



2-6



8+



30mn

RICHARD GARFIELD

# KING OF TOKYO

## POWER UP!



*Life in Tokyo just got a little more dangerous! A new Monster has arrived in town: Meet the incredible Pandakai! Plus each monster now has its own unique set of evolution cards which can be acquired during play. Some of these evolutions are discarded when played, others are kept like the "keep" cards in the base set. All the evolutions can be kept secret once drawn and are revealed only when played.*



# CONTENT

- 1 Rules
- 56 Evolution cards
- 7 «counters» (3 🍌, 3 🍏, 1 🎯)
- 1 Pandakaï Monster Board
- 1 carton figure + 1 plastic stand up

# SETTING UP

Each player chooses a Monster in any way acceptable to the players and take and shuffle the stack of 8 Evolution cards that are associated with that monster.

# HOW TO PLAY ?

If a monster ends their rolls with at least 3 ❤️, they draw the top Evolution of their deck, keeping it secret. The hearts do not need to heal life, and a player can even use the hearts to draw an Evolution when in Tokyo.

The card is not instead of healing, the card is in addition to any healing that would normally occur. If you run out of Evolution cards a roll of 3 ❤️ won't do anything special.

# EVOLUTIONS

Monsters keep their evolutions secret till they want to play them – which can be at any time. There are two kind of Evolutions:

- *Temporary Evolution:* they are discarded after being played.
- *Permanent Evolution:* they stay in play like a 'keep' card from the base set.

Power cards that refer to 'cards' in the base set never apply to Evolutions – so, for example, Mimic doesn't allow you to copy another players Evolution, and Parasitic Tentacles don't allow you to purchase opponent's Evolutions.

# EVOLUTION CARD DESCRIPTION

## NAME

It tells to which Monster this Evolution **belong to**.

## EVOLUTION

An Evolution can be either Permanent or Temporary.



## SPECIES

Mutants, **Invaders** or Robots, each Monster now belongs to a different species. **They** will be **usefull** for tournament rules and future expansions.

## NAME & EFFECT OF THE EVOLUTION

# VARIATIONS

This variations are here to give you a different experience while playing Power Up.

## 1 ACTIVATED EVOLUTION

Players start with a random Evolution from their deck.

## 2 CONTROLLED EVOLUTION

When players draw an Evolution, they draw two Evolutions and put one under their deck and keep one.

## 3 MUTANT EVOLUTIONS

- Mix all players' Monster Evolutions together, then distribute eight Evolutions to each player (they will have somewhat a customized set of 8 Evolutions).

- Each player choose one Evolution from his set of at the same time and pass his remaining Evolutions to the player on his left. Then each player choose another Evolution from his set at the same time and pass his remaining Evolutions to the player on his left. Repeat this process until each player has 8 cards.

- Then each player mixes his on deck on put it face down in front of him.

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# CREDITS

**Game Design:** Richard Garfield  
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*Special Thanks to Guillaume Gille-Naves for his honest and critical eye. His love of games clearly keeps him from taking the easy path if it doesn't make a better game – something all game designers should appreciate. – Richard Garfield.*

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