

KING of TOKYO

User manual

(ユーザーズマニュアル)



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Introduction

こんにちは！東京へようこそ！

(Konnichiwa! Tokyo ku yokoso!)

Hello! Welcome to Tokyo!

King of Tokyo is a local multiplayer game of beasts and monsters, all fighting over control of Tokyo to be the last one standing. Play as gruesome monsters, towering robots, or outlandish aliens and tear down Tokyo and smash your opponents to pieces to survive and stand victorious! Use your dice to gain energy, heal your monster, and smash your opponents or summon powerful spells and cast unique abilities using Power Cards. Let your aggression run free and stop at nothing to become the King of Tokyo! (Ages 8+)



About King Of Tokyo

King of Tokyo is a tabletop game designed by Richard Garfield and released in 2011. A new version of the game, and the game this manual covers, was released in 2016. This game uses custom green and black dice, Power Cards, tokens, and a unique map. It has received multiple rewards for its party game expertise, family-friendly gameplay, and theme.

About This Manual

This manual will provide you with everything you need to know to play King of Tokyo. It contains a “Game Overview” section, which contains information regarding the game’s mechanics, and multiple sections regarding larger gameplay aspects of the game.

Refer to this manual when you need clarifications on the rules or guidelines of a particular aspect of the game. The more you play, the more familiar you get.

System Requirements

Minimum:

OS: Ability to download and install Java 8

RAM: 1 GB or better

Processor: 1 GHz dual core or better

Hard Drive: 25 MB free or better

Video Card: Intel integrated graphics or better

Recommended:

OS: Windows 7/8/10, Mac OS X, Linux Ubuntu (or equivalent distribution)

RAM: 4 GB or better

Processor: 2 GHz dual core or better

Hard Drive: 50 MB free or better

Video Card: Intel integrated graphics or better

Other Requirements:

Initial install requires internet connection and access to GitHub, Requires Java 8 and King of Tokyo installed to play.

Some compact persistent game data will be stored on your device.

Installation Process

Windows/Mac/Linux:

Download the applicable version of the software to your system storage. Make sure you have JRE Version 8 installed. Launch the game by executing KingOfTokyo.jar. Keep the data installed if you wish to have persistent player profiles, stats tracking, etc.

Game Overview

The game of King of Tokyo is a local multiplayer game of beasts and monsters, all fighting over control of Tokyo to be the last one standing, AKA the King of Tokyo. Each player chooses and controls a monster as their character, and fights to survive and win by being the first to 20 victory points, or the last player alive.

Monsters



Each player will choose a monster as their player avatar, which has their own name, victory points, and life points. Your monster represents who you are in the game.

Map

The map of King of Tokyo is divided into three places: Tokyo City, Tokyo Bay, and outside of Tokyo. Tokyo Bay is only used when there are 5 or more players. Otherwise, the only locations are Tokyo City and outside of Tokyo.

Note: When a rule or card refers to a monster in or out of Tokyo, “Tokyo” refers to both Tokyo City and Tokyo Bay when playing with 5+ players.

Black Dice

There are 6 black dice to roll for each players turn, the player performs actions based on the face up side of the die. The player can resolve any number of their die, choosing to re-roll any number of their dice for a roll of up to 3 times total.

Green Dice

Green dice are rolled with certain power card effects.

Power Cards

Power cards have a name, an energy cube cost, and a type (Keep or Discard). Each card has a unique effect that affects the game. Three cards will be continuously placed face up to be purchased from the shop.

Energy Cubes

Energy cubes are gained from the energy cube face of the dice. They are used to buy and sweep power cards, and to resolve or activate certain card effects.

Tokens

Tokens are used with certain power card effects.

Victory Points

Victory points are one path to winning the game and becoming King of Tokyo. Each player starts with zero points. Whichever player hits 20 points and survives their turn first wins the game.

Life Points

Life points are another critical resource to surviving in the game. Each player starts with 10 life points, and cannot go above 10. When a player loses all of their life points, that player is eliminated from the game. When a player is eliminated, their power cards and energy cubes are discarded. If all players are eliminated except for one, that last player alive wins the game.

Smash

A player smashes if the die is rolled on a smash attack, attacking the targets not in the same location of the player who rolled the dice. The damage dealt is equal to the number of smashes landed face up on their dice. Since no players start the game in Tokyo, whoever takes the first turn in the game does not deal damage with smash on their first turn.

Heal

A player gains life points, or heals, when they are outside of Tokyo and roll heals on their dice. They can also heal from power cards regardless of location.

Turns

Each player starts the game by rolling for initiative. If there is a tie for the highest roll, the players who tied will roll again. Whoever has the highest unique number goes first, and the turn order goes in the same order as the players who selected their monster. Turns occur in this sequence:

1. Roll Dice
2. Resolve Dice (optional)
3. Enter Tokyo
4. Buy Power Cards (optional)
5. End of Turn

Starting a Game

Players will start a game by launching the executable JAR file from their computer. They can then select the number of AI players and the number of human players (these AI and human players can be removed at any time after the game has started). Each player is able to enter their name and select their monster avatar. They can then set some options to fit their gameplay preferences, and begin the game (the game must have at least 2 total players).

The AI players will act out their turns on their own, requiring no additional human input. This is a good feature if you are playing with only 1-2 people and would like the game to last longer or to be more spontaneous and dynamic.

Movement

The player with the first turn of the game will enter Tokyo City. When no monster currently occupies Tokyo, at the beginning of a player's turn, they must enter Tokyo City. A monster will stay in Tokyo City until it loses health points from a Smash attack rolled by another monster. It then gets the option to stay in Tokyo or to leave. Taking damage is the only way to leave Tokyo. The monster who smashed the monster in Tokyo must replace his pos

For 5+ players: If Tokyo City is occupied by other players, and Tokyo Bay is empty, you must enter Tokyo Bay at the beginning of your turn. Once players are eliminated and there are less than 5 players, Tokyo Bay is considered "abandoned" and all players will immediately leave Tokyo Bay to be outside of Tokyo, and no players shall enter Tokyo Bay for the rest of the game. If Tokyo City is empty when Tokyo Bay is abandoned, all players currently in Tokyo Bay will be placed in Tokyo City.

Your Turn

You have multiple options you can perform throughout the duration of your turn, you decide what to do. Strategize carefully, your decisions will greatly impact your kingship. You may choose to roll the green or black dice. If you don't like certain aspects of your roll, you can resolve your dice. If possible, you can enter Tokyo! Finally, you may use your energy cubes to purchase Power Cards. If you find a particular Power Card that fits your needs, you can purchase it for however many energy cubes it costs. You can also sweep three face-up cards to the discard pile with 2 energy cubes. Once you've finished your turn, pass the dice to the player on your left.

Effects of Tokyo

When in Tokyo (or Tokyo Bay with 5+ players) there are certain effects placed on the player:

- You gain one victory point when you enter Tokyo
- You gain two victory points if you start your turn already in Tokyo
- Monsters within Tokyo cannot gain life points from a black dice roll landing on a heart, however they can still gain life points from Power Cards

Targets of Smash:

- When a player is within Tokyo, and they roll a smash, all monsters outside of Tokyo lose a life point
 - When a player is outside of Tokyo and they roll a smash, all monsters who are in Tokyo lose a life point.
- After taking damage,, the monsters hit within Tokyo can decide to leave Tokyo or stay for the next turn.

Ending a Game

The game can be manually and prematurely ended from the menu if the players decide to. Human and AI players can also be manually removed from the options menu if the need arises at any time. The game can also be restarted from the options menu with the current players.

When the game plays out naturally, the first player to reach 20 victory points while surviving their turn will win the game. The game can also be won if all other players have been eliminated via their life points being depleted; the last player alive wins.