

# KAIJU RISING

## Overview

Players take the role of giant kaiju from the depths of the ocean. The kaiju walk the streets of the city demolishing buildings with their powerful claws and teeth as well as their powerful breath. The humans won't go down without a fight though and call in the military. Tanks roll into town and take defensive positions throughout the city. Planes fly over and deliver powerful missile strikes to the mighty kaiju rampaging the city. How much destruction can the kaiju create before ending their assault on the city?

## Players

2-4 players

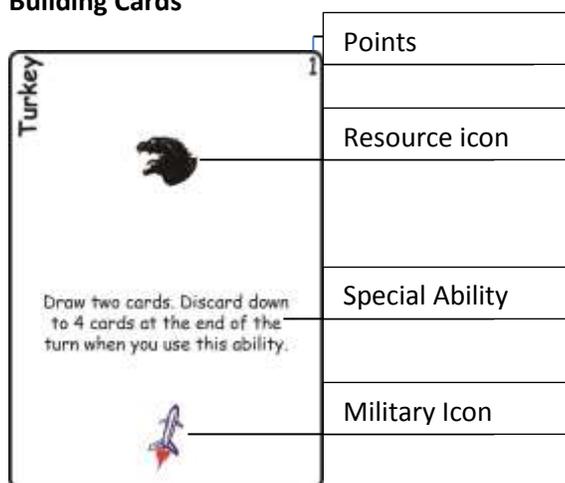
## Time

30-60 minutes

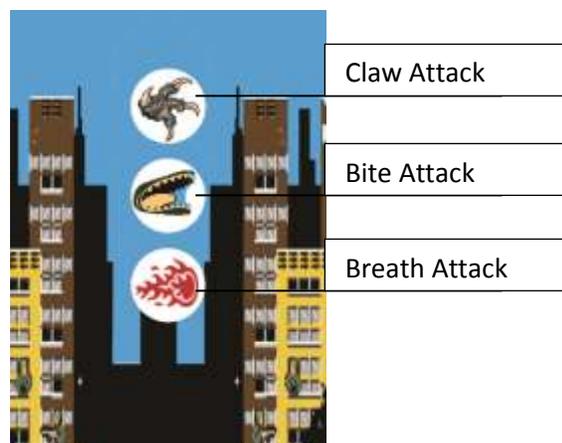
## Components

- 18" x 24" board
- 90 resource cards
  - 30 each – bite, claw fireball
- 75 building cards
- 64 cubes (16 each of 4 different colors)
- 4 kaiju player pawns ( 1 of each cube color)
- 1 buildings destroyed token (1 neutral color cube)
- 3 tank counters
- 6 neighborhood bonus point tokens
- 2-player Buildings Destroyed card

## Building Cards



Front



Back

## Setting Up the Game

1. Separate the bite, claw and fireball cards into stacks and place each stack near the board so that all players have access to the cards.
2. Shuffle the 75 building cards. Create the buildings in the city by stacking the indicated number of cards face down as indicated on each city block space on the board.
3. Randomly place 1 bonus point token face down in the tank space for each neighborhood (colored zone). Once all tokens have been placed, turn each token face up.
4. Assign a color to each player. That player receives all cubes of that color and the matching Kaiju pawn.
5. Each player starts with 3 of each resource (3 claws, 3 bites, 3 fireballs). Players shuffle their cards and place them face down in front of them to form a resource deck. Each player draws up to their hand limit of five cards from their deck to start the game.
6. The player who has gone to the beach most recently is the starting player. Players may also randomly select the starting player. Beginning with the person sitting to the right of the start player and rotating counter-clockwise, each player will pick a starting area on the beach. No players may share a starting area.

## Object of the Game

The object of the game is to obtain the highest number of points. Points are awarded by:

- Destroying building levels
- Contributing the most destruction to a building
- Contributing the most destruction to a neighborhood.

## Player Turn

On a player's turn, he/she will perform 2 actions. A player may perform the same action twice. The following actions are available to each player:

- Attack a building
- Move one block
- Rest

If a player chooses to rest as the first action, he/she cannot choose to attack a building as the second action.

During a player's turn, he/she may use a special ability on one face down building card as a free action. This includes written special abilities, tank icons and missile icons. If a card has both a written special ability and a tank or missile icon, the player must choose to use only one of the special abilities on the card when played.

At the end of the player's turn, if the player has fewer than 5 resource cards in hand, he/she draws a resource card from his/her resource deck.

## Attack a Building

Players may attack a building adjacent to their Kaiju pawn. The topmost card of the building represents the current resources needed to destroy that level. Players discard the matching cards from their hand and take the top card of the attacked building. Players also place a cube beside the building to indicate he/she has contributed



## **Attacking Another Player**

A player may attack an adjacent player as a free action during a movement action. The attacking player discards any number of cards from his/her hand. The defending player must discard the exact number and types of cards discarded by the attacking player in order to stand his/her ground. Players that cannot (or choose not to) discard the exact sequence of cards by the attacking player must move to an adjacent location. If the defending player is forced to move, the attacker must end the current movement action on the vacated space.

## **Tanks**

As the city begins to fall, the military will show up to defend the city. When the Buildings Destroyed token is moved to a colored square, a tank will appear in the city on the tank space of the same color. The player who destroyed the building causing the tank to appear places the tank and orients the tank in any orthogonal direction at the end of his/her turn.

Tanks have a line of sight of 2 intersections, but only in the direction the tank's turret is facing. If a player is at any time within two intersections of the tank, the tank will shoot the player. If shot, the player randomly discards a card from his/her hand.

Players can attack an adjacent tank as a free action during their turn. To attack a tank, the player discards 1 card from his/her hand. After discarding the card, the player moves the tank to an adjacent intersection not blocked by a player's Kaiju pawn and orients the turret of the tank in any orthogonal direction.

On a player's turn, he/she may use building card that has a tank icon on it as a free action. This allows the player to move and/or orient any tank in the city. The tank may not move more than 1 intersection away from its current position and can be oriented in any orthogonal direction. Once played, the building card is added to the score pile.

## **Missiles**

As a free action, players may play one of their face down building cards with a missile icon to call a missile strike. Upon playing the building card, the active player chooses an intersection for the missile to hit. Any players (including the player calling the missile strike) that are standing next to that intersection will be hit by the missile. Players hit by the missile must discard one card at random from their hand. Once played, the building card is added to the score pile.

## **End of Game**

When City Hall (the building surrounded by the gold border on the map) is destroyed or a player has placed all of his/her cubes, the round continues until all players have had the same number of turns. When the round has concluded, the game is over.

Any face down building cards in front of a player are turned face up and placed into the score pile.

For each neighborhood (colored zone), determine which player caused the most destruction. The player who has the most cubes in a neighborhood receives the bonus point token for that neighborhood. If there is a tie, all players tied split the points (rounded down) for that neighborhood.

For each building that was completely destroyed, determine who caused the most damage to the building. The player with the most cubes in an empty lot, receives the points listed in the empty lot. If there is a tie, all players tied split the points (rounded down) for that building.

Players then add up all of the points on the building cards in their individual score piles.

### **Winning the Game**

The player with the highest number of points is the winner. In the event of a tie, the player with the fewest cubes left is the winner. If there is still a tie, destroy the city again (or just call it a tie).

### **Changes for a 2 Player Game**

- Use the 2 player Buildings Destroyed card. Place it over the Buildings Destroyed chart on the board.
- Only use the building lots with the 2+ icon. The furthest row and column of lots from the start spaces on the board should not be filled in with building cards.
- Do not add a bonus point token for the red neighborhood