



KING OF TOKYO



King of Tokyo Base Game King of Tokyo Power Up!

Winning Conditions

- Have 20 Victory Points (VP) OR
- Be the Last Monster Standing

Starting Values

- Max Life = 10
- Victory Points = 0
- Dice Set Size = 6
- Rerolls Per Turn = 2
- Card Store Size = 3

Set Up

- Each Player Chooses a Monster, set Victory Points to 0 and Life to 10
- Place the Tokyo Board
- Shuffle the Store Cards
- **Optional – Evolution Cards**
 - **Deck**
 - **Basic Deck - Each Monster starts with their 8 Evolution Cards and shuffles those cards OR**
 - **Draft - Build your Evolution Deck by dealing 8 Evolution Cards to Each player, they pick 1 and pass their remaining cards to the left. Continue till an 8 card deck is constructed**
 - **Optional – Active Evolution Draw an Evolution Card to Start the Game**
 - **Optional - Controlled Evolution When you draw an Evolution Card, Draw 2 then keep 1 and place the other at the bottom of your Evolution Deck**

Turn Overview

1. If You Are Inside Tokyo – Gain 2 VP
2. Rolling & Rerolling
 - Roll your Dice
 - Reroll
 - Lock Any Dice You Choose (a locked dice does not need to remain locked, you can reroll it in the future)
 - Reroll Remaining
3. Resolving
 - Triple 1's = 1 VP Each additional 1 is + 1 VP
 - Triple 2's = 2 VP Each additional 2 is + 1 VP
 - Triple 3's = 3 VP Each additional 3 is + 1 VP
 - Each Lightning = 1 Energy Cube
 - Each Heart
 - Inside Tokyo – Nothing
 - Outside Tokyo = +1 Life (Up to your max life)
 - **Triple Hearts = In addition to the healing - Draw an Evolution Card (face down)**
 - Each Paw
 - Inside Tokyo = 1 Damage Dealt to each Monster Outside of Tokyo
 - Outside Tokyo
 - Tokyo Unoccupied = Move into Tokyo & Gain 1 VP
 - Tokyo Occupied
 - 1 Damage Dealt to each Monster Inside Tokyo
 - Monsters Damaged May Choose to Leave Tokyo
 - If there is an open spot in Tokyo – enter Tokyo & Gain 1 VP
4. Buying Cards (As long as you have Energy, you can take any of the following actions)
 - Purchase a Card = Pay Energy Cubes equal to the Card Cost
 - Reset Store = 2 Energy Cubes
5. End of Turn

Other Notes

- Inside Tokyo
 - Tokyo City – Always Active
 - Tokyo Bay – Active if 5 or more players remain
- 0 Life = Out of the Game