



A HOLLANDSPIELE PRODUCTION "GINORMOPOD 2050 A.D.: ATTACK OF THE GIANT BUG MONSTERS"
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2035

- Coastal flooding destroys major cities.
- New York City, Washington DC and New Orleans are saved by enormous levees.

2038

- The Great Quake destroys Western coast of the US.

2039

- Giant tunnels and mounds sighted in the West.

2040

- Dallas swallowed by a sinkhole.
- First sighting of The Swarm.

2041

- The Swarm expands rapidly west of the Mississippi River.
- Swarm Prevention Institute (SPI) formed in New York City.
- President Muffley abandons Swarm-occupied states. Denounced by World leaders.
- American Refugees flee to the Canadian Kingdom.

2042

- Dr. Medford of the SPI discovers the Swarm is sentient.
- Battle of the Mississippi: Americans halt Swarm expansion.
- Construction of the Fusion Fence along Mississippi River.

2047

- Studies of Swarm corpses by SPI determine the cause of insect mutation.

2049

- Research indicates the Swarm can control its mutations.

2050

March
May

- Larger more destructive Swarm monsters appear.
- Swarm exhibits tectonic telekinesis. SPI theorizes this could result in cracking the planet.

June
July

- SPI, CDC, and DOD pool resources to begin development of an Anti-Mutagen.
- Swarm hivemind telepathy learns of Anti-Mutagen development.

August

- As human scientists race to complete the Anti-Mutagen, the Swarm launches an all-out attack.

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Overview

This game is for two players. The **Swarm Player** controls the white pieces. They win the game by destroying any two of the following cities:

- ◆ New York City
- ◆ Washington DC
- ◆ Atlanta

Doing so before the end of the tenth turn will prevent completion of the anti-mutagen.

Their opponent, the **Human Player**, controls the blue pieces. They win the game if at least two of the above cities remain undestroyed at the end of the tenth turn.

Let's look at the pieces. Most of them represent combat units – giant monsters [Ginormopods] for the Swarm, infantry and tanks for the Humans. Each piece has one or more die symbols. When the unit attacks, you will roll dice equal to the number of symbols. Each role equal to or greater than the indicated die value will score a hit. The side with the full-color illustration is its **Fresh side**; when a Fresh unit suffers a hit, it is flipped to its reduced [black & white] side. A reduced unit that suffers an additional hit is **Eliminated**.

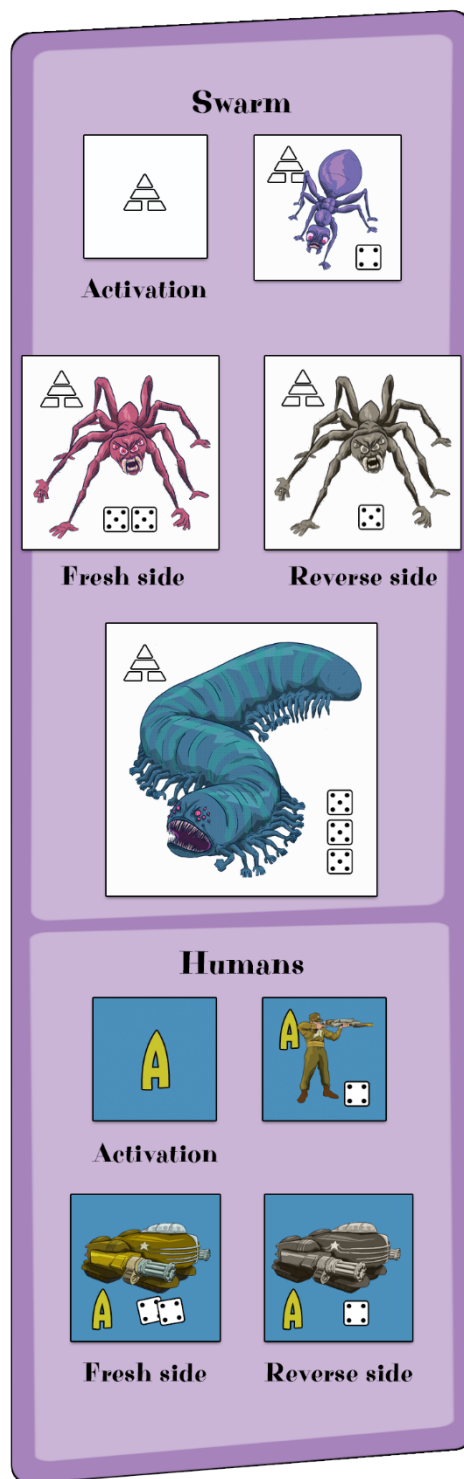
Units also have a **Formation** printed on their counter, which corresponds to an **Activation Chit**. These chits are drawn randomly from a cup to determine which units active and when. Each side also has several **Special Effects [FX]**. These provide an advantage for their side. Each side has a specific FX that if used endangers the planet that they are fighting over. If a player thusly caused the end of the world, the game ends immediately in their loss.

Battleground

Now let's look at the map. It is made up of named **Cities** which are connected by road segments. Cities which share a road are adjacent. Units move from City to City, with each move costing a **Movement Point [MP]**. Some types of units have more **MPs** than others as indicated on the **Player Aid**.

Some **Cities** are **Forts**. Each **Fort** has a strength track which utilizes a cube. When a **Fort** takes a hit, it loses strength. When it loses its last box of strength it is destroyed. Some **Forts** are part of the **Fusion Fence**, which we will explain later. The westernmost **Cities** on the map are **Swarm Hives** from which they will spawn new monster.

You will note some of the **Cities** have cute baby flags. These indicate arrival zones for reinforcements. We will talk more about that later.



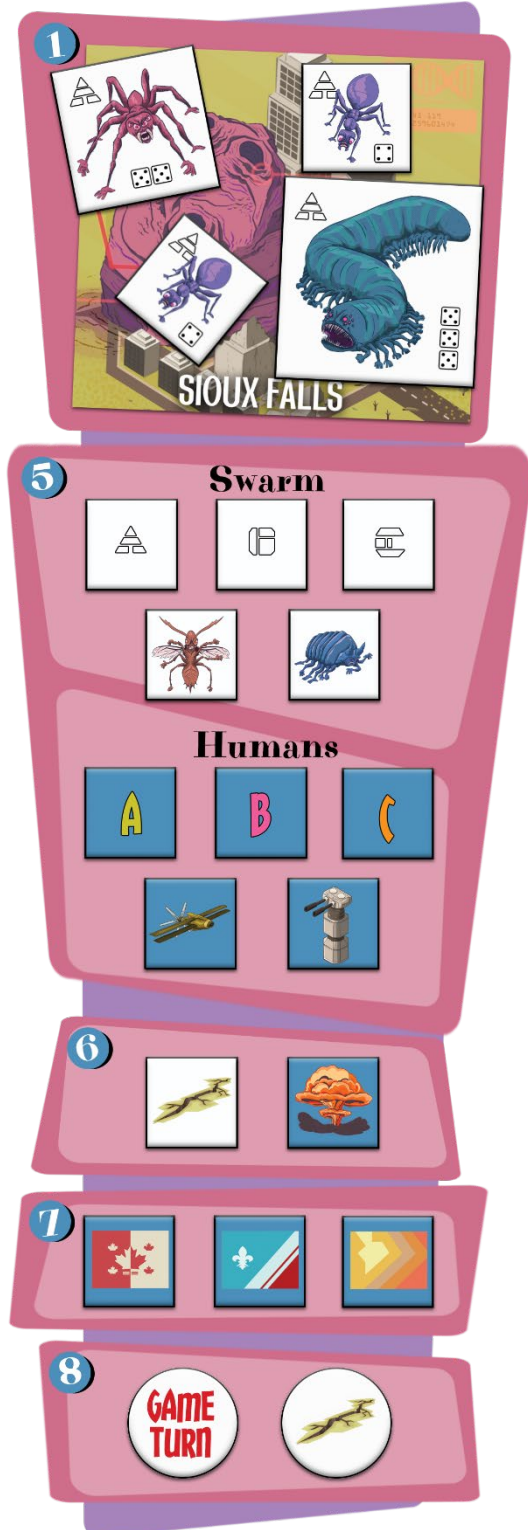
Set-Up

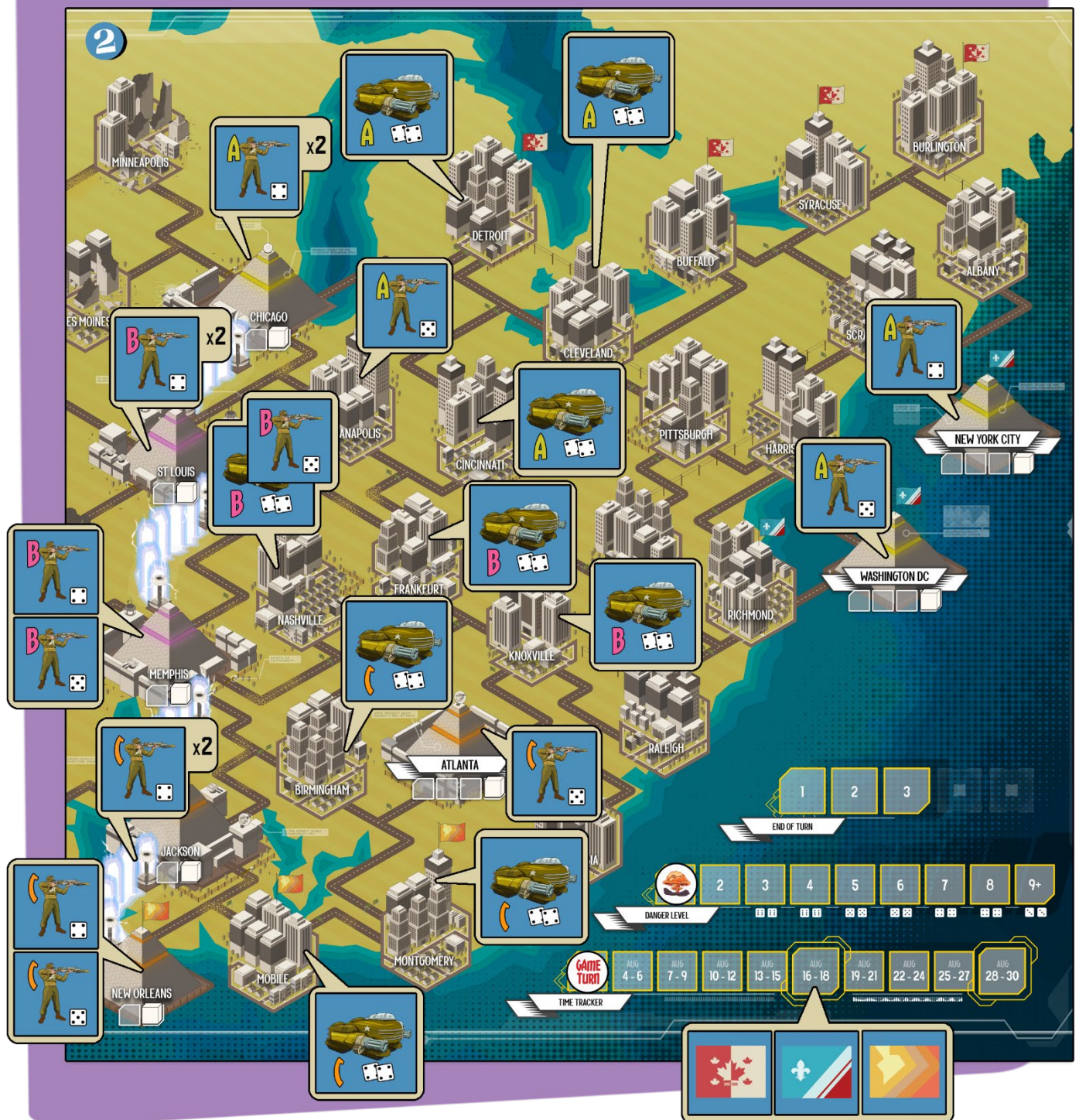
- 1 Into each Hive City, place two ants, one spider, and one worm of the matching formation.
- 2 Place Human Units and cubes as indicated in the diagram on the opposite page.
- 3 Roll twelve times on the National Guard Table. For each roll, place a National Guard in the indicated City. If more than two Guards would be placed in a City, reroll. Guards are deployed with their diceless side face-up.

3  **National Guard Set-Up**

	none	Shreveport	Chicago	Frankfurt	Montgomery	Pittsburgh
	Minneapolis St Paul	none	Detroit	Nashville	Columbia	Harrisburg
	Des Moines	New Orleans	none	Knoxville	Raleigh	Buffalo
	Kansas City	Jackson	Cleveland	none	Richmond	Seranton
	Springfield	Memphis	Indianapolis	Birmingham	none	Albany
	Little Rock	St. Louis	Cincinnati	Mobile	Charleston	none

- 4 Set aside all other Human Units for now.
- 5 Place the following ten Activation Chits in a cup. Swarm: All three Swarm activation chits and Wasp and Roly Poly. Humans: All Three Human activation chits and Drone and Laser Tower.
- 6 Place the following Activation Chits on Turn 2 of the Time Tracker: Tectonic Telekinesis and Nuclear.
- 7 Place the following Activation Chits on Turn 6 of the Time Tracker: Canadian Kingdom, French, Latin Coalition.
- 8 Place the Game Turn Marker on Turn 1 of the Time Tracker, and the Danger Marker on the first space of the Danger Track.





Flow of Play

Each turn generally consists of three phases performed in this order.

- ◆ Fade In
- ◆ Action
- ◆ Fade Out

Skip the Fade In Phase on Turn 1. Because that phase makes more sense in the context of the rest of the turn, we will come back to it a little later. For now, let's look at the Action Phase, where you will be spending most of your time.

During the Action Phase, chits are randomly drawn from the cup and resolved one at a time, until three ... **The End???** are drawn.

- ◆ If an **Activation Chit** is drawn, Units from that Formation are activated for Movement and Combat.
- ◆ If an **FX** is drawn, that Special Effect is available for the owning player to use this turn.
- ◆ If ...**The End???** is drawn, place it on the Turn End Track.

Movement

Activated Units move one at a time from City to adjacent City, with each new City entered costing one Movement Point [MP]. Each turn,

- ◆ Worms have one MP.
- ◆ Infantry and Spiders have two MP.
- ◆ Tanks and Ants have three MP.

Six Units from each side may occupy the same City. For this purpose, each box of strength possessed by a Fort counts as a Unit.

When you move into a City occupied by the enemy, you must cease that Unit's movement for this turn. If a Swarm Unit enters a City occupied by unrevealed National Guard, flip the Guard over. If the Guard's die symbol is blank, remove the Guard; if there are no other Human Units or Guard present in the City, the Swarm Unit may keep moving.

Note that Swarm movement is hindered by the Fusion Fence; we will get to that in a hop and a skip.

After completing all movement for a Formation, Combat is resolved.



Combat

During this step of a Formations Activation, resolve all Combats, one at a time in the order of the acting player's choosing. If needed, you can move the Units from the City being resolved to the side of the map; use the Combat Marker to mark that City.

Players roll dice for each of their Units, keeping track of Hits scored; all Hits are applied simultaneously.

- ◆ Each Unit rolls the number of dice indicated on their counter.
- ◆ A Hit is scored when a die result is equal to or greater than the pips indicated on the individual die symbols. Note that this number may be modified by FX.
- ◆ Fresh Tanks roll two dice and score one Hit if one or both dice are equal to or greater than the indicated pips. If the Tank rolls doubles and is within that range, it scores two Hits.

For each **Hit** suffered, the owning player must either flip a Fresh Unit or eliminate a reduced Unit [removing it from the game].

- ◆ Guard Units do not have a reduced side and are **Eliminated** when they suffer a **Hit**.
- ◆ **Eliminated Swarm Units** are placed on the **Turn Track** two spaces ahead of the current turn; e.g., if it is **Turn 5**, place them on the **Turn 7** space. If it is **Turn 9** or **10**, simply remove them from the game.

The side that suffered more **Hits** must **Retreat** [acting side if tied]. If the side that suffered fewer **Hits** has no Units left, the other side does not **Retreat**. **Acting Units** that **Retreat** must return to the City from which they moved into battle. **Non-acting Units** that **Retreat** cannot end the **Retreat** in an enemy City.

- ◆ A City is enemy if it only contains enemy Units. Cities that contain Units from both sides are contested and may be **Retreated** into if they were not enemy Cities at the start of the current **Activation**. In that case, the **Retreating Units** do not take part in any **Combat** to be resolved in that City during this **Activation**.
- ◆ **Undestroyed Forts** are always enemy to the **Swarm**.
- ◆ If **Retreating** into a City would bring the number of friendly Units in that City to more than six, some Units from that City must be displaced, moving them to another City.
- ◆ If the only possible **Retreat** option is an enemy City, the **Retreating Units** each suffer an additional **Hit** and continue **Retreating** until they can end their **Retreat** in a non-enemy City.
- ◆ **National Guard** cannot **Retreat**, and if required to do so are **Eliminated**.

If the acting player has at least five Units and the enemy only one,

- ◆ the enemy Unit is eliminated and,
- ◆ the acting Units do not suffer any **Hits**,

the acting Units may immediately **advance** one additional space regardless of **MP**, keeping those Units together. They may use this special move to initiate another battle. A given Unit may only advance once per turn.

Fort Combat

When the **Swarm** attacks a **Fort**, the **Fort** itself rolls dice equal to its current strength, scoring hits on a 5+. The **Fort** can suffer **Hits**, reducing its strength, but can only do so if there are no friendly Units left to absorb losses. When a **Fort** loses its last point of strength, remove the cube from its track and place a **Destroyed** marker on the **Fort**.

If the **Swarm** would be forced to **Retreat** as the result of the **Combat** it does so; if the **Humans** would be forced to **Retreat**, they may choose to ignore it. If the **Swarm** is not forced to **Retreat**, they may stay in the **Fort** space and attack again on a subsequent **Activation**. Units from both sides may leave or enter the **Fort** on future **Activations** so long as they comply with stacking limits.

Forts like Units have a **Formation**:

- ◆ **A**: Chicago, New York, Washington
- ◆ **B**: St. Louis, Memphis
- ◆ **C**: Jackson, New Orleans, Atlanta

When a **Fort's Formation** is **Activated**, or when Units within the **Fort** are **Activated**, an undestroyed **Fort** whose space is occupied by **Swarm Units** may exercise one of the following three options.

- ◆ **Full Attack**: Resolve as a normal **Fort Combat**.
- ◆ **Barrage**: Only the **Fort** itself rolls dice. The **Swarm** does not get to fire back unless they use the **Wasp's FX**.
- ◆ **Withdrawal**: Any/all **Human Units** in the **Fort** may leave. Note that they may do this when the **Fort's Formation** is **Activated** even if their own is not.

Sortie: If there are no **Swarm Units** in the undestroyed **Fort**, **Human Units** in the **Fort** may launch a **Sortie** against adjacent **Swarm Units**. This is resolved as a normal **Combat**, but if the **Humans** win the battle, they may either remain in the new space or return to the **Fort**.

Fade Out

During the Fade Out Phase, perform the following steps in order:

- ◆ If any Formations were Activated, each side can choose one of their unactivated Activation Chits to hold for the start of the next turn. Return all other chits to the cup.
- ◆ Roll For Danger. See the Danger section later in these rules.
- ◆ Check For Victory.
- ◆ Advance the Game Turn Marker. If there are Swarm Units on the new space give them to the Swarm Player for the next turn's Fade In Phase. When you advance to Turn 6, add the Allied Reinforcement Chits to the cup.

Fade In

During the Fade In Phase that begins each turn except the first, perform the following steps in order:

- ◆ Swarm Units retrieved from the Time Tracker during the previous Fade Out Phase are returned to the map in Hives matching their Formation, not occupied by the enemy. Obey stacking limits. If unable to do so, any unplaced Swarm Units are placed on the next turn of the track.
- ◆ If the Swarm Player holds an Activation Chit from the previous turn, they Activate that Formation now.
- ◆ If the Human Player holds an Activation Chit from the previous turn, they Activate that Formation now.

Play then proceeds, naturally, to the Action Phase.

Fusion Fence

The Fusion Fence shines so bright that it can be seen for several hundred miles. At night, people east of the Mississippi, always know which way is west and rest easy knowing they are protected.

Swarm Units cannot move east of the Fusion Fence while it is active. Destroying two adjacent Forts will deactivate a portion of the Fence, allowing movement east through the hole created. That is, they may use the roads leaving the destroyed Forts to move east.

Allied Reinforcements

To contain the giant bug infestation to the western United States, several countries pledged their military assistance should the Swarm ever make a move on the Fusion Fence. But will one of them arrive in time?

On Turn 6, the three Activation Chits for foreign troops are added to the cup. Whichever of these is drawn first will come to the rescue; the other two are removed when drawn. In the Fade Out Phase of the turn in which one of these chits is first drawn, add the Activation Chit back to the cup along with the FX Chit for that Formation. Then, place the Units for that Formation in Cities bearing that nation's flag. You must obey stacking limits, and cannot deploy these troops into Cities occupied by the Swarm.



FX

When an FX Chit is drawn, hand it to the owning player. They may use that FX during that Game Turn.

- ◆ An FX may only be used once per Game Turn.
- ◆ In any given Combat, each side may only use one FX.



Swarm FX

Wasps

In one Attack, add 1 to all your die rolls. Alternatively, if used when hit by a Barrage, roll normal dice.



Holy Moly It's a Roly Poly

In one Combat, when you are Attacked by the Humans, add 1 to all your die rolls.



Tectonic Telekinesis

Choose a City occupied by, or adjacent to, one of your Units. All Units occupying that City (both sides) suffer one Hit. If a Fort, the Fort also suffers one Hit. Advance the Danger Marker. This FX may be used immediately when drawn, or before the resolution of any movement, combat, or advance after combat.



Human FX

Drone Strike

In one Attack, add 1 to all your die rolls.



Pew Pew Laser Cannons

In one Combat, when you are Attacked by the Swarm, add 1 to all your die rolls.



Nukes

Choose a City occupied by, or adjacent to, one of your Units. All Units occupying that City (both sides) suffer one Hit. If a Fort, the Fort also suffers one Hit. Advance the Danger Marker. This FX may be used immediately when drawn, or before the resolution of any movement, combat, or advance after combat.



Allied FX

French Hypercopter

Use at the start of a Swarm Activation. All Swarm Units move one less space.



Canadian Mend-a-Bone

Flip one reduced Infantry to its full-strength side.



Latin Coalition Mines

Place up to three Mines in Cities adjacent to any Human Unit. Only one Mine may be placed in each City. When an enemy Unit enters a City containing a Mine, roll a die: if a 1 or 2, the moving Unit takes one Hit and the Mine is returned to the supply.

Danger

When the FX Tectonic Telekinesis or Nukes are used, the Danger Marker is advanced: flip the marker to the side representing that FX and move it one space to the right on its track. During the Fade Out Phase, if the Danger Marker is on a space with die symbols, the player whose FX is visible must Roll For Danger. They roll two dice; if the sum is equal to or greater than the die symbols, Congratulations!, you have destroyed the Earth and lose the game immediately. Note that you Roll For Danger before checking for victory, so it is possible to lose the game despite having fulfilled your victory condition.

Victory

During the relevant step of the Fade Out Phase, the Swarm wins if they have destroyed at least two of the following Cities:

- ◆ New York City
- ◆ Washington DC
- ◆ Atlanta

If the Swarm has not accomplished this by the end of the last turn, the Humans win. Yay! They can complete and deploy their deadly Anti-Mutagen, completely eradicating the Ginormopod population, even the babies. Maybe not so Yay!

