



**ROSE
GAUNTLET**
ENTERTAINMENT

HOW TO RAISE YOUR KAIJU

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RULEBOOK

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HOW TO RAISE YOUR KAIJU

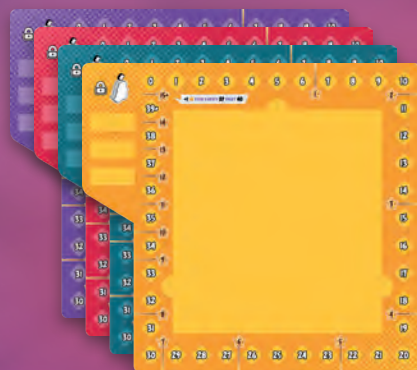
You've done it! You've built a life any Kaiju would be proud of, and now it's time to pass on your skills to the next generation. Your little brood is wild, but with strategy and patience, they too can become **legendary**.

In **HOW TO RAISE YOUR KAIJU**, you play as a Kaiju parent trying to guide their newly hatched Kaiju to victory. You will help them travel the world and defeat key cities, gaining skills, experience, and ★ Gold Stars along the way. The Kaiju family with the **most ★ Gold Stars** at the end of the game wins!

COMPONENTS



1 Open World Board



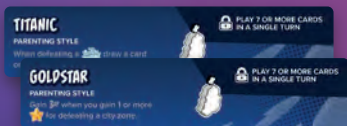
4 Experience (XP) Boards



24 Kaiju Meeples
(x6 per player)



8 Parent Cards



8 Parenting Style Tokens



16 City Cards



104 Skill Cards



120 Defense Tokens
(x20 in 6 types)



1 Defense Bag



50 ★ Gold Star Tokens
(x30 1-Star, x20 5-Star)



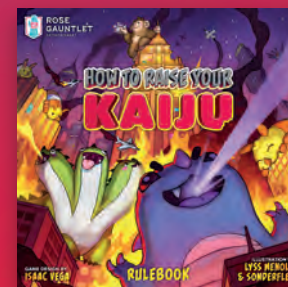
4 Experience (XP) Markers



1 First Player Token



1 Defense Power
Level Guide



1 Rulebook

SETUP

1. Place the 4 starter city cards in the center of the play area.
2. Shuffle the remaining city cards. Draw 1 and add it to the play area. Leave space for 3 more city cards that will be added in later rounds.
3. Look at the symbols in the “ADD” section in the lower left of each city card. Take 1 matching defense token for each symbol in this section on the face-up city cards. Add all of these tokens to the defense bag.
4. Shake the defense bag (to shuffle it), and then draw and place 3 tokens on each city card. Arrange the tokens by power level, lowest to highest. (See **page 4** for details on arranging defense tokens.)
5. Place the open world board next to the city cards.
6. Each player takes an experience board of their choice and an experience marker. They place the marker on the 0 space of their board.
7. Each player chooses a set of parent cards, containing the 2 cards that create the image of their chosen Kaiju. Place them so the locked sides are face-up.
8. Each player places 3 matching Kaiju meeples next to their experience board—these are their active Kaiju. Their remaining 3 Kaiju should be placed on the locked spaces of their board to be unlocked later in the game.
9. Randomly deal a parenting style token to each player. Place them so the locked sides are face-up.
10. Give each player a single  Paw skill card. Shuffle the remaining skill cards to form the skill deck.
11. Draw and place 3 skill cards face-up next to each city card.
12. Give the first player token to the last person to watch a Kaiju movie/show, or randomly determine the first player.



KAIJU MEEPLES

Each player starts with 3 Kaiju meeples which represent the baby Kaiju you are trying to raise. If you unlock your Kaiju and/or parenting style abilities, you will gain more meeples!



Kaiju Meeples

CITY CARDS

City cards can have a Name ①, Ability ②, Art ③, ADD Defenses ④, and City Zones ⑤.



Note: Some city cards do not have abilities

PLACING DEFENSE TOKENS ON A CITY CARD

Each city has 3 empty slots where defense tokens will be placed. To do this, draw 3 tokens from the defense bag and arrange them based on their power level, from lowest to highest.



Example: Placing Defenses

Kyle draws 3 defense tokens for Shipton: a Soldier token, a Ship token, and a Hero token. The Soldier token has the lowest power level, so he places it in city zone 1. The Ship token is next lowest and is placed in city zone 2. The Hero token is placed in city zone 3.

SKILL CARDS

Skill cards are the main way to level up what your Kaiju can do throughout the game. There are 8 types of skill cards: single Paw, double Paw, Soldier, Tank, Jet, boat, Missile, and Hero.

The number of each type of skill card is listed at the bottom of the card: higher numbers are more common. Pay attention, however, to what cards you actually need—rarer cards are not necessarily better.

Skill cards are primarily used to defeat defenses on city cards or in the open world. Using them in the proper way can also unlock powerful abilities!



Skill Cards

GAME OVERVIEW

HOW TO RAISE YOUR KAIJU is played in rounds. Each round, players will take turns placing their Kaiju meeples to gain experience points (XP), skill cards, and ★ Gold Stars. The player with the most ★ Gold Stars after 4 rounds is the winner!



Gold Stars

TAKING A TURN

Starting with the first player and proceeding clockwise, on your turn you will place one Kaiju meeple on a location of your choice. There are two types of locations: city cards and the open world board.

Note: Players may have different numbers of Kaiju. If a player is out of Kaiju, skip their turn.

PLACING KAIJU ON A CITY CARD

When placing a Kaiju on a city card, perform the following steps:

1. Place Kaiju
2. Take Skill
3. Defeat City Zones (optional)
4. Gain Rewards
5. Remove Defense

1. PLACE KAIJU

Place your Kaiju meeple on the art portion of the city card. Multiple Kaiju can be placed on the same city. Please note that the city may have an ability that modifies how you interact with it.



2. TAKE SKILL

Take one of the skill cards next to the city and add it to your hand. **Do NOT put out a new skill card.**



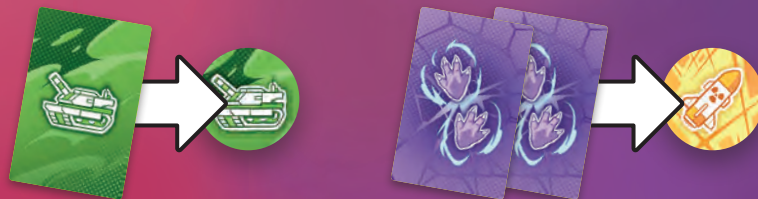
3. DEFEAT CITY ZONES

You may choose to defeat 1 or more city zones. Each city zone has a defense and a reward, and they must be defeated in order, starting with zone 1.

Each undefeated city zone will have at least 1 defense token and may have printed defense tokens. To defeat the zone, you must discard the correct skill card(s). A skill card that has the same symbol as a defense will defeat it, e.g. discarding a Jet skill card will defeat a Jet defense. You can also defeat a defense by discarding a number of Paws equal to (or greater than) the power level, e.g. discarding 4 Paws will defeat a Missile defense. See Defense Power Level Guide.



Defense Power Level Guide



After you have defeated a city zone, you may choose to defeat the next city zone, or you may stop and gain rewards. You do not gain rewards in between defeating city zones.

DISCARDING SKILL CARDS

Whenever you discard a skill card, **place it in your personal discard pile**. These cards will remain with you for the remainder of the game, so never shuffle them into the general supply. As you gain skill cards, you will power up your Kaiju to accomplish greater feats.

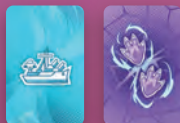


Example: Defeating a City Zone

Ben sent his Kaiju to Starhaven and gained 1 Ship skill card. Ben may now choose to defeat 1 or more of Starhaven's city zones. City zone 1 has a printed Ship defense and a Soldier defense token. To defeat it, Ben may discard any of the following:



1 Ship, 1 Soldier



1 Ship, 2 Paws



1 Soldier, 4 Paws



2 Paws, 4 Paws

Ben decides to discard 1 Ship and 1 (double Paw) card from his hand to defeat city zone 1. He can now choose to defeat city zone 2, or stop and gain rewards.

Note: You cannot partially defeat a city zone. For example, Ben cannot defeat the Ship but leave the Soldier for a future turn.

Note: You can also not play more cards than what is needed to defeat a city zone, just so you can unlock a skill.

4. GAIN CITY ZONE REWARDS

After defeating 1 or more city zones, you now gain the listed rewards. **Gain only the rewards for the city zones you defeated this turn.**

REWARD TYPES

There are 3 types of rewards that you can gain: experience points (XP), skill cards, and ★ Gold Stars.

- To gain a skill card, draw one from the top of the skill deck and place it into your hand.
- To gain a ★ Gold Star, take it from the supply.
- To gain XP, move your XP marker a number of spaces equal to the amount of XP gained.



+13xp

Example: Gaining Experience Points

Sarah defeated city zones 1 and 2 at Lumina, gaining 6xp and 7xp, respectively, for a total of 13xp. She moves her XP marker 13 spaces on her XP track.

5. REMOVE DEFENSE TOKENS

After gaining rewards, remove any defense tokens in defeated city zones and place them back into the defense bag. This will remind you which city zones have been defeated. **Once a city zone is defeated, it cannot be defeated again that round.**



PLACING KAIJU ON THE OPEN WORLD BOARD

When placing your Kaiju meeple on the open world board, you will gain experience depending on how far your Kaiju travels.

Start at the center (gray **+2xp** space) and choose how many spaces you want to travel. For each open space (including the starting space), you must defeat **ONE** of the printed defense symbols. Spaces that have a Kaiju on them are not open and you do not need to defeat them.

Just like when defeating city zones, to defeat an open world space you must discard a skill card to your personal discard pile that either matches the defense symbol or has Paws $\geq$ the symbol's power level.



Example: Traveling the Open World

Kyle wants to move his Kaiju to the space that gains **6xp**. To do this, Kyle must defeat 3 Soldiers and either a Tank or a Jet. He discards 2 Soldier cards, 2 Paw cards (= the power of 1 Soldier), and 1 Jet card. He places his Kaiju on the desired space.

CONQUERED SPACES ON THE OPEN WORLD BOARD

When a Kaiju ends its movement on the open world board, that space is conquered. Other Kaiju can move through it freely, and no other Kaiju can end their movement there.



Example: Skipping Spaces

Rachel would like to move her Kaiju to the 10th space on the Open World Board that rewards **14xp**. Luckily, many spaces along the route have already been conquered by other Kaiju. Because of this, Rachel only needs to defeat 1 soldier, 1 Tank, 1 Jet, 2 Missiles, 1 Ships, and 1 Hero to place her Kaiju on that space.

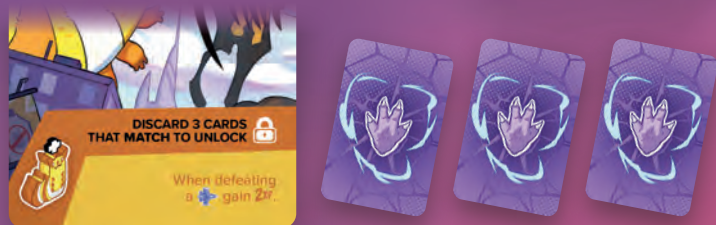
GAINING REWARDS ON THE OPEN WORLD BOARD

Unlike cities, you only claim the reward from the space where you end your movement. Place your Kaiju on that space to show it has been conquered, and gain its printed reward.



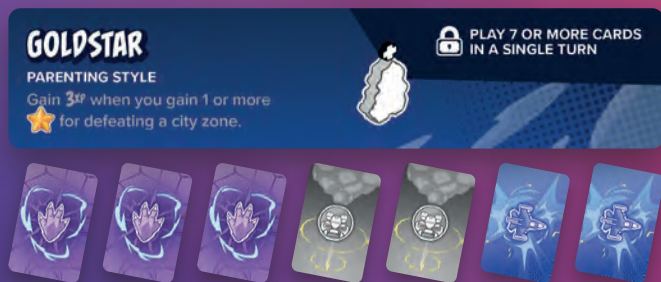
KAIJU AND PARENTING STYLE ABILITIES

Each player will have 2 Kaiju abilities on their parent cards and a parenting style ability on their parenting style token. These abilities cannot be used until they are unlocked by fulfilling the listed requirements. Once unlocked, flip the card/token over and gain one additional Kaiju meeple to use for the rest of the game. It is possible to unlock more than one ability on the same turn.



Unlock Example 1

Kyle wants to unlock his Kaiju's left card ability. To do this, Kyle discards three skill cards from his hand that match (3 single Paw cards) on his turn. Once he has done so, he flips over his left card and can now use the ability at the bottom of the card. In addition, he gains an additional Kaiju meeple to use for the remainder of the game.



Unlock Example 2

Rachel places one of her Kaiju on the open world board, discarding 3 Paw cards, 2 Soldier cards, and 2 Jet cards. Since she discarded 7 cards, she unlocks her parenting style ability. She flips the token, can use the ability, and gains an additional Kaiju meeple.

ENDING THE ROUND

Once each player has placed all of their Kaiju meeples, the round is over. Each player must now collect Gold Stars depending on how far they got on their experience tracks.



Example: Round End

Ben gained 25xp this round, gaining him 5 Gold Stars. Ben takes a 5 Gold Star token from the supply and places it into his play area.

If this is the end of the 4th round, move on to **Ending the Game**. Otherwise, move on to the end of round cleanup steps.

END OF ROUND CLEANUP

To complete the end of the round, do the following steps:

1. Each player:
 - A. retrieves their Kaiju,
 - B. places their experience marker at 0, and
 - C. takes their discarded skill cards and places them back into their hand.
2. Collect any remaining skill cards next to city cards, shuffle them together, and then place them on the bottom of the skill deck.
3. Collect any remaining defense tokens on city cards and place them back into the defense bag.

STARTING A NEW ROUND

To start a new round, do the following steps:

1. Shuffle the remaining city cards. Draw 1 and add it to the play area.
2. Look at the symbols in the “ADD” section of the newly revealed city card. Add those tokens to the defense bag.
3. Shake the defense bag and then draw and place 3 tokens on each city card. Arrange the tokens by power level, lowest to highest.
4. Draw and place 3 skill cards face-up next to each city card.
5. Pass the first player token clockwise.

Once all setup steps are complete, begin the next round starting with the new first player.

ENDING THE GAME

Once 4 rounds are complete, the game is over. Each player counts how many ★ Gold Stars they obtained. **THE PLAYER WITH THE MOST ★ GOLD STARS WINS!**

If there is a tie, the tied player that has the most Kaiju on the open world board wins the game. If there is still a tie, the tied player with the most skill cards (in hand and discarded) wins the game.



SOLO MODE

Solo mode in **HOW TO RAISE YOUR KAIJU** is played very similar to multiplayer, only with one key difference, **CONQUERED TOKENS**. Setup and game play remain the same as multiplayer. However, whenever you conquer a city zone or a space on the open world board place a Conquered token on it.



Conquered Token

Conquered tokens are only used in solo mode. These tokens are placed on a city zone once you have conquered it and claimed it's reward. Place the conquered token in the same space you would a defense token.

These tokens remain from round to round and do not get discarded at the end of each round with defense tokens. Once a city zone has a conquered token on it, it cannot have defense tokens placed on it and cannot be conquered again.

If all zones in a city have conquered tokens on them, discard that city and remove it from play.

When a space on the Open World Board has been conquered, you place a conquered token as well as your Kaiju meeple. Do not remove that token at the end of the round, and treat it as if it was a Kaiju meeple on the Open World Board for the remainder of the game.



Fully conquered city



Open World Board with conquered spaces

WINNING SOLO MODE

There are 3 ways of winning solo mode

LEGENDARY TITAN VICTORY

CITY CRUSHER VICTORY

WORLD DOMINATION VICTORY

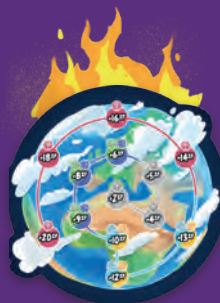


LEGENDARY TITAN VICTORY

To claim Legendary Titan Victory you must gain **100** ★ Gold Stars by the end of the game.

CITY CRUSHER VICTORY

To claim City Crusher Victory you must end the game with **no city cards left in play**.



WORLD DOMINATION VICTORY

To claim World Domination Victory you must end the game with a conquered token on **each space of the Open World Board**.

KING OF KAIJU VICTORY???

If you can, achieve all 3 victory conditions in one game, record your playthrough and email evidence of it to **CONTACT@ROSEGAUNTLET.COM**. You have unlocked a secret victory level that we believed impossible. If you are able to do so you will claim the King of Kaiju Victory, which we will reward with a very special prize and public acknowledgment to all of our fan base.

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How to Raise Your Kaiju is still in development. Components, artwork, graphic design, and gameplay details shown may change as we continue refining the game to ensure the best possible final product.

