

King of Tokyo FAQ

Cards:

Acid attack: you cause + 1 extra damage to the monster(s) you are attacking (need to roll at least 1 claw die to cause any damage). **A monster hit by Acid Attack takes 1 point of damage each round until the end of the game.** The acid doesn't go away. **Armour Plating** negates the additional damage of the previous rounds acid attack.

Alpha Monster: Only gain 1 victory point when you successful roll claws and do damage. You do not get any points for card affects that cause damage.

Armor Plating: negates this additional round damage of the previous round Acid Attack. It also negates Poison Spit counter if there is only 1 counter played on the monster (i.e. it doesn't do anything if more than 1 poison counter). . + acid attack: acid attack adds to the total damage, so you suffer (claws +1). If claws =0 then you suffer nothing thanks to the armor. + poison spit: additional effect are treated separately,(i.e. if you have 1 poison counter, its effect (losing 1 life) is cancelled by the armor.)

Army: You gain 1 victory point + suffer 1 point of damage for every card you have including this one (5 cards = 5 victory points + 5 damage). You must remain alive to win with 20 victory points. You can win wearing zombie suite.

Burrowing: You cause 1 extra damage to monsters inside of Tokyo (must roll at least 1 claw die) when you attack them. You cause the monster attacking you 1 damage when you are forced to retreat from Tokyo.

Cannibalistic: Gain 1 health if you do at least 1 claw damage (not cards). 1 health max per turn.

Camouflage: This works for claws rolled and all card affects that cause damage. **Stretchy + Camouflage:** you can pay 2 energy (Stretchy) to affect the dice results of camouflage. Stretchy can combine with any dice result dependent card.

Cheer Leader Costume: You pick another player to "cheer" for & if they do any damage (CLAW ONLY), then they give an extra point of damage. (Remember no base game card bonuses apply to costume cards)

Death From Above: You are considered in Tokyo if you are in Tokyo City or Tokyo Bay. So you can't use this ability to get 2 vps if you are already inside Tokyo. This card forces a monster out of Tokyo (even if there is an open Tokyo space). If both Tokyo spaces are occupied, you choose who to kick out.

Devil Costume: you deal 1 extra point of damage for claw &/or card [ANY] damage. This is different than most other cards in allowing card only damage. (Remember no base game card bonuses apply to costume cards)

Fire breathing: If the monster you are attacking is also your neighbor (seated directly to your left or right) and you hit them with at least 1 claw die, then they take 1 additional point of damage.

Freeze time: Each reroll uses 1 less die than the previous reroll when using this ability (i.e. each 111 rolled). If you manage to have 111 on additional turns, you go on having extra turns using 1 less die. As a general rule, each extra turn given by freeze time, is a complete normal turn with 1 less dice.

Frenzy: You go to the next turn at the moment you buy the card, you skip all end of turn events.

Friend of Children: combines the following way with other cards:

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- + **Solar Powered** = 1 + 1 = 2 energy cubes
- + **Energize** = 9 + 1 = 10 energy cubes
- + **Monster Batteries**:

Giant Brain: you can reroll any number of dice 1 extra time (so you get base roll and 3 rerolls total)

Ghost Costume: You heal 1 damage after taking any claw damage (doesn't work on card damage) as long as long as the damage doesn't kill you. You do not go from 0 to 1 health point ...your dead. (Remember no base game card bonuses apply to costume cards)

Healing Ray: You can charge monsters to be healed that are inside of Tokyo. Also, if you are inside of Tokyo, then you can heal other players (but not yourself with harts).

Intimidating Roar: monster in Tokyo must retreat from Tokyo if you do any damage to them (CLAW or CARD).

It has a child: You lose your victory points and cards but not your energy cubes when you respawn.

Jets: You have to option of not taking any damage from CLAW ATTACKS when you retreat from Tokyo. Therefore, you can only be caused damage while you are in Tokyo by cards.

Mimic: only affects base game cards. It doesn't affect costume or evolution cards!

Nova Breath: Your attacks damage ALL OTHER MONSTERS regardless of yours or their position with respect to Tokyo.

Omnivore: only applies once per turn for 2 total victory points (i.e. 112233 doesn't give 4 VP).

Pirate Costume: you take 1 energy cube from each player you inflict at least 1 damage (CLAW ONLY). **Pirate** combined with **Friend of Children** will get you 2 energy cubes (1 from bank + 1 from player). (Remember no base game card bonuses apply to costume cards)

Poison quills: only causes 2 extra points of damage if it is used with at least 1 claw die. You also still get the 2 victory points for the 222.

Psychic probe: the owner of the card decides which dice is rerolled after the active monster has decided any rerolls. So the owner of Psychic Probe decides last and no further rerolls are allowed.

Rapid Healing: you can spend 2 energy to heal 1 point ANYTIME during yours or another player's turn. Therefore, you can wait to see if the die results would have killed your monster and spend any available energy you have in stock. You can use Rapid Healing inside of Tokyo!

Reflective Hide: If you suffer any CLAW damage, then the monster that inflicted the damage suffers one as well.

Regeneration: you only heal a maximum 1 point regardless of the number of hart dice used to heal yourself. You must use at least 1 of those hart dice to heal yourself to get this +1 heal benefit (i.e. if you use them for **Healing Ray** instead to heal other players instead of you). **You do not get this benefit if another player or card heals your monster.**

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Sleep Walker: you can spend 3 energy to gain 1 victory point on your turn (only 1 victory point per turn).

Smoke Cloud: you can reroll any number of dice 1 extra time per smoke counter. You can play any number of smoke counters on your turn. So you could reroll 3 extra times (base roll + 2 rerolls + 3 rerolls). Also, Smoke Cloud + Mimic card allows this to be up to (base roll + 2 rerolls + 3 rerolls + another 3 rerolls).

Spiked Tail: you only add +1 damage when you cause damage with claw die. You do not get to add +1 damage for other card affects.

Stretchy + Camouflage: you can pay 2 energy (Stretchy) to affect the dice results of camouflage. Stretchy can combine with any dice result dependent card.

Super Jump: Once each monsters attack against you, you can spend 1 energy to negate 1 damage (CLAW or Card). You cannot use this to negate lingering poison or acid attacks from previous rounds.

Throw A Tanker: You gain 2 victory points if you deal 3 or more damage to a monster (CLAW/Card/Combo).

Unstable DNA: If you retreat from Tokyo, then you can swap this card with one from the aggressor (monster that forced you out of Tokyo). This card is resolved after having resolved the dice (for example, you cannot take the Wings of an attacker while yielding Tokyo and use them immediately).

Vampire Costume: You heal 1 damage if you caused any player to take damage (by claw only). (Remember no base game card bonuses apply to costume cards)

Wings: At the start of each other players turn, you decide if you are spending 2 energy to negate any claw dice &/or card damage from them on this turn. You do NOT get to wait and see what they plan to do.

Heart dice and healing in Tokyo:

- The king of Tokyo cannot use heart dice for healing himself, so he cannot remove poison tokens and shrink ray tokens.
- Fast healing can be used in Tokyo.
- **Healing ray:** The king of Tokyo can use the heart dice to heal others. The king of Tokyo can be healed by the healing ray.

Mimic and cloning cards:

- Mimic card only affects base game cards. It doesn't affect costume or evolution cards!
- **Extra Head x2 + Mimic:** grants 3 extra dice.
- Cloning cards with tokens: the card mimicked is mimicked **as if you just bought it** (regardless of the actual remaining token on the card you mimic). So if you Mimic another players Smoke Cloud card & they have already played 1 of their 3 smoke counters, you still get all 3 smoke counters to use on your Mimic card.
- Mimic + Freeze time: 111 gives 2 extra turns (to a theoretical 31 total turns!)
- 2 identical cards are resolved separately (but at the same time, with the same trigger).
 - 2x Rooting for the Underdog: effects happen at the same time, so if triggered, you would gain 2 VP.
 - 2x Omnivore: effect applies once per turn for each card.
 - 2x Even bigger: go to 14 life point max, and gain 4 life.

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- 2x Made in a lab: mimic has no effect there: if you don't buy the 1st card on the deck, you cannot peek at the 2nd.

Order of resolution:

1. Psychic probe: If you still have rerolls left, you cannot use them after a psychic probe effect (which takes place the moment you declare that you keep the dice results).
2. Several cards with "end of turn" effect: order decided by the active player.
3. Cards using dice results (poison quills, total destruction...): only applies with your final dice results.
4. Unstable DNA: This is a goodies card and is not officially part of the game. For all purposes, this card is resolved after having resolved the dice (for example, you cannot take the Wings of an attacker while yielding Tokyo and use them immediately).