

Unofficial

GODZILLA



MONOPOLY

Instruction booklet

# UNOFFICIAL GODZILLA MONOPOLY

In Unofficial Godzilla Monopoly, you control both one of eight legendary kaiju as well as a military faction tasked with saving Tokyo from opposing kaiju. Destroy the city, purchase districts and fill them with tanks to subjugate your opponent and become king of the monsters.

If you're playing on a 3D printed board, start by setting up your own track. Once the track is finished, put 4 houses on each district. Then, before we start, let's give each player:

10 million Yen (¥10M)

12 Attack Points

12 Health Points (HP)

Without going into details, a quick summary of what these do:

- Money is used to buy districts and build things, just like in regular Monopoly.
- Attack Points are spent attacking things, like tearing down buildings and fighting other kaiju.
- Your HP is the most important resource. Once you run out of HP, you will lose all your possessions and your monster will be subjugated.

Next, let each player pick a character to play, and place each player at the GO (🏠) space.

We are now ready to start playing!

## Moving around and smashing things:

Each player rolls one die and whoever scores the highest starts, after which the turn passes to the next player, clockwise.

When it's your turn, roll two dice and move the same amount of spaces. When you start the game, each district already has 4 houses built on it. This is because the City of Tokyo is a busy, thriving City with millions of inhabitants. That's where the kaiju come into play. In addition to moving around the city, the kaiju you control is also capable of smashing the city to bits. In fact, they are almost **incapable** of not smashing it.

When you land on a district, you can spend up to two Attack Points to knock down the same amount of houses on that space. Take the Attack Points from your hand and move them to their pool, then remove the same amount of houses from the district and put them in their pool as well.

In addition, you always tear down one extra house, regardless if you spend any Attack Points or not. Such is the might of a kaiju's rampage.

In other words, when you land on a district you tear down one house automatically, plus one house for each attack point you spend (max two). Note that this only applies to houses.



If all houses are knocked down, that district is considered **demolished**. A demolished district has little value to the City and as such, you are allowed to buy exclusive rights to use that land. If your kaiju was the one who demolished the district, or if you land on an already demolished tile, you can purchase the rights from the city. Pay the money to the City, find the matching card in the District Card pile and add it to your hand.

Take note that this not mean the land is your property. Unless you build something on your district, it is still considered demolished, meaning the rights to the land can be purchased by another player. The same applies if another kaiju later demolishes your district.

If this happens, the newly arrived player pays the City for the district and you have to hand over the card.

This means that you can expect to see some districts switching ownership multiple times throughout the game. Spend your money wisely.

### **Building on your district:**

Once you have the rights to a district, you are free to start building on it, starting on your next turn. You can only build at the start of your turn - before dice are rolled.

In Unofficial Godzilla Monopoly, you don't only build houses - since we already know houses are ineffective at stopping kaiju. You can also build tanks!

**Houses** are built to charge rent from the residents of Tokyo. Each house increases the amount of money you get when passing GO.

**Tanks** deal damage to enemy kaiju.

When you want to build something on your district, consult the District Card. At the top, you'll see how much it costs you to build houses and tanks on that district. At most, you can build four houses and four tanks on each district. Houses cost the same on every district, but the price for tanks vary.

On each card, you'll also see how much damage your tanks will do to an enemy kaiju. The more expensive districts have a higher damage output and more expensive tanks.

### **Owning all districts of a colour group:**

Owning all districts in a colour group enables you to build a powerful Maser Cannon (replaces any tanks currently on the district and half the value of the tanks are returned). The cost for the Maser Cannon is also displayed on the District Cards.

Maser Cannon are unique in that they are long range weapons and immune to attacks from kaiju. The only way to get rid of a Maser Cannon is to demolish and purchase the district, resulting in the destruction of the Maser Cannon. Other Maser Cannons in the same colour group are not affected and remain functional, but since that player no longer controls the whole colour group, no further Maser Cannons can be purchased until control of the colour group is regained.



## Fighting a Kaiju:

There are two ways of fighting the enemy kaiju.

The first way is to build tanks as described above. When an enemy kaiju lands on one of your districts that has tanks, a battle starts. The player who's turn it is and who landed on your space is considered the attacker and as such, that player will start. Just like how players can spend Attack Points to knock down houses, they can spend up to two attack points to knock down tanks. Given that the attacker starts, the kaiju has a chance to knock down tanks before they can fire back. Only the tanks that remain after the kaiju has attacked count as doing damage to the kaiju when firing back.

*Example: Player A's kaiju lands on a district with three tanks, belonging to Player B. Player A spends two attack points to knock two tanks down, leaving one tank left to fire back. Player B checks the District Card to see how much damage that one tank does and removes the same amount of HP from the attacking kaiju. One house is also knocked down automatically as explained previously.*

Note: Attacking each other is not mandatory. A kaiju can always choose not to spend attack points and the tanks can likewise choose to stand down. This can come in handy if you need to make pacts with other players. However, tanks can not choose to inflict less damage than what the card states. They either fire or stand down.

Of course, it wouldn't be much of a Godzilla version of Monopoly if the kaiju couldn't fight each other and that's the second way of fighting enemy kaiju. If two kaiju end up on the same space, a fight breaks out.

Just like with the tanks, the player who rolled the dice is considered to be the attacker and starts the attack. The attacking player can spend up to two attack points and remove the same amount of HP from the enemy kaiju. Then, the defending kaiju may do the same. Note: The defending Kaiju may always retaliate, even if it's out of HP.

**The first lap is a peace lap.** Until a Kaiju has passed GO the first time, it cannot initiate combat with other kaiju.

### **Multiple kaiju on the same space:**

Sometimes more than two kaiju can end up on the same space. If so, the attacking player starts as usual and has to choose how to spend Attack Points. They can be divided between targets but still never exceed 2. After that, go clockwise as you normally would through player turns to determine to order of who gets to fight next.

### **Fighting both kaiju and tanks:**

If a fight happens on a space that contains tanks, those tanks also get to participate in battle. A kaiju can divide Attack Points freely and attack kaiju, tanks or both but the total amount of attacks may not exceed two.



*Example: Player A lands on a space that is occupied by Player B's kaiju. That space also happens to be Player B's district and it contains 4 tanks. Player A starts the battle and spends two attack points. One Attack Point is spent on tanks and one attack point on the enemy Kaiju (one house is also knocked down automatically). Then, player B spends two attack points to attack Player A's kaiju and the remaining three tanks inflict additional damage, according to the District Card.*

### **Avoiding a fight:**

Some fights, like in the example above, would be bad to take for the attacker. If the player who rolled the dice was to land on a space with another kaiju, he or she can choose to stop one space early. If so, the player is considered to be hiding. A hiding kaiju can not perform any actions if the space he or she landed on is a district. No houses can be knocked down (not even the automatic one), the district may not be purchased and no attacks can be made against tanks. Tanks on the space on which a kaiju is hiding on - however - may still fire! Spaces that are not districts, such as Chance, the Scent of Fish, Go and Nuclear Power Plant still work as normal.

Hiding does not work if the district before the space you were to land on is also occupied by an enemy kaiju (note that friendly, subjugated kaiju are an exception to this). If that's the case, you'll be forced to take the original fight. Likewise, if you were moved by a chance card instead of having rolled the dice, you cannot stop one space early to hide.



*Example 1: Player A rolls a 10. This would make him land on a space with an enemy kaiju and 4 tanks. Player A knows that's a bad fight and chooses to hide in the previous space, which also contains tanks, although only 2. Player A proceeds to go 9 steps and is considered hiding, so the kaiju does not get to attack the 2 tanks and they in turn fire back, dealing damage according to the District Card.*

*Example 2) Player A rolls a 5. This would make him land on a space with an enemy kaiju with 6 attack points and 8HP, whereas player A only has a single attack point and 4HP. Player A would like to hide and not engage this enemy. The space before is also a Chance Space and much better to land on. However - it is occupied by another player. Hence, Player A has no choice but to move 5 steps and engage the enemy kaiju in battle.*

*Example 3) Player A rolls a 5. This would make him land on a space with an enemy kaiju with 6 attack points and 8HP, whereas player A only has a single attack point and 4HP. Player A would like to hide and not engage this enemy. The space before is also a Chance Space and much better to land on. It is occupied by a kaju that is subjugated to player A. Player A can then stop at the chance space.*

## Subjogating another kaiju:

If you take the last HP from another kaiju, that kaiju is now subjogated to you and its player joins your team, while all the tanks, houses and districts are sold and the money divided up between all remaining players. Chance cards remain with the subjogated player. The subjogated kaiju is given 1HP and **always** counts as having 2 Attack points, as if they automatically replenish immediately after being spent.

The player is free to move around the course as normal while subjogated, with some exceptions:

- The player cannot gain additional HP and does not receive any money when passing GO.
- The player may move one step more or less than the roll shows if it brings the player into combat with an enemy kaiju.
- The player cannot purchase any districts, houses or tanks.
- Any money, tanks or houses the player receives is passed on to the player who subjogated his or her kaiju.
- The subjogated kaiju counts as being on the same team as the controlling players and cannot attack the controlling player's kaiju, tanks, or houses (apart from automatic knock downs).

Any chance cards that the player gets still applies to that player. Some chance cards will not be applicable and if so, simply disregard the chance card.

If a subjogated kaiju is killed (which is likely, given its 1HP



cap), the kaiju will move to GO and may not move until its controlling player passes GO to release it (this does not apply when the kaiju is first subjugated, it moves on as normal from where it stood), though it can still fight other kaiju landing on that space. As such, the subjugated kaiju does not need to concern itself with self preservation and can set out to deal as much damage as possible to other players and their properties.

If the controlling player's kaiju is defeated and subjugated, its subjugated kaiju will likewise follow the new controlling player.

*Example: Player A has subjugated Player B. Player C then subjugates player A and Player B is then also subjugated to Player C.*

It's possible for a subjugated Kaiju to **break free from subjugation** and return as a contender in the game by taking a non-subjugated kaiju down to 0HP in combat. If that happens, the previously subjugated player takes control of all the other player's possessions. Essentially, the two swap places, with the recently beaten player now being subjugated to the victor.

The new contender starts with 1HP and 2 Attack Points.

*Example: Player A is subjugated to Player B. Player A lands on the same space as Player C and a fight breaks out, where Player A manages to beat Player C down to 0HP. As such, Player A is no longer subjugated to Player A and takes control of all Player C's possessions (excluding chance cards) and subjugates player C.*

## Combat Stalemate:

There may come a point where two kaiju who face off in a fight are both capable of subjugating each other by reducing the other's HP to zero. In such a case, after both players have attacked, the winner is determined by discarding one attack point each, until one player runs out. The kaiju who can fight on the longest and deliver the final blow wins. This overrides normal rules for maximum Attack Points spent in a battle and can result in costly victories. Note that this does not apply to a subjugated Kaiju bringing another player down to zero.

*Example: Player A and B fight. They both have 2HP left. Player A starts and spends 2 of his 4 attack points to drain the last 2HP from player B. Player B - however - still gets to fight back and spends 2 of his 5 attack points to drain player A's last 2HP. Now, both players are at zero, but a winner must be determined. They both spend one attack point. Then, they both spend another attack point. Now, Player A has no more attack points, but player B does. Spending the last attack point earns him the victory and he gets to survive with 1HP while Player A is subjugated.*

If both players have the same amount of attack points, the battle is a stalemate and each kaiju is restored to 1HP but still having their all their attack points.

Note: Since subjugation is an important part of the game, **it's impossible to lose your last HP due to neutral parties** such as a chance card or the Big Pile of Fish. If that happens, simply disregard the loss of HP.



## **Winning the game:**

When you've subjugated all other players, you have become King of the Monsters and the winner of Unofficial Godzilla Monopoly.

## **Landing on your own district:**

If you land on your own space, you cannot attack your own tanks or your own houses. That being said, the automatic, additional house knocked down will still apply here. Kaiju are large and at times clumsy beings who can't help but knocking down building. As such, it's not always advantageous to land on your own district.

## **Making Money:**

As the City of Tokyo loses its residential buildings to the rampaging kaiju, there are a lot of people who would like to see houses rebuilt. When you build a house on a district, that house will give you additional income every time you pass GO. Every time you pass go, collect an additional ¥500K per house.

If you need money in a hurry, you can sell houses and tanks for 50% of its purchase costs. You may also return the rights to a demolished district to the City for half its value. Finally, you may try to sell chance cards to other players or make other shady deals at your behest. Note: You can never deal in kaiju stats, as they are bound to the creature.


You cannot go bankrupt in Unofficial Godzilla Monopoly. If you find yourself unable to pay fines, sell buildings and districts to get more money. If you've exhausted your opportunities to pay, the remaining debt is nullified and you may go on your merry (and broke) way.

## **Special spaces:**

**GO:** When you land on - or pass - this space you get ¥2M and an additional ¥500K for each house you have across your districts at the time you pass. You also gain +3 Attack Points (Attack points are capped at 12).

Optionally, a player can choose to forego all that, and instead regenerate a single HP. There is no cap for HP and you can exceed your starting value.

*Example: You roll a 7. This takes you past GO and makes you land on one of your own district that contains 4 houses. At the time of passing you had these 4 houses, and another two districts with one house each. At the time of passing GO, you collect ¥2M + ¥500K for each of your 6 houses, giving you a total of ¥5M. Afterwards, you will knock down your own house, lowering the total to 5, but this does not affect the payout you just received.*

**Chance:** When landing on Chance, the player picks up the first card from the Chance card pile and applies the effects immediately. Some cards can be kept and be used later. These cards will contain the conditions for using them. Some cards can be used during combat and are marked with a 



Only one card can be used per player, per combat. You can - however - apply multiple cards both before and after combat, if the individuals conditions apply.

Any money, HP or Tanks lost or destroyed due to the effects of chance cards get placed in the Nuclear Plant pool.

**Big Pile of Fish and The Scent of Fish:** These act as the Jail of Unofficial Godzilla Monopoly. Landing on the Scent of Fish sends you to the Big Pile of Fish, without passing GO. You can also find yourself going straight to the fish if you roll three doubles in a row (go straight to the Big Pile of Fish without executing your third move) or get that unlucky draw of a chance card.

Here, you will stay for your next three turns eating fish. On the third turn, Japan's self-defense forces will reveal their trap and fire at you. You will be free to move on from the Big Pile of Fish, but you will also take 1HP of damage as the self-defense forces fire. On each of your three turns eating, you can attempt to roll a double, in which case you resist the fish and move the number of spaces shown on the dice, without losing any HP. If you ended up on this space due to rolling double three times, you get an extra attempt at rolling your way out right away, since you did roll a double to get another turn, after all.

If you land on the Pile of Fish without having been sent there due to The Scent of Fish, you have appeared on the space before the fish trap was set and you have a chance of getting all the fish without taking any damage. Spend 2 Attack points

to wipe out the self-defense forces and gain 1HP from eating the fish.

Note: No fighting while feeding! **You may not fight another kaiju while on this space.**

**Nuclear Plant:** In addition to fish, Kaiju feed on radio-activity and so the Nuclear Plant is the Free Parking of Unofficial Godzilla Monopoly. Landing on this space grants you ¥1M and 1 HP. In addition, any money, HP or Tanks lost or destroyed due to the effects of chance cards get placed in the Nuclear Plant pool and is picked up by the player who lands there next. Once a pool is emptied by a player, refill it with ¥1M and 1 HP for the next player to land there.

Note: No fighting while feeding! **You may not fight another kaiju while on this space.**



## A brief note on balance and playtesting:

As you can tell, this version of Monopoly is quite different than what you'd normally play, which usually requires a lot of playtesting to get right.

Unfortunately, due to Covid-19, playtesting of this game has been rather limited. This means that you may stumble upon balance issues when playing.

If you want to help out with this, there is a form on the website for sending your feedback.

## A brief legal note:

Unofficial Godzilla Monopoly is a fan-made non-profit game that was developed by a single man in covid lockdown with the help of family and friends; it is in no way associated with the companies, trademarks or copyrighted works that encompass Godzilla or Monopoly.

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