

**GOZILLA**

# INSTRUCTIONS

**AGES 5 AND UP**  
**2 to 4 PLAYERS**

## **OBJECT:**

**Be first to get *two* of your vehicles  
safely past Godzilla and to  
the Finish Space.**

## **CONTENTS:**

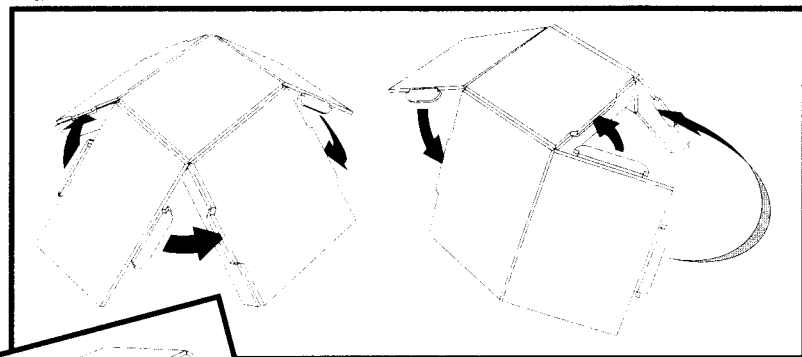
**8 cars of Squish-It™ dough**  
**9 cardboard buildings**  
**12 Squish'em cards**  
**Godzilla Stomper**  
**claw mold case**  
**2 label sheets**  
**Gameboard**  
**2 dice**



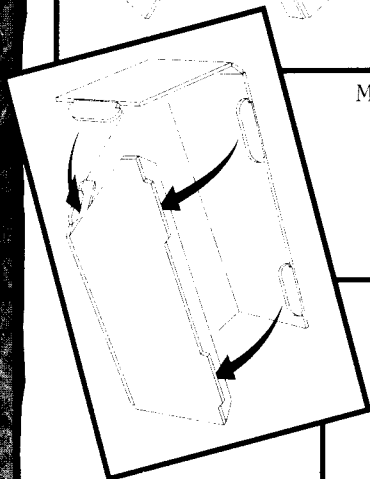
## THE FIRST TIME YOU PLAY:

1. Punch out the nine buildings, discard the cardboard waste and put them together by folding along score lines and inserting tabs into slots as shown in Figure 1. **Be sure to look at the back of the package to see them fully assembled!**

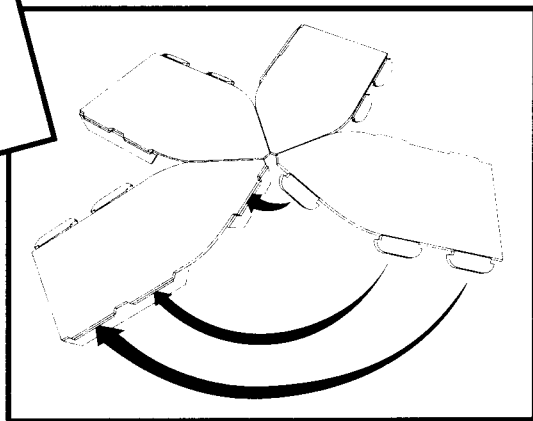
Figure 1



Many of the buildings are simple blocks like these.



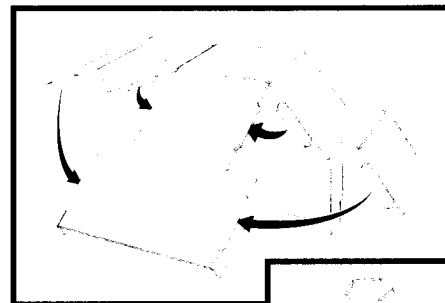
Others are simple wrap-arounds.



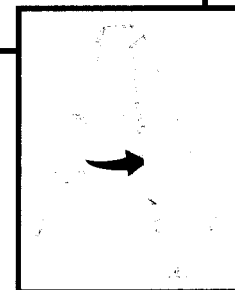
Some have Pitched Roofs.



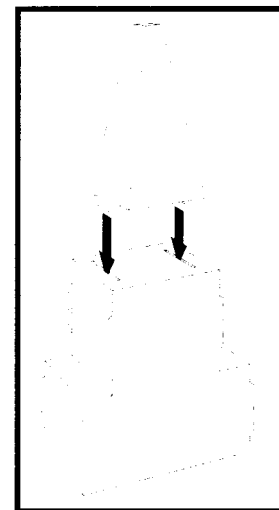
The Tower Building has 2 pieces.



1. Fold building



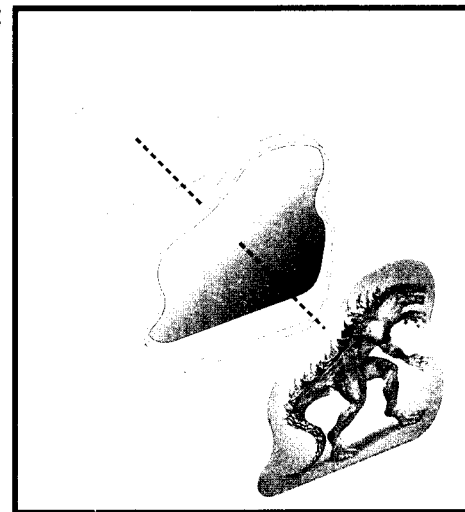
2. Fold tower



3. Insert tower into building

2. Punch out the 12 Squish'em cards and discard any waste.

Figure 2



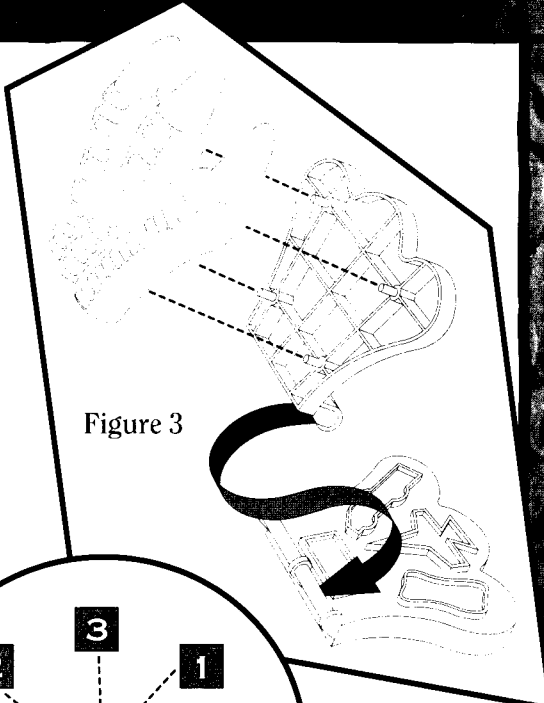
3. **Godzilla Stomper:** Label each side as shown in Figure 2.



#### 4. The Claw Mold Case:

The two hinged pieces will be assembled already. Just press on the claw top. The hinged pieces snap together and apart for cleaning. Four different vehicles in the case can be molded. See Figure 3.

Figure 3



#### 5. The Dice:

Label the two dice as shown in Figure 4. It does not matter which label goes on which side.

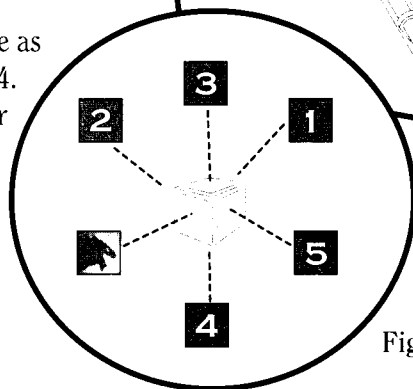


Figure 4

#### SETUP:

1. Sit around the gameboard and get ready for fun.
2. Place the nine buildings onto the nine small red circles on the board.
3. Shuffle the 12 Squish'em cards and place them facedown in a pile near the board.
4. Place the Godzilla stomper, the dice and the mold in an easy-to-get-to place.



#### 5. Make Your Vehicle Pawns: Here's how to use the mold to make your vehicles out of the dough.

Each player chooses a color dough and a type of vehicle to make. For example, you make blue police cars and someone else makes yellow tanks.

Take a small amount of dough, knead it into a smooth ball and fill one side of your vehicle mold with it. Press the case together, open and remove any excess dough around the vehicle, press the case together again and then turn the case over to tap out the vehicle as shown in Figure 5. Make two of your pawns, then pass it to the other players to do the same.

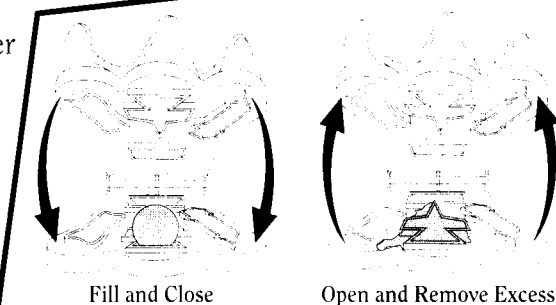
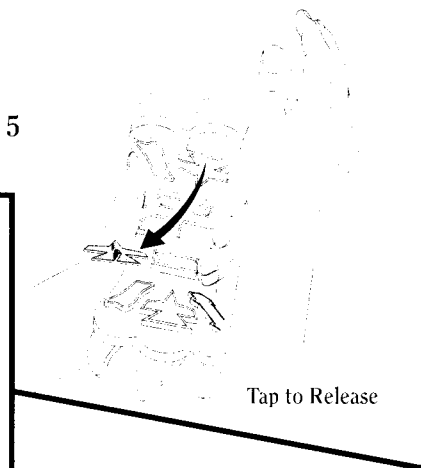


Figure 5

#### IMPORTANT-- MAKE TWO PAWNS:

Everyone makes two pawns to start. You'll make more during the game as they get squished by Godzilla. *Each player must have two pawns in play at all times.*



6. Place your two pawns on START. Your friends do the same.



## HOW TO PLAY:

The youngest player goes first. Play continues to the left.

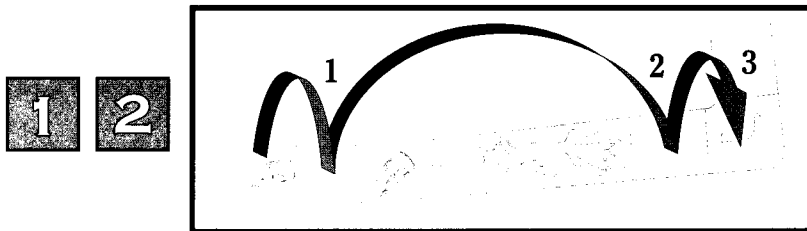
### On Your Turn

Roll the two dice and do what they say. Number dice tell you the number of spaces to move. Godzilla dice tell you to draw a card.


**4 5** If you roll two numbers, move one of your pawns the number of *unoccupied* spaces shown on the total of both dice. Count each space as "1" on your dice.



Jump over and *do not count* any space that has a pawn on it. (This includes any squished pawns, too--see the "How to Squish" box for more information on page 8.) After you move, your turn is over. See an example of moving in Figure 6.

Figure 6



You rolled a total of 3. Move your blue police car three open spaces.

 **2** If you roll a Godzilla and a number, first move one of your vehicles the number shown as above. Then draw a card and do what it says. Your turn is over.

  If you roll two Godzillas, don't move any of your pawns. Instead, you get two cards. Draw one card at a time. Do what the first says and then draw the second one.



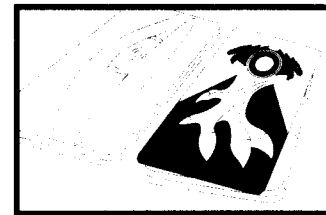
## The Squish'em Cards

Any time you roll a Godzilla, you draw a Squish'em card. The cards will tell you to squish a vehicle or vehicles with the Godzilla stomper.



**1-Color cards:** If you draw this kind of card, squish all vehicles that are sitting on the matching color spaces (even your own). See Figure 7 for an example.

Figure 7



You draw an orange card. Squish all vehicles on orange spaces.

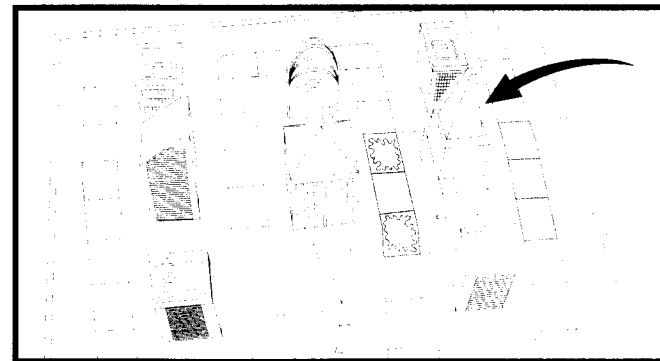


**Wild cards:** If you draw this 4-color card, pick the color space of your choice. All vehicles sitting on such spaces are squished (even your own)!



**Building cards:** If you draw this kind of card, pick any building to destroy. See Figure 8. Squish all vehicles (even your own) that are adjacent to it, and remove the building from the board. **The START and FINISH spaces are safe spaces--no squishing there!** If there are no vehicles to be squished or if there are no buildings left on the board, no squishing takes place--too bad! Your turn is then over.

Figure 8



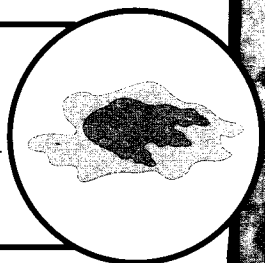
Destroy this building and squish all vehicles on these six spaces.



**IMPORTANT--MAKING NEW VEHICLES:** When one of your pawns is squished, immediately make a new vehicle and place it on START. At the beginning of your turn, you must always have the choice of two pawns to move.

### How to Squish

This is the fun part! When directed to squish a vehicle or vehicles, take the Godzilla stomper, line up a vehicle under one of its two claw prints and slowly press down so the vehicle is splatted, smashed and utterly squished. Squished vehicles remain on the board until the game is over.



### HOW TO WIN:

Be the first player to get two of your vehicles onto the FINISH space. You do not have to land there by exact count.

### CLEAN UP TIME:

When the game is over, return any dough back to its color can and close the lid tightly. Residue on the board can be wiped off with a damp cloth.

To remove dough from the carpet or fabric, remove any excess and let dry. Loosen residue with a stiff brush and vacuum. If needed, wash the area with mild soap, cold water and a brush. Do not use hot water or cleaning solutions.

### TO SOFTEN SQUISH-IT™ DOUGH:

If the dough becomes hard, add a few drops of water to it and knead it until soft.

### NEED MORE?

If you need more dough, use PLAY-DOH® modeling compound. It is available wherever toys and games are sold.

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