

# KAWWWS FROM SPACE!

(THE BOARD GAME!)

## RULEBOOK

v 1.0



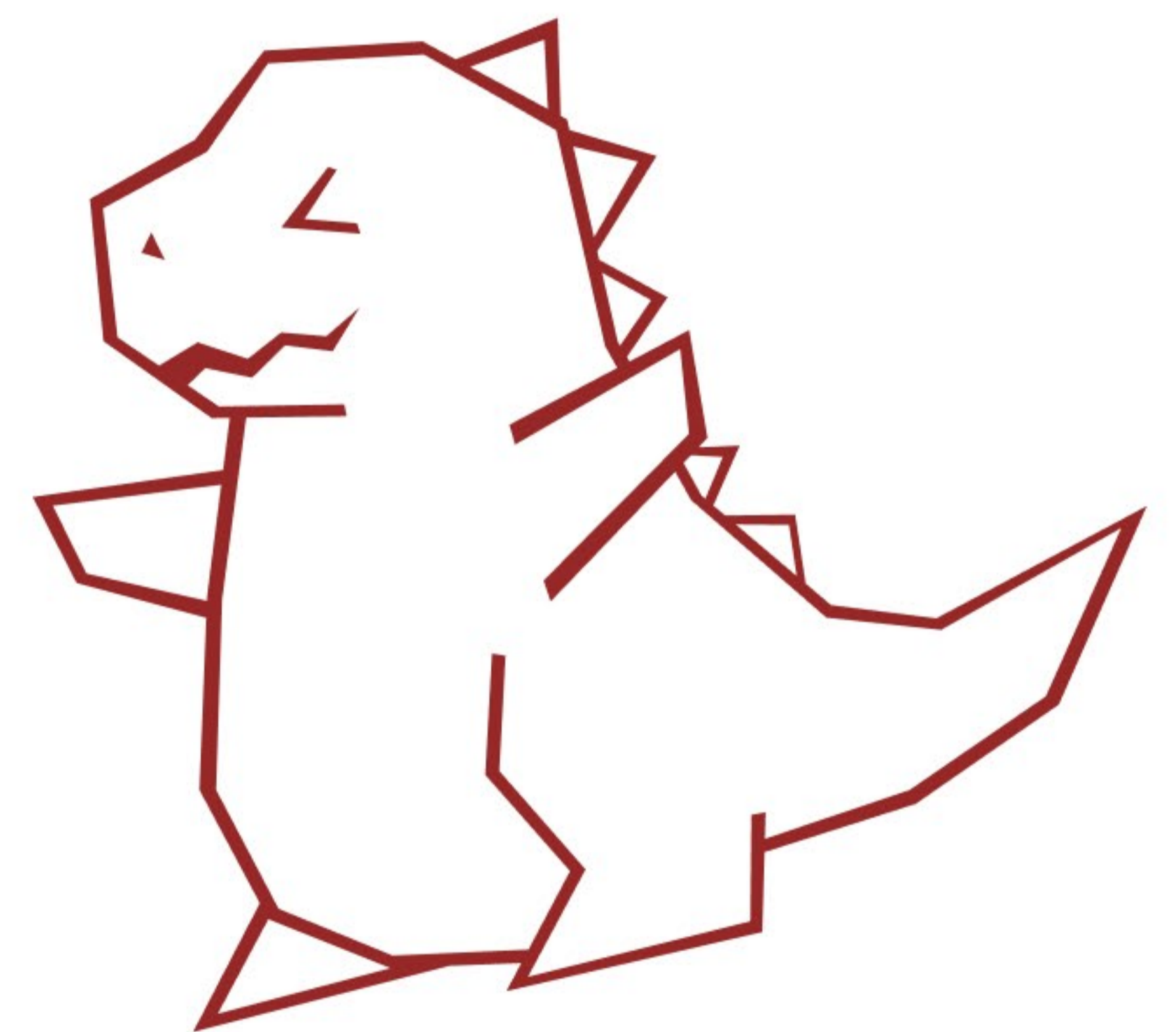
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## BUT FIRST!

### ... WHAT THE HECK IS A KAIJU?

Picture this. You're savoring a plate of exquisite sushi in downtown Tokyo when, out of nowhere, a colossal 30-story lizard emerges from the ocean, wreaking havoc by stomping on trains and head-butting skyscrapers. That, my friend, is a **kaijū**: Mother Nature's way of putting humans in their place through something scary and scaly (oh-oh!).



Originally, kaijū (怪獣) meant “strange beast” in Japanese. Over time, it evolved into a whole sub-genre of science fiction, essentially becoming synonymous with “gigantic monster smashing stuff with minimal need for an actual plot.” Popularized by classics such as *Godzilla*, *Godzilla* and *Godzilla* (yes, these are three different movies), the genre often features aliens of some sort, massive armored robots (or *mechas*, if you want to impress the geeks), and, of course, poorly written human characters. Although, let's be real, who's paying attention to them when there are two oversized dinosaurs shooting each other with energy beams?

Not me!

# INTRODUCTION

“Daddy! This one looks like a chubby alligator!” cheered little Timmy, while the city where his family had lived for 62 years was getting razed to the ground by giant monsters from outer space. Above their heads, vaguely raccoon-shaped spaceships teemed with odd-looking scientists, frolicking around in a dance of intricate devices and sketchy spreadsheets.

“The invasion is going as scheduled, my Empress. Our genetically engineered kaijus are laying waste upon the natives,” chirped Admiral Guh’tkat, with his thick southern Korgnogan accent. “Their tanks and robots are powerless! Shall we proceed with the plan?”

“We shall,” replied the sovereign of all Vrækens, smacking her four lips. “You’ve seen with your own eyes how many of their younglings look up to the sky, hoping for a housing market crash. Our analysts are still trying to understand what a market is, but we know for sure we can earn their friendship by crushing their houses. Peculiar bunch, aren’t they?”

The queen’s thunderous cackle echoed in the throne room of the mothership, covering the noise and screams of the battle below. On the surface, massive beasts and badass mechas punch each other in a chaotic melee, lit by the explosions of artillery shells and the fires of the burning metropolis.

Will the amicable but clumsy aliens manage to ~~destroy~~ human civilization earn the gratitude of the Earthlings? Will the defenders repel the kaiju marauders? Does anyone read board game introductions anyway?

# OVERVIEW

**Kaijus from Space!** is a cooperative tabletop game where up to 5 players team up to create a squad of kaijus and attempt to destroy a city. Using their strategy and teamwork, they will have to defeat the human armies and their colossal robotic champions, while damaging their infrastructure and defenses with bizarre attacks and unconventional means. Crush those puny Earthlings! Knock down that pathetic skyscraper!

## HOW TO WIN (AND LOSE)

The game represents a clash between two factions. On one side, there are the players, each taking up the role of a **kaiju**. On the other, there are the **humans** (not to be confused with the *players* – even though they are expected to be mostly primates).

Your goal is to wreak havoc. Kaijus earn **destruction tokens** by dishing out damage to the human **city** and **defenders** (more on these later). To claim victory, players have to acquire a number of destruction tokens equal to twice the number of players.

Example: winning

In a two-player game, the players win as soon as they gain their fourth destruction token.

Three players would need six tokens, four players would need eight, and so on.

But wait! The humans won't just stand there taking hits without reacting. As they counterattack, they will damage the kaijus. Funnily enough, due to their peculiar biology and *[insert vaguely plausible sci-fi explanation]*, the more damage the kaijus receive, the stronger they become. A dedicated section will explain this process in detail.

However, that same biology is also their only true weakness. Push it too far, accumulate enough damage to reach a certain threshold, and a kaiju can become **unstable**.

If all the kaijus happen to be in their unstable state simultaneously, the humans will seize the opportunity to deploy their super-secret-final-weapon, dealing a decisive blow to the invaders and scoring an immediate win. In other words, as soon as all players become unstable, they lose the game.

### Too long, didn't read

Players earn **destruction tokens** by dealing damage to the humans. If they accumulate a number of destruction tokens equal to twice the number of players, they **win**.

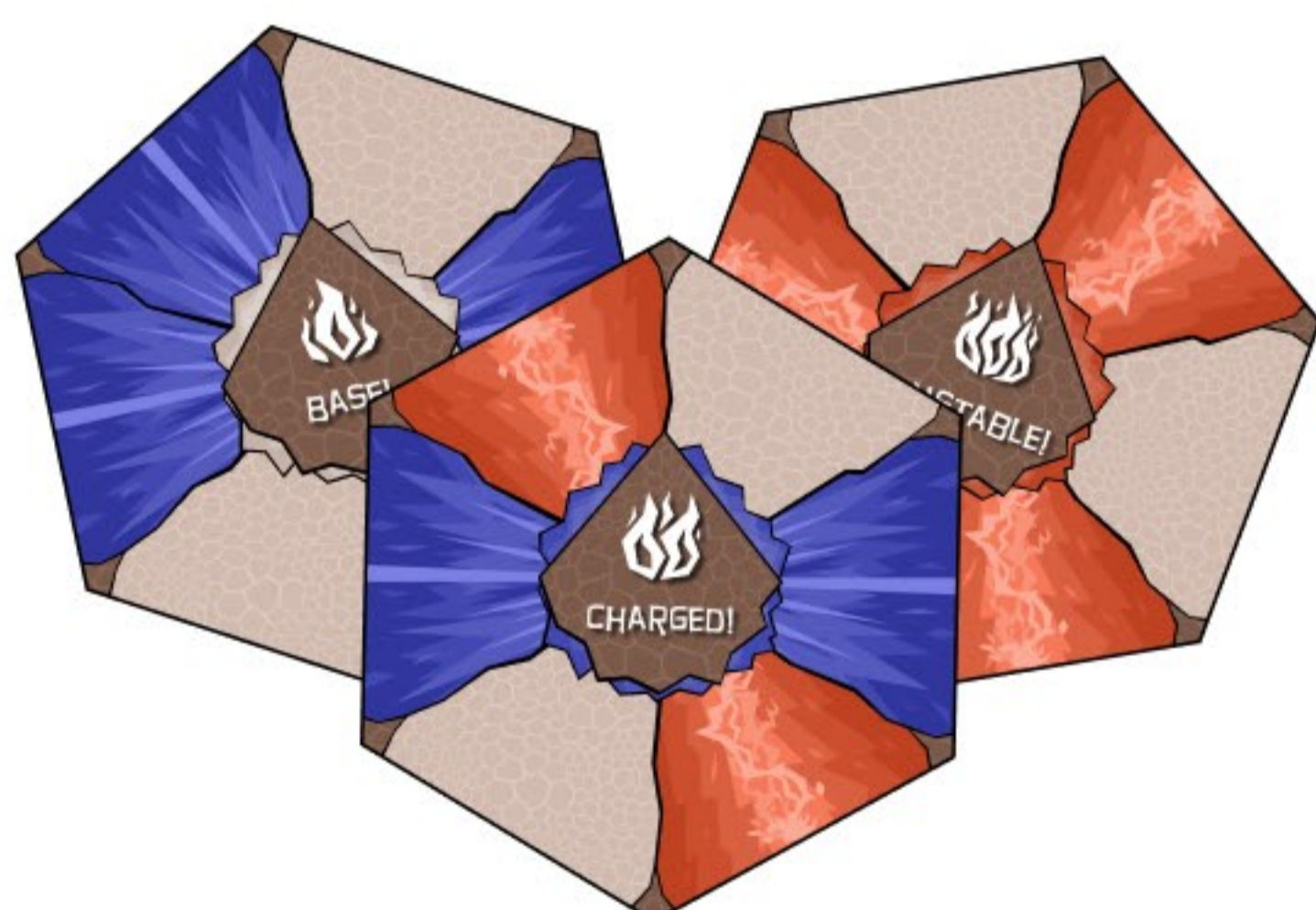
Humans try to defeat the kaijus by dealing damage to them. Once a kaiju takes enough damage, it becomes **unstable**. If all the kaijus are unstable, you **lose**.

# COMPONENTS

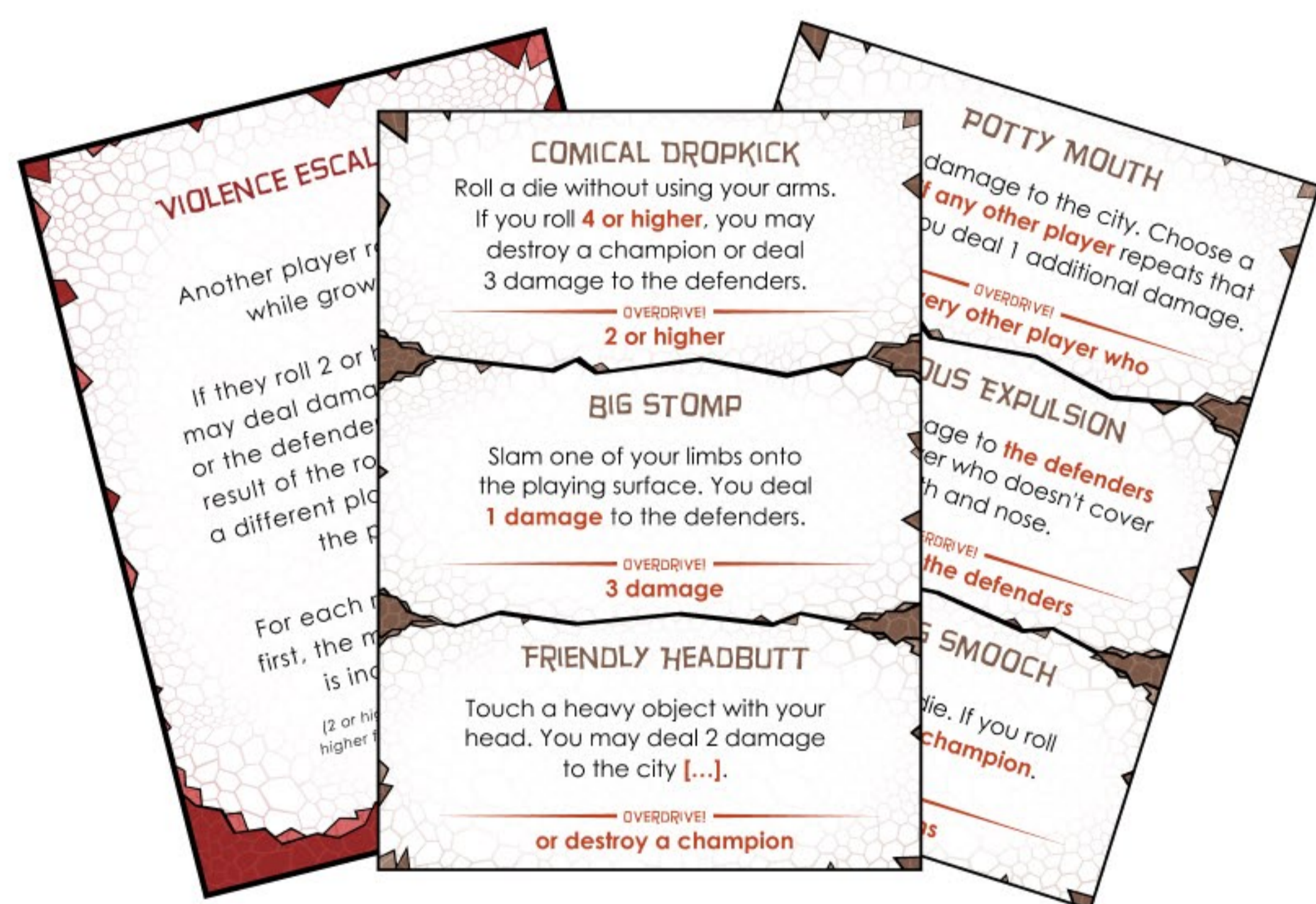
The digital release of *Kaijus from Space!* includes:



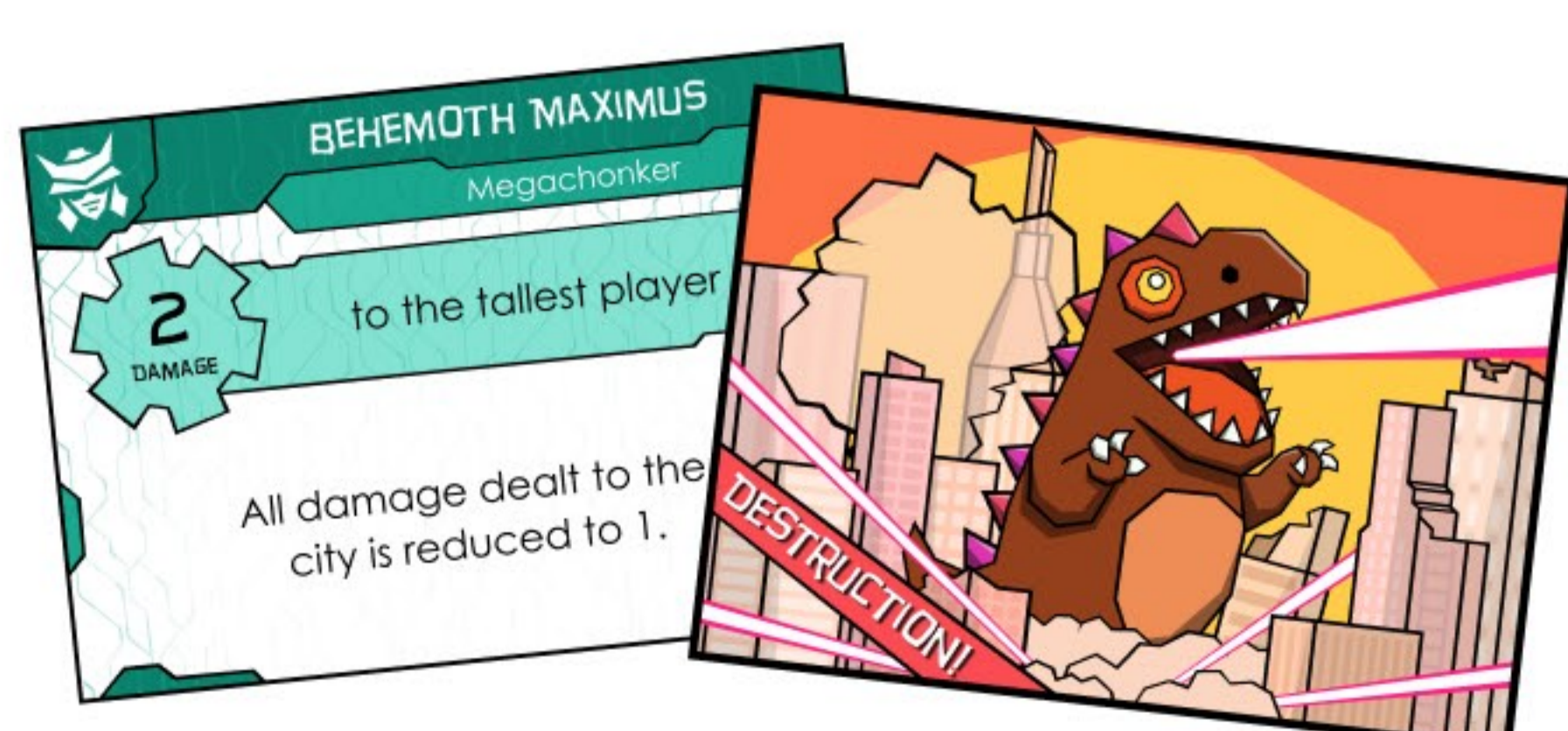
6 double-faced kaiju sheets



18 damage dials (6 per type)



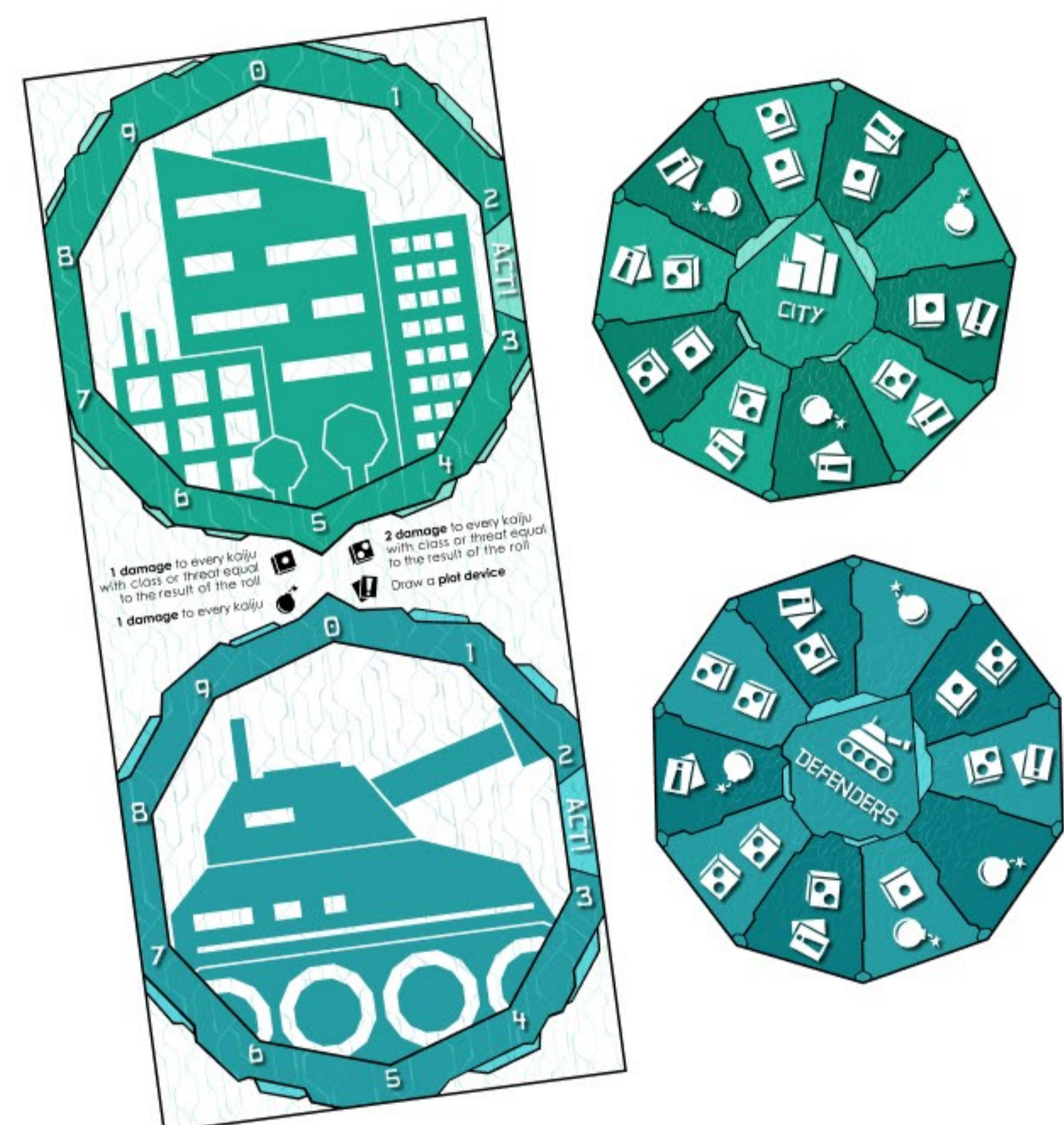
12 double-faced skill stacks



12 champion/destruction tokens



20 two-sided plot cards



1 human sheet and 2 human dials

The players will also need a six-sided die to play, which is not provided in the digital release. As an alternative, they may use any dice roller app on their phones, a random number generator, card drawing, hamsters in numbered vests or whichever fancy method they can come up with.

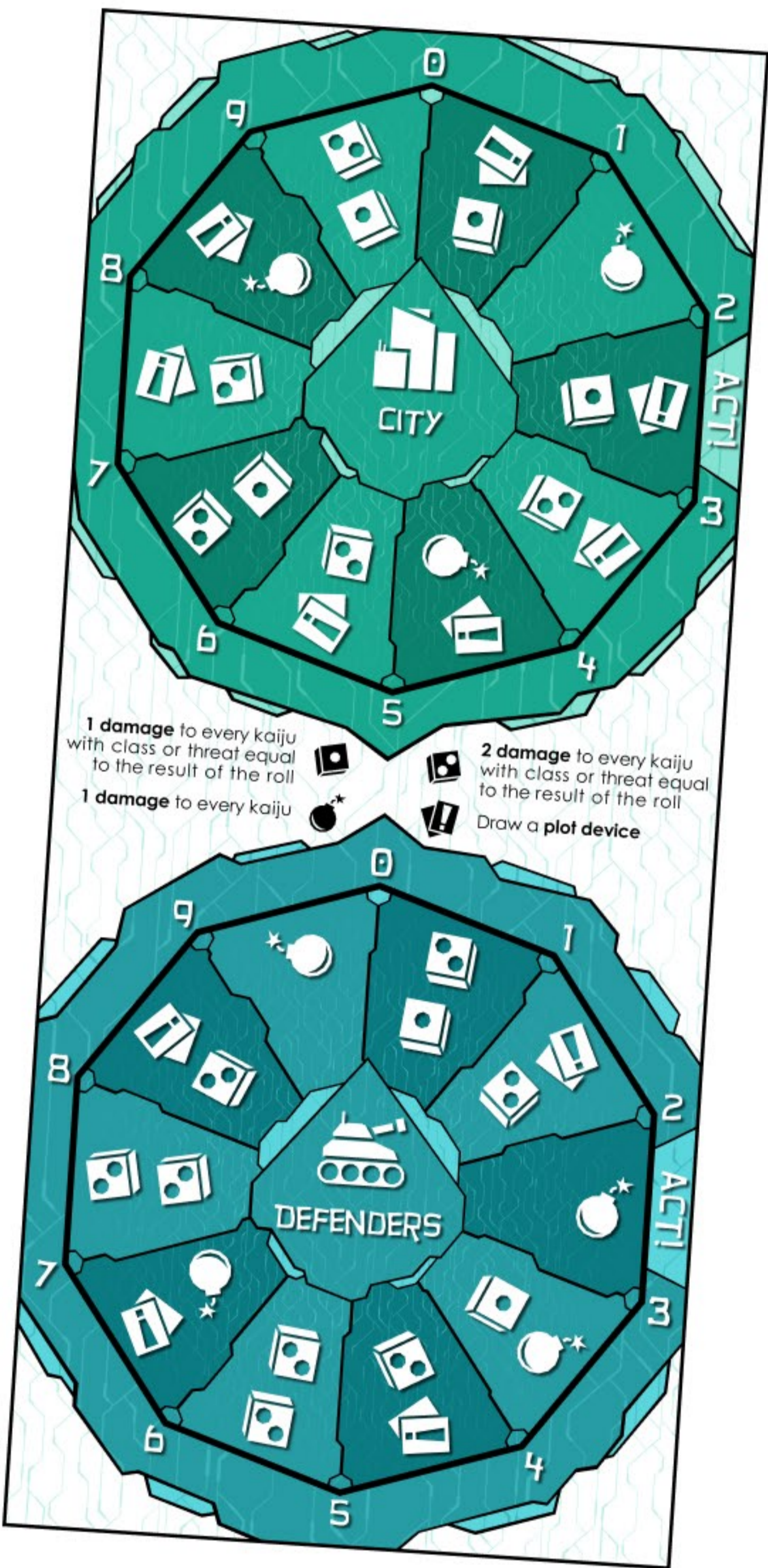
## Creator's advice

While it's technically possible to print more components and play with larger groups of people, those games might get quite long and chaotic. Especially when learning the rules, I recommend a player count of 3 or 4. But feel free to experiment!

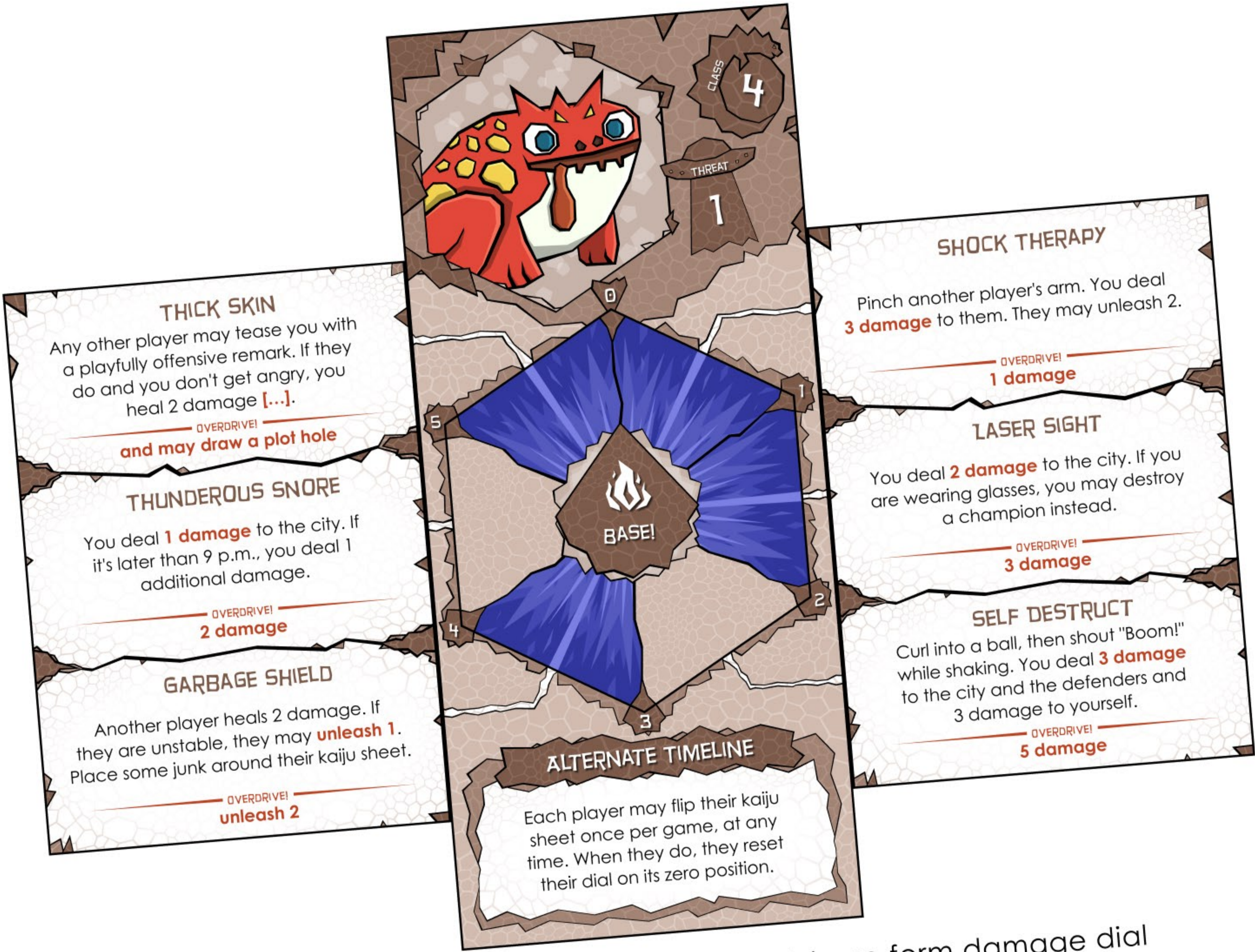
# GAME SETUP

Before starting the game, the players shuffle the **plot deck** and place it at the center of the table. Next, they place the **human sheet** besides it. The **city and defenders dials** go inside their respective slots on the human sheet, with their inner triangular shape pointing upwards (look at the picture below!). The champion/destruction tokens are shuffled, but left outside of the playing area for now.

Each player draws a random **kaiju sheet** and places it in front of them (choose which side you want to play!). Then, they take a random “**base**” **damage dial** and position it inside the white hexagon, with the pointy bit aimed at the “0” on their sheet. Finally, they draw two random **skill stacks** and place one on each side of their kaiju. The remaining stacks will be drawn during the normal course of the game.



1 human sheet with dials




1 kaiju per player, with 2 skill stacks and 1 base form damage dial




1 plot deck

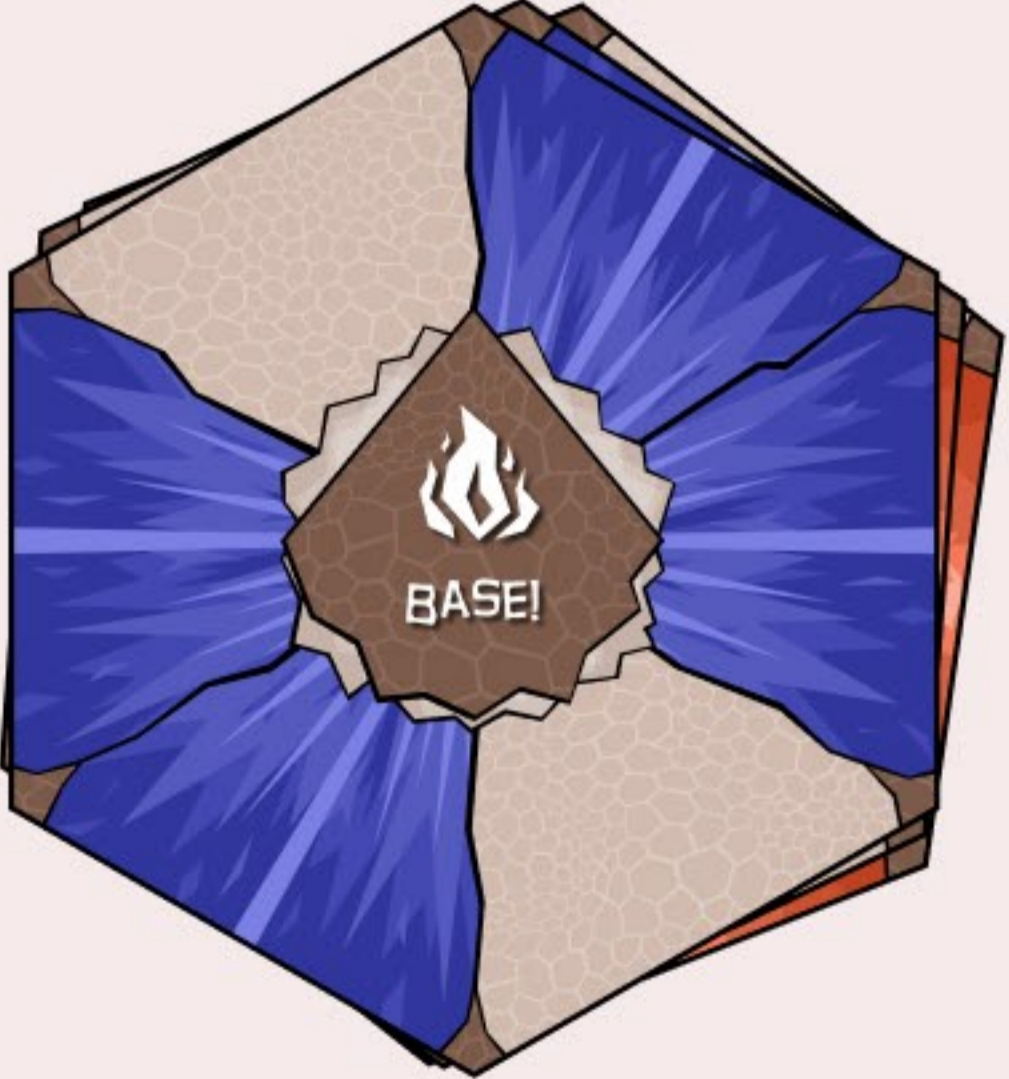
Outside of the game (for now!)



Destruction and champion tokens



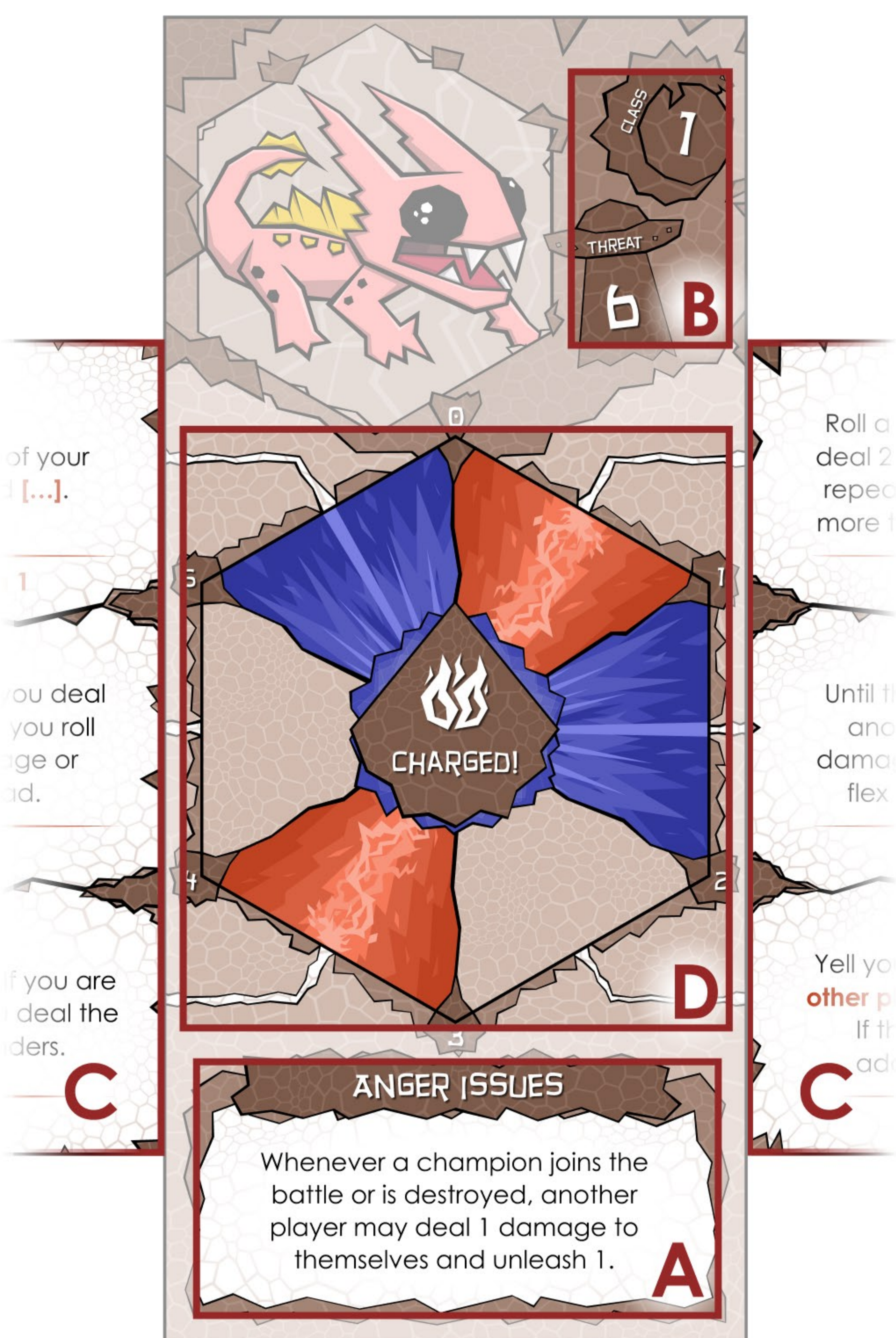
Remaining skill stacks



Remaining energy dials

# KAIJUS

As shown in the previous section, at the beginning of the game each player grabs one kaiju sheet. From now on, the terms *kaiju* and *player* are interchangeable – players embody their own kaijus, controlling each of their actions. The sheet you just placed in front of you contains all the information about your new monstrous persona:

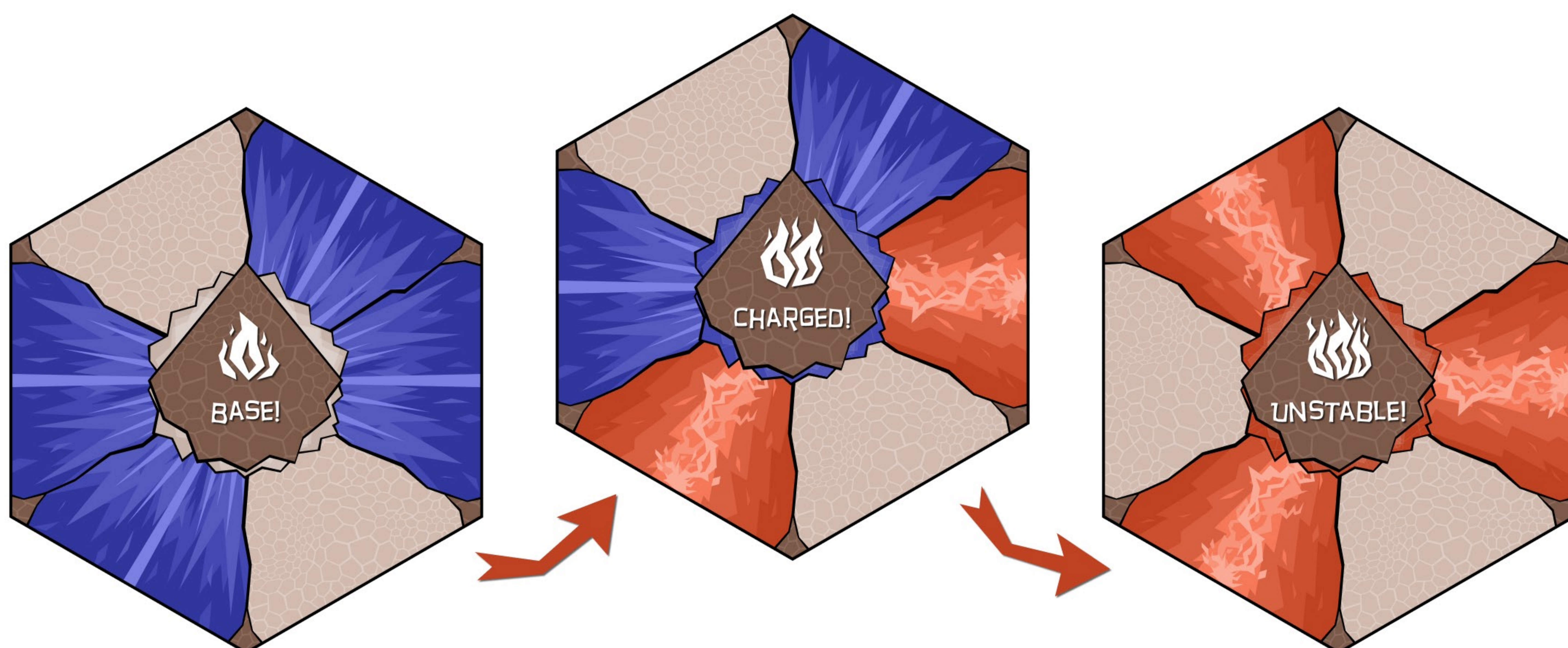


A) **Passive ability:** this skill is unique to each kaiju and may always be active or trigger under specific game conditions, giving a substantial advantage to you and your teammates.

B) **Class and threat values:** these values range from 1 to 6 and are used by the human armies to select their targets (for more information, check out the sections dedicated to combat). Our scientists don't really understand what these values are supposed to mean, so you can ignore them for now.

C) **Skill stacks:** two double-faced cards, each featuring some skills on both sides, which constitute the set of attacks and moves available to the kaiju. These will be analyzed in detail in the next section, dedicated to skills.

D) **Damage dial:** this is the core of the gameplay mechanics related to kaijus and their skills. It tracks the total damage the kaiju has sustained since the beginning of the game. The rest of this chapter will illustrate how it works. Don't worry about the blue and orange sectors just yet! They will be explained in the next section, as they relate to your kaiju's skills.



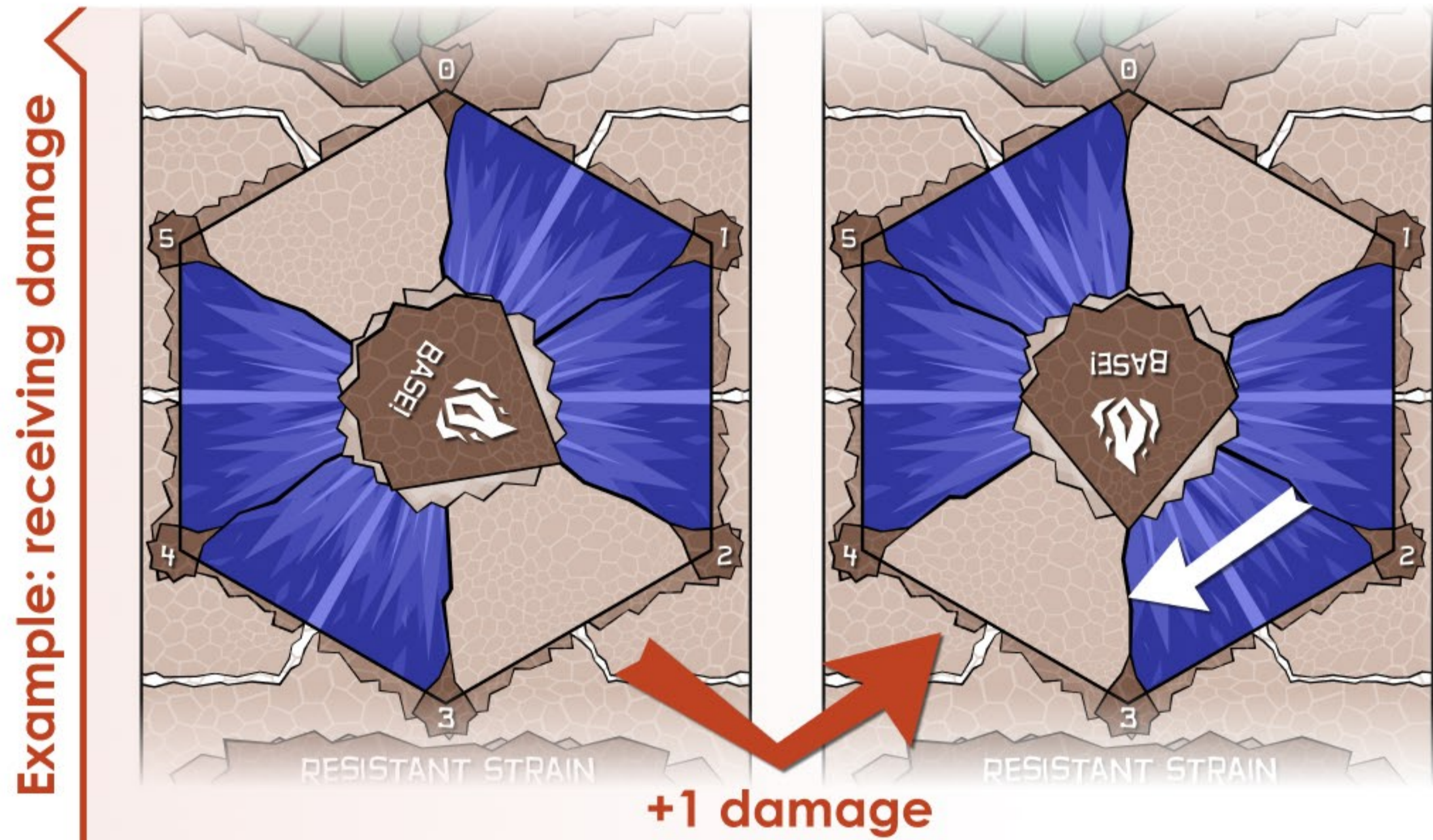
Kaijus are genetically engineered creatures whose physiology has been altered and enhanced to transform them into unstoppable war machines. Unlike the pitiful earthlings, they can absorb all the damage dealt to them, and convert it into energy that powers their attacks. However, their organic reactors are prone to overheating: if it accumulates enough injuries in a short time, the kaiju enters a state of instability that can lead to its demise.

This damage absorption mechanism is woven into the gameplay through the damage dial. As sharp-eyed players may have already noticed, this nifty little thing has three different forms: **base**, **charged** and **unstable**. At the start of the game, your kaiju begins in its base form. However, after taking a certain amount of damage, it will first shift into its charged form, and then into its unstable form.

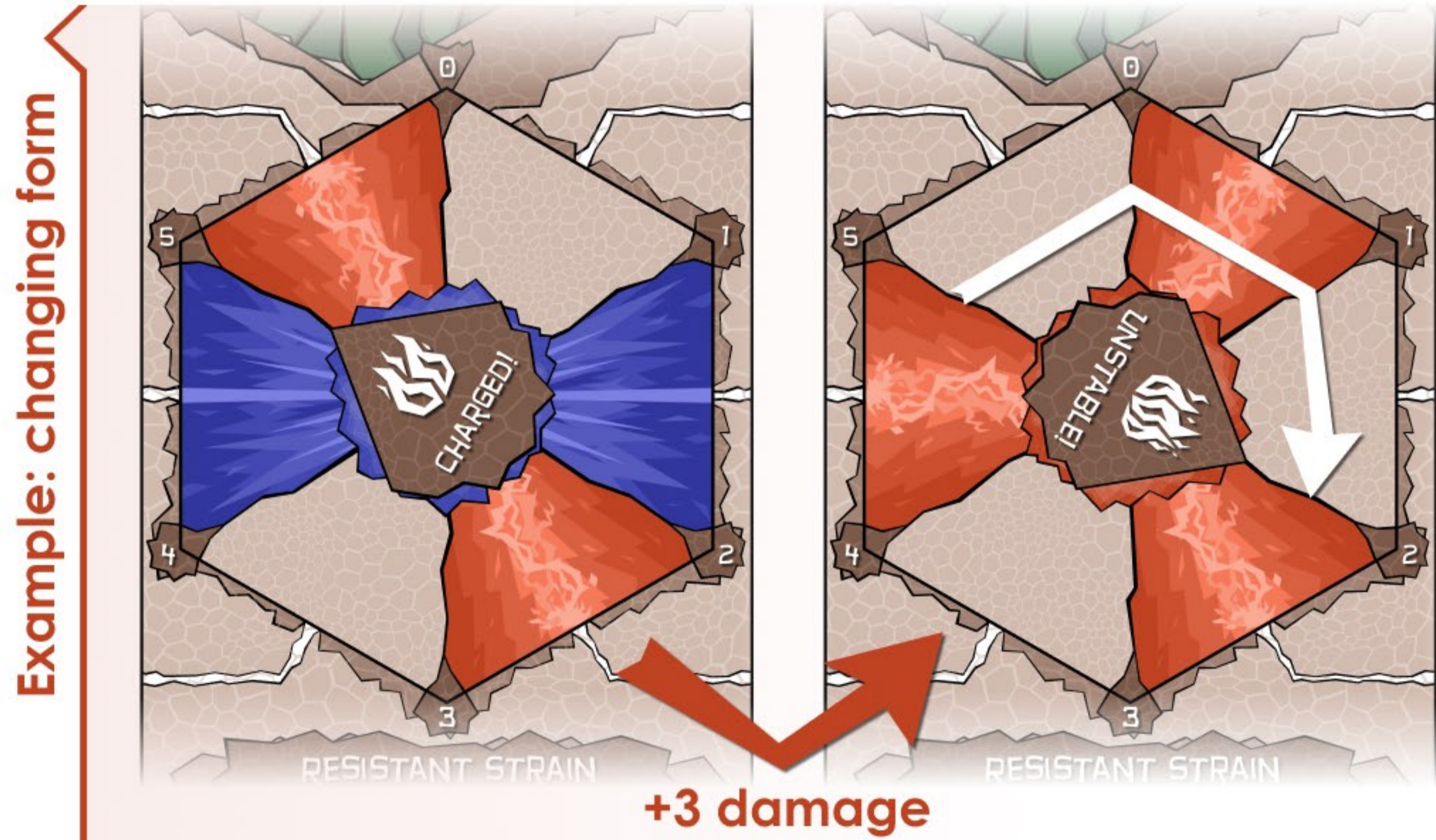
Here's the how it works: each time your kaiju **takes one damage**, rotate the damage dial 60 degrees (or 1 step) clockwise. For bigger hits, turn it one step for each damage taken: two damage means two steps forward; three damage equals 3 steps, and so on (examples in the next page!).

A key event occurs when the dial completes a full rotation and returns to its original position (known as **zero position**, upright and with the inner triangle aligned with the 0 on the kaiju sheet). When this happens, your kaiju undergoes a **transformation**. Replace the current dial with one from the **next form**, randomly selected from the box. Keep tabs on the remaining damage, and continue turning the new dial until all damage has been accounted for. You are watching your kaiju go from chill to supercharged, powered by the punches it receives.

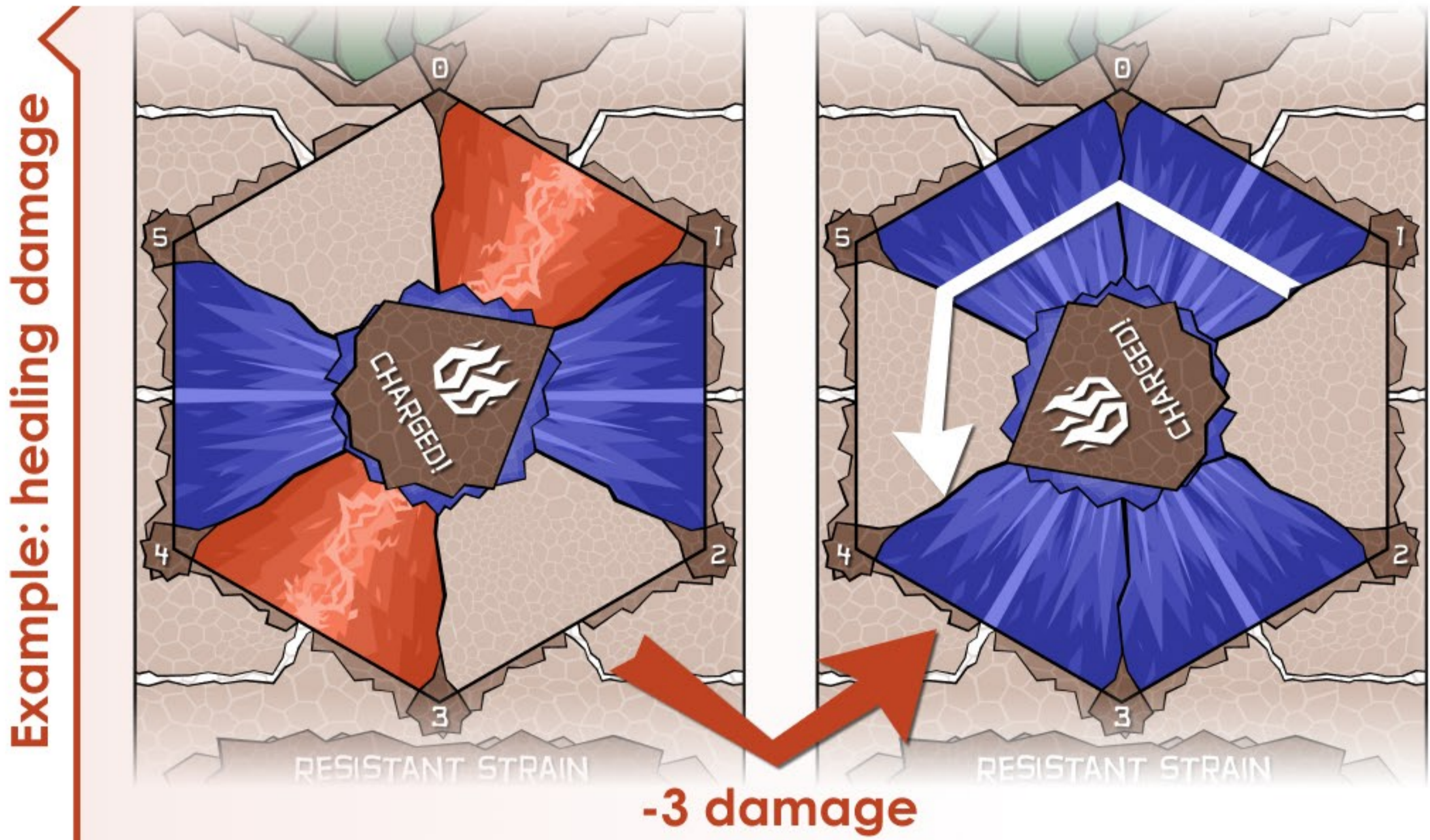
Players may also **heal** damage by turning their dial one step counter-clockwise for each point of damage healed. If the dial moves past zero (from 0 to 5), it reverts to a previous form. However, the base form dial cannot go below zero.



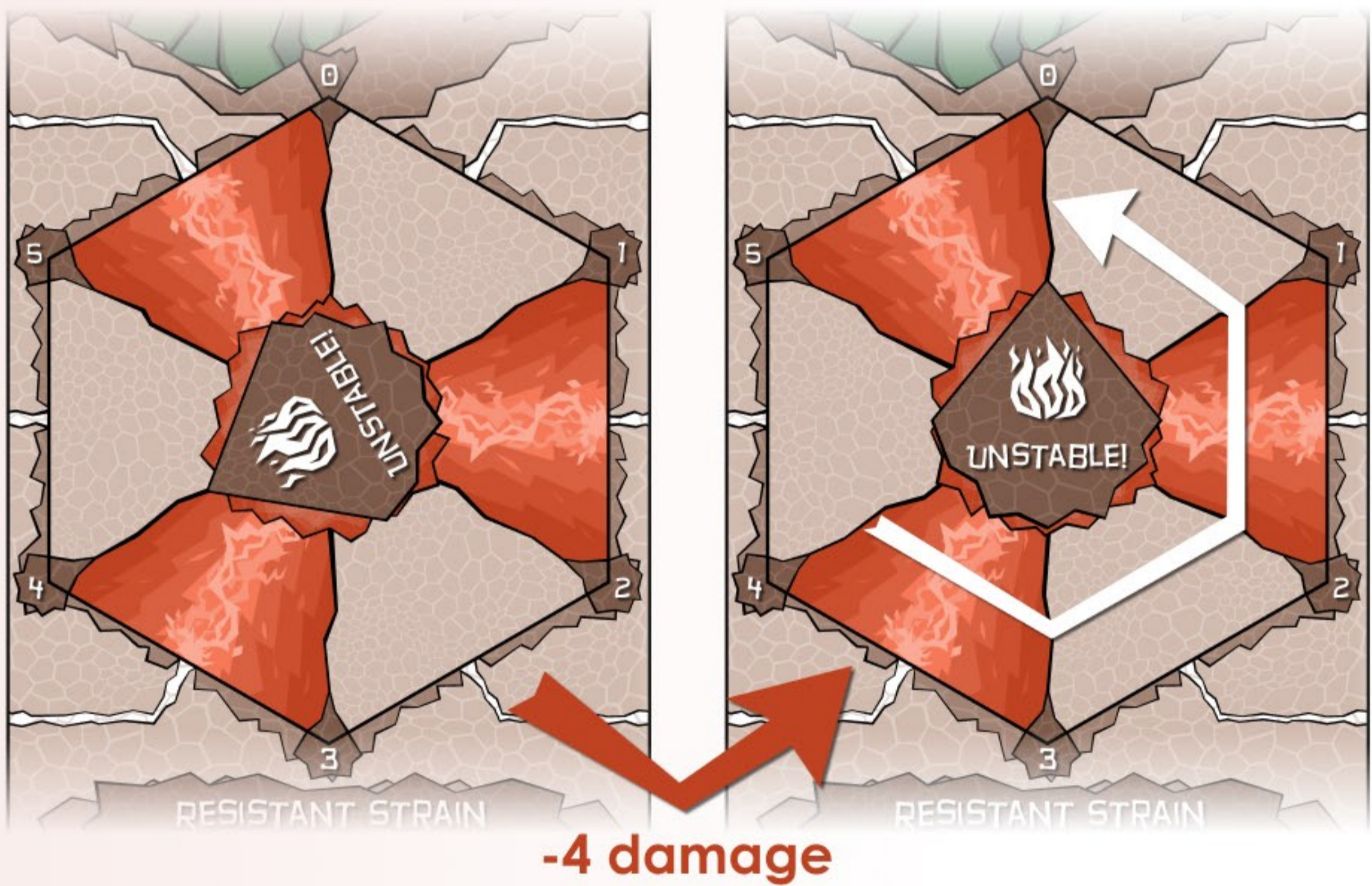
This kaiju is in its *base* form, but has already taken 2 damage during this game (the dial has been turned 120 degrees from its original position, and the inner triangle is pointing towards the “2”). It is now dealt 1 additional damage. The player controlling the kaiju must rotate the damage dial an additional 60 degrees clockwise.



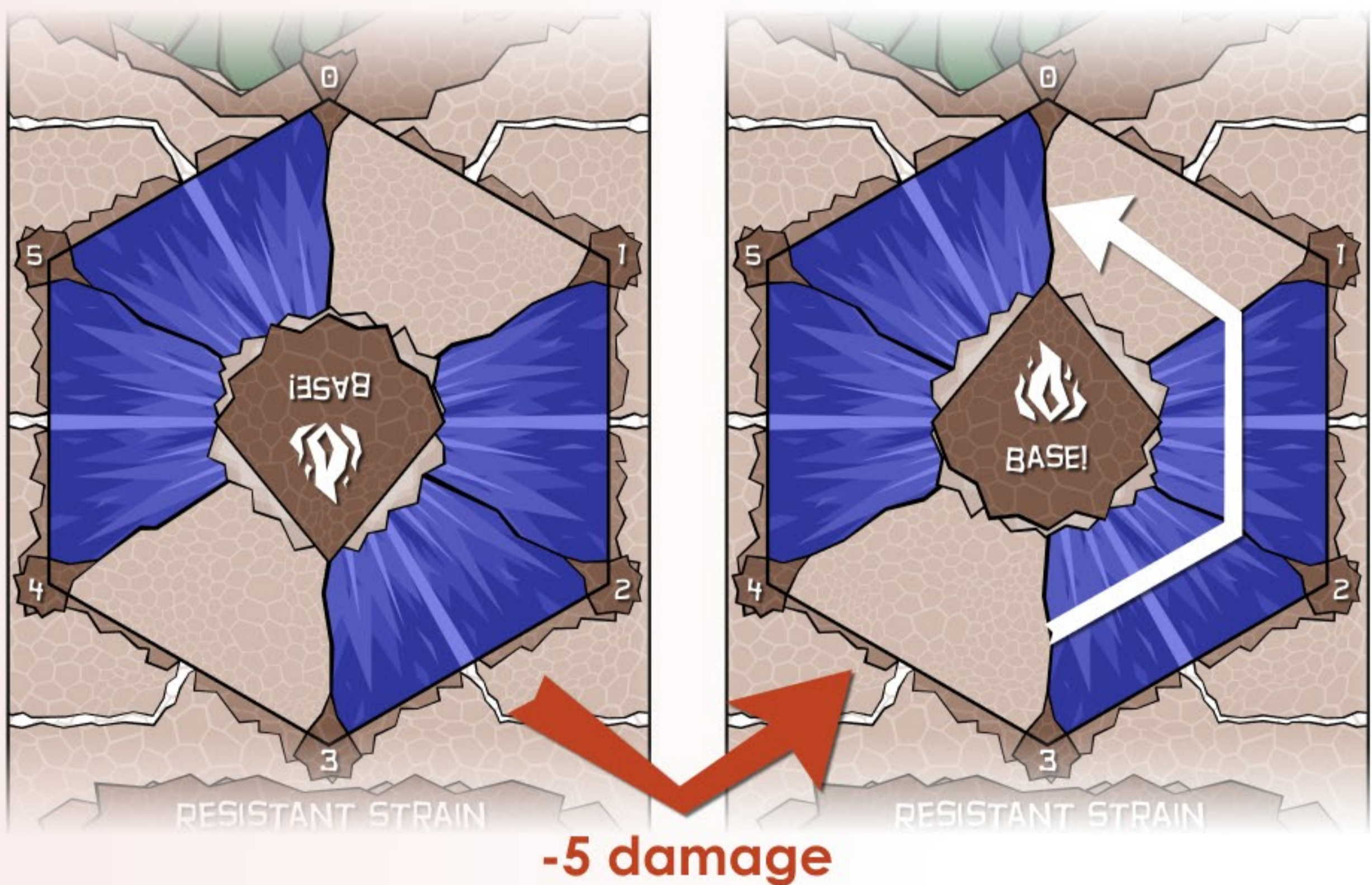
The energy dial of this kaiju has almost completed a full rotation while in its second, *charged* form. The kaiju is now dealt 3 damage. The player turns the dial 60 degrees clockwise (1 damage), then switches to an *unstable* dial. Next, they move the new dial another 120 degrees (2 damage, for a total of 3).



This kaiju has accumulated 1 damage since entering its *charged* form. The player uses a skill that allows them to heal 3 damage: first, they turn their charged dial 1 step counter-clockwise, resetting it to its *zero* position. Then, they exchange it for a *base* dial, placing it on the “5” position. Finally, they turn the new dial another 60 degrees, landing on the “4”.



This other kaiju heals 4 damage. The player turns the dial exactly 4 steps counter-clockwise, returning to the *zero* position of the *unstable* dial.

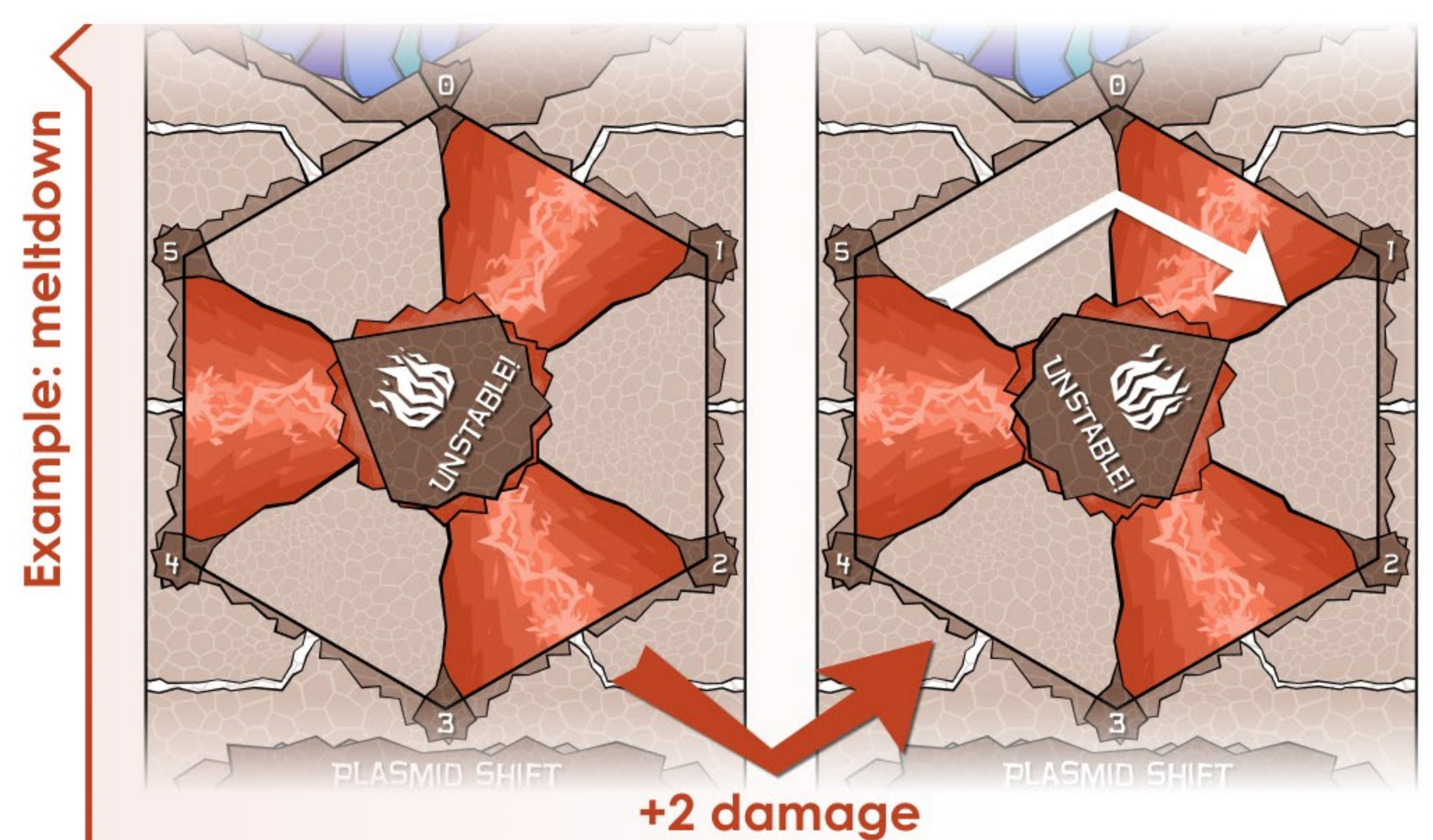


This player has accumulated 3 damage since the beginning of the game, but an effect makes them heal 5. Since they can't go below zero, they simply reset the *base* dial to its *zero* position.

Unlike the previous two forms, when the **unstable** dial completes a full rotation clockwise (so, taking damage), it does not stop or get exchanged for a different dial. But here's the catch: if it hits the zero position, your kaiju suffers a **meltdown**. This meltdown deals 2 damage to every other player and stuns your kaiju. Avoid this at all costs, or things will hit rock bottom really fast!

If a player is **stunned** by an effect or by their own meltdown, they cannot perform any action, such as using skills or passive abilities, until the end of the next kaiju turn. Stun is not cumulative: if you're already stunned, you can't be stunned again! Some effects will make you immune to this status effect. However, if you gain immunity while you're already stunned, the status won't be removed.

As we'll explore in the next section, taking damage and advancing towards your unstable form could be advantageous, as each form provides access to more powerful attacks than the previous. However, this may turn into a risky gamble: remember that if all players happen to be unstable simultaneously, they will immediately **lose the game!**



This kaiju has accumulated 5 damage in its *unstable* form and is then dealt 2 more damage. The player first moves the dial 1 step forward, but since it reached the zero position, they suffer a *meltdown*: the kaiju gets stunned and deals 2 damage to all other players. Next, the player has to move the dial 1 additional step to account for the second damage they were originally dealt. Since their dial has returned to its “1 damage” position, they may attempt to heal 2 or more damage to revert to their *charged* form.

### Too long, didn't read

Whenever a player is dealt X **damage**, they turn their damage dial X steps clockwise. If the damage is healed, the rotation is counter-clockwise.

If the damage dial completes a full clockwise rotation, the player swaps it for a dial of the next form, following the **base** → **charged** → **unstable** sequence. If the player is already unstable, they undergo a **meltdown** instead, getting stunned and dealing 2 damage to each ally.

A **stunned** player can't perform any action until the end of their next turn.

# SKILLS

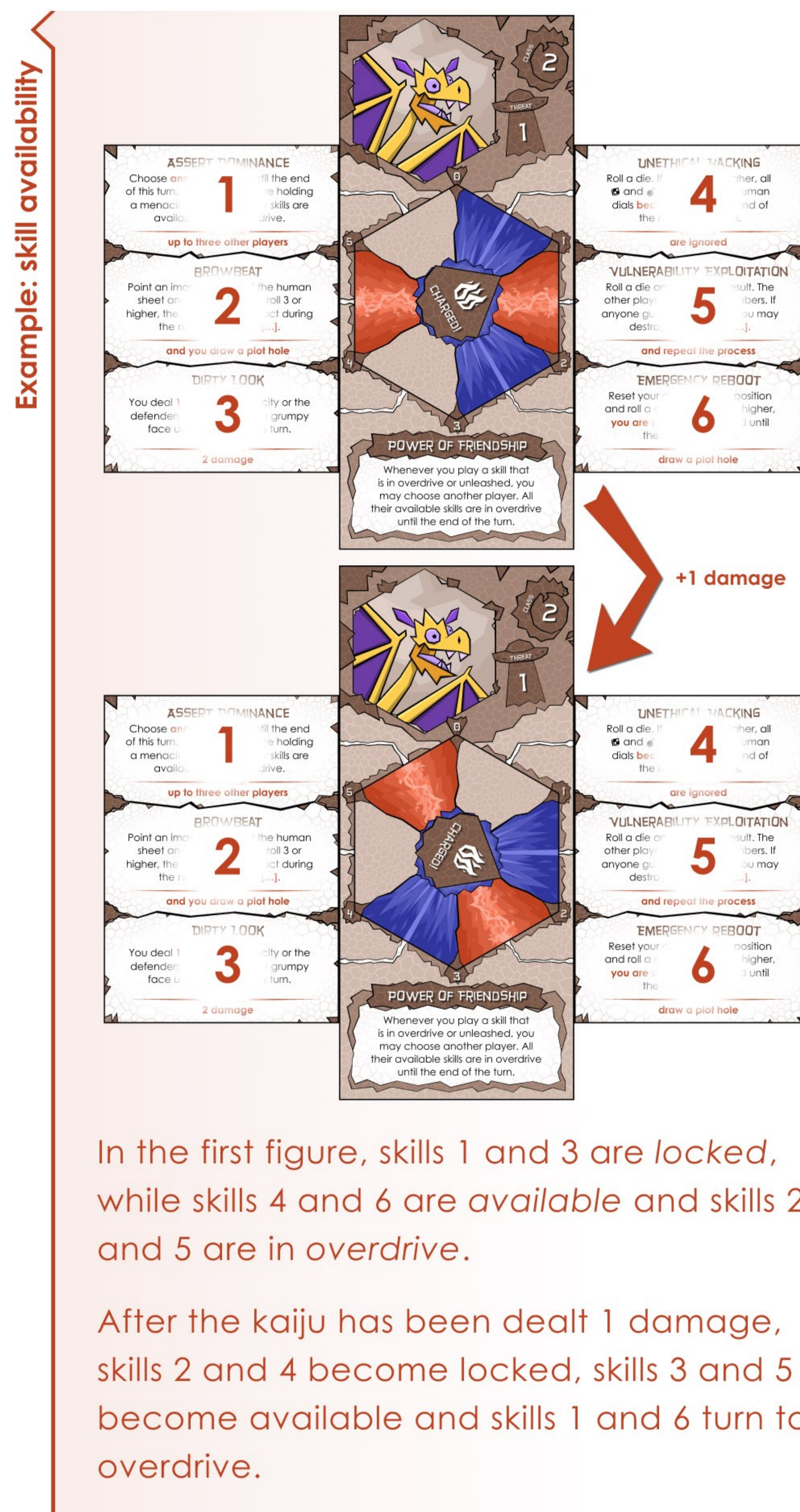
Skills represent the unique abilities and attacks of your kaiju, and can have a variety of effects, like dealing and preventing damage or supporting allies. Each player has six skills - three for each **skill stack** card placed besides their kaiju sheet - and can activate, or **play**, a single skill each turn.

The usage of skills is tightly bound to the damage dial discussed in the previous section. As you may have noticed, each hexagonal dial consists of six sectors, each pointing towards one of your skills. Depending on the color of the corresponding sector, each of your skills can be in one of three different states:

- **Light brown** - the skill is **locked** and cannot be played.
- **Bright blue** - the skill is **available** and can be played during your turn.
- **Fiery orange** - the skill is in **overdrive**, a special state that increases the strength of its effect. Skills in overdrive are also available to be played during your turn.

Orange sectors can only be unlocked by receiving damage and switching to a charged or unstable form. Getting whacked doesn't sound too bad now, huh?

When the damage dial rotates, the state of the skills around it changes accordingly – a skill that was previously locked might enter an overdrive state and vice versa.



## Creator's advice

Trouble with colors? Use shapes instead!

Available sectors have a straight line in the middle and a spiky background, while overdrive sectors look like lightning bolts.

To use a skill, simply follow the instructions printed on the card right below its name. If the skill is in **overdrive**, modify its effect by replacing the words highlighted in the text with the ones below the orange line. If a “[...]” is highlighted, add those words in the blank space.

Using skills in overdrive strains your kaiju much more than usual. For this reason, as soon as you play a skill in overdrive, you must **discard** its skill stack and draw a new one at random to replace it. This happens even before the skill actually has effect.

Example: available and overdrive

BALANCED DIET

You heal 1 damage for each of your hands currently holding food [...].

OVERDRIVE

and you may unleash 1

FOUL BREATH

Roll a die. If you roll 5 or lower, you deal 2 damage to the defenders. If you roll a 6, you may deal that damage or destroy a champion instead.

OVERDRIVE

3 damage

SEISMIC BELCH

You deal 1 damage to the city. If you are holding a carbonated drink, you deal the same damage to the defenders.

OVERDRIVE

2 damage

During the players' turn, this kaiju can play its skills “Foul Breath” and “Seismic Belch,” which read:

- Foul Breath: “[—] roll 5 or lower, you deal 2 damage to the defenders. [—]”
- Seismic Belch: “You deal 2 damage to the city. [—]” (we exchange the words “1 damage” with “2 damage”). Since it's in overdrive, playing it would mean discarding all three skills on this card and drawing a new skill stack to place on the right side of the kaiju sheet.

Example: unstable and overdrive

COMICAL DROPKICK

Roll a die without using your arms. If you roll 4 or higher, you may destroy a champion or deal 3 damage to the defenders.

OVERDRIVE

2 or higher

BIG STOMP

Slam one of your limbs onto the playing surface. You deal 1 damage to the defenders.

OVERDRIVE

3 damage

FRIENDLY HEADBUTT

Touch a heavy object with your head. You may deal 2 damage to the city [...].

OVERDRIVE

or destroy a champion

HARD TO PLEASE

Another player discards their kaiju sheet and draws a new one at random, keeping their energy dial in the same position. Then, they may unleash 1.

OVERDRIVE

unleash 2

TEMPER TANTRUM

Shake your fists in the air. Until the beginning of the next kaiju turn, another player deals and receives double damage (up to a maximum of 10).

OVERDRIVE

deals

RETALIATORY B\*TCH SLAP

If you were dealt damage during the last human turn, you may destroy a champion while insulting it.

OVERDRIVE

Even if you weren't

This kaiju is unstable, so all its playable skills are in overdrive. The player may use the following skills:

- Comical Dropkick: “[—] If you roll 2 or higher, you may destroy a champion or deal 3 damage to the defenders.”
- Friendly Headbutt: “[—] You may deal 2 damage the city or destroy a champion.”
- Temper Tantrum: “[—] Until the beginning of the next kaiju turn, another player deals double damage [—]”

Many of your support skills will ask you to choose **another player** and will only affect them (or any number of other players). In other words, since you can't use those skills on yourself, make sure to cooperate with your friends and come up with a shared strategy!

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### Too long, didn't read

Each player has three skills for each **skill stack**. The damage dial in the center of the kaiju sheet has six sectors, each pointing to a skill. The color of the sector determines the status of the skill: brown for **locked** (cannot be played), blue for **available**, orange for **overdrive**.

When you play a skill in overdrive, exchange the words highlighted in orange inside its description with those written in the **overdrive box**. Before resolving its effect, discard the skill stack and draw a new one to replace it.

## UNLEASH

Before reaching Earth, the alien engineers went the extra mile with the genetic manipulation of their weaponized creatures. As a result, kaijus developed a volatile physiology that allows them to rapidly adapt and mutate their abilities in the midst of battle.

On some occasions, kaijus can get access to special single-use moves, even more powerful than normal skills in overdrive. This process is called **unleashing**. The descriptions of these unleashed moves can be found on the back of each skill stack card.

Whenever you gain the chance to unleash a skill stack, through an in-game event or effect, you can look at the back side of both your stacks and choose one, then flip it with its unleashed side facing up.

Effects of this kind use the keywords **unleash 1** or **unleash 2**, which mean respectively “you may unleash one of your skill stacks” and “you may unleash one or both of your skill stacks.”

Unleashed skills ignore the orientation of the damage dial and are always available to be played. However, they have no overdrive effect.

Example: unleash 1

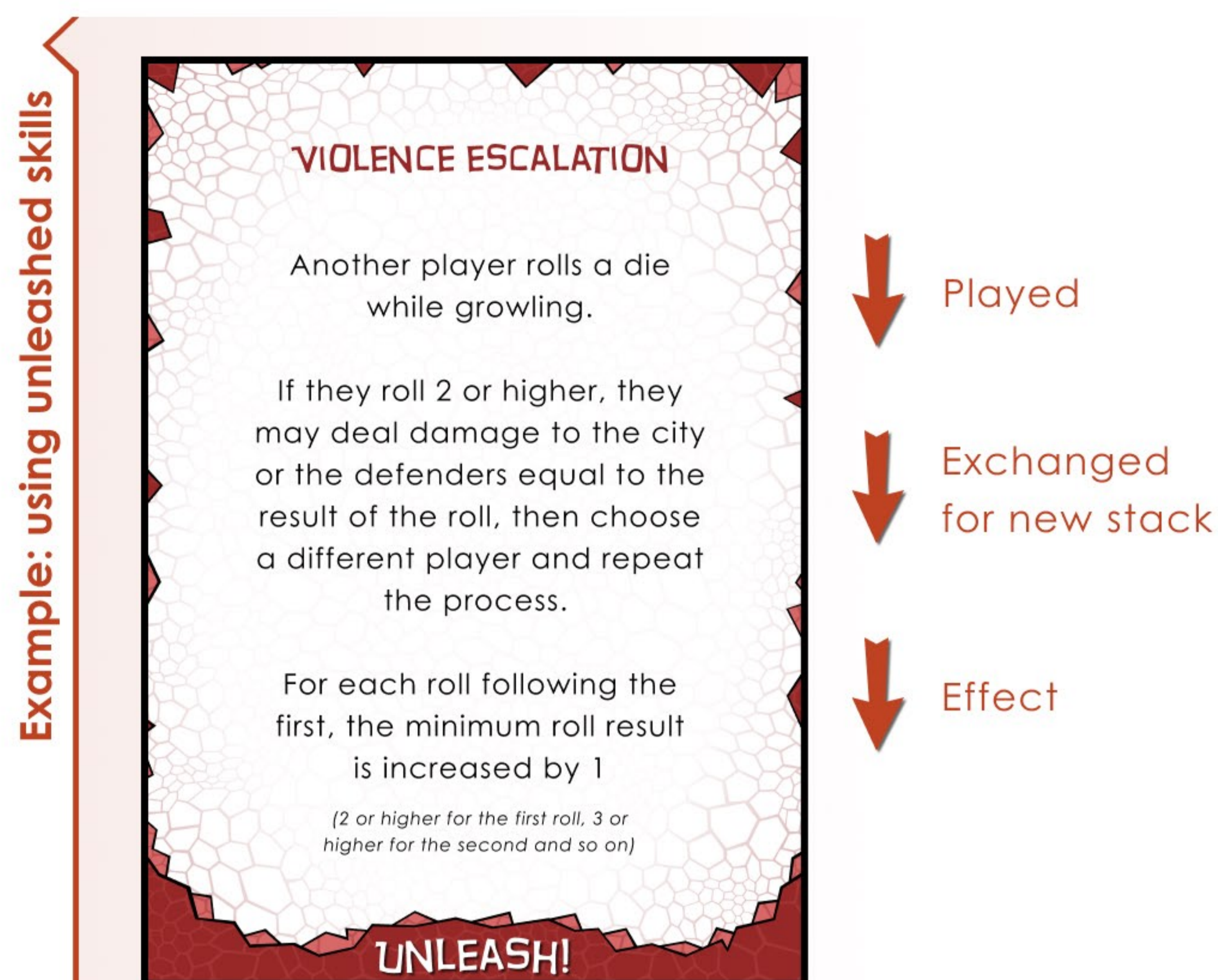


The effect of an ally's skill grants this player the chance to *unleash 1*. The player chooses to flip their right skill stack on its unleashed side. Whenever they are able to play a skill, they may choose to play their new unleashed skill instead of a normal skill.

Example: unleash 2

Thanks to a *plot hole* effect (more on them later), another player has the chance to *unleash 2*. So, the player may take a peek at the back of their skill stack cards, then choose to flip none, one or both those cards to their unleashed side.

Similarly to skills in overdrive, each unleashed skill may only be activated once. Before its effect unfolds, the player must remove that skill stack and draw a new one from the box, which will be placed in the now vacant spot with its non-unleashed side up.



During the kaijus' turn, a player uses their unleashed skill "Violence Escalation." First, the player removes the *skill stack* containing the skill they just played from their kaiju sheet and draws a new one from the deck to replace it.

Then, players follow the effect of "Violence Escalation," rolling the die and inflicting damage as described. Once the card is no longer needed for reference, it is placed back on the bottom of the *skills deck*, ready to be drawn again in the future.

### Too long, didn't read

To **unleash** a skill stack, flip it to its unleashed side to reveal a powerful, single-use move.

Unleashed skills can be played regardless of the orientation of your damage dial. When you do, discard the skill stack and draw a new one.

## KAIJU TURN

The gameplay of *Kaijus from Space!* revolves around a series of combat rounds, which continue until either the players gain enough destruction tokens to win or all kaijus become unstable at the same time, resulting in a loss. Each combat round is split into two halves, a **kaiju turn** followed by a **human turn**. Players always start the game with the kaiju turn.

During the kaiju turn, players may communicate between each other and choose a strategy, then use their skills to damage the humans, support their allies or gain advantage over their opponents. Normally, each player may use only **one skill per turn**, so teamwork and synergy with your allies will prove essential in the direst situations.

As described in the "skills" section, the position of each player's damage dial affects the availability of their skills. This might be a limiting factor in your team's strategy, so try to plan accordingly!

Don't forget to utilize your kaiju's **passive abilities**, as these can be activated without counting toward your "one skill per turn" limit. Note: some of these abilities can only be used once per game, so make sure to coordinate with your teammates!

Players have complete freedom over the order in which they activate their skills. You might go first to boost your allies' attacks, or wait to heal them after they've taken damage (or even turn their damage dial to unlock their most useful skills!). The order in which skills are played can significantly impact the outcome, leading to dramatically different results.

Example: skill synergies

TEMPEER TANTRUM

Shake your fists in the air. Until the beginning of the next kaiju turn, another player **deals and receives** double damage (up to a maximum of 10).

OVERDRIVE!

deals

LEECH SUCK

Another player deals 1 damage to you and heals **3 damage**. They must maintain physical contact with you until the end of the turn.

OVERDRIVE!

4 damage

BIG STOMP

Slam one of your limbs onto the playing surface. You deal **1 damage** to the defenders.

OVERDRIVE!

3 damage

INSANE GAINS

Until the end of the turn, whenever another player deals 2 or more damage with a single skill, they may flex their biceps and **unleash 1**.

OVERDRIVE!

unleash 2

A

→ C deals double damage

B

→ C heals 3 damage

C

→ deals 6 damage

(Alternative)

B

→ gives C the chance to unleash 1

During the kaijus' turn, player A goes first by using their "Temper Tantrum" skill, causing player C to deal and receive double damage until the end of turn. Then, player B heals player C by 3 damage and unlocks their "Big Stomp" skill, which is now in overdrive. Player C immediately uses that skill, dealing a total of 6 damage (3 from overdrive, doubled from player A's skill) to the defenders. Had player B used their "Insane Gains" instead, player C could have unleashed 1. Choices, choices!

Certain abilities allow players to use more than one skill in a single turn. In this case, players can choose to play their extra skills back-to-back or wait and play them in between other players' actions. Once all players have used up all their available moves (or refused to do so), the turn ends.

Powerful effects may give players the chance to play multiple turns in a row. When that happens, simply start a new turn as soon as you finish the current one. The humans will have to wait!

Too long, didn't read

The game alternates between kaiju and human turns. During each **kaiju turn**, players can take their actions in any sequence they choose, with each player using **one skill** from those currently available to them.



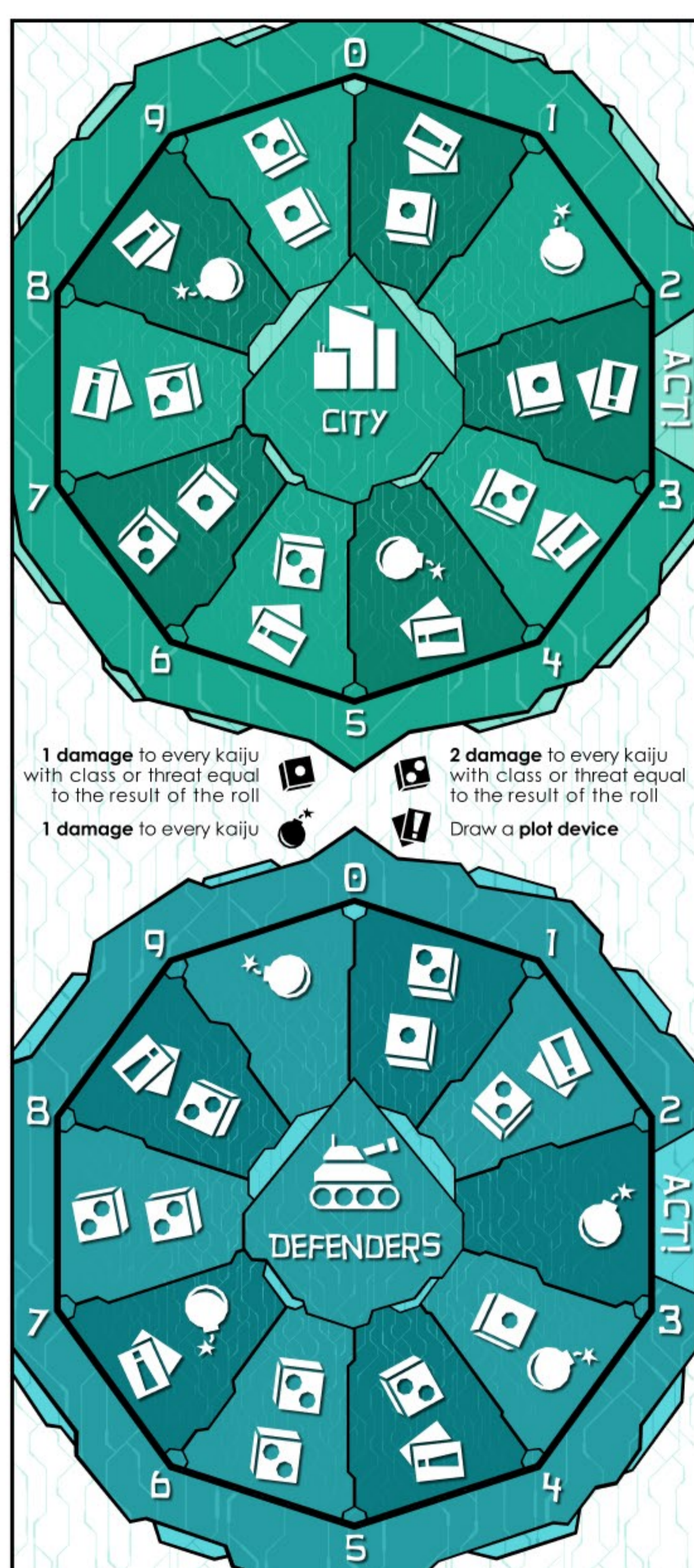
# CHECKPOINT!

Reading rulebooks is boring, but you're doing great! You're more than halfway through and already past the hardest part. Keep it up!

# HUMANS

No story about giant monsters would be complete without the meddling earthlings trying to defend their civilization from annihilation. In *Kaijus from Space!*, **humans** represent the common enemy that players must destroy by all means necessary.

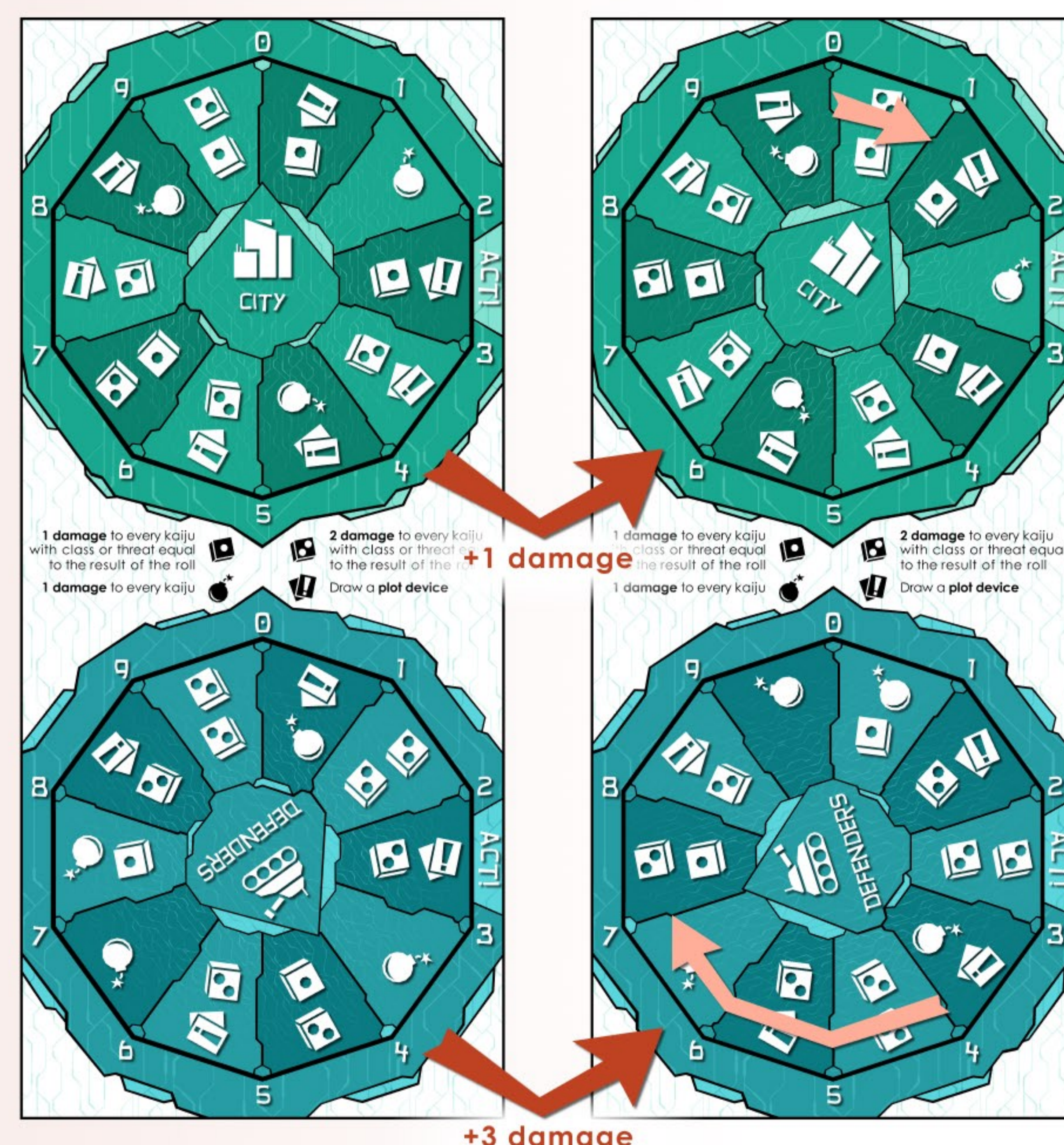
While each kaiju is steered by a flesh-and-blood player, the behavior of humans is independent and governed by their two dials: the **city dial** and the **defenders dial**. Their operation is very similar to the kaiju damage dials described in the dedicated section.



At the beginning of the game, the two dials are placed on the human sheet with their center pointing towards the top of the sheet (in their zero position).

Whenever a player or effect deals **damage** to either the city or the defenders, turn the corresponding dial clockwise by a number of steps equal to the damage inflicted. For the math-enthusiast readers, each step is equal to a 36 degrees rotation.

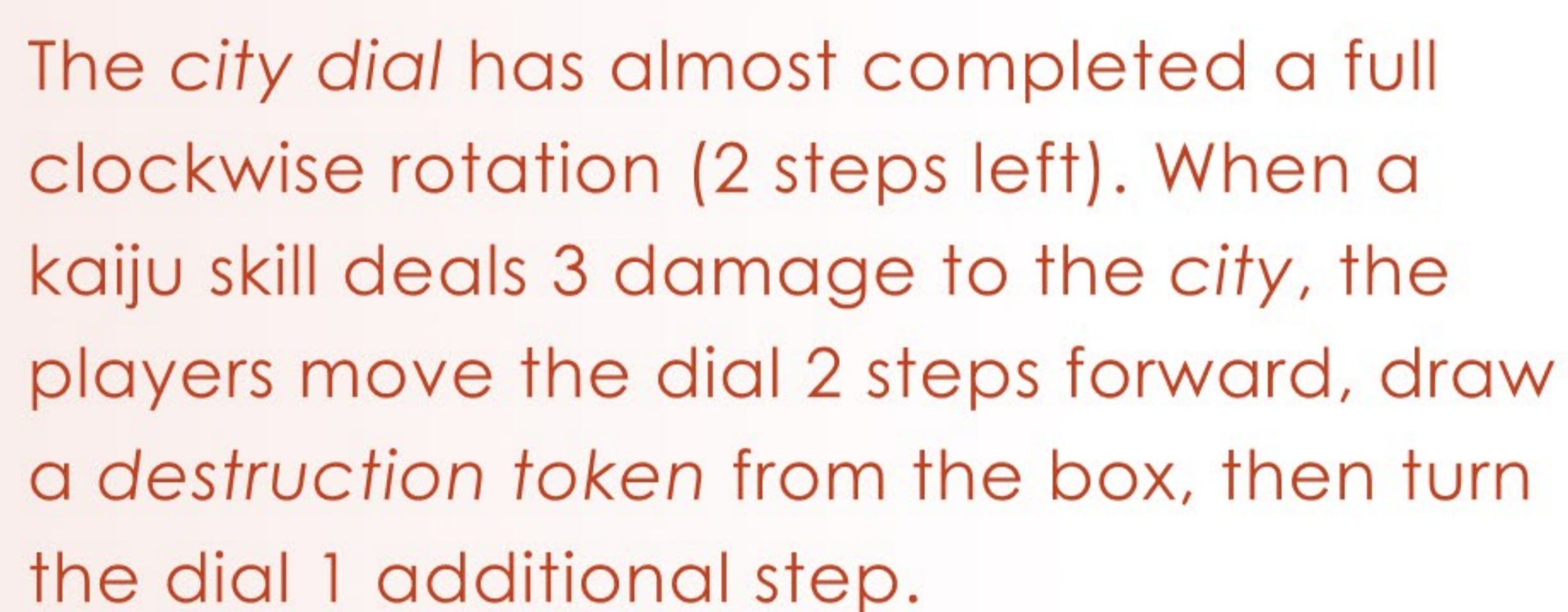
Example: damaging the humans



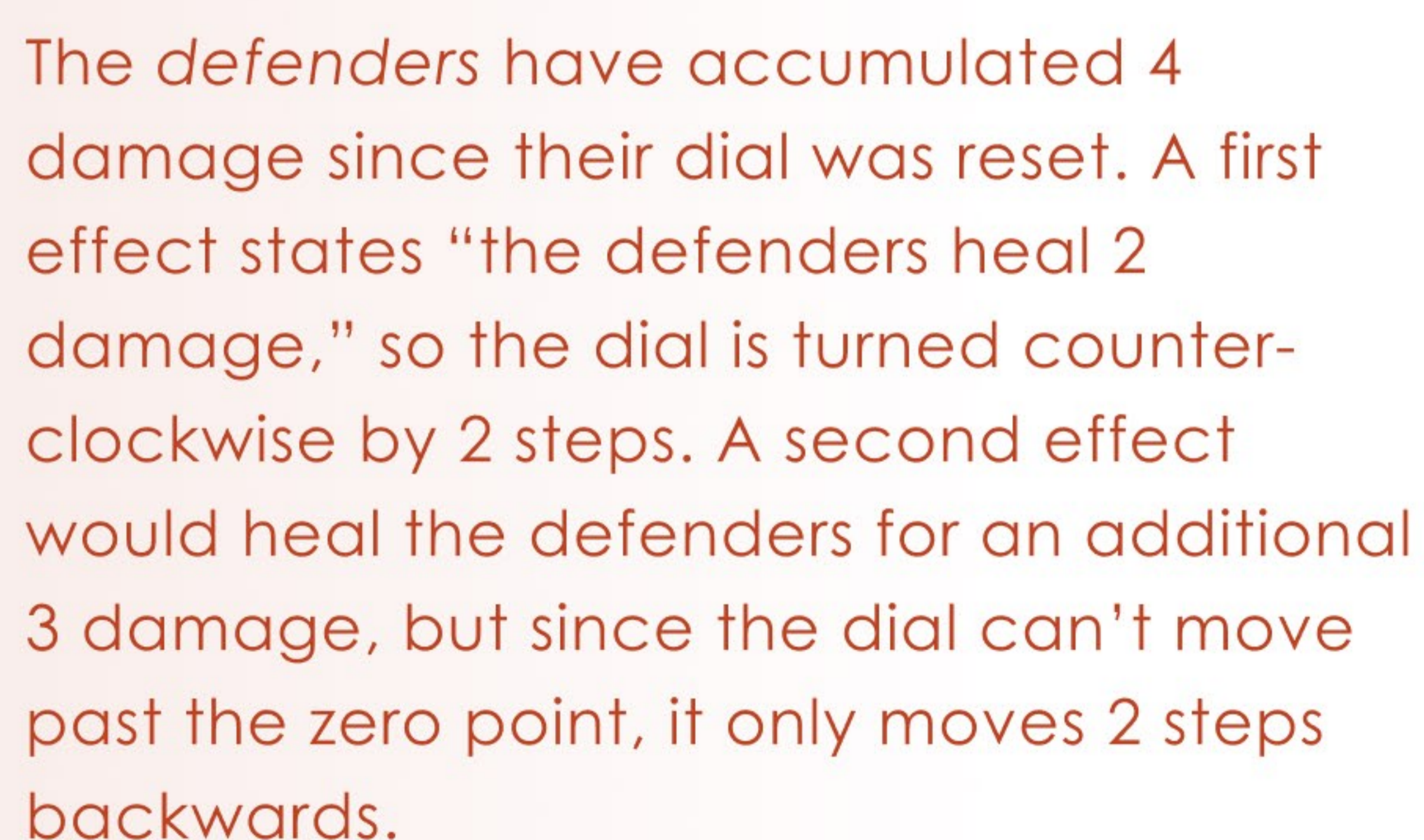
In the first figure above, the city dial is still at its zero position, while the defenders have already been dealt 4 damage. An effect now deals 1 damage to the city and 3 damage to the defenders. The dials are rotated until they reach the positions shown in the second figure.

When the city or defenders dial completes a full rotation clockwise, pointing back to the “0” on the sheet, the players gain one **destruction token**. As explained at the beginning of this rulebook, players need destruction tokens to win the game. Further details on such tokens will be provided in the “Destruction and Champion Tokens” section.

## Example: earning destruction tokens



## Example: healing the humans



## Too long, didn't read

Whenever you deal X damage to one of these dials, turn it X steps clockwise. When a dial reaches its zero position this way, players draw a **destruction token**.

Whenever the humans heal  $X$  damage, rotate the corresponding dial counter-clockwise. Human dials cannot rotate past their zero position while turning in this direction.

# HUMAN TURN

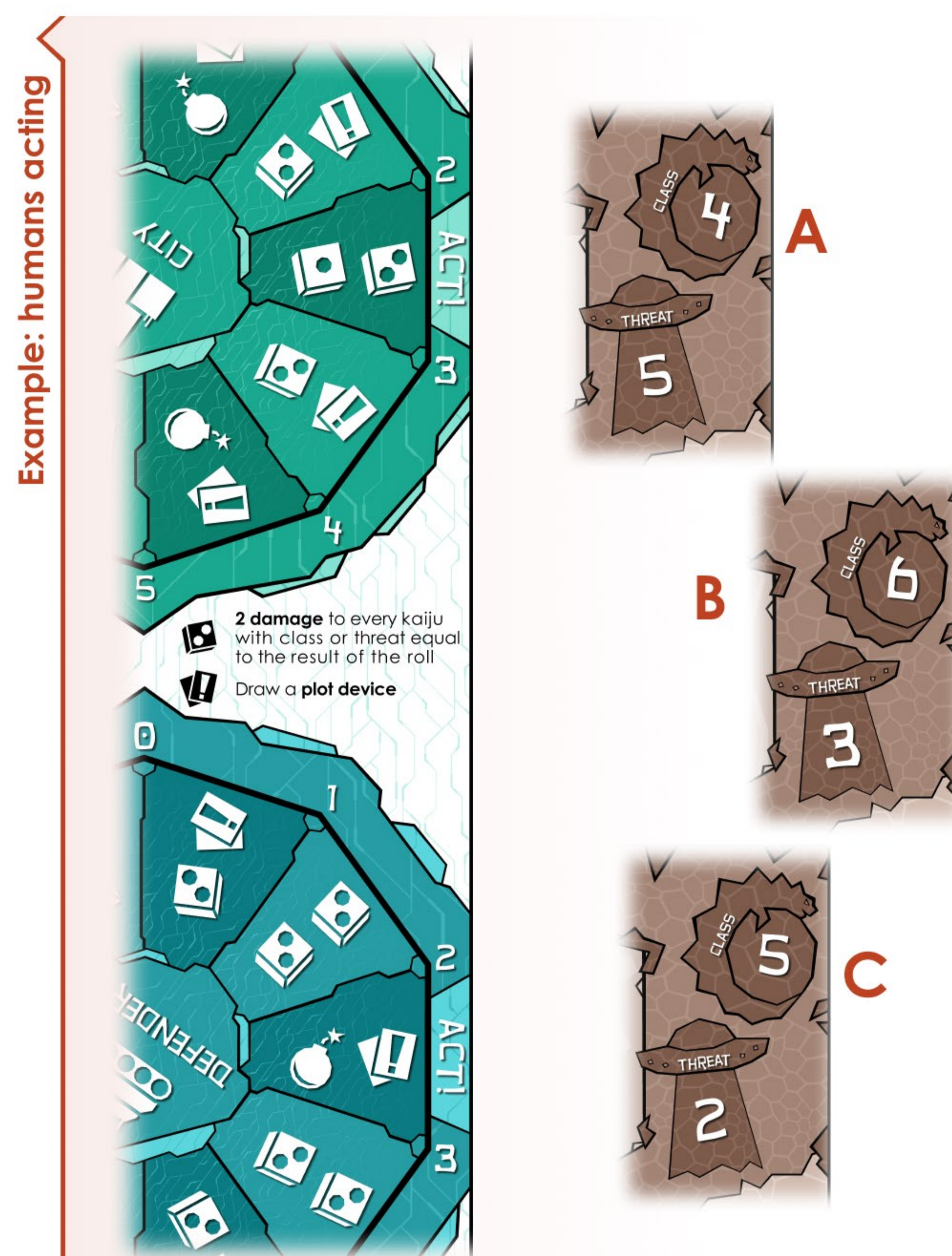
After each player has played a skill (or opted not to), the kaiju turn ends and the human turn begins.

During the human turn, both the **city** and the **defenders** will act once, in this specific order (from top to bottom on the human sheet). The actions they take are determined by the position of their dials.

First, look at the city dial and focus on the symbol (or symbols) appearing in its **right-most sector**, corresponding to the “Act!” on the human sheet. From left to right, perform the action associated with each of the four possible symbols, as outlined in the table below:

- 💣 - the humans deal 1 damage to each kaiju.
- 🎲 - roll a six-sided die. The humans deal 1 damage to every kaiju whose class or threat value is equal to the value of the roll.
- 📄 - roll a six-sided die. The humans deal 2 damage to each kaiju with a class or threat value that matches the result of the roll.
- 📄 - draw a plot card and follow the effect on the plot device side. To know more about plot cards and plot devices, refer to the dedicated section.

Next, repeat the same process for the defenders and the symbol(s) corresponding to the second highlight on the human sheet, on the right of the defenders dial.



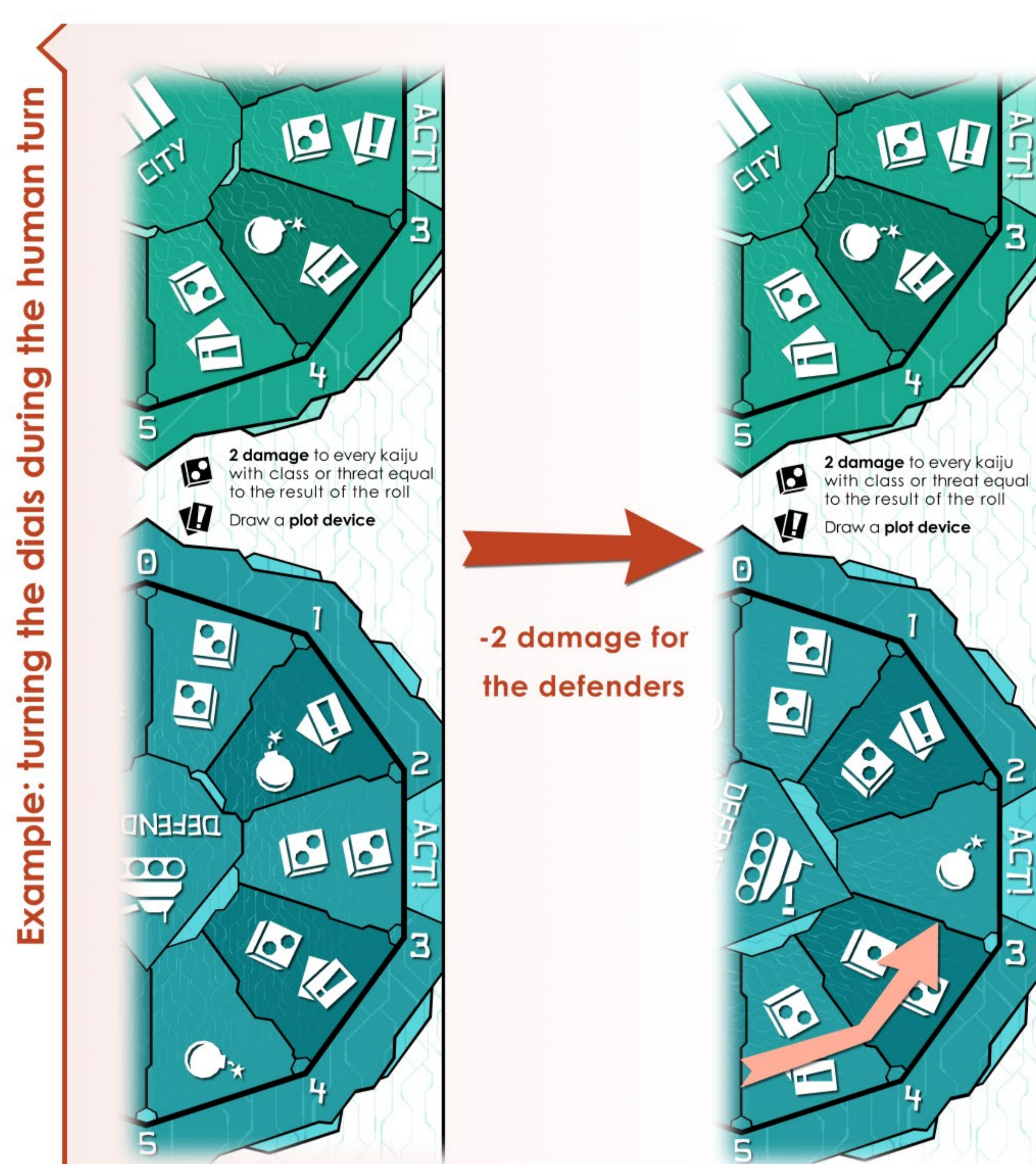
After the players have completed their turn, it's time for the humans to act. The *city* goes first:

- 🎲 → The players roll a die and get a 5. Therefore, the city deals 1 damage to both players A and C (one has a *threat* value of 5, the other a *class* value of 5).
- 📄 → Then, the players roll another die and get a 1. No player has a class or threat of 1, so no one is dealt damage.

Once the city has finished its sequence, the *defenders* act:

- 💣 → All players are dealt 1 damage, regardless of their class or threat values.
- 📄 → Players then draw a *plot card* from the top of the deck and follow the text written in the “plot device” box.

Occasionally, the human dials might rotate during the human turn (e.g., due to an in-game event causing damage or healing). If the dial shifts while you are already reading it, continue following the symbols you started to use. However, if the dial moves before you start performing the required actions, use the new symbols when it's time to act.



During the human turn, players follow the indications on the *city dial*: they roll a die, assign the damage and then draw a *plot device*. However, the plot card's effect causes the *defenders* to heal 2 damage.

Before the defenders start to act, their dial rotates: instead of rolling two dice, they will deal 1 damage to all players.

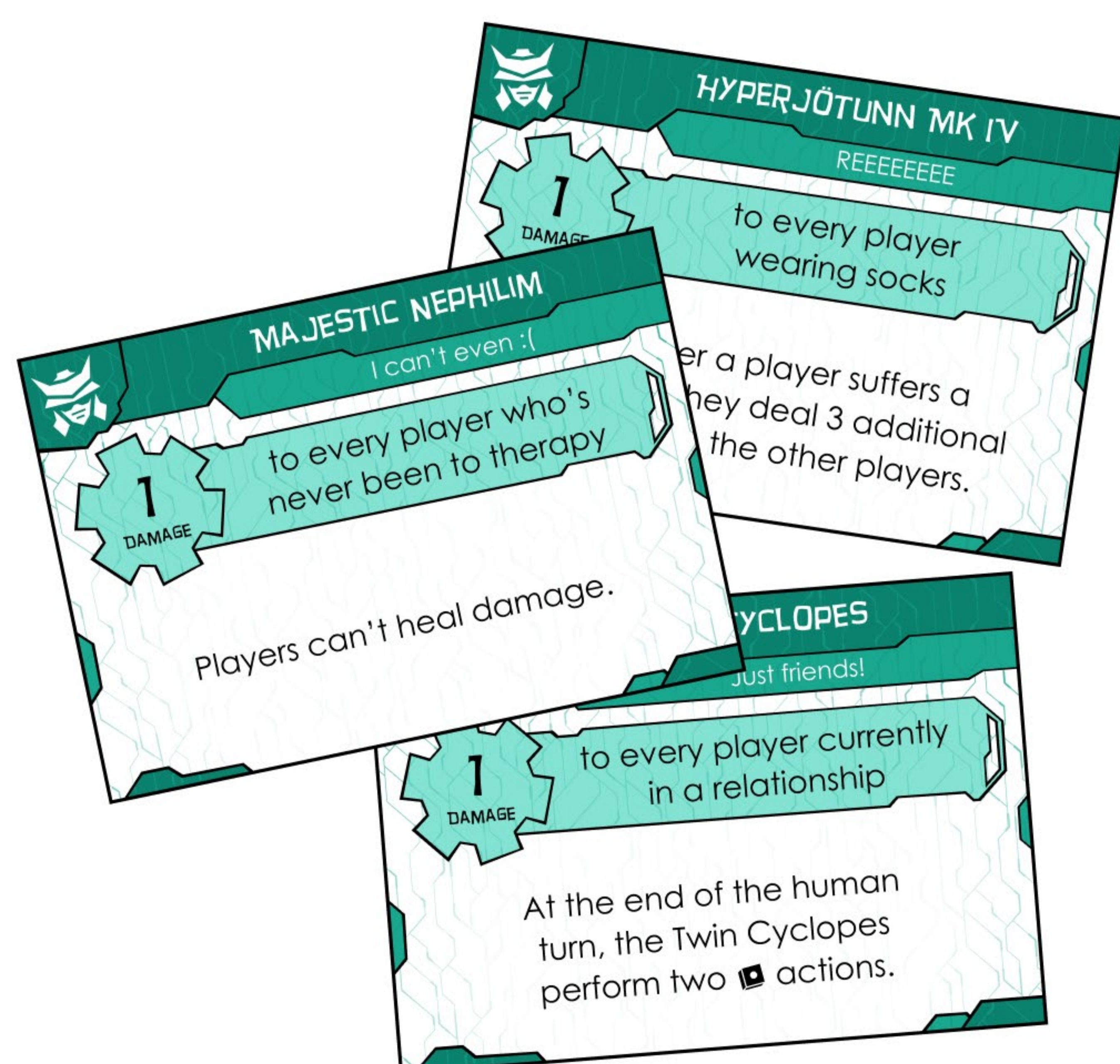
### Too long, didn't read

During the **human turn**, look at the city dial and perform the action(s) indicated by the symbol(s) in its **right-most sector**. Then do the same for the defenders dial.

## DESTRUCTION AND CHAMPION TOKENS

If there's one thing Japan taught us, it's that to defeat a giant monster, you need an equally sized bipedal robot. During your battle to save Earth from the yoke of mortgages, your enemies will deploy a variety of *mechas*, known as **champions**, to bolster their defense forces and repel the invaders.

Each **destruction token** has a champion counterpart on its backside. This side of the token features a unique name, a brief nickname or description (which does not affect gameplay), and two abilities: one **active** and one **passive**. The active ability triggers only once when the champion enters the game, while the passive ability either triggers in response to a specific event or modifies the game rules slightly until the champion is removed from the battle.



At the beginning of the game, no champions are present. However, each time the players draw a destruction token, they take one at random from outside the game and place it beside the human sheet, flipping it to reveal its champion side. The champion on the backside of that token **joins the battle**.

Upon entering the game, the champion deals a small amount of damage to one or more players, as specified in its first ability. Moreover, its passive ability immediately begins to affect the players or the gameplay.

Example: champions joining the battle



During the kaiju turn, a player deals damage to the city, causing the dial to complete a full clockwise rotation. The players gain a *destruction token* and draw one at random from the box, revealing its *champion side*. "Goliath Alpha" joins the battle; not only it immediately deals 2 damage to that player who always takes excessive naps, it will also keep healing the defenders for as long as it remains into play. How annoying!

Multiple champions can be present at the same time. When this happens, all their passive abilities affect the game simultaneously. Letting these effects pile up could turn into a serious challenge!

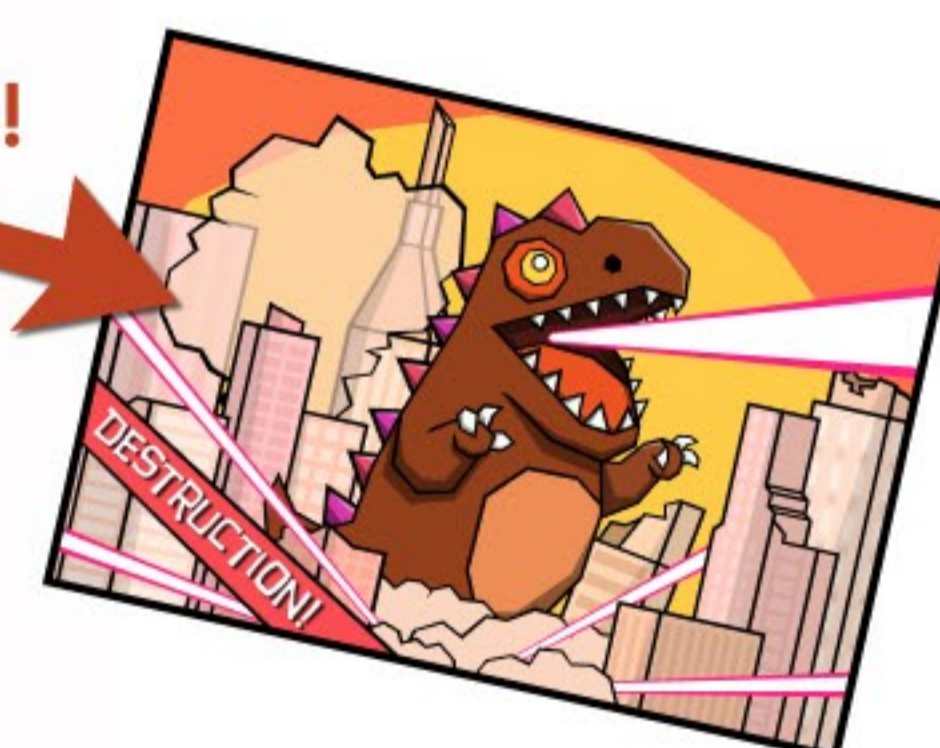
Fortunately, some skills allow players to target and **destroy** champions. When a champion is destroyed, turn it face down. Its passive effect immediately ceases to exist.

Even if you haven't destroyed them, champions still count towards the total number of destruction tokens needed to win the game. As soon as you earn your last token, you win! No need to worry about destroying that champion.

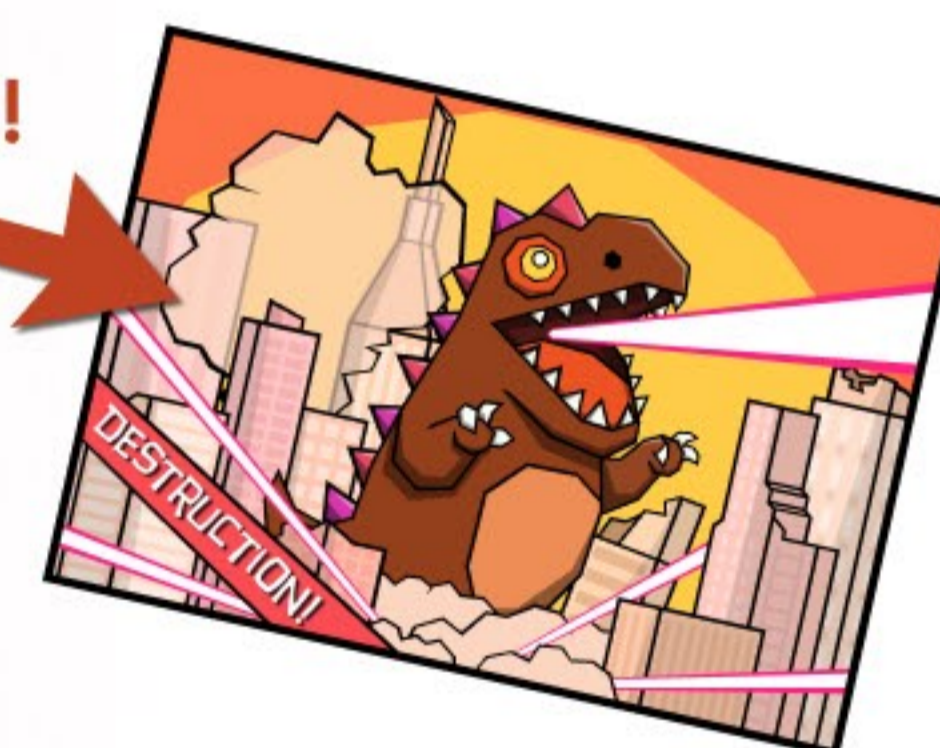
Example: destroying champions



Flip!



Flip!



A player uses a skill that allows them to destroy up to two champions. They decide to target "Megacollossus" and "Dreadnought Rex," allowing their teammates to finally unleash their skill stacks.

### Too long, didn't read

Champions enhance the humans' offense and defense. When you draw a destruction token, place it with its **champion** side up: that champion **joins the battlefield**, inflicting immediate damage on some players and activating its passive ability.

If a champion is **destroyed**, turn its token face down. Its passive ability is deactivated.

All tokens, whether they are showing their champion or destruction side, count towards the total required for players to win the game.

# PLOT DEVICES, HOLES AND TWISTS

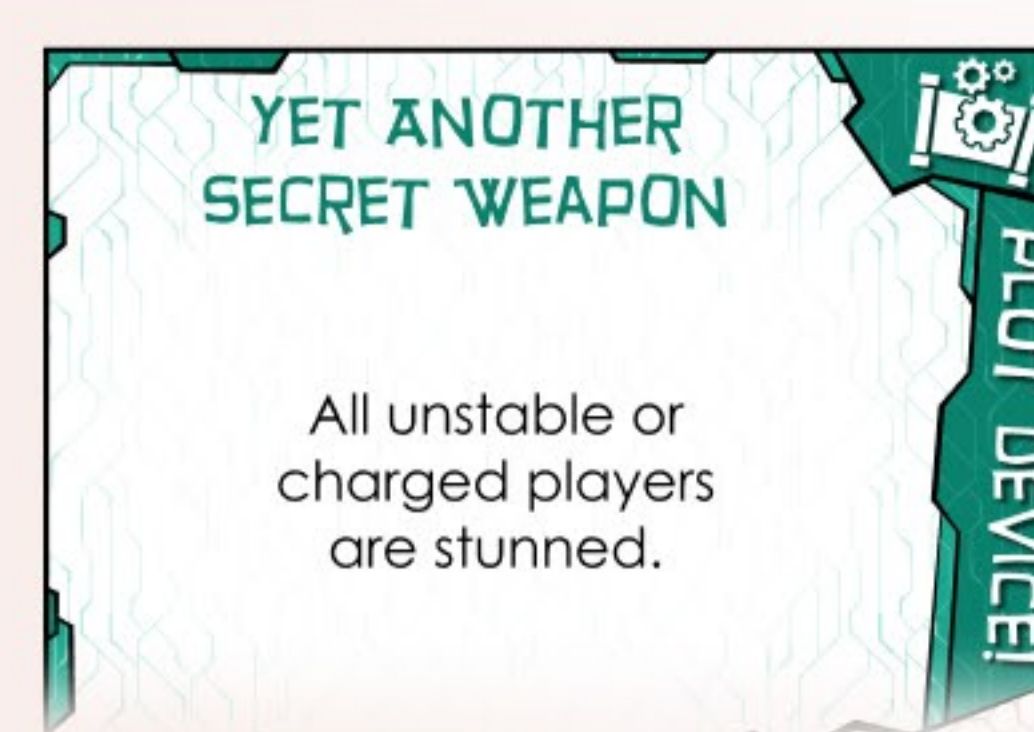
As mentioned in the “Human turn” section, the city or defender dials may prompt players to draw a **plot device**. Some kaiju skills may instead require you to draw a **plot hole**.

At the beginning of the game, you’ve set aside a deck of **plot cards**; it’s finally time to use it! You’ll notice that those cards are divided in two sections: one labeled “plot device,” which contains effects beneficial to the humans, and the other called “plot hole”, whose effects will help the kaijus.

Whenever you are instructed to draw a plot device or plot hole, grab the first card on top of the deck and read the text from the appropriate box aloud. Follow the effect and, once you’re done, place that card back at the bottom of the deck.

Some special plot cards take the name of **plot twists**. They don’t do anything by themselves, but they make the players draw an additional plot card. When this second card is drawn, the plot device and plot hole effects will be swapped. Watch out, as this switcheroo might be a blessing, or throw a wrench in your plan!

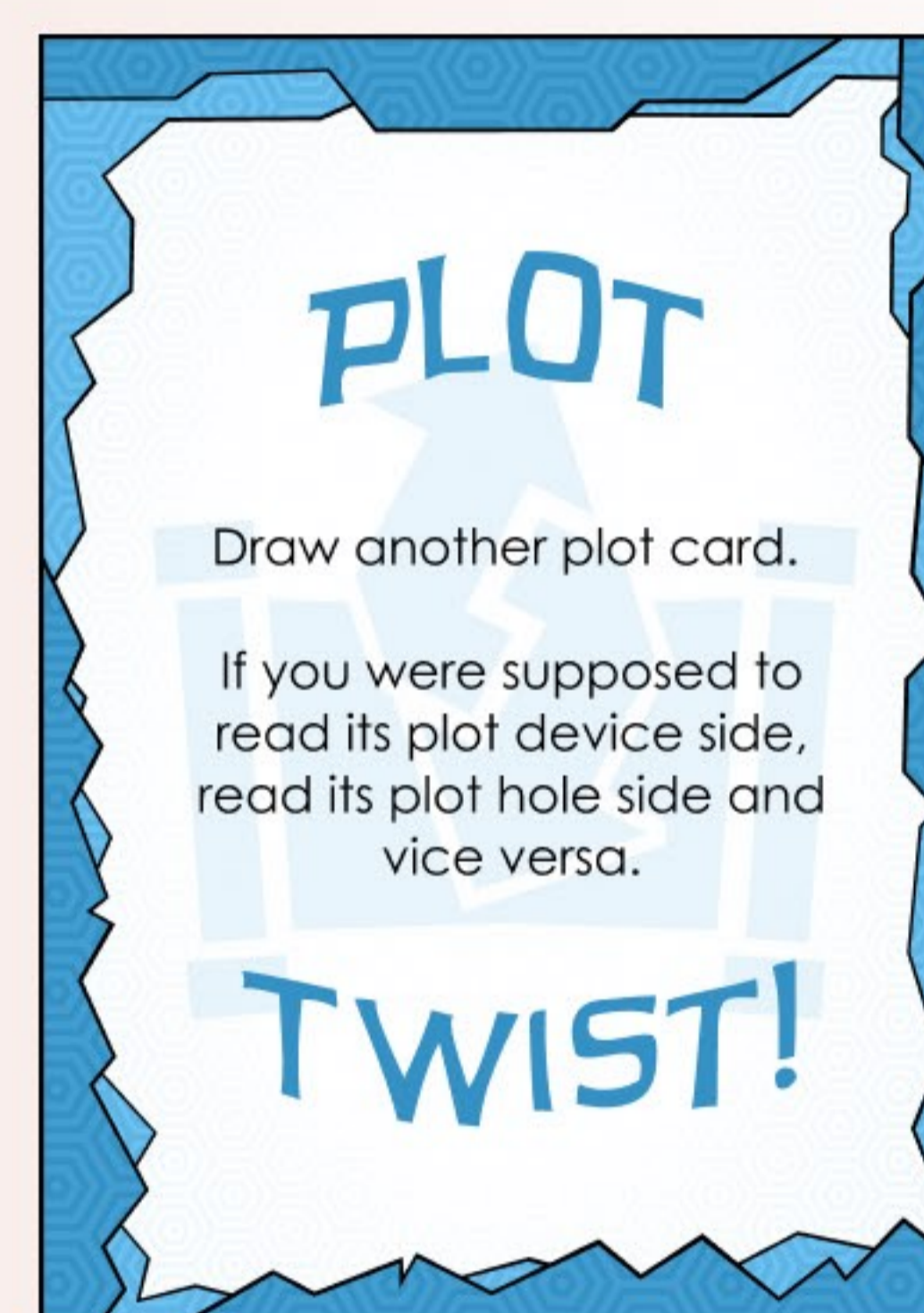
Example: plot devices and plot holes



During the human turn, the city dial instructs the players to draw a *plot device*, so they draw the first card of the deck. They ignore the text in the *plot hole* box (the brown one) and only consider the effect of “Yet Another Secret Weapon”, which prevents the players who are charged or unstable from acting during their next turn.

In the following turn, a kaiju skill requires the players to draw a *plot hole*. This time, only the “Hah! Still standing” side has an effect.

Example: plot twists



Following the symbols on the human dials, the players draw a *plot device*. However, they happen to draw a *plot twist* card. How lucky! They place the plot twist at the bottom of the deck, then draw a new card, applying the effect of “Orbital Strike” instead of the one in the plot device box. If a second plot twist is drawn before a regular plot card, the two plot twists cancel each other out!

## Too long, didn't read

When instructed to draw a **plot card**, grab the one on top of the deck. Then, depending on whether you are supposed to draw a **plot hole** or a **plot device**, read and follow the text in the corresponding side of the card.

Whenever you draw a **plot twist**, draw a second card from the deck and swap the effects of its two sides.

# EFFECTS RESOLUTION

As we've seen earlier, skills and passive abilities can be activated in any order, and plot cards may momentarily change the rules of the game.

In rare occasions, two or more effects may trigger simultaneously, or end up conflicting with each other. Here's how to handle these situations:

- Effects stating that something **can't happen** or that add limits or restrictions to actions always take precedence over the other effects.
- If two effects would happen at the **same time**, players can decide the order in which these effects are resolved. This may lead to vastly different outcomes, so choose wisely!
- If the two rules above still aren't enough to solve the issue, the players are bestowed the power to set up a democratic vote and do whatever they feel is right.

Example: can't

Player A is stunned, meaning they can't play any skill during this turn. Even if they were granted the ability to play an additional skill, they still wouldn't be able to perform any action.

Example: limits

A champion reduces all damage dealt to the city to 1. It doesn't matter how many other effects the players manage to stack, they won't be able to deal more than 1 damage with each skill!

Example: simultaneous effects

During gameplay, two effects activate at the exact same time, affecting the damage dealt by player A. "Effect 1" increases that damage by 1, "effect 2" doubles it. These two effects can be resolved in two different orders:

1 – The players establish that effect 1 should be resolved before effect 2. If player A then uses a skill that would deal 3 damage, their total damage will be  $(3 + 1) * 2$ , for a total of 8

2 – The players choose the opposite order, i.e. effect 2 followed by effect 1. The same skill used by player A will now deal  $(3 * 2) + 1$  damage, or 7 damage total. In this case, this option is less convenient, and players should choose the other one.

But what if, while playing, you **forget** about an effect that could have changed the result of a dice roll? Or about that specific ability that should have been triggered?

Let's be honest, this occurrence is rather common in most complex board games. But don't worry about that: just shift the blame to the player on the other side of the table and keep playing, as if nothing happened. Don't let a bit of unintentional cheating ruin the mood!

## Too long, didn't read

When a new effect contradicts an existing one, it overrides the old effect.

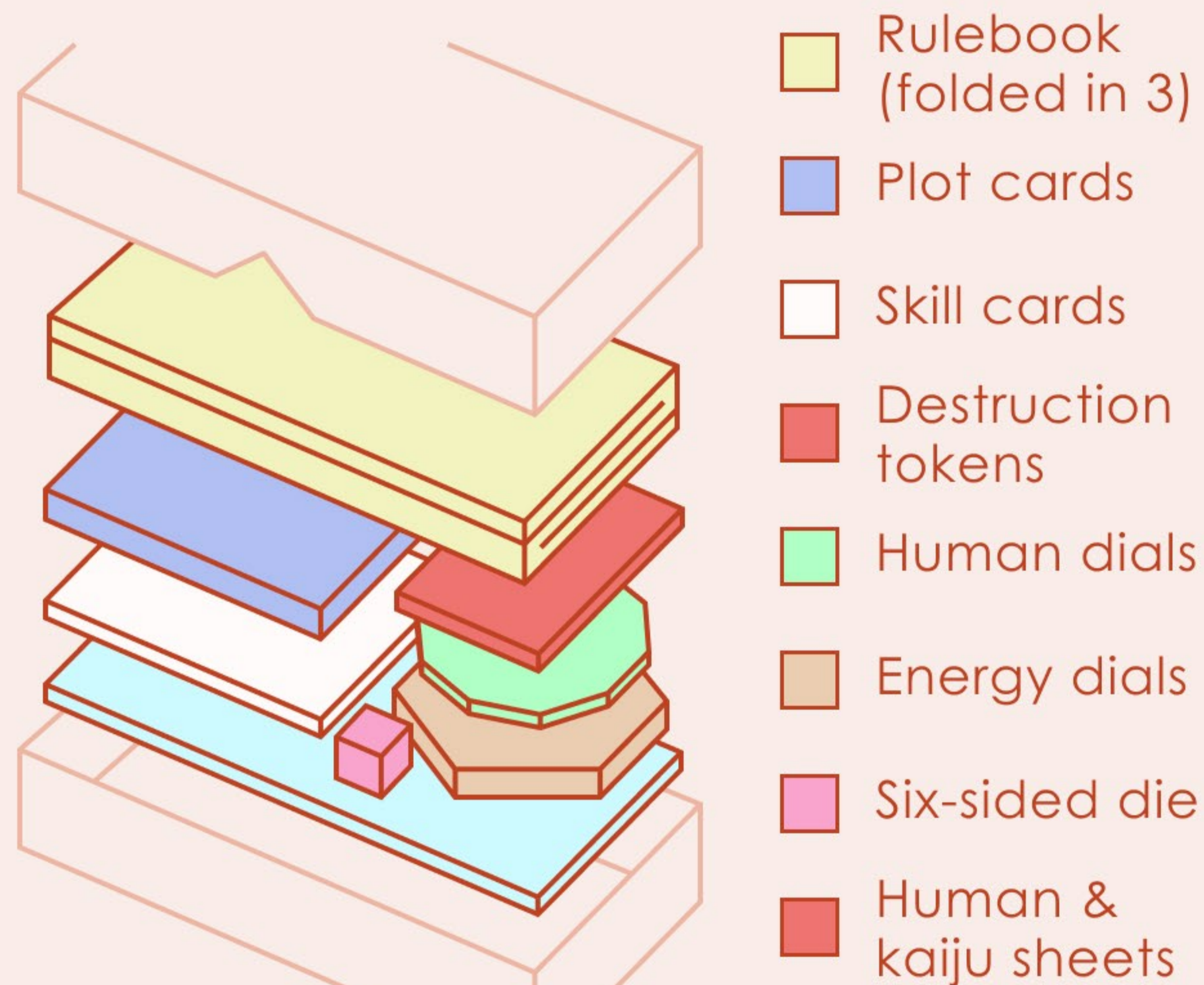
Effects that make something impossible can't be overridden by other effects.

If two effects would trigger at the same time, the players are free to choose the order in which these effects take place.

# ADDITIONAL NOTES THAT DIDN'T REALLY FIT IN THE REST OF THE RULEBOOK AND WERE NOT LAZY LAST-MINUTE INCLUSIONS, I SWEAR

## Storage

Need help fitting all the components in the tiny box? Follow this scheme!



## Difficulty setting

Is the game too difficult, or not challenging enough for your group? Change the rules!

You can try ignoring the damage dealt by the champions when they join the battle, change the number of destruction tokens needed to win the game, or create your own cards from scratch using the blanks provided in the mod pack. Experiment, and be creative!

## Golden rule

Games are meant to be fun. Try your best to make them enjoyable for everyone involved and don't be mean.

# HOW TO EXPLAIN THE GAME TO YOUR FRIENDS

Here's a super-condensed guide of what to tell your friend with an attention span shorter than a minute:

- We are giant monsters, our goal is to defeat the humans. We alternate between our turn and theirs.
- Your energy dial has 6 sectors. Each sector points to one of your skills.
- You can play one skill per turn, but only if the sector is blue or orange. Orange ones make your skills more powerful.
- When you get damaged, turn your dial. When you damage the city or defenders, turn their dial.

- If your dial turns 360°, you become charged, then unstable.
- If a human dial turns 360°, we earn a destruction token.
- If we are all unstable, we lose. If we earn X destruction tokens, we win.
- Humans will use weapons, big robots and plot cards to try to kill us.
- Don't worry about the rest for now.

Now, start a game! You can teach them each game mechanic when it comes up while playing. Remember, you can flick through the rulebook and use the "Too long, didn't read" boxes as a quick reference.

# PRINT AND PLAY

If you purchased the downloadable version of the game, please print and cut the game components as explained in the following guide.

First, make sure to open the correct file for your region and printer. As a general rule of thumb, the Letter format is mostly used in North and parts of South America, while A4 is common in the rest of the world.

Now it's time to print! The file you downloaded will include 14 pages, to be printed front and back (page 2 is the backside of page 1, page 4 is the backside of page 3 and so on), resulting in a total of 7 sheets.

Are you on a budget? Save some ink by skipping pages 6, 8 and 10! These are purely decorative and serve no gameplay purpose.

Once you are done printing, grab a pair of scissors, a guillotine and/or a willing buddy (to help! Not for the guillotine!). Each page will have some instructions on how to cut the cards, but here's a recap:

- For the skill and plot cards, simply cut along the black straight lines. Refer to this manual if you're unsure about what they should look like.
- Page 5 contains the human sheet, dials, and champion tokens. To avoid confusion, I recommend cutting out the human sheet first, then the dials, and finally the rest.
- Lastly, cut the kaiju sheets and the hexagonal damage dials.

Congratulations! You're ready to play! Snacks, beverages, and friends are strongly recommended, but not included in the game.

## Creator's advice

For best results, print the cards on thick paper or thin cardboard, if your printer can handle it. You can print directly front and back, or print on two separate sheets and glue them together.

I recommend paper with a weight of at least 180 g/m<sup>2</sup> (for Americans, 120lb Text or 70lb Cover). I usually print my games on 200 to 300 g/m<sup>2</sup> paper.

If you don't have access to such paper, no panic! The game will work just fine even if printed on toilet paper (please don't).

## Optional step

Depending on the type of paper you use, players might find it challenging to grab and turn the dials during gameplay. Here's a quick fix!



The center of the dials has two straight edges forming a reverse V shape, highlighted in orange in the picture above. Cut along those lines with a box cutter or knife and fold them upwards to create a small triangular handle.

# CREDITS

Gruelingly and painstakingly designed by Luca Cavaletto, a.k.a. "Lord Broblord."

Massive, heartfelt gratitude to all the supportive people who resisted the urge to push me off a cliff while I worked on this game, despite having every reason to.

Dedicated to the kid who insisted on playing with his beloved Godzilla action figures in the middle of his sister's carefully curated nativity scene.

This game was made possible thanks to the support of these lovely people on Kickstarter. Thank you for believing in this project (and in me!).

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THANK YOU  
FOR PLAYING!