

Monster	Monster Type	Evolution	Duration
Alienoid	Alien	Superior Alien Technology	Permanent Evolution
Alienoid	Alien	Mothership Supprt	Permanent Evolution
Alienoid	Alien	Exotic Arms	Permanent Evolution
Alienoid	Alien	Funny Looking But Dangerous	Permanent Evolution
Alienoid	Alien	Adapting Technology	Permanent Evolution
Alienoid	Alien	Anger Batteries	Temporary Evolution
Alienoid	Alien	Precision Field Support	Temporary Evolution
Alienoid	Alien	Alien Scourge	Temporary Evolution
The King	Mutant	Twas Beauty Killed The Beast	Permanent Evolution
The King	Mutant	I Am the King! (King Of Tokyo)	Permanent Evolution
The King	Mutant	Alpha Male	Permanent Evolution
The King	Mutant	Chest Thumping	Permanent Evolution
The King	Mutant	Giant Banana	Temporary Evolution
The King	Mutant	Jungle Frenzy	Temporary Evolution
The King	Mutant	Simian Scamper	Temporary Evolution
The King	Mutant	Monkey Rush	Temporary Evolution
Meka Dragon	Robot	Target Acquired	Permanent Evolution
Meka Dragon	Robot	Claws Of Steel	Permanent Evolution
Meka Dragon	Robot	Lightning Armor	Permanent Evolution
Meka Dragon	Robot	Breath Of Doom	Permanent Evolution
Meka Dragon	Robot	Tune-Up	Temporary Evolution
Meka Dragon	Robot	Programmed To Destroy	Permanent Evolution
Meka Dragon	Robot	Destructive Analysis	Temporary Evolution
Meka Dragon	Robot	Mecha Blast	Temporary Evolution
Kraken	Alien	Mandibles of Dread (Dread Maw)	Permanent Evolution
Kraken	Alien	Sunken Temple	Permanent Evolution
Kraken	Alien	Eater Of Souls	Permanent Evolution
Kraken	Alien	Terror Of The Deep	Permanent Evolution
Kraken	Alien	High Tide	Temporary Evolution
Kraken	Alien	Cult Worshipers (Cult Following)	Temporary Evolution
Kraken	Alien	Destructive Wave (Wave Of Ruin)	Temporary Evolution
Kraken	Alien	Healing Rain	Temporary Evolution
Gigazaur	Mutant	Tail Sweep	Permanent Evolution
Gigazaur	Mutant	Gamma Breath	Permanent Evolution
Gigazaur	Mutant	Heat Vision	Permanent Evolution
Gigazaur	Mutant	Defender Of Tokyo	Permanent Evolution
Gigazaur	Mutant	Saurian Adaptability	Temporary Evolution
Gigazaur	Mutant	Primal Bellow	Temporary Evolution
Gigazaur	Mutant	Radioactive Waste	Temporary Evolution
Gigazaur	Mutant	Detachable Tail	Temporary Evolution
Cyber Bunny	Robot	Electric Carrot	Permanent Evolution
Cyber Bunny	Robot	Energy Sword (Bunny Power Blade)	Permanent Evolution
Cyber Bunny	Robot	King of the Gizmo (He Who Dies With The Mo	Permanent Evolution
Cyber Bunny	Robot	Secret Laboratory (Rabbit Laboratory)	Permanent Evolution
Cyber Bunny	Robot	Heart of the Rabbit (Prince With 1000 Enemies)	Temporary Evolution
Cyber Bunny	Robot	Rabbit's Foot (Decoy Bunny)	Temporary Evolution
Cyber Bunny	Robot	Emergency Battery (Hare Style)	Temporary Evolution
Cyber Bunny	Robot	Stroke of Genius (Fuzzy Logic)	Temporary Evolution
Pandakai	Mutant	Yin & Yang	Permanent Evolution
Pandakai	Mutant	Pandarism Survival Of The Cutest	Permanent Evolution
Pandakai	Mutant	Bamboo Supply	Permanent Evolution
Pandakai	Mutant	Panda Express	Permanent Evolution

Pandakai	Mutant	Bear Necessities	Temporary Evolution
Pandakai	Mutant	Bam Boozle	Temporary Evolution
Pandakai	Mutant	Eats, Shoots And Leaves	Temporary Evolution
Pandakai	Mutant	Panda Monium	Temporary Evolution
Space Penguin	Alien	Icy Reflection	Permanent Evolution
Space Penguin	Alien	Black Diamond	Permanent Evolution
Space Penguin	Alien	Freeze Ray	Permanent Evolution
Space Penguin	Alien	Encased In Ice	Permanent Evolution
Space Penguin	Alien	Miraculous Catch	Permanent Evolution
Space Penguin	Alien	Deep Dive	Temporary Evolution
Space Penguin	Alien	Cold Wave	Temporary Evolution
Space Penguin	Alien	Blizzard	Temporary Evolution
Cyber Kitty	Robot	Meow Missile	Permanent Evolution
Cyber Kitty	Robot	Mouse Hunter	Permanent Evolution
Cyber Kitty	Robot	Feline Motor	Permanent Evolution
Cyber Kitty	Robot	Play With Your Food	Permanent Evolution
Cyber Kitty	Robot	Cat Nip	Temporary Evolution
Cyber Kitty	Robot	Electro-Scratch	Temporary Evolution
Cyber Kitty	Robot	Mega Purr	Temporary Evolution
Cyber Kitty	Robot	Nine Lives	Temporary Evolution
Pumpkin Jack	Halloween	Bobbing for Apples	Permanent Evolution
Pumpkin Jack	Halloween	Trick or Threat	Permanent Evolution
Pumpkin Jack	Halloween	Scythe	Permanent Evolution
Pumpkin Jack	Halloween	Ignis Fatus	Gift Evolution
Pumpkin Jack	Halloween	Detachable Head	Gift Evolution
Pumpkin Jack	Halloween	Feast of Crows	Temporary Evolution
Pumpkin Jack	Halloween	Smashing Pumpkin	Temporary Evolution
Pumpkin Jack	Halloween	Candy!	Temporary Evolution
Boogie Woogie	Halloween	Nightlife!	Permanent Evolution
Boogie Woogie	Halloween	Boogie Dance	Permanent Evolution
Boogie Woogie	Halloween	I Live Under Your Bed	Gift Evolution
Boogie Woogie	Halloween	Worst Nightmare	Gift Evolution
Boogie Woogie	Halloween	Boo!	Temporary Evolution
Boogie Woogie	Halloween	Dusk Ritual	Temporary Evolution
Boogie Woogie	Halloween	Well of Shadow	Temporary Evolution
Boogie Woogie	Halloween	Worm Invaders	Temporary Evolution
Rob	Robot	Tesla Accelerator	Permanent Evolution
Rob	Robot	Wires in the City	Permanent Evolution
Rob	Robot	In the Spotlight	Temporary Evolution
Rob	Robot	Telescopic Limbs	Permanent Evolution
Rob	Robot	Mercurialux Searchlight	Permanent Evolution
Rob	Robot	Infinite Loop	Temporary Evolution
Rob	Robot	It is Not Logical	Temporary Evolution
Rob	Robot	Hard Reset	Temporary Evolution
Captain Fish	Alien	Curse of the Titanic	Permanent Evolution
Captain Fish	Alien	Titanic Anchor	Permanent Evolution
Captain Fish	Alien	Benthic Shell	Permanent Evolution
Captain Fish	Alien	Triton's Armor	Permanent Evolution
Captain Fish	Alien	Back Trolling	Temporary Evolution
Captain Fish	Alien	Catch and Release	Temporary Evolution
Captain Fish	Alien	Far from the Spotlight	Temporary Evolution
Captain Fish	Alien	Starfish DNA	Temporary Evolution
Mantis	Alien	Mega Chainsaw	Permanent Evolution

Mantis	Alien	Roach Infestation	Permanent Evolution
Mantis	Alien	Reaping Mantis	Permanent Evolution
Mantis	Alien	Camouflage	Permanent Evolution
Mantis	Alien	Hottentotsgot	Permanent Evolution
Mantis	Alien	Swarm of Locusts	Temporary Evolution
Mantis	Alien	Bugs on Broadway	Temporary Evolution
Mantis	Alien	Chitin Armor	Temporary Evolution
Kong	Mutant	The Rasputin Device	Permanent Evolution
Kong	Mutant	Iron Curtain	Permanent Evolution
Kong	Mutant	Worker's Unite	Permanent Evolution
Kong	Mutant	Glasnost	Permanent Evolution
Kong	Mutant	Kong Gamma Blaster	Permanent Evolution
Kong	Mutant	Red Dawn	Temporary Evolution
Kong	Mutant	Red Star Rocket	Temporary Evolution
Kong	Mutant	Redistribution	Temporary Evolution
Sheriff	Mutant	The Short Arm of the Law	Permanent Evolution
Sheriff	Mutant	Dead or Alive	Permanent Evolution
Sheriff	Mutant	This Town Ain't Big Enough	Permanent Evolution
Sheriff	Mutant	Mammoth Lasso	Permanent Evolution
Sheriff	Mutant	Lone Star Lizard	Permanent Evolution
Sheriff	Mutant	Jurassic Roar	Temporary Evolution
Sheriff	Mutant	Deputy Sheriff	Temporary Evolution
Sheriff	Mutant	Fastest in the West	Temporary Evolution
Drakonis	Alien	Elbow Rockets	Permanent Evolution
Drakonis	Alien	Tornado Wing	Permanent Evolution
Drakonis	Alien	Jeon-Won Vibrato	Permanent Evolution
Drakonis	Alien	Meosjin Gun	Permanent Evolution
Drakonis	Alien	Tezuka Bazooka	Permanent Evolution
Drakonis	Alien	New Theme Song	Temporary Evolution
Drakonis	Alien	Catch Them All	Temporary Evolution
Drakonis	Alien	Attack on Broadway	Temporary Evolution
Mega Shark	Mutant	Gullna Trident	Permanent Evolution
Mega Shark	Mutant	Card Shark	Permanent Evolution
Mega Shark	Mutant	White Death	Permanent Evolution
Mega Shark	Mutant	Loan Shark	Permanent Evolution
Mega Shark	Mutant	Don Megalo	Permanent Evolution
Mega Shark	Mutant	Left Shark	Temporary Evolution
Mega Shark	Mutant	Surprise Attack	Temporary Evolution
Mega Shark	Mutant	Surprise Attack	Temporary Evolution
Cthulhu	Alien	Sunken R'lyeh	Permanent Evolution
Cthulhu	Alien	Call of Cultists	Permanent Evolution
Cthulhu	Alien	Shattered Reality	Permanent Evolution
Cthulhu	Alien	Shrieking Madness	Permanent Evolution
Cthulhu	Alien	Dread Tentacles	Permanent Evolution
Cthulhu	Alien	Even Death May Die	Temporary Evolution
Cthulhu	Alien	Nug's Spawn	Temporary Evolution
Cthulhu	Alien	The Dreamer Awakens	Temporary Evolution

Effect
You can buy KEEP cards by paying half of their cost (rounding up). When you do so, place a UFO token on it. At
Once per turn, you can spend 1 ENERGY to gain 1 HEART.
Before you roll, you can put 2 ENERGY on this card. If you do, and roll at least FIST FIST FIST, you can take back
If you roll at least TWO TWO TWO each other Monster loses 1 HEART.
Put 3 ALIEN tokens on this card. On your turn, you can remove a ALIEN token to discard the 3 face-up Power card
Gain 1 ENERGY for each HEART you lost this turn.
Draw Power cards from the top of the deck until you reveal a KEEP card that costs 4 ENERGY or less. Play this card
Gain 2 STAR.
Play when you are in Tokyo. Gain 1 STAR at the end of each Monster's turn (including yours). Discard this card and
Gain 1 extra STAR if you take control of Tokyo or start your turn in Tokyo.
If you wound at least one Monster with your FIST, gain 1 STAR.
You can force Monsters you wound with your FIST to Yield Tokyo.
Gain 2 HEART.
Play at the end of your movement phase, if you wounded a Monster who controls Tokyo with FIST and you didn't t
If you Yield Tokyo, do not lose HEART. You can't lose HEART this turn.
Play when a Monster who controls Tokyo leaves or is eliminated. Take control of Tokyo.
When a Monster makes you lose HEART with FIST, you can give them the TARGET token. The Monster who has
On your turn, if you make another Monster lose at least 3 HEART, they lose 1 extra HEART.
When you lose HEART, you can roll a die for each HEART lost. For each FIST rolled this way, the Monster whose
When you make Monsters in Tokyo lose at least 1 HEART, Monsters who aren't in Tokyo also lose 1 HEART (except
Play before rolling dice. If you are not in Tokyo, skip your turn, gain 4 HEART and 2 ENERGY.
Gain 3 STAR and 2 ENERGY each time a Monster's health reaches 0 HEART.
Gain 1 ENERGY for each FIST you rolled this turn.
Each Monster you make lose HEART with you FIST loses 2 extra HEART.
Monsters that wound you with FIST lose 1 STAR.
Before rolling dice, if you are not in Tokyo, you can pass your turn to gain 3 HEART and 3 ENERGY.
Gain 1 HEART each time you take control of Tokyo. You can have up to 12 HEART as long as you own this card.
Roll one die for each HEART you lost this turn. Don't lose HEART for each HEART you roll.
For each HEART you rolled, add HEART to your Roll.
Gain 1 STAR for each HEART gained this turn.
Play when you take control of Tokyo. All other Monsters lose 2 HEART.
Gain 2 HEART.
Once per turn, you can change one or the dice you rolled to ONE or TWO
Once per turn, you can change one of the dice you rolled to FIST.
Monsters that wound you with their FIST lose 1 STAR.
If you start your turn in Tokyo, all other Monsters lose 1 STAR.
Choose a die face. Take all dice with this face and flip them to a (single) face of your choice.
All other Monsters lose 2 STAR.
Gain 2 ENERGY and 1 HEART.
You can't lose HEART this turn.
If you are in Tokyo, Monsters you make lose HEART with FIST lose one extra HEART unless they give you 1 ENER
Before rolling dice, you can pay 2 ENERGY. If you do so and you roll at least 1 FIST, add FIST to your Roll. Gain
Gain 1 STAR each time you buy a Power card.
The price of Power cards you buy is reduced by 1 ENERGY.
Play when another Monster finishes Rolling. Reroll one of this Monster's dice. Take back Heart of the Rabbit if it is
You can't lose HEART this turn.
Gain 3 ENERGY.
Gain 1 ENERGY for each ENERGY you already gained this turn.
Before resolving your dice, you can choose to flip all your dice to the opposite side. ONE ↔ THREE TWO ↔ HEA
If you roll HEART HEART HEART, gain 1 STAR. Also gain 1 STAR for each extra HEART you roll.
At the start of your turn, you can put 1 ENERGY from the bank on this card OR take all the ENERGY off this card.
If you roll at least ONE TWO THREE HEART FIST ENERGY, gain 2 STAR and take another turn.

Lose 1 STAR, gain 2 ENERGY and 2 HEART.

Play when a player buys a Power card. They do not spend ENERGY and cannot buy that card this turn. Choose  
Play when you take control of Tokyo. Make all Monsters outside of Tokyo lose 2 HEART. Gain 1 ENERGY, then le  
Gain 6 ENERGY. All other Monsters gain 3 ENERGY.

Choose an Evolution Card in front of a Monster and put a Snowflake Token on it. *Icy Reflection* becomes a copy c  
Gain 1 extra STAR each time you take control of Tokyo or choose to stay in Tokyo when you could have Yielded.  
When you wound a Monster in Tokyo, give them this card. At the start of their turn, choose a die face. That face l  
Spend 1 ENERGY to choose one of the dice you rolled. This die is frozen until the beginning of your next turn: it c  
Once per turn, during the Buy Power Cards phase, you can shuffle the discard pile and reveal one card randomly.  
Look at the top 3 Power cards of the deck. Choose one and play it in front of you for free. Put the other Power ca  
Until your next turn, other Monsters roll with 1 fewer die.

Play during your turn. Until the start of your next turn, Monsters only have a single Roll and cannot Yield Tokyo.

If you roll at least ONE, add FIST to your roll.

If you roll at least ONE, gain 1 STAR.

During other Monsters' movement phases, if Tokyo is empty, you can take control of it instead of the Monster whos  
When a Monster in Tokyo must lose at least 2 HEART from your FIST, you can make them lose 2 HEART fewer and  
Play at the start of your turn. You only have one roll this turn. Double the result.

All other Monsters lose 1 HEART.

All other Monsters give you 1 ENERGY or 1 STAR if they have any (they choose which to give you).

If you reach 0 HEART discard your cards (including your Evolutions), lose all your ENERGY and STAR, and leave T

Once each turn, you may spend 2 ENERGY fewer when you buy a card from the center. If the card that replaces i  
When you roll ONE ONE ONE all other Monsters must pay you 1 ENERGY or take 2 damage.

Put an ENERGY counter from the bank on this card, and add one each time you eliminate a Monster. Deal 1 extra  
The Monster who has this Evolution gets one less reroll. (The Monster who owns this Evolution is immune to this e  
Whenever the Monster who owns this Evolution deals damage, he deals 1 damage to the Monster who has this Ev  
Discard this Evolution to oblige each Monster to give you 1 HEART, 1 STAR or 1 ENERGY – their choice.

Discard this Evolution to deal 2 damage to all other Monsters with 12 STAR or more.

Discard this Evolution to heal 1 damage, OR give this Evolution to a Monster that is attacking you. This attack doe

Heal 1 damage whenever you enter Tokyo.

When you roll any four-of-a-kind, either gain 1 ENERGY or heal 1 damage.

The Monster who has this Evolution rolls one less die. (The Monster who owns this Evolution is immune to this effe

The Monster who has this Evolution at the start of his turn must give the Monster who owns this Evolution 1 ENER

Discard this Evolution on anyone's turn to force a Monster to surrender Tokyo when damaged. You can pay 1 EN  
Discard this Evolution when you buy a Keep card, in order to heal 2 damage and gain 2 ENERGY.

Discard this Evolution to heal 2 damage.

Discard this Evolution to deal 2 damage to all other Monsters.

When you roll at least ENERGY, ENERGY add FIST to your Roll.

Each time a Monster (including you) gains at least 2 ENERGY, put one of these ENERGY on *Wires in the City*. Dis  
Gain 1 ENERGY for each STAR you gain this turn.

If you roll at least ONE ONE, steal 1 STAR for the Monster with the most. If you roll at least TWO TWO, steal 1 HE  
You can add ONE or TWO to your roll.

Play before rolling dice. During your Rolls, each time you roll ENERGY, immediately gain 1 ENERGY for each ENE  
Play before rolling dice. Play 2 turns in a row. You only roll dice once during each of these two turns.

Play before you start your turn. Skip your turn, gain 3 HEART, 3 ENERGY, and draw and Evolution card.

If only one Monster is wounded by your FIST and loses at least 2 HEART, other Monsters lose 1 HEART.

When a Monster is wounded by your FIST, give them Titanic Armor. They must spend a combination of 3 ENERGY  
Put 3 ENERGY from the bank on this card. Remove 1 ENERGY from this card to reduce a loss of HEART by 1. Y

If you must lose exactly 2 HEART, don't lose any HEART.

Play after losing HEART from FIST from a Monster who controls *Tokyo*. Exchange the places of this Monster and a

Play after resolving your dice and only if you are not in *Tokyo*. The Monster in *Tokyo* loses 1 HEART and yields T

Play during your turn if you have at least 3 STAR: Lose 3 STAR to gain a combination of 5 ENERGY/HEART.

Gain 1 extra HEART for each HEART you rolled this turn. You can gain HEART above 10 HEART to a maximum o

Put 3 ENERGY from the bank on this card. Once per turn you can take 1 ENERGY from this card to add FIST to y

You can add TWO to your Roll.

You can add ONE to your Roll.

If you must lose HEART roll 1 die for each HEART you would lose: Each HEART rolled reduces damage by 2 HEART.

At the beginning of your turn, gain 1 ENERGY if you have less than 8 HEART, or gain 2 ENERGY if you have less than 4 HEART.

Roll and extra die this turn. Put *Swarm of Locusts* back in your hand if it is in the discard pile and you roll HEART FIST.

Add THREE to your roll.

You cannot lose HEART until the end of this turn.

When you reach 0 HEART, roll 3 dice. If you roll at least 1 HEART, you stay in play in 2 HEART.

Other Monsters who yield *Tokyo* lose 1 HEART.

When you roll ONE ONE ONE, all other Monsters lose 1 HEART for each STAR you gained during this turn.

Other Monsters must show you the Evolution cards in their hand when you ask them. Discard *Glasnost* to make all other Monsters lose 1 HEART.

For each three-of-a-kind you roll, your neighbors lose 1 HEART.

All other Monsters lose 2 HEART.

For each TWO you roll this turn, add FIST to your roll.

Take every Monster's ENERGY and redistribute them one by one clockwise starting with yourself.

Your FIST always wound your neighbors.

Give Dead or Alive to a Monster who made you lose HEART with FIST. The next time this Monster loses HEART from FIST, you lose 1 HEART.

At the beginning of your turn, other Monsters who control *Tokyo* lose 1 HEART.

You can choose to roll one die fewer to make a Monster Yield *Tokyo*.

Gain 1 extra STAR when you roll exactly one ONE.

All other Monsters lose HEART when you roll FIST.

Play when you must lose HEART from another Monster's FIST. Gain 1 STAR instead of losing HEART.

Play when you must lose HEART from another Monster's FIST. Roll 6 dice: If you roll at least one FIST, you don't lose HEART.

Monsters who don't Yield *Tokyo* after you make them lose HEART with your FIST lose 2 extra HEART.

When you roll at least HEART, HEART, HEART all other Monsters lose 1 HEART.

Once per turn, you can change one of your FIST to ONE or TWO.

When you roll at least FIST FIST FIST, roll a die and apply the following effect: ONE: Draw a Power card TWO: Gain 1 extra STAR.

If you roll 4 dice with the same face, add FIST FIST to your Roll.

Play before resolving your dice. You can take back all your dice and roll three more times.

If you roll ONE ONE TWO TWO THREE THREE gain 5 STAR.

Play if you are in *Tokyo*. Gain STAR for each HEART you roll during this turn.

Once per turn, you can change one of your ONE to FIST.

During your Buy Power Cards phase, you can pay 2 ENERGY to reveal 3 extra Power cards. Discard the extra cards.

Play with 1 extra die. You cannot win with your STAR.

At the beginning of your turn, you may give Loan Shark and 3 ENERGY to a Monster in *Tokyo*. At the beginning of your turn, you may give Loan Shark and 3 ENERGY to a Monster in *Tokyo*.

When a Monster in *Tokyo* must lose HEART from your FIST, you can name a price in ENERGY. If the Monster pays the price, they lose HEART.

Gain 1 extra STAR for each ONE you roll.

When you lose HEART from FIST, you can discard *Surprise Attack* to draw an Evolution card. If it's another *Surprise Attack*, you lose 1 HEART.

When you lose HEART from FIST, you can discard *Surprise Attack* to draw an Evolution card. If it's another *Surprise Attack*, you lose 1 HEART.

At the start of your turn, gain 1 STAR if you are not in *Tokyo*.

Gain 2 Cultists when you play *Call of Cultists*. Each time another Monster discards a Cultist, take it.

When another Monster rolls 4 identical faces, they lose 1 HEART.

If you roll at least ONE ONE ONE, give a **Madness** token to all other Monsters.

Give a **Madness** token to each Monster you wound with FIST.

Play when you reach 0 HEART. Gain 2 HEART and continue playing (keep your ENERGY, STAR, and cards). Stop playing when you reach 0 HEART.

For each HEART you must lose this turn, you can spend 1 ENERGY to gain 1 HEART instead of losing it. You can spend 1 ENERGY to gain 1 HEART instead of losing it.

Play when you're in *Tokyo* and you lose enough HEART to reach 1 or 2 HEART. Don't lose any HEART, all other Monsters lose 1 HEART.

tokens at a time.





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