

# GODZILLA

# INSTRUCTIONS

**WHO WILL BE CROWNED  
KING OF THE MONSTERS?**

**2 TO 4 PLAYERS | AGES 10+ | 45 MINUTES**

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1 MINIATURE STAND	13 BUILDING MINIATURES
120 KAIJU CARDS	74 TOKENS
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1 DAMAGE TRACK MAT	5 TRACKING CUBES
4 KAIJU MATS	INSTRUCTIONS

**Funko**  
GAMES

## OBJECTIVE 目的

You are Earth's most fearsome Kaiju—Godzilla, Mothra, King Ghidorah, and Megalon—battling for dominance as the most terrifying monster in Japan. Destroy buildings and vehicles to gain Energy, then use that Energy to unleash devastating attacks on your opponents. Throw trains, tanks, battleships, and other Kaiju, as you fight for the King of Monsters crown. Once humans deploy the Oxygen Destroyer, it is time to leave Tokyo, and the most dominant Kaiju claims victory!

## SETUP セットアップ

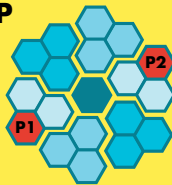
## BOARD SETUP

- Place the center hex tile in the middle of the play area. Randomly select and arrange tiles into the shape determined by the number of players, as shown below.

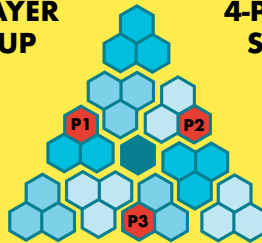


Center Hex Tile

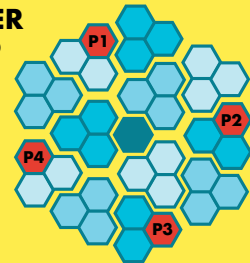
## 2-PLAYER SETUP



## 3-PLAYER SETUP



## 4-PLAYER SETUP



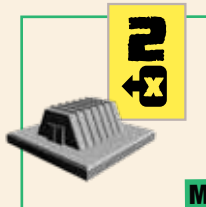
- Insert the correct tiles into the bases of each Large Building. Place all buildings on their letter-designated spots on the board.



Radar Dish



Power Plant



Military Bunker



Tower

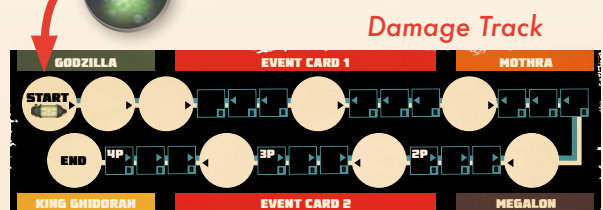


Small Building

- Place the Damage Track within reach of all players. Place the Oxygen Destroyer marker on the Start space.
- Choose two Event cards and place them in the spots above and below the Damage Track. **If this is your first game, we suggest using the Armored Assault and Rush Hour Event cards.** Follow the Setup instructions for both Events.



Oxygen Destroyer Marker



Damage Track

## PLAYER SETUP

1. Each player chooses a Kaiju and places its corresponding figure on the starting location closest to them. ***If this is your first game, we suggest using Godzilla and Megalon.*** 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.
2. Place your Kaiju Mat in front of you and set an Energy Tracking Cube on the "2" space of your Energy Track.
3. Shuffle your Kaiju deck, then place it face down to the left of your Kaiju Mat. Draw a hand of five cards. Randomly choose a player to take the King of Monsters token. They will play first this Round.



**YOU'RE READY TO PLAY THE GAME!**

## PHASES 段階

The game is played in Rounds. A Round consists of four phases:

### 1. OXYGEN DESTROYER PHASE

*(Ignore on the first round)*

Move the Oxygen Destroyer marker 1 circle space on the Damage Track.

### 2. ACTION PHASE

Starting with the player holding King of Monsters token, players take turns performing one of three actions:

- **Play a Kaiju card from your hand**
- **Play your Kaiju's Discard Action**
- **Pass**

Play continues with players taking additional turns until all players pass consecutively (this means that all players pass in a row). A player who passed on a previous turn may play a card on subsequent turns, extending the Action Phase.

### 3. REFRESH PHASE

Once all players have passed consecutively, players may discard any number of cards from their hands and then draw cards until they have 5 cards in hand.

Players activate any end-of-turn effects they have in play (Kaiju abilities, Enhancements, building effects—all explained later).

### 4. EVENT PHASE

After the Refresh Phase, activate and resolve the Event cards in their assigned order, moving or placing Vehicles if necessary. For more information on how Events work, see page 11. **Also, check to see if the game has ended (see page 12).**

## OXYGEN DESTROYER PHASE 酸素破壊段階

The humans have devised a weapon to drive the Kaiju away by removing oxygen from the air. Once the Oxygen Destroyer has been moved into place, the game ends.

Skip this Phase on the first Round. Starting on Round 2, advance the Oxygen Destroyer marker one circle space along the Damage Track.

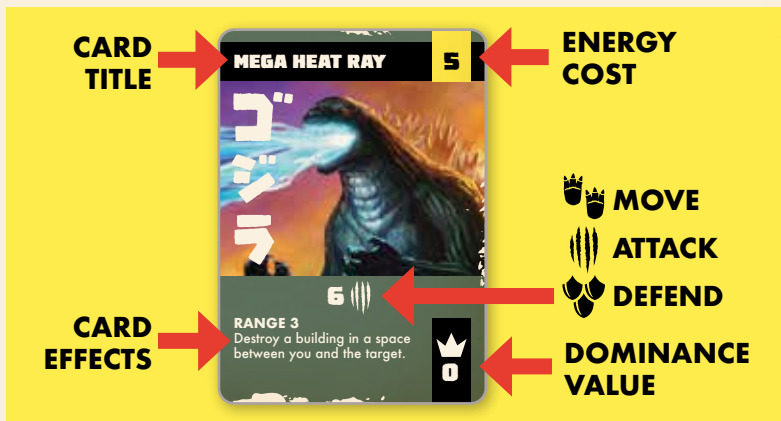
## ACTION PHASE 行動段階

## PLAYING KAIJU CARDS

To play a card, pay its Energy cost, shown in the top-right corner of the card. Reduce your Energy by moving your Energy Tracking Cube down your Energy Track by the cost amount. If you don't have the Energy to pay for the card, you cannot play it.

Once played, resolve all the card's effects before placing it in your discard pile.

Play then proceeds to the player on your left.



Many cards include symbols or attributes indicating their power:



**MOVE** When you play a card with this symbol, 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 shows the card's Attack Value. For more information on how this works, see **Attacking Other Kaiju** (page 06).



**DEFEND** Play Defense cards to block damage when an opponent attacks you. The number indicates how much damage you prevent. For more information on how this works, see **Attacking Other Kaiju** (page 06).

**MOMENTUM** A card with Momentum allows you to play an additional card or take your Kaiju's Discard Action after its use. You may play more than one Momentum card on your turn until you decide to stop or take an action without Momentum.

**RANGE** A card with Range 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** Cards with Enhancement are placed in the play area below your Kaiju Mat when played. Enhancement benefits remain in effect until the card is removed.

**ACTION PHASE (CONTINUED) 行動段階****USING A KAIJU CARD TO ATTACK**

When playing a Kaiju card to attack you must be in the same space as your intended target—either another Kaiju or a Vehicle—unless that card has a Range listed. After choosing a target, decide whether to throw or damage it. Vehicles can only be thrown. Ranged attacks only deal damage and cannot target Vehicles or buildings.

**THROWING**

When using attacks to throw, the Attack Value shown on the card is the maximum distance you can throw the target. Targets must be thrown in any straight line from the position of your Kaiju.

**VEHICLES**

When you throw a Vehicle, choose a space within the maximum distance for the Vehicle to land and destroy both the thrown Vehicle as well as any ONE Small or Large Building, or Vehicle in the space where it lands, removing them from the board. Or, if another Kaiju is within the maximum distance, you may throw the Vehicle into the Kaiju, dealing 1 damage to them and destroying the thrown Vehicle. If there are multiple Kaiju in the space, choose which one takes damage.



*Godzilla can use Tail Slide with Attack Value of 3 to throw a Tank into the Tower 2 spaces away, or at Mothra, at the maximum distance of 3 spaces away.*

Read more about destroying buildings and Vehicles on pages 08 and 09.



## KAIJU

When throwing another Kaiju, maximum distance is determined by the card's Attack Value. 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 ONE Small Building or Vehicle in each space through which a Kaiju is thrown.

If the thrown Kaiju ends 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 that space, choose one as the target.



King Ghidorah uses Go For the Throat to throw Megalon 4 spaces into Godzilla (destroying a Tank and a Small Building along the way). Megalon and Godzilla both receive 1 damage.

## ACTION PHASE (CONTINUED) 行動段階

## DESTROYING BUILDINGS AND 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.

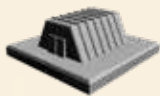
**LARGE BUILDINGS** (below) earn you greater rewards when destroyed and are removed from play for the rest of the game.



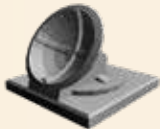
**TOWER** Gain 4 Energy.



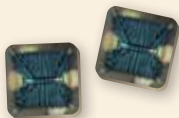
**POWER PLANT** Gain 2 Energy. Draw a card.



**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 any opponent's Kaiju deck, and then place it back on top.



Small Buildings

**SMALL BUILDINGS** (left) that get destroyed go on the Damage Track. If there aren't any Small Buildings currently on the Damage 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.

Jet



UFO



## VEHICLES AND LIGHTNING GENERATORS

(left) are moved off the board when destroyed. Destroyed Vehicles and Lightning Generators do not go on the Damage Track. They may re-enter play during the Event Phase.



Lightning Generator



Train



Tank



Battleship



## DEALING 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 further 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 face down in your Trophy pile. If multiple cards have the highest Value, only ONE is taken.
  - 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 is considered to have 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.



*Megalon plays Undermine to move into Godzilla's space, and applies the card's Attack Value of 4 to damage.*

*Godzilla plays Scaled Hide, which has a Defense Value of 2. Megalon deals 2 total damage to Godzilla, so he gets to take 2 cards from the top of Godzilla's Kaiju deck and keep one as a Trophy.*

**ACTION PHASE (CONTINUED) 行動段階****RANGED ATTACKS**

Cards with Range allow you to target a Kaiju up to a certain number of spaces away, in a straight line.

Ranged attacks are made 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.



*Godzilla has Mega Heat Ray (Range 3). He can attack King Ghidorah or Megalon, but not Mothra, she is not in a straight line away from him.*

**DISCARD ACTION**

Each Kaiju has two Discard Actions shown on its Kaiju Mat. To take one of these actions, discard a Kaiju card, ignoring its stated effects, and apply one of the effects described on your Kaiju Mat.

**PASSING**

Instead of playing a Kaiju card or taking a Discard Action, you may choose to pass. Even if you pass on one turn, you may play cards or take a Discard Action on your next turn. However, if all players pass consecutively, you must move to the **Refresh Phase**.

**KING OF MONSTERS**

The King of Monsters token denotes the first player to act in each Round, but it also provides two additional benefits. If you have the token at the start of a Round, you will draw 1 extra Kaiju card (not including the first hand drawn at the start of the game). Additionally, 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.

## REFRESH PHASE 休憩段階

Players may choose to discard or keep any number of cards remaining in their hands, before drawing up to a hand of five cards. The player with the King of Monsters token draws up to a hand of six cards. If you reach the bottom of your Kaiju deck, shuffle your discard pile and place it face-down as your new deck.

Activate any special Kaiju abilities or Enhancements.

## EVENT PHASE イベント段階

Activate 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 and/or proximity to the nearest Kaiju. If there are ever two or more Kaiju equidistant from a Vehicle, the Vehicle will move 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. Consult each Event card for specific instructions.

**ARMORED ASSAULT** 装甲攻撃

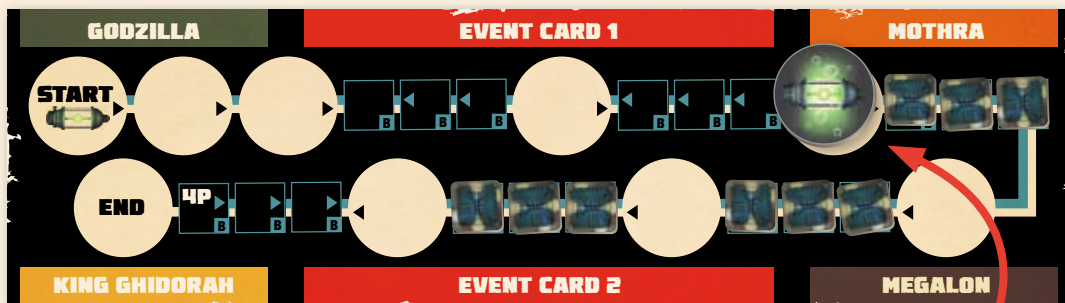
**ACTIVATE** アクティベート  
Move each Tank 1 space toward the nearest Kaiju. Players lose 1 Energy for each Tank occupying the same, or an adjacent space as their Kaiju. If the number of Tanks on the board is equal to or fewer than the number of players, each player except the King of Monsters places a Tank on the board following the setup placement rules.

The Armored Assault Event card resolves. Each Tank moves toward the nearest Kaiju, deducting 1 Energy from any Kaiju in the same or an adjacent space.

Because the Tank in space A is equally distant from Godzilla and King Ghidorah, it must move toward the King of Monsters (Megalon)—either to space B or C. The player to the right of the King of Monsters in the turn order—Godzilla—decides to move it to space C. The Tank deducts 1 Energy from Megalon.

**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, and play proceeds to the Oxygen Destroyer Phase.



*During this 3-player game the Damage Track is checked at the end of the Event Phase. The Oxygen Destroyer marker has not passed a Small Building token, so the game continues. The marker will pass three Small Building tokens at the start of the next Round, but the game won't conclude until the end of that Round's Event Phase.*

**END OF GAME** ゲーム終了する

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.

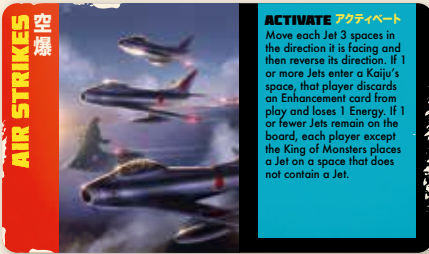
The player with the highest total Dominance Value wins the game. If there is a tie, the player with the most Energy wins. If multiple players are tied for Energy, the tied player holding the King of Monsters token wins. If a tied player does not have the King of Monsters token, the tied player to the LEFT of the player with the King of Monsters token wins.





## 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.



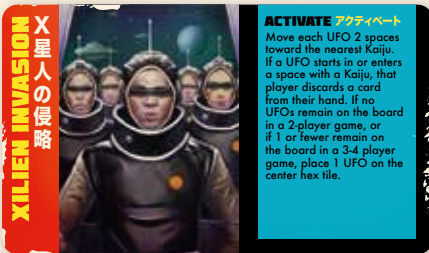
## AIR STRIKES

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.



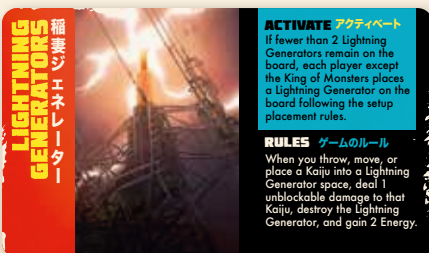
## XILIEN INVASION

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.

## GODZILLA ゴジラ




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 would throw that Kaiju 2 spaces. It also applies anytime you use an attack card to throw. Utilize 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 *Power Up* 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 キングギドラ



When you play cards with the , 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 メガロ



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 モスラ



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.

## 1. OXYGEN DESTROYER PHASE

*(Ignore on the first round)*

Move the Oxygen Destroyer marker 1 circle space on the Damage Track.

## 2. ACTION PHASE

Starting with the player holding the King of Monsters token, players take turns performing one of three actions:

- **Play a Kaiju card from your hand**
- **Play your Kaiju's Discard Action**
- **Pass**

Play continues with players taking additional turns until all players pass consecutively (this means that all players pass in a row). A player who passed on a previous turn may play a card on subsequent turns, extending the Action Phase.

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Once all players have passed consecutively, players may discard any number of cards from their hands and then draw cards until they have 5 cards in hand.

Players activate any end-of-turn effects they have in play (Kaiju abilities, Enhancements, building effects).

## 4. EVENT PHASE

After the Refresh Phase, activate and resolve the Event cards in their assigned order, moving and placing Vehicles if necessary. For more information on how Events work, see page 11. **Also, check to see if the game has ended (see page 12).**

## END OF GAME SCORING

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. If there is 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 Monster token, the tied player to the LEFT of the player with King of Monsters token wins.

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