

CARDBOARD KAIJU

Can you save
the city?



A 3-5
player
game

THE CITY IS UNDER ATTACK!

A giant monster has risen from the sea to wreak havoc

Gather your team.

Together, you must defend your cardboard metropolis from the onslaught of the...

KAIJU

Kaiju is a one vs many strategy game for 3 - 5 players. Players are divided into teams; one player will take the role of Kaiju; all other players will act as the cities defenders.

To win, the defenders must reduce the Kaiju's card deck to zero, forcing it's retreat back into the sea, before the Kaiju destroys all buildings on the city map.

Each turn, a defender will strategise how best to counteract the Kaiju, choosing to play a card from their hand, OR place a card into the support zone, storing it for any defenders to use in a future turn.

The Kaiju player attacks by playing a card from their hand which can damage the city buildings, or limit the defender's capabilities.

Be prepared! Kaiju gets stronger as the game progresses. The Enraged Kaiju becomes (show on the enrage tracker), the bigger the hand and more actions Kaiju plays each turn.

WILL YOU SAVE THE CITY?

COMPONENTS

162 Cards (50 Defender, 104 Kaiju Cards, 8 ENRAGE Cards)

27 Buildings (9 Large, 18 Small)

1 City Map

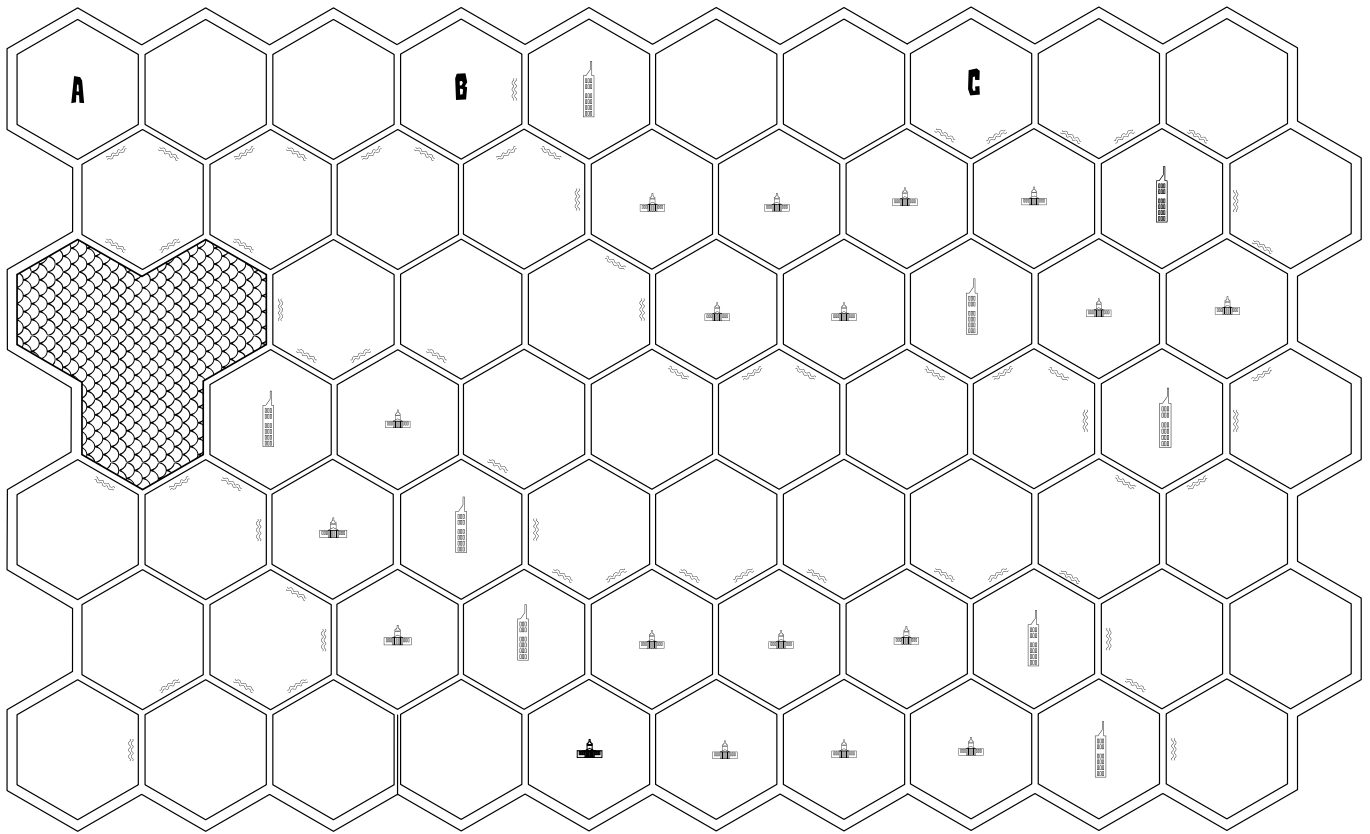
1 ENRAGE + Support Board

1 Cardboard Kaiju

1 Enrage Marker

10 Shielding Markers

6 Six-sided dice (for marking building damage)



THE CITY MAP

Included in this game is map for Brisbane, Australia. The hexagon colors mean the following:



LARGE BUILDING

These buildings can take 6 points of damage before being destroyed



SMALL BUILDING

These buildings can take 3 points of damage before being destroyed



WATER

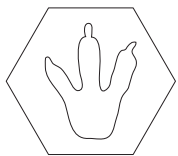
The Kaiju must keep at least one hex on a water space at all times

Unused Hexes. These spaces are not used during the game.

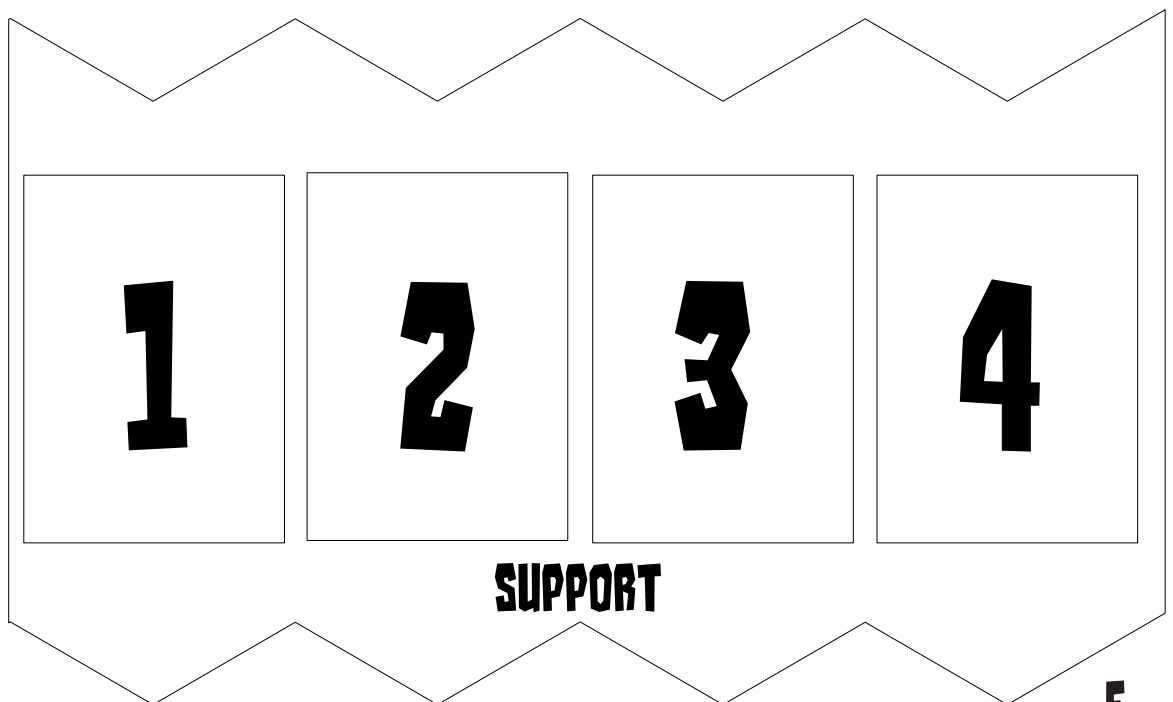
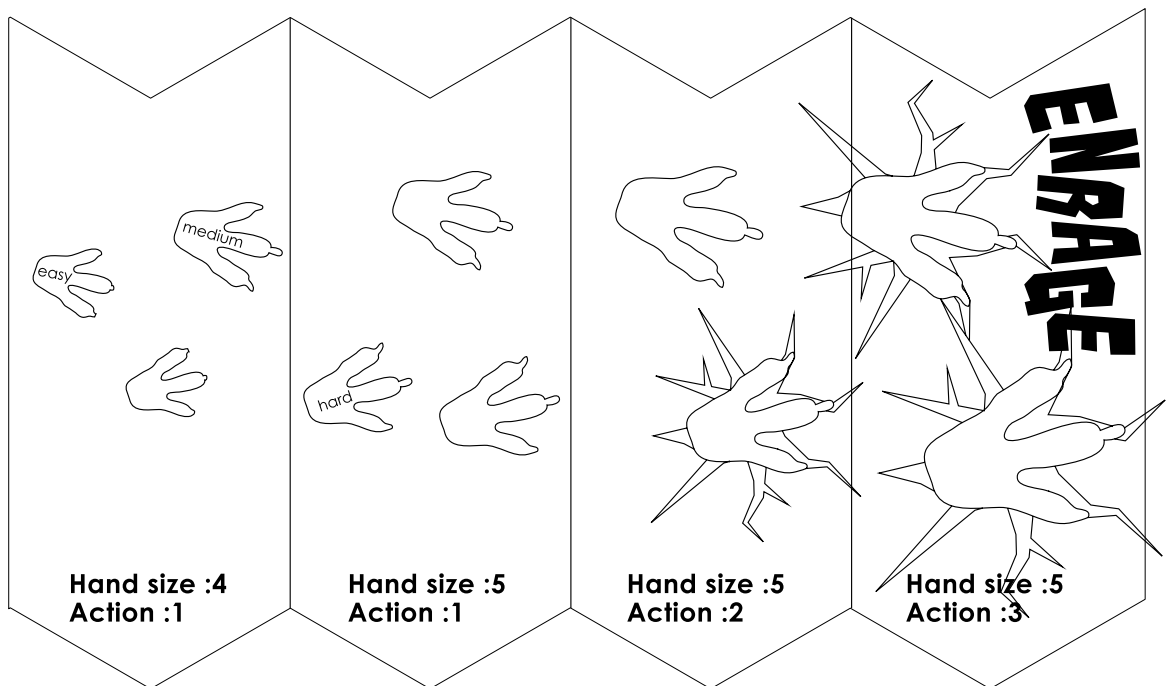
ENRAGE + SUPPORT BOARDS

The ENRAGE Boards and Support Boards are used to track how enraged the Kaiju is, as well as acting as the support zone for defending players.

When setting up the game, place the enrage marker on a starting space that matches how difficult you want to make the game for the Defending players.



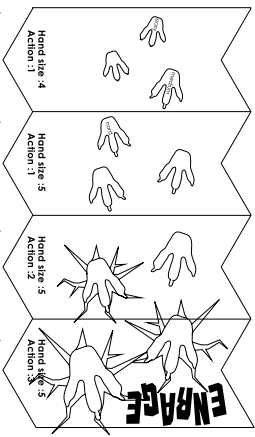
Enrage marker



SETUP

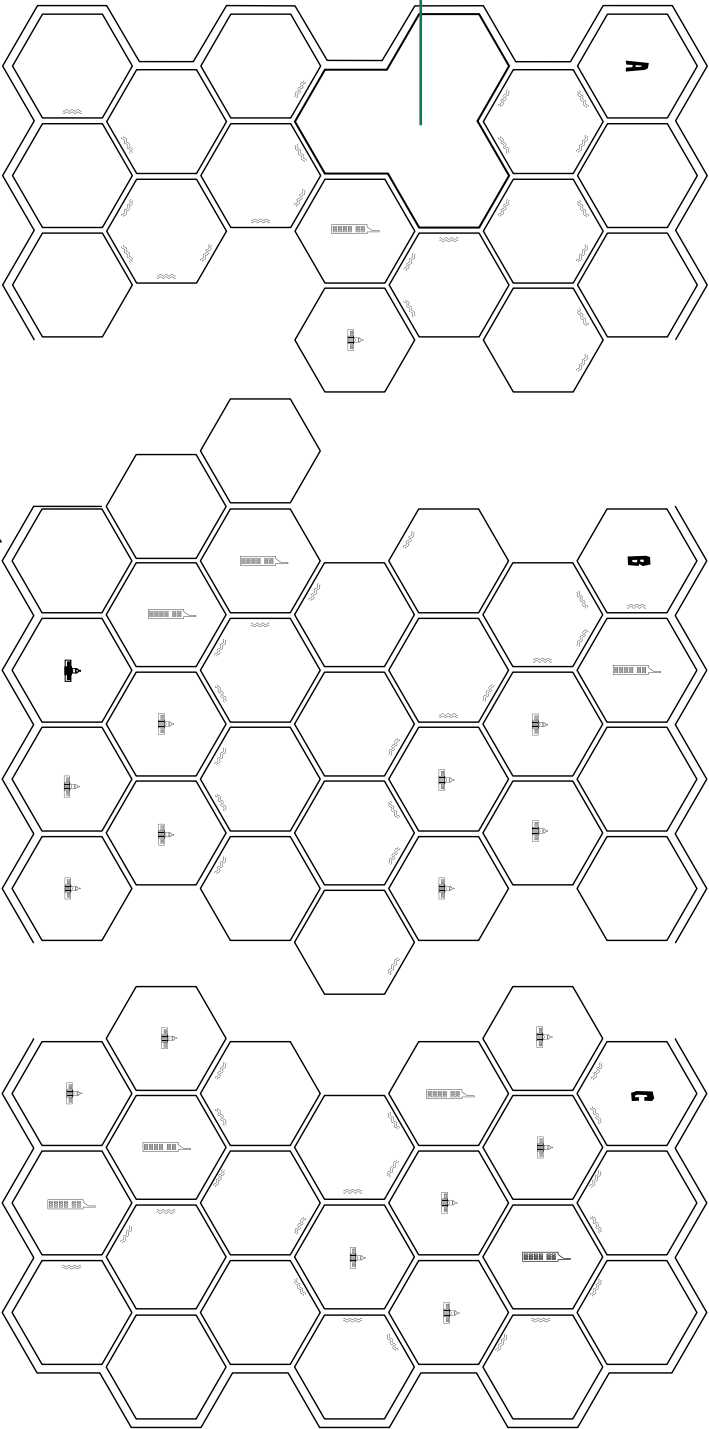
SLIDE THE BOARD
PIECES TOGETHER
TO MAKE THE MAP

PLACE BUILDINGS
ON THE CITY MAP,
MATCHING ICONS



Board A

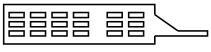
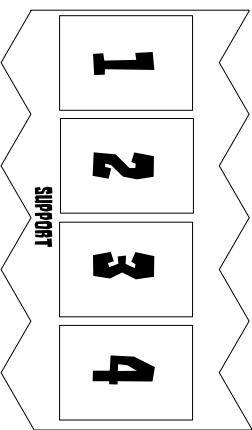
Board C



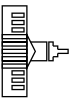
Board B

THE KALJU PLAYER
ALWAYS HAS THE
VERY FIRST TURN

KALJU
START
POSITION



LARGE
BUILDING



SMALL
BUILDING



WATER

SETUP CONT.

Place the corresponding buildings on the City Map, and the Kaiju on the KAIJU START spaces.

Place the ENRAGE + Support Board on the table next to the city map. Place the Enrage Marker on a space, setting the difficulty of the game (the higher the space, the harder the game will be for the defenders).

Shuffle the Kaiju Deck and set it in front of the Kaiju Player. The Kaiju player draws a number of cards equal to the Kaiju Hand Size indicated on the Enrage Board.

Shuffle the Defender Deck (without the Enrage cards) and each Defending Player draws four cards.

Select how many Enrage cards your game will use (we recommend six beginning with)

Separate the Defender deck into a number of evenly sized piles equal to the number of Enrage cards you are using this game, and

MEDIA BOARD EXTRA

There are 2 types of buttons on the media board. The round buttons are video buttons and the smaller ones are sound buttons.

VIDEO

At the very beginning of the game trigger the 'Kaiju start' button first. Once the video has finished trigger the 'Defender start' button. When the video is finished the game will now commence. At the end of the game- If the Kaiju wins trigger the 'Kaiju wins' button and if the defenders win trigger the 'Defender wins' button.

SOUND

The media board is divided into Kaiju and defender sounds. The defenders have 8 buttons and the Kaiju has 4. During the game each sound will happen more than once. On the Kaiju and defenders turn check to see if the card turned matches a sound on the media board.

HOW TO PLAY

Each round will consist of a Defending Player performing one action, and then the Kaiju playing a card from their hand.

EXAMPLE

In a four-player game (three Defending players and one Kaiju Player), a game will flow as follows:

**... -> Defender A -> Kaiju -> Defender B -> Kaiju ->
Defender C -> Kaiju -> Defender A ->...**

PLAYING A CARD

Defending players can select a card from their hand, or a card in Support to play on their turn. To play it, they announce the card, resolve the text on the card, and then place the card into the Defender's Discard Pile.

DEFENDING PLAYER TURN

A Defending Player can perform one of two actions:

PLAY A CARD or PLACE A CARD IN SUPPORT

Once the defending player has performed an action, they draw back up to their hand size of four.

COMBO CARDS

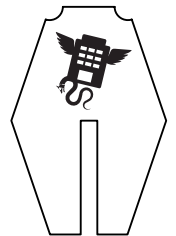
Some Defender cards feature a COMBO ability. This COMBO ability allows a player to perform stronger actions in their turn. To use a COMBO ability, when a card is resolving, the defending player may discard any number of cards with the same name from their hand or the support zone to increase the effect of their action by (1).

DAMAGING THE KAIJU

If a Defending Player damages the Kaiju, discard a number of cards from the top of the Kaiju deck equal to the amount of damage dealt.

SHIELDING BUILDINGS

If a Defending Player plays a Shielding card, they place a shield marker on the chosen building (if a card allows for multiple shields to be applied, they must choose a different building for each shield). A building can never have more than one shield at a time.



Whenever any amount of damage would be applied to a building with a shield, instead, the shield marker is re-

PLACING A CARD IN SUPPORT

The key to the game is working as a team, and some cards, while good on their own, may be better played either later in the game, or as part of a combo. As an action, instead of playing a card, you can place a card into Support.

SUPPORT LIMIT

Support is dependant on how many players are with you, defending against the Kaiju. Because of this, Support can only hold a number of cards equal to the number of defending players. If a card would go into support, and there is no space for it, you must either discard the card moving into support, or discard a card from support.

ENRAGE Cards

If a player ever draws an ENRAGE card from the Defender Deck, the card is immediately resolved in the following order:

- The Kaiju immediately RAMPAGES, destroying every adjacent building
- The Enrage Track is increased by one (if this increase the Kaiju Player's hand size, they draw up to their hand size)
- The ENRAGE Card is removed from the game permanently
- The Defending player draws back up to their hand size



RUNNING OUT OF CARDS IN THE DEFENDER DECK

If the Defender Deck ever runs out of cards, resolve an ENRAGE, and shuffle the Defender Discard Pile to form a new deck.

KAIJU PLAYER TURN

On the Kaiju Player's turn, they select a card from their hand to play. To play it, they announce the card, resolve the text on the card, and then place the card into the Kaiju's Discard Pile.

MOVING THE KAIJU

Every time the Kaiju destroys a building, the Kaiju player may move the Kaiju any number of spaces. As the Kaiju is a creature of the sea, it **MUST** be placed so that it sits on at least one water space.

DEALING DAMAGE AS THE KAIJU

Some cards in the Kaiju deck will not be strong enough to destroy a whole building and other cards may deal more damage than a building needs to take before being destroyed.

IF NOT ENOUGH DAMAGE IS DEALT TO DESTROY THE BUILDING

Mark how much damage that building has taken. Future hits to that building will be added to that damage.

IF THERE IS STILL DAMAGE LEFT OVER AFTER THE BUILDING IS DESTROYED

You choose another building adjacent to the Kaiju, and the leftover damage is applied to that building. If there are no other buildings adjacent to the Kaiju, then the leftover damage is never applied.

WINNING THE GAME

HOW THE KAIJU WINS

If the Kaiju Player needs to draw a card and there are no cards left in the Kaiju deck, the Kaiju has grown weary and slinks back into the depths of the ocean. The Defending Players win.

HOW THE DEFENDER WINS

If the Kaiju destroys the last building in the city, once the smoke settles, the Kaiju relishes the destruction around it and wins the game.

TERRIFYING SCREECH
DISCARD ONE CARD FROM SUPPORT

SMASH
DEAL 6 DAMAGE TO AN ADJACENT BUILDING

PUNCH
DEAL 3 DAMAGE TO AN ADJACENT BUILDING

STOMP
DEAL 1 DAMAGE TO ALL ADJACENT BUILDINGS

RAMPAGE
DESTROY ALL ADJACENT BUILDINGS

SONIC WAVE
EACH DEFENDER DISCARD ONE CARD UT KAIJU FROM HAND. REPLACE FROM DRAW PILE

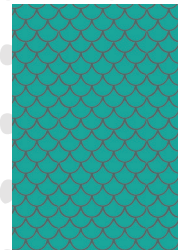
ADRENALINE SURGE
PLAY 2 CARDS FROM YOUR HAND

DESPERATION
DRAW TWO PLAY THE TOP CARD OF THE KAIJU DECK

PSYCHIC FRACTURE
DEAL 3 DAMAGE TO AN ADJACENT BUILDING

HARDENED CARAPACE
REDUCE THE NEXT DAMAGE THAT WOULD BE APPLIED TO KAIJU TO 1

DEMORALISING ROAR
DISCARD ALL CARDS IN SUPPORT



KAIJU CARDS

CO-ORDINATED SHIELDING
EACH DEFENDER MAY PLAY A SHIELDING CARD FROM THEIR HAND

ASSAULT
DEAL 1 DAMAGE TO THE KAIJU

ASSAULT
DEAL 2 DAMAGE TO THE KAIJU

ASSAULT
DEAL 3 DAMAGE TO THE KAIJU

CO-ORDINATED ASSAULT
EACH DEFENDER MAY PLAY AN ASSAULT CARD FROM THEIR HAND

REPELLANT
PUSH KAIJU 1 SPACE IN ANY DIRECTION (KAIJU MUST STILL HAVE ONE HEX ON WATER)

RAPID PLANNING
EACH DEFENDER PLACES 1 CARD INTO SUPPORT

SHIELDING
PREVENTS DAMAGE FROM THE NEXT KAIJU ATTACK FOR 1 BUILDING. CHOOSE THE BUILDING NOW

EMERGENCY REPAIRS
REBUILD 1 SMALL BUILDING

TEAM PLANNING
PLACE 1 CARD INTO SUPPORT

DAZING FLARE
REDUCE KAIJU'S NEXT TURN BY 1 ACTION (TO A MINIMUM OF 1 ACTION)

CABLE NET
IF KAIJU DESTROYS A BUILDING ON ITS NEXT TURN, IT CAN ONLY MOVE 1 HEX INSTEAD OF ANY NUMBER OF HEXES

BAIT & SWITCH
MOVE KAIJU ANYWHERE ON CITY MAP. KAIJU MUST TOUCH A BUILDING & HAVE A HEX ON WATER

ON THE DOUBLE
PERFORM 2 EXTRA ACTIONS

ENGRAGE
1 KAIJU ENGRAGES IMMEDIATELY & GAINS ALL DEFENDER BUILDINGS
1 INCREASE THE ENRAGE BOARD BY 1 IF KAIJU HAND INCREASES. KAIJU IS TO GIVE HIS HAND OVER
1 REMOVE THIS ENRAGE CARD FROM THE GAME



DEFENDER CARDS