

King of Tokyo User Manual

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 Reporting.

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 INFORMATION

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 operates on any device and operating system that can run Unity.

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.

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.