



### On Your Turn...

- ① Roll all 6 dice.
- ② You may keep or re-roll any dice you wish. You get 2 re-rolls.
- ③ Accept/Resolve your dice results.
- ④ You may buy cards.

### What Do the Dice Mean?

**2 2 2** = 2★ VP + **2** = 1★ VP

♥ = 1♥ Heal    ⚡ = 1⚡ Energy

👤 = 1 Damage Against Opponents

### Reminders:

- \* If a spot is open in Tokyo the next player to roll a 🍀 must enter it.
- \* INSIDE vs. OUTSIDE: Monsters inside Tokyo damage all of the Monsters outside Tokyo. Monsters outside of Tokyo damage only the Monsters inside Tokyo. (Are you in or out?)
- \* While occupying a space in Tokyo, you cannot heal by rolling ♥.
- \* You may yield Tokyo only on another Monster's turn, only if it attacks you.
- \* Discard Cards that deal damage are not considered Monster "attacks".
- \* You can discard all of the face-up cards by spending 2 ⚡ or ⚡.
- \* Monsters earn 0 points for rolling less than 3 dice of a given number.
- \* When the number of Monsters in the game falls below 5, the Monster in Tokyo Bay must evacuate.



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