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RULEBOOK

DEFEAT THE UNKNOWN RULES



10¢



As night falls on Tokyo, two massive silhouettes rise from the smoke snaking up from destroyed skyscrapers.

KING OF TOKYO



There can only be one who will be crowned King of Tokyo, either by annihilating their Rival or by inspiring terror and awe from the crowds.

DUEL

THE TIME FOR
THE FINAL DUEL
IS NOW!

FIRST
EDITION !

CONTENTS AND GAME ELEMENTS

x6 MONSTER BOARDS

These boards represent the Monsters you play as in *King of Tokyo Duel*. Each has a name **1**, special power **2**, and a starting ♥ value **3**.



x6 DICE



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

x13 BUZZ TOKENS

These tokens each have 1, 2, or 3 spaces and usually have a Buzz bonus.



x6 DICE TOKENS



x2 EXTRA DICE

These tokens and dice can be gained through certain Power cards and effects.

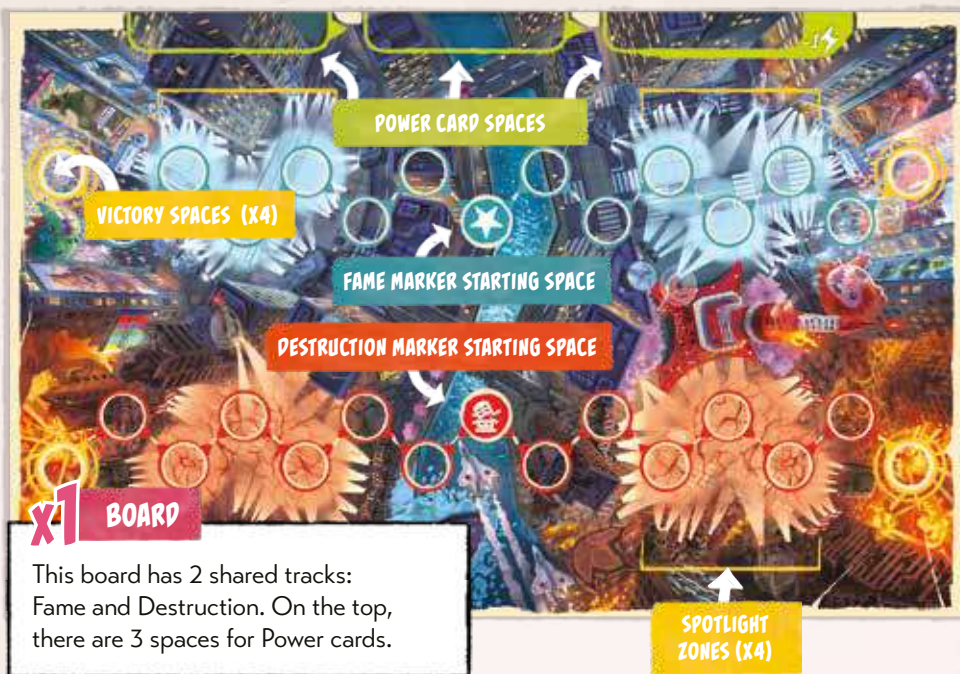
x2 MARKERS (FAME ★ AND DESTRUCTION 🏠)



These markers will move back and forth on their respective tracks on the board.

ENERGY CUBES ⚡





x1 BOARD

This board has 2 shared tracks:
Fame and Destruction. On the top,
there are 3 spaces for Power cards.

x50 POWER CARDS

Power cards have a name **1**, a cost
in Energy cubes (⚡) **2**, a type **3**,
an effect **4** and sometimes a Buzz
icon **5**.



x2 LIFE POINT TRACKERS

These wheels keep track of your
Life Points (❤️). The 0 is represented
by a skull.



SETUP

- 1 ➤ Each player chooses a Monster board. Place it Power side up in front of you (see **CHOOSING MONSTERS** p. 12).

- 2 ➤ Each player takes a Life Point tracker. Adjust it to the number of ♥ shown on your Monster board.



- 4 ➤ Shuffle all the Power cards and make a face-down deck.

- 5 ➤ Place the top 3 cards from the deck, face up, on the 3 spaces on the board.



Take turns one at a time.

FIRST PLAYER

Each player rolls all 6 dice. The player who rolled the most  becomes the first player (in case of tie, repeat this step). The second player takes 1  and places it in front of them.

TURN OVERVIEW

1. ROLL DICE

2. RESOLVE DICE

3. BUY POWER CARDS OR GAIN 1 

4. END YOUR TURN



On your turn, you may roll the dice up to 3 times. You may stop rolling at any time.

Before your first roll, you may discard Dice tokens  to roll an equal number of extra dice during this phase (you can have a maximum of 2 in front of you at any given time).

During your first roll, roll all 6 dice (plus 1 or 2 extra dice, if you discarded  or have a corresponding power). You can never roll more than 8 dice.

Important: During the first player's very first turn, they only roll 5 dice instead of 6.

For later rolls, choose the dice you would like to reroll (set the others aside).

Before each new roll, you may always take back any dice that you set aside during a previous roll.

Once you have finished your 3 rolls, or decided to stop, keep the dice in front of you. This is your Roll.

When a Power card or any other effect refers to your Roll, it refers to these dice.

Continue to Phase **2. RESOLVE DICE**.



You must resolve all dice in your Roll, in any order you choose, according to the symbol rolled:



Your Rival takes 1  for each  rolled. Each  causes your Rival to lose 1 . If they lose their last , the  symbol appears and you win the game (see **END OF GAME** p. 11).



Gain 1  for each  rolled. You cannot gain more than your starting  (shown on your Monster board).



Gain 1  from the reserve for each  rolled and place it in front of you. The  represent Energy cubes. Keep them in front of you until you spend them. If you would gain , but there are none left in the reserve, use an appropriate substitute.





FAME



DESTRUCTION

For each triple or rolled, pull the corresponding or marker 1 space towards you on its track.

For each additional matching symbol rolled, pull the corresponding or marker 1 additional space towards you.

If you pull the or marker onto the Victory space on your side of the board, or if both markers are in the *Spotlight Zones* on your side of the board, you immediately win the game (see **END OF THE GAME** p. 11).

Example:

+ + = Pull 1 .



+ + + + = Pull 3 .



PULLING OR ONTO A BUZZ TOKEN



During the game, you may place and move Buzz tokens on the tracks, which add Buzz bonuses to empty spaces (see **CARDS WITH A BUZZ ICON** p. 10).

At any time, when you pull the or marker onto a space with a Buzz bonus, apply the effect:



> Your Rival takes 1 .



> Gain 1 .



> Gain 1 .



> Gain 1 . You can have a maximum of 2 in front of you.



SPECIAL POWER

Check the special power on your Monster board (see **CHOOSING MONSTERS** p. 12).

If you have enough in your Roll, you may activate your special power multiple times.

Any > effects on your Monster board may only be used once each time you activate your special power.

After resolving all your dice, continue to Phase 3. **BUY POWER CARDS OR GAIN 1 .**





3 BUY POWER CARDS OR GAIN ⚡

BUY POWER CARDS

You may buy one or more face-up Power cards from the board (one at a time).

To do so, pay as many ⚡ as shown on the top-left of the Power card.

The card in the rightmost space of the board always costs 1 less ⚡ than the cost shown.

Each time you buy or discard a card, **slide the cards to the right** along the track to reveal the space closest to the deck. Then turn over the top card of the deck and place it on the empty space. It is immediately available for you to buy. This means you may buy multiple cards with a reduced cost of -1⚡ back-to-back on the same turn.

You may also **spend 2⚡ to discard all 3 face-up Power cards and reveal 3 new ones, which are immediately available to buy.**

As long as you have ⚡ available, you may continue buying or discarding Power cards.

OR

GAIN 1⚡

If you do not want to or cannot buy any Power cards on your turn, gain 1⚡. Spending 2⚡ to discard all 3 Power cards does not count as buying Power cards.

TYPES OF POWER CARDS

There are two types of Power cards:

KEEP : Keep these Power cards face up in front of you until the end of the game (unless indicated otherwise).

DISCARD : Resolve these cards immediately, then discard them.

CARDS WITH A BUZZ ICON

Certain Power cards represent huge actions that will make the crowds Buzz with excitement. **These cards have a Buzz icon near their ⚡ cost.**

When you buy one of these cards, **before activating any effects**, take the indicated Buzz token and place it as follows:

- You must place it on top of one or more spaces of any track on the board.
- You cannot place it on top of another Buzz token or a space currently covered by a ★ or 🧑 marker.
- If you buy a card whose Buzz token is already on the board, you can move that token (unless a ★ or 🧑 marker is already on it).

Note: Some Power cards let you place a Buzz token, then pull the ★ or 🧑 marker. You can therefore immediately gain the Buzz bonus if you place the token on a strategic space. Certain Buzz tokens will extend the track by adding a new space. Place these on your Rival's side, so it will take more effort for them to win in this way. Don't forget that your Rival can also use the bonuses from those Buzz tokens whenever they pull a marker onto them.

How to place specific Buzz tokens :

No Buzz token :



Buzz token that extends the track :



Buzz token that reduces the track :



4

END YOUR TURN

The effects of certain Power cards activate at the end of your turn. Resolve them in any order you choose.

Pass the dice to your Rival. They then begin their turn, starting with Phase 1. ROLL DICE.

END OF THE GAME



The game can end at any time.
You are declared winner if you fulfill any of the following conditions :

- › Your Rival's ❤️ is reduced to ☠️.
- › Both the ★ and 🧑 markers are on a space in the *Spotlight Zone* on your side of the board.

If a Buzz token is placed, even partially, in this zone, treat each space of this token that is entirely within the zone as in the *Spotlight Zone* (compared to a space partially within or completely outside the zone).

- › The ★ or 🧑 marker reaches the **Victory space** on your side of the board.

If a Buzz token is on the Victory space, you still treat this space as a Victory space.

Buzz token on Spotlight zones :



● In the Spotlight Zone



CHOOSING MONSTERS



DIFFICULTY 1

Gigazaur can pull either the ★ or 👹 with 2 !! symbols. Use this power to easily secure a dangerous Spotlight Zone victory.

Roll example:



Pull 1★

+2♥



DIFFICULTY 1

Alienoid can use groups of 2 or 3 !! symbols as any die symbol. Now you won't lack the ★ or 👹 you need for your triple, or the final 🗡️ or ⚡ to win the game.

Roll example:



+1♥

1👹

1👹

Pull 2👹



DIFFICULTY 2

Space Penguin can generate to roll more dice on future turns. This will let you trigger stronger and combos or bigger volleys of than your Rival can.

Roll example:



DIFFICULTY 2

Meka Dragon can multiply the total number of by the number of when resolving your Roll. Try to roll enough of these symbols to trigger this power to its fullest potential.

Roll example:

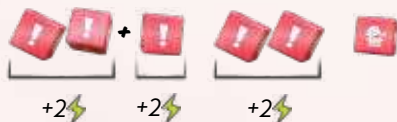




DIFFICULTY 3

Cyber Kitty can use combos of to gain a lot of . Buy Power cards that you need to win, but don't get distracted from victory by your lust for powers.

Roll example:



DIFFICULTY 3

The King can place Buzz tokens that slow his Rival's progress on the tracks. Place them strategically to block their paths to Victory spaces or *Spotlight Zones*, or to secure your progress to victory.

Roll example:



THE KING'S BUZZ TOKEN

Those tokens can only be placed on the board or moved by The King, using his special power. There are 2 copies of this token. If one is already on the board, The King can decide to move it (if possible) or place the second one.

These tokens have the following powers:

When The King's Rival pulls the ★ or 🤖 marker, its movement ends immediately if it reaches The King's Buzz token. When this happens, any unused movement on the track is lost.

Example: You pull ★ only 1 space, and must stop because of the King's Buzz token.



If the ★ or 🤖 marker begins its movement on top of The King's Buzz token, it moves normally along the track.



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