



2-6



10+



40min

RICHARD GARFIELD

# KING OF NEW YORK™

# POWER UP!

*The struggle for Manhattan just leveled up! The Monsters are evolving and now benefit from new powers! Discover a new champion: Mega Shark!*



## CONTENTS

- 1 rulebook
- 56 Evolution cards for *King of New York*
- 56 Evolution cards to make your *King of New York* Monsters evolve in *King of Tokyo*. These cards are only playable with *King of Tokyo*.
- 1 Mega Shark monster board
- 1 cardboard figure + stand



Evolution cards give you a new way to play *King of New York*, and to play with your *King of New York Monsters* in *King of Tokyo*.

Take the Evolution cards that correspond to the game you want to play, *King of Tokyo* (white border) or *King of New York* (black border). The others are left in the box.


## SET UP

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 an Evolution.**

Draw 2 cards and choose one of them. Keep the chosen card in your hand (without showing it). Shuffle the other card into your deck.

## HOW TO EVOLVE?

When a Monster gets at least  with his Roll, **he draws 2 Evolution card, keep 1 in his hand** without showing it and discards 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 Manhattan or Tokyo) or for the effect of a Keep or another Evolution card. Being in Manhattan or Tokyo doesn't stop you from drawing Evolution cards.*

If the 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 be even during another player's turn if the card's effect doesn't specify when to play it.

## EVOLUTIONS

There are two 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.*

## DETAILS OF EVOLUTION CARDS

### NAME OF THE MONSTER

Shows to which Monster this Evolution belongs.

### TYPE OF EVOLUTION

An Evolution can be Temporary or Permanent



### SPECIES

Whether Mutant, Invader, or Robot, each Monster belongs to a species. They are used with tournament variants and future expansions.

### 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.

## VARIANTS

This variant let you approach Power Up! in a more competitive way.

## MUTANT EVOLUTIONS

- Shuffle the Evolutions of the Monsters in play and deal eight Evolutions to each player (they can therefore belong to any Monster).
- Players simultaneously choose an Evolution and play it face-down in front of themselves, then pass the other Evolutions to the player on their left. Everyone looks at the 7 Evolutions they just received, chooses one, and passes the remaining 6 to the player on their left. Repeat this action until everyone has eight Evolutions.
- Each player shuffles their Evolutions and makes a deck face-down in front of themselves.

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