

# 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.

### **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 scratch.

## **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”

Once you have done that, select how many players you’d like to play with and choose a monster to represent each player, after that you can begin.

### **3.2 Beginning the Game**

At the beginning, each player will be prompted to roll a set of dice, the player who rolls the most “Smash” icons will play first. In the event of a tie, the players tied with the most “Smash” icons will roll again. After that, turn order will be clockwise. Every player begins the game outside of Tokyo.

### **3.3 Playing Your Turn**

On each player’s turn, they will roll however many dice (by default 6) to determine what they gain and what they do. They will then choose which dice they’d like to keep and which to reroll, and can do so up to 2 times if desired. To find out more about the different dice icons and what they do, refer to the King of Tokyo rulebook.

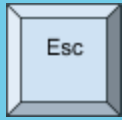
The player’s dice will be resolved, then they will be given the option to purchase items. If Tokyo is empty at the end of the current player’s turn, they will enter the city.

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

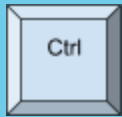
## 4.0 HELPFUL HOTKEYS

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

### 4.1 User Interface

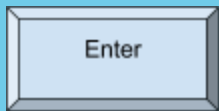


The “Esc” or “Escape” button will pause the game upon activation. This allows you to freeze the game in place in case you need to do something else and come back to your game later!



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

### 4.2 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!