

2-6

8+

30mn



*You are giant Monsters on a rampage. Your destructive feats earn you glory in the form of Victory Points (★).
The first to get to 20 wins the game. Or the last standing – if y'all want to take that route...*

CONTENTS

- Rules
- 1 Tokyo board **1**
- 66 cards **2**
- 28 "counters" **3** (3 Smoke, 1 Mimic, 12 Shrink, 12 Poison).
- 8 dice (6 black + 2 green) **4**
- 6 Monster Boards **5**
- 6 carton figures + 6 plastic stand up **6**
- A bunch of Energy cubes **7**

GOAL OF THE GAME

The goal of the game is to become King of Tokyo. The game is over when a Monster earns 20 Victory Points (★) or if it is the last Monster standing.

SETTING UP

Each player chooses a Monster, takes its figure **6**, its Monster board **5** and sets its life Points to 10 and its Victory Points to 0.
Place the Tokyo board **1** at the center of the table, within easy access of every player. It represents the City of Tokyo divided into two distinct places: "Tokyo City" **1** and "Tokyo Bay" **1**. Every time a card refers to Tokyo it refers to both places

At the beginning of the game, nobody is in Tokyo.

If this is your first game or if there are 4 players or less, you will only use "Tokyo City".
For a 5 or 6 player game, also use "Tokyo Bay".

Shuffle the cards **2** to form a deck and deal the first three cards face up on the table next to the deck and the counters.
Put the 6 black dice **4** at the center of the table and set the green ones aside (they will be used only with special cards).
Finally, form a pool with all the Energy cubes **7**.



GAME OVERVIEW

Every players rolls the 6 black dice. The one who has the most "Attack" (👊) goes first.

Note : Throughout the rules players will be referred to as Monsters.

Starting with the first player, each Monster takes a turn and then the turn goes to the next player to the left. A turn consists of the following, in the given order:

TURN OVERVIEW

1. Rolling and rerolling the dice
2. Resolving the dice
3. Buying cards (optional)
4. End of your turn



DICE EFFECTS

VICTORY POINTS

If a triple **1**, **2** ou **3** is rolled a Monster scores that many Victory Points ★ (that is, three **3** are worth 3★ – not 9).

Each additional roll of that type is worth an additional ★.



ENERGY

Each ⚡ result allows the Monster to take an Energy Cube (⚡).

There is no need to roll triples.

Energy Cubes can be saved from turn to turn .



ATTACK

Each 👊 results in a point of damage dealt to Monsters who are not in the same place as you.

- *If you are in Tokyo* (Tokyo City or Tokyo Bay) when you get 👊, you deal damage to all the Monsters who are not in Tokyo.

- *If you are outside Tokyo* when you get 👊, you deal damage to all the Monsters who are inTokyo (Tokyo City or Tokyo Bay).

Each damage results in the loss of one Life (1♥).

If a Monster loses its last life (♥) it is out of the game.



1. ROLLING AND REROLLING THE DICE

On your turn you roll all 6 dice.
Then you can reroll any or all of the dice, twice.

Dice kept on the first reroll can be kept again or rerolled on the second.

2. RESOLVING THE DICE

The symbols you get at the end of your rolling step are the actions for this turn.

Dice overview:

The dice bear the following symbols.

- 1 / 2 / 3** : Victory Points (★)
- ⚡ : Energy ⚡
- 👊 : Attack
- ♥ : Heal ♥

The first Monster in the game to obtain at least 1👊 deals no damage, but takes control of Tokyo, and moves its figure to Tokyo City instead.

HEAL

Each ♥ allows a Monster to regain one lost Life (♥).

A Monster can't go above 10♥.



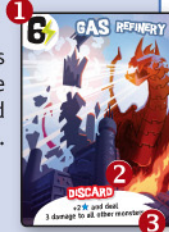
Card description:

1: The cost the card is in the upper left corner and is paid in accumulated Energy cubes (⚡).

2: How to play the card is indicated above the description of the effect.



KEEP: Monsters keep these cards for the remainder of the game (sometimes the card will indicate it is discarded under certain circumstances.)



DISCARD: Monsters immediately resolve these then discard them.

3: Effect of the card.

3. BUYING CARDS

Optionally, after the dice are resolved, a Monster may purchase any of the three face up cards.

Two energy Points (2⚡) can also be spent to sweep (discard) all the shown cards and reveal 3 new cards.

Purchases and sweeps can be done in any order and as long as a Monster has energy to spend.

• Example: Kraken has 10⚡ and doesn't want any of the three available cards. He spends 2⚡ and discards them, revealing 3 new ones.

Now he has 8⚡ and he sees a 3⚡ cost card he wants. He purchases it, and reveals a new one. He has 5⚡ left, and decides to save it for another turn.

Purchased cards are immediately replaced from the top of the deck.

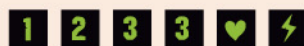
4. END OF YOUR TURN

Some card effects are resolved during this step.

It is the end of your turn, hand the dice to the player on your left.

• Dice resolution example:

It is Gigazaur's turn, he takes the dice and rolls:



He rerolls everything but the 3 3 and gets:



He has one more reroll, and this time decides to reroll the 3 3 and the heart and he ends up with:



• Resolving the dice:

Since he has triple 2 he scores 2★, plus an additional 1★ for the additional 2 for a total of 3★.

Gigazaur would get 1 Energy cube (⚡) for his heart.

Gigazaur rolled also 1 hand CyberBunny is currently in Tokyo so he loses 1 heart.

Had Gigazaur been in Tokyo, all other Monsters would have lost 1 heart.

Gigazaur didn't get any heart, but he didn't need any since she was already at 10 heart.

Gigazaur doesn't buy any card. He hands the dice to the player to his left.

BECOMING KING OF TOKYO

At the start of the game no Monster is in Tokyo.

If Tokyo is unoccupied, the first Monster to obtain at least one hand gets the control of Tokyo and places his figure in Tokyo without dealing any damage.

If you are attacked while in Tokyo and you don't want to be there anymore (and who can blame you – it can be rough!) you can yield to the Monster that attacked. You still take the damage, however.

If you are eliminated while in Tokyo, the Monster who has eliminated you automatically takes control of Tokyo.

Warning: a Discard card that deals damage to you is not an attack.

If you are eliminated by such a card, nobody takes your place and Tokyo becomes unoccupied.

When playing with 5 or 6 Monsters you may have two Monsters at the same time in Tokyo.



The Monster who takes control of Tokyo places his figure on "Tokyo City"



EFFECT OF TOKYO

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

- When taking control of Tokyo you gain 1★ (→1★).
- When starting the turn in Tokyo you gain 2★ (→+2★).
- The Monster in Tokyo cannot use the heart result on the dice (but can heal using cards).

Targets of your attack depend also on where you are:

- by the Monster in Tokyo City and Tokyo Bay deal damage to all the Monsters not in Tokyo.
- Another Monster's hand deal damage just to the Monster in Tokyo City and Tokyo Bay.

WINNING THE GAME

The game is over when a Monster scores 20 Victory Points or is the last Monster standing.

The Monster who gains 20★ or the last one standing wins the game and is crowned King of Tokyo.



ADVANCED RULE

Tokyo Bay – Rules for 5 to 6 experienced Monsters.

When playing with 5 or 6 Monsters you may want to add Tokyo Bay to the game. This position opens up a little extra room in Tokyo, which is nice with a lot of monsters.

Monsters either in Tokyo City or in Tokyo Bay are considered "in Tokyo".

After a Monster that is not in Tokyo attacks, it must occupy Tokyo if either Tokyo City or Tokyo Bay places are unoccupied or abandoned. If there is a choice Tokyo City must be occupied first.

As in a regular game the Monster who takes control of Tokyo City while it is unoccupied doesn't deal damage.

If Tokyo Bay is unoccupied but Tokyo City is, the Monster who attacks Tokyo deals damage to the monster controlling it, then takes control of Tokyo Bay - or Tokyo City if the damaged monster abandons Tokyo City.

Tokyo Bay acts like Tokyo City.

- If the Monster in Tokyo Bay is attacked it can choose to abandon Tokyo Bay (still taking any damage dealt, just like Tokyo City). In this case the Monster that attacked must move in unless it is moving into Tokyo City, in which case Tokyo Bay becomes temporarily unoccupied.

- A Monster can never occupy both Tokyo City and Tokyo Bay.

If a Monster is eliminated and that brings the number of Monsters below 5, Tokyo Bay can't be occupied anymore. The Monster in it must leave Tokyo.

Any card that refers Tokyo applies to both Tokyo City and Tokyo Bay

• Example of a 5-player game:

Gigazaur is in Tokyo City, Kraken is in Tokyo Bay; Kong, MekaDragon, and CyberBunny are the other Monsters. MekaDragon obtains 4 🍀.

Both Gigazaur and CyberBunny take 4 damage. Both abandon Tokyo and so MekaDragon takes control of Tokyo City and gains 1 ★. Tokyo Bay is unclaimed.

Now it is Gigazaur's turn. He obtains 1 🍀.

It is dealt only to MekaDragon, since no one is in Tokyo Bay. MekaDragon stays in Tokyo City,

and since Tokyo Bay is unoccupied Gigazaur must take its control and gain 1 ★. If MekaDragon had abandoned Tokyo City MekaDragon would have taken that control instead and left Tokyo Bay unclaimed.

CyberBunny, then obtains 1 🍀; it is dealt to Gigazaur and MekaDragon. Gigazaur abandons Tokyo Bay, but MekaDragon holds on to Tokyo City. CyberBunny must move into Tokyo Bay and gain 1 ★.

Kong and Kraken gain no 🍀 on their turns.

On his turn MekaDragon gains 2 ★ for starting his turn in Tokyo.

Then he obtains 3 🍀. It is dealt to Gigazaur, Kong, and Kraken, but not CyberBunny, since he is in Tokyo Bay, and Monsters in Tokyo don't attack each other. Gigazaur is eliminated by this damage. There are only 4 players left and Tokyo Bay can't be occupied anymore, leaving MekaDragon in Tokyo and CyberBunny, Kong, and Kraken outside Tokyo.

UNDERSTANDING THE CARDS

• When a card says a number followed by a ★ it indicates how many Victory Points the purchaser gets. For example, Skyscrapers when purchased are discarded and the purchaser gains 4 ★.

• It is possible for a player to get 20 ★ and be eliminated on the same turn due to cards. You must survive the turn to claim Victory.

It is also possible for all Monsters to be eliminated at once. Too bad...you all lose!

• A card cannot put a Monster over 10 ❤ unless it specifically says it can.

GLOSSARY

• **Reroll:** When a card says "reroll" it means an additional reroll during the Monster's turn of as many dice as it wants, unless the card specifies that only a single die is rolled.

• **Damage:** Lose ❤.

• **Attack/Attacking Monster:** A Monster is considered attacking when it has at least one 🍀, otherwise it is not attacking. This

means that a card which increases damage of an attack will not bring damage from zero to one if you don't have a 🍀.

If an attack somehow ends up doing no damage (due to Camouflage for example), then it is no longer considered an attack for the purposes of cards like Poison Spit or Herbivore.

If a card deals damage when purchased (like Gas Refinery), this is not considered an attack. Monsters cannot yield Tokyo based on this damage, and cards that affect attacks do not affect these cards.

• **Leaving Tokyo/Flee:** A Monster

can leave Tokyo (yield his place) to the Monster who just attacked him. If a card allows a monster to leave Tokyo with no damage from an attack, the attacker still occupies Tokyo.

• **Eliminated:** when you have 0 ❤.

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SPECIAL CARDS OVERVIEW



EVEN BIGGER!

If this card is lost you lose the 2 ❤ you gained when you got it.



EATER OF THE DEAD

A player that remains in the game because of "It has a Child" is still considered to have been down to 0 ❤.



PARASITIC TENTACLES

You can only purchase powers when it is your turn to purchase cards. If the card has counters on it the counters are transferred



MIMIC

If the card being copied leaves play for any reason (such as the Monster that owns it being eliminated), take the mimic counter back. You can place it on a new power at the start of your turn like normal by paying 1 ⚡. If the copied card has counters on it then use your own counters as if you just played that card



OPPORTUNIST

If there are two opportunists the first clockwise from the Monster whose turn it is gets the first opportunity to buy newly revealed cards.



FIRE BREATHING

The damage dealt is added to any attack you do against that neighbor. If the neighbor is not being attacked then the damage is not considered an attack



METAMORPH

The sale of powers is after you purchase powers. You can sell a power you just purchased.



SOLAR POWERED

You can use this on the turn it is purchased.

DROP FROM HIGH ALTITUDE

If you are in Tokyo Bay, you are in Tokyo, so you do not take Tokyo City.



SPIT POISON & SHRINK RAY

Poison and Shrink counters stay in play and in effect even if Poison Spit leaves play



RICHARD GARFIELD KING OF TOKYO

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At the end of your turn you can use your **Energy cubes** to buy **Discard** or **Keep** cards.

The **Monster board** is used to keep track of how many life points you have left and how many Victory Points you have earned.

The **6 black dice** are used to obtain combinations to attack other Monsters, to heal, to gain Energy or Victory Points.

You can use **green dice** if you have the right card.

Either you are in **Tokyo** or out of it. Monster controls Tokyo, he can deal damage to all other Monsters with the same attack...

Play a **GigaMonster** on a rampage and destroying everything in his way! Let's roll the dice to get the best combinations to heal yourself, to attack, to buy special cards or to gain **Victory Points**. It's up to you to choose the best tactic to become **King of Tokyo** just in time to get rid of all your opponents in one devastating attack... The first to gain 20 Victory Points... or the last Monster standing... wins the game.

A game by **Richard Garfield**



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