

KAIJU CITY RULES

Kaiju City is constantly plagued by giant rampaging monsters. For this reason, the city is always rebuilding itself in the hopes of fending off the latest giant monster attack. Will this be the end of Kaiju City, or will the monsters be defeated? Pick a side and play against your friends to decide the fate of Kaiju City!

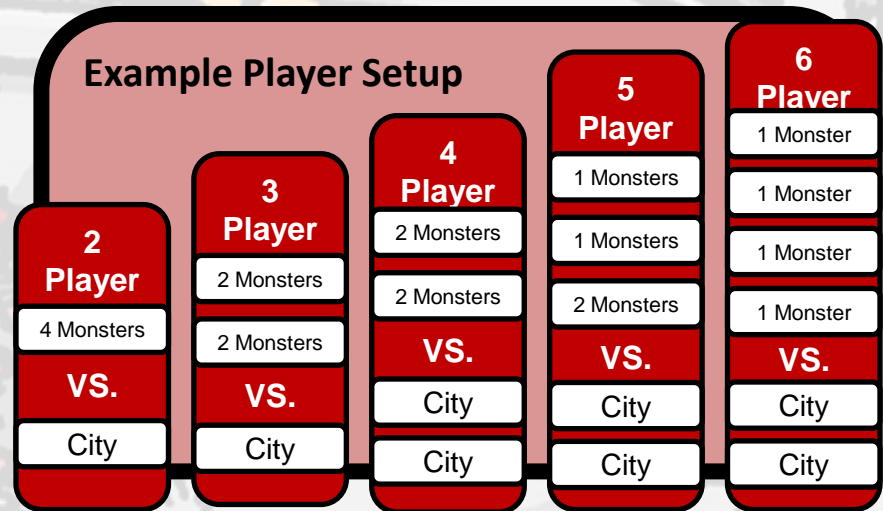
PLAYERS:
2 – 6

AGES:
12+

GAME TIME:
1 hr.

Credits
Game Design Levi Mote
Original Kaiju and Art Frank Parr
Special Thanks: Dragonfyre Studios, the contributors from BGDF.com, and BoardGameGeek.com

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COMPONENTS

10
Monster
Data
Files



10
Monster
Pawns



12 Hit
counters



4 eight-
sided
dice



56 City Tiles

CITY RESOURCE TRACKER		
10	10	10
9	9	9
8	8	8
7	7	7
6	6	6
5	5	5
4	4	4
3	3	3
2	2	2
1	1	1
0	0	0

1 City
Resource
Tracker

SETUP

Based on your number of players, decide which players will play the City and which will play the Monsters. Try to keep the teams as even as possible. Some examples are given above.

City Player(s):

1. Separate the City Tiles by type;



2. Randomly select 4 tiles of each type.
3. Shuffle those 16 tiles and lay them face up in a 4 x 4 square. This is the starting city layout.
3. Shuffle all remaining city tiles into a draw pile.

CITY TILES



MONSTER DATA FILES



SETUP CONTINUED

Monster Player(s):

1. Randomly pick 4 monster stat cards to start the game with.
2. Place the four corresponding monster Pawns in their holders and place those on a City Tile at the edge of the city..
3. Take the Monster Hit Counters.

CITY TURN

The City players always take the first turn; working together to destroy the Monsters by taking all of the following steps in this order:

1. Draw 4 City tiles
2. Count Resources
3. Place City Tiles
4. Use City Attacks

Count Resources Step

At the beginning of this step, each unoccupied City Tile adds 1 Resource to the City's total. Use the City Resource Tracker (CRT) to account for available resources at the beginning of this step.


Place City Tiles Step

Each City Tile also shows how many Resources are consumed in order to play that tile from your hand. Use the CRT to keep track as you spend Resources. Tiles may be placed above, below, left, or right of any other face up City tile already in play. City players do not need to keep the City's grid in a square shape.

Harbor City Tiles

Harbor Tiles have a blue edge, which represents the Kaiju City Bay. These blue edges cannot be placed against any other City edge.

Use City Attacks Step

Some Tiles represent the City's military forces aligned against the Monsters. These tiles have an attack symbol  at the bottom. The number in the attack symbol shows how many dice the City card may roll to attack. If an Attack tile has a Monster standing on it, it cannot attack. To attack, the City player chooses a Monster, rolls a number of dice equal to the city tile's attack value and compares each die result to the Defense of the Monster card it's targeting. If any single die rolls **equal to or higher than** the Defense value of the Monster, the Monster takes a Hit Counter and places it on the Monster card.

Special Attack Cards

As well as the conventional military forces, Kaiju City has developed some special weapons to use against the Monsters. These tiles list specific types of damage that some Monsters can ignore so be careful when placing them.

MONSTER TURN

The Monster players then take their turn; working together to destroy the City by taking all of the following steps in this order:

1. Move all 4 Monsters on the Tiles through the City (no diagonals). Two Monsters may not share a City Tile.
2. Attack the City tile each Monster is standing on.
3. Heal **OR** Use Special Ability

Special Movement

Two of the Monsters have a special movement ability which replaces that Monster's normal movement step.

Monster Attacks

Each Monster must attack the card it is standing on after movement of all Monsters is complete. To attack, the Monster player rolls a number of dice equal to the Monster's Attack value and compares each die result to the Defense of the City card it is standing on. If any single die rolls **equal to or higher than** the Defense value of the City card. The card is flipped face down and no longer has an effect on play.

Heal Example

If a Monster wants to Heal, the Monster player rolls one die for each Hit Counter on the Monster attempting to heal. If any of the dice rolled results in a 7 or 8, remove one Hit Counter from that Monster. A Monster cannot heal more than 1 Hit counter each Turn.

Monster Special Ability Adjacent Rule

When using Special Abilities, Monsters do not count tiles attached diagonally as adjacent. This means that a Monster Special Ability cannot affect more than 4 City tiles.

MONSTER DEATH

If a Monster draws its 3rd Hit Counter, it is destroyed and the Monster players will draw a new random Monster card which will come into play on any City tile at any City edge on the start of the Monster players' turn.

WIN CONDITIONS

City Players win if 4 Monsters are destroyed. Monster Players win if any of the following are true:

- the City players cannot draw cards at the start of their turn
- all City cards in play have been flipped face down.
- the City players cannot place a City tile.