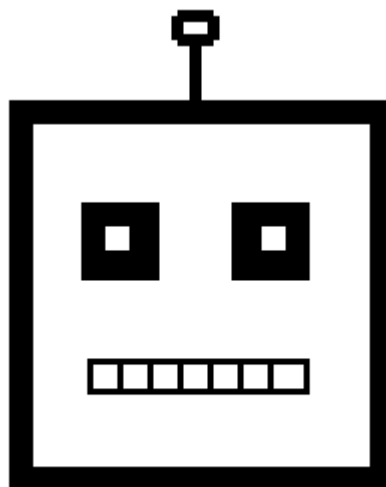


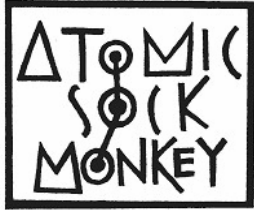
MONKEY, NINJA, PIRATE, ROBOT

by Chad Underkoffler



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MONKEY, NINJA, PIRATE, ROBOT

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 -- Monkey, Ninja, Pirate, Robot -- 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 one 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.

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Attack Meter



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Defense Meter



Monkey

On Monkey's Turn, it may add 1 Token to the Mojo Meter as an Action.



Health Meter

Atomic Radiation Chart (3d6)

- 3: Direction of play reverses after current Turn.
- 4: All players pass their Attack Tokens to the left.
- 5: All players gain 1 Mojo Token.
- 6: All players may Shift 1 Token now.
- 7: All players pass their Defense Tokens to the left.
- 8: Current player gains 1 Health Token.
- 9: Current player gains 1 Attack Token.
- 10: Current player gains 1 Mojo Token.



Mojo Meter

Atomic Radiation Chart (3d6)

- 11: Current player loses 1 Mojo Token.
- 12: Current player loses 1 Attack Token.
- 13: Current player loses 1 Defense Token.
- 14: All players must Shift 1 Token.
- 15: All players lose 1 Mojo Token.
- 16: All players pass their Mojo Tokens to the left.
- 17: All players lose 1 Health Token.
- 18: Direction of play reverses after current Turn.

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Attack Meter



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Defense Meter



Ninja

If attacked, Ninja may make one Shift before the attack is resolved.



Health Meter

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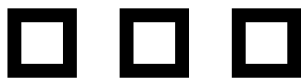
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Attack Meter



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Defense Meter



Pirate

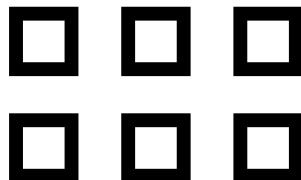
On Pirate's Turn, it may steal 1 Token from another player's Mojo Meter to place on its own as an Action.



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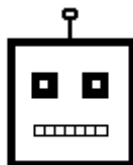
Attack Meter



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Defense Meter



Robot

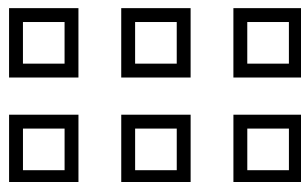
Robot has bigger Meters than Monkey, Ninja, or Pirate.



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