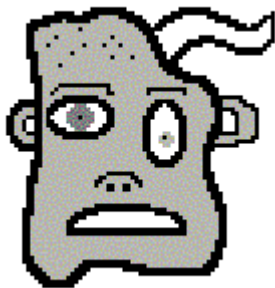
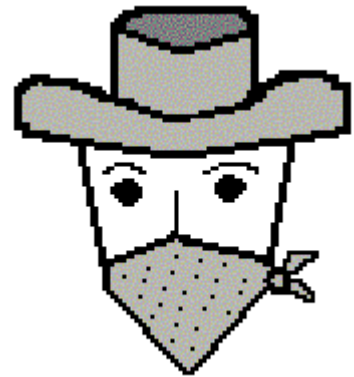
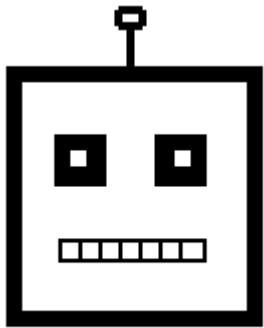
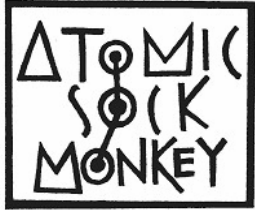


MONKEY, NINJA, PIRATE, ROBOT *DELUXE*

by Chad Underkoffler



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MONKEY, NINJA, PIRATE, ROBOT *DELUXE*

A venerable cabal bent on world-domination has sent one of their greatest champions to steal the reactor core... but so have their enemies.

Bathed in atomic radiation, these champions fight to the death, in order to claim the sweet, sweet uranium for their people... and victory!

What's Needed to Play *MNPR*?

- 2 to 8 players.
- An *MNPR Card* for each player. Cut the following pages of Cards in half along the dotted lines.
- Three six-sided dice (3d6).
- Lots of Tokens (a roll of pennies would work admirably).

What's the Object of the Game?

Destroy your enemies!

How to Play *MNPR*

1. Each player takes a *MNPR Card*. They may select one, or pick one randomly. (Multiple types of the same card may be in play, if you've printed out enough copies.)
2. Set all the Tokens in the center of the playing area. This is the *Token Pot*.
3. Each player takes 4 Tokens from the Token Pot and places one each on their *Meters* (*Attack*, *Defense*, *Health*, and *Mojo*).
4. Decide which player goes first by rolling a die, highest wins. Re-roll in case of ties.
5. Starting player takes his Turn (see below, *Taking a Turn*).
6. Play continues to the right, at least at the beginning of the game.
7. The game is over when one player is left standing; they will be able to take the radioactive core back to their compatriots and rule the world! Ha ha ha ha ha!

Taking a Turn

On a player's turn, he first rolls on the Atomic Radiation Chart, and suffers its effects. (A Meter *may* be completely emptied by the result; lost Tokens return to the Token Pot. If told to add a Token to a Meter that is already full, there is no effect.)

Then, he can take three (3) *Actions*. Possible Actions are:

- Roll again on the Atomic Radiation Chart.
- *Shift* a Token from one Meter to another (from the Mojo Meter to the Attack Meter, for example).
- Make an *Attack* (see below, *Attacking*).
- Use relevant Special Powers (see below, *Special Powers*).

After a player's three Actions, his Turn is over, and the next player goes.

Attacking

Attacks may not be made until each player has had one Turn.

When a player makes an Attack, he selects one of the other players to beat on. The Attacker rolls a number of dice equal to the number of Tokens currently in their Attack Meter, the Defender rolls a number of dice equal to the number of Tokens in their defense meter, and the sum of each player's dice rolls -- also called the *Total* -- are compared.

The highest Total wins, and the loser must remove some Tokens. (In case of a tie, both players must roll again until there is a clear winner and loser.) If the Attacker loses, he removes Tokens from his Attack Meter and places them in the Token Pot. If the Defender loses, he removes Tokens from his Health meter and places them in the Token Pot.

The difference between the Totals determines how many Tokens are lost:

- *1 through 6*, one Token is removed.
- *7 through 12*, two Tokens are removed.
- *13 or higher*, three Tokens are removed.

If a successful Attack is made on a player with no Tokens on his Health Meter, that player is now out of the game.

Special Powers

Each type of *MNPR Card* has a separate Special Power.

- **Monkey:** On Monkey's Turn, it may add 1 Token to the Mojo Meter as an action.
- **Ninja:** If attacked, Ninja may make 1 Shift before the attack is resolved.
- **Pirate:** On Pirate's Turn, it may steal 1 Token from another player's Mojo Meter to place on its own as an action.
- **Robot:** Robot has bigger meters than Monkey, Ninja, or Pirate.

New Cards

Exclusive to this *Deluxe* edition of the game are five new *MNPR Cards* (and an extra blank one):

- **Clown:** On Clown's Turn, it may Shift 1 Token on another player's Meters as an action.
- **Cowboy:** On Cowboy's turn, it may discard 1 Attack Token to remove 1 Health Token of another player as an action.
- **Mutant:** At any time, Mutant may discard 1 Mojo Token to nullify the effects of any roll on the Atomic Radiation Chart.
- **Punk:** If Punk is successfully attacked, it is allowed to discard Mojo Tokens in place of Health Tokens.
- **Zombie:** If Zombie makes a successful attack, it gains the loser's Health Tokens.