

KING OF TOKYO

User Manual



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1.0 GENERAL INFORMATION

General Information section explains in general terms the system and the purpose for which it is intended.

1.1 System Overview

Have you ever wanted to play King of Tokyo™ but were put off by the hefty price tag? Then this program is for you! Utilizing the power of Unity, Horse Interactive™ has illegally developed a completely free video game adaption of the classic board game which now threatens to topple IELLO™'s longstanding empire. It's borderline piracy!

1.2 Organization of the Manual

The user's manual consists of five sections: General Information, System Summary, Getting Started, and Helpful Hotkeys.

General Information section explains in general terms the system and the purpose for which it is intended.

System Summary section provides a general overview of the system. The summary outlines the uses of the system's hardware and software requirements, system's configuration, user access levels and system's behavior in case of any contingencies.

Getting Started provides a brief summary of how to play the game.

2.0 SYSTEM SUMMARY

System Summary section provides a general overview of the system. The summary outlines the uses of the system's hardware and software requirements, system's configuration, user access levels and system's behavior in case of any contingencies.

2.1 System Configuration

King of Tokyo will be built for any Windows machine with Mac support coming in the near future. The game is Built using the Unity Engine and will work best with a resolution of 1920 x 1080p. Although other resolutions are supported the User Interface has not been optimized for those resolutions.

2.2 User Access Levels

Everyone can access this game.

2.3 Contingencies

In the event of a crash or sudden closure, the program will not save the user's current game. All scores will not be saved locally or via cloud. When the game is closed the game must be restarted from the beginning.

3.0 GETTING STARTED

Getting Started provides a brief summary of how to play the game.

3.1 Installation and Starting Game

Upon installation of the game, the user will be greeted by a main menu with the option to “Start Game,” view “Options,” or “Exit” the application. You can choose to view options or exit if you feel the need to do so, otherwise you can click “Start Game.”

Next, each player selects a character to play as. When two to six people have chosen a character, select “Start Game.”

3.2 Beginning the Game

Turn order is decided by the order in which players selected their characters. The first character chosen will have the first turn. Every player begins the game outside of Tokyo.

3.3 Playing Your Turn

On each player’s turn, they will roll six dice to determine what they gain and what they do. They will then choose which dice they would like to keep and which to reroll, and can do so up to 2 times if desired. For information about what each dice icon means, see Section 4.0, “Playing the Game.”

The player’s dice will be resolved, then they will be given the option to purchase items. If Tokyo is empty at the end of the current player’s turn, they will enter the city.

The game will end when all players except one are dead, or when one player obtains 20 victory points.

4.0 Playing the Game

This section provides the general rules of the game, as well as information on what certain icons and terms mean.

4.1 The Dice

At the start of their turn, a player will roll six dice. The player may then choose to keep the results of their roll and resolve their dice, or reroll any of the dice they choose up to two times, for a maximum total of three dice rolls. If a player does not want to reroll a specific die, they must check off the small box underneath that die. To reroll the remaining dice, select “Roll.”

The following icons are the six possible faces of the dice. From left to right, they will be referred to as “One,” “Two,” “Three,” “Energy,” “Life Point,” and “Smash.”



Rolling a One: If a player rolls three-of-a-kind Ones, the player gains +1 Victory Point.*

Rolling a Two: If a player rolls three-of-a-kind Twos, the player gains +2 Victory Point.*

Rolling a Three: If a player rolls three-of-a-kind Threes, the player gains +3 Victory Point.*

Rolling an Energy: For each Energy rolled, player is given +1 Energy Cube.

Rolling a Life Point: For each Life Point rolled, player is given +1 Life Point. For more information on Life Points, see Section 4.2, “Attacking and Healing.”

Rolling a Smash: For each Smash rolled, player reduces opponents’ Life Points by 1. For more information on Smash, see Section 4.2, “Attacking and Healing.”

*After three-of-a-kind, each additional die with the same face adds +1 Victory Point. For instance, four “Two” dice rolled grants 3 Victory Points: two Victory Points for the first three Twos rolled, and one Victory Point for the fourth Two rolled.

4.2 Attacking and Healing

This section provides more information on the “Smash” and “Life Point” icons from Section 4.1, The Dice.

4.2.1 Attacking

There are two ways to attack opposing players:

I. From outside Tokyo

If the current player is outside of Tokyo, all Smash icons rolled by them may only attack the player currently inside of Tokyo. A player outside of Tokyo may not attack other players outside of Tokyo. Furthermore, if a player is outside of Tokyo while no one is in Tokyo, the player is unable to attack any other player.

II. From inside Tokyo

If the current player is inside of Tokyo, all Smash icons rolled by them damage every player outside of Tokyo. For instance, if the player inside Tokyo rolls two Smash icons while there are two other players outside of Tokyo, each player outside of Tokyo receives -2 Life Points.

4.2.2 Healing

All players start the game with 10 Life Points. A player may not heal past a maximum of 10 Life Points unless they obtain a Power Card which states otherwise. Furthermore, a player may not gain any Life Points while inside Tokyo. All healing, regardless of Life Points rolled on the dice, may only be done outside of Tokyo.

5.0 HELPFUL HOTKEYS

This section will provide you with helpful hotkeys and controls that will help navigate and control King of Tokyo with simplicity and ease.

5.1 User Interface

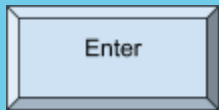


The “Esc” or “Escape” button will pause the game upon activation. This allows you to freeze the game in place in case you need to do something else and come back to your game later!



Using the Ctrl + M combination will allow you to mute the game at any point during play.

5.2 Gameplay Hotkeys & Controls



Perhaps the most important key. “Enter” allows you to pass your turn onto the next player.



Left Mouse Button lets you interact with the entire game. Click away!