

# King of Tokyo User Manual



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# I. Getting Started

## Introduction

**King of Tokyo** is a classic board game turned web based game. Conquer either Tokyo or Tokyo Bay as a mutant monster, crazy alien or a psychotic robot. A game that allows for 2 to 6 players where you will claim your turf as King of Tokyo! Conquer and destroy your friends and family by rolling dice and choose to attack , gain victory points, improve your monster or take over as KING. Strategize, plan and do whatever it takes to become **THE** King of Tokyo.

## Using the Manual

For beginners and first time users, we recommend to read the user manual and its descriptions. This will provide easy to read steps on how to play the game and pictures will be provided for clarity. This user manual contains in-game instructions and tips to make the game more enjoyable

There may be some challenges during games because of the many options and strategies a player can make but the game will have a **HELP** button on the top left of the screen that will provide assistance and help guide you and the rest of the players.

## Installation



King of Tokyo will be a portable installer and there will be no need to install into the system. The game will be available and hosted on Github releases. Simply go to the Github URL and releases, and download the project.

# II. Screens

When you launch the **King of Tokyo** application the first thing you will see is the home Dashboard along with the home screen.

## Home Screen

Once you are on the home screen you will have the option to choose to read how to play the game, or launch the game option.

## Help Button



The help button will show you how to maneuver your way through the game with basic instructions that will allow you to get started.

## Game Screen

For the game screen the system will load the content for the game setup. This will allow players to enter their name based on how many players will be playing.

## Play Game Button



Start game. Before entering the board game environment players must first enter the amount of players that will be playing before starting the game.

# III. King of Tokyo Game

## Board



One board will be used and be divided into two cities. Tokyo City and Tokyo Bay will make up Tokyo. The board will be over water and will zoom in and out with an aerial view after actions or change of turns.

## Monster Boards

There will be 6 monsters boards that will be given to each player. These boards will represent monsters and each board will contain a name and two dials that will keep track of your victory and life points. These playable monsters will represent you so choose wisely and if you have trouble selecting your monster, the game has a random generator to select one for you.

## Black Dice



There will be 6 black dice that contains 6 symbols. These 6 symbols will represent a possible action that a player can take. The player can gain victory points represented by a number(1-3), energy cubes represented by a lightning bolt , attacks which is a claw or life points represented by a heart.

## Energy cubes



Save and keep energy cubes from a roll which allow the player to purchase power cards at the conclusion of their turn.

## Application

King of Tokyo will **NOT** be available online.

A player will **NOT** have the option to save their session.

There will be no background music or noise. Headphones are not needed.

# IV. Setup

## Adding players

Number of players that will be added to the game is between 2-6 players, they must first enter their name. Then the players will have the option to choose from a selection of random monsters, if you don't pick one, one will be randomly generated for you.

Once completion of adding and generating monsters the application will move forward. Then the system can randomly shuffle cards before starting the game.

## Environment

The King of Tokyo game will take place in a 3-D setting like no other. We wanted to give the player a different environment than most traditional board games. The Tokyo board will be hovering over the ocean waters with light blue skies and misty clouds.

## Monsters



6 monsters will be available to choose from. Select either Meka Dragon, Cyber Bunny, Alienoid, Gigazaur, Kraken or Pandaka. When you take over as King of Tokyo, your monster will be placed in Tokyo Bay or Tokyo City.

## V. HOW TO PLAY

### Turn Overview

#### Roll dice

If it is your turn, you may roll the dice for a maximum of three times but may stop at any time. On your first roll, you will take the 6 black dice( and any additional green dice because a power card permits you to roll them) you will select the roll button(spacebar) and roll . On your second roll, you will select the results that you like and set them aside and roll the remaining dice that you did not like. For your third roll, you can choose if you want to reroll any dice that you had set aside again. After your third roll , or decision to stop, you will resolve your dice

#### Resolve Dice

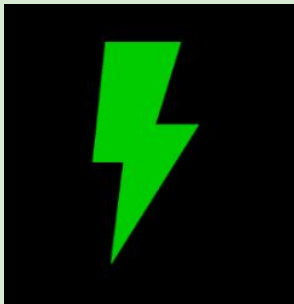
You must resolve all of your dice and it may be in any order. The remaining symbols of your last die roll will represent your actions for that turn.

#### Victory points



1, 2, and 3 will be available numbers to roll and if a three-of-a-kind is rolled, you gain that many victory points. You gain an additional victory point for every same face roll.

## Energy Cubes



For every energy symbol rolled, you gain 1 energy cube. Energy cubes will be removed once cubes are spent.

## Smash



For every claw symbol you roll, monsters will lose 1 health point if not located in the same area as you.

## Heal



### Heal Outside of Tokyo

You cannot have more than 10 health unless permitted with a power card. When you are outside of Tokyo, you can gain 1 heal point for each heart rolled.

### Heal Inside of Tokyo

You cannot have more than 10 health unless permitted with a power card

You will not be permitted to gain health unless you have a power card that allows you to .

When you are in Tokyo, the heart you roll will not let you gain heal points. You can only gain heal points with Power Cards.



## Buy power cards

After a player rolls their dice, they will have a chance to purchase power cards before that player ends their turn. 66 power cards will be available and if a player does not like the cards that are displayed on the screen, the player will have an opportunity to purchase all cards for a "sweep" to get a new set of cards. If a player has enough energy cubes, they can continue purchasing other cards

## End of turn

A limited amount of power cards contain effects that will be activated at the end of your turn. Once you are done, the dice will go to the next player and their turn will begin.

## Entering Tokyo city and Tokyo bay

No monster begins the game in Tokyo

A player must enter Tokyo if it is unoccupied and can leave whenever a monster inflicts damage to it which is rolled by another player.

## Leaving Tokyo City and Tokyo Bay

While being the King of Tokyo has its advantages and that is one of the ways to win the game, you may take heavy damage from other monster's attacks, you may have to evacuate Tokyo. You must leave on another player's turn and must be taking at least 1 damage.

## The King of Tokyo

Being in Tokyo has its pros and cons.

Automatically gain 1 victory point when you enter Tokyo.

Gain 2 victory points if you begin your turn in Tokyo

You cannot not gain health when occupying Tokyo unless a power card is played.

For every claw rolled, every player outside of Tokyo will lose health

## Power Cards



At the conclusion of your dice roll, you may purchase power cards at the expense of your energy cubes. Every power card will indicate how many energy cubes will be required to purchase that card. After the purchase of your card(s), the card will indicate to discard or keep.

Using the power cards, how to use them, talk about how a purchased power card will be replaced on the table, talk about the “sweep” of the power cards, also reference the power cards list at the end (put a link)

## Power Card Clarification

### Opportunist

If there is a mimic and two opportunists are in play, the first monster clockwise from the monster whose turn it is gets the first crack to purchase the newly revealed cards

### Mimic

Copies the effects of a card but if the card is discarded then the mimic card has no effect and you take back the associated token.

### Poison Spit & Shrink Ray

Poison and Shrink tokens stay even if their associated cards are removed and discarded. You must be outside of Tokyo in order to remove them

### Fire Breathing

The monsters of the players that are seat to the left and right lose 1 health even if they are in the same location as you. If there are only two players, the player loses only 1 health

### Metamorph

You discard your keep cards at the conclusion of your turn step. You redeem the cost of the card even if it was purchased at a discounted price

## Tokens



There are a total of 28 tokens in order to receive these tokens the player must have a certain power card that allows for the tokens to be distributed. These tokens give the player extra capabilities that can be used in the game.

## End of game

The game ends at the conclusion of the round and the first player to reach 20 victory points unless there is only one monster left then that monster is crowned KING OF TOKYO

At the conclusion of the game, the play again menu button will pop up

What happens when the end of the game is reached. If a player decides to leave the game, the game will be lost.

# VI. Glossary

**Roll:** Physical act of rolling and throwing dice onto the table and the results will be displayed on the screen. A player may set aside desired dice and reroll until they reach their limit or stop.

**Sweep:** When a player purchases all 3 displayed power cards to get a whole new set to choose from.

**Resolve:** A player can choose to either keep their dice or resolve it if the player doesn't like what they rolled. You can resolve up to 2 dice.

## Credits

Project Manager: Anthony Giacalone

Game Development: Christopher Perez, Omar Perez & Jesse Guardado

Editing Directors: Christopher Perez, Omar Perez & Jesse Guardado

Artistic Manager: Christopher Perez

Artwork: Inspired by Igor Polouchine's monsters

Playtesting: Christopher Perez, Omar Perez, Jesse Guardado

## Troubleshooting

If there comes to a case where the application will not start, the app freezes, the app is slow, the app won't load into another screen, the game won't expand into full screen mode. If this was to happen the players can exit the game and reload, however the state of the game will be lost. If the player doesn't want to lose the state of the game the player can refresh the screen if delays due occur.

## Appendix 1. Notes

Note:

- \* You cannot gain more than 10 health
- \* If a spot is open in Tokyo, the second player to roll a claw must enter Tokyo.
- \* While occupying either Tokyo City or Tokyo Bay you cannot heal by rolling a heart until you abandon Tokyo.
- \* Monsters earn 0 points if their roll is less than 3 dice of a given number.

# VII. List of Power Cards

#	Power Card	Cost	Type	Description
1	Acid attack	6	keep	Dealing 1 extra damage each turn
2	Alien Metabolism	3	keep	Buying costs you 1 less energy
3	Alpha Monster	5	keep	Gain 1 victory point when you attack
4	Apartment Building	5	Discard	+3 victory points
5	Armor Plating	4	keep	Ignore damage of 1
6	Background Dweller	4	keep	You can always reroll any 3 you have
7	Burrowing	5	keep	Deal 1 extra damage in Tokyo. Deal 1 damage when yielding Tokyo to the monster taking it
8	Camouflage	3	keep	If you take damage, roll die for each damage point. On a heart, you do not take damage
9	Commuter Train	4	Discard	+2 victory points
10	Complete Destruction	3	keep	If you roll a 1,2,3 heart, attack,energy, gain 9 victory points in addition to the regular results
11	Corner Store	3	Discard	+1 victory point
12	Dedicated News Team	3	keep	Gain 1 victory point whenever you buy a card
13	Drop from High Altitude	5	Discard	+2 victory points and take control of Tokyo if you don't already control it
14	Eater of the Dead	4	keep	Gain 3 victory points every time a monsters heart goes to 0
15	Energize	8	Discard	+9 energy
16	Energy Hoarder	3	keep	You gain 1 victory point for every 6 energy you have at the end of your turn
17	Evacuation Orders(x2)	7	Discard	All other monsters lose 5 victory points
18	Even Bigger	4	keep	Your maximum health is increased by 2. Gain 2 health when you get this card
19	Extra Head(x2)	7	keep	You get an extra die
20	Fire Blast	3	Discard	Deal 2 damage to all other monsters
21	Fire Breathing	4	keep	Your neighbors take 1 extra damage when you deal damage
22	Freeze Time	5	keep	On a turn where you score 1,1,1, you can take another turn with one less die
23	Frenzy	4	Discard	When you purchase this card, take another turn immediately after this one
24	Friend of Children	3	keep	When you gain any energy, gain 1 extra energy
25	Gas Refinery	6	Discard	+2 victory points and deal 3 damage to all other monsters
26	Giant Brain	5	keep	You have one extra reroll each turn
27	Gourmet	4	keep	When scoring 1,1,1, gain 2 extra victory points
28	Heal	3	Discard	Heal 2 damage
29	Healing Ray	4	keep	You can heal other monsters with your heart results. They must pay you 2 energy for each d damage you heal(or their remaining energy if they haven't got enough)
30	Herbivore	5	keep	Gian 1 victory point on your turn if you don't do damage to anyone
31	Herd Culler	3	keep	You can change one of your dice to a 1 each turn
32	High Altitude Bombing	4	Discard	All monsters(including you) take 3 damage
33	It has a Child	7	keep	If you are eliminated, discard all your cards and lose all your victory points, health and start again
34	Jet Fighters	5	Discard	+5 victory points and take 4 damage
35	Jets	5	keep	You suffer no damage when yielding Tokyo
36	Made in Lab	2	keep	When purchasing cards, you can peek at and purchase the top card of the deck
37	Metamorph	3	keep	At the end of your turn, you can discard any keep cards you have to receive the energy they were purchased for
38	MImic	8	keep	Choose a card any monster has in play and put a mimic counter on it. This card counts as a duplicate of that card as if it just had been bought. Spend 1 energy at the start of your turn to change the power you are mimicking
39	Monster Batteries	2	keep	When you purchase this, put as much energy as you want on it from your reserve. Match this from the bank. At the start of each turn, take 2 energy off and add them to your reserve when there are no energy left discard this card

40	National Guard	3	Discard	+2 victory points and take 2 damage
41	Nova Breath	7	keep	Your attacks damage all other monsters
42	Nuclear Power plant	6	Discard	+2 victory points and heal 3 damage
43	Omnivore	4	keep	Once each turn you can score 1,2,3 for 2 victory points. You can use these dice in other combinations
44	Opportunist	3	keep	Whenever a new card is revealed, you have the option of purchasing it as soon as it is revealed
45	Parasitic Tentacles	4	keep	You can purchase cards from other monsters. Pay them the energy cost
46	Plot Twist	3	keep	Change one die to any result. Discard when used
47	Poison Spit	4	keep	When you deal damage to monsters give them a poison counter. Monsters take 1 damage for each poison counter they have at the end of their turn. You can get rid of a poison counter with a [Heart] (that [Heart] doesn't heal a damage also)
48	Psychic Probe	3	keep	You can reroll a die of each other monster once each turn. If the reroll is health discard this card
49	Rapid Healing	3	keep	Spend 2 energy at any time to heal 1 damage
50	Regeneration	4	keep	When you heal, heal 1 extra damage
51	Rooting for the Underdog	3	keep	At the end of a turn when you have the fewest victory points, gain 1 victory point
52	Shrink Ray	6	keep	When you deal damage to monsters give them a shrink counter. A monster rolls one less die for each shrink counter. You can get rid of a shrink counter with a [Heart] (that [Heart] doesn't heal damage also).
53	Skyscraper	6	Discard	+4 victory points
54	Smoke Cloud	4	keep	This card start with 3 charges. Spend a charge for an extra reroll. Discard this card when all charges are spent
55	Solar Powered	2	keep	At the end of your turn, gain 1 energy if you have none
56	Spiked Tail	5	keep	When you attack, deal 1 extra damage
57	Stretchy	3	keep	You can spend 2 energy to change one of your dice to any result
58	Tanks	4	Discard	+4 victory points and take 3 damage
59	Telepath	4	keep	Spend 1 energy to get 1 extra reroll
60	Urbavore	4	keep	Gain 1 extra victory point when beginning the turn in Tokyo. Deal 1 extra damage when dealing any damage from Tokyo
61	Vast Storm	6	Discard	+2 victory points. All other monsters lose 1 energy for every 2 energy they have
62	We're Only Making it Stronger	3	keep	When you lose 2 health or more, gain 1 energy
63	Wings	6	keep	Spend 2 energy to negate damage to you for a turn
64	Amusement Park	6	Discard	+4 victory points
65	Army	2	Discard	+1 victory point and suffer one damage for each card you have
66	Cannibalistic	5	keep	When you do damage, gain 1 health
67	Intimidating Roar	3	keep	The monsters in Tokyo must yield if you damage them
68	Monster Sidekick	4	keep	If someone kills you, Go back to 10[Heart] and lose all your [Star]. If either of you or your killer win, or all other players are eliminated then you both win. If your killer is eliminated, then you are also. If you are eliminated a second time this card has no effect.
69	Reflective Hide	6	keep	If you suffer damage the monster that inflicted the damage suffers 1 as well
70	Sleep Walker	3	keep	Spend 3 energy to gain 1 victory point
71	Super Jump	4	keep	Once each turn , you may spend 1 energy to negate 1 damage you are receiving
72	Throw a Tanker	4	keep	On a turn, you deal 3 or more damage gain 2 victory points
73	Thunder Stomp	3	keep	If you score 4 victory points in a turn, all players roll one less die until your next turn
74	Unstable DNA	3	keep	If you yield Tokyo, you can take any card the recipient has and give him this card
75	Poisson Quills	3	keep	When you score 2,2,2 also deal 2 damage