

RICHARD GARFIELD

# KING OF TOKYO™

## EVEN MORE WICKED

### CONTENTS AND GAME ELEMENTS



#### WICKEDNESS GAUGE

You'll find the Wickedness Gauge on this additional board.



#### 10 WICKEDNESS TILES

Wickedness tiles are double-sided. Each side shows a number (bottom-right), a name, and an effect. Players keep all of the Wickedness tiles they acquire face up in front of them until the end of the game.

#### 15 MONSTER COUNTERS

Each of these counters represents one of the Monsters in the King of Tokyo base game and expansions. They keep track of your Wickedness points on the Gauge found on the board.



# SETUP



**1** After setting up the King of Tokyo base game, place the Wickedness board next to the Tokyo board.

**2** Then place the Monster counters for the Monsters in play at the bottom of the Wickedness Gauge.

**3** Stack the Wickedness tiles next to the corresponding circles of the Wickedness Gauge, so that there are 4 tiles next to **3**, 4 tiles next to **6** and 2 tiles next to **10**.



## NOTE

The tiles are double-sided. For your first game, use the orange side. For future games, you can choose to play with all the tiles on the orange side, all on the green side, or a mixture of the two.

# HOW TO PLAY

In addition to Victory Points (★), **1** and **2** grant you Wickedness Points as follows:

- For each three-of-a-kind of **1** you roll, gain 2 Wickedness Points;
- For each three-of-a-kind of **2** you roll, gain 1 Wickedness Points.

Track any points gained by moving your Monster counter up on the Wickedness Gauge.

## NOTE

**3** do not grant any Wickedness Points.

If your counter moves onto or beyond the **3**, **6** or **10** space, you may take a tile of your choice from the tiles available at that Wickedness level.

## NOTE

Do not flip over the tiles. You cannot choose to take the power on the opposite side.

Place the tile in front of you. Its power is now active. Your counter remains on its space on the Gauge.

You can have, at most, one tile from level **3**, one from level **6**, and one from level **10**.



## EXAMPLE

Gigazaur rolls **1 1 1 1**

$$= \underbrace{1\ 1\ 1} + \underbrace{1}$$

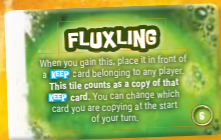
1★+

1★

2 Wickedness points

$$= 2★ + 2 \text{ Wickedness points}$$

# CLARIFICATIONS ON WICKEDNESS TILES



## FLUXLING

*Fluxling* takes on the characteristics of the copied card, as if it had just been played (with tokens, for example). If the copied Power card is discarded, for whatever reason, *Fluxling* no longer has an effect. You can choose another card to copy at the beginning of your **next** turn (before your first Roll).

## POISON SPIT

*Poison tokens* stay in play and continue to be active even if the associated tile is removed from the game. You cannot discard these tokens while in Tokyo, since you cannot use your ❤️.

### NOTE

If an effect makes you discard all of your Power cards, also discard your Wickedness tiles.

## CREDITS

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