

SETUP

• **CUSTOTING 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.

• Evolution cards let you play King of Tokyo with upgraded Monsters! Pumpkin Jack's and Boogie Woogie's Evolutions work exactly like the Evolutions in *King of Tokyo: Power-Up!* To play with Evolution cards, you need to have this expansion.

COSTUMES

A COSTUME card is a Power card and is played, like CEP cards, in front of the player who bought it. However, cards are not CEP cards and are therefore not affected by cards



that interact with cards like *Mimic* or *Metamorph*.

- There is no limit to the number of CSUTM3 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 wounded. 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.

DETAILS OF EVOLUTION CARDS

NAME OF THE MONSTER

Shows the Owner of the Evolution.

TYPE OF EVOLUTION



SPECIES

Every Monster belongs to a different species. Boogie Woogie and Pumpkin Jack belong to *Halloween*. They are used with variants and tournaments. NAME AND EFFECT OF THE EVOLUTION

GLOSSARY

WOUND: A Monster wounds another Monster when he makes him lose one or more with his ♥ during the Resolve Dice step.

GIFT EVOLUTION

Gift Evolutions are a new 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 wwhen 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 Evolution in front of other Monsters.

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- Richard Garfield.

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