

Kaiju!!! Game Design Document

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Overview

→ Elevator Pitch:

- ◆ Kaiju!!! Is a "tabletop" open-world, character-based monster hunter rpg. Players will use a unique string and magnet movement/ combat system to fight their friends in 3v1 combat scenarios to save the world... or end it altogether.

→ Summary:

- ◆ Kaiju!!! is a Tabletop, character-based, open-world, PvP monster hunter experience. Kaiju!!! seeks to give players a unique gameplay experience by limiting the playspace to only the players' imagination, granting infinite replayability. Kaiju !!! re-sparks the nostalgia of playing with your action figures in your basement, turning your potted plants into dense forests, sofas into indomitable mountains, and countertops impassable desserts.

→ Game Design Values:

- ◆ Explore Game Spaces
- ◆ Teamwork and Communication
- ◆ Near Future Dystopic

→ References:

- ◆ Evolve
 - The open world monster vs. hunter pvp gameplay loop is, to my knowledge, originally from a video game called Evolve that was published in 2014 and went offline last year. My game adapts that style of asymmetrical balancing to give the monster a fighting chance against the team of players.
- ◆ Phasmaphobia
 - The discovery system that serves as the first phase of my game is inspired by the clue system from phasmaphobia. There are cards that represent clues the monster has left behind, and some are

specific to only one monster while others are left by all monsters. That deductive reasoning type clue system is inspired by the clues the haunt leaves behind.

◆ Overwatch

- The weapon system in overwatch adds a unique feel to each character I really enjoy, and I added the same system to my game. In Kaiju!!!, you have a unique weapon, active ability, and passive similar to OW.

Objects/ Components

→ Hunter Models (3D Printed in final Build)

- ◆ Displacer
- ◆ Brawler
- ◆ Sniper
- ◆ Trapper
- ◆ Medic
- ◆ Comms
- ◆ Jumper

- *not all hunters are available in Beta, but will be available in the final build as additional options for the hunters. At the current moment, playtesting is happening with the comms, trapper, and brawler.

→ Monster Models (Cardboard Standee in final build)

- ◆ Crustachape
- ◆ Cryoptera
- ◆ Archblight

→ Hunter Playcards

- ◆ Tablet for hunters to hold while playing game. Has turn order, abilities, and strings attached.

→ Monster Play cards (For Monster)

- ◆ Tablet for monsters to hold while playing game. Has turn order, abilities, and strings attached.

→ Monster Inforcard (For Hunter)

- ◆ Info for the hunters post discovery phase to help strategize their moves against the monster.
- Movement Strings
 - ◆ Hunter
 - ◆ Monster
- Damage Strings (long range)
- Damage String (Med range)
- Damage String (Short range)
- Cataclysm Token
- Custom Hunter Gear
 - ◆ Sniper Grapple
 - ◆ Trapper Net Launcher
 - ◆ Extra Displacers

Gameplay Guide and Rules

Phase 1: Setup

- Create your playspace
 - ◆ Determine the boundaries of your playspace! Select a room in your home, the base of a tree in a park, or any space you feel can add an exciting dimension to your game. Generally speaking, the smaller the space, the faster the game will go.
 - Suggested minimum playspace of 5 by 5 feet
- Hunter Setup
 - ◆ Each player will select a hunter
- Monster Setup
 - ◆ The player will select a monster
 - ◆ A monster will then select the relevant discovery cards for their monster and shuffle the deck, selecting four from the top of the list for your selected monster and placing them around the playspace.

- ◆ The monster will select a starting position anywhere on the agreed upon playspace, at least two full movement actions away from all hunters and clue cards

Phase 2: Discovery

- The hunt is afoot! Hunters will take their turn first and can decide to discover clue cards or find advantageous positioning. Next, the monster goes, who can take this time to stalk their prey or even make attacks under the cover of their unknown identity.
- Once the players collect enough evidence to feel comfortable identifying the monster, they may declare their hypothesis at the start of each hunter's turn. If the hunters correctly identify the monster, they gain access to its hunter info stat sheet. If they incorrectly guess the monster type, the cataclysm progression meter is moved up one tile.
 - ◆ Suppose the monster uses an ability rather than a physical attack in this phase. In that case, hunters may make an ability check with a difficulty of 15 or higher to determine the species of the monster automatically when it happens.

Phase 3: Combat

- Immediately after the monster is discovered, the cataclysm goes active! Each turn, Move the cataclysm meter one space closer to doomsday.
- See hunter/ monster combat rules for more information about play in this phase.
- Game flow diagram to represent this cycle:



→ Turns can be separated into three actions the hunter can take. Hunters can use all three acts in any order unless the hunter's ability is on cooldown.

- Primary weapons:

- ◆ Hunter weapons offer three range classes: light, medium, and heavy.
- ◆ So long as each magnet can connect to the base of the hunter and monster, they may make the attack.

- ◆ If the monster is within the strain range (red zone) of the hunter range, the hunter must succeed an ability roll of 10 or higher to hit the monster successfully
- Cover and stealth:
 - ◆ If the player model is entirely out of view of the monster model, it is "stealthing" and the monster must succeed a DC 10 ability check to see the hunter. If it successfully finds the hunter, it must treat the attack like strain range.
- Passive abilities:
 - ◆ Passive abilities are traits native to the hunter character that augment their gameplay outside of the action economy.

Monster Combat Rules:

- Monsters take turns as determined by their individual rules. They (unless specified in their rules) may take:
 - ◆ Two attack actions
 - ◆ Two ability activations
 - ◆ One movement instance
- Monsters possess two passive abilities, and those abilities can further augment the action economy of the monster.

Ability Checks

- Occasionally, abilities call for a response for their target in the form of an ability check. Ability checks are always rolled with a D20, and meeting or exceeding the DC of the check constitutes a success.

Hunters:

- Assault:
 - ◆ Displacer
 - Primary Weapon: Twin Stingers

- Hit die: D4 Per active misdirection
- Active: Misdirect
 - Once per turn, the displacer may generate a synclone, with a maximum of two clones. When the monster attacks any of the active displacer models, they must roll their ability die. If one clone is active, an 11 or higher constitutes a success. If two clones are active, a 15 or higher constitutes a success.
- Passive: Tracer Rounds
 - Displacers rounds are homing, and do not require line of sight to hit their target.

◆ Brawler

- Primary Weapon: The Showstopper
 - Hit die D10
- Active: Me First
 - When Brawler activates this ability, the next action the monster takes must target the brawler.
- Passive: Not without a fight
 - When Brawler's health reduces to 0, they can take two back-to-back turns before being knocked unconscious.

◆ Sniper

- Primary Weapon: The Executioner
 - Hit Die: 2d10
- Active: Grapple Gun
- Passive: Eagle Eyed
 - The Executioner is granted 100% strain range accuracy, critical success damage rolls of 20 deal 30 damage to the monster.

◆ Specialist:

- Trapper

- Primary Weapon: Tempest Bow
 - ◆ Hit Die D8
- Active: Net Launcher
 - Launch a net to stop the monster in its tracks. If in range of the net, the monster must succeed a DC 12 ability score or have its movement revoked for its next turn.
- Passive: Keen Insight
 - At the start of the game, the hunter may randomly select one mystery token from the map to uncover automatically.
- ◆ Jumper
 - Primary Weapon: RPG
 - Hit Die D8
 - Active Jump Jets:
 - Activate the jetpack to fly into the air. If this ability is used, the telescopic magnet determines Jumper movement and aiming. At the start of the jumper's next turn, they must land (one-turn cooldown.)
 - Passive: Evasive action
 - If the monster targets the jumper during its turn, the Jumper may attempt to take evasive action in midair. If the jumper is in midair during the monster's turn, the monster must succeed in a DC 10 ability check to hit the jumper.

→ Support:

- ◆ Medic
- ◆ Primary Weapon: Stim Dart
 - Target your allies, heals the target for 1d6 health
- ◆ Active: Sidearm
 - The damage-dealing weapon of the medic had no cooldown.

- Hit Die D4
- Passive:
 - Ending your turn within the movement radius of the Medic heals any hunter for 1D4 Damage

◆ Comms

- Primary Weapon: Scout Rifle
 - Hit die D8
 - Weapon class: Medium
- Active: Care package
 - Cooldown: 1 Turn
 - Call support package from dropship to deliver supplies to the Comms specialist, Items work rules as written on the card. Any hunter may equip items, but the Comms specialist must intercept the care package first.
 - Care package Items:
 - ◆ Barrier Mesh
 - Replaces active ability. Generate a shield the size of this card immune to all damage in front of it for one turn.
 - ◆ Medkit
 - Replace attack action, heal yourself 1d12 damage
 - ◆ Impulse Grenade
 - Replaces active ability. Throw a grenade the range of your movement. The monster must make a DC 13 ability check or be knocked back half of its movement string away from the hunter who threw the grenade.
 - ◆ Evac Beacon

- Replaces attack action. Instantly switch places with another hunter.
- ◆ Cloaking Ray
 - Replaces attack action and active ability. Go completely invisible for up to two rounds. Taking any action other than movement ends its use.
- ◆ Interception Swarm
 - Replaces active ability. Place this card in front of the hunter. If the monster attempts to attack said hunter and the movement string must pass through the card, all attacks are treated as strain range attacks. Effect lasts two rounds, and cannot be moved.
- Passive: Teambuilder
 - In PvP:
 - ◆ Players may use the notepad or any other means of nonverbal communication with one another.
 - OR
 - ◆ Player movement is doubled when within the effective radius of the Communications Expert

Monsters:

→ Archblight HP: 150

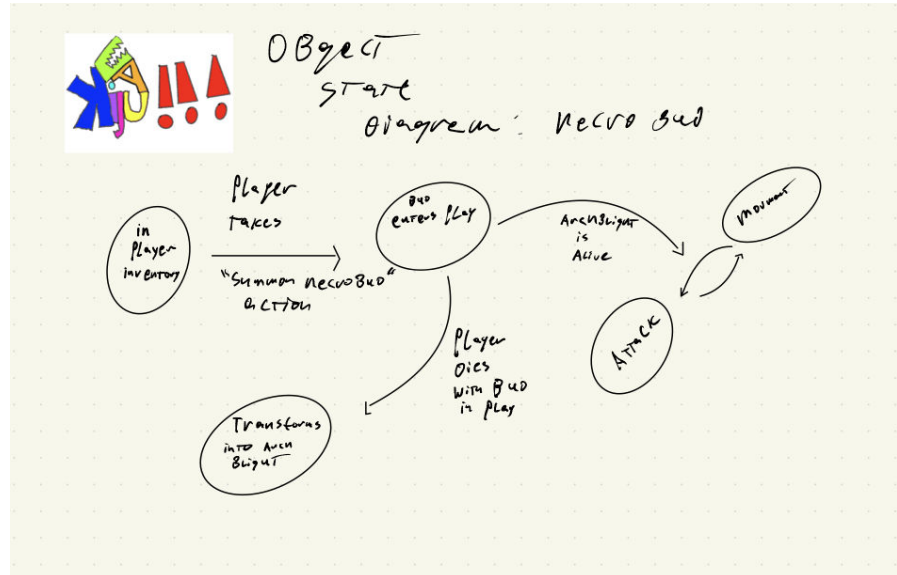
- ◆ Attack Actions
 - Vine attack
 - Can target two hunters.
 - Launch a vine attack from the Archblight itself, each vine deals 1d4 damage.
 - Necroswarm strike

- Attack with a necrobud, deals 1d4 damage

◆ Abilities

• Summon Necrobud

- Summon a necrobud to use puppetmaster with. Archblight may have a maximum of 4 necrobuds at a time.
- Necrobud object state diagram:



• Entangle

- Target a player within archblights movement range, that player must succeed a dc 15 ability check or be rooted in place for that round.

◆ Passive Traits

• Puppetmaster

- Each turn, Archblight may manipulate up to three of its active necrobuds rather than itself. In that case,

• Hydra Infestation

- If archblight is killed, hunters have two rounds to kill all necrobuds in play. If any necrobud survives these two rounds, it grows into a new Archblight with 50 HP.

→ Chiroptera HP: 150

◆ Attack Actions

- Wing attack
 - Short ranged wing attack, 1d8 damage
- Fang launch
 - Ranged fang attack, use Chriopterra movement to determine range, 2d6 damage

◆ Abilities

- Sonic Scream
 - Target player must make a dc12 skill check, upon a failure, that hunter cannot move or use abilities for one round
- Infected Psystrike
 - If a player has been hit by a fang attack, you may automatically deal 1d4 damage to them

◆ Passive Traits

- Flight
 - Chriopterra may use its telescopic magnet to fly in the air, treat the magnets position above the model as the monster for aiming purposes.
- Perfect Hearing
 - Regardless of cover, if any hunter has moved in their last turn, Chriopterra may attack them without attempting a search ability check.

→ Crustachape

◆ Attack Actions

- Pummel
 - Stomp with hind legs, 1d10 damage
- Ram
 - Crustachape runs the length of its movement, if any player is caught within the range of the movement or the width of the base of the model, they are dragged with Craustchape to

the end of the movement string. If the hunter is pinned between Crustachape and an object they take 3d10 damage. If not, they take 1d10d damage.

◆ Abilities

- Fortify
 - Crustachape reconstitutes itself after taking damage, regaining 1d10 health. This ability can be used three times per game.

◆ Passive Traits

- Impervious hide
 - Crustachape is immune to damage 90 degrees from the front.
- Unstoppable

Discovery Cards

- During the discovery phase, four discovery cards are placed through the playspace (see phase one rules for more info). Each card represents signs a monster is in the area, and the evidence on the card cules the hunters into what monster that is. Each card can represent one, two, or all three monsters.
- In setup, use the list of cards below for the monster you selected.

	Chrioptera	Crustachape	Archblight
Chrioptera	Ringling ears	Muddied Waters Tunneling	Rotting Fruit
Crustachape		Crustacean Molt	

Archblight		Ruptured Earth	Wilted flora
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→ All

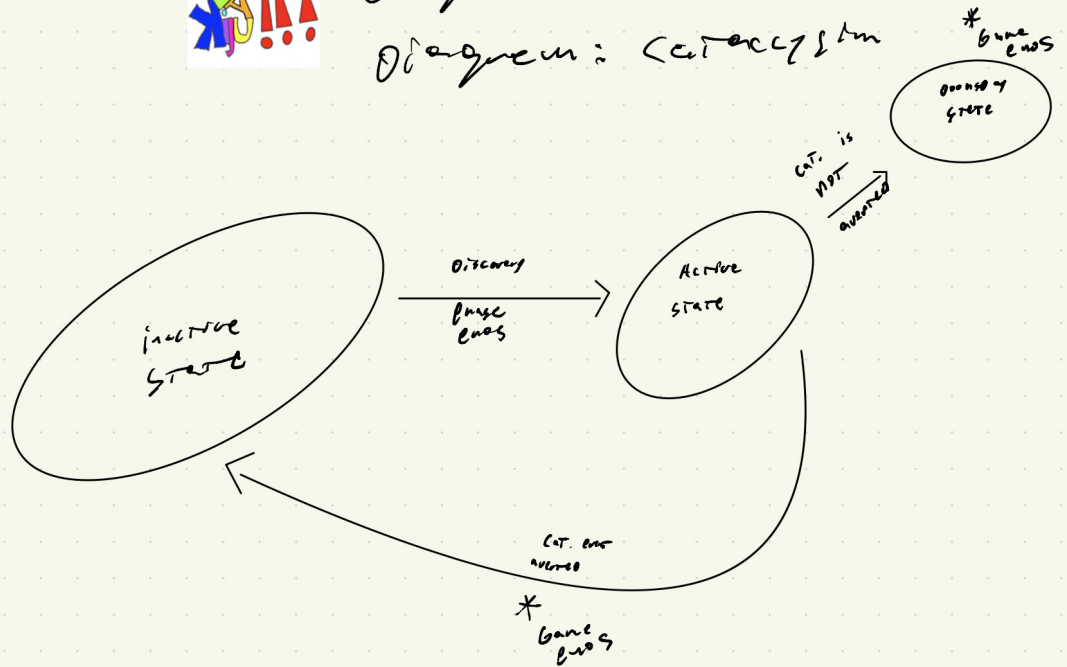
- ◆ Mutilated Animals
- ◆ Monster Guano
- ◆ Monster Slime

Cataclysm

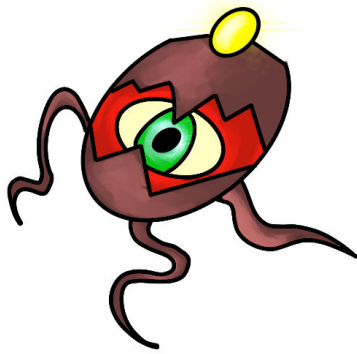
- When the discovery phase ends, the monster immediately places the cataclysm token anywhere within its current movement radius.
- Successfully disarming the cataclysm takes three DC 10 skill checks, and upon disarming the cataclysm before the end of the last round (represented by the bomb tile on the progression meter), the game is over. A maximum of two disarming attempts may be made per round.
- In order to attempt a disarm attempt, the base of the model must be touching the cataclysm token.
- Object state diagram explaining this system:



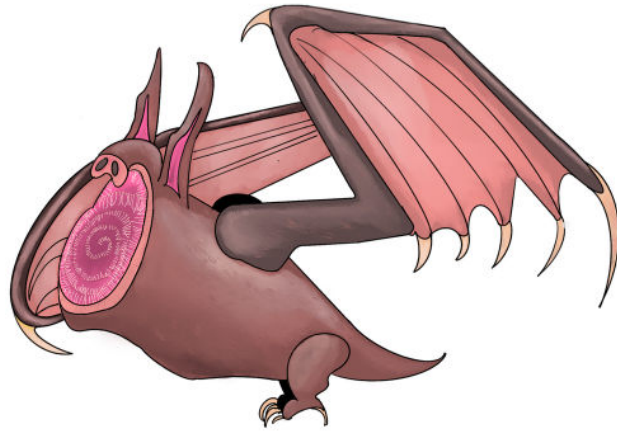
Object State Diagram: Catapcystm



Art



-Rm



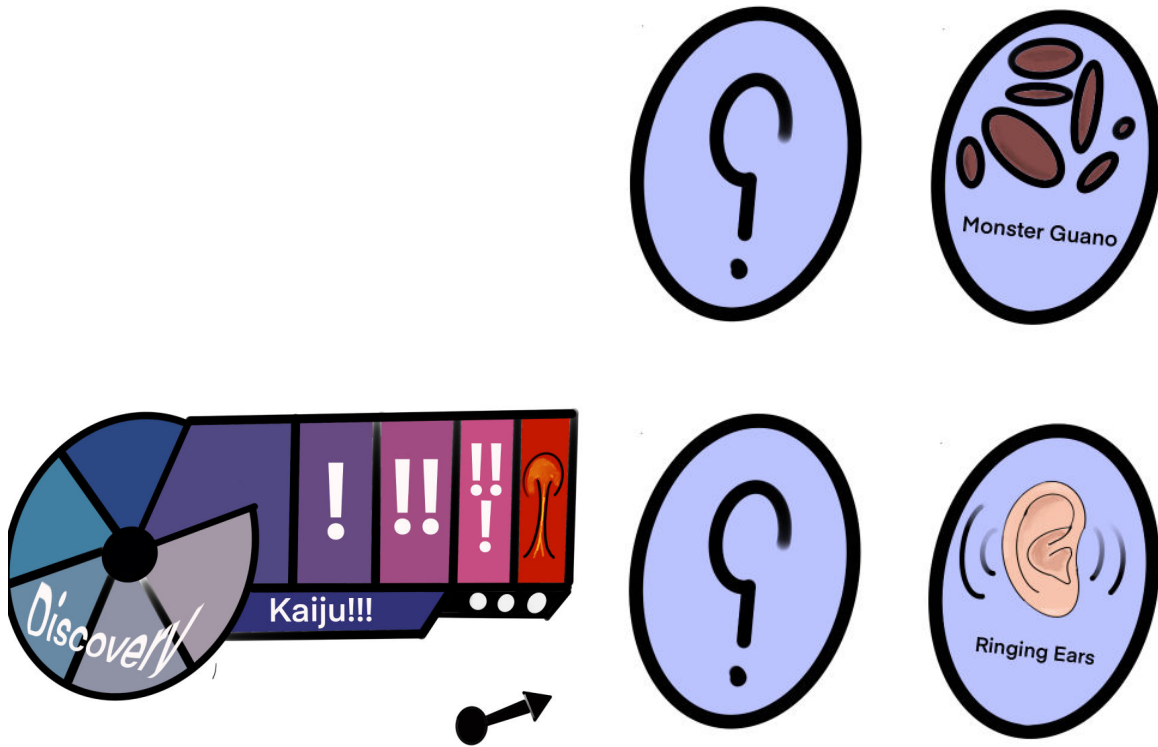
-Rm



-Rm



Cards/ Player Material Examples



Archblight 	
Attack Actions Vine attack Can target two hunters. Launch a vine attack from the Archblight itself, each vine deals 1d4 damage. Necroswarm strike Attack with a necrobud, deals 1d4 damage	
Active Abilities Summon Necrobud Summon a necrobud to use puppetmaster with. Archblight may have a maximum of 4 necrobuds at a time. Entangle Target a player within archblights movement range, that player must succeed a dc 15 ability check or be rooted in place for that round.	Passive Abilities Puppetmaster Each turn, Archblight may manipulate up to three of its active necrobuds rather than itself. In that case, the archblight may not use a vine attack. Hydra Infestation If archblight is killed, hunters have two rounds to kill all necrobuds in play. If any necrobud survives these two rounds, it grows into a new Archblight with 50 HP.

Trapper 	Primary Weapon Primary Weapon: Tempest Bow Hit Die D8 
HP  50	Net Launcher Charges 
Active Ability Launch a net to stop the monster in its tracks. If in range of the net, the monster must succeed a DC 12 ability score or have its movement revoked for its next turn.	Passive Ability At the start of the game the hunter may randomly select one mystery token from the map to uncover automatically

Playtest/ Game Pictures



Ryan Gilbert

Kaiju!!! GDD

Ryan Gilbert
Kaiju!!! GDD



Glossary

- d4, d6, d8, d10, d12, d20
 - ◆ Shorthand for the number of sides a dice has.
 - (ex. d4 = a four sided dice)
- DC
 - ◆ Shorthand for "Difficulty Class". The minimum roll a dice must achieve to succeed in an ability check.
- Action economy
 - ◆ A term referencing the pool of options a player can take during their turn.
- HP
 - ◆ Shorthand for "Hit Points", or the numerical value of health a player's character has.

Non-Original Art attributes:

- Impulse Grenade
 - ◆ [Grenade icons created by Umeicon - Flaticon](https://www.flaticon.com/free-icons/grenade "grenade icons")
- Medkit
 - ◆ [Medkit icons created by Cap Cool - Flaticon](https://www.flaticon.com/free-icons/medkit "medkit icons")
- Barrier Mesh
 - ◆ [Net icons created by Made by Made Premium - Flaticon](https://www.flaticon.com/free-icons/net "net icons")
- Evac Beacon
 - ◆ [Evacuation icons created by Sumitsaengtong - Flaticon](https://www.flaticon.com/free-icons/evacuation "evacuation icons")
- Cloaking Ray
 - ◆ [Scifi icons created by juicy_fish - Flaticon](https://www.flaticon.com/free-icons/scifi "scifi icons")
- Interception Swarm
 - ◆ [Unmanned aerial vehicle icons created by Freepik - Flaticon](https://www.flaticon.com/free-icons/unmanned-aerial-vehicle "unmanned aerial vehicle icons")

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