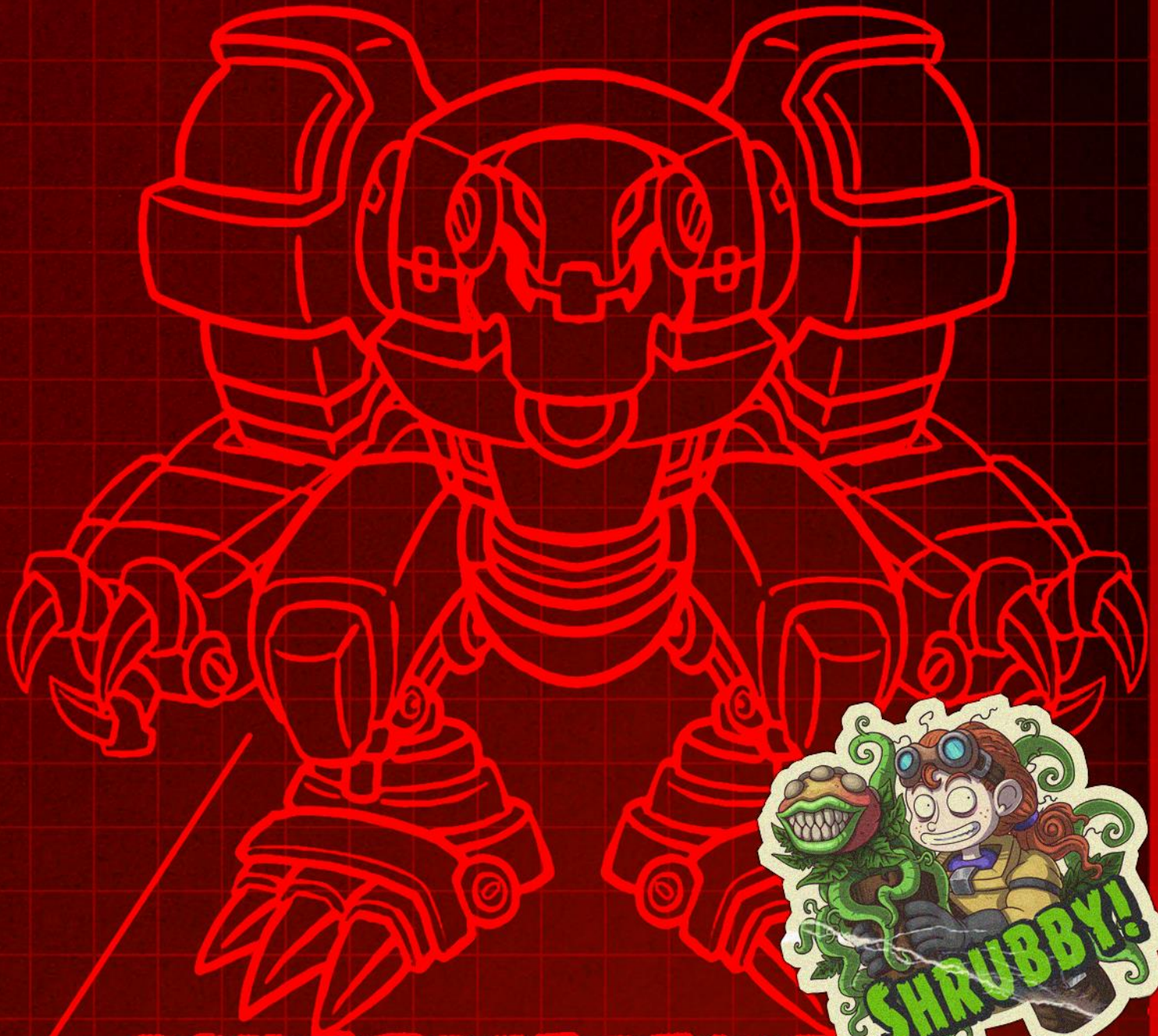


# KAIJU-A-GOGO



## GINORMASAURUS!

ENGINE OF DESTRUCTION - MACHINE GRADE KAIJU

Greetings mad-scientists!

The time has come to take control of a giant Kaiju and bring the world to its knees!

Pay close attention to in-game tool-tips and messages from myself and my minions. They explain the basics of the game.

Here's how you play the game; Attack cities with your monster, collect resources, return to base where you use those resources to build up your monster, as well as the base, then repeat until world surrenders!

Admittedly, there's a bit of strategy involved to taking over the world using a monster. Some cities of the world are bigger and tougher than others to dominate – you may need to attack them more than once. And in time the world will send its defenses after you, perhaps even attack your secret base, should they find it. But if you upgrade your base and Kaiju, you'll be able to take over easy cities faster and take on tougher cities in general. Should the world attack you where you live, you can fight back.

Yes, yes, I see you've raised your hand. I know you have questions. The game isn't that hard to jump into, but if you want more details, read on!

And don't wreck your Kaiju! It's just a loaner!

*Plants Rule!*  
*Dr. Lillian Belladonna*

*Dr. Norman E. Farious*

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## Quickstart

### POWERS HOTKEYS



### COMBAT PAUSE



### ESC

The Escape key gives you access to game options, and in the W.O.R.L.D Map it pauses the game as well as allows you to choose various save options.

### KAIJU PILOTING

A Kaiju isn't a precision instrument, it is a force of nature! You don't target it so much as point it in a direction and set it loose.

Right-Click = Movement Waypoint  
Right-Click and Hold = Scroll Screen  
Mouse Wheel or -/+ = Zoom in and out

Your Kaiju will stomp and bash at anything that gets in its way, so don't worry about targeting jeeps and tanks, just get close and it will crush!

NOTE: Click on air units to take a swat at them.

### SCREENSHOTS



Screenshot PNG files are saved in  
\*user\*\AppData\Local\Kaiju-A-GoGo\Screenshots

## Main Menu & Saves

From the main menu you can start a new game, select your Kaiju (there are more coming), any special skins you've collected (keep an eye out for those online), and off you go. At any time from the W.O.R.L.D. map (not combat) you can save your game. There are six slots you can save to – a seventh slot is for the game's Autosave, which is generated every time you enter combat or you get a monthly report. These saves can be selected and loaded from the main menu instead of starting a new game.

## Game Flow

The flow of the game is very straight forward. You move back and forth between the W.O.R.L.D. map screen and its various management sub-screens and combat, all happening in real-time, measured by a year clock.



Right Click and Hold to move the map view around.

Mouse-wheel or -/+ keys to zoom in and out.

## W.O.R.L.D Map

You start your game looking at your W.O.R.L.D. map. At the top left you'll find the **game clock**, displaying the year, month, day, and hour. On the right of the clock are arrows allowing you to adjust the **clock speed**, to speed it up and slow it down – this is because sometimes you don't want to wait around, even with game time running much faster than real-world time. More on this later.

The map of the world displays the continents, outlined into **six zones**, with cities scattered here and there. Each city is marked with a flag pin, the color denoting the **City Tier**, basically how tough it is;

Tier 1 = green  
Tier 2 = white  
Tier 3 = blue  
Tier 4 = yellow  
Tier 5 = red

Full-on attacks of higher cities are not advisable unless your Kaiju and its powers are of a similar tier. That's not to say however that hit-and-run attacks can't be made when you are in need of resources.



If you click on a city, a **City Info** box will pop up, showing you how much damage you've done to it, how much its economy is generating, and the Resistance of the citizens. You'll also see a button to attack that city – clicking this button will move your Kaiju from your secret island base to that city. Also when you select a city, the top right of the W.O.R.L.D. screen will display the Region or zone the city is in, and the overall damage, economy, and Resistance of the area. All this is important to know when you wish to know how close you are to the surrender or a city or region.

The bottom left shows the basic stats of your Kaiju – how much energy it can store, how much it has used, and its health. The bottom right is where Doctor Farious and his minions will pop up with information about the game, from handy tutorial tips at first, the status of Kaiju repair and training, and even news from around the world. Keep an eye on these, as sometimes they suggest when a city is more vulnerable or offers rare resources.

The buttons along the bottom of the screen switch you between the W.O.R.L.D. map, your secret base, more detailed Kaiju info, a summary of your personal economy, and training screens.

## Secret Base

Welcome to Island X! It's a secret island! It was deserted, but then you took it over and now it's full of minions and buildings and giant monsters and some days you think, "I wish it was quiet", but then you think "I wish I ruled the world!" and you forget all about peace and quiet.

From the secret base screen, you can clear the brush to make way for new buildings. You can build a variety of buildings, all with the purpose of allowing you to build a bigger, badder Kaiju. Everything has a cost – sometimes just money and sometimes it's a variety of resources. More on resources below. Some buildings you can only have a few of and some require resources to operate. The game will let you know when a limit is reached or a building has temporarily shut-down operations. If you find you don't need a particular building, you can have it demolished, to save the upkeep costs.

Finally, you can build defenses. What, you thought that if the world ever found your base you'd fend them off with just a single Kaiju? No, a better idea is to have the island fight back as well, so while you're busy upgrading your Kaiju, ask yourself, what would happen if they attacked while the monster was away? Then build defenses.

## Kaiju Upgrades & Training

Unlocking new abilities for your Kaiju requires two things; buildings and time. The buildings help maintain the monster or unlock higher tiers of powers and abilities. And then learning those new abilities takes time (which you can always speed through using the clock controls). Once you have learned a new ability, you can assign it to your Kaiju as an active weapon to use in combat, by dragging and dropping its icon into a power slot. You'll get more slots over time as your Kaiju improves. You can trigger these using the buttons at the bottom left in combat, or using the 1-6 hotkeys. Some abilities don't need to be assigned, as they are passive, and once acquired will aid you automatically. Passive abilities are outlined in the Abilities trees – they also can't be dragged and dropped into a slot.

## Resources

Dire Straits lied to you! Money is not for nothing! You have to earn it! What? A job? Don't be foolish, you have to go and get it yourself, from banks and places. In fact, your entire Mad Scientific empire runs on a handful of resources; Power, Money, Knowledge, Bio-Matter, and Purpletonium.



Depending on your type of Kaiju, it will have different requirements to remain healthy and use its powers and abilities. Everything else in your empire - buildings and their upkeep and the training of new abilities – requires some combination of these resources. Don't have enough, you can't unlock that new power, build that new building, or an existing building has to shut down. So, try not to miss picking up resources when they appear in combat, especially the large deposits! Warning: resources that you uncover will disappear after awhile, some faster than others, so don't assume you'll be able to double back and pick something up later.



## Resistance, Morale, Surrender & Threaten

To rule the world, it must surrender to you. To get an entire world to surrender, well, you actually do it a little at a time. Start with cities. When enough cities in a Region surrender, that zone will surrender, until ultimately all fall under your thumb and you are King of the World! Head genius in charge! Doctoro Uno!

To get a city and Region to surrender, you have to bring down their Morale and you do that by destroying buildings. And the occasional slow running citizen. And a lot of army guys. In short, wreak havoc! Destroying buildings, particularly landmarks and notable structures, will bum a city out. Stepping on citizens even moreso. In time, the Morale of a city will drop low enough – it's not a hard number mind you – that they will surrender. At this point, the city is yours and it will pay you tribute every month. Over time, you'll have to collect money directly from smashed buildings less and less, so take over a city as soon as you can to get things rolling!



Over time your terrifying reputation will increase. Combine that with a city's Resistance and there's a chance you might not have to stomp them entirely, you can just demand their surrender. In order to do that, you must have a communications array built at your Secret Base. Once you have that, a Threaten button will appear in the City Info box, under the usual Attack City button. It may not work, but it might and that will save you some time and energy best spent stomping the defiant city next door!

## Combat

We call it combat, but it's basically wonton destruction. And it's very straight forward. One you reach a city, your Kaiju will enter at the City edge. If you need to leave, you'll have to return to the edge of the city – not the same place you came in, just any edge of the city. There are abilities that can help with this, but for now, just keep in mind that the further in you go, the further it is to get back out.



Right Click and Hold to move the city view around.

Mouse-wheel or +/- keys to zoom in and out.

Your Kaiju is a blunt instrument of genius. Which is to say it's awesome, but not very dexterous and very dumb. You Right Click to point where you'd like it to go, and it will go there, directly, automatically stomping and smashing anything in its way. Resources will appear from ruined buildings – walk over them to pick them up.

The top left of the screen shows a simple mini-map, which will give you an idea of how much damage you've done and where resistance forces are coming from. The top right is the City Stamp, which shows you how the City's morale is doing.

Along the left of the screen are four icons. These show you what bonuses or negative effects your Kaiju is experiencing. From top to bottom are your Kaiju's damage, your Kaiju's speed, your Kaiju's armor, and your Kaiju's cool-down speed. Basically your ability to cause damage, move fast, resist damage, and use powers again.

As on the W.O.R.L.D. map screen, there is a meter for your Kaiju's energy reserves and health, but also displayed are your assigned power slots (hotkeys 1-6 or click on the buttons) and how many resources you've gathered. Once you've maxed out a resource and can't carry any more, you'll stop picking them up. What a waste. Well, one more reason to upgrade your Kaiju!

When you trigger a power, some just happen; a force field pops up or something like that. Sometimes the power needs to know what you're targeting and a reticle will appear. Right click to place it and the Kaiju will attempt, as best it can, to hit that target. Certain weapons have a range, which the reticle will indicate. Unless the weapon is a lobbed weapon, buildings in the way will likely get hit before the target will, so keep that in mind. Some weapons are best in the open. Mind you, they'll cause damage no matter what, and that's always helpful.

You'll want to stomp army units and people – just get close and the Kaiju will automatically attack, though tanks and such are tough enough you might want to use a power weapon on them. Air units however, well, how do you stomp on them? You don't. So when one is near, click on it and your Kaiju will take a swing at them and with luck, swat them out of the sky. Some units are easier to swat than others, mind you. Powers that can be targeted can be used locked onto enemy units, but stomping on them is free.

## They Killed My Kaiju!

Smooth move – you're not getting your damage deposit back. But the good news is the game is not over. Your Kaiju, if destroyed, will send back its critical core and you can rebuild it – it will take time and money, precious commodities, but you'll fight again soon enough. Your lair, on your base, is what is important, so build up your defenses there (see below) as well as your monster. Do not lose your Lair.

## The Killed My Lair!

Well, that's game over. We told you, right there, in the last paragraph. Do not lose your Lair.

## Ginormasaurus Abilities

Details on what it takes to train and operate a Kaiju's powers can be found in-game when you're not in combat. But, the following is an overview of those powers and how they work. Active powers are ones you have to manually assign to your Kaiju before heading off to stomp a city. Passive powers are ones that operate automatically, once you have successfully trained them.

### Active

**Acid Spray:** A cone shaped spray of acid. Messy, but effective.

**Armor Polarization:** An intense EM field locks the Kaiju into an invulnerable armored statue for a few moments; the down-side is your Kaiju is immobilized. So, if you're using it, better be because you need to use a repair power at the same time or something.

**Attack Drones:** Emits a flock of combat drones from back launchers. Is that the collective noun for drones? A flock? A wing? A flight? I like flight better. A flight of drones.

**Blackout:** Energy condensers draw power from all surrounding buildings and use it to generate a damage-absorbing field.

**Blast Absorption:** An advanced kinetic absorption field that converts part of the energy of a ballistic or explosive impact into energy to be used by the Kaiju.

**Blasters:** Shoulder mounted dual energy weapons.

**Blink:** A powerful and highly experimental phase shift device allows this Kaiju to teleport to a random nearby location, and renders it invisible for 2 seconds.

**Boosters:** This tech sends extra power into the Kaiju's systems, increasing speed and recharging of attacks.

**Brimstone:** A mortar launch that detonates in atmosphere, raining down fire.

**Chaff Launcher:** These small launchers send out packets of foil to confuse radar guided missiles, causing some to lose track and crash.

**Charge:** Leg upgrades allow for short bursts of speed in a straight line.

**Core Shield:** This shield draws power directly from the Kaiju's reactor in order to counter enemy fire. This shield will function until turned off or until the Kaiju's energy reserves reach zero.

**Death Stare:** Highly radioactive eye beams; deals damage in a line and, being radioactive, also deals damage over time.

**Deflectors:** A set of powerful localized force fields that have a chance of getting between the Kaiju and incoming fire.

**Distortion Field:** Holographic projectors distort the image of the Kaiju making it much harder to hit. Which is saying something, seeing how big the darn thing is.

**Double Crush:** A claw attack from each arm in succession.

**Drill Fist:** A drill attack that bores into the target.

**EMP Blast:** A blast wave of energy that shuts down any electrical machine/device for a short time.

**Energy Absorber:** Capacitor plates are nestled into the Kaiju's armor and while active, absorb all energy based attacks and direct some of that to the Kaiju's power stores.

**Energy Prism:** This energy shield refracts laser beams and redirects them into nearby enemy units and buildings.

**Evasion:** Improvements in muscle engineering allows the Kaiju increased ability to dodge for a short time, but only while moving. Meaning don't stop moving, otherwise you're just wasting energy.

**Eye Beams:** Powerful Lasers that emerge from ginos eyes.

**Fireball:** An explosive ball of fire, launched from Gino's mouth.

**Fire Storm:** A cloud of falling balls of fire centered on the Kaiju. Remember, fire is handy!

**Flicker Shield:** An impenetrable shield that can only function by flickering on and off many times per second. It has the ability to completely block half of incoming attacks for as long as it's running, which isn't endless. Keep an eye on its countdown, so you'll know when it turns off and everything is hitting you again.

**Forced Priority:** Control overrides allow the Kaiju to reset a power in the middle of a cool-down and make it ready to use again instantly. This... this is handier than you might at first think.

**Force Shield:** A powerful energy shield that will absorb serious damage before fading.

**Giga Blast:** An incredibly powerful eye beam.

**Giga Claw:** An incredibly powerful claw attack that ignites the target. FIIIRREEE! What?

**Guided Missile:** A vertically launched guided missile, effective vs aircraft

**Heavy Metal:** Armor shields slide into place for 10 seconds adding armor to the Kaiju but slowing it down.

**Hy-Cap Units:** Hyper-Capacitors built into the frame of this Kaiju can temporarily absorb all energy weapon damage and uses it to recharge the Kaiju's abilities.

**Ice Breath:** A breath weapon that pulses with waves of ice.

**Ice Storm:** A cloud of falling ice shards, centered on the Kaiju.

**Ignition:** A circular energy blast that can set everything around the Kaiju on fire. Fire! It's like free intimidation!

**Infinity Pulse:** Super advanced gravity generators allow the Kaiju to open a microscopic white hole for a few moments. This alternate power source means the Kaiju's powers require no energy from the regular reactor system for a time. Handy! Oh sure, I could sell the technology and become rich... but would I rule the world?

**IFF Scrambler:** This advanced radio system convinces incoming enemy missiles that friends are foes and often causes them to attack their own units.

**Kinetic Layering:** This system, when activated, can turn kinetic weapon impacts into power for the Kaiju systems for a limited time.

**Matter Transmission:** This short range teleporter transforms momentum into distance without having to cover the ground in between. Pick a direction to move in and then hit the power button.

**Mega Claw:** A very powerful energy claw attack that ignites the target. FIRE!

**Mirror Shield:** This force field is designed specifically to deflect almost all laser-based weaponry. Pew pew!

**Missile Storm:** A burst of dumbfire missiles from the Kaiju's mouth.

**Nova Mortar:** A heavy mortar shot that splits into multiple warheads.

**Nuclear Winter:** A mortar launch that detonates in atmosphere, altering the weather and causing it to rain ice.

**Overclock:** Hacking the computer control systems allows the Kaiju push all its powers into overdrive and set all abilities to ready.

**P.D.M. Battery:** A set of small, rapid fire anti-aircraft missiles.

**Phase Shift:** An advanced form of phase shift tech allows the Kaiju to go fully out of synch with this reality for 10 seconds, making it a double fast phantom.

**Plasma Claw:** A claw attack supercharged by plasma energy; deals damage over time and lights things on fire. Fire! No, calling Plasma Claw “Kilo Claw” would be dumb. I don’t care if it fits the pattern.

**Plasma Fire:** A cone of intense flame; deals damage over time and lights things on fire.

**Plasmoid:** An offensive venting of reactor plasma. Short range and not terribly damaging, it does set things on fire really well, and the fire does some serious damage (and can even spread). Do not discount this beginner power!

**Power Drain:** Power inverters are fitted so that the Kaiju can drain power from surrounding buildings and units and funnel directly into the Kaiju's energy reserves.

**Predictive Algorithms:** For a few moments, massive amounts of processing power are rerouted to the Kaiju's maneuvering routines making it slower, but very hard to hit. Choose when to use this wisely, as you won't be able to beat a hasty retreat while the power is running.

**Prismatic Blast:** A breath weapon with waves of fire, ice and acid. It's a Kaiju countdown! Five, four, three, two, RUN!

**Ram Charge:** The ability to overcharge a Kaiju's muscles gives it the ability to do a powerful head down charge, during which it can only go in a straight line but it takes very little damage.

**Reboot:** This repair mode requires a full shutdown of the Kaiju for 5 seconds but will repair it completely.

**Redlining:** Removal of reactor safety protocols, allows this Kaiju to double its energy production for a short time while causing minor damage to itself.

**Reflector Shield:** The improved mirror shield stops ALL laser based weapons for a short period of time.

**Repair Cycle:** A mode of directed repair that requires an investment of power over time. Remember: power is what all your powers use, so this one will repair you, but leave you with a lot less power to hit back with.

**Shrapnel Storm:** Layers of explosives weaved throughout the Kaiju's armor allow it to be blown off one layer at a time in an intense blast of shrapnel.

**Siphonizer:** A drill punch attack that drains the target of energy and transfers it to the Kaiju.

**Saturation Field:** This energy field can absorb an amazing amount of damage but if it is overloaded while active, it will unleash all that absorbed energy in a devastating EMP blast.

**Stack Overflow:** By deliberately driving the Kaiju's computer systems into overload, a state resembling a berserker rage can be achieved. Increases damage output, but you lose control temporarily and the Kaiju takes more damage. It's a bit of a Hail Mary power, but impressive to watch.

**Star Cannon:** A long range high explosive mortar shot. Excellent for taking out targets hassling you just on the other side of a building. Just be aware that the attack may knock loose some resources that you can't reach until you clear the way.

**Tac Nuke:** A devastating tactical nuclear warhead attack. I got the plutonium from the Libyans. What movie are you talking about? I don't watch movies.

**Tail Fury:** A rear firing turbo-laser. What, you want more details?

**Tail Smash:** A broad swing of the Kaiju's tail doing damage in a cone shaped area. Have you ever seen a doggy wag its tail and knock a mug off the coffee table? It's like that, only a giant monster instead of a dog and a high-rise instead of a coffee mug.

**Tail Blaster:** A rear firing blaster.

**Tail Thump:** A small area tail attack, made to strike units and buildings behind the Kaiju.

**Thunder Smash:** A heavy duty tail swipe, devastating everything in a wide arc.

**Turbo Blasters:** Rapid fire blasters.

**Vanish:** Highly advanced holographic projectors that render the Kaiju invisible for a few moments.

**Volcano:** A Geothermic burrower that when launched, causes a small volcanic eruption. Mind you, all volcanic eruptions are big if you're standing next to them!

## Passive

**Active Camo:** A layer of photonic polymers on the surface of the Kaiju allows it to better blend with the background. Makes enemy fire less accurate.

**Adamantium Plating:** Armor plating made from the most marvelous metal known to humanity.

**Auxiliary Reactor:** This back up reactor will allow your Kaiju to recharge more quickly.

**Combat Capacitor:** These high efficiency capacitors greatly increase the amount of energy the Kaiju can store and access in combat.

**Efficiency Systems:** An efficiency pass through the Kaiju's systems reduces the cooldown period for all attacks.

**EM Jammer:** A jamming field that can block missiles targeting this Kaiju.

**Expose Weakness:** Targeting computers gain data from every successful hit allowing the Kaiju to aim for weak points in the targets armor.

**Hardened Armor:** An advanced layer of polymers spread on the Kaiju's surface to make it resistant to armor piercing attacks.

**Heavy Arms:** Massive reinforcing of the Kaiju's arms make its physical attacks more powerful.

**Heavy Foot:** Seismic hammers placed in the feet of the Kaiju cause damage to surrounding buildings with every step.

**Heuristic Algorithms:** Improved targeting routines allow the Kaiju to do increased damage.

**Hull Plating:** Alloy breakthroughs allow for increased protection.

**Momentum:** Power accelerators allow the Kaiju to move faster the longer it stays moving.

**Omnigears:** High performance purpletonium laced gears increase the Kaiju's speed permanently.

**Razor Armor:** This outer layer of armor is covered in razor sharp spines and damages any enemy that comes too close.

**Point Defense Array:** This advanced tracking and firing systems units all the Kaiju's point defence cannons into a unified and very effective system.

**Point Defense Cannon:** Small automated rapid fire cannons are mounted on the Kaiju and give it a chance to shoot down incoming enemy missiles.

**Power Optimizers:** Power use optimizations make all powers use 20% less power.

**Q.P.R.:** The instillation of Quantum Power Reactors increase the Kaiju's ability to generate and store power.

**Rampage:** The addition of motivational circuits for your Kaiju results in a short increase in damage output for a short time for every building you destroy.

**Reactive Armor:** An explosive armor layer designed to reduce the penetration of enemy.

**Reactive Thrusters:** Automated boosting jets react to incoming fire by shifting the Kaiju out of the line of fire and making it harder to hit.

**Recycle:** Leg based crushing maws allows the Kaiju to recycle nearby destroyed vehicles for repair purposes.

**Repair Bots:** These advanced robots swarm in and out of the Kaiju slowly, but constantly, repairing damage.

**Structural Reinforcement:** With better core materials comes a more durable Kaiju.

**Superconductor Spikes:** Superconductor posts arranged throughout the skin of this Kaiju and improves its ability to generate and store energy.

**Targeting Scan:** This targeting analysis computer allows a small chance of doing a double damage critical hit against any target.

**Titanium Plating:** A layer of reinforced titanium plating.

**Unrelenting:** A quantum leap in aggressor circuits decreases the amount of time the Kaiju's attacks need for recharging.

**Vanadium Plating:** Advanced vanadium steel alloys are laced into this Kaiju's protective armor.

**Xeno Gearing:** Advanced gear systems let the Kaiju move 25% faster in combat.

## Shrubby Abilities

Details on what it takes to train and operate a Kaiju's powers can be found in-game when you're not in combat. But, the following is an overview of those powers and how they work. Active powers are ones you have to manually assign to your Kaiju before heading off to stomp a city. Passive powers are ones that operate automatically, once you have successfully trained them.

Remember, Shrubby requires Bio-Matter to use her Abilities, not Power.

### Active

**Air Spike:** A powerful anti-aircraft vine that bounces from one target to the next.

**Aura Of Earth:** A wall of hardened earth that absorbs damage and provides improved armor for as long as the shield lasts.

**Bite:** Shrubby's massive jaws devastate buildings and devour enemy units.

**Blinding Light:** A burst of dazzling solar energy blinds foes and can even detonate incoming missiles.

**Blood Vine:** A vine that shoots out ahead of Shrubby and drains the life from whatever it touches.

**Blossoms:** A burst of thick unearthly petals that get in the way of enemy fire, blocking some attacks.

**Briarwire:** Walls of briars shoot out from Shrubby in the four cardinal directions.

**Chomp:** A massive bite using razor sharp teeth, doing damage and reducing the target's armor by 25%.

**Corrosive Spores:** A targeted burst of acidic spores that slow enemy units and damages their armor.

**Creeper:** A subterranean vine that burst up from under the target.

**Devour:** Shrubby embraces the target and drains life from it.

**Dig Deep:** On command Shrubby can put down deep roots and taps the power of the earth itself to recharge her powers instantly, for as long as she remains rooted.

**Dirt Nap:** Shrubby buries herself under a cocoon of protective stone until she is fully healed or needs to move.

**Earth Storm:** Rocks, earth and boulders swarm around Shrubby making it harder to hit, damaging everything around her, and possibly bringing down nearby aircraft.

**Entangle:** Roots spring up under a distant target, immobilizing it and anything around it.

**Entrench:** Shrubby dig deep into the earth and infuses herself with the strength of stone, becoming a mighty statue for a few moments.

**Fang Strike:** A long range armor piercing vine strike that punctures the target and drags it towards Shrubby.

**Feeders:** These seedlings cannot attack but they can heal any friendly plant creature close to them.

**Fortify:** Shrubby draws upon the sheer power of the earth to become a slow moving mountain for a short period of time. Gains increased armor, and takes half damage from ballistics.

**Feast:** A bite so powerful it can swallow enemy units whole.

**Healing Sun:** Stored power is released in a burst that speeds up the healing process.

**Hydra:** Vines shoot out at attack aircraft in all directions, bouncing from one to the next.

**Impale:** Multiple vines lash out to stab through multiple air targets.

**Infectious Plume:** The ultimate in bio weaponry, Shrubby can emit a cloud of infectious spores. Any unprotected organic will become poisoned and pass that effect onto any other unprotected organic.

**Mother Nature:** Shrubby draws upon her organic stores for emergency healing, recovering all lost health.

**Nature's Bounty:** Amazing levels of growth temporarily allow Shrubby to use her powers without cost, and with faster recovery.

**New Dawn:** Shrubby releases a stable plasma sphere that hovers in the air for a long period casting healing light on any allied creatures.

**Nova:** A massive release of stored power flares like a star gone nova. Blinding enemies, damaging everything around, and destroying all missiles.

**Piercer:** A ranged striking vine with a heavy razor thorn tip, capable of punching through armor.

**Poison Plume:** A large plume of poisonous spores deadly to all unprotected meatforms.

**Purification:** A burst of cleansing organic power that removes all critical effects from Shrubby.

**Regen Catalyst:** For a short time, Shrubby produces special healing enzymes.

**Rising Sun:** Energy released as a miniature sun empowers Shrubby, speeding her up and increasing her healing rate.

**Roots:** Roots spring up around Shrubby, damaging everything nearby.

**Sakura Storm:** A swarm of scintillating blossoms makes it very hard to target Shrubby and renders missile tracking inoperative.

**Sandstorm:** Particles of earth whip up around Shrubby forming a blinding sandstorm.

**Seedling:** A seedling that can be spat out at a distance and will attack anything in melee range.

**Seedling Cloud:** Creates a spore cloud around Shrubby that drops seedlings.

**Shield of Earth:** A thick wall of hardened earth that protects Shrubby and absorbs damage until it is destroyed, reducing mobility while active.

**Shredder:** A rapid burst of three bites in a row.

**Solar Prominence:** Drawing on her stored solar power, Shrubby radiates a burning shield that both absorbs damage and burns nearby enemies.

**Solar Rays:** A golden glow surrounds Shrubby, absorbing a small amount of damage and increasing her healing rate while it's on.

**Solar Shield:** Shrubby can focus some of its stored energy it a force field. The more damaged Shrubby is though, the weaker the shield.

**Spore Cloud:** A poisonous spore cloud that can be targeted at range but then will drift with the wind.

**Sprout:** A seedling that can be spat out at a distance and will attack anything in melee range.

**Stimulant:** Shrubby can supercharge her movement and healing for a few moments by dumping exotic molecules into her sap system.

**Strangle Vine:** An attack vine that wraps around its target, immobilizing it and slowly crushing it.

**Sway:** Shrubby writhes and sways violently making her impossible to hit for a short time.

**Take Root:** Shrubby roots herself and goes rigid. She cannot attack, but while in this state she can draw organics and healing power from the earth.

**Thorns:** A wall of entangling, damaging thorns springs up around Shrubby.

**Thornweave:** Shrubby sprouts an intense layer of giant thorns that can penetrate steel as easily as flesh.

**Toxic Cloud:** A large poisonous wandering cloud with a corrosive element that can damage otherwise resistant units.

**Tunneler:** A line of powerful roots that shatter the foundations of buildings in a straight line ahead of Shrubby.

**Underminer:** This powerful vine burrows under the ground and can erupt violently anywhere in the city.

**Vine Strike:** A specialized vine attack that targets the nearest airborne target.

**Vine Sweeper:** A heavy vine whips back and forth in front of Shrubby doing massive damage.

**Vine Wave:** An explosive burst of vines all around Shrubby. Damages units around her, and pushes them back.

**Vita Rays:** Shrubby sends out a burst of energy that heals all her seedlings.

**Wall of Earth:** Walls of earth spring up around Shrubby blocking roads and access routes.

**Water Blossom:** Blossoms containing watery sap burst all over Shrubby, putting out fire and assisting in healing for a time.

## Passive

**Adamantium Bark:** Shrubby has learned to infuse her skin with the strongest element in the universe.

**Adaptability:** Shrubby expands her combat intellect and gains an extra power slot.

**Big Green:** Shrubby spreads her power to her seedlings making them far more durable and dangerous.

**Brairskin:** Shrubby's entire body sprouts nanorazor thorns that tear at everything nearby.

**Brambles:** Shrubby sprouts a forest of razor sharp spheres, deadly to anything attacking her up close.

**Compost:** Shrubby now uses recycled matter to bolster her organic storage. Now for every point Shrubby heals, she also gains a point of organics.

**Concealing Growth:** Extra foliage make it even harder for radars to lock on to Shrubby.

**Corrupters:** Upgrades seedlings increases their combat radius.

**Detonators:** Creates an unstable core for seedlings, causing them to explode when killed.

**Dynamic Growth:** Increased twisting and writhing in the way Shrubby moves make it harder to get a lock on her, and increases the chance enemies will miss.

**Efficiency:** Shrubby becomes better at regenerating her powers through improved natural conduits.

**Feed:** Vines drains health from enemy units, restoring Shrubby's own health in the process.

**Fertilizer:** Shrubby can use excess organics to heal herself. When at full organics, extra organics are picked up and added to health instead.

**Flow:** Shrubby learns to flatten herself to the surface of land and sea to make herself much harder too detect.

**Glitter:** Shrubby constantly sheds metallic glittering pieces of bark that reduce the damage taken from laser weapons.

**Green Brain:** Growing intelligence clusters allows Shrubby to use her weapons more effectively, doing more damage.

**Green Feast:** While healthy, Shrubby's attacks are even fiercer. Only applies while over 90% Health.

**Green Soul:** As Shrubby is damaged, her living soul is bared and lashes out, increasing the damage Shrubby does.

**Green Thumb:** Shrubby devotes more strength to seedling creation, all things sprouted from Shrubby gain more max health.

**Healthy Growth:** An increase in support growth allows Shrubby to heal faster.

**Iron Bark:** A thickening of the bark provides better protection at the cost of some mobility.

**Jungle Growth:** A twisting layer of vine growth makes it harder to target Shrubby.

**Leaf on the Wind:** Shrubby learns to move with the mysterious rhythms of the earth, making her faster and harder to hit.

**Natural High:** Shrubby is faster, and can cycle attacks faster as long as she is healthy. Bonus degrades with damage taken.

**Natural Growth:** Shrubby moves faster, thinks faster, and travels faster.

**No Pain No Gain:** Shrubby force grows new storage sacs on her body in order to carry more loot, at the cost of some speed.

**Rebirth:** When Shrubby is destroyed in combat, she can regrow instantly from her roots, returning in her proto form.

**Regen Sprouts:** Shrubby creates an energy bond with her seedlings, increasing their regeneration.

**Root Shuffle:** Shrubby's roots become much stronger, increasing her speed.

**Shroud Spores:** A constant cloud of radar absorbing spores surround Shrubby, making it hard to lock on to her and harder to track her when approaching cities.

**Spiked Vines:** Shrubby sprouts a web of iron spiked vines, which add armor piercing to all its physical attacks.

**Steel Bark:** A toughening of the bark into a form of wood as strong as steel. This results in some loss of mobility.

**Supremacy:** Shrubby mutates further allowing for 1 more extra power slot.

**Survival:** Shrubby channels emergency reserves of her life energy in response to heavy damage, making her heal and move faster. Only applies when below 50% health.

**Swift Roots:** Shrubby's nutrient systems grow more powerful, making her faster and improving her ability to heal.

**Thorn Patch:** Shrubby can cause razor sharp patches of dense vine to be left behind as she walks.

**Titanium Bark:** Shrubby has learned to lace titanium molecules into her surface cells. This makes her very durable but a little inflexible.

**Toxic Fog:** Shrubby emits a constant deadly fog that surrounds her.

**Undulation:** Shrubby learns to move in even more unexpected and random ways making her harder to hit, but a bit slower.

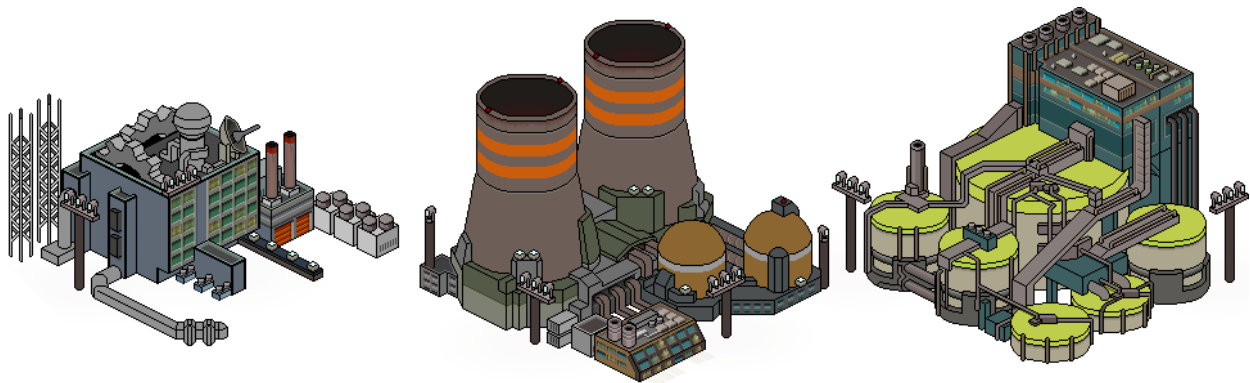
**Wild Growth:** While Shrubby is over 75% organics, she will recover her powers faster.

**Wild Vines:** Wild savage power surges through Shrubby offering a small chance that any time a power is used, it will be immediately recharged.

## Buildings

City buildings are easy – there are a lot of them and you should step on them. Maybe shoot them with laser beams or something. Busting them up reveals resources, with certain buildings being more likely to hold one type of resource over another. Banks have money, schools have knowledge, restaurants have bio-matter, etc. City landmarks tend to stand out, and just in case you can't spot them (maybe it is nighttime) easily, they are surrounded with a blue glow. As you'd expect, they are excellent targets, though sometimes hard to get at.

Secret base buildings are a different matter. You need to build them to protect your island and upgrade your Kaiju. Each one, like Kaiju powers, requires a certain combination of resources to build, and then have a resource cost on top of that to maintain. You can see details on each building in the island screen by clicking the build button. If there are limits to how many of a type you can build, the game will say so. And if you need to remove a building, because you don't want the resource drain say, you can demolish them the same way you clear land. Below is an overview of each building.



**FISSION PLANT:** A good, old-fashioned, fission pile generating lots of power! Just don't ask about the waste! Is required to build a Fusion Plant. Each plant increases the amount of power output per month, as well as increases your ability to store Power resources.

**FUSION PLANT:** An amazing advancement allowing you to generate the power of the sun on earth. Well, the part of the earth you rule anyway. Is required to build a Purpletonium Plant. Generates more power per month than a Fission Planet, as well as provides greater Power storage.

**PURPLETONIUM PLANT:** The most powerful reactor in history. You would have gotten the Nobel for this if you hadn't squished Stockholm! Is it dangerous? Who knows, but look at all that power generation and storage!

**LAB:** A small research lab that produces knowledge in a variety of eccentric ways. Is required to build a Research Facility or a Repair Pad. Generate a certain amount of Knowledge every month, meaning you don't have to collect as much of it from cities.

**RESEARCH FACILITY:** This improved lab facility produces more research and provides a much better backdrop for your propaganda photos. You can't build one of these until you build a standard Lab. You need to build a Research Facility in order to later build an Experiment Center. Generates even more Mad Science Knowledge!

EXPERIMENT CENTRE: Now THIS is how you do Mad Science in style! A powerful lab center made more powerful by a lack of safety laws.

REPAIR PAD: A basic repair facility that boosts the repair rate of Mecha and Cyborg class Kaiju. You will need to have a Lab before you can build a Repair Pad. Luckily you start with one of each.

OVERHAUL SILO: The latest and greatest in Kaiju repair technology! Increases the repair rate of Mecha and Cyborg class Kaiju even more.

Name: CAPACITANCE SILO: It's great generating power but sometimes you have to store it up for those real big jobs. You need a Fission Plant before you can build. Increases your Power storage.

QUANTUM STORAGE: This folded quark system can store gigawatts of power! You need to have a Capacitance Silo before you can build. Increases your Power storage. By a lot.

ORGANIC PROCESSORS: These organic factories generate large amounts of organic matter. Don't ask for details before eating! Yum! I SAID YUM! Produces Bio-matter each month, as well as increases your ability to store Bio-Matter.

REFRIGERATION UNITS: This structure allows you to store large amounts of organic matter. You need an Organic Processor before you can build. Increases your overall Bio-Matter storage.

SOYLENT CENTRES: This powerful organic production facility can supply most of your needs as long as you never ask what it's made of. They look like shredded wheat crackers and with a hint of umami. That's all you need to know! Produces a greater monthly amount of Bio-Matter as well as increases Bio-Matter storage.

TRAINING FACILITY: This facility allows you to upgrade your Kaiju with any uncanny Tier 1 ability!

ADVANCED TRAINING: This facility allows you to upgrade your Kaiju with any ominous Tier 2 ability!! You'll need to build a Training Facility first.

FOCUSED TRAINING: This facility allows you to upgrade your Kaiju with any devastating Tier 3 ability!!! You'll need to build an Advanced Training building first.

ENHANCEMENT FACILITY: This facility allows you to upgrade your Kaiju with any calamitous Tier 4 ability!!!! You'll need to build a Focused Training building first.

TERMINAL UPGRADES: This facility allows you to upgrade your Kaiju with apocalyptic Tier 5 abilities!!!!!!

**WALL:** A strong sturdy defense against the overly righteous. Ground and sea based attackers will have to shatter these to attack your more precious buildings behind. They block most anything except lobbed weapons. You'll have a selection to choose from, different facings, corner towers, that sort of thing. If you're feeling arty.

**GUNTOWER:** Guns are good. Auto-cannons in a turret covered by tons of Armorcrete? Better! You'll need to build some wall before you can place a Guntower.

**LASER BATTERY:** A high powered laser battery capable of frying land and air targets with equal aplomb. You'll need a Guntower (for the laser) and a Fusion Plant (to power it) before you can build one of these.

**A-A Tower:** This guided missile tower is the ideal solution when high powered KDF air assets come calling. You'll need a Guntower before you can build one of these.

**COMMUNICATION ARRAY:** A very large radio antennae that allows the base to eavesdrop on all telecommunication and gives you the ability to threaten cities. Once built, the Threaten button will appear in a City Info box when you click on a city.

**WEATHER CONTROL PROJECTOR:** The HAARPsichord plays a deadly tune of bad weather. Resisting cities will have a greater chance of disaster with this facility in operation. Requires a Communications Array.

**LAUNCH PAD:** Your path to the stars! Or at least your way of launching dubious cargos into orbit. You'll need a Communications Array. Once built, you can start building and launching Propaganda and Mind Control Satellites.

**PROPAGANDA SATELLITE:** A Com Sat dedicating to pirate broadcasts about the awesomeness of Kaiju and the uselessness of resisting. Once launched you'll be prompted to pick a target Region, which from then on will suffer a morale hit every month.

**MIND CONTROL SATELLITE:** A highly advanced comm sat capable of influencing human minds! Requires Propaganda Satellites. Once launched you'll be prompted to pick a city, which from then on will suffer from a case of warmer feelings for you. It'll add up in the long run, trust me.

