



HERE COME THE  
**MONSTERS!**™

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## 1PG Rules/Character Sheet

### For the Referee

*There are no scenarios*

*This is a free download*

*Here Come the Monsters is a tongue-in-cheek roleplaying game, not meant for folks wanting a rules-lawyering, tactical experience. It is much more free-flowing, but will integrate with the 1PG tabletop system (so get your plastic dinosaurs and Godzilla models out and get ready!).*

*We recommend you watch a Japanese giant rubber monster movie for inspiration, and keep watching Deep7 for the 1PG tabletop system!*

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### **PUBLISHING NOTICE**

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# HERE COME THE MONSTERS!

## THE GAME OF GARGANTUANS

NAME: \_\_\_\_\_  
 CREATURE TYPE: \_\_\_\_\_  
 DESCRIPTION: \_\_\_\_\_



Deep7 1PG™ Beer & Pretzel RPGs assume the players and ref already have some rudimentary experience with role-playing games. All Deep7 1PG™ Beer & Pretzel games are played with 6-sided dice. Deep7 assumes no liability for mental instability on the part of players, refs or their families.

Hit Location	1 Head	2 Torso	3 R.Arm	4 L.Arm	5 R.Leg	6 L.Leg
AP						

Use common sense when using this random hit location chart. If your creature doesn't have arms or legs, apply the damage to wings or tentacles (or whatever) instead.

HUGENESS   
 Whup-Ass \_\_\_\_\_

CRAFTINESS   
 Dodge \_\_\_\_\_

Special Attack \_\_\_\_\_  
 Special Attack \_\_\_\_\_  
 Special Attack \_\_\_\_\_

RECOVERY   
 ICHOR   
 POPULARITY   
 CHAR PTS

**THE GAME:** Here Come The Monsters! The Game of Gargantuans is a simple-to-learn, cheesy roleplaying game where players take on the roles of giant rubber monsters in a campy Toho-style movie. It assumes the players and ref already have some rudimentary experience with roleplaying. It is meant to be played in the vein of *Godzilla* and all of his countless spin-offs, so keep it light (yet stomp), and pass the beer & pretzels.

**THE RULES:** (Badly dubbed dialogue) Look out! The monster!: roll 1D3 for each attribute. Then roll 1D6 for the total number of points to distribute into your skills. Every skill starts at 0. No skill can be higher than 3. If you need extra points, you can take them from other skills, leaving them at -1 for each point taken. No skill can be lower than -2. If you don't see a skill you really want your monster to have (Advanced Underwater Basketweaving or whatever), just scrawl it in the margin.

Next, roll 1D6. Write the result in Recovery. Recovery tells you how much Life you can regain every so often. If at any point you wish to roll Recovery instead of making an attack, simply roll 1D6 equal to or below your Hugeness.

Roll 3D6+5 and write the number in Ichor. This is how much life-sustaining bodily fluid you have. Every time you take damage, you will lose Ichor. When you have lost all your Ichor, you are effectively dead.

Popularity governs how much the populace likes you. Remember, after *Godzilla* stomped Tokyo the first time, he kinda became a folk hero. And *Gamera* (the spinning turtle) carried kids around on his back. *Ultraman* saved the world from all sorts of monstrous evil. But monsters are monsters, big and rubbery and fearsome. Popularity does not come easily. Every monster's Popularity starts at 0. Every monster may try to roll 1D6 and get the same or under his Buffness or Craftiness attribute (but you may only try once for each, at the beginning of the game). Add 1 to your Popularity for each successful check. If you find yourself attacked by jet fighters and want your human buddies to call off the attack, make a Popularity roll (explained below). Someone at military HQ will realize you are protecting the city and shout very badly-synched orders to halt the attack.

Everyone should also roll on the Monster Tables, to figure out what kinda monster they are. Roll 1D3 for number of "factors", or how many times you roll on Monster Table 2. Breath Weapon/Special Attack damage listed in parentheses.

**SKILL ROLLS:** Run! Monsters! Aieeee!... when you wanna do something, figure out what attribute/skill combo will get it done. Really, all you're gonna be doing is fighting other monsters and stomping on cities. Add your attribute and skill together to get your Target Number and roll 1D6 equal to or below it. **Rolling a 1 is always a success and rolling a 6 is always a failure.** If you are fighting, use the Whup-Ass skill for attack, and Dodge for evasion. Two combatants will roll their Whup-Ass skill at the same time. The higher margin of success is a successful hit. If someone is attacking and someone is evading, do the same thing: if the Whup-Ass margin is bigger, the hit was good. If the Dodge margin was bigger, the attacker missed. Always add your Hugeness to hand-to-hand damage. You can also add the number of extra limbs you have as an extra bonus, up to 3. Always subtract your Hugeness and any AP from damage you take.

**OTHER STUFF:** Many monsters will meet their end in this game (although they are not quite as disposable as characters in *Shriek*). If you survive a whole scenario, you get 1 Character Point for every person at the table. Put these points into Attributes, Skills, Recovery, Life, or Popularity. But don't worry about surviving. These characters are meant to get stomped. Just roll up a new one.

### MONSTER TABLE I

*What Am I? (1D6)*

- CRUSTACEAN**  
Monster is crab or lobster-like.
- MAMMALIAN**  
Monster is a mammal, from giant rat to human shaped.
- INSECTOID**  
Monster is a giant bug.
- REPTILIAN**  
Monster is a big lizard.
- ALIEN**  
Monster is from outer space.
- CYBORG**  
Monster is a giant robot.

### MONSTER TABLE II

*1D3 Factors (1D6)*

#### 1. 1D6 MULTIPLE LIMBS (1D6)

- Heads
- Arms
- Legs
- Tails
- Antennae
- Flippers or fins

#### 2. NATURAL ARMOR

Add 1D6 to AP in each location

#### 3. TENTACLES

+1 to Whup-Ass.

#### 4. BREATH WEAPON

(Damage/Effect in parentheses)

- Lightning (8)
- Ice (opponent -1 on all rolls for 1 turn)
- Fire (8)

5. Web (opponent -2 on all rolls for 1 turn)

6. Acid (10)

#### 5. FLIGHT (1D6)

- 1-3 Unwinged
- 4-6 Winged

#### 6. SPECIAL ATTACK

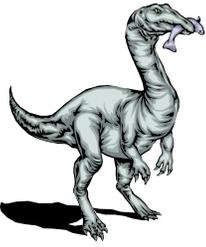
- Shooting Spines/Barbs (4 + Hugeness)
- Eye Lasers
- Telescoping Tongue (3 + Hugeness)
- Ultrasonic Spin (2x Hugeness)
- Electric Field (8)
- Swing Your Partner  
Pick up opponent and swing him around and around, flinging him your Hugeness in miles. (Your Hugeness x Opponent's Hugeness)

### ATTACK

Punch	3 + Hugeness
Kick	5 + Hugeness
Claw	4 + Hugeness
Monster Pimp Slap	5 + Hugeness
Headlock	3 + Hugeness
Body Slam	3 x Hugeness
Bite	2 + Hugeness
Stomp	6 + Hugeness
Flip/Throw	4 + Opponent Hugeness
Thrown Object	4 + Hugeness
Special Attack	As Listed

### DAMAGE

Notes:



# FOR THE REFEREE



Okay, so you drew the short straw. It's really not all that bad. You get to have your bizarre alien mutant gargantuans attack their beloved metropolis! Whether you're a novice or a pro, here are some helpful hints for running a successful game of **HERE COME THE MONSTERS**.

ITEM	DAMAGE
Bus (projectile)	3
Train (projectile)	6
Flagpole (projectile)	8
Helicopter	3
Jet Fighter	8
Tank	4
Battleship	4
Submarine	3
Car (projectile)	2

**CUT TO THE CHASE:** That means keep the adventure short and to the point. Think of it in terms of a movie. Get into the meat of the story as soon as possible. Remember, you don't have to plan a campaign. Each scenario is meant to be played within a single evening, or 2-3 hours each. If you want to bring back surviving characters and play another scenario, go for it! Japanese monster movies always found a way to bring back a good monster (and quite a few stupid ones too!).

**MAKE THEM RELAX:** For many experienced players used to competitive campaign-style roleplaying, the idea of disposable giant rubber-suited monsters might be a bit foreign. Tell them to chill. You may have to remind your players that they are simply science or nature gone awry and have to either attack or defend a major city, battling civilian forces as well as other monsters. Think pro wrestling in slow motion... in a wetsuit. Honestly, they shouldn't worry if their magnificent monster gets whacked. Grab a new sheet and roll up a new one. We've found that each one gets more fun.

**SET THE MOOD:** Put on some appropriate soundtrack music (any monster/science fiction film score will do - we highly recommend the Godzilla soundtracks). Tell a visual story. "You hear the sub-aquatic signal in your dark, cavernous lair and ascend to take in the situation, peering through your single eyestalk. Oh no! It's Batura, with his great leather wings, spitting lightning from his forked tongue. Each pass he makes over the city sends another building crashing to the ground. As the appointed defender of [name of metropolis], you must do something. Rising from the bay, you shriek a challenge and wave your giant crablike claw in defiance..."

**THE BAD GUYS:** A good rule of thumb when creating an opponent monster or team of monsters is to make them durable enough to be a challenge, but vulnerable enough to make the players believe they have a chance. Heh heh. If you have a plethora of alien amoebas, give them 15 Ichor. A lone marauder or alien overlord might have 20 or more (balance the challenge).

**IMPORTANT:** Toho-style monster movies are quick to latch onto popular characters and rivalries, often bringing them back even if they have died in a previous movie. If something like this develops amongst your players, feel free to let them resurrect a popular character in a later game. And don't worry about crunching a whole first string of monsters. Just make sure that at least one player character survives to see the villain vanquished and his beloved city saved (regardless of the millions in damage, cost in civilian lives and suffering). These characters are so one-dimensional, it is even possible to play two at the same time!

**FUDGE ON THE DICE:** It is your prerogative as the referee to tell the story as you see fit. Never be afraid to say, "because I said so..." If you need a decision made, roll a die for it. If you need to figure out how many giant leeches are hiding in the harbor, roll a die for it. If the task is really easy, give 'em a +1 or +2 on their target number. If the task is super difficult, give 'em a -1 (remember rolling a 1 is always a success and a 6 is always a failure).

**NO STORIES INCLUDED:** Sorry. Here Come the Monsters is a free product, and 1PG scenarios are labor-intensive. However, we do offer free scenarios for use with our other 1PGs and premium games. Feel free to design your own, and perhaps even submit them for public offering on the **Deep7** site! Good luck and happy stomping!

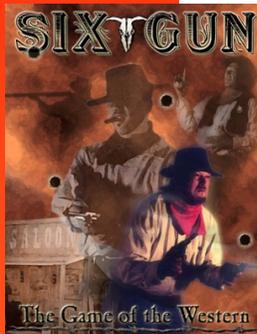




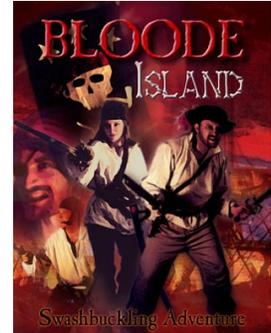
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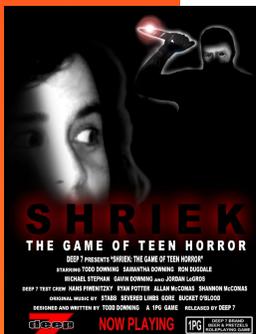
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