the board. city



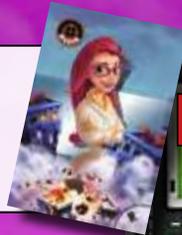
Game End

Stars are earned based on completed objectives.

- ★ if you recovered both Mystery Formula parts and you escaped the city
- ★ if you destroyed the City Hall.
- ★ if you managed to escape the city and destroy the City Hall before the end of Round 4.

Rescue Maddie Newton

"Dr. Spotnik discovered Maddie's genius and abducted her! His evil plan is to force her work in his lab on evil Experiments. You need to retrieve her and escape the city before we lose her forever."



Goal

We know that Maddie Newton is transferred in the city within tanks for maximum protection. We need to force Dr. Spotnik to use the tanks against us so that we can find Maddie Newton and escape the city.

Additional Game Setup

- Set up the city according to map. Place Police Station and City Hall at the center tile.
- Remove the "National Guard" from the event deck and shuffle the rest of the cards.
- Draw X random cards from the Mystery deck, add the "Maddie Newton" Mystery card to them to create the Mystery deck for this game. Shuffle the new Mystery deck, and return the rest of the Mystery cards to the box.

Extra Rules

- When you destroy the City Hall put the event "National Guard" into play.
- Whenever you destroy a Tank draw and resolve the top card from the Mystery Deck.
- If you destroy the Police Station draw the top card from the Mystery Deck and resolve it. Then put ALL police cars from the Police Board to the City Board.
- To escape the city, a player has to have the Maddie Newton Mystery card, there should be no Force Field Generators in play, and their monster needs to reach any spawning spot on the board.



Game End

Stars are earned based on completed objectives.

- ★ if you found Maddie Newton and you escaped the city.
- ★ if you destroyed all special buildings.
- ★ if you managed to find Maddie, escape the city and destroy all Special Buildings before the end of Round 4

Dr. Spotnik's Demise

"This is our chance! We managed to corner Dr. Spotnik and we finally have a real shot to take him down. He is fighting back with everything he's got, but our monster squad will not blink. We are going to find and extract him so that he can finally face justice!"



Goal

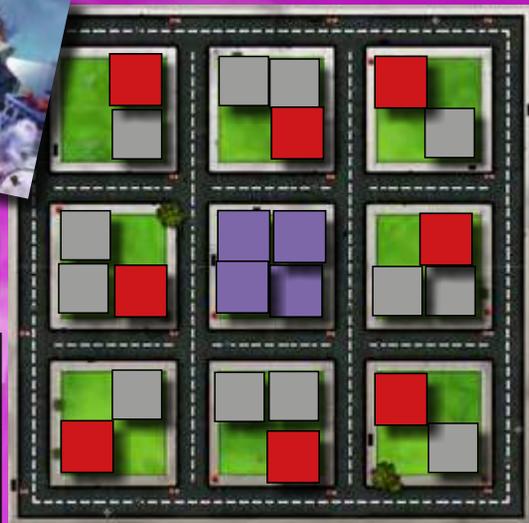
You must find where Dr. Spotnik is hidden, arrest him and escort him out of the city.

Additional Game Setup

- Setup the city according to map
- Put into play the events: Energy Choppers, National Guard and Riots.
- No events spawn during the Clean Up Phase.
- Add the Dr. Spotnik mystery card in the Mystery deck (there must be 7 cards total).

Extra Rules

- Whenever you destroy a special building draw and resolve 2 cards from the Mystery Deck. If you destroy the Police Station, put all Police Cars into play.
- If Dr. Spotnik is revealed put the event "Force Field Generators" into play. As long as a Force Field Generator exists in play, the following rules apply:
 - You may not escape the city.
 - Whenever you die you re-spawn around the center square of the city.
- To escape the city, all Force Field Generators must be destroyed and the player that has the Dr. Spotnik card needs to return to any spawning position on the board.



Game End

Stars are earned based on completed objectives.

- ★ if you escaped the city
- ★ if you destroyed all tanks and choppers
- ★ if you destroyed all special buildings

New Reinforcement Cards

The Rampage Expansion introduces 5 new Reinforcement cards. You may shuffle them along with the rest of the Reinforcements cards during Game Setup. Most of them are self-explanatory, but we would like to give some extra information on three of them.

You play this card during the Spawn Phase. When you do, increase the timer for that round by 10 seconds. If you play in Turn-based mode, you roll an extra set for that round (a total of 7 sets instead of 6).

Extra Time



Med Supplies



When you play this card, spawn the MedKit tokens in the relevant positions. When a monster enters a space with a MedKit token, discard that token and increase the monster's health by 6.

When you play this card, spawn the Energy tokens in the relevant positions. When a monster enters a space with an Energy token, discard that token and increase the monster's rage to its maximum.

Energy Boost

