

ZILLA!

TALES OF DESTRUCTION, MAYHEM & LOVE

You're a giant zilla on a city-smashing rampage. This is awesome, but here are some things to think about.

- What type of zilla are you?
- What special powers and weaknesses do you have?
- Do you have any compulsions? For example, do you feed on electricity? Are you attracted to fire? Compulsions can also be goals, like building a nest.
- Are you trying to destroy the city, escape it, or something else? Is it just a battleground for you to fight other zillas?
- You might find it helpful to write information about your zilla on an index card.



Zillas are powerful and hard to kill, but prone to becoming enamoured with humans. Here are a few things to consider. Will you find friendship, a child analogue, a parental figure, a new family or forbidden love?

- How will you react to this?
- How will the human react to this?
- How will you keep yourself and your human safe?
- What if your human doesn't want to be with you?

HOW TO PLAY

The Game Master (GM) will tell you where your zilla is, and what he or she sees and hears. The GM will also tell you what other characters you meet, say and do.

You'll say what your zilla thinks, feels and does. When your zilla attacks, uses its special powers, does something that might not succeed or defends and might suffer harm, the GM will tell you to roll two six-sided dice (2d6) and add them.

You'll get to pick a number of outcomes for your action depending on how high you roll. The outcomes are:

- Carefully
- Impressively
- Terrifyingly
- Cleverly
- Lovingly
- Thoroughly
- Forcefully
- Stealthily
- Quickly

If you roll 10 or higher, choose three outcomes.

If you roll 8 or 9, choose two outcomes.

If you roll 6 or 7, choose one outcome.

If you roll 5 or less, something bad happens! (The GM will tell you what it is, and will ask you what you want to do about it.)

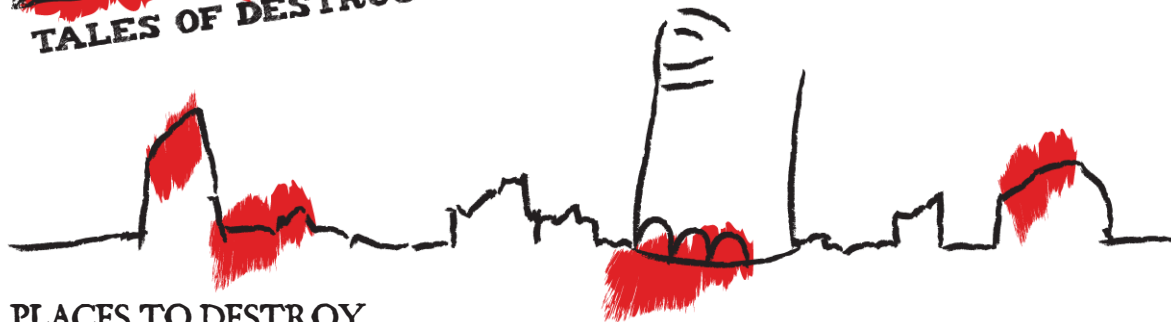
After you roll and choose outcomes, the GM will tell you what happens as a result of your action. To help figure out what happens, the GM will probably ask you questions about your choices, like, "When you block the missiles 'impressively', what does that look like?" or "You're running through the city 'quickly', but not 'carefully', right?"

If there are multiple players controlling zillas, one can be better than another by choosing an outcome more than once, for extra effect. If two zillas are fighting and one rolls a 6, the player might pick 'forcefully'. If the other player rolls a 9, they can select 'forcefully' twice to throw the harder punch. If two zillas are fleeing human tanks, the one who picks 'quickly' more times outruns the other.

At the end of the game - no matter what has happened - the GM should ask each player to briefly narrate the fate of their zilla - a sentence or two will do. Maybe we see the fallen body of your zilla twitch. Maybe there is one last zilla egg left. If the zilla survived, maybe it arrives on a hill overlooking a new unsuspecting city. Cliffhangers like these are a great way to end the game and they also set you up to be able to run the same, or similar, zilla again if you wish.

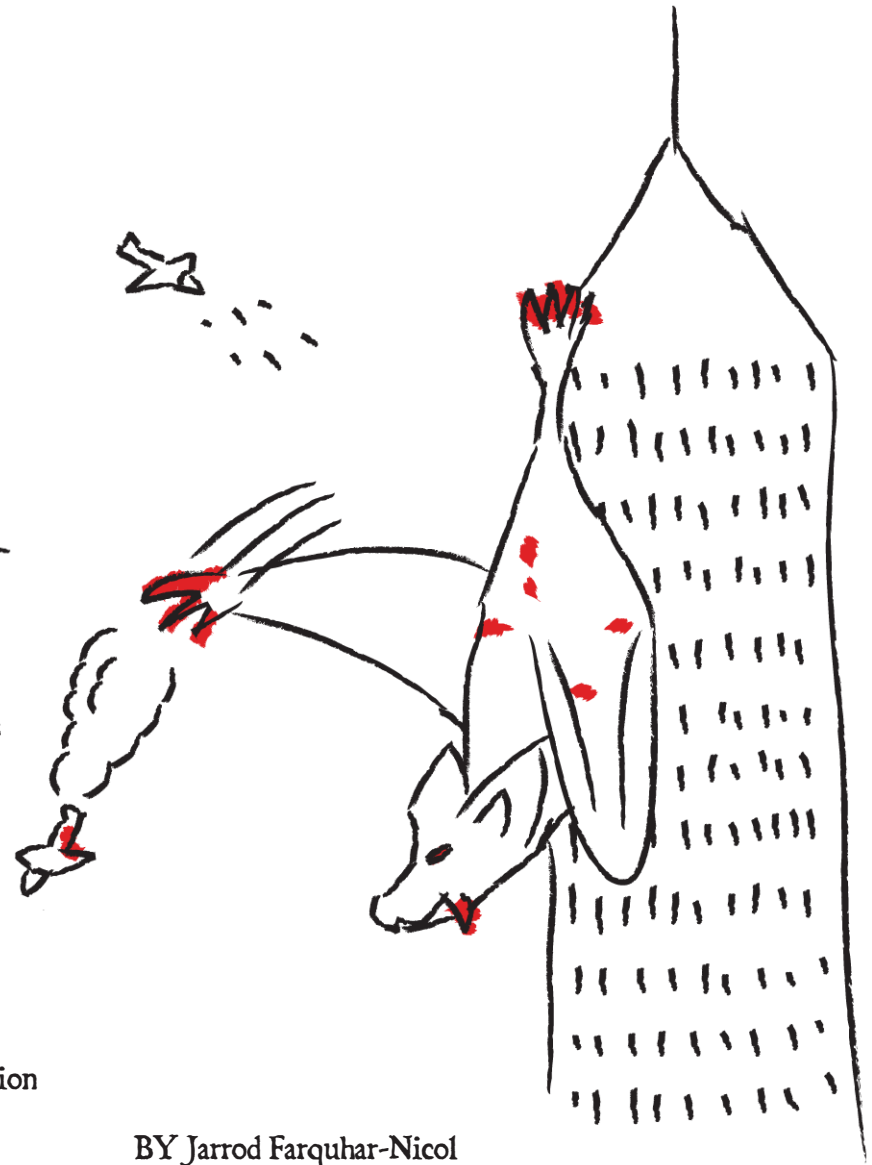
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PLACES TO DESTROY

- Political Headquarters
- Iconic Skyscraper or Monument
- Major Bridge
- Police Station
- Monster Movie Fan Convention
- Local News Station or Newspaper
- Monster Truck Show
- Army, Navy or Air Force Base
- Upper Class Estates
- Paranormal Investigations Unit
- Space Shuttle Launch Pad
- Underground Nightclub
- Hospital
- Insurance Seminar
- Amusement Park, Carnival or Circus
- Sports Stadium
- Animal Rights Protest
- Scientific Research Facility
- Weapons Testing Range
- Live Broadcast TV Studio
- Docks and Shipping Yards
- Famous Theatre
- MAXI-Screen 3D Movie Cinemas
- Paint Factory or Paintball Range
- Model Village
- Nuclear Power Plant
- Dinosaur & History Museum
- Brewery
- Big Game Hunting Reserve
- Golf Course
- International Airport
- Restaurants and Shopping Centre
- Seismic Activity Monitoring Station
- Outdoor Concert
- Zoo & Aquarium
- Toy Factory
- Racing Circuit
- Casino & Hotel
- Hydroelectric Dam
- Tourist Beach
- Slaughterhouse
- Maximum Security Prison



BY Jarrod Farquhar-Nicol
MUSE Suzanne Richardson
ART & LAYOUT Jarrod Farquhar-Nicol
INSPIRATION John Harper, Vincent Baker
ABOUT This is version 100619. This game is a starting point with seeds of ideas, but you need to fill in the details and flesh out the setting.
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