

Digital version by

Matthew Pham
Dustin Martin
Jason Tran
Anthony Won

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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?

Roll your dice, purchase cards, make strategic decisions every round that will impact the rest of the game. Blindside your opponents with attacks and special abilities when they least expect it. There can only be one king of Tokyo. Make sure you are it.

You have the chance to earn victory points every round, but this must be balanced with other priorities such as attacking other monsters, healing yourself from damage, and using cards when most opportune. The first to 20 victory points is the winner, and there is no second place.



Game Assets

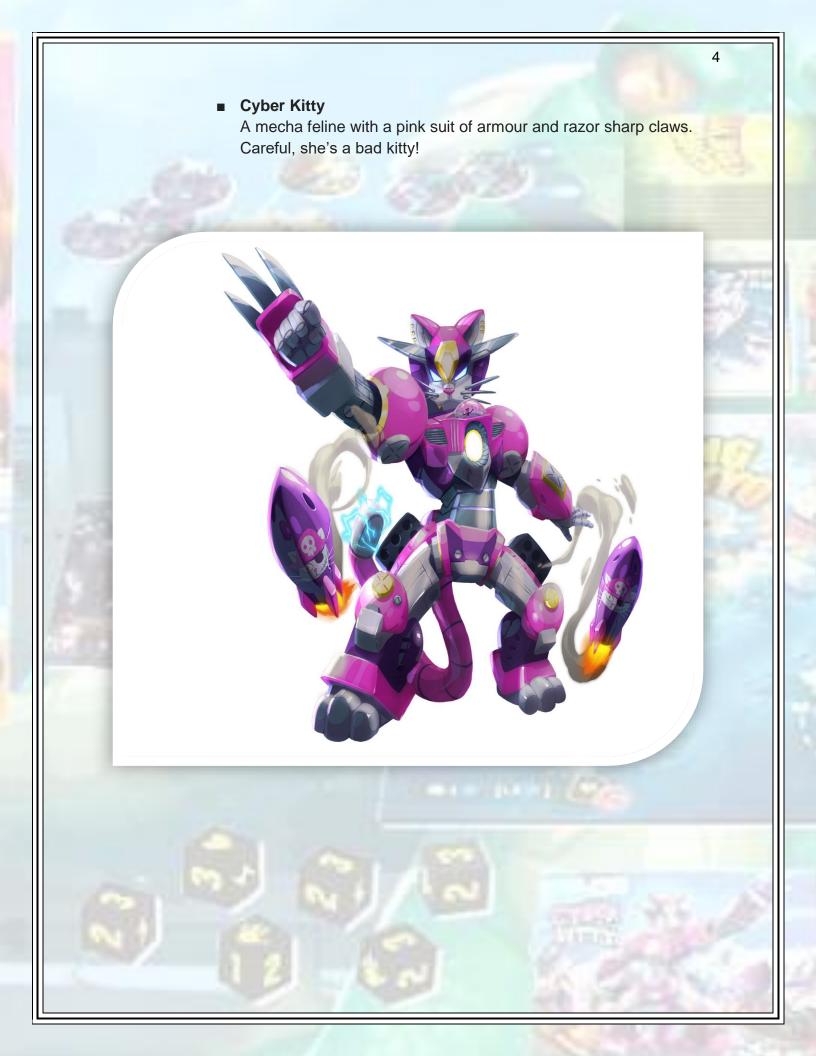
Monsters

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?

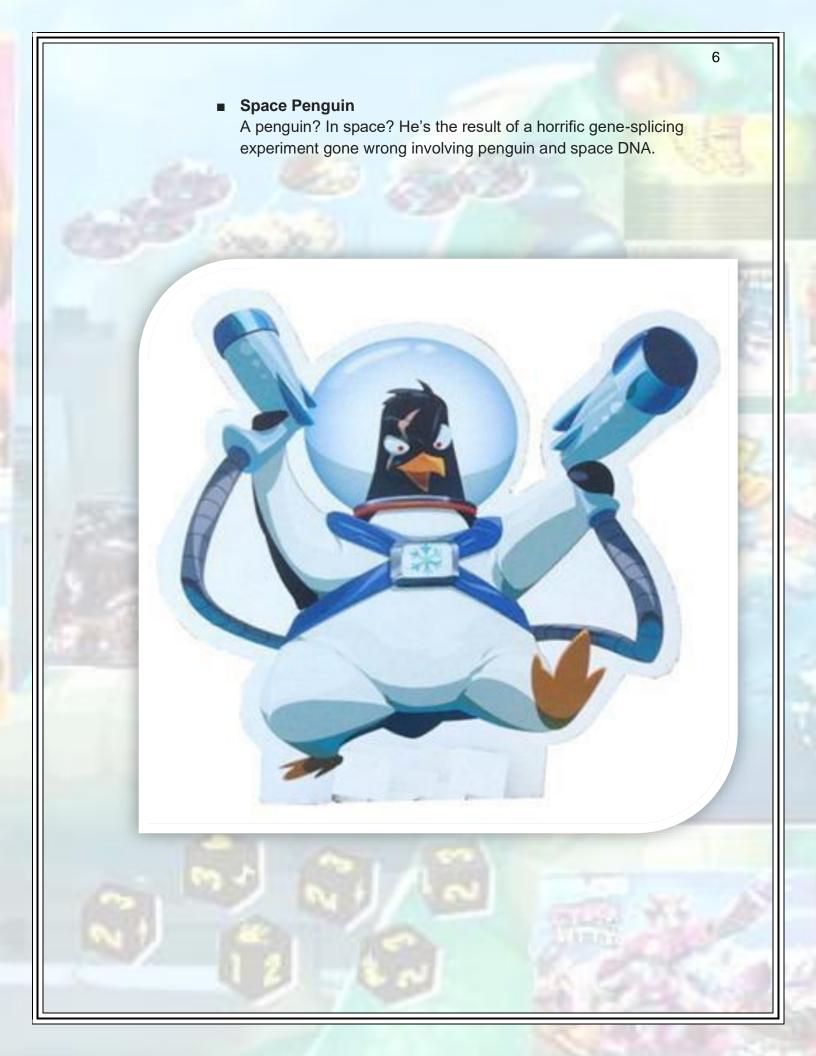
Alienoid

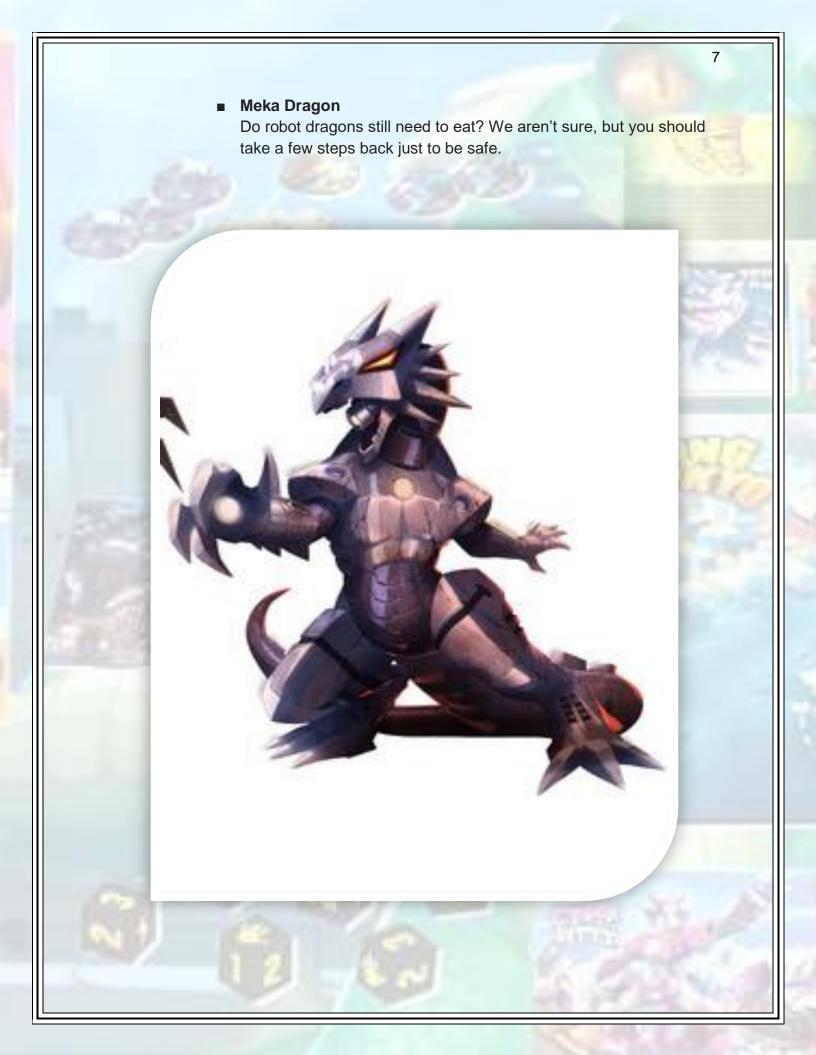
He comes from an ancient alien race, known across the galaxy for their stench! See how upset he is? That helmet has no ventilation!













■ 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.



o 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!



Power Cards

Power cards cost **Energy** (\checkmark) 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.

o 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
 (4). 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



• Example Round:

■ 1. Roll Dice

You roll 2 energy, 2 attack, and 2 Victory points (1)
Assuming you are going for extreme damage this round, you may reroll your energy and VP dice in order to get more damage. This can be done once more.

2. Resolve Dice

Once you have rerolled twice, it is time to resolve your dice. Lets say you end up with 2 energy, 3 damage, and 1 heal. The game will automatically add 2 energy and heal you one point, as well as deal 3 damage to monsters outside your area. If damage is dealt to monsters in Tokyo, those monsters have the option to leave tokyo in the middle of your turn. The gameplay section has all the rules and regulations for resolving other combinations of dice.

3. Entering Tokyo

If there's an open spot in Tokyo, you **MUST** enter it. Entering tokyo gains you 1 victory point. If you are still in Tokyo when your turn begins next, you gain 2 victory points.

4. Power Cards

Power cards add certain benefits and modifiers to the game. When it is your turn, you will be prompted if you would like to buy a power card. If you have enough energy to buy it, the power card will be added to your inventory and automatically used when opportune. The card contains all information for how it is to be used.

■ 5. (End Turn)

• 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

