KING OF TOLYO is a game for 2 to 6 players where you play as mutant monsters, rampaging robots, or even abominable aliens battling in a fun, chaotic atmosphere. Roll dice and choose your strategy: Will you attack your enemies? Heal your wounds? Improve your Monster? Stomp your path to victory!

A GAME BY RICHARD GARFIELD

MEBUUK

YOUR MISSION:

TM

DESTROY EVERYTHING IN YOUR PATH TO BECOME THE ONE AND ONLY



You are a gigantic Monster willing to do anything to become

Your rampage brings you glory in the form of Victory Points (☆). To win, be the first Monster to gain 20 Victory Points.

Or, get your claws out and eliminate your enemies. The last one standing claims victory!

CONTRATTS & GAME ELEMENTS

6 MONSTER BOARDS

These boards represent the Monsters that you play as in King of Tokyo. Each has a name, a dial for Victory Points (\bigstar), and a dial for Life Points (\heartsuit).



1 TOKYO BOARD

The board represents the City of Tokyo divided into two places: Tokyo City **1** and Tokyo Bay **2**. When a rule or card refers to "Tokyo", it means both places.



G BLACK DICE

Each die has 6 symbols that represent the actions you can take on your turn:

- 11 22 3 : Gain Victory Points (大)
- <mark>チ</mark>目: 躍前進nergy cube (参)
- 🖖 : Smash Monsters to lose Life Points (🎔)
- 💙 : Gain Life Points (🧡)

GG POWER CARDS

Power cards have a name, a cost to pay in Energy cubes ($\frac{1}{2}$), a type (LEEP / DISCARD) and an effect.



Power cards can be one of two different types:

- ▶ Keep these cards face-up in front of you until the end of the game (unless something tells you to do otherwise).
- DISCARD: Resolve these cards immediately, then discard them.



G CARDBOARD FIGURES

These figures represent the Monsters you play as. Keep them near you. When you take control of Tokyo, place your Monster on the board, in Tokyo City or Tokyo Bay.



ENERGY CUBES

Keep energy cubes you've gained from field from for to resolve or activate certain card effects.



23 TOKENS AND 2 GREEN DICE

The tokens and green dice are used with certain Power cards.

















12 Shrink

12 Poison



+1 + [+2 +] LO

3 Shuffle the cards

to form a deck.



6 Form a pool with all the Energy cubes $(\frac{4}{7})$.



Victory Points (\bigstar) to 0.

Place the Tokyo board at the center of the table, within easy access of every player.



Deal the first three cards face-up on the table next to Tokyo board. Place the tokens nearby.





• Put the black dice at the center of the table. Set the green ones aside (some cards allow you to roll the green dice).

COW TO PLAY

The game plays clockwise.

Each player rolls the 6 black dice. Whoever has the most ♥ results goes first. In case of tie, players ¢oll dice until one player has the greatest number of ♥.



LROLLDICE

On your turn, you can roll the dice up to $\frac{4}{3}$ three times. You can stop rolling any time.

On the first Roll, roll the 6 black dice (and 1 or 2 green dice if you have a Power card that lets you roll them). For your

second Roll, if you like some of your results, you can set them aside and only roll the ones you don't like again. For your third Roll, if you change your mind, you can roll any dice you set aside again, along with any you still don't like.

After you finish your three Rolls (or you decide to stop), continue to the Resolve Dice step.

2. RESOLVE DICE

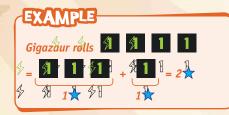
You can resolve your dice in any order, but you must resolve all of them.

Symbols rolled at the end of your last die Roll represent the actions of your turn:

VICTORY D 2

If you roll three-of-a-kind of ┨ 🛛 2,102 3, gain as many 📩 as they number 1 2 1 2 8

Each additional die rolled with the same face gains you 1 additional 🛧.





Gain 1⁴/₂ from the pool for each ⁵/₂ rolled. Place them in your reserve in front of yourself.

Keep Energy cubes until you spend them.





Monsters that are not in the same place as you lose 1♥ for eack ♥ rolled.

- If you are outside of Tokyo and you roll and tokyo City and Tokyo Bay). These Monsters can then decide to Yield and leave Tokyo or stay. Monsters who Yield Tokyo still lose .

Each \checkmark results in losing one Life Point \checkmark . If a Monster loses his last Life Point \checkmark then the \bigcirc appears and he is eliminated (his \checkmark cards and Energy cubes are discarded).

Since no Monster starts the game in Tokyo, the Monster who plays first does not cause Monsters to lose ♥ with ♥.

NOTE ♥ lost dealt from a Power card effect is different that ♥. A Monster can only Yield Tokyo when losing ♥ from ♥.



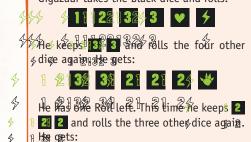
If you are outside of Tokyo, you can gain 1 **V** for each **V** rolled.

If you are in Tokyo, the ♥ you roll do not let you gain ♥ (you≰can only gain ♥ with Power cards).

NOTE You cannot gain 💙 above 10 💙.

EXAMPLE OF A DIE ROLL

• Roll Dice: CyberKitty is in Tokyo City. It's Gigazaur's turn. Gigazaur takes the black dice and rolls:



⅔ 2¾ 21 21 2 54 ★
⅔ 2¾ 21 21 2 54

3. ENTER TOKYO

4

4

If no one is in Tokyo, you must enter and place your Monster in Tokyo City.

You can only Yield when you lose 🎔 from 🌌 rolled by a Monster. 🖇

NOTE No Monster starts the game in Tokyo. The first player must enter Tokyo City during this step.

токуч

• Resolve Dice:

Because the folled $21 \ 21 \ 2$, he gains $2 \ 2$, plus 1 extrast spin for the fourth 2 face. With $\frac{1}{2}$, he gains $1\frac{4}{2}$

With № №, he makes CyberKitty in Tokyo lose \$1♥ (if Gigazaur was in Tokyo, all Monsters outside of Tokyo

would lose 1♥). Gigazaur rolled no ♥, so he gains no♥. Gigazaur takes 1∳ from the pool because of ♥.

4

5-6 With 5 to 6 players, if Tokyo City is occupied, but Tokyo Bay is empty, you must enter Tokyo Bay. Monsters in Tokyo City and Tokyo Bay are both considered

"in Tokyo". Tokyo Bay has the same effects as Tokyo City.

Once the game has 4 or fewer players, you must leave Tokyo Bay immediately (except if Tokyo City is empty, in which case you move there).

EFFECTS OF TOKYO

Being in Tokyo (Tokyo City or Tokyo Bay) has some advantages and disadvantages:

- \Rightarrow 1 \star : You gain 1 \star when you enter Tokyo.
- [+2 *]: You gain 2 * if you start your turn in Tokyo.
 - Monsters in Tokyo cannot use (but they can still use Power cards to gain ?).

Moreover, targets of your smash depend on where you are:

- The work of Monsters in Tokyo cause all Monsters outside of Tokyo to lose Q,
- The work of Monsters outside of Tokyo cause all Monsters in Tokyo to lose Q,

You can only leave Tokyo after losing 父 from 👻 rolled by another Monster.

YLBUY POWER CARDS

You now may buy one or more of the three face-up cards. To buy a Power card, spend as many $\frac{4}{3}$ as the cost indicated at the top of

the card. Replace bought cards immediately from the top of the deck. New cards are immediately available for purchase. You can also spend 2⁴/₂ to sweep all three face-up cards to the discard. Then reveal three new Power cards from the deck. They are immediately available for purchase.



As long as you have enough \$, you can continue to buy or sweep cards.

EXAMPLE OF A SPLAYER GAME

Gigazaur is in Tokyo City, and Space Penguin is in Tokyo Bay. The King, CyberKitty, and MekaDragon are the three other Monsters.

It is MekaDragon's turn. He rolls ፉ 坐.

Gigazaur and Space Penguin eath lose 4. They both Yield Tokyo.

After resolving his dice, MekaDragon enters Tokyo City and gains 1 🛧. Tokyo Bay is unoccupied.

It's now Gigazaur's turn. He rolls ∲ ♥.

Only MekaDragon loses $1 \heartsuit$ since no one is in Tokyo Bay. He decides to stay in Tokyo. Gigazaur must now enter Tokyo Bay since it is unoccupied, and he gains $1 \bigstar$.

Next, Space Penguin rolls 15 W. Gigazaur and MekaDragon each lose \$1. Gigazaur decides to Yield Tokyo Bay, but MekaDragon stays in Tokyo City. After resolving dice, Space Penguin must enter Tokyo Bay and gains 1 🛧.

The King and CyberKitty roll Ø 👑 on their turns, so no one enters or leaves Tokyo.

MekaDragon begins his turn in Tokyo and gains $2 \bigstar$ for that.



He rolls 3% and makes all Monsters outside of 3% outside of 3%: Gigazaur, The King, and CyberKitty. Space Penguin who is in Tokyo loses no % – Monsters in Tokyo do not smash each other.

Gigazaur has 0♥, and is eliminated. Now only four Monsters remain in the game. Space Penguin must leave Tokyo Bay immediately, leaving MekaDragon alone in Tokyo.

EXAMPLE

Space Penguin has $10\frac{4}{7}$ and doesn't like any available cards. He spends $2\frac{4}{7}$ to sweep them to the discard and reveals the next three. He still has $8\frac{4}{7}$ and sees a card he likes that costs $3\frac{4}{7}$.

He buys this card and replaces it with a new card. He still has $5\frac{4}{5}$ but he saves them for another turn.

5JEND OF TURN

Certain Power card effects activate at the end of your turn.

Once you're done, pass the dice to the player on your left.

END OF GAME

The game ends at the end of a round when a Monster reaches $20 \bigstar$ or if only one Monster remains.

The Monster who reaches 20 \star or is the last survivor is crowned King of Tokyo!



- Roll: the act of throwing the dice on the table. Before a Roll, a player can set aside one or more dice of the dice previously rolled. He can also decide to roll one or more of the previously set aside dice again.
- Yield: A Monster may Yield Tokyo only after losing ♥ from ♥ rolled by another Monster. The smashing Monster must then take his place during the Enter Tokyo step.
- Smash: when you rolt we honsters lose . 4

POWER CARD CLARIFICATIONS

- If you reach $20 \bigstar$ and reach $0 \heartsuit$ in the same turn because of a Power card, vou are eliminated. You must survive vour turn to win. If all Monsters are eliminated at the same time... everyone loses!
- Power cards do not let Monsters gain above $10 \forall ,$ unless a \mathbb{R} card says otherwise.



MIMIC

Mimic copies the effects of a card as if it had just been played (with tokens, for example). If the copied card is discarded, Mimic no longer has an effect

and you take back the associated token. You can place it on another **P** card at the start of your next turn (before you roll dice) by spending $1\frac{4}{5}$.



OPPORTUNIST

If there are two *Opportunist* in play (because of *Mimic*), the first Monster clockwise from the Monster whose turn it is gets first opportunity to buy newly revealed cards.

POISON SPIT & SHRINK RAY

Poison and Shrink tokens stav even if their associated cards are discarded. You cannot remove these tokens while you are in Tokyo: you must be outside of Tokyo to usethe V to remove tokens.

SOUFFLE

FIRE BREATHING

The Monsters of the players seated to your left and right each lose 1They lose this 💙 even if they are in the same place as you. If there are only 2 players, your opponent only loses 1

METAMORPH

Discarding your **Keep** cards happens in the End of Turn step. You get back the full cost of the card as printed, even if you bought it at a discount.

LEI LEIN

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