

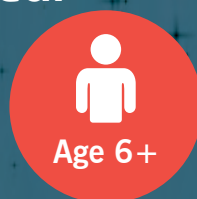
Limb-Oh!

With only a bucket full of spare parts, some cast-off limbs and your ingenuity, your mission is to build monsters to conquer worlds. Collect unwanted tentacles and claws, glue on a tail or three, stitch on some wings and you're good to go. Send your creations to do battle with other recycled monstrosities. But which monster will win the battle?

Maybe this planet is a swamp world
and the best monster has the most wings.

Or maybe it is a desolate, red planet
and the best monster is the one which is best camouflaged.

The more you learn about each planet,
the better you can build your monster!



- Extremely simple turn structure Do one thing on each turn..
- Everyone is involved all the time. No passive 'rules master' roles
- Build wacky monsters out of a huge assortment of parts.

Add more wings, tails, tentacles, and claws.

- Each world has different ways of measuring strength.

The conqueror of one world could be almost useless on another.

- Send your monster out to battle others. See which one wins, and try to work out why.
- It's not just about working out the planetary advantages. Fight to get the parts you need, and time your moves carefully

LIGHT IN THE LAB
Think. Smile. Play.

