

GODZILLA

STREET STOMPING™ GAME

For 2 to 4 players / Ages 5 and up

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**Will you
survive the**



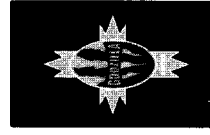
WARNING:

CHOKING HAZARD-Small parts.
Not for children under 3 years.



To survive the Godzilla™ Street Stomping attack—and be the last player who has cards!

- Godzilla Foot Stomper with label and pad
- 60 playing cards:



40 Street Cards



20 Stomp Cards

Label: Apply “foot” label to the top, smooth side of the black plastic Foot Stomper.

Foam Pad: Peel off the back and attach the small piece of foam to the underside of the Stomper, inside the ring. This foam will grip the card when you “stomp” it with the foot.

1. Separate the 20 Stomp Cards. Shuffle, and place them face down in the center of the play area, to form the Draw pile.
2. Divide the 40 Street Cards into four stacks of 10, one stack for each color. Give each player a stack of 10; these are held in the player's hand. (Or, you may stack them up face-down in front of you, and play cards off the top.)
If there are fewer than 4 players, put the unused stacks aside.

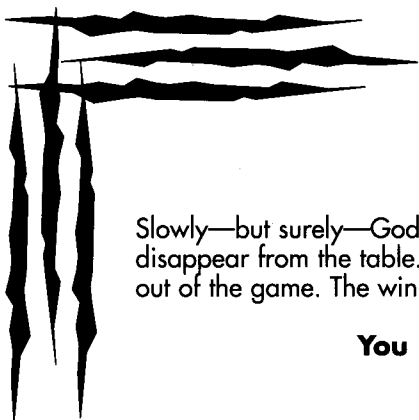
The youngest player goes first. Play passes to the left.

- **On your turn:**

1. It's your turn, so you control the Godzilla Foot Stomper. Grab it now!
2. All players lay **three** Street Cards from their hands face up on the table, so the numbers are showing.
3. Next, you draw the top card from the Stomp Card Draw pile... What are the numbers on it?
4. Scan the numbers on your opponents' face-up Street Cards: If there are no matching-number Street Cards, too bad! If you spot an opponent's Street Card with the same number, use Godzilla's Foot Stomper to **STOMP** the opponent's card(s) and draw it towards you. There is no limit to the number of cards you can capture. Put all captured Street Cards into a discard pile, off to the side. Discard the Stomp Card face-down next to the Draw pile.



5. This ends your turn. Pass the Foot Stomper to the player on your left.
- All players now replenish the cards in front of them, if necessary, so there are three. (If you don't have enough to put out three, put out what you can.)
 - Repeat all the steps above, until there's a winner.
 - If the Draw pile runs out, shuffle the discarded Stomp Cards and use them.



Slowly—but surely—Godzilla will Stomp the Street Cards and they'll disappear from the table. Once Godzilla takes your last card, you're out of the game. The winner is the last player who has any cards left.

You survived the Stomp!



We will be happy to hear your questions or comments about this game. Write to:
Hasbro Games Group, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862,
or phone 888 836-7025 (toll free).

