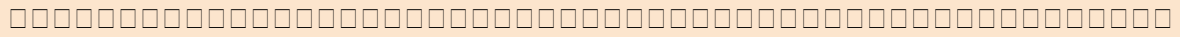




KOT USER'S MANUAL

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1.0 GENERAL INFORMATION

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

King of Tokyo is a game application played between 2 to 6 players. It mimics the quite popular board game. The application will have certain limitation in different platforms but our main focus is on PC. It will not work in any other platform since the game is still under development in those areas. Further information to follow.

1.2 Organization of the Manual

The KOT user's manual consists of five sections: General Information, System Summary, Getting Started, Using The System, and Reporting.

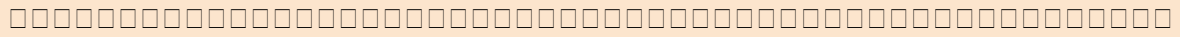
General Information section will contain general terms for the system which will have small snippet pop-up for the users to help navigate the system.

System Summary section provides a general overview of the gaming system. The summary outlines what recommended hardware and software requirements would be needed, the configuration itself, and any other unusual behaviors that could occur.

Getting Started section involves how to obtain King of Tokyo and install it on a user's device. This section presents a brief layout of the System Menu.

Using The System section provides a detailed description of system functions involved with the game.

Reporting section describes how information is collected by the application are presented and how it is accessed. Furthermore, the section also presents something unique for the reader and does not place the user in the dark. The user will be able to understand how well the application works and how information is generated.



2.0 SYSTEM SUMMARY

2.0 SYSTEM SUMMARY

This section provides a general overview of the gaming system. The summary outlines what recommended hardware and software requirements would be needed, the configuration itself, and any other unusual behaviors that could occur.

2.1 System Configuration

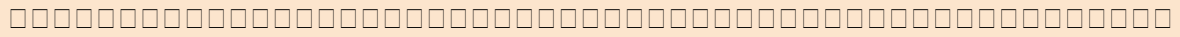
King of Tokyo operates on any Windows operating system that currently exists except for Windows XP. The application requires an internet connection in order to save data to the database. Data saved in database can be seen using any major Internet browser. After installation on the device, King of Tokyo can be used immediately without any further configuration. If extra support is needed, it will be available in the following Appendices.

2.2 User Access Levels

Everyone can use the gaming application. More information to come soon.
(To be updated...)

2.3 Contingencies

It is a good idea to have an Uninterrupted Power Supply (UPS) in general for electronic devices so that they will not be destroyed in case of power outages. However, the gaming application does not consume too much power to run the game on a particular machine.

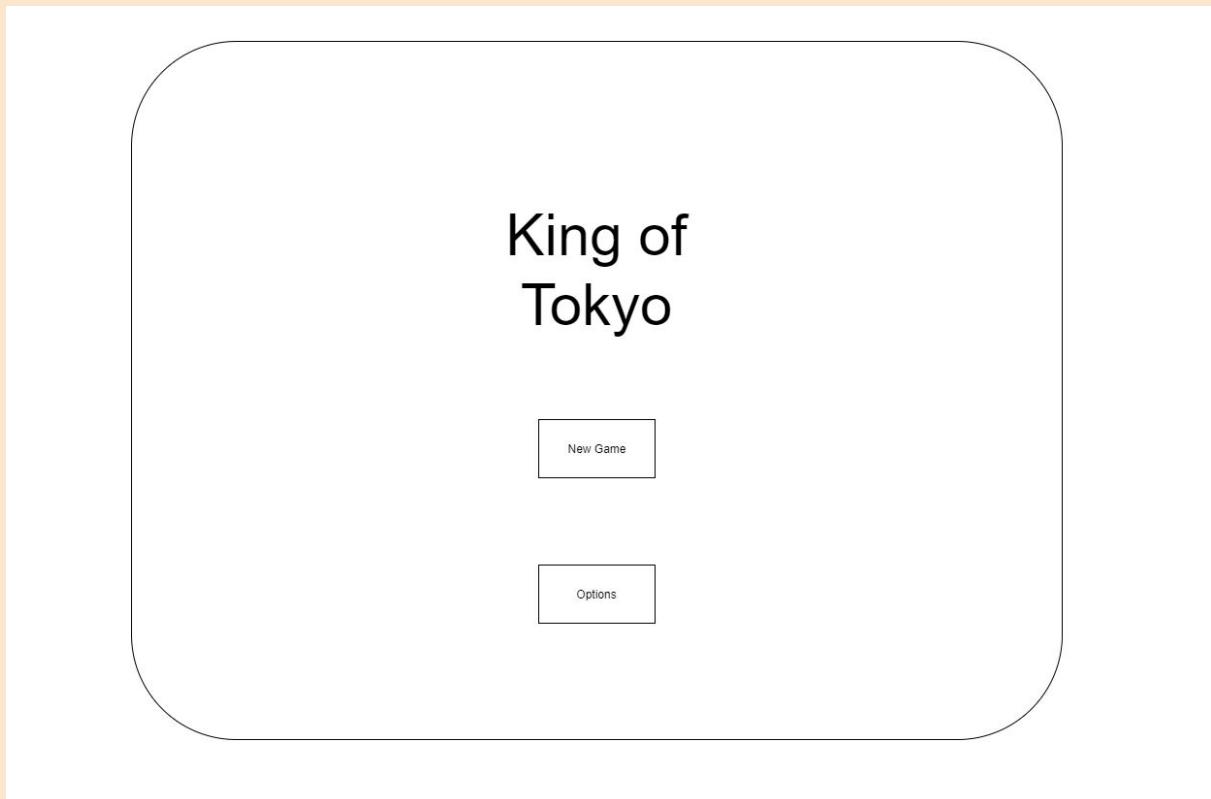


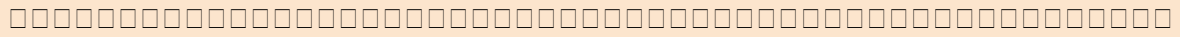
3.0 GETTING STARTED

3.1 Installation and Logging In

The game can be downloaded from **(URL LINK)**.

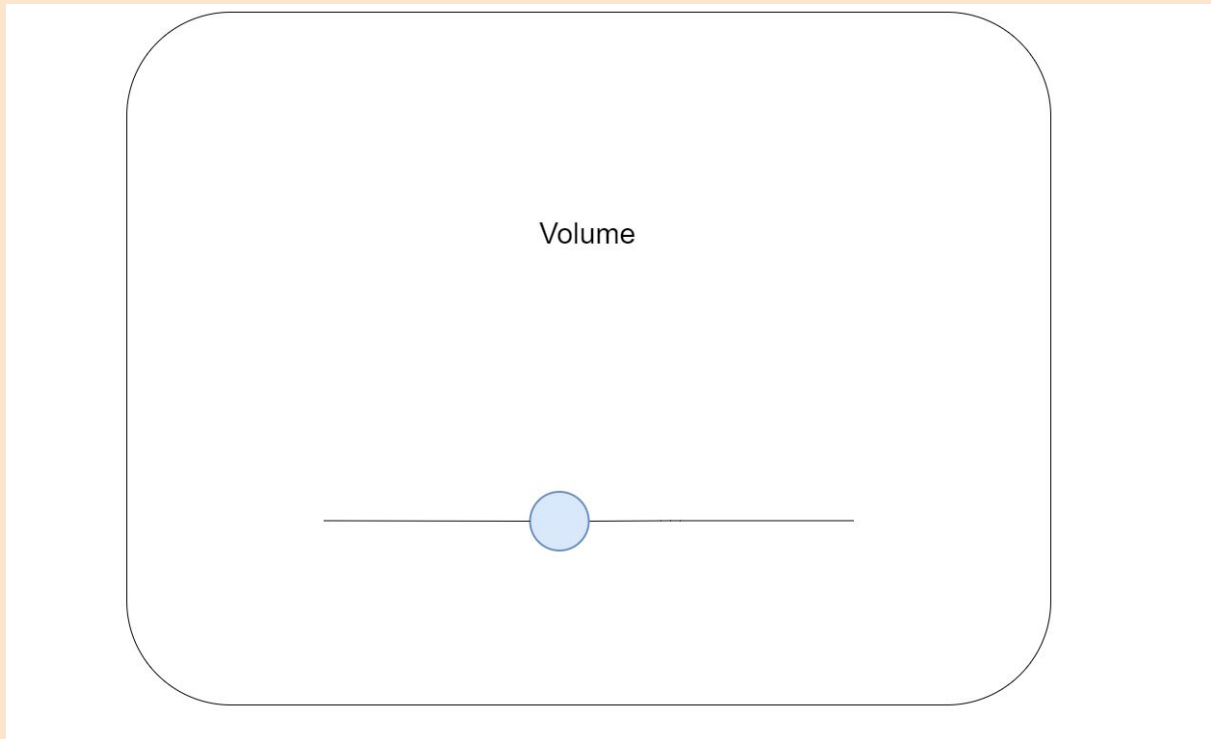
3.2 System Menu





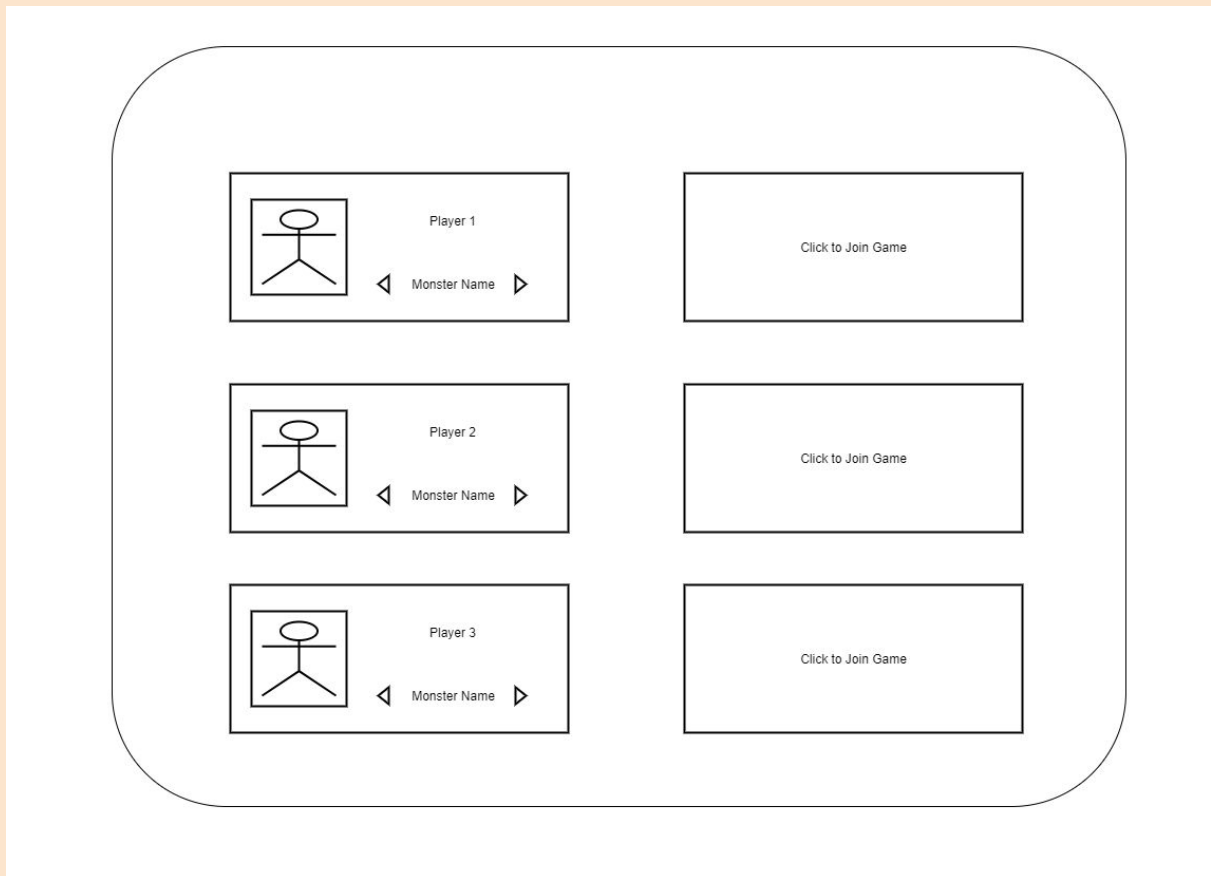
3.2.1 Main Menu

The main menu will consist of 2 buttons, one starting a new game and the other going to the options page



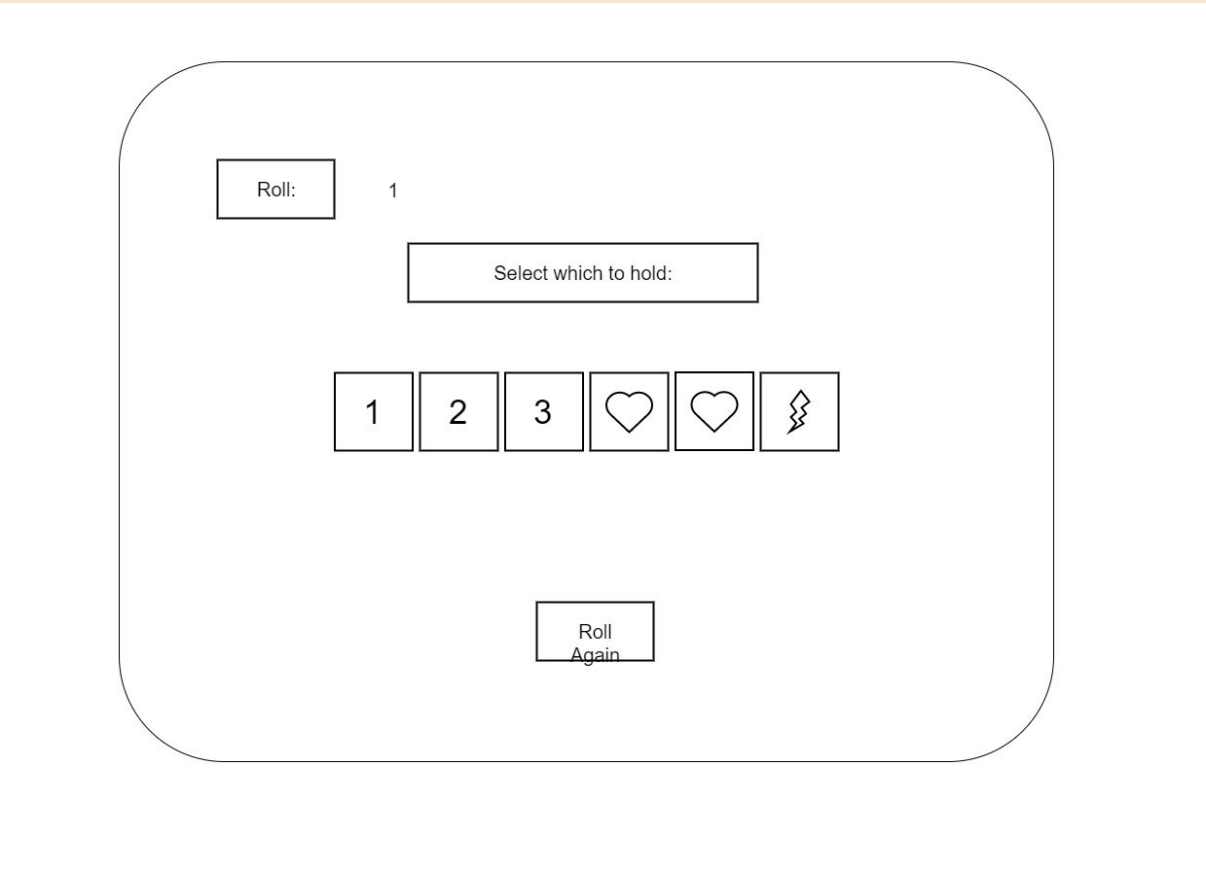
3.2.2 Options Menu

The options menu will contain a slider that will control game volume



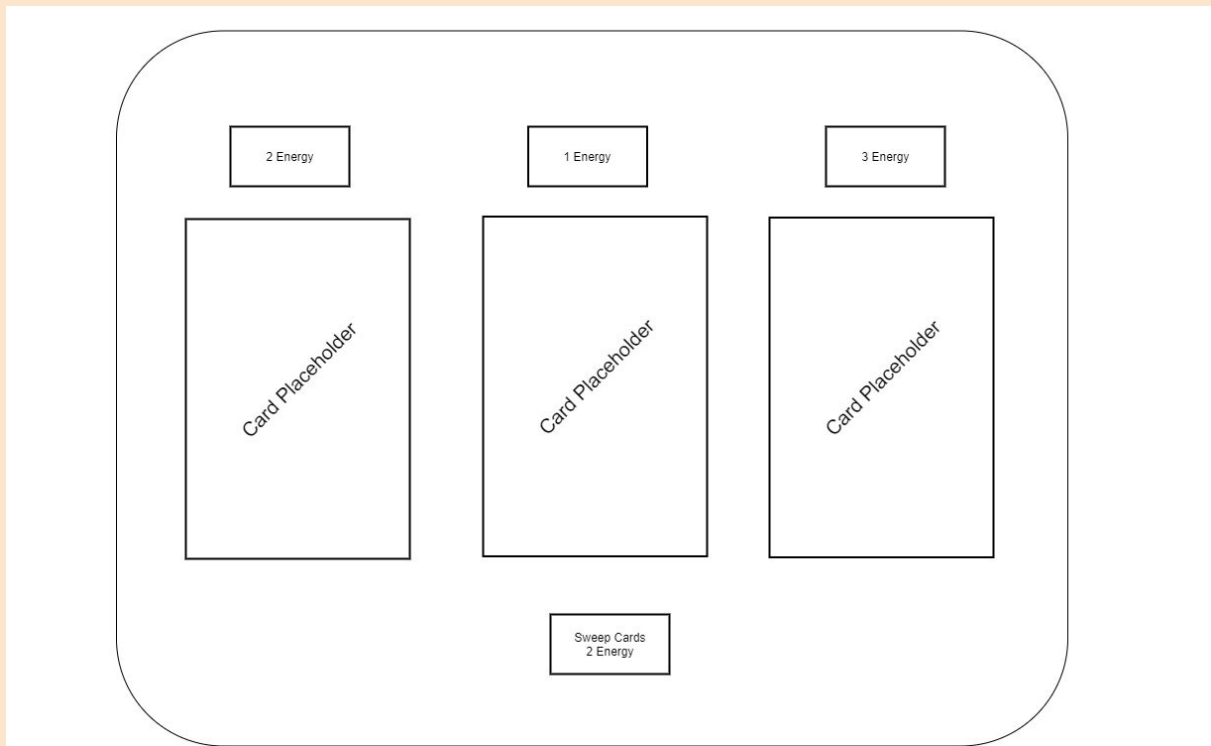
3.2.3 Character Select Menu

The character select menu will have 6 player ports where player can use to join the game, select a monster, and give themselves a name.



3.2.4 Dice Roll Menu

The dice roll menu consists of a roll count at the top of the screen, to keep track of how many re-rolls are left. There is a display of the 6 dice, where the player can select which die or dice are to be held from rolling again or to be rolled.

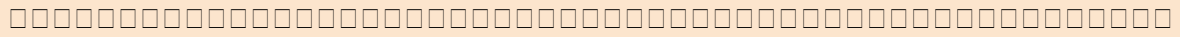


3.2.5 Energy Card Menu

The energy card menu shows the 3 cards available for purchase. Above the card will show the price of the card. Then the card itself, containing a description of effects and other pertinent information. At the bottom of the screen is the option to wipe the selection of cards for energy to refresh the choices.

3.3 Exit System

King of Tokyo can be exited by stopping the application.



4.0 GAME MECHANICS

4.0 Game Mechanics

This section provides a detailed description of system functions.

4.1 Dice Rolling

A player will get to roll 6 dice 3 times. After every roll the player gets to decide if they want to keep the value of a particular die or to reroll. (The player is allowed to reroll a die if previously saved before)

4.1.1 Healing

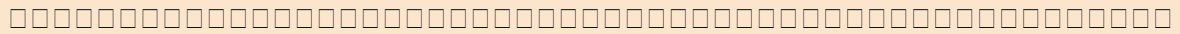
When hearts are kept after the roll phase, the player is able to heal their monster equal to the amount of heart dice rolled. Some energy cards can augment effects.

4.1.2 Attacking and Tokyo City/ Bay

When the attack symbol is rolled the monster is allowed to choose who to attack, causing that player to lose health equal to the amount of attack symbol dice rolled. Some energy cards can augment effects. If attacking from the city, that monster will hit every monster outside of the city. If attacking a monster in the city, the monster getting attacked has the choice to stay in the city or to swap out with the attacker. (When there is 5 or 6 players, Tokyo Bay is also available for occupation and has the same properties as Tokyo City). A player can win by eliminating every other monster in the game, by depleting their health points.

4.1.3 Energy and Energy Cards

When the energy symbol is rolled and kept after roll phase, the player is allowed to collect energy cubes equal to the amount of energy symbol dice rolled. Some energy cards can augment effects. Energy is used to purchase energy cards from the shop. 3 random cards will be shown, these could be reshuffled to have new options for the cost of 2 energy. Each card has their own individual effect that could be read on the card itself.



4.1.4 Victory points

The dice have number values from 1 to 3. If a player keeps three of a kind after the roll phase, the player is to collect victory points equal to the number value on the dice. If more than 3 are rolled with the same value, each additional die will add an extra victory point to the total amount. A player can win from reaching 20 victory points.

4.2 Special Instructions for Error Correction

In case of game failure, please restart game.