



2-6



8+



30mn

RICHARD GARFIELD




KING OF TOKYO

POWER UP!

Life in Tokyo just got a little more dangerous! A new Monster has arrived in town: Meet the incredible Pandakaï! Plus each monster now has its own unique set of evolution cards which can be acquired during play. Some of these evolutions are discarded when played, others are kept like the 'Keep' cards in the base game. All evolutions can be kept secret once drawn and are revealed only when played.




CONTENT


- 1 Rules booklet
- 56 Evolution cards
- 7 «counters» (3 , 3 , 1 )
- 1 Pandakaï Monster Board
- 1 cardboard figure + 1 plastic stand

SETTING UP

Each player chooses a Monster in any way acceptable to the players, and takes and shuffles the stack of 8 Evolution cards that are associated with that monster.

HOW TO PLAY ?

If a monster ends his rolls with at least 3 , he draws the top Evolution of his deck, keeping it secret. The hearts do not need to be used to regain life, and a player can even use the hearts to draw an Evolution when in Tokyo.

The card does not replace healing, the card is in addition to any healing that would normally occur. If you run out of Evolution cards a roll of 3  won't do anything special.

EVOLUTIONS

Monsters keep their evolutions secret until they want to play them – which can be at any time. There are two kind of Evolutions:

- **Temporary Evolution:** *They are discarded after being played.*
- **Permanent Evolution:** *They stay in play like a Keep card from the base game.*

Power cards that refer to 'cards' in the base set never apply to Evolutions – so, for example, Mimic won't allow you to copy another player's Evolution, and Parasitic Tentacles won't allow you to purchase opponents' Evolutions.

EVOLUTION CARD DESCRIPTION

NAME

It tells to which Monster this Evolution belongs.

EVOLUTION

An Evolution can be either Permanent or Temporary.



SPECIES

Mutants, Invaders, or Robots: each Monster now belongs to a different species. This will be useful for tournament rules and future expansions.

NAME & EFFECT OF THE EVOLUTION

VARIANTS

These variants are here to give you different experiences while playing Power Up.

1 ACTIVE EVOLUTION

Players start with a random Evolution from their deck.

2 CONTROLLED EVOLUTION

When players draw an Evolution, they draw two Evolutions, then put one under their deck and keep the other.

3 EVOLUTION DRAFT

- Mix all players' Monster Evolutions together, then deal eight Evolutions to each player (they each will have a pretty bizarre set of 8 Evolutions).
- Each player chooses one Evolution from his set of 8 at the same time and passes the remaining Evolutions to the player on his left. Then each player chooses another Evolution from these 7 at the same time, and passes his remaining Evolutions to the player on his left. Repeat this process until each player has selected 8 cards.
- Then each player shuffles his own deck, and puts it face-down in front of him.

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CREDITS

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Special Thanks to Guillaume Gille-Naves for his honest and critical eye. His love of games clearly keeps him from taking the easy path if it doesn't make a better game – something all game designers should appreciate. – Richard Garfield.

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