

# King of Tokyo: User Manual



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## I. Introduction

Hello, and welcome to the *King of Tokyo* user manual! This documentation will detail all the necessary information required in order to familiarize yourself with the game, before you can wreak havoc upon the city and win total control over the other monsters of Tokyo. Between the setting, monsters, and gameplay, each section will be defined accordingly to suit the needs of all beginner players. As an added note, a help button can be located within the game's menu, should players need to refer to the user manual at any given moment of time.

## II. The King of Tokyo

As sirens wail in the distance, the sounds are abruptly hushed by violent tremors from the ground. A ferocious roar is heard from above; coming into view, a gigantic gorilla can be seen scaling the high rise buildings of Tokyo. Another roar is heard in the opposite direction towards the bay, where another colossal beast, a massive lizard, emerges from the water. Attention directed towards each other, each monster aims to take full control of the city. However, it appears that one can only emerge victorious...

## III. Setting

*King of Tokyo* is primarily set in the city of Tokyo, Japan. Alongside the main city itself, the bay area is also included upon meeting a minimum player count of four players. (See section VII for more information regarding effects of Tokyo during gameplay)

## IV. Playable Monsters

There are seven monsters that are available for players to select from --

**The King - Ape-like in appearance, the self-proclaimed King of Tokyo, or so it thought...**



**Meka Dragon - A cybernetic reptile, completely equipped with devastating technology...**



**Cyber Bunny - A robot manned by a mysterious, unidentified bunny seeking domination...**



**Alienoid - An extraterrestrial being, with its target set on one of humanity's major cities...**



**Gigazaur - A colossal reptile, who aims to wreak total destruction upon the world...**



**Kraken - Originating from the deep sea, it emerges with a disastrous plan in mind...**



**Pandakai - With its origins unknown, a giant fur-covered beast enters the playing field...**



## V. Asset Introduction

This section of the manual provides an overview of *King of Tokyo* and what you, the player, need to know before playing the game. Since this game is emulating a board game, there are certain pieces you have to become familiar with and the rules you need to become a successful player. If there are any terms you don't understand, feel free to turn to the Glossary section to reference them.

### V-I. Monster Cards:

There are six monster cards, each one for one of the six default characters available in this game. Each card contains the name of the monster, the victory points that the monster gained in the game, and the number of life points the monster has left. Keep in mind that the monster is on the lower left hand side of the user and can be easily accessed by clicking on it (enlarges the card).



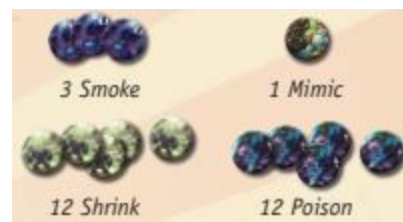
### V-II. Dice:

There are 8 dice in this game. There are six regular dice which are used in every turn by each player and two special dice which are used with certain power cards. Each of the six regular dice have numbers 1-3, and one of three symbols. The lightning symbol represents you gaining an energy cube, the claw symbol represents smash attack, and the heart symbol represents you gaining one health point. You can roll these six dice by clicking the “roll dice” button on your side of the board. The combinations of your roll will be shown after you click this button. In the event you pick a power card that requires you to roll the special dice a special roll button would be on the card itself that will prompt you to roll.



### V-III. Power Cards and Tokens:

There are 66 power cards in this game and each have to be purchased with certain energy cubes. Each power card has a name, the cost of the card in energy points, a type (KEEP or DISCARD), and an effect. If the type of a card is KEEP then, that card is kept face-up below the board on the side of the player who picked that card. That card remains there until the end of the game unless another power card states otherwise. If the type of the card is DISCARD then the card is resolved immediately, it is discarded, and the round continues. Sometimes power cards require players to acquire tokens. These tokens can give each player abilities which can be helpful during a player's turn.



### V-IV. Energy Cubes:

Energy cubes are necessary to purchase power cards. Keep them saved up if you role the lightning symbol on your dice roll. Purchasing power cards are essential to winning the game. There will be an energy cube counter next to the player name to indicate how many cubes each player has.



### VI. Turn Order:

King of Tokyo is played clockwise. Each player takes turns rolling the dice and whichever player with the most smash attack symbols in their roll begins the game.



## VII. Effects of Tokyo:

Throughout the game players cycle entering and exiting Tokyo. However staying in Tokyo can earn a player one victory for the first time they stay in Tokyo and two points for every subsequent turn after. Players in Tokyo have some restrictions, however. Each player cannot gain a health point if they roll a heart. However, they can gain health points if they draw a power card. Attacks also vary depending on where players are in Tokyo. Rolling a smash attack while you are in Tokyo causes all your opponents to lose a health point. All players outside of Tokyo can make players inside of Tokyo lose health points. A player can choose to leave Tokyo after losing a health point from a smash attack from another monster.

## VIII. Win conditions:

The game ends when a player reaches 20 victory points or if all the other players lose their life points. If the player is the last one standing, they are the victor, the King of Tokyo.

## IX. Example turn order

1. It's The King's turn to roll.
2. The King takes the black dice and rolls:



3. He keeps "3, 3" and rolls the other four other dice again. He gets:



4. The King has one roll left. This time, he keeps "2, 2, 2" and rolls the three other dice again. He gets:



5. Because he rolled a 3-of-a-kind of "2", he gains 2 Victory Points, plus 1 extra Victory Point for the 4th "2" face.
6. With the Energy symbol, gain 1 Energy Cube
7. With the Smash symbol, he makes whoever is in Tokyo City lose 1 Life Point
8. The King enters the Power Card buying phase. Since he only has 1 Energy Cube, he cannot sweep the current Power Cards or buy any Power Cards.
9. The King ends his turn



## **X. Afterthought**

King of Tokyo belongs to the original creator, Richard Garfield. RDK Co. has obtained permission to reproduce this board game as a software instead of a physical board game. This software interpretation is faithful to the original board game, from the characters to the power cards. We hope that this version of King of Tokyo remains familiar to those who have played the original, accessible to those playing for the first time, and just as fun to play on a computer as it is with a physical board.