



EXPANDED SPECIAL POWERS RULES FOR MICRO MONSTERS BY MARCO MAGGI + FRANCESCO NEPITELLO

It's hard to believe, but there are players around the world who take their tiddlywink games very seriously... **Micro Monsters: rEvolution** is a set of rules dedicated to those selected few: the professional 'squoppers', the tiddlywink generals, the ultimate micro-warriors!

SPECIAL ABILITIES

When playing **Micro Monsters: rEvolution** ignore the special abilities described in the original rules, and use the new ones explained below, under each army description.

GATES

Your energy tokens are not used in conjunction with your gates. When an enemy hits your gate you flip it to the damaged side. If it was already damaged, it is gone and you are out of the game!



ENERGY TOKENS

Every player starts the game with three energy tokens. At the beginning of your turn you can spend an energy token to call a reinforcement.

- Take one of your eliminated bugs and put it back into play adjacent to your gate. Then, roll your die and take your turn normally.

Important! Some micro-monster types use energy tokens to trigger their special abilities. Use them wisely!

DIE RESULTS

Die results vary slightly from the original game.

- When you roll a monster on your die, check its special ability and see what you can do with it.
- When you get a special icon on your die, move a monster of your choice!
- If you roll a monster on your die but you don't have the corresponding piece in play, move another monster of your choice, but you do not trigger its special ability.

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AUTOGATORS!

MOTTO: "GO! GO!"

Green-skinned wheeled lizardoids (or are they crocomorphs?) they combine the cold instincts of a reptile with the need for speed of a hot rod. Behold the diminutive Gyrocaiman! The two-wheeled Crocospeeder! And the ponderous but deadly six-wheeled Cyclotherion!

GYROCAIMANS

Now you see them, now you don't! Gyrocaimans are small and fast, and they like company...



- If you roll a Gyrocaiman, move it, then roll the die again and move the monster shown on the die (but ignore the special ability attached to it). If you roll the special icon on your second roll, bad for you, you don't get to move an additional monster!

CROCOSPEEDERS

Unstable and unwieldy, your Crocospeeders zigzag across the field of battle like drunken dinosaurs. But wait to see them when they are hungry!



- If you squop an enemy micro-monster moving a Crocospeeder, move that Crocospeeder again!

CYCLOTHERIONS

Cyclotherions are like big green whales on wheels - try to pierce their thick skin! You might just bounce back!



- When an enemy squops a Cyclotherion, roll your die: if you get a Cyclotherion or the special icon, it is not eliminated and the enemy monster bounces back! (place it adjacent to its own gate).

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BIG BEARS!

MOTTO: "STOP! STOP!"

Encased in their brass pressure suits, the Bigbears are one of the mysteries of the cosmos: are they living or mechanical? Or worse, are they some form of construct, an army of stuffed automatons? Fear the flashing Dazzlebears! Watch the brotherly Exoplushes! And see if you can stop the relentless Teddynaughts!

DAZZLEBEARS

More unnerving than a traffic light, Dazzlebears can stun their enemies with flashes of red light!

- If you roll a Dazzlebear, move it, then place the trap token on an enemy monster: if your opponent rolls that type of monster with his next roll, his turn is over!



EXOPLUSHES

Towering hulks of golden metal hide soft plushes with low self-esteem... Luckily they can count on each other for support.

- If you squop an enemy micro-monster moving a Exoplush, move another Exoplush immediately!



TEDDYNAUGHTS

Built with the best bronze bears can buy, Teddynaughts strike terror into the heart of their enemy with their apparent imperviousness.

- When an enemy squops a Teddynaught, discard an energy token: your monster is not eliminated and the enemy monster is placed adjacent to its own gate.

