# Kaiju Demolitions Ltd.

1+ players        15 minutes      Ages 8+

Hello? Is that Kaiju Demolitions Ltd.? I have a job for you. We here at Honda City have err… run into a spot of bother with our finances. But no matter, we have come up with a plan. We have taken out a rather substantial insurance policy against the city. All we need is for you to come and destroy as many of the buildings as possible so we can claim the money. But please, do try to steer clear of people's houses. Oh, and if you could avoid damaging any of our fine historical landmarks that would be swell. We need those to attract the tourists.

## Components

- 30 x movement cards
- 8 x bonus move cards
- 1 x player sheet per player
- 1 x pen/pencil per player
- 1 x cube per player (optional)

## The city map

Each **player sheet** contains a city map. The map is split up into squares, with the colour of the square telling you what is in it.



### Road
It is inconsequential whether you destroy these or not.

### Commercial
You will gain points by destroying these.

### Governmental
You will gain extra points by destroying these.

### Residential
You will lose points by destroying these.

### Historical
You will lose extra points by destroying these.

# Setup

Shuffle the **movement cards**, return 10 of them back to the box unseen, then place the remaining 20 face-down in the middle of the table.

Randomly pick three **bonus move cards** and put them face up in the middle of the table. For your first game, we recommend you use *Stomp*, *Jump* and *Hop* instead of picking them randomly.

Place a **player sheet** in front of each player, and give them a pen or pencil.

# Play

The game is played over 20 rounds:

1. Flip the top card of the **movement deck** face-up.

2. All players simultaneously make the move shown on the **movement card** (see *Moving*.) If they have one available, they may also choose to make a **bonus move** before or after making the move shown on the card (see *Bonus moves*).

Repeat until all 20 cards have been flipped, at which point the game is over. Calculate the scores and work out who is the winner.

# Moving

Every path starts where the previous move finished, as you stomp your way around the city. For the first turn, you start off in the square marked with an x on your **player sheet**.

Your path always starts from the circle printed on the **movement card**. Cross off squares on your **player sheet** following the path shown on the card, with the circle being where you finished your previous move.
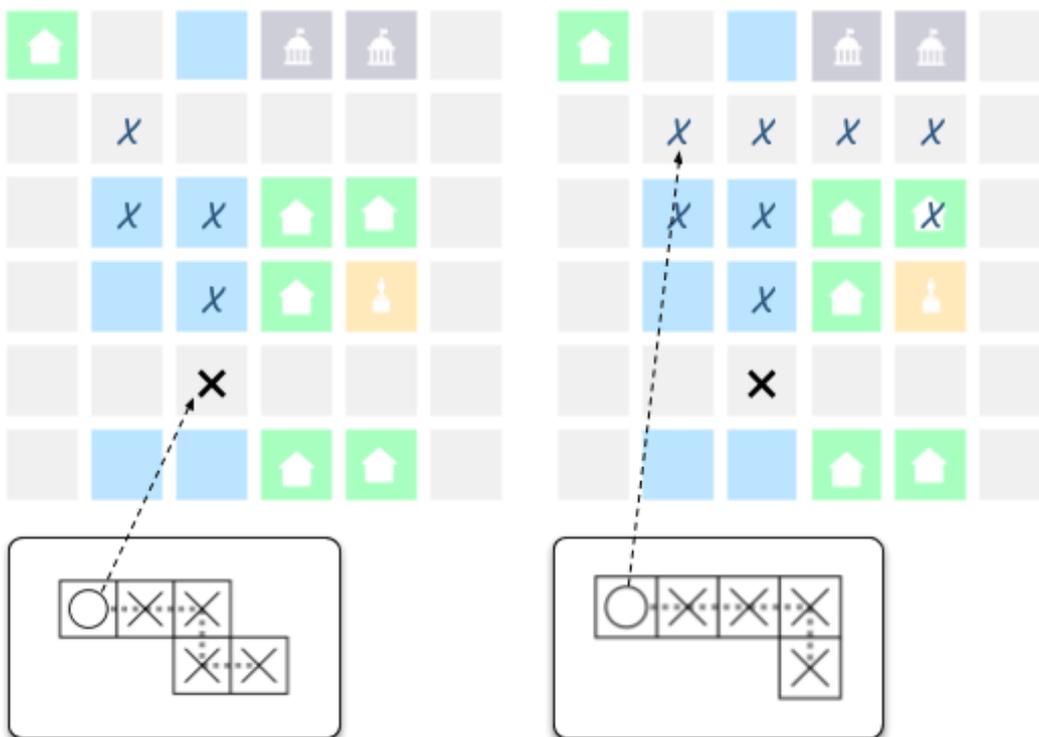


*On the first round Alice crosses off the squares along the path, making sure the ○ lines up with the x printed on the sheet.*

*On the second round she lines up the ○ with the last x of the previous move.*

Each cross represents you destroying everything in that square.

You may rotate the path by 90° or 180° in either direction, and may flip it horizontally and/or vertically.

You may move over squares you have already crossed off. However, you do not get any bonus for crossing off a square multiple times.

You may not follow a path that would take you off the edge of the city map. Instead, you must pick a different orientation of the path to follow.

If you struggle to remember where the previous path ended, you can place a cube on the square to remind you.

# Bonus moves

Once per round, either before or after making the move shown on the card, you may make a **bonus move**.

1. Cross off a shaded circle in the **Bonus moves** section of your player sheet.

2. Make the bonus moves shown on one of the three face-up **Bonus move cards** selected at the start of the game.

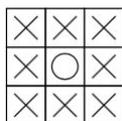You start with three shaded circles, but can get more by levelling a block (see *Levelling a block*.).

### Hop
Move to an orthogonally adjacent square.
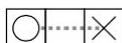
### Jump
Move orthogonally 2 spaces, but do not cross off the square in-between.

### Stomp
Cross off all of the surrounding squares (including diagonally), while staying in your current position.
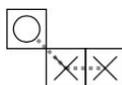
### Sprint
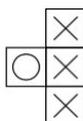Move orthogonally 5 spaces, crossing off the squares in-between.

### Swat
Cross off an orthogonally adjacent square, while staying in your current position.

### Swerve
Move diagonally then orthogonally away from your current position, crossing off the squares in-between.

### Swipe
Cross off a line of three squares, while staying in your current position.

### Throw
Cross off a square three spaces away orthogonally, while staying in your current position.

# Levelling a block

The light gray road squares carve up the city into blocks of contiguous building squares. If you ever cross off all the building squares in a block, you unlock an additional **bonus move**; fill in an empty circle in the **bonus moves** section of your **player sheet**.



*Because all of the squares in the central block have been crossed off, the fourth bonus move circle has been filled in.*

# Scoring

When the game ends, fill in the **invoice section** on your **player sheet**. Whoever was able to charge the most money is the winner.

You can charge **€100** for each blue **commercial** building destroyed, and **€500** for each gray **government** building destroyed.

However, you will be penalized **€100** for each green **residential** building destroyed, and **€500** for each yellow **historical** landmark destroyed.

If there is a tie, it is broken by whoever crossed off the most light gray road squares. If there is still a tie, they share the win.



## INVOICE

| QTY | DESCRIPTION | ITEM PRICE | AMOUNT |
|-----|-------------|-----------|--------|
| 5 | Commercial | €100 | 500 |
| 2 | Governmental | €500 | 1000 |
| 3 | Residential | - €100 | -300 |
| 1 | Historical | - €500 | -500 |
| | | TOTAL | 700 |

# Credits

**Design**
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