

DESIGNED BY
STEPHEN AVERY

SMASH CITY

WIZKIDS

Welcome to Smash City.

Monsters have gathered to do battle and vie for dominance. They will unleash fearsome attacks on each other, topple buildings, throw cars, crush armies, and wreak all manner of destruction to prove their might. Only one will remain amongst the smoldering ruins of Smash City !

In Smash City, players are giant monsters each represented by a large foam monster die. Each turn, players try to score **POWER UP** tokens by attacking. To attack, players roll their monster die into the city and look to see what type of attack they can make. They also attempt to knock down buildings, throw cars, and smash military units. As they destroy the city, they spread hazards that power themselves up and may injure their enemies.

When the first monster is defeated, the player with the most **POWER UP** tokens wins!

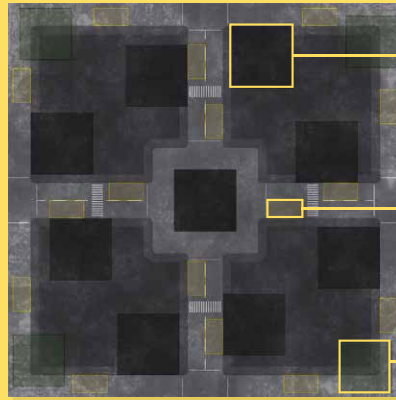
Game Setup

1. Each player chooses a monster die and the corresponding monster board, life token, and energy tokens and places it in front of them.
2. Place the city map in the center of the play area.
3. Randomly place car tiles on the yellow-bordered spaces.
4. Assemble the buildings and randomly place 9 buildings on the dark gray spaces.
5. Randomly place army tiles on the green-bordered spaces.
6. Set the **POWER UP** tokens and remaining tiles aside.
7. Shuffle the **SMASH!** cards and deal 1 to each player, then set the deck aside.
8. Place your monster die anywhere in the city.
9. Choose a starting player randomly and begin play.

Contents



4 MONSTER DICE



1 CITY MAP

BUILDING SPACE

CAR SPACE

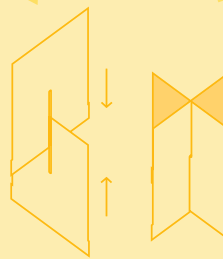
ARMY SPACE



9 BUILDINGS

Construct each building by slotting the two flat buildings with the same image together to make a freestanding object.

Energy tokens slot into any edge of buildings.



1 RULEBOOK



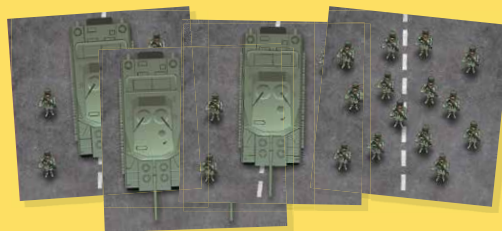
1 RANGE RULER



4 MONSTER BOARDS



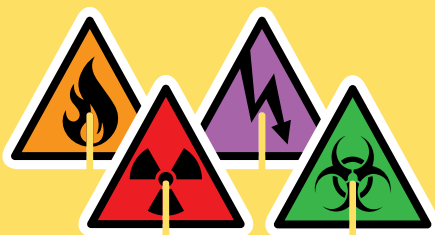
20 CAR TILES



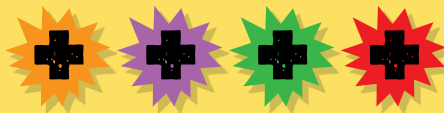
12 ARMY TILES



24 SMASH! CARDS



12 ENERGY TOKENS
(3 EACH OF FIRE, ELECTRICITY, RADIATION, AND TOXIC)



4 LIFE TOKENS



30 POWER UP TOKENS

Turn order

Beginning with the start player, each round players, in clockwise order, take turns rolling their monster die, resolving city effects, attacking, and then placing an army tile. After which, the next player's turn begins. Players may play as many **SMASH!** cards as they want, following the instructions on the **SMASH!** cards.

★. Smash the City!

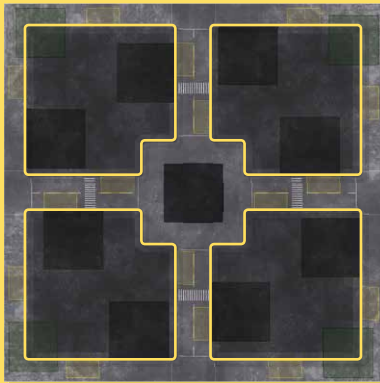
Pick up your monster die from the city and roll it underhanded from the edge of the table. Players may move around the table to roll from any direction.

If your die rolls off the city map, place your die in the center of the city and immediately end your turn. (Note: if you knock over a building when your die rolls off the map, you do not draw a **SMASH!** card.)

★. The City Fights Back!

Several things can happen when you roll the die onto the table. Check these city effects in the order listed.

- 1: If you **knock over** one or more buildings, draw one **SMASH!** card. If any building falls on top of other monsters, those monsters take 2 damage per building that fell on them.
- 2: If your die is **touching** a building with an attached energy token not favored by your monster (as shown on your monster board), you receive 1 damage. If you are touching a building with your favored energy token attached, you gain a **POWER UP** token. If the building you are touching has no energy token attached or has an attached energy token favored by another monster, you may attach your energy token to any part of that building (replacing any existing energy token). Buildings can only have one energy token attached to it at a time.
- 3: If your die lands on a city block with one or more army tiles, your monster receives 1 damage per army tile touching the same block. **This is not considered an attack.**



CITY BLOCKS

Life Point tokens

This is how monsters track damage. At the start of the game, the Life Point tokens remain off the monster board, near the "1". When a monster receives damage, slide the life point token to the right. When a monster heals, slide the life point token to the left.



. Attack!

Monsters may make one attack on their turn. They can attack another monster or an army tile using the results of their die roll or they can attack a monster by throwing a car at them.

DETERMINING RANGE: In order to attack a monster or army tile, or pick up a car, your monster has to be in range of the target—hitting a monster, for example, with your monster die, does not necessarily mean you can attack that monster.

To determine if something is in range, use the range ruler to measure distance to the target. If the range ruler can touch both the target and your monster die, without touching another monster or building, then the monster or army may be attacked, or the car can be picked up and thrown.

ATTACKING WITH YOUR MONSTER DIE: Each face on the monster die represents an attack and the damage it does. That damage is applied to the monster or army tile you are attacking (if the chosen target is in range).

Each attack also has a power associated with it. The power may be activated as a separate effect that can target the same monster, other monsters, the army, or cars (your monster board breaks down the damage and power of each die roll).

You can choose to activate a power before or after doing the rolled attack damage.

ATTACKING MONSTERS: Players gain 1 **POWER UP** token each time they deal damage to another monster, no matter the amount of damage dealt, by using their rolled attack roll and/or the power associated with that roll. For example, if a monster deals damage by the roll and by the power to the same monster, 2 Power up tokens will be gained (since damage was applied twice). Monsters also gain a **POWER UP** token if they damage a monster by hitting them with a car (see below). If the damage is negated, no **POWER UP** token is gained.

ATTACKING THE ARMY: When attacking an army, reveal the other side of the army tile and compare its defense value against the damage dealt. If the damage is equal to or greater than its defense value, follow any instructions on the back of the army tile and receive the listed number of power up tokens, if any, then discard the tile. If not, turn over the army tile and place it back.

ATTACKING WITH A CAR: Cars within range may be picked up and thrown at a monster from the edge of the table. Cars stay wherever they land. If they hit a monster or monsters, they deal 1 damage to that monster(s) and you gain a **POWER UP** token (per monster damaged in this way). Alternately, cars may be discarded for their printed bonus.

While a car cannot be damaged by the rolled attack of a monster, they can be damaged/discarded by a power associated with that roll. If a car ever takes damage, it is removed from the game.

. Reinforcements!

The military calls for backup. Players may place an army tile **anywhere** on the city map floor. Any army tile that touches any part of a city block is counted as part of that block.

Example of Play

Alan, Lindsey and Emerson are sitting down to play **Smash City**. They place the buildings, cars, and army on the map. They each draw a **SMASH!** card. Lastly, they each place their monster die somewhere on the map and are ready to play.



Alan grabs his die, Magmalodon, then moves around the table to an advantageous spot from which to roll.

With a loud “*Raawwwwr!*” he rolls Magmalodon and hits Emerson’s Toxiguana and also ends up knocking over the center building.

Resolving city effects in order, Alan draws a **SMASH!** card for knocking over a building.



Then it is determined that he is touching a building, but it has no energy token attached so he decides to put his **fire token** onto the building.

Alan then checks to see if he overlaps any city blocks with armies. He overlaps 2 city blocks, each with 1 army tile on it, receiving 2 damage from them.

Time to attack. Magmalodon rolled a **Chomp**, and seeing that he is range of Toxiguana, bites him for 2 damage, and gains a **POWER UP** token for damaging Toxiguana. If there was a car in range, Chomp would allow Alan to discard it to draw a **SMASH!** card.



Eager for payback, Emerson rolls Toxiguana. Unfortunately he rolls it too hard and it lands off the map out of range.

Even though he knocked over buildings, he may not take a **SMASH!** card. He places his monster die in the center of the city and ends his turn.



It’s Lindsey’s turn. She picks up GigaShogun and rolls it deftly into the city where it rests behind Magmalodon and touching the building that is on fire. She does not draw a **SMASH!** card since she knocked over no buildings.

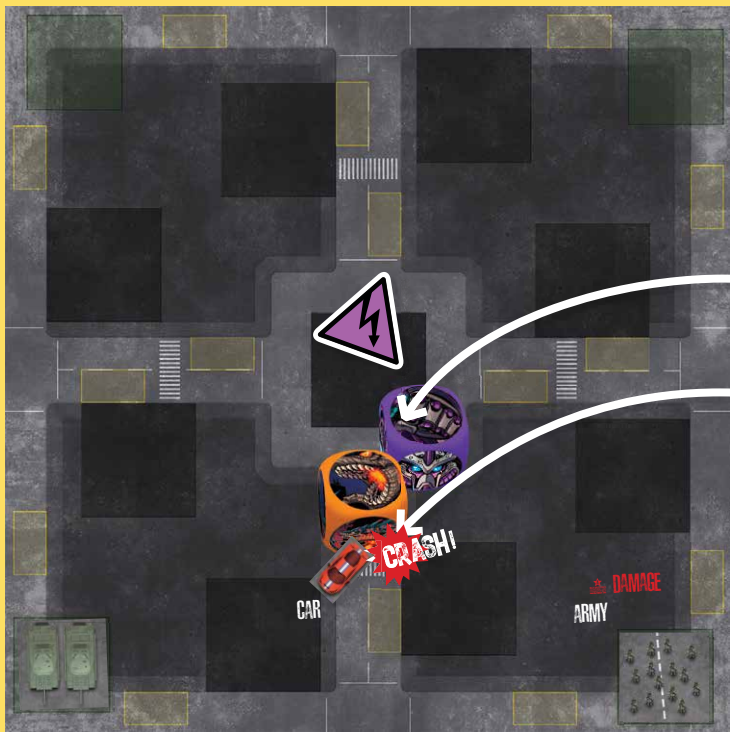
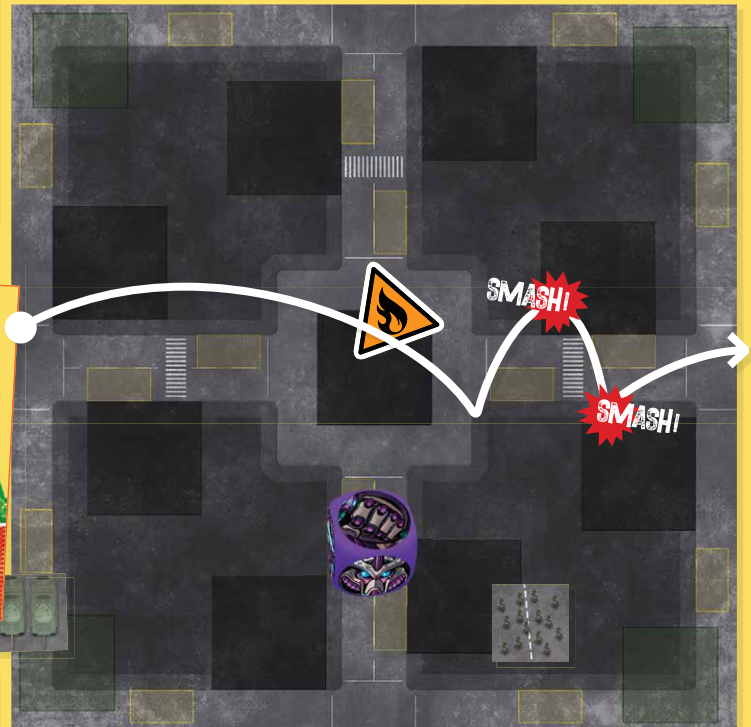
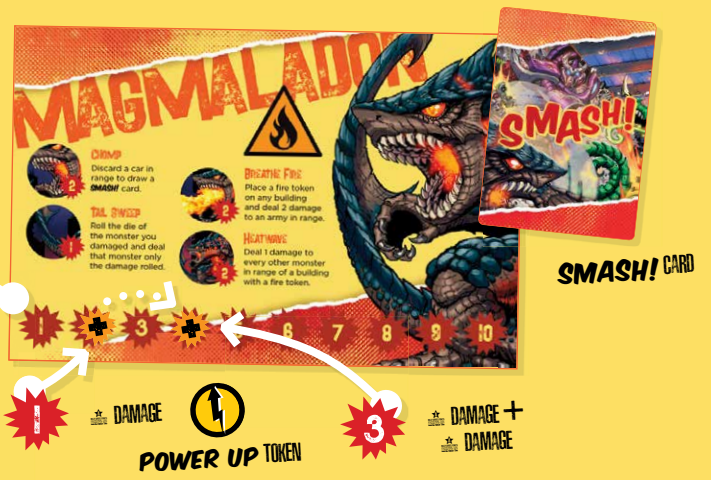
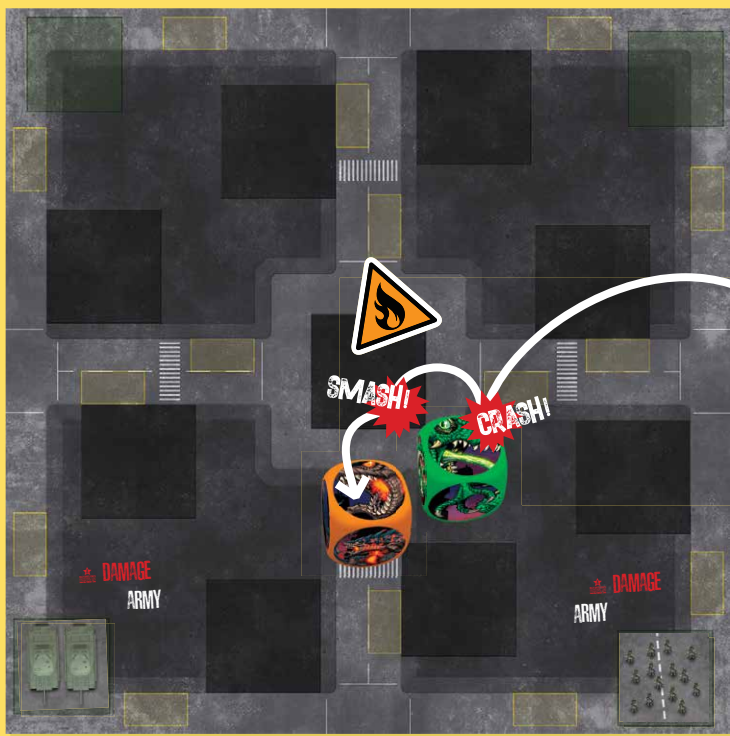


But GigaShogun receives 1 damage for touching the flaming building—and decides to replace the fire token with her **electricity token**.

Then, GigaShogun receives 1 damage for touching a city block with an army tile on it.

From her position, she uses the range ruler to see what is in range. She can target Magmalodon, an army or a nearby car. She had rolled **Rocket Punch**, and that allows her to throw a car in addition to her normal attack.

She picks up the car, reads the back, and decides whether to throw it or discard it. She elects to throw the car and tosses it from the edge of the table. It strikes Magmalodon, who receives 1 damage from the car. Then GigaShogun hits him with the Rocket Punch, dealing a second point of damage. GigaShogun gains 2 **POWER UP** tokens for damaging Magmalodon twice—once from an attack roll and another from a power (which allowed the tossing of a car).



Winning the Game

The game ends immediately when one or more monsters reach their last life point (i.e. 10 life points). The remaining player with the most **POWER UP** tokens is the winner.

In case of a tie, the player with the most life points is the winner, followed by the person with the most **SMASH!** cards.

Credits

GAME DESIGN: Stephen Avery

ARTISTS: Matt Frank and Edgar Vega

GRAPHIC DESIGN: Peter Gifford (Universal Head)



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