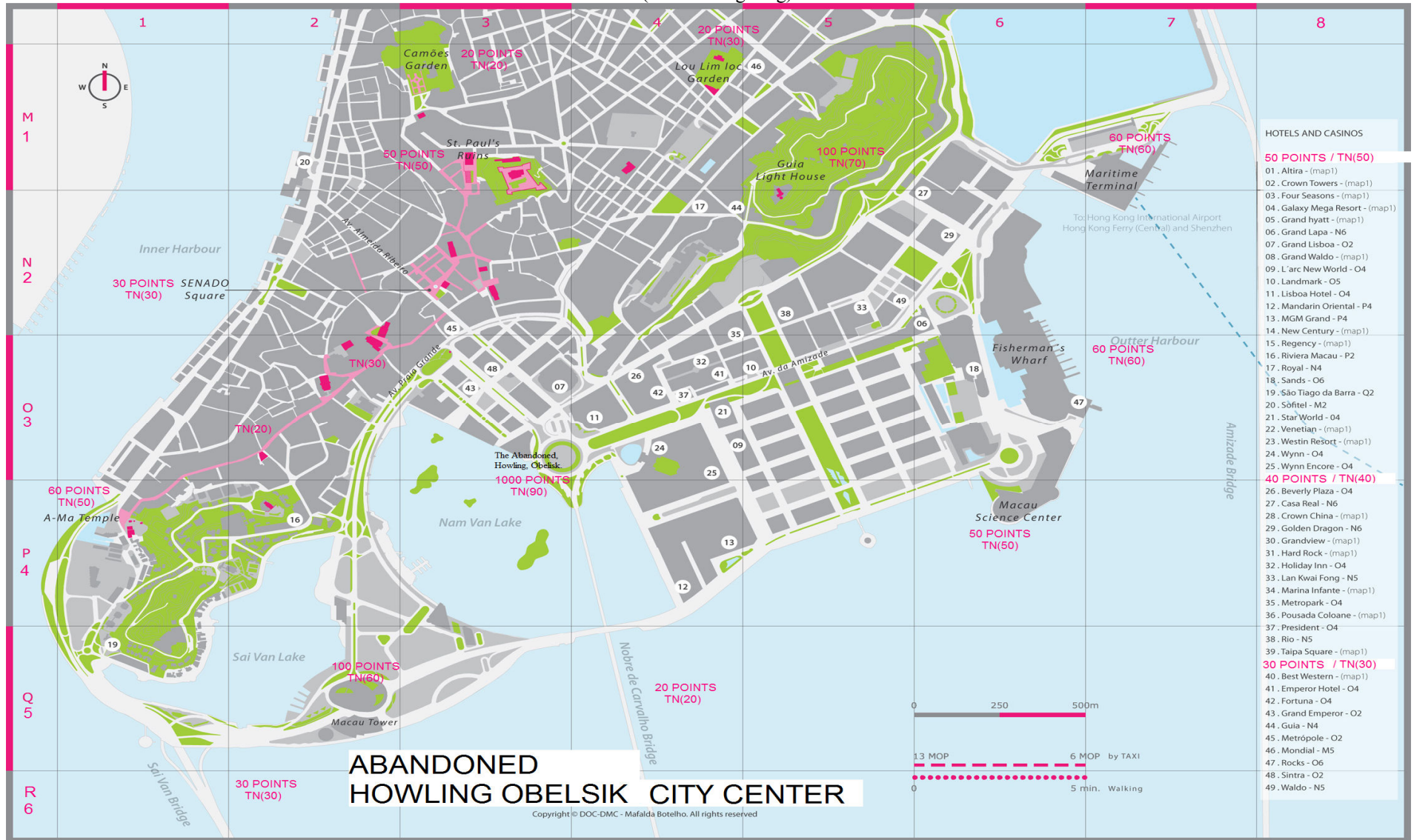


Kaiju Shura (Monster Fighting)



Rules: Funky Dice, 200 point bye, no double pumps, 4 dice limit d4-30 available.

Destroy buildings and get points, highest point total WINS! Starting position is determined by rolling 2d6, one for latitude and one for longitude. On your turn, move (to the next grid space) or attack. Initiative is determined by rolling lowest cliché.

Hit the TN, destroy the building. TN-1 to TN-5 reduce TN by 5, TN-6 to TN-10 lower TN by 2, miss the TN by more than 10 and lose a die.

Teaming up is allowed, split the points equally. Fighting other Kaiju is allowed, any nearby points are rewarded at 1/2 the value split evenly to all fighting Kaiju from collateral damage. Building(s) are destroyed.

100 BONUS POINTS- If at least 3 of 5 of the pink areas are destroyed by your Kaiju.