



2-6



8+



30min

RULEBOOK KING OF TOKYO™

A GAME BY
RICHARD GARFIELD

KING OF TOKYO 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!



YOUR MISSION:

DESTROY EVERYTHING IN YOUR PATH
TO BECOME THE ONE AND ONLY

KING OF TOKYO!



OVERVIEW AND GOAL

You are a gigantic Monster willing to do anything to become **KING OF TOKYO**.

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!

CONTENTS & GAME ELEMENTS

10 MONSTER BOARDS

These boards represent the Monsters that can play in King of Tokyo. Each has a name, a dial for Victory Points (★), and a dial for Life Points (♥).

★ **Victory Points**

Name



♥ **Life points**

1 TOKYO BOARD

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



1 CARDBOARD DICE TRAY



6 BLACK DICE

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



1 2 3 : Gain Victory Points (★)

⚡ : Gain Energy cubes (⚡)

✋ : Wound other Monsters

♥ : Gain Life Points (♥)

6 ORANGE DICE

These dice are part of the Halloween expansion included in the Monster Box. You can use them instead of the black dice.



66 POWER CARDS

Power cards display a name, a cost to pay in Energy cubes (⚡), a type (KEEP / DISCARD) and an effect.

There are two different types of Power cards:

▶ **KEEP**: keep these cards face-up in front of you until the end of the game (unless you are otherwise instructed).

▶ **DISCARD**: Resolve these cards immediately, then discard them.

11 "PROMO" POWER CARDS

These are promotional cards included in the Monster Box. You can add them all to your deck of Power cards.

You can identify them by the icon 🖐 in the bottom-right of each card.

ENERGY CUBES

Keep energy cubes you've gained from ⚡ die faces. You can spend them to buy cards or to resolve or activate certain card effects.



96 EVOLUTION CARDS

Optional rule. See page 6.



12 COSTUME CARDS

Optional rule. See page 7.



10 CARDBOARD FIGURES

These figures represent your Monsters. When you take control of Tokyo, place your Monster on the board, in Tokyo City or Tokyo Bay, as described below.



36 TOKENS AND 2 GREEN DICE

The tokens and green dice are used with specific Power cards or Evolution cards.



1 Mimic



3 Alienoid



3 Smoke



1 Target



12 Shrink



3 UFO



1 Icy



12 Poison



1 Baby Gigazaur Token

This token is only used if you are playing with the "Wickedness Gauge" Micro Expansion (not included).

SETUP



1 Each player chooses a Monster and takes its figure and Monster board. Set your Monster's Life Points (♥) to 10 and Victory Points (★) to 0.

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

3 Shuffle the Power cards to form a deck.

4 Deal the first three Power cards face-up on the table next to the Tokyo board to form a Market. Place the remainder of the deck next to this Market. Place all of the tokens nearby.

6 Form a supply pool with all of the Energy cubes (⚡).



WITH 2 TO 4 PLAYERS:
use only Tokyo City.

WITH 5 TO 6 PLAYERS:
use both Tokyo City
and Tokyo Bay.

5 Put the black dice in the center of the table. Set the green ones aside for now (some Power cards will allow you to roll the green dice).

HOW TO PLAY

The game plays clockwise.

To determine the starting player, each player rolls the 6 black dice. Whoever has the most 🟢 goes first. In case of tie, the tied players roll dice until one player has the greatest number of 🟢.

TURN OVERVIEW

1. Roll Dice
2. Resolve Dice
3. Enter Tokyo
4. Buy Power cards
5. End of turn

1. ROLL DICE

On your turn, you can roll the dice up to 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 reroll the ones you don't like. For your third Roll, you can reroll any dice you previously had set aside (for instance, if you changed your mind), along with any results from your second roll that you don't want to keep.

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 showing on the dice at the end of your last Roll represent the actions of your turn:

VICTORY POINTS



If you roll three-of-a-kind of 1, 2, or 3, gain as many ★ as the number.

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

EXAMPLE

Gigazaur rolls 1 1 1 1

$$= \underbrace{1 \ 1 \ 1}_{1 \star} + \underbrace{1}_{1 \star} = 2 \star$$

ENERGY



Gain 1 ⚡ from the pool for each ⚡ rolled. Place them in your reserve in front of yourself.

Keep Energy cubes until you spend them.

- ♥ Life points
- ⚡ Energy cubes
- ★ Victory points

SMASH



Monsters that are **not** in the same place as you lose 1 ♥ for each 🟢 you have rolled.

- If you are in Tokyo (Tokyo City *or* Tokyo Bay) and you roll 🟢, you wound all Monsters outside of Tokyo and only those monsters.
- If you are outside of Tokyo and you roll 🟢, you wound all Monsters who are in Tokyo (Tokyo City *and* Tokyo Bay). These Monsters can then decide to Yield and leave Tokyo or to remain in Tokyo (*or* Tokyo Bay, if applicable). Monsters who Yield Tokyo still lose ♥ as a result of the Smash that they suffered.

Each 🟢 results in the loss of one Life Point ♥. If a Monster loses their last Life Point ♥ and their 💀 appears, they are eliminated (and their 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 🟢 that are rolled, but must automatically enter Tokyo regardless (see below).

NOTE

♥ lost from a Power card effect is different than 🟢. A Monster can only Yield Tokyo after being wounded (reduced ♥ as a result of another player's 🟢).

HEAL



If you are outside of Tokyo, you can gain 1 ♥ for each 🟢 rolled up to your maximum health level. Any remainder over your maximum may not be used to heal further.

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

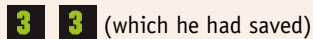


• Roll Dice:

Cyber Kitty is in Tokyo City. It's Gigazaur's turn. Gigazaur takes the black dice and he rolls:



He keeps 3 3 and rolls the four other dice again. He gets:

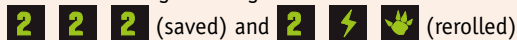


(which he had saved)



(the rerolled dice)

He has one Roll left. This time he keeps 2 2 2 and rolls the three other dice again. He gets:



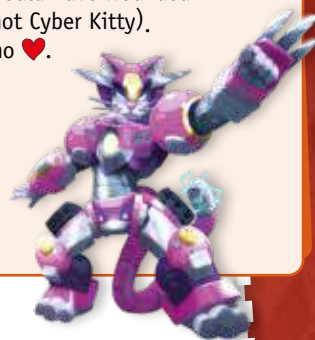
(saved) and 2 (rerolled)

• Resolve Dice:

Because he rolled 2 2 2, he gains 2★, plus 1 extra ★ for the fourth 2 result.

With ⚡, he gains 1⚡.

With 🖐️, he wounds Cyber Kitty, who is in Tokyo (if Gigazaur was also in Tokyo, he would have wounded all Monsters outside of Tokyo, but not Cyber Kitty). Gigazaur rolled no ♥️ so he gains no ♥️.



3. ENTER TOKYO

If no one is in Tokyo, you must enter and place your Monster in Tokyo City (Similarly, in a 5 or 6 player game, if Tokyo Bay is empty, you must enter Tokyo Bay).

Reminder: You can only Yield after being wounded.

NOTE

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



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 identical effects as Tokyo City.

Once the game has 4 or fewer players, any player in Tokyo Bay must leave Tokyo Bay immediately (except if Tokyo City is empty, in which case you move there). This occurs even if it is not that player's turn.

EFFECTS OF TOKYO

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

- ➡️ 1★: You gain 1★ when you enter Tokyo.
- [+2★]: You gain 2★ if you start your turn in Tokyo. This includes if you are allowed to take an additional turn via special effects.
- 🚫: Monsters in Tokyo cannot use ♥️ for any purpose (but they can still use Power cards to gain ♥️).

Moreover, the target(s) of your 🖐️ depends on where you are located:

- The 🖐️ rolled by Monsters in Tokyo will wound all Monsters outside of Tokyo.
- The 🖐️ rolled by Monsters outside of Tokyo will wound all Monsters in Tokyo.

You can only Yield Tokyo after being wounded (reduced ♥️ as a result of another player's 🖐️).

OPTIONAL RULE

For a 2-player game

If you want to play a 2-player game, we recommend using this rules variant for control of Tokyo (all other rules remain unchanged):

Instead of gaining 1★ when you enter Tokyo, you gain 1⚡.

Instead of gaining 2★ if you begin your turn in Tokyo, you gain 1⚡.



4. BUY POWER CARDS

You now may buy one or more of the three face-up cards in the Market. To buy a Power card, spend as many ⚡ as the cost that is indicated at the top of the card. If it is a **DISCARD** type of card, resolve its effects at once before taking any other action. If it is a **KEEP** type of card, place it in front of you and it instantly becomes active. **Replace bought cards immediately from the top of the deck. New cards are immediately available for purchase.**

You can also spend 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

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

He buys this card and replaces it with a new card. He still has 5⚡ but he saves them for another turn.

5. END OF TURN

Certain Power card effects activate at the end of your turn. Activate these cards before passing the dice to the next player.

Pass the dice to the player on your left (clockwise).

END OF GAME

The game ends at the end of a turn when a Monster reaches 20★ or if only one Monster remains in the game.

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

GLOSSARY

- **Roll:** the act of throwing the dice on the table. Before a Roll, a player can set aside one or more dice from the previous roll. They can also decide to roll one or more of the previously set aside dice again.
- **Yield:** a Monster may Yield Tokyo only after being wounded (reduced ♥ as a result of another player's 🗡️).

- **Wound or Smash:** a Monster wounds or smashes another Monster when they force them to lose one or more ♥ with their 🗡️ during the Resolve Dice step.
- **Turn:** a turn ends each time a player passes the dice to the next player to begin the new player's turn.

EXAMPLE OF A 5-PLAYER GAME



Starting position
at the beginning
of the turn

Gigazaur is in Tokyo City, and Space Penguin is in Tokyo Bay. The King, Cyber Kitty, and Meka Dragon are the three other Monsters. Elizabeth is playing Meka Dragon and Joseph is playing Gigazaur.

It is Meka Dragon's turn. She rolls 4 🗡️.

Gigazaur and Space Penguin each lose 4♥. They both Yield Tokyo.

After resolving the remainder of her dice, Meka Dragon enters Tokyo City (mandatory) and gains 1★. Tokyo Bay remains unoccupied.

It's now Gigazaur's turn. He rolls 1 🗡️. Only Meka Dragon is wounded since no one is currently in Tokyo Bay. She decides to stay in Tokyo (doesn't Yield). After resolving the rest of his dice, Gigazaur must now enter Tokyo Bay since it is unoccupied, and he gains 1★.

Next, Space Penguin rolls 1 🗡️. Gigazaur and Meka Dragon each lose 1♥. Gigazaur decides to Yield Tokyo Bay, but Meka Dragon stays in Tokyo City. After resolving dice, Space Penguin must enter Tokyo Bay and gains 1★.

The King and Cyber Kitty don't roll any 🗡️ on their turns, so no one enters or leaves Tokyo. Meka Dragon and Space Penguin may not Yield since neither were wounded by another Monster. Meka Dragon begins her turn in Tokyo and gains 2★ for that achievement.

She rolls 3 🗡️ and all Monsters outside of Tokyo lose 3♥ (Gigazaur, The King, and Cyber Kitty). Space Penguin, who is in Tokyo, is not wounded – Monsters in Tokyo do not wound each other.

As a result of Meka Dragon's attack, Gigazaur has 0♥ and is eliminated from the game immediately, discarding all possessions. Now only four Monsters remain in the game. Space Penguin must leave Tokyo Bay immediately, leaving Meka Dragon alone in Tokyo.

OPTIONAL RULES

POWER UP!

The struggle to become the King of Tokyo just leveled up! The monsters are evolving and now benefit from new powers! Now each one has a deck of Evolution cards that they can gain and use during the game.

Evolution cards give you a new way to play King of Tokyo. Take the Evolution cards for the monsters you're playing with this game. The others are left in the box.

SETUP

Take the eight Evolution cards belonging to your Monster, shuffle them, and make a deck that you put in front of yourself. Each Monster begins with an Evolution.

Draw two cards and choose one of them. Keep the chosen card in your hand (without showing it). Shuffle the other card into your deck.

HOW TO EVOLVE?

After the Resolve Dice phase, if a Monster has at least 🗡️ 🗡️ 🗡️, **they draw two Evolution cards, keep one in their hand** without showing it and discard the other.

Note: This is not a cost, but rather a bonus. You can still use the dice to heal (if you're not in Tokyo) or for the effect of a Keep or another Evolution card. Being in Tokyo doesn't stop you from drawing Evolution cards.

If the deck is empty, reshuffle your discarded cards to make a new deck.

Keep your Evolutions in hand until you decide to play them, which can even be during another player's turn if the card's effect doesn't specify when to play it.



EVOLUTIONS

There are two types of Evolutions:

- **Temporary Evolutions:** Discard them after use.
- **Permanent Evolutions:** Play them face-up in front of you. You benefit from their effect as long as they remain in play.

Note: When a base game card or an Evolution card refers to a "card" with no clarification, it does not apply to Evolutions.

EVOLUTION CARD DESCRIPTION

NAME OF THE MONSTER

Shows to which Monster this Evolution belongs.

TYPE OF EVOLUTION

An Evolution can be Temporary or Permanent



SPECIES

Whether Mutant, Invader, Robot or Halloween, each Monster belongs to a species. They are used with tournament variants and future expansions.

NAME AND EFFECT OF THE EVOLUTION

GIFT EVOLUTIONS

Gift Evolutions are a special type of Evolution that Monsters might receive during the game.

- Play them directly from your hand on a Monster you Wound.
- They stay in front of the player like Permanent Evolutions.
- A Monster can give a Gift Evolution to another Monster when they Wound them.
- The Owner of a Gift Evolution is always the Monster whose name is written on the Gift Evolution.
- The effect targets the Monster who has the card in front of them, unless that Monster is the Owner (and therefore immune).
- When a Monster is eliminated, remove all the cards they own from the game, including Gift Evolutions in front of other Monsters.

VARIANTS

This variant lets you approach Power Up! in a more competitive way.

MUTANT EVOLUTIONS

- Shuffle the Evolutions of the Monsters in play and deal eight Evolutions to each player (they can therefore belong to any Monster).
- Players simultaneously choose an Evolution and play it face-down in front of themselves, then pass the other Evolutions to the player on their left. Everyone looks at the seven Evolutions they just received, chooses one, and passes the remaining six to the player on their left. Repeat this action until everyone has eight Evolutions.
- Each player shuffles their Evolutions and makes a deck face-down in front of them.

OPTIONAL RULES

HALLOWEEN

IT'S HALLOWEEN AND YOU'RE INVITED TO THE PARTY! MAKE SURE TO WEAR A SPOOKY COSTUME!

SETUP

Costume cards are a new type of Power card for King of Tokyo but have a different back.

Players begin play with a costume card.

Every player draws 2 costume cards and chooses one to place in front of them. Extra costume cards are shuffled with the Power card deck.



COSTUMES

A costume card is a Power card and is played, like **KEEP** cards, in front of the player who bought it. However, costume cards are not Keep cards and are therefore not affected by cards that interact with Keep cards like *Mimic* or *Metamorph*.

- **There is no limit to the number of costume cards you can have** at the same time. Yes, Gigazaur can become a Zombie Princess!
- **You can steal costume cards from other Monsters:** when you roll at least 🍀🍀🍀, you can steal one or more costume cards from each Monster you wounded. To do so, you must pay them the ⚡ cost on the costume cards you stole.
- **Stealing a costume card does not negate any loss of ♥.**



POWER CARD CLARIFICATIONS

- If you reach 20★ and reach 0♥ in the same turn for any reason, you are eliminated. You must survive your turn in order to win. If all Monsters are eliminated at the same time... everyone loses!
- Power cards do not let Monsters gain more than 10♥, unless a **KEEP** card says otherwise.



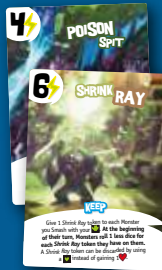
MIMIC

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 **KEEP** card at the start of your next turn (before you roll dice) by spending 1⚡.



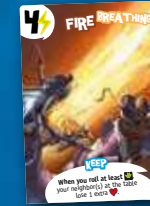
OPPORTUNIST

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



POISON SPIT & SHRINK RAY

Poison and Shrink tokens stay on a Monster even if their associated cards are discarded. You cannot remove these tokens from yourself while you are in Tokyo; you must be outside of Tokyo to use the ♥ to remove these tokens.



FIRE BREATHING

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



METAMORPH

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

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