


Kaiju


Supporting strategies of:







Main Gate

Park Entrance







Guest Capacity

Park limits:

- Guest capacity: 15
- Super attractions: 1
- Total attractions: 5

Super attractions require 5 stars.

BIG AL'S TOTALLY LEGIT FINANCIAL SERVICES PURPOSE: Loan

Take one or more loans at any time. It's easy!

GAIN 5 COINS



-10

POINTS

GAIN 5 COINS



FAST APPROVAL

Doesn't use a turn or action!

GAIN 5 COINS



-20

POINTS


GAIN 5 COINS




Repay in points only.
Due at end of game.
No early repayment.

NO EXCUSES
NO EXTENSIONS
NO EXCEPTIONS

Kaiju Mania






Guests step:
Each park with at least one open theatre or a Kaiju theme icon scores 5 extra stars.

Big monsters mean big business... as long as they stay at a big distance.

This round, each player is affected by

A Scratch and Dent Sale



The cost to build upgrades is half the marked coin price, rounded down.

With kaiju so close, a few little scratches are inevitable, but that should buff right out.

This round, each player is affected by

Extended Trading Hours



Park step:
You may take a fourth action to build a card from the Market.

Store owners would like to get more items out the door... while they still have a door.

Obsidrax

Kaiju





6

When this kaiju attacks:
Choose a non-built-in upgrade that is nearest to your park entrance and demolish it.

It just sprays spikes until it hits something.

Brutazar

Kaiju





5

When this kaiju attacks:
Choose an attraction in your park that has the largest icon size and close it. Demolish the topmost upgrade on that attraction.

Swatting at the helicopters is just for fun.



Rarrgon
Kaiju

5



Gamigora
Kaiju

4



Negantis
Kaiju

5



Teravore
Kaiju

6

When this kaiju attacks:
Choose an upgrade in your park that has the highest marked coin price and demolish it.


When this kaiju attacks:
Choose a non-built-in upgrade in your park and demolish it. Set this kaiju's health to 4.

When this kaiju attacks:
Choose a quality upgrade in your park and demolish it. If nothing is demolished in your park, discard an Event card from your hand.

When this kaiju attacks:
Remove a card from your hand. Once per round, each kaiju gains 1 health, to a maximum of its starting health value.

When only the finest debris will do. 

The shell keeps growing back. Hopefully it itches. 

What does the other head do? Whatever it wants. 

An alarming combo of stealing and healing. 

STRANGE BEASTS

COMPLETE ALL ITEMS K003
Penalty if incomplete: 10 points

- Any Leisure Ride, with:
+ Kaiju theme icon

10
POINTS

BONUS TARGET
Complete top section to qualify

 **Helicopter Joyride**

+7
POINTS

EASY
CITY PLANNING DEPARTMENT



VISIBLE PROTECTION

COMPLETE ALL ITEMS K002
Penalty if incomplete: 10 points

- Any attraction, with:
+ Guest Reassurance Pylon
+ Any Quality upgrade
- Any Staff Member

15
POINTS

BONUS TARGET
Complete top section to qualify

 **Helicopter Joyride**

+7
POINTS

MEDIUM
CITY PLANNING DEPARTMENT



DEFIANT HEIGHTS

COMPLETE ALL ITEMS K003
Penalty if incomplete: 10 points

- Any Thrill ride, with:
+ Any Guest Services upgrade
+ Any Feature upgrade
+ Any Feature upgrade
+ Icon size of at least 8

18
POINTS

BONUS TARGET
Complete top section to qualify

- Each attraction is at least 2 icons in size

+10
POINTS

MEDIUM
CITY PLANNING DEPARTMENT



MONSTER MOVIES

COMPLETE ALL ITEMS K004
Penalty if incomplete: 10 points

- Any Theatre, with:
+ Any Guest Services upgrade
+ Any Quality upgrade
+ Kaiju theme icon
- Any Sideshow

28
POINTS

BONUS TARGET
Complete top section to qualify

- At least one gold medal token

+10
POINTS

DIFFICULT
CITY PLANNING DEPARTMENT



KAIJU MASTER

COMPLETE ALL ITEMS

Penalty if incomplete: 10 points

- Each attraction has:
 - + Any **Guests Services** upgrade
 - + Any **Feature** upgrade
 - + Any theme icon
- At least three attractions



BONUS TARGET

Complete top section to qualify

- Each attraction has a **Quality** upgrade



K005



First in Line

Choose a card from the Market and put it into your hand.

All it took was three weeks of waiting in a queue.



Dumpster Diving

Search the Park discard pile and choose a card. Reveal it and put it into your hand.

Friends won't mention that you stink if you spend too much time in the trash. But you do.



Project Management

You may draw up to three Blueprint cards then choose one to keep.

You may discard a blueprint you own.

The only way to manage some projects is to finally manage to get rid of them.

Anonymous Complaint

Inspection. Choose a **type of ride attraction**, then choose a competitor and close all attractions of that type in their park.



"Won't anyone think of the children?"



Drunken Hooligans

Intrusion. Choose a **guest services** upgrade in any park and demolish it.



It's not a real party until they trash something.



Frivolous Lawsuit

Choose a **staff member** in any park. Dismiss them unless their employer spends 20 coins or discards a **Giant Wad of Cash**.



The complaint may be imaginary but the legal bills are very real.



Merchandising

Gain 5 coins.



It's like printing money, if money were shaped like t-shirts, teddy bears, and coffee mugs.



Unusual Bequest

Build an **upgrade** from your hand immediately for free.

A huge fan of theme parks all his life, Kevin decided to spend his afterlife as part of one.



Media Blitz

Other **Media Blitz** events in play are discarded.

Guests step: Your park scores 8 extra stars.

It's not brainwashing, exactly. More like a rinse.



Efficiency

Park step: You may take up to four actions in total.

You could get so much more done if you'd just stop eating and sleeping.

Giant Wad of Cash

Choose an **attraction** in any park. You may close it or reopen it.



City officials are so hard-working, and shamefully underpaid.



Powerful Friends

You may discard this card from your hand to block an **Injunction** event from affecting you.



"Who did you kiss in the haunted house, Mr Mayor, when you thought nobody could see...?"



Review Board

Injunction. Choose a **feature** upgrade in any park and demolish it.



"We've reviewed your attraction and it really is just too interesting to meet city regulations."



Safety Certificate

You may discard this card from your hand to block an **Inspection** event from affecting you.



Be careful not to smudge it, the ink's still wet.





Sponsorship Deal

Guests step:
Gain 1 extra coin for each guest visiting your park.

"Printing ads on the back of the tickets? Pfft! We print the tickets on the back of the ads!"



Renovation

You may close an attraction in your park. This round, when you pay to build an upgrade on a closed attraction in your park, you may pay half the marked coin price, rounded down.

Pardon our mess, we'll be ready to take your money again soon.



Reconstruction

Pay to build up to three upgrades from your hand immediately onto one attraction in your park.


Best to check the blueprint to make sure you build these in the right place. Go on, no-one's watching.



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Security Guards

You may discard this card from your hand to block an **Intrusion** event from affecting you.

"Security Guards" has a much nicer ring to it than "Hired Thugs", don't you think?"



Vandalism

Intrusion. Choose a **quality** or **theme** upgrade in any park and demolish it.

"Hey, they missed a spot! Nope, false alarm."



Hit and Miss

Roll two dice. If the result is odd, choose a kaiju and reduce its health by 1. If the result is even, choose an attraction in any park and close it.

"I can do this blindfolded. About half of the time, anyway."



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"I can do this blindfolded. About half of the time, anyway."



Salvage Operations

Search the Park discard pile and choose an **upgrade** that has a marked coin price of 10 or less to build in your park immediately for free.

It was just lying there in the wreckage. I'm sure no-one's coming back for it.



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Mecha-Rarrgon 3
Super Attraction - Thrill Ride
\$20

Once per Events step:
You may choose any number of upgrades on this attraction and demolish them. Choose a kaiju and reduce its health by 1 for each upgrade demolished this way.

If anyone's going to tear up your park, it really should be you.



Power Recycler Exhibit 3
Super Attraction - Sideshow
\$20

Once per Events step:
You may shuffle the Park discard pile then reveal the top three cards. You may choose a revealed upgrade card to build in your park immediately for free. Discard any unused cards.

At least picking up the pieces of your shattered plans is entertaining for the guests.



Rapid Reload

Choose an attraction that has a **Guest Reassurance Pylon** in any park and reopen it.

If it didn't explode the first time, surely it's safe to fire again...?



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Hypercoaster

Attraction – Thrill Ride

2

\$ 17

Built-in upgrades:

- Feature – Non-inverting Loop
- Feature – Helix Element



Helicopter Joyride

Attraction – Leisure Ride

2

\$ 9

Once per Guests step:

Gain 5 extra coins for each kaiju in the Market.



A Monster Appetite

Attraction – Food Outlet

1

\$ 7

You may use an action to build a *Kaiju Theme* on this attraction for free.



Shinkansen Station

Attraction – Leisure Ride

2

\$ 11

If a kaiju would demolish an upgrade in your park, you may substitute any upgrade on this attraction as the target instead.



Cinema

Attraction – Theatre

1

\$ 4



Remote Control Boats

Attraction – Sideshow

1

\$ 10



Recycling Coordinator

Staff Member

0

\$ 5

4 POINTS

When an upgrade is demolished in any park and goes to the Park discard pile, gain 1 coin.



Pyrotechnician

Staff Member

1

\$ 4

6 POINTS

Once per Events step:
You may dismiss this staff member to choose a kaiju and reduce its health by 1.

"When I agreed to run the recycling scheme, I never imagined business would be this... big."

"Everything should go out with a bang!"

Corkscrew Element 1
 Upgrade – Feature
 Only on thrill rides \$ 6



Linear Launch Element 2
 Upgrade – Feature
 Only on thrill rides \$ 10



Linear Launch Element 2
 Upgrade – Feature
 Only on thrill rides \$ 10



Comfortable Seating 1
 Upgrade – Feature
\$ 7



Comfortable Seating 1
 Upgrade – Feature
\$ 7

Guest Reassurance Pylon 1
 Upgrade – Guest Services
\$ 10

Upgrades cannot be added to the attraction.
Events step:
 You may close the attraction to choose a kaiju and reduce its health by 1.

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 Upgrade – Guest Services
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 **Guest Reassurance Pylon** 
 Upgrade – Guest Services
  10

 **Guest Reassurance Pylon** 
 Upgrade – Guest Services
  10

 **Air Conditioning** 
 Upgrade – Guest Services
  5
 Not on rides

 **Air Conditioning** 
 Upgrade – Guest Services
  5
 Not on rides



Upgrades cannot be added to the attraction.

Events step:
You may close the attraction to choose a kaiju and reduce its health by 1.



Upgrades cannot be added to the attraction.

Events step:
You may close the attraction to choose a kaiju and reduce its health by 1.



Display this rule box as a reminder. 
  **Restrooms** 
 Upgrade – Guest Services
  3

Display this rule box as a reminder. 
  **Express Queue** 
 Upgrade – Guest Services
  7

 **Superior Quality** 
 Upgrade – Quality
  15

 **Superior Quality** 
 Upgrade – Quality
  15



After you build this upgrade, you may choose a card from the Market and put it into your hand.



Attractions can have more than one **Superior Quality** upgrade.



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Kaiju Theme



Upgrade - Theme

12

NT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-IT-n-f



After you build this upgrade, you may search the Park discard pile and choose a card. Reveal it and put it into your hand.



Kaiju Theme



Upgrade - Theme

12

NT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-IT-n-f



After you build this upgrade, you may search the Park discard pile and choose a card. Reveal it and put it into your hand.



Kaiju Theme



Upgrade - Theme

12

NT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-IT-n-f



After you build this upgrade, you may search the Park discard pile and choose a card. Reveal it and put it into your hand.



ROUND SUMMARY

1 EVENTS STEP

- » Players draw an Event card each.
- » Play the top card of the City deck.
- » Players take turns playing one event at a time.
- » Continue until all players pass in a row.

2 PARK STEP

- » Players take turns taking one action at a time.
- » Players get three actions. Each can be any one of:

- TAKE** • Put a card from the Market into your hand.
- Draw two Park cards, or two Event cards, or two Blueprint cards. Keep one or none.
 - Discard a card to draw 5 Park cards. Keep one.

- BUILD** • Pay to build a Park card from your hand or directly from the Market.

- DEMOLISH** • Demolish/dismiss a card in your park.

- LOOSE CHANGE** • Gain 1 coin for each attraction.

3 GUESTS STEP

- » **STARS:** total stars in your park, limited by your guest capacity, to work out how many guests.
- » **TICKETS:** check for extra income from events or abilities marked with a ticket symbol.
- » **MONEY:** 1 coin per guest, any extra from tickets.

4 CLEANUP STEP

- » Discard any pinned Event cards.
- » Turn up any face-down Park cards in your park.
- » Clear and refill the Market.
- » Discard down to 5 cards in hand.
- » Advance the Starting Player marker.

