RICHARD GARFIELD

KING OF TOKYO ™

Digital version by

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● **Introduction**
Hello! In this game, you'll be playing as monster bent on domination. The mission? Fight to become the King of Tokyo! The last man alive, or the first to gain 20 victory points is the winner. What will you do to defeat your enemies?
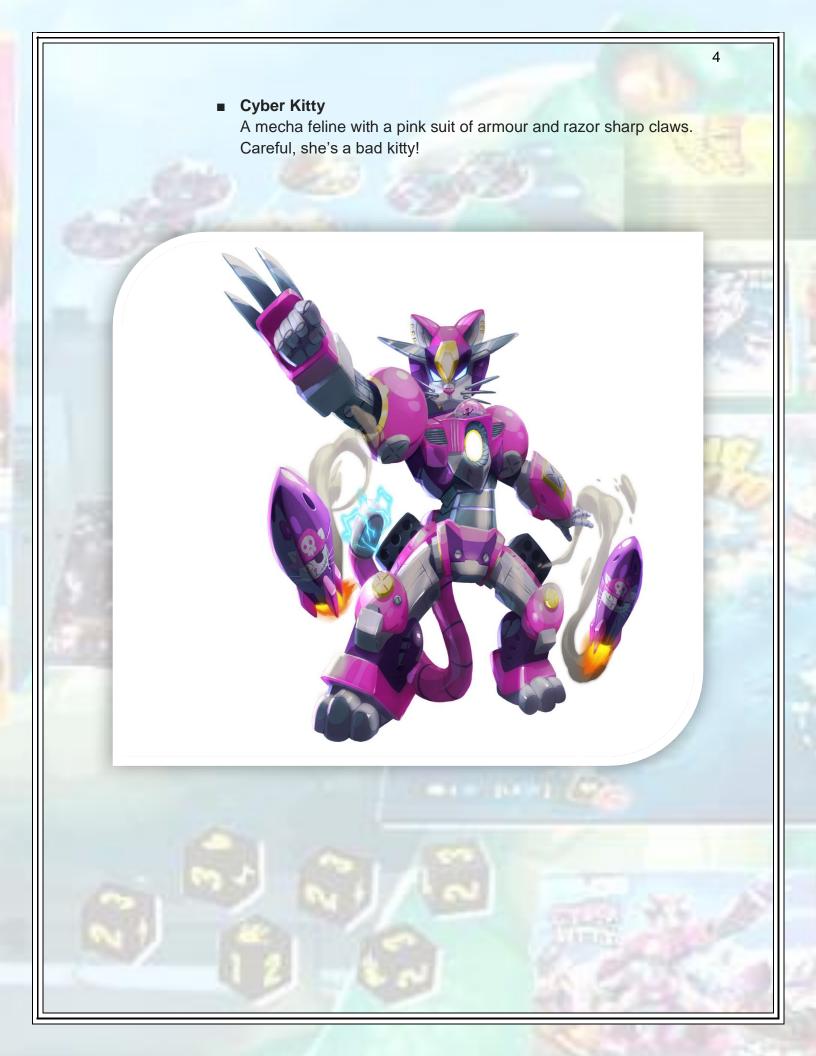
- **Game Assets**

  - **Monsters**
    When you start the game, each player will pick their monster of choice.
    Your monster's Victory Points and Life points are displayed next to your
    monster during gameplay. There are 6 to choose from! Who will you pick?

    - **Alienoid**
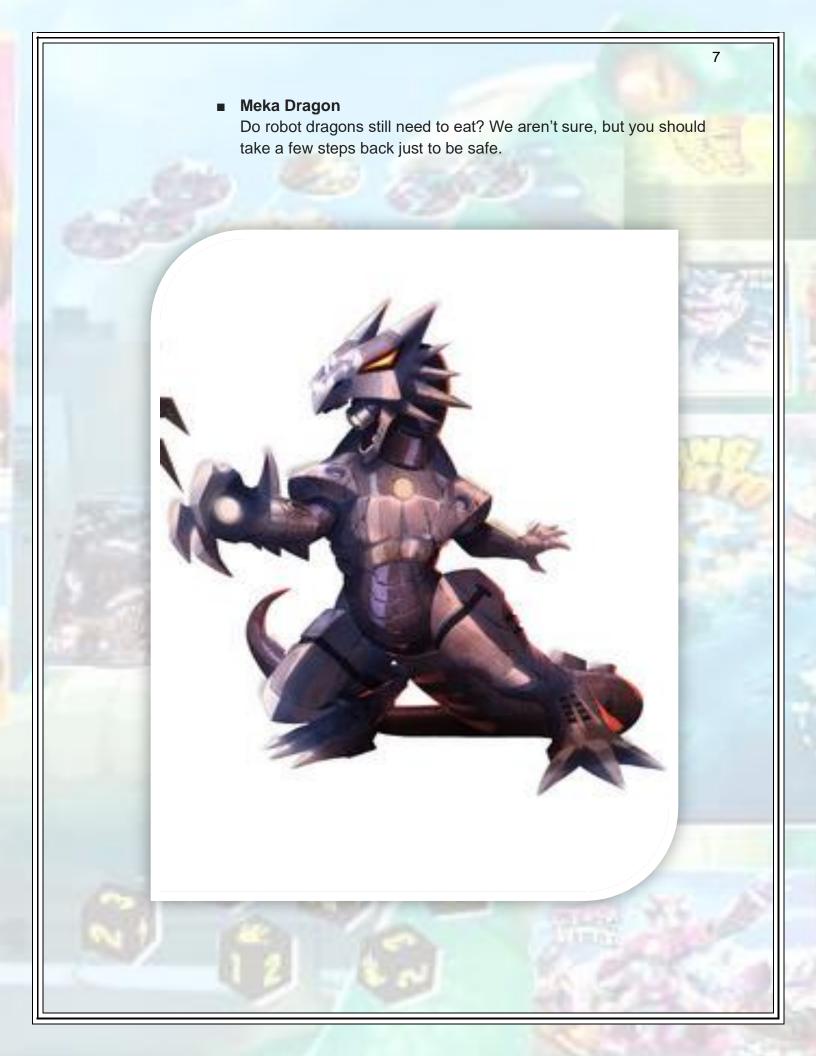   He comes from an ancient alien race, known across the galaxy for
      their stench! See how upset he is? That helmet has no ventilation!

■ **Cyber Kitty**
A mecha feline with a pink suit of armour and razor sharp claws.
Careful, she's a bad kitty!

- **Giga Zaur**
  He's a fearless, cold-blooding, **Tokyo-**stomping machine. (And some say he's the best kisser). Watch out for this lizard.

- **Space Penguin**
  A penguin? In space? He's the result of a horrific gene-splicing experiment gone wrong involving penguin and space DNA.

■ **Meka Dragon**
Do robot dragons still need to eat? We aren't sure, but you should take a few steps back just to be safe.

■ **Mongo**

He has no fear. He has no weaknesses. He's 40 feet tall and is composed of over 90 tons of delicious gingerbread, and he's coming for you.

- ○ **The Board**
  The King of Tokyo virtual tabletop is divided into two sections: **Inside Tokyo** and **Outside Tokyo**.

  - ■ **Inside Tokyo**
    Inside Tokyo includes Tokyo City and Tokyo Bay. If your monster is in Tokyo, it will be in either of these two locations.

  - ■ **Outside Tokyo**
    Outside Tokyo is denoted by the brown area surrounding the King of Tokyo.

- ○ **Dice**
  There are two different sets of dice. Don't mix them up! Jump to the dice section in How-To-Play to learn how they function during each round.

  - ■ **Black Dice**
    The black dice are your main rolling dice.

    - The **Numbered Dice** show how many victory points you gain!

    - Rolling the **Energy** (⚡) symbol lets you gain energy cubes!

    - Rolling the **Smash** (🐾) symbol lets you deal damage to others!

    - Rolling the **Heart** (♡) symbol lets you gain life points!

  - ■ **Green Dice**
    The Green dice are used with certain power cards. Read the card to see when they get rolled!

- ○ **Power Cards**

  Power cards cost **Energy** (⚡) to use. Their functionality depends on their card type (**Keep** or **Discard)** and the action described on the individual card itself.

  - **Keep Cards** stay with you (face up) till the end of the game! They can only be removed by an action taken by another card.

  - **Discard Cards** are discarded immediately upon use.

- ○ **Energy**

  You gain Energy by rolling your black dice! Energy is used to buy Power Cards or activate certain effects.

- **How to Play**
  This section will explain the most important part… How to play the game!

  - **User Setup/Roll Order**
    The initial **Setup** screen is where you pick your name and your monster, as well receiving your roll order. Simply enter the number of players, pick your monster, and go!

  - **Round Structure**
    So It's your turn in King Of Tokyo. Congrats! Below is a short step-list on how a typical round plays out. Read more below in the **Gameplay** section to see how to go about each step.

    - **1. Roll Dice**

    - **2. Resolve Dice**

    - **3. Entering Tokyo**

    - **4. Power Cards**

    - **5. (End Turn)**

- ○ **Gameplay**

  This section will tell explain to you the basic mechanics of the game.

  - ■ **Rolling Dice**

    You begin your turn by rolling all 6 black dice. After rolling all the dice once, you have the choice of rerolling the undesired dice into something else. This can be done twice after the first roll (three rolls total). If at any point you are happy with the dice you have, you may forfeit further rerolls.

    - ● **Resolving Dice**

      There are three things that you can gain from rolling dice, they're listed below. You can resolve in ANY order you want, but you must use all the dice.

      - ■ **Victory Points**

        - ● Rolling 3 of a kind of any number 1-3 earns you one **Victory Point**.

          - ○ Ex: 1-1-1, 2-2-2, 3-3-3

        - ● Each Additional die rolled with the same face of the 3-of-a-kind gains you an additional **Victory Point**

      - ■ **Energy** (⚡) dice give you exactly that, more energy! Collect one **Energy** (⚡) for every ⚡ you have when you resolve your dice.

      - ■ For every **Smash** (🐾) die you have after resolving your dice, you deal one 1 **Heart** (♡) of damage to all other monsters that are not in the same place as you. (If you are rolling in Tokyo, those outside Tokyo will be dealt damage. The reverse is true for those rolling outside Tokyo.)

      - ■ **Heart** (♡) dice heal you 1 ♡ for each die unless you are in **Tokyo.** Monsters in **Tokyo** cannot be healed by rolling **Heart** (♡) dice.

■ **Entering Tokyo**
The main mission of the game is to take over Tokyo! Doing so gives you certain advantages and disadvantages you should know about.

● **Effects**

○ Entering **Tokyo** gains the player 1 **Victory Point.**

○ If you are already in **Tokyo** at the start of your turn, you gain 2 **Victory Points.**

○ Monsters in **Tokyo** cannot be healed by rolling black **Hearts** (♡) die. (Power cards that give you **Hearts** (♡) still work.)

○ If you are in **Tokyo**, **Smash** (🐾) dice only work on monsters outside of **Tokyo**. The reverse is also true. monsters outside **Tokyo** may only **Smash** (🐾) monsters inside **Tokyo.**

● **Entering Tokyo**

○ If it is your turn and there is an empty spot in **Tokyo**, you MUST enter it. As no monster starts in **Tokyo,** the monster that goes first must enter **Tokyo** during the first round.

○ You may only leave **Tokyo** after taking damage from another monster. You may choose to stay and risk further damage.

■ **Power Cards**

- **Buying**

  ○ At any given point in the game, there are 3 cards available for purchase. Each one has a different **Energy** (⚡) cost and you may only purchase a card if you have enough **Energy** (⚡)

  ○ After you buy a card, it is replaced by the next card in the pile.

  ○ You may purchase as many cards as you want.

- **Using**

  ○ Each time, you use a card, you must use **Energy** (⚡). Discard cards must be discarded upon use, and some you can keep to activate later.

  ○ A card can do a number of things. They can heal, damage, and earn victory points. Please look at the card section in game assets for a description of each card.

- **Sweep**

  ○ For 2 **Energy** (⚡) points, you can replace the 3 buyable cards for 3 new ones at the top of the deck.

  ○ You may sweep as many times as you want

● **System requirements**

OS: Windows 7, Windows 8.1, Windows 10
Processor: Intel Core i3 equivalent or above
Memory: 4Gb or above
Graphics: NVIDIA Geforce GTX460v2 equivalent or above
Storage: 2Gb or above

I/O Devices: Keyboard and Mouse