

Mythical monsters the size of a city block,
with an appetite for destruction to match.

Additional rules:

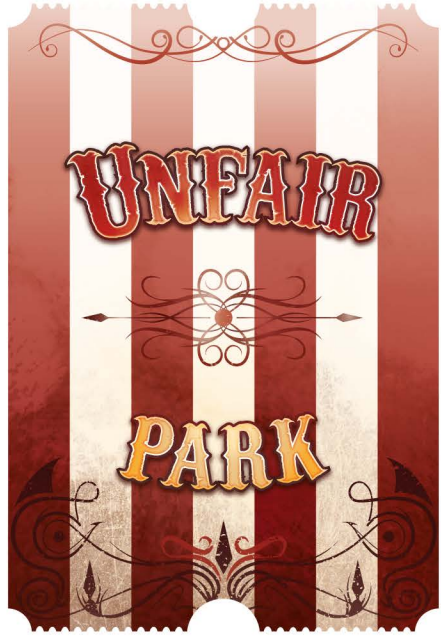
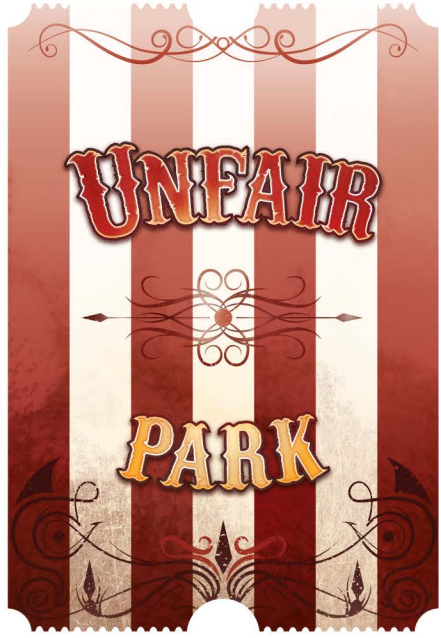
- Requires 2 six-sided dice, Medal tokens, Kaiju Health dice.
- **Setup:** Add Kaiju City cards. See *rulebook* for details.
- Kaiju cannot be removed from the Market until defeated.
- Medal tokens may be discarded for 10 coins at any time.
- **Events step:** After the City card is put into play, each kaiju rolls two dice. If any value on the dice is lower or equal to the kaiju's current health, it attacks.
- **Game end:** Medal tokens score 10 points each.

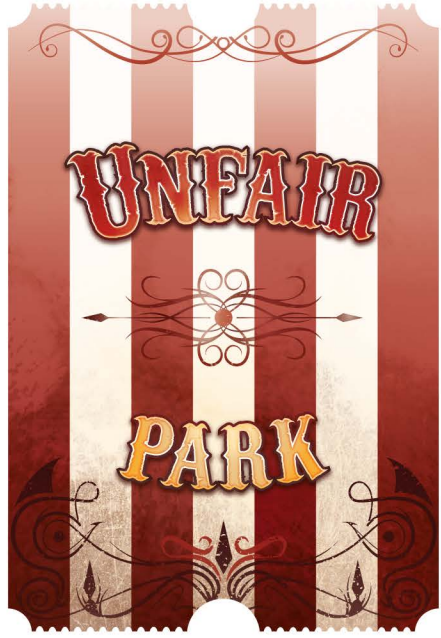


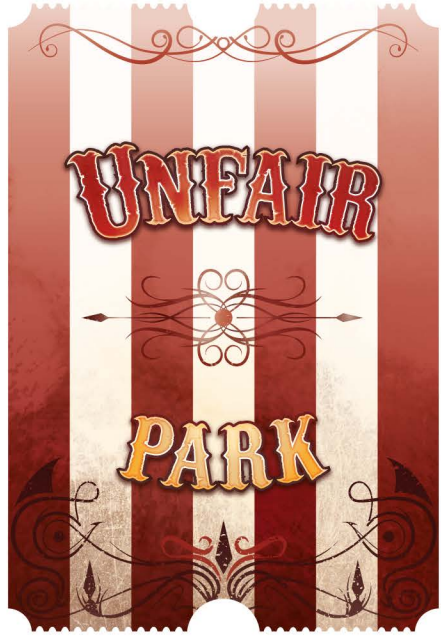












SCORING SUMMARY

ATTRACTION SIZE >> Icons Points

Score each attraction separately.

BLUEPRINTS

Score the marked points if the blueprint is completed, otherwise deduct 10 points.

There is no penalty for incomplete bonus sections.

COINS

2 coins = 1 point

OTHER

Staff members and some other cards score points as indicated on the card.

LOANS

Deduct the points indicated on your loan card.

1	5
2	8
3	12
4	16
5	20
6	25
7	31
8	38
9	46
10	55
11	65
12	76
13	88
14	101
15	115
16	130
17	146
18	163
19	181
20	200
21	220
22	241
23	263
24	286
25	310

