

大怪獣

DAIKAIJU

DIRECTOR

First  
CONTACT



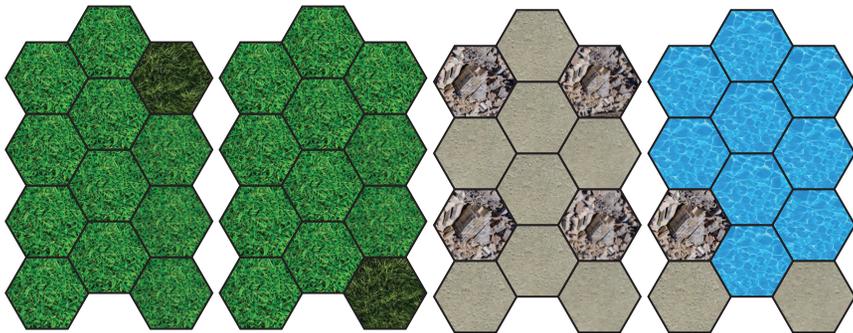
# OVERVIEW

Daikaiju Director is a strategy board game where you take on the role of 1 of 4 unique Daikaiju in an action packed giant monster movie. Use your special abilities and underhanded twist cards to steal the spotlight and become the star of the show by wrecking the city and defeating your rivals.

# BOX CONTENTS

- 8 Set Tiles
- 10 City Props
- 30 Building Props
- 10 Lava Props
- 2 Combat Dice (D6)
- 1 Scene Counter (D10)
- 26 Health Counters
- 24 Energy Counters
- 100 Ratings Point Counters
- 4 Daikaiju Standees
- 4 Daikaiju Cards
- 4 Twist Decks containing 30 cards each

## Set Tiles - (2 of each)



## City Prop and Building Props (10 sets)

## Props, Dice, Counters and Standees



Lava Prop



Scene Counter D10



D6



Health Counter



Energy Counter



Ratings Point Counter



Daikaiju Standees

## Daikaiju Cards

HP 7	<b>SPACE HUNTER X</b>
EC 6	
ER 4	
AM 3	
DM 2	
MS 3	
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**Passive**  
Ranged Attack: Space Hunter X can attack other actors and props up to 4 spaces away.

**Active**  
Fly (2e): Move Space Hunter X his move speed plus 1 and ignore all actors, props and terrain.  
Longshot (4e): Make an attack up to 8 spaces away.

HP 5	<b>EELIAN</b>
EC 6	
ER 3	
AM 2	
DM 4	
MS 4	
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**Passive**  
Aquatic: Eelian moves its normal move speed on water spaces.

**Active**  
Siren Song (2e): Move another actor equal to its move speed.

- Health Points
- Energy Capacity
- Energy Recharge
- Attack Modifier
- Defense Modifier
- Move Speed

HP 6	<b>FENRIR</b>
EC 4	
ER 2	
AM 5	
DM 1	
MS 3	
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**Passive**  
Vicious: Whenever Fenrir deals damage to another actor, it deals 1 additional damage.

**Active**  
Pounce (3e): Move Fenrir up to his move speed and then make an extra attack.

HP 6	<b>VULCANUS</b>
EC 4	
ER 2	
AM 5	
DM 1	
MS 3	
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**Passive**  
Lava Immunity: Vulcanus moves at its normal move speed and doesn't take damage from lava spaces.  
Water Weakness: If Vulcanus starts the scene on a water space, deal 1 damage to it.

**Active**  
Crack the Earth (6e): Place one lava space within 4 spaces of Vulcanus.  
Lava Tubes (2e): If Vulcanus is on a lava space, then place it on any unoccupied lava space on

- Daikaiju Name
- Passive Abilities
- Active Abilities

## WHAT IS A DAIKAIJU?

Daikaiju are the unique monsters that players play as. They are what's referred to as an actor and are represented by their own special standees on the set. Unlike props, actors can move around the set and can take a number of actions each turn.

What makes each Daikaiju unique? Just about everything. Each monster has different movement speeds, combat modifiers, and special abilities. These characteristics along with their special 30 card Twist Deck make each Daikaiju have a unique playstyle that it shares with no other Daikaiju.

### Take Space Hunter X for example:

At the top is the Daikaiju's name, in this case "Space Hunter X." The characters "Passive" and "Active" abilities are listed beneath the name. The colored strip to the left is called the stat box.



**HP** stands for **Health Points**.

All Daikaiju begin the game with health counters equal to this number. When a Daikaiju takes damage, remove health counters equal to the damage taken. If a Daikaiju no longer has any health counters, then it is defeated and removed from the set. A Daikaiju cannot have a number of health counters greater than its HP.

**EC** stands for **Energy Capacity**. All Daikaiju begin the game with energy counters equal to this number. A Daikaiju cannot have a number of energy counters greater than its EC. When a Daikaiju "gets full energy" they gain energy counters until the number of energy counters they have is equal to their EC.

**ER** stands for **Energy Recharge**. When a Daikaiju uses a charge action, they gain energy counters equal to this number.

**AM** stands for **Attack Modifier**. This modifier is added to every attack roll a Daikaiju makes. This, along with a Daikaiju's defense modifier, can be modified by Twist Cards.

**DM** stands for **Defense Modifier**. This modifier is added to every defense roll a Daikaiju makes. Ties in combat always go to the defender.

**MS** stands for **Move Speed**. This is the number of spaces a Daikaiju can move when you take a move action.

## OBJECT OF THE GAME

The goal of Daikaiju Director is to become the star of the show by having the most **Ratings Points** at the end of the game. If there are multiple players tied for highest number of Ratings Points then they are co-stars, and their rivalry will have to be settled in a future game. You can get Ratings Points by doing any of the following:

**1 Rating Point** for each point of damage dealt to another actor or prop

**7 Rating Points** for dealing the finishing blow to another Daikaiju

**5 Rating Points** for being alive at the end of the game

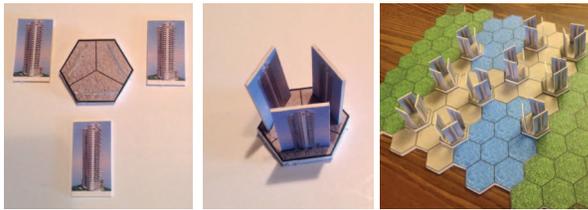
Some Twist Cards can also give you Ratings Points. The card will tell you under what conditions you will receive.

## SET UP

First, determine the number of players playing and set up the board, referred to hereafter as the “set.”



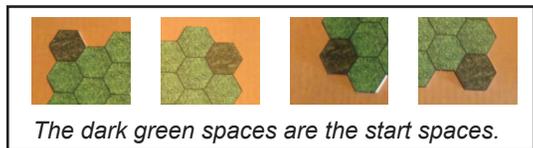
Then assemble and place all building props in their designated spaces (rubble) on the set tiles.



After the set has been made, each player rolls a 6 sided die (D6) to determine who picks their Daikaiju first. The highest chooses first after resolving any ties by rolling again. Then the second highest picks theirs and so on and so forth.

After each player has picked their Daikaiju, each player rolls another D6 to determine who places their actor on a starting space first. Again, the player with the highest roll chooses their starting space first after resolving any ties.

Everybody shuffles their Daikaiju’s Twist Deck and then



draws 5 cards. The Scene Counter is given to the player who placed their actor on the Set last and they go first, starting the game with **scene 1**.

## SCENE OVERVIEW

Each scene has a number of phases:

1. **The Start of the Scene**
2. **Player Turns**
3. **The Clean Up**

### **Phase 1: The Start of the Scene**

Determine who is going first this scene by having each player roll a D6. (This is done at the beginning of every scene.) The player with the highest roll goes first and then players take turns going clockwise. Resolve any ties by having the players who tie re-roll until one player rolls higher than the other. This is skipped on the first turn since the player who placed their Daikaiju on the set last always goes first.

The first player gets the Scene Counter. He or she adjusts it according to what number scene they are on. If it’s the beginning of the game it is set to “1.” If it’s a new scene that the counter is turned up one, and if it’s on “10” then it is the last scene of the game.

Then all players draw 1 Twist Card from their Twist Deck. (This step is skipped during the first scene.) If any abilities or Twist Cards resolve at the start of the scene this is when they are resolved. **Then player turns begin.**

### **Phase 2: Player Turns**

During their turn, a player will do the following:

- Resolve any effects that take place at the beginning of your turn like placing your Daikaiju back on the set after using the “Burrow” Twist Card.
- Play a Twist Card. (Players can play 1 card per scene. See “Twist Cards” section below for more information.)
- Take 2 actions with their actor. (see the “Action Overview” section below)
- Take any bonus actions awarded from using special abilities or Twist Cards.
- Resolve any effects or abilities that take place at the end of your turn.

After a player finishes their turn, the turn passes to the next player in a clockwise order. **Repeat this phase until every player has taken their turn for the scene. Then start the Clean Up phase.**

### **Phase 3: Clean Up:**

After every player has taken their turn for the scene, resolve any abilities or effects that need to be resolved at the end of the turn. Discard any non-persistent twists that are in play along with any persistent twists that have expired.

## **ACTION OVERVIEW**

Daikaiju can normally take **2** of the following actions during their turn (They may take the same action twice):

- Move
- Attack
- Charge
- Use Activated Special Ability

Some Twist Cards and abilities grant Daikaiju additional actions. These additional actions can be any of the above actions unless a specific action is called for.

## **MOVEMENT**

When you take a move action with your Daikaiju, you can move it up to its Move Speed in any direction on the set. During movement, Daikaiju can change direction and even move through spaces that they already moved through. They cannot move through spaces occupied by building props or other actors.

Water spaces affect the movement of all actors unless they have the aquatic passive ability or are using the fly active ability. Actors moving through water treat their move speed as if it was 1 less than it normally is. When a Daikaiju moves out of water their MS goes back to the normal amount.

**For Example**, Fenrir wants to get adjacent to Space Hunter X in order to attack him. That's only 3 spaces away and Fenrir has a MS of 3. Looks like Space Hunter X is in for a world of hurt. But wait, Space Hunter X is in water and water gives a -1 to MS. Fenrir isn't starting in water so he should be alright, right? Let's take a look:

Fenrir can move up around the building prop and jump in the water. That's 2 spaces and moving 1 more takes 3 MS. Unfortunately, since Fenrir is in the water his move speed goes down to 2 so he can't move that extra space. Alternatively, Fenrir could move down around the building prop and land in the water on his 3rd space, since he still has a MS of 3 when he moves that last space, but that doesn't get him any closer to Space Hunter X. Looks like Fenrir will have to use his 2nd action as a move action to get adjacent to the enemy Daikaiju.



Some Daikaiju have Active or Passive abilities that affect movement. Space Hunter X's "Fly" ability allows it to increase its move speed by 1 and move through spaces occupied by other actors or props. Fly does not allow Space Hunter X to end its movement in an occupied space. Space Hunter X also ignores the -1 MS rule of water and avoids any attacks that it would normally incur from moving through lava.

## **ATTACKING AND COMBAT**

When a Daikaiju makes an attack action, they choose an adjacent actor or prop that they want to try to damage. If the Daikaiju is attacking another actor then both players roll a combat die (D6). The attacker adds their AM to their roll, and the defender adds their DM to their roll. Players can play Twist Cards to modify the result for either the attacker or defender.

Then, the players compare the results. If the attacker's result is greater than the attack is successful and the defender takes 1 damage. If the result is tied or in favor of the defender then the defender successfully defends and no damage is dealt. Daikaiju get a rating point for each damage they do to another actor.

If the attacker is attacking a prop, then the player to the attacking player's left rolls the combat die for the prop's defense. Unlike Daikaiju, props don't get any inherent modifiers to their defense roll. If the attacker wins the roll then that player removes one of the buildings from the building prop and gains a rating point. If no buildings remain then remove the entire prop from the set.

## CHARGING AND ENERGY

When a Daikaiju takes a charge action, they gain energy counters equal to their ER. They cannot gain energy counters greater than their EC.

**For example**, Space Hunter X wants to use its Longshot Active ability, but that requires 4 energy and it only has 3 energy counters.

It will have to use 1 action to charge before it can use that ability. Space Hunter X uses a charge action and it would normally get 4 energy counters, but that would give him more counters than its EC of 6. Space Hunter X gains only 3 counters and is at full energy..



## ACTIVE AND PASSIVE ABILITIES

Actors, like Daikaiju, can have 2 different types of abilities: Passive and Active. **Passive abilities** are always in effect and require no actions or energy to use. Active abilities, on the other hand, require an action to "activate" and cost a certain

amount of energy marked with a (#e) after the ability name. If you don't have enough energy counters you cannot use the active ability. If you lose the energy and can no longer pay for the ability after you've spent the action to activate it then the action is wasted.

## TWIST CARDS

Twist cards add a dynamic element to Daikaiju Director. They can alter combat, disrupt other player's turns, and do a lot other things that Daikaiju by themselves can't normally do. Each player starts the game with 5 Twist Cards in their hand and they draw a card from their Twist Deck at the beginning of every scene except for the first. Players can only have a maximum of 7 Twist Cards in their hand. If they have more than 7 in their hand at the end of the scene then they must discard twists of their choice from their hand until they only have 7.

Players can play only one Twist Card a scene. To play a Twist Card, the player takes it from his or her hand and places it on the table in front of them. They declare that they're playing that twist and read its effect to the table. Then the twist's effect occurs immediately. They are left on the table to remind all players that this player has played a twist this scene until the clean up phase where they are discarded.

### Here's what a normal Twist Card looks like:

⊙ The name of the twist is at the top of the card along with the twist symbol. Below that is some art representing the card. The name of the Daikaiju that the twist belongs to sits just below the art. Taking up the bottom portion of the card is the most important part of any Twist Card: the card text. The card text tells you what the Twist Card does when it's played.



 Normally twists can only be played on their owner's turn and their effects expire during the clean up phase where they are discarded. **Immediate Twists** such as "What a Twist" are denoted by a lightning bolt symbol instead of the normal twist symbol and can be played at any time during the scene. Immediate Twists count towards your 1 Twist Card a turn limit. They are placed on the table, declared, and read just like a normal twist. Then their effect takes place immediately. They also stay on the table until the cleanup phase.



**III Persistent Twists** like "Ability Nullifier" persist through Clean Up Phases so their effects last multiple scenes. They are denoted by a roman numeral in the upper right hand corner. That numeral indicates how many Clean Up phases it lasts through. In this case, the twist sticks around for 3 turns before it is discarded. Consider using rating points counters or some other token to keep track of how many turns a Persistent Twist has been in play.



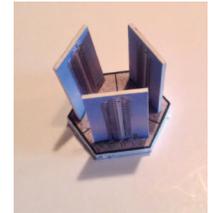
**4e** This is an **Energy Twist**. Each Daikaiju gets 1 in their Twist Deck. They're really powerful, but with a drawback. They have to be played at the beginning of your turn, which can be a bit inconvenient. However, if you pay a certain amount of energy, then you can play them as if they are an Immediate Twist. That number is indicated both in the card text and next to the "e" symbol in the upper right.



## PROPS

There are 2 different kinds of props included in "Daikaiju Director: First Contact." These are building props and lava props.

**Building props** are placed on the set on top of rubble spaces at the beginning of the game. Daikaiju cannot move through spaces occupied by a building prop until it is reduced to rubble. Actors can attack a building prop just like another actor, but another player (usually the player to the attacking player's left) rolls for the building's defense. If the attack is successful then one damage is dealt to the prop. Players get ratings points for damaging building props just like they do for damaging actors. When a building prop is damaged remove 1 building from it. If there are none left, then remove the whole prop from the set.



**Lava props** typically are placed on the set via Vulcanus' "Crack the Earth" ability. They do not hinder movement in anyway unlike building props. When actors move through lava, Vulcanus gets to make a free attack against them. Actors starting the scene on a space with a lava prop automatically take 1 damage. If a lava prop is placed on a space occupied by an actor or prop, it is the same as moving into lava. Damage dealt by lava props is considered to be dealt by Vulcanus. If an actor gets moved by a player who isn't their controller via a Twist Card or some ability and it takes damage then that player gets 1 Ratings Point too.



**FAQ'S:**

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**NOTES:**

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