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KAIJU EXCHANGE

Rule Book

THE STORY SO FAR...

After stopping the rampage of financial Kaiju such as Debtzilla & Taxopus from destroying the world, top scientists have discovered that the biomass materials left behind by the now slumbering monsters are extremely valuable.

The resulting scientific breakthrough led to an explosive demand for more biomass materials as nations scrambled to gather and trade them.

As the leader of a biomass production start-up, it has fallen upon your shoulders to secure the most valuable biomass materials and reap the benefits of this global demand to keep the coffers flowing.

Procure and trade various monsters' biomass in order to expand your operation and keep your crew happy. Monopolize the demand by securing secret exclusive contracts with government agencies to prevent your competitors getting to them.

Negotiate, trade and bribe your competitors to corner the supply chain and control the prices. Every piece of information is crucial in this race to riches. Do you have what it takes to come out on top?



OBJECTIVE

In Kaiju Exchange, each player is vying to be the most influential monster merchant in the world. The first player who manages to attain 6 Influence points is the winner!

COMPONENTS



Demand Cards x28

Fulfilling Demands is the primary method for players to earn money and gain Influence.

- A** The Materials needed to fulfill this Demand
- B** The Reward for fulfilling this Demand

Exclusive Contracts x12

You may only fulfill 1 of your 2 Exclusive Contracts. They always pay out 6W and earn you 1 Influence when fulfilled.

Fulfilling an Exclusive Contracts always require 5 Materials made up of 3 different types.



Event Cards x8

Various happenings around the world that affects all players.

A new Event is revealed at the start of every round, possibly affecting each player's strategy.

Crew Tokens x22

Represents the Crew that a player has employed and the type of material they extract.



First Player Token x1

The player who will take the first turn during the Players' Action Phase.

City Mats x4

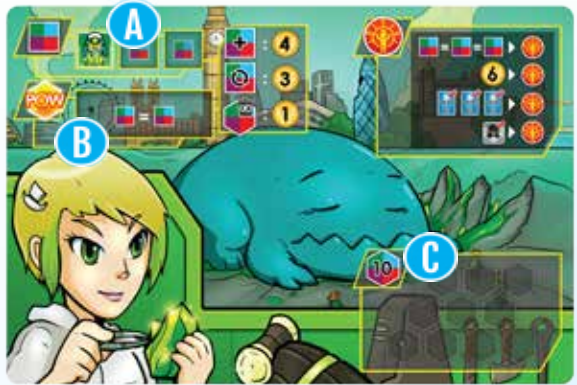
Each player has their own City mat to keep track of their Crew, Inventory, as well as other useful information.

A Your Crew slots, typically can be occupied by any type of Crew.

Each mat comes with a fixed starting Crew. The type of this Crew can be changed during the game but they will never desert the player.

B Your active Expertise Power, obtained when you have 2 identical Crew types. You may only have 1 Expertise Power at any time.

C Materials in your Inventory. You can only hold up to a maximum of 10 materials at any time.



Expertise Tiles x8

Special benefits granted to players that focus on Extracting a specific Material. When a player has 2 Crew of the same type, they gain its Expertise tile immediately. Similarly, once the player is left with only one Crew of that type, they lose the Expertise tile and all benefits linked to it immediately.

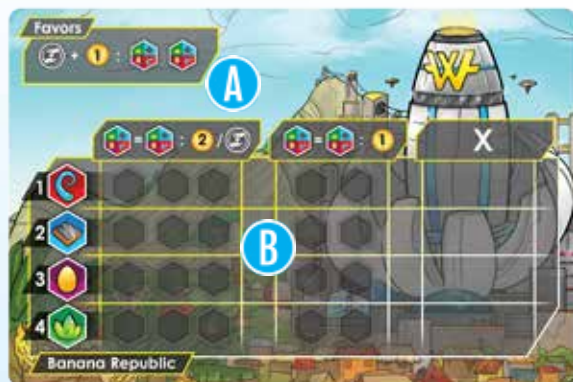
Material Tokens x80

Materials that players can extract with their Crew. These Materials are used to fulfil Demands and Exclusive Contracts.



Wonga Coins x40

The common currency used in Kaiju Exchange, in denominations of 3W and 1W.



Banana Republic x1

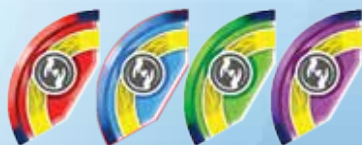
The gameboard for Banana Republic, a mighty country also attempting to stake their claim in the monster biomass market. Players have various ways to interact with Banana Republic throughout the course of the game.

- A** If you return a Favor token and pay 1W, you may take any 2 materials from the Banana Republic Inventory.
- B** The Banana Republic Storage. Players may sell their materials to Banana Republic at a price based on how much of that material it already owns. To sell their materials, place that material into the matching row on the next available space in a section. Each row in the Storage is broken up into 3 sections:
 Lacking (3 Spaces): Sell 2 of this material for 2W or donate it for a Favor token.
 Sufficient (2 Spaces): Sell 2 of this material for 1W.
 Abundant (No limit): This material may not be sold to Banana Republic.

Each Material is also assigned a number. This determines which material is produced when the Material Die is rolled, as well as the first starting player.

Favor Tokens x8

Represents favors owed to the player by Banana Republic. These favors can be traded in for resources that Banana Republic owns.



Alliance Token x1

When a player has 2 Favor Tokens and is supposed to get another, they gain the Alliance token instead. When trading in Favors, the Alliance token must be used first if in the player's possession. The Alliance token also provides an alternate win condition for the players.

Material Die x1

This die is rolled during the Banana Republic phase each round to determine which Material Banana Republic reproduces.



SETUP

Player Setup



Play Area Setup



1. Each player chooses a City mat at random, 5W worth of coins and a starting material, and places it in front of them. Return unused City mats to the box.

2. Deal 2 Exclusive Contracts to each player, these should be kept secret from other players, return the rest to the box.

Based on the number of players, remove the following cards from the Demand deck and return them to the box:

2 Players: 1x "1 Material" and "2 Material" Demand for each Material type.

3 Players: 1x "1 Material" Demand for each Material type

4 Players: None.

3. Start a Demand Discard Pile by removing all "3 Material" Demands from the deck and placing them facedown in the Discard Pile.

4. Shuffle the remaining Demands to form the Draw Pile and deal 2 Demands to each player. Demands in a player's hand are known as Local Demands.

5. Deal 3 cards from the top of the Draw pile to the centre of the table face up to form the Global Demands.

6. Place the Banana Republic nearby and place the Alliance token, as well as the Favor tokens of the player mats in play, next to it.

7. Shuffle and place the Event deck within reach.

8. Give the Singapore mat player the first player token. If it is not in play, give it to the player next in line based on this priority.

9. Leave all remaining components nearby within reach. i.e. Material tokens, Crew tokens, Expertise Power tiles and Coins.

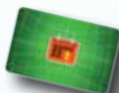


GAMEPLAY

Each round of play consists of 3 Phases: Event Revelation, Players' Actions, and Banana Republic. Players will go through these 3 phases each round until a player has 6 Influence.

Once any player has six Influence, the game ends immediately with that player being crowned the winner.

EVENT REVELATION



Reveal the top card of the Event deck. It stays in effect for the rest of the round, replacing the previous round's Event if any.

PLAYERS' ACTIONS

Each player takes a single turn in this phase. During their turn, the player goes through several steps before their turn ends. Play starts from the first player and goes clockwise.

1. Extraction Step

Pay 1W for each Crew currently in your employ. All unpaid Crew desert the player and are discarded. Then, gain Materials based on your remaining Crew. Each Crew extracts 2 materials of the type they specialize in.



Bankruptcy

If a player does not have enough money to pay their Crew, they lose 1 of the following if possible and gain 3W:

- 1 Scored Demand
- 1 Scored Exclusive Contract

If you are unable to lose any of the above, your non-starter Crew takes all your materials and desert you. You discard any remaining Exclusive Contracts, drawing 2 new ones and gain 5W.

Free Trade Policy

After the Extraction Step, the active player may initiate any number of trades with any other player. Any resource may be used for trading, except Local/Scored Demands, Exclusive Contracts and Crew. All future promises made as part of the trade are not binding and may be broken by the parties involved.

Hint: You may find that it is difficult and/or expensive to get the materials that you need. Trading with other players can help you overcome this obstacle.

Interacting with Banana Republic

After the Extraction Step, the Active player may attempt to sell Materials to Banana Republic. The rates are based on how much of the Material being sold Banana Republic owns. The rates come into effect immediately after each transaction is complete.



Each material sold is placed into the next available space on their respective row. Players may only sell 2 identical materials to Banana Republic per transaction, and the rate at which it is sold depends on the sector the first available space is in. Refer to Page 4 for more info on how to sell to Banana Republic.

Replacing/Hiring new Crew

After the Extraction Step, the Active player may choose to hire new Crew by paying 4W and adding a new Crew token of any type to their player mat. The player may also choose to change the specialization of one of their Crew by paying 3W and replacing it with a different one. Both actions may only be taken once per turn. You can only have up to a maximum of 3 Crew and a mix of 2 specializations.

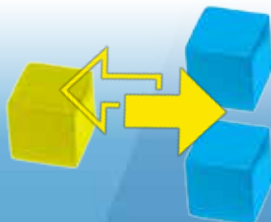


2. Inventory Step

Check if the amount of materials you have exceeds your maximum storage limit(10). Get rid of excess materials by either doing trades with other players, interacting with Banana Republic or spending 1W to discard any number of materials. This step only ends when you have no excess materials.



Waste disposal needs to be paid for too!



Disadvantageous trades may be a way to forge future friendships.

3. Business Step

Fulfill up to a maximum of 3 Local /Global Demands or 1 Exclusive Contract. You must reveal all fulfilled Local Demands. If you fulfil an Exclusive Contract, discard the other.

You may take other actions between fulfilling Demands, such as trading with other players, interacting with Banana Republic, as well as Hiring and Replacing Crew. Any Expertise Powers earned or lost this way do not affect Demands already fulfilled.



To fulfill a Demand, you must have the materials required on the Demand card. Reveal the Demand for everyone to see and place the Material(s) on the Demand you are fulfilling to take the reward stated on the right.

To fulfill an Exclusive Contract, you must have all the materials it requires. Reveal the Exclusive Contract you are fulfilling, and discard all materials it requires from your inventory. Keep the fulfilled Exclusive Contract face up as a reminder for scoring the Influence and discard the other one.

4. Refresh Step

If you fulfilled 3 Demands, choose one of them in secret to score as an Influence and keep it facedown under your City Mat. Discard all other fulfilled Demands and all Local Demands you have left. If there are no Global Demands left, reveal 3 Demands from the top of the Draw Pile as replacement. Should the Draw Pile ever run out of cards, reshuffle the Discard Pile to form a new Draw Pile.

After all players have taken their turn, move on to the Banana Republic Phase.

BANANA REPUBLIC



Roll the Material die to determine what material Banana Republic produces. Check the number rolled against the Banana Republic Inventory, place 1 material of the type rolled in the next available slot. The third section of each row can hold any number of materials for this purpose.

Then, they attempt to fulfill all remaining Global Demands using materials from their Inventory. Each Demand that they fulfill is scored immediately and placed next to the board facedown. Should Banana Republic ever score 8 Influence, they are victorious and all players have lost.



If there are no Global Demands remaining after this phase, reveal 3 Demands from the top of the Draw Pile as replacement.

Banana Republic Alliance

If a Banana Republic victory occurs, check if any player is in possession of the Alliance token. If there is, that player wins with Banana Republic instead.

END OF ROUND

After the Banana Republic Phase, pass the first player token to the next player on the left and deal 2 Demand cards to each player to start a new round.

WINNING THE GAME

If at any point of time in the game, a player attains 6 Influence points, the game ends immediately and they win!



GAINING INFLUENCE

All possible ways to gain Influence in Kaiju Exchange:

- Have 3 identical Crew
- Every 6W you have
- Fulfill 3 Demands in the same turn
- Fulfill an Exclusive Contract



VARIANTS

Fall of Banana Republic

At the start of the game, each player starts with a “2 Material” Demand based on their starting Crew and a random Demand instead of 2 random Demands.

On top of the “3 Material” Demands, discard a “2 Material” Demand for each City Mat not in play at the start of the game.

Remove the Banana Republic board, Favor and Alliance tokens from the game, and skip the Banana Republic Phase of each round.

Players now only require 5 Influence to win instead of 6.

EVENTS



Hiring or Replacing Crew is 1W cheaper



Choose 1 of your Crew, gain 1 material of that type.



Replacing Crew is free



Gain a Material of which type you do not have



Convert any 2 Materials to any 1 Material once



At the start of your turn, draw 1 more Local Demand, Local Demands pay +1W



At the start of your turn, gain 1W or take a Material from Banana Republic



Global Demands pay +1W, replace fulfilled Global Demands after each turn

COMMON SYMBOLS



: Any Material



: Material of that specific type



: Any Crew



: Crew of that specific type



: Hire Crew



: Replace Crew



: X amount of Wonga



: Global Demand



: Fulfilled Demand



: Local Demand



: Influence



: Exclusive Contract



: 2 Identical Crew



: 2 Identical Materials

EXPERTISE POWERS



You may use an Egg as any Material to fulfill Demands. Demands fulfilled this way earn 0 Wonga.



You may use 2 Slime Crystals as any Material to fulfill Demands.



Discard a Tentacle to reserve a revealed Demand card at any time. You cannot use this if you already have 2 Demands reserved.



Discard 3 Ponzium to gain 2W

FAQ

Q: I just fulfilled some Global Demands, should I replace them from the deck?

A: *No, you only refill Global Demands if there are none left, during the Refresh Step of your turn.*

Q: When can I use my Expertise Power? How many times can I use it?

A: *You may use it at any time during your turn, unless otherwise stated. You may keep using it as long as you fulfill its condition.*

Q: Will Banana Republic fulfill a Demand that requires more materials or less materials?(Given that it can fulfill either but not both)

A: *Banana Republic will always fulfill the Demand that requires more materials if possible.*

Q: When do I resolve the Event “Diplomatic Gift”?

A: *Before your Extraction Step. Which means if you have no materials, you can gain any material of your choice!*

Q: If Banana Republic has 2 Eggs, and I want to sell 2 Eggs to it, how much will I get in return?

A: *You can get either 2W or take a Favor token. This is because the next available space is in the Lacking sector, which determines the current rate of the transaction*

With regards to the Tentacle Expertise Power...



Q: ...What are revealed Demands?

A: *Revealed Demands refer to any Demand that has been revealed, such as Global Demands and all fulfilled Demands. Demands that are voluntarily or accidentally revealed do not fall under this category.*

Q: ...If a player fulfills 3 Demands, can I still reserve one of their Demands?

A: *Yes! You actually get to reserve one of their Demands before they choose the card to score.*

Q: ...What happens to my reserved Demands if I lose this power?

A: *They are discarded immediately.*

CREDITS

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QUICKSTART GUIDE

Give each player:



- a City Mat
- 5W
- 1 Starting Material
- 2 Exclusive Contracts
- 2 random Demands

The Play Area:

- Banana Republic Board
- Favor + Alliance Tokens
- Shuffled Event Deck
- Demand Discard Pile (all "3 Material" Demands)
- Demand Draw Pile
- 3 Global Demands



Round Phases

Event Revelation

- *Reveal an Event card*

Players' Actions

- *Each player takes a turn*

Banana Republic

- *Roll Material Die, produce 1*
- *Fulfill all possible Global Demands*

End of Round

- *Pass First Player token to left*

Player's Turn

Extraction Step

- *Pay 1W and produce 2 Materials per Crew*

Inventory Step

- *Make sure you have less than 10 Materials*

Business Step

- *Fulfil max. 3 Demands/1 Exclusive Contract*
- *Score 1 Demand if fulfilled 3*

Refresh Step

- *Discard Local Demands and draw 2 new ones*