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# v1

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Game: **GODZILLA: TOKYO CLASH**

Publisher: **FUNKO GAMES (2020)**

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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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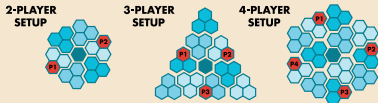
**Peter 'Universal Head' Gifford  
The Esoteric Order of Gamers**



# GODZILLA TOKYO CLASH

## SETUP

Place the **center hex tile** in the middle of the play area. Randomly select and arrange **tiles** into the shape specified by the number of players:



Insert the correct counters into the bases of each **large building**, and place all buildings on their letter-designated spots on the board:

<b>R</b> Radar dish	<b>P</b> Power plant
<b>M</b> Military bunker	<b>T</b> Tower
<b>B</b> Small building	

Place the **damage track** near the tiles, with the **oxygen destroyer marker** on the start space.

Choose 2 **event cards** and place them in the spots above and below the damage track. Follow the **setup instructions** for both events.

Each player chooses a **kaiju** and places their figure on the starting location closest to them. If the starting location contains a large building, rotate that tile so the large building is no longer in the starting location before placing your kaiju.

Place your **kaiju mat** in front of you and place an **energy tracking cube** on the 2 space of your **energy track**.

Shuffle your **kaiju deck** and place it facedown to the left of your kaiju mat. Draw a hand of 5 cards.

Randomly choose a player to take the **king of monsters token** and be the first player.

## ROUND SEQUENCE

The game is played in 7 **rounds**, each of which has 4 **phases**.

### 1. OXYGEN DESTROYER PHASE

*Skip this phase in the first round.*

Move the **oxygen destroyer marker** 1 circle space along the damage track.

### 2. ACTION PHASE

Starting with the player holding the **king of monsters token**, players take turns performing one of the following 3 actions.

Play continues with players taking additional turns until all players pass consecutively. A player who passed on a previous turn may play a card on subsequent turns, extending the action phase.

### A. PLAY A KAIJU CARD FROM YOUR HAND

To play a card, pay its **energy cost** (top-right corner), reducing your energy that amount by moving your energy tracking cube down your energy track.

If you don't have the energy to pay for the card, you cannot play it.

Resolve all the card's effects, then place it in your discard pile. Play then proceeds to the player on your left.



**MOVE** You may **move** up to the number of spaces shown. You may move through, and end your movement in, spaces with water, vehicles, small buildings, or other kaiju. You may move through a space with a large building, but you cannot end your move there.



**ATTACK** This is the card's **attack value**.

**DEFEND** Play defense cards to **block damage** when an opponent attacks you. The number is how much damage you prevent.

**MOMENTUM** This allows you to **play an additional card or take your kaiju's discard action** after its use. You may play more than 1 momentum card on your turn until you decide to stop, or take an action without momentum.

**RANGE** This card can be used to **attack a kaiju in a space up to the distance specified**. Range attacks only deal damage. Vehicles or buildings cannot be targeted by a range attack.

**ENHANCEMENT** These cards are placed in the play area below your kaiju mat when played. Enhancement benefits remain in effect until the card is removed.

### B. PLAY YOUR KAIJU'S DISCARD ACTION

Each kaiju has 2 **discard actions** shown on its kaiju mat. Discard a kaiju card, ignoring its effects, to apply one of the discard action effects.

### C. PASS

You may choose to **pass**. You may still play cards or take a discard action on your next turn if you wish.

**If all players pass consecutively, all players proceed to the refresh phase.**

## 3. REFRESH PHASE

Players may discard any number of cards from their hands and then draw cards until they have 5 cards in hand. The player with the **king of monsters token** draws up to a hand of 6 cards.

Players activate any end-of-turn effects they have in play.

## 4. EVENT PHASE

**Activate and resolve both event cards in their assigned order.** The first event card must be completely resolved before the second event card is activated.

An event may require vehicles to move on the board, according to their position in relation to the nearest kaiju. If there are ever 2 or more kaiju equidistant from a vehicle, the vehicle moves toward the king of monsters (*whether or not the king of monsters is involved in the tie*).

If, after the nearest kaiju is determined, a vehicle could finish its move in more than one possible space, the player who is last in the current turn order decides which space the vehicle moves to.

Event cards may require players to place new vehicles on the board.

### CHECK TO SEE IF THE GAME HAS ENDED

If the oxygen destroyer marker and the small building tokens have passed each other on the damage track, the game ends.

If the oxygen destroyer marker has not passed—or is only adjacent to—a small building token, a new round begins.

## END OF GAME

If the game ends, each player counts the total **dominance value** on the cards in their trophy pile. The player who holds the **king of monsters token** gains 2 extra dominance value.

**The player with the highest total dominance value wins the game.** On a tie, the player with the most energy wins. If multiple players are tied for energy, the tied player holding the king of monsters token wins. If a tied player does not have the king of monsters token, the tied player to the left of the player with the king of monsters token wins.

## USE KAIJU CARDS TO ATTACK

When playing a kaiju card that does not have a range to attack, you must be in the same space as your target (another kaiju or a vehicle). Decide whether to **throw or damage** your chosen target (vehicles can only be thrown).

Ranged attacks only deal damage and cannot target vehicles or buildings.

### THROW

When using attacks to throw, the **card's attack value is the maximum distance you can throw the target**. Targets must be thrown in any straight line from the position of your kaiju.

**When you throw a vehicle**, choose a space within the maximum distance where the vehicle will land, and destroy (remove from the board) both the thrown vehicle as well as any 1 small or large building, or vehicle, in the space where it lands.

Alternatively, you may throw the vehicle into another kaiju within the maximum distance, dealing 1 damage to them and destroying the thrown vehicle. If there are multiple kaiju in the landing space, choose which one takes damage.

**When throwing another kaiju**, choose a direction and move the target kaiju in a straight line up to the maximum distance, or until it hits a large building or another kaiju. Destroy up to 1 small building or vehicle in *each space* through which a kaiju is thrown.

If the thrown kaiju lands in a space with a large building, that building must be destroyed, even if there is a vehicle in that space. If a kaiju lands in a space with another kaiju, both receive 1 damage. If there are multiple kaiju in the space, choose one as the target.

## DESTROY BUILDINGS & VEHICLES

When you destroy a building or vehicle, you gain the benefits shown on the underside of that building or vehicle. Most buildings are worth at least 2 energy. All vehicles are worth 1 energy, except for trains and UFOs, which are both worth 3.

### LARGE BUILDINGS

Large buildings earn you greater rewards when destroyed, and are removed from play for the rest of the game.

**Tower:** Gain 4 energy.

**Power plant:** Gain 2 energy. Draw a card.

**Military bunker:** Gain 2 energy. Place a card from your discard pile on top of your deck.

**Radar dish:** Gain 2 energy. Look at the top card of your opponent's kaiju deck, and then place it back on top.

### SMALL BUILDINGS

Small buildings that are destroyed are placed on the damage track. If there aren't any small buildings currently on the track, place one in the space marked for your number of players (2P, 3P or, 4P). Otherwise, place it in the next available square space, progressing toward the oxygen destroyer marker.

### VEHICLES AND LIGHTNING GENERATORS

Vehicles and lightning generators are moved off the board when destroyed; they do not go on the damage track, but may re-enter play during the event phase.

## DEAL DAMAGE

When you choose to use a card's attack value for damage, or an effect allows you to damage a kaiju, your opponent can choose to defend with a card in their hand:

**If your attack value is equal to or lower than the defense value,** your attack is blocked, and nothing else happens.

**If your attack value is greater than the opposing defense value,** you win the chance to take a trophy. Subtract the defense value (if any) from the attack value on the power card and take an equal number of cards from the target's kaiju deck.

- Look at the dominance value on the card or cards drawn. Take the card with the highest dominance value and place it facedown in your trophy pile. If multiple cards have the highest value, only take one of them.
- Place the remaining cards in the opponent's discard pile.
- You may never take a card with 0 dominance value as a trophy. If all the cards you draw after an attack have 0 dominance, your opponent has withstood the attack.

**If the attack card lists other effects** in addition to dealing damage, resolve those effects after dealing damage.

**If the defense card lists other effects** in addition to reducing damage, resolve those effects after all effects on the attack card have been resolved.

## RANGED ATTACKS

Cards with a **range** value allow you to target a kaiju up to that number of spaces away, in a straight line.

Ranged attacks are for damage *only*, and cannot be used against buildings or vehicles, nor can they be used to throw vehicles or kaiju.

Any small or large buildings, vehicles, or other kaiju between you and your target do not obstruct ranged attacks.

## KING OF MONSTERS

The **king of monsters token** denotes the first player to act in each round.

If you have the token, you draw 1 extra kaiju card (not including the first hand drawn at the start of the game).

If you have the token at the end of the game, you gain 2 extra dominance value.

**Whenever you damage the current king of monsters, whether or not you gain a trophy, you always take the king of monsters token.**

## EVENTS

### RUSH HOUR

The trains move between rounds, so you can plan around them. Trains are worth 3 energy, making them excellent vehicles to throw at buildings and kaiju.

### AIR STRIKES

The direction the jets are facing is consequential and losing an enhancement can make your path to victory difficult. Stay out of the line of fire when you have enhancements in play.

### ARMORED ASSAULT

Multiple tanks can hit you simultaneously, so be aware of their location at the end of a round. You can throw opponents into the midst of a group of tanks at the end of a round to hinder them for the next round.

### ALIEN INVASION

The UFO causes you to discard after you've drawn your new hand for the round. It's difficult to stay clear of the UFOs, so it's best to destroy them as quickly as you can. Discarding a card can put you at a disadvantage in the next round.

### NAVAL BOMBARDMENT

Battleships are one of the easier vehicles to avoid, but one of the most dangerous as well. Losing the top card of your trophy pile can put you behind in a game. Stay out of their line of fire.

### LIGHTNING GENERATORS

Although lightning generators only deal 1 damage when you throw a kaiju into them, that damage is unblockable so try to avoid them. Opponents can move, throw, or place a kaiju in their space to set them off, so Mothra can use them against other kaiju.


## KAIJU

### GODZILLA

Godzilla's special ability allows you to throw kaiju and vehicles 1 extra space. This means any time you take the discard action to throw a kaiju 1 space, you throw that kaiju 2 spaces. It also applies anytime you use an attack card to throw. Use this ability to throw farther and reach large buildings to gain special abilities.

One of Godzilla's key cards is *Power Up*, an enhancement that increases the effectiveness of ranged attacks. Use this card to deal massive damage and take multiple trophies with Godzilla's strongest attacks. In addition, you can retrieve *Power Up* from your discard pile with *Dorsal Plates* and *Victory Pose*. Getting as much use out of *Powered-up Heat Rays* and *Mega Heat Rays* is your key to victory.

### KING GHIDORAH

When you play cards with the  icon, move the marker up the head meter on King Ghidorah's kaiju mat. When the meter has reached 3 and you use an ability with **barrage**, execute the extra barrage ability, which is otherwise ignored. Barrage effects are extremely powerful, allowing you to take multiple trophy cards.

In addition, the higher the head meter, the better your *Unstoppable* and *Soar* cards become, granting you superior defenses and the ability to sift through your deck for what you need to achieve victory.

### MEGALON

Megalon is an incredibly mobile kaiju and specializes in combo attacks. Some of your attack cards, like *Cyclone Attack* and *Piercing Drill*, have **momentum**, allowing you to link together several small attacks at once.

Megalon's special ability allows you to put a card from the discard pile on top of your deck before you draw a new hand each round. This extremely versatile ability allows you to complete combo attacks more consistently, or to make sure you have a key defense or movement card you need for your next turn.

### MOTHRA

Mothra is a unique kaiju—she is a friend of the humans. Her special ability ensures you aren't targeted by jets, tanks, or battleships, but you also can't destroy buildings or vehicles for energy. However, you can gain the benefits of a large or small building adjacent to you each round.

Mothra's discard action is also different from the other kaiju, allowing you to move up to 2 spaces in a straight line instead of just 1 space, or gain 1 energy.

When playing Mothra, it is important to utilize your energy-gaining cards to their full potential, and to disrupt your opponents' plans as much as possible. All of Mothra's attacks are ranged, so even though you can't throw your opponents, you can force them to play more cards to reach you with their melee attacks.

# GODZILLA TOKYO CLASH

## ROUND SEQUENCE

### 1. OXYGEN DESTROYER PHASE

Skip this phase in the first round.

Move the **oxygen destroyer marker** 1 circle space along the damage track.

### 2. ACTION PHASE

Starting with the player holding the **king of monsters token**, players take turns in clockwise order taking one of these 3 actions:

#### A. PLAY KAIJU CARD FROM YOUR HAND

Pay its **energy cost**, resolve all its effects, then place it in your discard pile.



**MOVE** up to the number of spaces shown. You may move through, and end your movement in, water, vehicles, small buildings, or other kaiju. You may move through a large building, but you cannot stop there.



**ATTACK** value.

**DEFEND** against an attacking opponent.

**MOMENTUM** Play an additional card or take your kaiju's discard action after its use. You may play more than 1 momentum card on your turn.

**RANGE** Attack a kaiju in a space up to the distance specified. Range attacks only deal damage. Vehicles or buildings cannot be targeted.

**ENHANCEMENT** Place below your kaiju mat, to remain in effect until the card is removed.

#### B. PLAY YOUR KAIJU'S DISCARD ACTION

Discard a kaiju card, ignoring its effects, to apply one of your discard action effects.

#### C. PASS

You may still play cards or take a discard action on your next turn if you wish.

If all players pass consecutively, all players proceed to the refresh phase.

### 3. REFRESH PHASE

Players discard any number of cards from their hands and then cards until they have 5 cards. The **king of monsters** draws up to 6 cards.

Players activate any end-of-turn effects.

### 4. EVENT PHASE

Activate and resolve both event cards in order.

If an event requires vehicles to move in relation to the nearest kaiju and there are 2 or more kaiju equidistant from it, the vehicle moves toward the king of monsters (*whether or not the king of monsters is involved in the tie*).

If the vehicle could finish its move in more than one possible space, the player who is last in the current turn order decides which.

#### CHECK TO SEE IF THE GAME HAS ENDED

The game ends if the oxygen destroyer marker and the small building tokens have passed each other on the damage track.

## ATTACK

If the kaiju card played to attack has no range, you must be in the same space as your target (another kaiju or a vehicle). **Throw** or **damage** your target (vehicles can only be thrown).

#### THROW

The card's **attack value** is the maximum distance you can throw the target in any straight line from the position of your kaiju.

**Throwing a vehicle:** Choose a space within range, and destroy both the thrown vehicle as well as any 1 small or large building, or vehicle, in the space where it lands.

You may throw the vehicle into another single kaiju in range, dealing 1 damage to them and destroying the thrown vehicle.

**Throwing a kaiju:** Choose a direction and move the kaiju in a straight line up to the range, or until it hits a large building or another kaiju. Destroy up to 1 small building or vehicle in *each space* through which it is thrown.

If the thrown kaiju lands in a space with a large building, that building is destroyed, even if there is a vehicle there. If a kaiju lands in a space with another kaiju, both receive 1 damage. If there are multiple kaiju in the space, choose one as the target.

## BUILDINGS & VEHICLES

When you destroy a building or vehicle, you gain the benefits shown on its underside.

### LARGE BUILDINGS

Large buildings are removed from play for the rest of the game when destroyed.

**Tower:** Gain 4 energy.

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**Radar dish:** Gain 2 energy. Look at the top card of any opponent's kaiju deck, and then place it back on top.

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Small buildings are placed on the damage track when destroyed.

### VEHICLES & LIGHTNING GENERATORS

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- Take the card with the highest dominance value and place it facedown in your trophy pile (if there are several, only take one).
- Place the remaining cards in the opponent's discard pile.
- If all the cards you draw have 0 dominance, your opponent has withstood the attack.

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