

Mission Description

As the heroic and handsome Commander Cornelius Crunch, your life's work has been to stop the Eee-vil Dr. Monty McKanical, who continually attempts to corrupt the cosmos with his monstrous and mechanical minions. At long last you have located his secret hide-out. But before you can get to Monty and put a stop to all his shenanigans, you must navigate his diabolical Monster-Mech Maze.

Along the way you'll collect helpful gadgets and battle Monty's horde of menacing monsters and ransacking robots to reach his evil lair where you'll engage in an epic conflict with Monty McKanical himself.

Can you save the cosmos from his pernicious plots?

It's up to you, Commander!

Mission Materials

Since you're reading these secret mission instructions, you've already opened the box! You should have several things:

- 1) These instructions, obviously.
- 2) Four (4) 6-sided dice.
- 3) 138 game cards.
- 4) 1 Card Stand, which will hold your Cornelius Crunch card so you can track your progress through the Monster-Mech Maze.



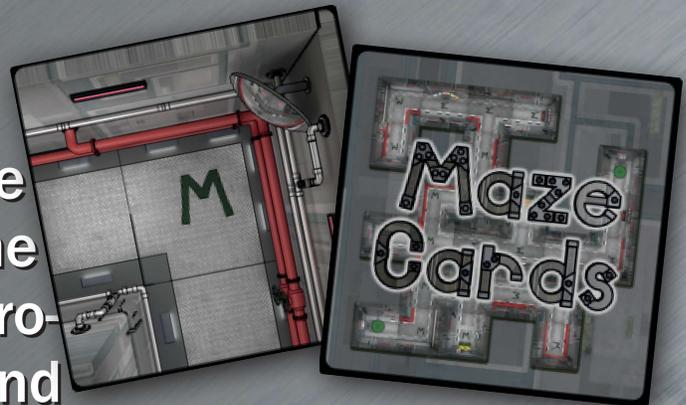
Mission Briefing

Before you begin, here is some important information about the various cards you'll be dealing with. Separate the cards into their various types:

- 1) Maze Cards
- 2) Health Hearts
- 3) Happenstances
- 4) Character Cards

Maze Cards

Monty will use these cards to construct the Maze as the game progresses. Shuffle them and turn them all face down in a pile to the side of your game play area. Monty will draw from this pile each turn. The maze is unpredictable and can stretch in any direction, so make sure there is room to build in your playing area.



Locate the maze entrance and place it directly in front of the player playing as Cornelius. It is labeled on the reverse as Maze Entrance, and

has a Yellow border on the front. This is where the maze begins.

Health Hearts

Health Heart cards are used to track Health during battles. They have 2 Hearts on the front, and 1 on the reverse. When damage is taken, you can decrease hearts by either flipping the card from 2 to 1, or by removing a card from the player's stack.



Happenstances

Cornelius will draw a Happenstance each turn after moving onto a maze tile. It may be an event which will be described on the card, or it may be some useful gadget to use in your quest. It may also be one of Monty's fearsome monsters or diabolical mechanical minions with which you must do battle. Shuffle the Happenstance deck and place it face down off to the side of the play area next to the Maze cards.



After a Happenstance is used, place it on a discard pile. It is out of the game.

Character Cards

There are two Character cards. The Commander Cornelius Crunch card will be used by Player 1. There is also a Character card for Dr. Monty McKanical, which will be used by Player 2.

Commander Cornelius Crunch



Place your Commander Cornelius Crunch Character card in front of the player controlling him, and notice the different icons and numbers on the card.

 The Heart icon shows the number of Health Hearts the character begins with. Take 10 Health Hearts and place them beside Cornelius so you can track his Health during the game.

You will lose Health Hearts when attacked by bad guys. If your Health Hearts are reduced to



zero, you have been defeated. Now who will save the cosmos from Monty's evil schemes?

 Commander Crunch is a strapping man, but he's still only got two hands! The icon of the flexing arm represents his Carrying ability.

 Items which have a weight icon require Carrying ability to keep with you. At no time can the total weight of items on Cornelius' person exceed his carrying ability.

 Below the Health Heart Icon is the Attack Power icon. It shows the type of damage the character inflicts, as well as the amount of damage he will cause if he successfully hits his enemy. Cornelius' native Attack Power is Impact, and he does 2 Damage.

 Next to the Attack Power Icon is the Attack Range. This is the range of numbers which must be rolled to have a successful attack. Cornelius' Attack Range is 4-9.

 Across the card from the Attack range is the Dodginess roll. It has the Dodginess icon to the right of it. This roll value will be used in battles to see if you can dodge your opponent's attack. Remember to properly stretch before embarking on any strenuous activity like this to remain limber and avoid cramps and pulled

muscles.

Our hero also gets a Laser to begin his mission, so make sure he's armed!

Monty McKanical

The super eee-ville genius villain of our story, Monty, is intent on taking over civilization with his army of genetically engineered monsters and powerful mechanical minions. Place his Character Card in front of player 2.



 Monty starts with 8 Health Hearts. When Cornelius reaches the Evil Lair, set out this many Health hearts below his Character card.

Monty doesn't have a Carry statistic, because he does not need to carry anything in the game.

 His Attack Power is Impact and he does 3 Damage. He successfully attacks on a roll of 5-8.

 His Dodginess roll is 6-8.

Certain Happenstance cards will cause Monty to gain new attack powers and health as the game progresses, so beware!

Enemies and Gadgets

All your toilsome way through the maze you'll encounter enemies. Monty McKanical rolls for them. You'll also find some useful gadgets to help you in your quest. Each of these will have information needed to do battle.

Health



The Health statistic tracks how much damage a bad guy can receive before being defeated. When a battle starts place below the bad guy's card the number of Health Heart Cards equal to the Health of the bad guy. As the bad guy receives damage, Health Heart cards will be removed. If all his Health Hearts are lost, the bad guy has been defeated and his card is placed in the Happenstance discard pile.

Attack Power

Each bad guy and weapon has an Attack Power. This is indicated by an icon below the Health Heart. There are 4 types of Attack Power:

- 1) Impact 
- 2) Sonic 
- 3) Electric 
- 4) Fire 

The number on top of the Attack Power icon indicates the amount of Damage that will be caused if the attack is successful.



Attack Range

Next to the Attack Power icon is the Attack Range of the bad guy or weapon. This represents the dice rolls on which the character or weapon successfully attacks his opponent.

If a weapon or enemy has an Attack Range of 4-8 and his player rolls any combination of dice which totals 4, 5, 6, 7, or 8, he has successfully attacked his opponent.

Resistance

There are 4 Resistances which correspond to the 4 Attack Powers.

- 1) Impact Resistance 
- 2) Sonic Resistance 
- 3) Electric Resistance 
- 4) Fire Resistance 

The number beside the Resistance icon shows the amount of Resistance. If a Character is attacked by an Attack Power to which he has a resistance, the Resistance Number will be

deducted from any Damage which is caused.

Dodginess

 Each character also has a Dodginess statistic. After being attacked by an opponent, the character has a chance to Dodge the attack and escape being hurt by it. If he rolls within the range of numbers shown beside the Dodginess icon, he has Dodged and receives no damage.

Weight

 Each Weapon has a Weight. The total Weight of all the Weapons Cornelius is carrying cannot exceed his Carrying Ability.

Navigating The Maze

When the game begins Cornelius is on the maze entrance tile. Place it in front of the person playing as Commander Crunch, and place the game token on this card. When Cornelius decides which direction he wants to move, Monty will take the top card of the Maze Card pile and add it to the maze. Cornelius can then move his game token to the new maze tile.

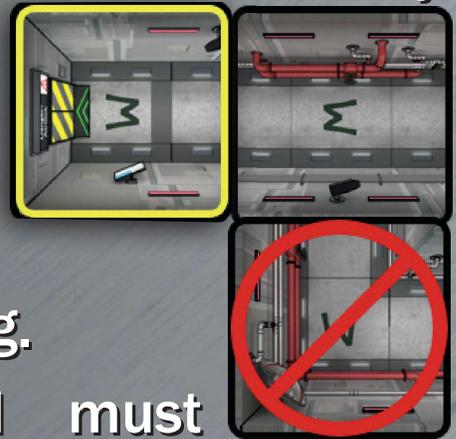


Maze Building Rules

1) Cornelius decides which direction to take. If the maze tile Cornelius is on has more than one side with a hallway, Cornelius gets to choose which path he will take. You may move only 1 maze tile per turn unless you have the Hoverboard, which allows you to move 2 maze tiles per turn.

2) Monty will place the maze tiles and decides how the Maze card will fit to the Maze. He may rotate the Maze card any direction to do so.

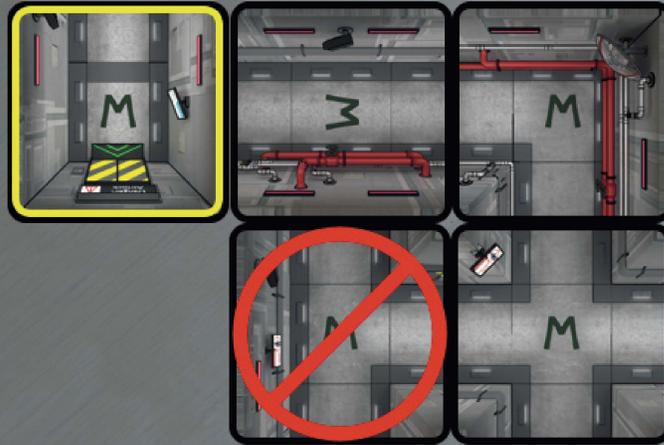
3) A maze card must be placed connecting to the maze card on which Cornelius is currently standing.



4) The new maze card must connect to the current maze by the hallway, and not by the walled sides of the maze.

5) Maze Cards must not create contradictions where the hallway side of one card connects to the walled side of another card.

6) If the new maze card cannot fit onto the current maze in any rotation without creating a contradiction, it should be placed on the



bottom of the Maze Card pile and another card drawn.

7) The Maze is closed when all branches have ended in a dead end or a loop back to another branch.

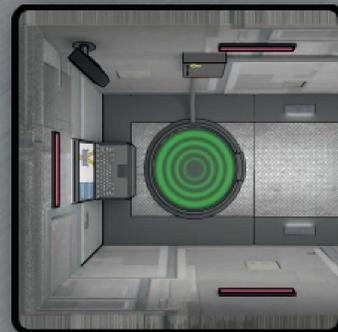
8) The Maze cannot be closed without the Evil Lair tile being played. If you draw a card which will close the maze before the Evil Lair card is played, put it back on the bottom of the Maze Card pile and draw again.



9) Cornelius must have the Access Card to enter the Evil Lair. If the Evil Lair tile is placed before Cornelius has the Access Card, he'll have to wander the maze until he finds it.

10) There are two teleporter Maze tiles. You can use these to transport yourself immediately to any tile of the maze to which

you have already been. Draw a new Happen-stance when you arrive at your destination.



11) Some maze tiles have inert elements such as Robot Maintenance doors, computer consoles, and security monitors which only serve to make the maze look awesome, but play no part in the game.

Happenstances

Every time Cornelius moves onto a Maze tile he must draw a Happenstance card. It may be an Event, or a useful Gadget, or it may be a Bad Guy whom he must defeat before he can move on.



Monty likes to keep his front porch clean, so when landing on the Evil Lair maze tile, Cornelius does not draw a Happenstance.

If Cornelius has the Hoverboard, he moves 2 tiles and then draws a Happenstance.

If he uses the Jet Pack to escape a battle, he moves 1 tile and draws a new Happenstance.

Events

Some of the Happentances describe an Event. Simply follow the instructions on the card, then place the card on the Happenstance Discard pile. Some events help Monty and should be put with Monty's Character card. Some help Cornelius.



Gadgets



Gadgets are useful items to help in the quest. We're not sure why Monty leaves these things laying around because they can be a big help to Cornelius, but often evil geniuses overlook small details in their world domination quests.

Some of the gadgets are weapons. Each weapon has its own Attack Power, Damage number, and Attack Range which will be used in battle. Cornelius can choose to tote about as many weapons as he can carry to keep his options open.

Some of the items will help defend against attacks. They have a Resistance Power and number on



the left side of the card. This tells the type of power they resist, and how much resistance they give.

If the Happenstance is a gadget, you may either keep it by placing it with your Character Card, or you may discard it by placing it on the maze tile where you found it. You can come back later and pick it up again if you wish. If you want to keep it, you must remember that the total Weight of the items Cornelius is carrying cannot be greater than his Carry points. You could drop one thing in favor of another, or you may find some useful item that will allow you to carry more weight.

Battling the Bad Guys

If you draw a Bad Guy Happenstance, you must do battle before you can move on, unless you have the Jet Pack, in which case you can high-tail it outta there!



Monty's player plays for all the bad-guys. Set the Bad Guy card in front of this player. Put below the Bad Guy card the number of Health Hearts equal to the Health stat on his card.

Our hero Cornelius is so quick-witted and alert

that no one ever gets the drop on him! So he gets to attack first.

Step 1: Attacker - Choose your weapon!

You can choose to attack with any weapon you are carrying, including your own powerful fists! Or you can pull off a spectacular hip shot with whatever weapon you are carrying.

The Attack Power of the weapon you choose will be what affects your opponent. Hopefully you have a weapon to which your enemy is not Resistant.

The Attack Range of the weapon you choose will determine what you must roll to successfully attack.

Bad Guys when attacking can not use any weapons. They have native attack powers and Damage numbers listed on their cards.

Monty begins with a native Attack Power of Impact, but will gain other Attack powers as the game progresses. If he has gained others he may choose to use those Attack Powers instead. An attack range is the range listed on each of his Attack Power Cards. Each round he can choose between any of the Attack Powers he developed during the game.

Cornelius can, instead of attacking during this

round, choose to pick up a weapon that is laying on the ground, providing he has enough Carry Points, or use an item he has on him, such as a Medkit or Jet Pack. He can also discard another weapon to make room for the new one. If he picks up a weapon or uses a Medkit, then he may not attack, and it is his opponent's turn to attack.

If he uses the Jet Pack, he escapes this battle and lands on an adjacent Maze tile. The Enemy he was encountering is placed on the Happenstance Discard pile, as is his Jet Pack. It only has enough fuel for 1 jump. He must then draw another Happenstance because he has landed on a different Maze tile.

Step 2: Attacker - Roll for Attack. Roll the dice. If your role is within the listed Attack Range, you have successfully attacked your opponent. If not, your turn is over and you'd better prepare to defend yourself!

Step 3: Defender - Roll to Dodge. Your opponent now rolls for Dodginess. If he rolls within his Dodginess range he has Dodged your attack, and your turn is over. If he fails to roll within his Dodginess range then you have successfully hit your opponent.

Step 4: Defender - Deduct Damage. Note

**Attack
Power**



Resistance

— 2



Damage

= 1

the attacker's weapon's Attack Power. If it is, for instance, three (3) Impact, then the weapon will inflict 3 points of damage. If the defender's Resistance type matches the attacking weapon's Attack Power, subtract the Resistance number from the damage the weapon caused. If it does not match in type, then it does not affect the weapon's Damage. Once you have determined how much Damage has been done, remove that number of Health Hearts from the defender.

Note: It is important that when you successfully attack your opponent you make noises which match your weapon. For instance, say fun things like, "Pow!", or "Wham!", or "Kapowy!" for Impact attacks. For Electric attacks, perhaps a long "BZZZZZZ!". A good ol' "Pew" works for the Laser Pistol.

It is now your opponent's turn to repeat these steps.

These steps are repeated until one of you is out of Health Hearts and has thusly been

defeated.

If Cornelius is defeated, the mission has ended in failure. Don't worry, we'll try to send a rescue team as soon as possible to release you from Monty's evil clutches. But for now the game is over for you, and Monty wins.

If your enemy is defeated, put his Health Hearts back on the pile of extra Health Hearts, and place his card on the Happenstances discard pile.

Cornelius may now continue with his next move.

Mortifying Monty McKanical



Before you can defeat your Arch-Nemesis Monty McKanical, you must first find the entrance to his evil Lair. While you are looking for that entrance, keep your eye out for the Access Card which will allow you to unlock the door. Monty doesn't just leave his front door open! He has to be on guard against traveling salesmen, you know. So if you find the Access Card, keep it! You can only unlock the entrance to the Evil Lair with the



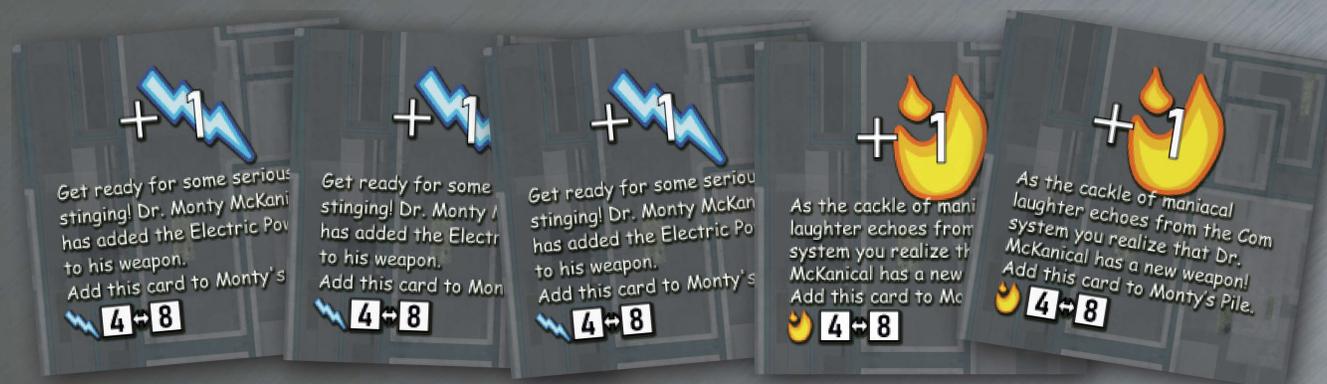
Access Card. If you reach the entrance to the Evil Lair and you don't have the Access Card, you'll have to wander the Maze for a while, braving its peril, until you find it.

If you find the Evil Lair and don't feel strong enough to defeat Monty just yet, you can search around the maze for more weaponry until you get your confidence up.

Now that you have accessed Monty's inner sanctum, he's not going to be happy. You'll have to defeat him in an epic battle before you can bring him to justice.

Throughout the game Monty has been gaining in his strength and abilities. If Monty has developed more than one type of attack power he gets to choose which one he uses for each attack.

If Monty has three (3) Electric, and two (2) Fire, he can choose to use either Electric or Fire for any particular attack. If he chooses Electric, then the Power of the attack will be three (3), and



will therefore inflict three (3) damage. Hopefully, our hero Cornelius has been paying attention to Monty's developments and has brought the proper safety equipment to thwart Monty's attack plans.

Once in the Lair, the Jet-pack cannot help you escape. You must see this through to the end. And unfortunately for our Hero, Monty has an advanced security system and has been watching your every move while you navigated the labyrinth. He knew Cornelius was coming, so he was ready when you entered the Evil Lair. The moment Cornelius steps through the door the fight is on, and there is no escape. Monty attacks first!

Follow the same steps for battle as with any of the other opponents until either Monty or Cornelius is defeated.

God speed, Commander!

Mission Intelligence

Commander Crunch, the following information has been gained at great cost. We've collected data about the dangers you may face in Monty McKanical's Monster-Mech Maze.

Characters

The following is the latest intel we have on the characters you'll encounter on this mission.

Commander Cornelius Crunch

The quintessential hero. He's brave, strong, and noble. And he's intent on saving the world from Monty's schemes.



Dr. Monty McKanical

The Evil (pronounced EEEE-vil so it sounds more, well, evil) villain. Monty is intent on taking over the world with his army of genetically engineered monsters and his hi-tech robots.



Big Harry Spooder



Big Harry Spooder

Knowing Cornelius' paralyzing arachnophobia, Monty genetically engineered this rare Peruvian Gelatin Spider. Now bigger, meaner, hairier, it packs a BIG kick, times 8!

Bombardier Beetle



Bombardier Beetle

This guy might be tiny, but with the latest in avionics and precision targeting running into him will sure be a blast! You might say, he's 'Da Bomb!'

Crossing Guard



Crossing Guard

With his stop sign and whistle, this one's on a real power trip to stop you in your tracks.

Ear Popper



Ear Popper

Haunted by childhood memories of ear-cracking noise, Monty turned the cause of his early-years' trauma into an instrument of destruction.

Goober

Not really a goober, 'cause that'd be gross! Even the E-vil Monty McKanical has some manners! But still, this little monster will pick a fight with you.



Gum-Bullet Machine

Think you're getting a delicious treat? Think again.



Lightning Bug

Monty loves to enhance the natural abilities of creatures. It might shock you to find out how much power this little guy packs.



Mittens

Monty's pet cat. Pure...Evil.





Static Lint Ball

Once when Monty forgot to add an anti-static dryer sheet to his laundry, the resulting electric shock brought the lint-ball to life!



Sentry Bot

A lightly armed patrol bot with a nasty disposition.

Gadgets

You may find the following items throughout the maze. We're not sure why Monty leaves things laying around that could be so useful to his enemy, but then there's no understanding maniacal evil geniuses.



Laser Pistol

Your standard issue, boring old ray gun seen in every cheesy sci-fi flick. But, hey! It's at least something!

Pugilator

Classic slap-stick, this gun punches its target causing impact damage.



Zapper

Do you like the electric zapping sound a bug-light makes? Then you'll love this!



Screecher

Pull the trigger and watch as your enemies writhe in pain at the ear-piercing sound of this diabolical weapon.



Zinger

The most advanced droid destroyer in the arsenal. But it takes both hands to properly hold.



Anvilator



5) 6 11

2

Anvilator

The science behind this gun is little understood, but every time you pull the trigger an anvil drops on your opponent, causing massive Impact damage.

Body Armor



2

Body Armor

Hot diggety! Not only will this help protect you from Impact damage, but you'll look awesome wearing it!

Shield Generator



2

Shield Generator

It's nice to feel safe, isn't it? This shield generator is portable and will protect you from Electric shocks!

Noise Canceling Headset



2

Noise Canceling Headset

Now you can cancel some of the negative effects of Sonic weapons, and listen to your sickest playlist at the same time!

Protective Oven Mitts

It's a well-known fact that Monty McKanical is an accomplished chef, as well as evil robot creator. He must have left his home-made, heat-protective oven mitts laying around.



Utility Belt

Stylish and functional, this belt has the space to allow you to carry more items! Snorky!



Med-Kit

A joyful heart is good medicine, and finding one of these will certainly make you feel better by healing your cuts and boo-boos. It can only restore you up to your original 10.



Jet Pack

Run into an enemy you don't feel like dealing with just now? Fire your afterburners and leave them in the dust! The bummer of it is that it only has fuel for one jump, so you better



shed the weight after you use it. Use to escape 1 tile upon encountering an enemy. Discard after use.



Access Card

Its good to be part of the 'in' crowd. Use this access card to operate the teleporters, or to gain access to Dr. McKanical's lab.



Hoverboard

Zip through Monty McKanical's Monster-Mech Maze and pull a full trick while doing it. This allows you to move 2 spaces each turn.

Keep The Fun In Family

We are Blessed

We believe Family is valuable as a blessing from God. When we invest time to build the family, we honor God and enjoy His blessing more! So Keep the Fun in Family.

We Build Family

We want to invest in what God is building. Playing games together is a small way to invest in your family. The stronger the family, the greater the blessing.

We Have Fun

Whether we're working together, or playing, we want to enjoy God's blessings and have fun. By playing games together you can make your family a fun place to be. We want you to join us in these things. So thanks for buying our Game, and may it bring more Fun to Your Family.

Want to learn more about this? Scan this QR code to visit us at www.kellyfamilygames.com.



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No robots were harmed in the making of this game.