

# KAIJU K.O.

The Rules

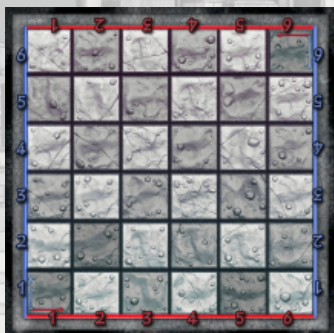


A game designed by Alexis & Edgar Guevara

## HOW TO WIN

The player that defeats all their rival's Kaiju is the winner.

## CONTENTS



1 Game Board



20 Immediate Cards



10 Passive Cards



2 Red Dice



2 Blue Dice



2 Passive Artifacts



4 Immediate Artifacts



1 Pouch



2 Blaster Class Therexin Kaiju



2 Armor Class Therexin Kaiju



2 Saber Class Therexin Kaiju



2 Blaster Class Docilex Kaiju



2 Armor Class Docilex Kaiju



2 Saber Class Docilex Kaiju

## GAME 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. Leave space for a discard pile.
- C** Artifacts are placed in the bag and kept at reach.
- D** A pair of red and blue dice and a randomly drawn Immediate card is given to each player. Each player rolls the dice largest total amount determines the first player.



## HOW TO PLAY

You will take turns, placing Artifacts, strategically moving Kaiju, playing cards and battling to defeat your rival.

On your turn, follow the Turn Order.

- *Passive Phase*
- *Artifact Phase*
- *Action Phase*

Once you completed your Turn Order you declare your turn is over and your rival starts a new Turn Order.

## TURN ORDER

**Passive Phase** You may Equip 1 *Passive Card* from your hand.

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**Artifact Phase** Roll a Blue and Red die then take an *Artifact* from the pouch and place it on the board.

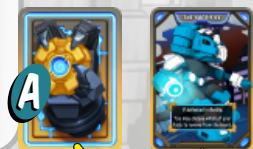
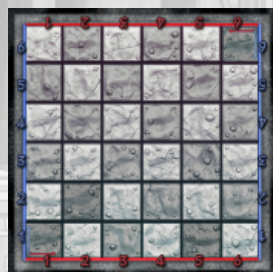
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**Action Phase** The following below can be taken in any order.

- You **must** spend 2 **Action Points** before the end of your Turn by moving Kaiju or playing cards that require it.
- You may play as many **Passive/Immediate Cards** as long as the card allows it.
- You may **Battle** once; it must be announced.
  - **Attack Round:** You roll your die/dice first.
  - **Counter Round:** Your rival then rolls their die/dice.
- You must declare your Turn Order over; your rival start a new Turn Order.

## PASSIVE PHASE

At the start of a new Turn Order is the only time you may Equip a Passive Card. You may only equip one Passive Card during the Passive Phase.



- A** To Equip a Passive Card, take the card from your hand and place it face up in front of you so your rival can see it as well. There is no limit on how many Passive Cards you have equipped.

## ARTIFACT PHASE

Artifacts are placed during the Artifact Phase by using the Grid and Roll system. During this phase You roll a blue and a red die. The color and number on the dice represent the coordinates on the board.

- A** The player rolled a **Blue 5** and a **Red 3**.
- B** Randomly pull an Artifact from the pouch.
- C** Place the Artifact here. The number and color of the dice are coordinates that are represented on the board.



If the Pouch contains no Artifacts. Take the collected Artifacts that are outside the board and refill the pouch. Then place an Artifact. Refill only happens during the Artifact Phase.

If a spot already contains an Artifact, then they stack. Draw cards for each Artifact individually starting with the top Artifact then go down.

You automatically collect the Artifact if it lands on one of your Kaiju. Even if it isn't your turn.

## ACTION PHASE

The Action Phase is when you would be performing most of your movement, collecting artifacts drawing/using cards and battling.

The following can be done split up and in any order.

### Mandatory:

- Spend 2 Action Points.

### Optional:

- Collect Artifacts
- Play Cards
- Battle



## SPEND 2 ACTION POINTS

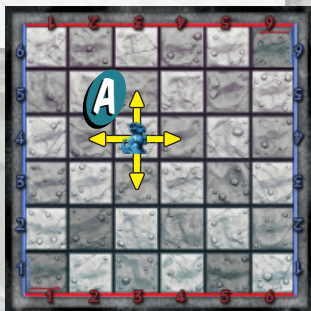
During the Action Phase, you start with 2 Action Points. You must use all your Action Points before the end of your turn.

Action Points may be used in two ways.

- A Movement:** Use 1 Action Point to move a Kaiju one space in any orthogonal direction.

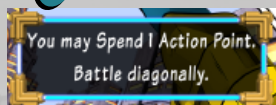
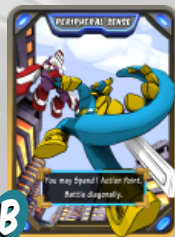
You can use 2 Action Points on one Kaiju, or use 1 Action Point on different Kaiju. Action Points do not need to be used consecutively.

If a space is already occupied by a Kaiju, you cannot move there.



- B Cards:** Inherently, playing cards are free. However, certain cards require spending Action Points.

Some cards give you additional Action Points



## COLLECT ARTIFACTS

Collecting Artifacts is the only way to draw cards.



Move your Kaiju

**A** To collect an Artifact, a Kaiju must occupy the same space as an Artifact by landing on it.

**B** The collected Artifact is removed from the board and set aside, then draw two cards that correspond to its type.

Discreetly look at both cards, choose one card to keep, and give the rejected card to your rival, or discard both.

You have a max limit of 3 card in your hand. If you have more than 3 cards at any time, you must discard down to 3.



Passive Artifact  
Draws Passive Cards



Immediate Artifact  
Draws Immediate Cards

If you collect an Artifact and already have the max limit of cards. Follow the normal order of drawing 2 cards. Keep one, then discard down to the max limit.

## PLAY CARDS

When a Card is played it supersedes the base rules of the game.



**Passive Cards** abilities are available if they have been equipped. Some cards abilities are always in play, others state that you may play the card. Equipped passive cards are not discarded after they are played.

If you play a card and it lands you on a space already occupied by a kaiju, then you cannot play the card.



**Immediate Cards** are played directly from your hand. You may play as many Immediate cards in your hand if the card allows it. Once the card is played, you place it in its discard pile.



## BATTLE

When your Kaiju is adjacent to your rivals Kaiju, you may battle once time per Turn Order. You must announce which two Kaiju will battle each other.



My Saber Class will Battle your Armor Class

A **Battle** is settled in two rounds by using die/dice.

- **Attack Round:** The player that started Battle rolls their die/dice first.
- **Counter Round:** Their Rival then rolls their die/dice.

### Kaiju Class

This will determine if one die or two dice are used. Cards may be played if allowed.



Saber Class will use Two Dice, Armor Class will use one die

Played Cards may add damage modifiers or affect the die/dice.

The number rolled after damage modifiers and dice affects is the total damage done to a kaiju.

The Kaiju that takes the most damage is defeated and is removed from the board.

If the total damage is equal, then it's considered a block and the kaiju stays where they are.

Damage can  
total over 12

This rulebook is in its  
drafting stage and is  
subject to change.

## KAIJU CLASS

There are three different Kaiju Classes.

The Kaiju Class in battle determine if you use one die or two dice.

The Kaiju miniatures have been engraved with class icons.

### Class Icons

- Square for Armor ■
- Circle for Blaster ●
- Triangle for Saber ▲

### During Battle

- Armor uses two dice; Blaster use one die
- Blaster uses two dice; Saber use one die
- Saber uses two dice; Armor use one die
- Same Class both use one die



## CLASS REFERENCE

