KING OF TOKYO™ GODZILLA™

RULES

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!

HOW TO PLAY VIDEO

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

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 (★), and a dial for Life Points (♥).

1 TOKYO BOARD

2 WOODEN LOCATION TOKENS

One represents ① Tokyo City and another ② Tokyo Bay (for 5-6 player games).

You will place your Monsters on top of them when you're in one of these locations.

When a rule or card refers to "Tokyo", it means both places.

6 BROWN DICE

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

一 二 三: Gain Victory Points (★)

⚡: Gain Energy flashes (⚡)

🐾: Wound other Monsters (♥)

♥: Gain Life Points (♥)

50 POWER CARDS

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

Power cards can be one of three different types:

KEEP: Keep these cards face-up in front of you when purchased, until the end of the game (unless something tells you to do otherwise).

DISCARD: Resolve these cards immediately when purchased, then discard them.

EVENT: Those cards change the rules for all Monsters (see page 7).

48 EVOLUTION CARDS

Evolution cards are optional. This expansion to the game is explained on page 8.

6 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 FLASHES

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

12 DICE TOKENS AND 2 BLACK DICE

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

6 MONSTER TOKENS

These tokens can be use to randomly chose your Monster for the game.

SETUP

1. Each player chooses a Monster and takes their 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. Place the Tokyo City token on its spot and, in a game with 5 or 6 players, the Tokyo Bay token on its spot.
3. Shuffle the cards to form a deck.
4. Deal the first 3 cards face-up on the table next to the Tokyo board.
5. Put the brown dice at the center of the table. Set the black ones and the Dice tokens aside (some cards allow you to use these dice and tokens).
6. Form a pool with all the Energy flashes (⚡).

東京

WITH 2 TO 4 PLAYERS:
use only Tokyo City.

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

東京湾

HOW TO PLAY

The game plays clockwise.

Each player rolls the 6 brown dice. Whoever has the most 🐾 results goes first. In case of a tie, players roll dice until one player has the greatest number of 🐾.

1 ROLL DICE

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 up to 2 Dice tokens to roll an equal number of extra dice during this phase (you can spend a maximum of 2 on your turn). During your first roll, roll all 6 brown dice (plus 1 or 2 black dice, if you discarded or have a Power that grants you extra dice). You can never roll more than 8 dice. 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" for the turn. When a Power card or any other effect refers to your Roll, it refers to these dice.

Continue to Phase 2 Resolve Dice.

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 Roll determine the actions for your turn:

VICTORY POINTS

In Japanese:
一: 1 二: 2
三: 3

If you roll three-of-a-kind of 一, 二, or 三, gain as many ★ as the number. Each additional die rolled with the same face gains you 1 additional ★.

EXAMPLE:

Godzilla rolls 一 一 一 一 = 一 一 一 + 一 = 2★

★ ★

TURN OVERVIEW

1. Roll Dice
2. Resolve Dice
3. Enter Tokyo
4. Buy Power Cards OR Gain ⚡
5. End of Turn

ENERGY

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

Keep Energy flashes until you spend them.

SMASH

Monsters that are not in the same place as you lose 1❤ for each 🐾 rolled.

- If you are in Tokyo (Tokyo City or Tokyo Bay) and you roll 🐾, you wound all Monsters outside of Tokyo.
- 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 stay. Monsters who Yield Tokyo still lose ❤.

Each 🐾 results in losing 1 Life Point ❤. If a Monster loses their last Life Point ❤, then the ☠ appears and they are eliminated (their Keep cards and Energy flashes are discarded).

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

Note: ❤ lost from a Power card effect is different than 🐾. A Monster can only Yield Tokyo when losing ❤ from 🐾.

HEAL

If you are outside of Tokyo, you can gain 1❤ for each ❤ 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:

Mothra is in Tokyo City. It's Godzilla's turn.
Godzilla takes the brown dice and rolls:
⚊ ⚋ ☰ ☰ ❤ ⚡

He keeps ☰ ☰ and rolls the 4 other dice again.
He gets:
☰ ☰ ⚋ ⚋ ⚋ 🐾

He has 1 reroll left. This time he keeps ⚋ ⚋ ⚋ and rolls the 3 other dice again.
He gets:
⚋ ⚋ ⚋ ⚋ ⚡ 🐾

Resolve Dice:

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

With ⚡, he gains 1⚡.

With 🐾, he wounds Mothra in Tokyo (if Godzilla was in Tokyo, he would have wounded all Monsters outside of Tokyo).

Godzilla 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.

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.

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 (unless 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:

- ➡1★: You gain 1★ 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, the targets of your 🐾 depend on where you are:

- The 🐾 of Monsters in Tokyo wound all Monsters outside of Tokyo.
- The 🐾 of Monsters outside of Tokyo wound all Monsters in Tokyo.

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 OR GAIN ⚡

BUY POWER CARDS

You now may buy one or more of the face-up cards. To buy a Power card, spend as many ⚡ 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 2⚡ to sweep all the face-up cards to the discard pile **except for any Event cards**, which remain until bought. Then reveal enough new Power cards from the deck until there are again 3 face-up cards. These new cards are immediately available for purchase.

As long as you have enough ⚡, you can continue to buy and/or sweep 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.

EXAMPLE:

Rodan has 10⚡ and doesn't like any of the available cards. He spends 2⚡ to sweep them to the discard and reveals the next 3. 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.

EVENT CARDS

When an Event card is revealed as one of the 3 face-up cards, the effect on the bottom left of that card is applied immediately.

When revealed: The effect occurs once.

While in play: The effect continues until this card is bought.

Event cards can be bought like other Power cards. When bought, the Discard effect is resolved as usual. When a player pays 2⚡ to discard the face-up cards, any Event cards stay and are not replaced. The others are discarded and replaced as normal.

5 END 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.

EXAMPLE OF A 5-PLAYER GAME:

Godzilla is in Tokyo City and Rodan is in Tokyo Bay. King Gidorah, Mothra, and Mechagodzilla are the other 3 Monsters.

It is Mechagodzilla's turn. He rolls 4 🐾.
Godzilla and Rodan each lose 4❤. They both Yield Tokyo. After resolving his dice, Mechagodzilla enters Tokyo City and gains 1★. Tokyo Bay is unoccupied.

It's now Godzilla's turn. He rolls 1 🐾.
Only Mechagodzilla is wounded since no one is in Tokyo Bay. He decides to stay in Tokyo. Godzilla must now enter Tokyo Bay since it is unoccupied, and he gains 1★.

Next, Rodan rolls 1 🐾.
Godzilla and Mechagodzilla each lose 1❤. Godzilla decides to Yield Tokyo Bay, but Mechagodzilla stays in Tokyo City. After resolving his dice, Rodan must enter Tokyo Bay and gains 1★.

King Gidorah and Mothra roll 0 🐾 on their turns, so no one enters or leaves Tokyo.

Mechagodzilla begins his turn in Tokyo and gains 2★ for that. He rolls 3 🐾 so all Monsters outside of Tokyo lose 3❤: Godzilla, King Gidorah, and Mothra. Rodan, who is in Tokyo, is not wounded – Monsters in Tokyo do not wound each other. Godzilla has 0❤ and is eliminated. Now only 4 Monsters remain in the game. Rodan must leave Tokyo Bay immediately, leaving Mechagodzilla alone in Tokyo.

END OF GAME

The game ends at the end of a turn when a Monster reaches 20★ or if only one Monster remains. The Monster who reaches 20★ or is the last survivor is crowned **KING OF TOKYO**!

EVOLUTION CARDS *(an optional expansion)*

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 in this game. The others are left in the box.

SETUP

Take the 8 Evolution cards belonging to your Monster, shuffle them, and make a deck that you put in front of yourself.

Each Monster begins with 1 Evolution. Draw 2 cards and choose 1 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 2 Evolution cards, keep 1 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 your 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 2 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

① SPECIES
Whether Mutant, Invader, or Robot, each Monster belongs to a kind of Kaiju.

② NAME OF THE MONSTER
Shows to which Monster this Evolution belongs.

③ TYPE OF EVOLUTION
An Evolution can be Temporary or Permanent.

④ NAME AND EFFECT OF THE EVOLUTION

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