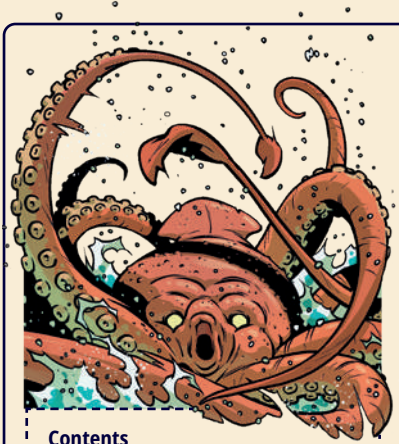

PiKiT

CORENTIN BRAND

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Contents

- 63 cards (53 Kaijū, 6 Mecha, 4 Player Aid)
- 2 dice
- 12 tokens (6 Pair, 6 Wound)
- 1 card holder
- This rulebook

OVERVIEW AND GOAL

Roll dice to summon Kaijū [1] or Mecha [2], and take the cards representing them.

Play these cards to use their effects or keep them in your hand until the end of the game to gain their points. Have the highest score to win the game.

[1] ***Kaijū* (怪獣)** *refers to giant monster, usually in strange creature form.*
[2] ***Mecha* (メカ)** *refers to robotic armor, usually in a humanoid form.*

Kaijū cards

Mecha cards

SETUP

Setup example for a 3-player game

1. Take the **card holder** from the box and place it on the table.
2. Give a **Player Aid card** to each player.
3. Place the **6 Mecha cards** faceup, then place the corresponding **Pair token** on the bottom of each card.
4. Set the **Wound tokens** within reach of everyone.
5. Use the box as a **dice tray**.

6 Shuffle the **Kaijū cards** and place the **deck** facedown on one side of the card holder.
Use the other side as the **discard** during the game.

With 2 players: *Remove 2 Kaijū cards of values **1** to **8** (16 total cards) from the deck. They will not be used during the game.*

7 Take the **top 8 cards** from the deck and place them faceup in the center of the table.

8 Draw your **starting hand**: take the top card from the deck and put it faceup in front of you. If necessary, repeat this until you **reach or exceed a total value of 10**. Then take these cards into your hand and keep them hidden from the other players.

> ***Example:*** *You draw a **5** card, then a **2** card, then an **8** card, which makes you exceed 10. You start the game with 3 cards in hand: a **2**, a **5**, and an **8**.*

Once everyone has drawn their starting hand, begin playing.

GAMEPLAY OVERVIEW

Starting with the youngest player, then continuing clockwise, take turns until the end of the game.

On your turn, take the following actions **in order**:

1. ROLL DICE

2. PLAY CARDS

You can play one or more cards from your hand to use their effect.
To play a card, discard it faceup, then apply its effect (see effects on page 8).

3. ADD CARDS TO YOUR HAND

Depending on your dice roll, you can take, from the 8 cards in the center of the table, either:

- **1 card** that matches **the sum** of both dice.
- **1 card** that matches **the difference** of both dice.
- Either **1 or 2 cards** that match **the face** of one or both dice, respectively.
- **Nothing**, if no card matches.

4. END OF TURN

If necessary, reveal cards from the deck until there are once again 8 in the center of the table. Then the next player takes their turn.

Turn example

1

You roll the dice and get a 1 and a 3.

2

*Before taking a card from the center of the table, you discard a **2** card from your hand, which lets you reroll the dice. You get a 1 and a 6.*

3

*With this new result, you can take either: the **7** card (6+1), the **5** card (6-1), a **1** card and the **6** card. You decide to take the **7** card.*

4

You reveal the top card of the deck so there are once again 8 cards in the center of the table, then end your turn.

PAIR!

When you roll **two matching numbers**, you have two additional options:

- If the corresponding Mecha is **available on the table**, you can take it and add it to your hand.
- If the corresponding Mecha is in **another player's hand**, you can try to steal it from them by drawing a random card from their hand. Reveal the stolen card and add it to your hand (even if it's not the corresponding Mecha).

PAIR TOKENS

Pair tokens show which player has which Mecha. Each time a Mecha is taken or changes hands, place the corresponding Pair token in front of the owner, Pair side visible.

END OF THE GAME

The end of the game is triggered as soon as the deck is empty. **All players** take one final turn. Then, determine your score by adding:

- Points from Kaijū in your hand.
- 15 points per Mecha in your hand (reminder on the back of Pair tokens).
- Points from bonuses and penalties (see effects on page 8).

The player with the highest score wins the game.

In case of tie, the player with the fewest cards wins (Kaijū and Mecha). If there is still a tie, tied players share the victory.

Example: *You gain 39 points with your Kaijū and 15 points with your Mecha. Since you also have a 15-point bonus and a 3-point penalty, your total score is 66 points (39+15+12).*

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CARD EFFECTS

There are two types of Kaijū: those with a **discard effect** (when you play the card) and those with a **special effect**.

DISCARD EFFECTS

Reroll 1 or 2 dice.

Steal 1 random card from another player's hand. Reveal it, then add it to your hand.

Take the top card of the deck and add it to your hand, without revealing it.

At any time, cancel the effect of **any card** that another player just played.

Turn 1 die over to the face of your choice.

Choose one of the 5 other **discard effects** and apply its effect.

SPECIAL EFFECTS

At the end of the game, the player(s) with the most **1** cards gain 15 bonus points (they flip over their Player Aid card as a reminder).

When you steal a **3** card from an opponent, immediately discard this card and place a Wound token in front of you. You will lose 3 points at the end of the game.

When you take an **8** card from the **center of the table**, take **all** the other **8** cards in the center of the table.