

Overview

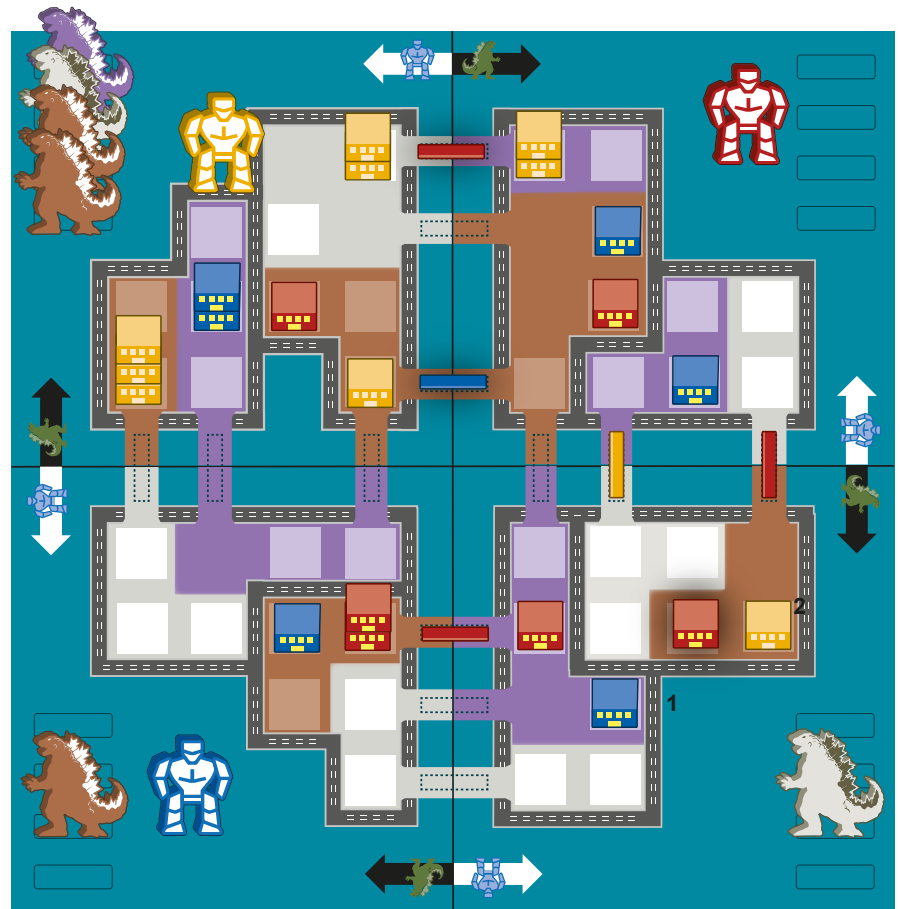
You are a contractor building towers and bridges in a metropolis. The problem is those pesky Kaijus keep showing up to destroy them.

That's life, I guess. Keep building and either try to maneuver the Kaijus so that they destroy your opponents' buildings, instead of yours, or use your Mecha to neutralize them.

While doing that, find the best places to build your towers and bridges to score points with the area majorities and your goal cards.

Game highlights

- **Hot-potato mechanic:** Kaijus are on the board and will attack someone. Move them around so you are not the main target.
- **Playfulness:** There's a satisfaction to moving your Mecha around and neutralizing Kaijus by laying them down or by piling up blocks to build big towers.
- **Tension:** each turn, there's tension to see which Kaijus will attack.
- **Player powers:** 8 different player abilities to help fight the Kaijus.



Example of a board at the end of the first round: towers with multiple floors, bridges across the water, Kaijus of 3 types trying to destroy it and Mechas trying to stop them.

Components

- 120 tower blocks
- 15 bridges
- 18 Kaijus
- 4 Mecha
- 1 cloth bag
- 1 central board
- 4 player boards
- 4 plutonium markers
- 100 VP chips
- 28 cards

5 min video: <https://youtu.be/NV1vrt-OWE>

Get in touch

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