



Cardboard Kaiju Rules

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Cardboard Kaiju Rules

Versions

v1.0 RC1 - 2017-11-23 - Release Candidate 1. *D.Flood, P.Gullberg, N.Yilmaz*

v1.1 RC2 - 2017-11-24 - Release Candidate 2. *P.Gullberg, N.Yilmaz*

v1.2 RC3 - 2017-11-29 - Release Candidate 3. *P.Gullberg, N.Yilmaz*

Basics

Intro

The premise of the game is for 1-4 players to collaborate to defend Brisbane city (represented by a cardboard city) against a giant monster, The Kaiju (played by a moderator/game master). The game is played with one or several decks of playing cards (or modified cards, provided below).

Winning and Losing

The city must stand! If all buildings fall (or the players run out of cards) the Kaiju wins. If the Kaiju runs out of cards, he retreats and the city is saved, for now.

Buildings and Setup

The city consists of up to 30 buildings, 9 large ones and 21 smaller ones. Setup the buildings according to the layout below. The large buildings have 6 hit points and small ones 3 hit points.

Cards

Once a card has been used it is to be put in a discard pile, the *graveyard*, face up.

Turns

The Kaiju always starts. The Kaiju and players take turns. The order is Kaiju, player 1, Kaiju, player 2, etc.

At the end of each player turn, draw cards to fill your hand but play any instant cards that you draw.

Pacing

The game is meant to take no more than 20-30 minutes. Make sure to keep a good pace!

Kaiju

- If you are using normal playing cards, remove all twos(2), two Aces and any jokers. This should leave you with 46 cards.
- The Kaiju doesn't have a hand, just draws a new card each turn
- The Kaiju starts at one end of the city.
- The Kaiju always moves to the closest tile, at the discretion of the moderator
- The Kaiju can attack and destroy several buildings in one turn. If there are any damage points remaining after it has attacked a building it will start attacking the next one. A building can't be partially damaged.
- The Kaiju starts attacking from its left in a clockwise order
- When the Kaiju destroys a building it will go into a **Rampage**, allowing an extra turn (can only occur once per turn)

Cards

- **ACE/KING STOMP** (Instantly destroys all adjacent buildings)
- **QUEEN REVENGE** Retrieves random card from his graveyard and plays it
- **JACK CANNON FODDER** Steals the first occurring damage card (1-10) from the player deck and plays it
- **3-10 DAMAGE**

Player(s)

- If using a normal playing deck remove all twos(2), two Aces and any Jokers. This should leave you with 46 cards.
- All players share a hand of four cards
- Instant cards (🚨) must be played as soon as they are drawn

Cards

- **ACE DEJA VU**: replay the top card in your graveyard. Remove this card from play afterwards 🚨
- **KING BULLSEYE**: Destroy top card in Kaiju deck
- **QUEEN FROM THE ASHES**: Restore a small building
- **JACK TACTICAL ADVANTAGE**: Steal top card from Kaiju deck and use it (player card effects)
- **9/10 ENRAGE**: Kaiju does 3 damage instantly 🚨
- **7/8 DISTRACTION**: The Kaiju's next attack misses
- **6 SHOCKWAVE**: Knocks the Kaiju back (re position to only touch a single adjacent tile)
- **5 FATIGUE**: Kaiju does half damage next turn (round down)
- **4 BACKUP**: Play 2 cards from your hand

- **3 UNIT LOST:** Discard card (left, right, second, third, etc) !

Files

- planning:one_last_apocalypse
- Map Layout

Cards

cardboardkaiju_deck_v1.pdf

kaiju_printout_a4.pdf