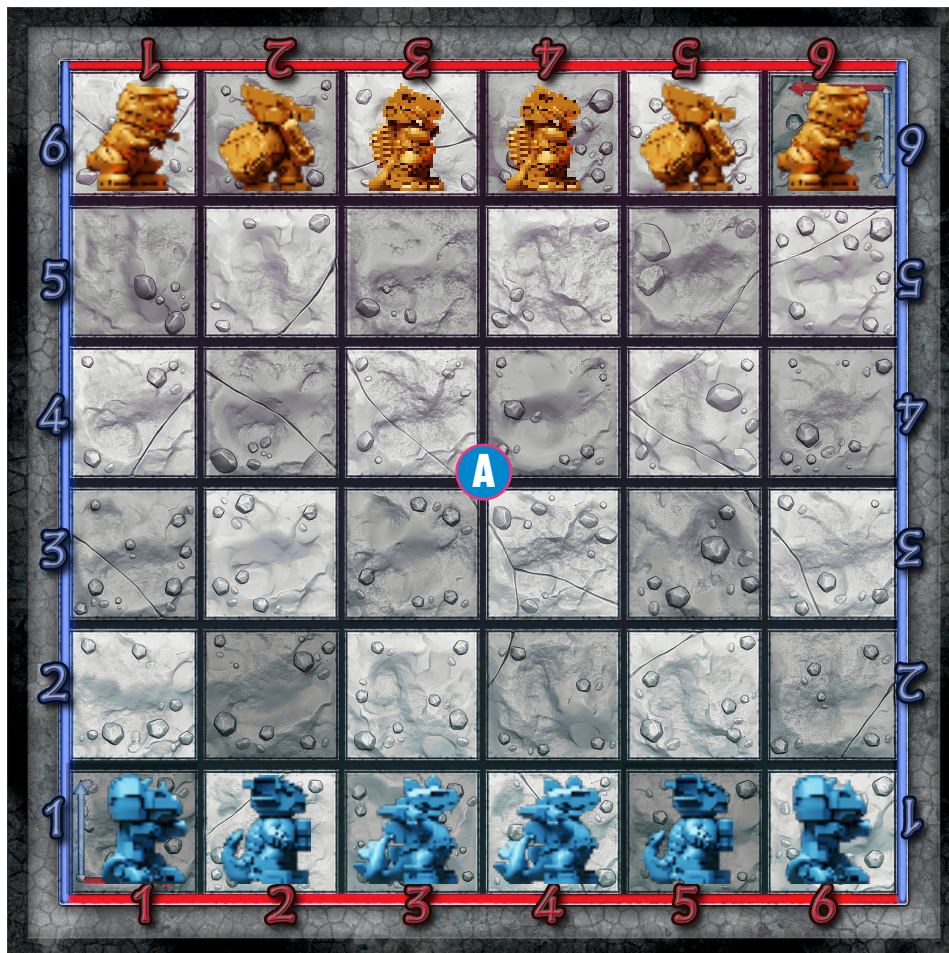
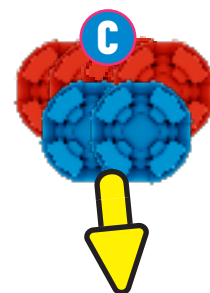


## How to win




The player that removes all their rival's Kaiju is declared the winner

## Board Setup

- A** Place the board in between the two players and place the Kaiju as shown.
- B** Immediate and Passive decks are placed on each side of the board.
- C** Artifacts are placed in the bag and kept at reach.
- D** A pair of red and blue dice are given to each player.



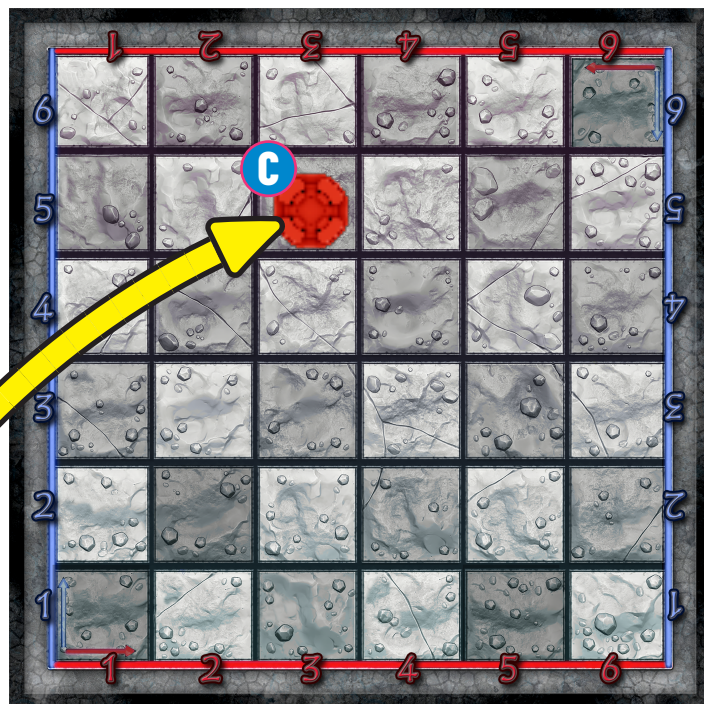
## Round Order

- You may equip or discard 1 Passive Card  in your hand.
- **Artifact Phase:** Roll a Blue and Red dice to place an Artifact.
- **Action Phase** The following can be taken in any order.
  - You must spend 2 Movement Points before the end of the round.
  - May Play as many Passive cards  or play as many Immediate cards  if allowed.
  - May initiate Combat once, it must be announced.
    - **Attack Phase:** Player that initiates combat rolls their dice first.
    - **Counter Phase:** Next player then rolls.
- The player must declare their turn over, the next player then starts a new round order.

## Artifact Phase

In the start of a new round, the 1st player rolls one blue die and one red die. The color and numbers represent coordinates on the board. The 2nd player then randomly chooses an Artifact from the Artifact pouch and places it on the board. Let's go through an example of the Artifact Phase.

- A** Blue 5 and a Red 3 rolled.
- B** Pull a random Artifact from the pouch, do not look inside.
- C** Place the Artifact here. The dice numbers and colors are coordinates that corresponds to the board. Artifacts can stack.



## Movement Points

During a player's turn, they start with 2 Movement Points, they must spend all their Movement Points by the end of their turn. Movement Points can be spent by moving any of their unit 1 space adjacently in any direction that is not occupied by another unit. They can also be spent if a card instructs you to spend points to use its effect.

*A player cannot move their Kaiju into a space that is already occupied by another Kaiju. If an Artifact Card lands you in a space occupied by another Kaiju then you cannot use the card.*

## Artifact Cards

Move any Unit into the same spot an Artifact occupies to draw Cards. Draw two cards based off the type of Artifact, keep one card and give the rejected card to your opponent or discard both. If you pick up a stack of Artifacts, then draw cards in the order they are placed starting with the top. When an Artifact is picked up, remove it from the board and set aside, when there are no more Artifacts in the pouch, return all the Artifacts that were set aside back into the pouch. You may hold a maximum of 3 cards. If you have more than 3 cards in your hand, discard down to 3.

### Passive



To equip a card, the player places it face up in front of them in the beginning of the round before the Artifact Phase. You may only equip or discard one Passive Card per turn. There is no limit on how many passive you equip. You may only play a passive card that is equipped.

### Immediate



When these cards are played, use its ability then discard it. You can play as many Immediate cards in your hand if the card allows it.





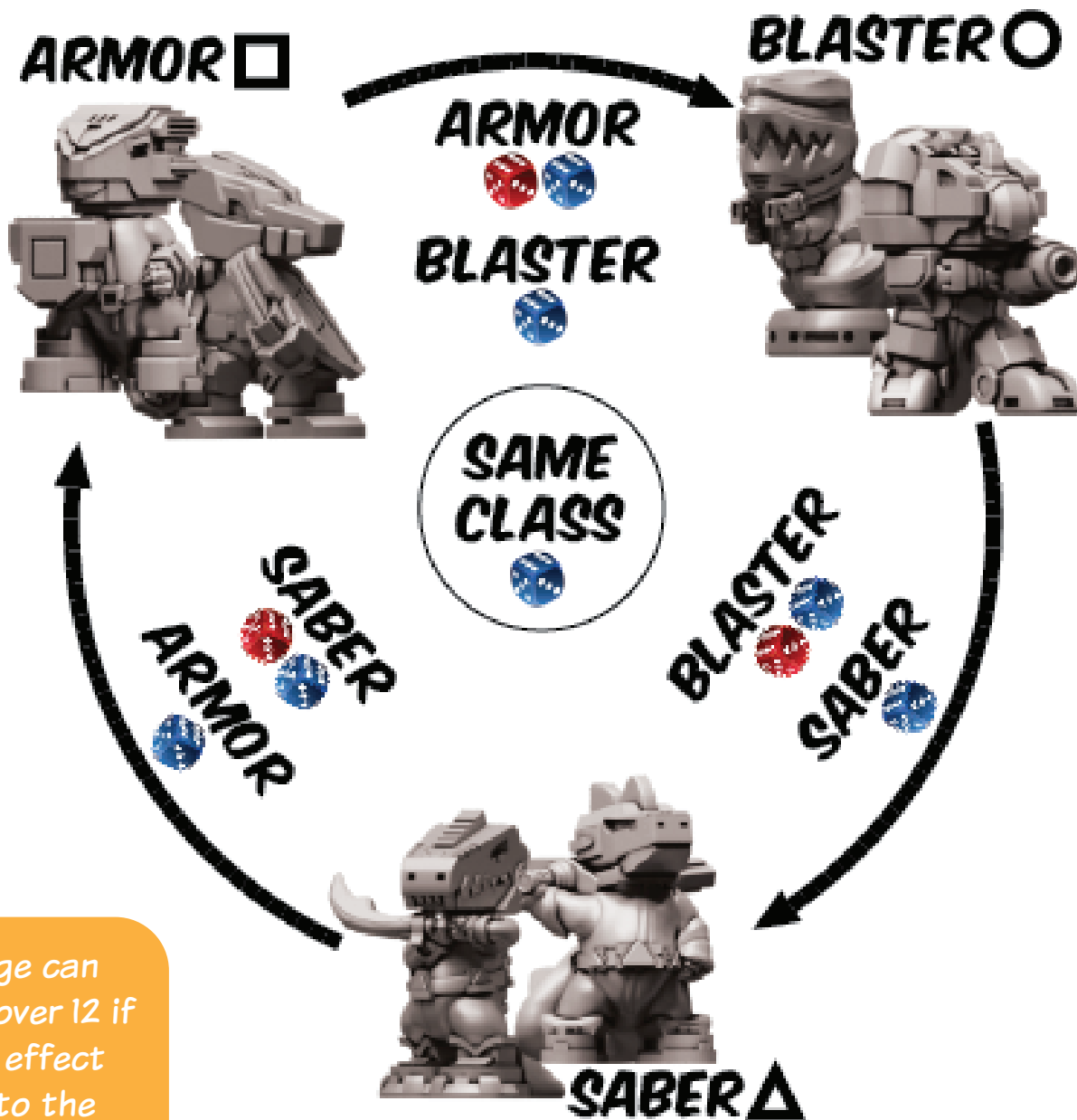
## Combat Guide

When a players Kaiju is adjacent to a rivals Kaiju, they may initiate an **Attack Phase**. The player must announce which Kaiju is initiating the attack and which Kaiju is being targeted.

An **Attack and Counter Phase** are settled by using die/dice. The Player that initiated the **Attack Phase** rolls first. The rival then enters the **Counter Phase** and then they roll.

The number of dice used depends on the type of Kaiju that are in combat. The number rolled on the die/dice is the damage done to a unit.

The player with the lowest total damage removes their Kaiju from the board and sets it aside.



Damage can total over 12 if cards effect adds to the overall amount.