

KAIJU CRUSH™

Quick Start Guide

Kaiju Crush is a light strategy game with limited grid movement, shared objectives, and combat on a modular board.

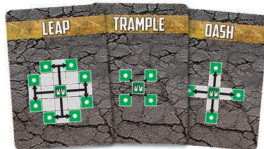
SETUP

Shuffle in the Monster Tiles for each Monster in play and lay out City Tiles randomly.
(Note some are for 3- or 4-player games only.)
Grid size is based on number of players. (2: 6x5, 3: 6x6, 4: 7x6)



Replace your Monster Tile with 1 of your Territory Markers.
Place your Monster Figure on the Territory Marker.

Choose 1 of 2 randomly distributed Special Abilities.



Shuffle and deal 1 Movement Card to each player and place 1 nearby as the Shared Movement Card.
(2 players, remove Charge and Stomp. 3 players, remove Charge.)

Determine which Objective Cards to use.
(An A, B, C, and D card randomly selected.)



Choose Monster Figure and Territory Markers.



Place Combat Victory tokens nearby.



1 MOVE
Move by using your Movement Card or the Shared Movement Card.
(If you use YOUR Movement Card, swap it with the Shared Movement Card.)



You cannot move to an empty Territory Marker, even if it's your own.



If you land on a Park, move again.



If you land on a City Tile, keep it and replace it with a Territory Marker.



If you land on a Territory Marker occupied by a Monster Figure, Fight that Monster.
(Winner replaces the Territory Marker with theirs and draws a Combat Victory token.)



Remember to use your Special Ability, Combat Ability, and refer to the Objectives on your turn.



2 FIGHT
If you land adjacent to another Monster, you may choose to Fight.
(See pp. 5–6 for details.) (Winner draws a Combat Victory token.)



3 GAME END
The game ends when no one can move.



4 SCORING
Count up the points from your City Tiles, Objectives met, and Combat Victory Tokens. The player with the highest score wins.

	Player 1	Player 2	Player 3	Player 4
City Tile Points				
Objective A Points				
Objective B Points				
Objective C Points				
Combat Points				
TOTAL				