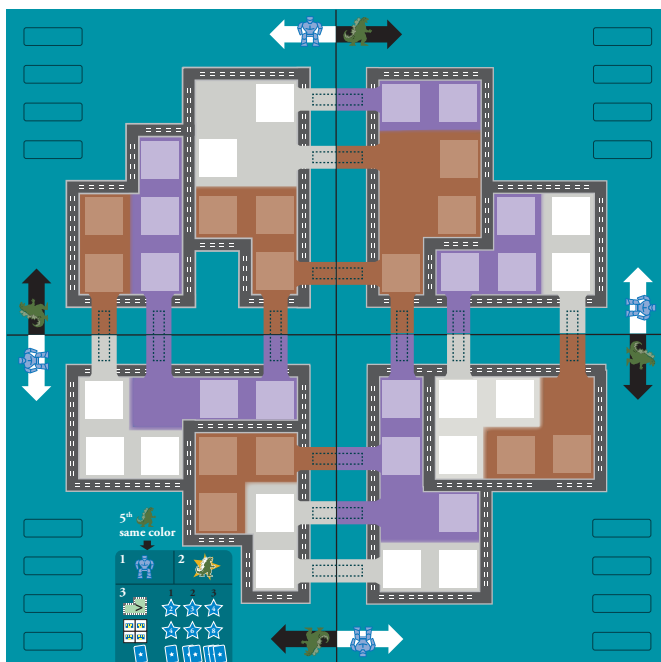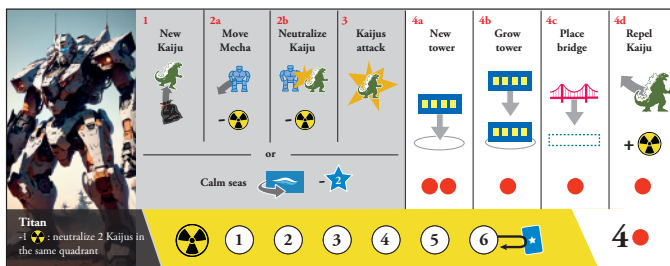# KAIJU

Rodrigo Rego

In **Kaiju**, you are a contractor building towers and bridges in a metropolis. The problem is those pesky Kaijus keep showing up to destroy them.

That's life, I guess. Keep building and try to maneuver the Kaijus so that they destroy your opponents' buildings, instead of yours.

Components:

1 Main board: this is the city where you're building towers and bridges. It is divided in 4 quadrants, each one with 2 blocks.
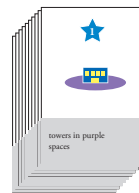
4 player boards (1 per player): Each side comes with a different Mecha, that provides a unique ability.

4 calm seas cards: For you to use in desperate times

20 bridges (5 per player): Use them to help you gain control of the blocks, but take care, as they are specially vulnerable
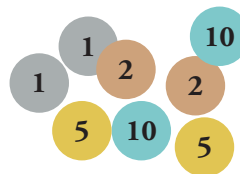
120 tower floors (30 per player): You will build them in the city and try to protect them from the Kaijus

24 Goal cards: they will score at the end of each round based on your towers.

24 Kaiju meeples (8 in each color): Every turn, a new one will arrive and attack.

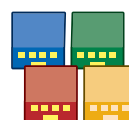**1 cloth bag:** Representing the ocean rift Kaijus come from.

100 victory points chips (25 in each value: 1, 2, 5 and 10): The player with more points at the end wins.

4 Mechas (1 per player): Use them to fight the Kaijus and stop them from destroying your buildings.

4 Plutonium markers: Use them on your player board to track your plutonium.

Goal of the game:

The player with the most points after 3 rounds wins. At the end of each round, there will be a scoring. To score, you must:

- have more buildings (towers and bridges) than other players in a block,
- have towers in all 4 quadrants and
- build towers following your objective cards.

But take care, because Kaijus attack on every turn, and also at the end of the round, before scoring.

Board Setup:

Place the board in the center of the table. Decide which player will start. Each player chooses a color.

1. Gather all Victory point chips in a common reserve.

2. Place all 24 Kaijus inside the bag.

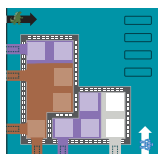**3. Shuffle the Goal cards and place them in a face down deck near the main board.**

4. Give each player:
- a player board
- 30 tower floors in their color
- 5 bridges in their color
- 1 Mecha in their color
- 1 plutonium marker
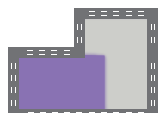- 1 Calm Seas card
- 4 Goal cards
- 2 VPs

5. The first player places their plutonium marker on the spot 2 in the plutonium track. 2nd and 3rd players start on 3. The 4th player starts on 4.

A few game concepts:

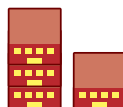Before knowing how the game works, you should understand a few basic concepts:

Quadrants: the board is divided in 4 quadrants. If you have at least 1 building in each quadrant at the end of a round, you'll score.
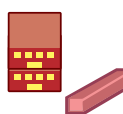
Blocks: Each quadrant has 2 blocks. Blocks are areas limited by streets. You score for majorities in each block at the end of a round. Each block has 2 terrains.

Terrains: There are 3 colors of terrain, the same as the colors of Kaijus. When Kaijus activate, they attack all towers and bridges in the terrain of their color in the same quadrant

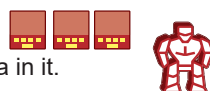**Towers:** a tower is a building with 1 or more floors

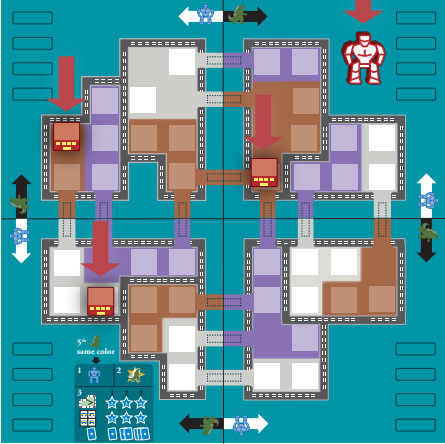**Buildings:** both towers and bridges are buildings

3

Initial building placement

Before the first round starts, players must position 3 initial towers and their mecha. Starting with the last player (the one to the right of the starting player), and continuing counter-clockwise, each player places:

- 3 towers, in any empty square. **But they must be in different quadrants.**
- 1 mecha, in the sea, in any quadrant, even if there's already another mecha in it.

After all players did it, the first round starts.

Red looks at their Objective cards, and decides to place their first 3 towers in the 2 upper quadrants and the lower left one. The mecha is in the upper-right , to better protect the towers.

Game round

Each game of Kaiju has 3 rounds that follow the phases below:

1. **Player turns**
2. **Mechas defend**
3. **Kaijus attack**
4. **Scoring**
5. **Clean up**

1. Player turns

Beginning with the starting player and going clockwise, each player follows the steps below:

A. **Use (or not) the Calm Seas card**
B. **Reveal new Kaiju**
C. **Use Mecha**
D. **Kaijus attack**
E. **Player actions**

A. Use (or not) the Calm Seas card

If you decide to use the Calm Seas card, flip it and **lose 2 points immediately** (return the VP chip back to the reserve). You won't be able to use it again in this round. Skip steps B, C and D, and go directly to step E (Player actions).
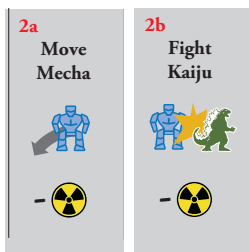
If you decide not to use it, go to step B.

B. Reveal new Kaiju

Without looking, take a new Kaiju from the bag. Check to see if it's the 5th Kaiju of the same color.
If so, the "Player turns" phase of the round ends immediately and you don't complete your turn.
Don't even place the Kaiju on the board, and proceed to phase 2 of the round (Mechas defend).

If it is not the 5th Kaiju of the same color, place it standing up in an empty spot in one of the quadrants. No quadrant can have more than 4 Kaijus.

The new Kaiju activates itself and all Kaijus of the same color. They will all attack you.

C. Use Mecha

Before the Kaijus attack, you have a chance to stop as many as you can with your Mecha. (if the Kaijus are not attacking you, you'll probably won't want to use your Mecha).

To use your Mecha, you need to spend plutonium (lower the plutonium marker in your player board). There are 2 things you can do spending plutonium:
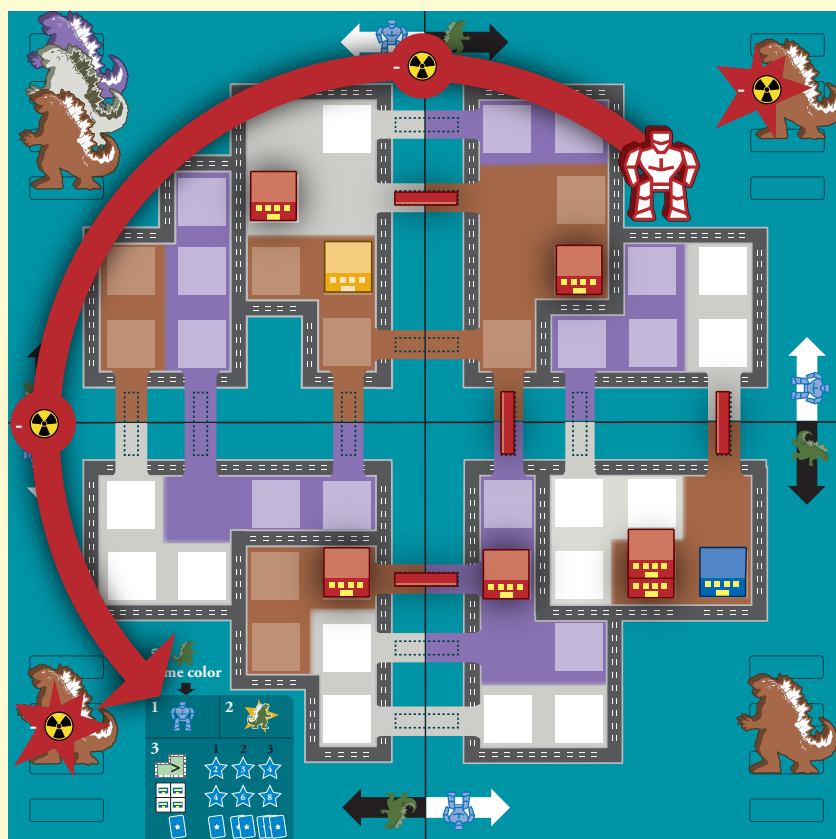
- **Neutralize a Kaiju**
  Lie down a Kaiju that is in the same quadrant as your Mecha. This means it is neutralized in your turn and won't attack you. You must spend 1 plutonium for each Kaiju you neutralize.
- **Move to another quadrant**
  Mechas **only move counter-clockwise** between quadrants. Spend 1 plutonium for each quadrant you move.

> ❗ Mechas can also move to quadrants with 4 Kaijus and to quadrants with other Mechas.

Red revealed a brown Kaiju and placed it in the top left quadrant. All brown Kaijus are activated.

Red has 5 ☢ to spend:

-1 ☢ : Red neutralizes a brown Kaiju in the quadrant their Mecha already is.

-2 ☢ : Red moves the Mecha twice, passing by a brown Kaiju that is not attacking any red buildings. The other Kaijus in the top left quadrant were not activated, so they don't attack.

-1 ☢ : Red neutralizes the brown Kaiju in the bottom right quadrant.

Since Red doesn't have enough ☢ to move and neutralize the Kaiju in the bottom left quadrant, they decide to save it for the next turn.

Red ends this step with 1 ☢ left.

D. Kaijus attack

All Kaijus of the color of the new revealed Kaiju that you were not able to neutralize will attack your buildings (they WILL NOT attack other players' buildings).
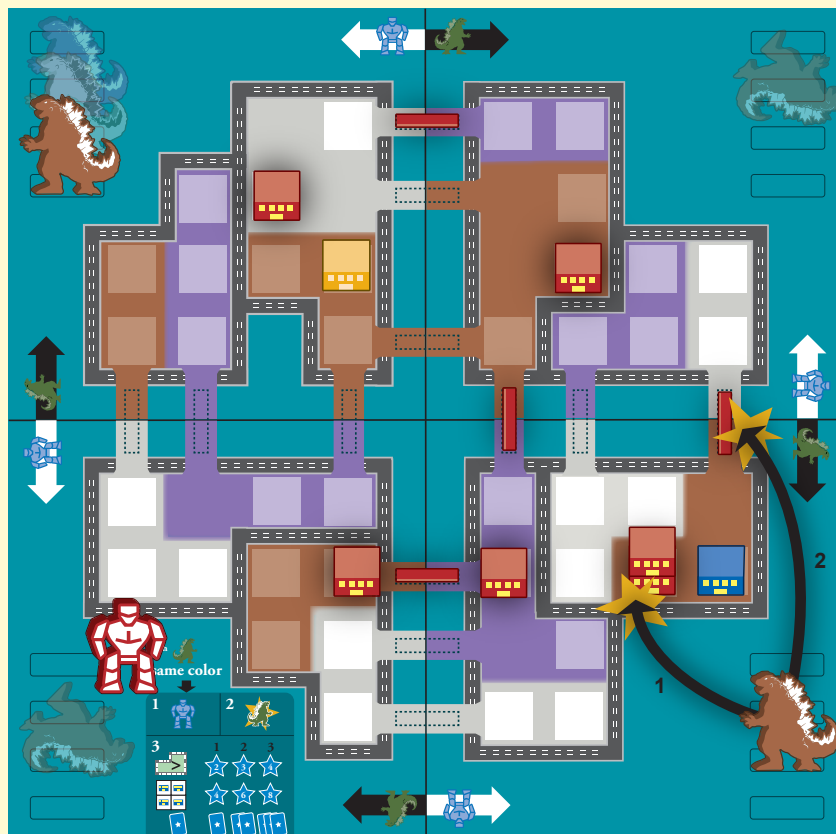
Each Kaiju **attacks ALL your buildings in its quadrant that are placed in the terrain matching its color.**

For each Kaiju attacking a tower, lose one of its floors. If it's the last floor, then the tower is destroyed.

Bridges are at the same time in 2 colors and also in 2 quadrants. They can be attacked by Kaijus in both quadrants, (following the color of the bridge's terrain in the quadrant the Kaiju is in).

If you had a building destroyed, place it back in your supply.

The 2 Brown Kaijus that Red were not able to neutralize attack:

The brown Kaiju in the top left quadrant has no buildings to attack - the red tower and bridge are both in the white terrain. The yellow tower in the brown terrain is not attacked, because on a player's turn, only that player is attacked.
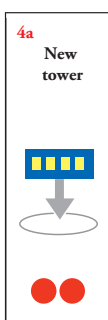
The brown Kaiju in the bottom right quadrant has 2 red buildings to attack:

1. The red tower loses its upper floor, but still keeps the ground floor, as it was only attacked by 1 Kaiju. If that quadrant was attacked by 2 brown Kaijus, then both floors would be destroyed.
2. The part of the red bridge that is on this quadrant is on brown terrain, so it also gets attacked. The other red bridge is on purple terrain, as well as the other red tower, so they are not attacked.

E. Player actions

After Kaijus attack, you will be able to build. You have 4 action points that you can distribute by 4 different actions. You can do each of them as many as you like and in any order, as long as you don't spend more than 4 action points.
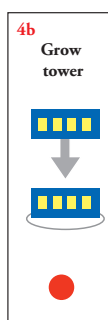
When you finish your player actions, your turn is over. Get all neutralized Kaijus up again. They may attack the next player.

I. New tower (2 action points)

Start a new tower in any empty space on the board.

This action is the only one that costs 2 action points.

II. Grow tower (1 action point)

Place a new floor on top of a tower. There is no limit to how many floors a tower can have.

This action costs 1 action point.

III. Place bridge (1 action point)

Place a bridge in any empty bridge space (connecting 2 quadrants).

This action costs 1 action point.

> **!** If you run out of bridges or tower floors, you can't do their actions.

IV. Repel Kaiju (1 action point)

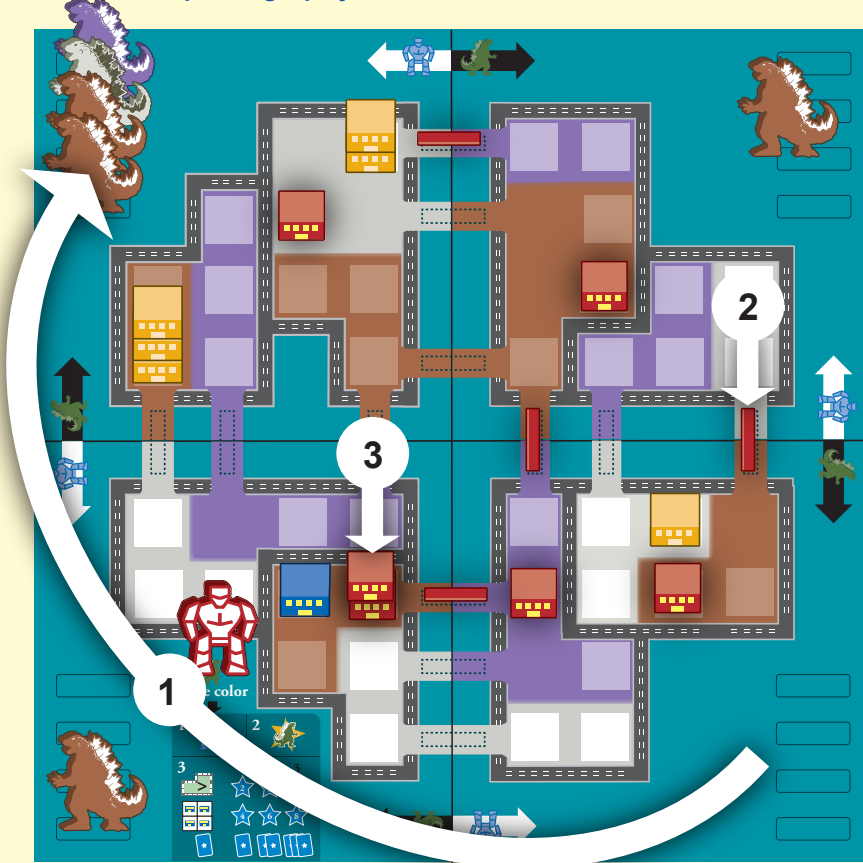Move one Kaiju to the next quadrant clockwise, and gain 1 plutonium.

Quadrants can't have more than 4 Kaijus. If you want to move one out of a quadrant, but the next one is full, move it to the one after that (it still costs 1 action and grants you 1 plutonium).

If you can't gain more plutonium (max is 6), take a goal card from the deck instead and add it to your hand.
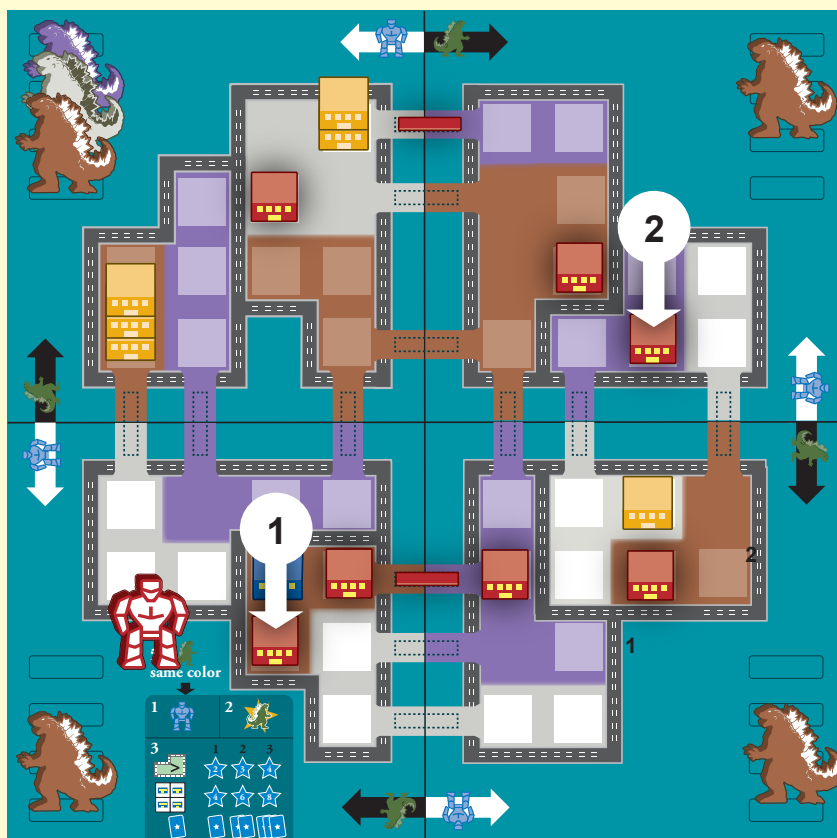
> **!** Remember: Kaijus only move clockwise, and Mechas, counter-clockwise.

Example of spending 4 player actions

1. Red moves the brown Kaiju in the bottom right quadrant 2 times, leaving it in the top left quadrant, where Red has no buildings in brown. Red gains ☢ +2.
(2 actions points)

2. Red rebuilds the bridge they lost at the Kaiju attack, in the bottom right quadrant.
(1 action point)

3. Red adds a floor to their tower in the bottom left quadrant.
(1 action point)

Another example of spending 4 player actions

Let's say Red wants to make a riskier move. Instead of building extra floors and moving Kaijus to gain ☢, Red will expand more but stay in a more dangerous position for the next turns.

1. Red creates a new tower in the bottom left quadrant (if brown Kaijus are activated again, one of them will attack both towers in this quadrant, but Red still has 1 ☢ left to defend.
(2 actions points)

2. Red creates a new tower in the top right quadrant (currently not being attacked by any Kaijus.
(2 action points)

2. Mechas Defend

As soon as someone takes the 5th Kaiju of the same color out of the bag, the turns immediately end and another phase of the round starts. The active player does not complete their turn, and does not place the 5th Kaiju on the board.
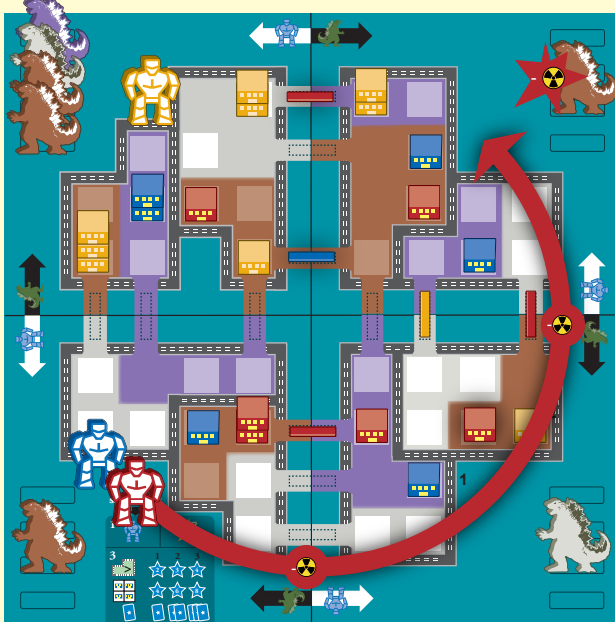
All Kaijus will attack all players, but before that you have the chance to defeat them with your Mechas.

Starting with the player who triggered the attack and going clockwise, players can spend plutonium to move their Mechas (always counter-clockwise) and fight Kaijus, like they did during the player turns phase.

Defeated Kaijus go back to the bag. They won't attack any players.

❗ All plutonium you don't spend is kept for the next round.

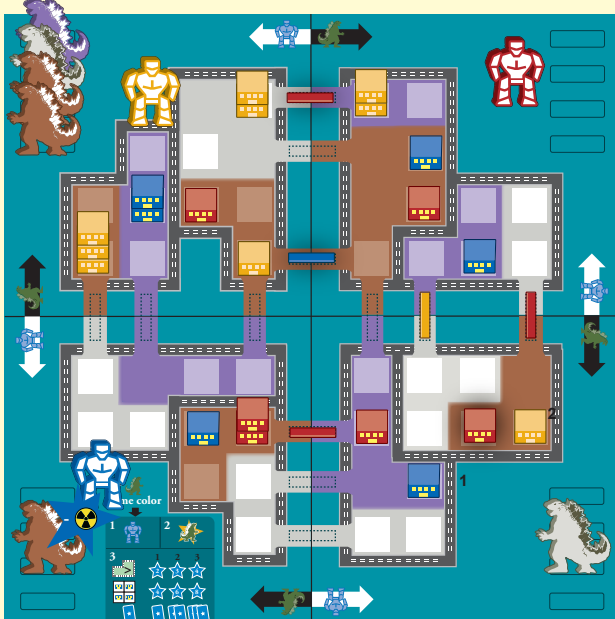### Red just revealed the 5th brown Kaiju. Red starts defending with their Mecha

Red has 3 plutonium. They decide to ignore the Kaiju in the quadrant where their Mecha is, rooting that Blue will handle it.

1. They move 2x, spending 2 ☢ to go to the top right quadrant.

2. They spend their last ☢, to prevent the brown Kaiju from destroying their tower there.

Red has no more plutonium to fight the Kaijus in the top left quadrant, so they stop.

After Red, it's Blue turn to use their Mecha, and then it's Yellow

Blue has only 2 ☢.

They use one to fight the Brown Kaiju in the quadrant they already are, and save the other one for next round, since they cannot reach the other Kaijus.

Yellow has no ☢, so there's nothing they can do.