

A GAME BY  
RICHARD GARFIELD

# RULEBOOK KING OF TOKYO ORIGINS

2-4  
8+  
30min



**KING OF TOKYO: ORIGINS** is a game for 2 to 4 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!**



## 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



## 4 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 (♥).

★ *Victory Points*



*Name*

♥ *Life Points*

## 50 POWER CARDS

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

*Cost*

4 ⚡

*Name*

ENERGY DRINK

*Type*

KEEP

*Effect*

Spend 1⚡ to get 1 extra Roll.

## 1 TOKYO BOARD

The board represents the City of Tokyo.



## 4 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.



## 6 DICE



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

1 2 3 : Gain Victory Points (★)

⚡ : Gain Energy cubes (⚡)

♥ : Gain Life Points (♥)

👉 : Wound other Monsters (♥)

## ENERGY CUBES

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



# 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, within easy access of every player.

**3** Shuffle the cards to form a deck.

**4** Deal the first three cards face-up next to the Tokyo board.



**5** Form a pool with all the Energy cubes (⚡).

**6** Put the dice at the center of the table.

# HOW TO PLAY

## Select the first player as follows:

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

Then take turns playing clockwise, starting with the first player.

### TURN OVERVIEW

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

## 1. ROLL DICE

On your turn, you can roll the dice up to three times. You can stop rolling any time.

On the first Roll, roll all 6 dice. For your second Roll, if you like some of your results, you can set them aside and only roll the ones you don't like again. For your third Roll, if you change your mind, you can roll any dice you set aside again, along with any you still don't like.

After you finish your three Rolls (or you decide to stop), continue to the next step.

## 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 die Roll determine the actions of your turn:

### VICTORY POINTS



If you roll three-of-a-kind of 1, 2, or 3, gain as many ★ as the number.

Each additional die rolled with the same face gains you 1 additional ★.

### EXAMPLE

$$\begin{array}{c} \text{Gigarex rolls } \mathbf{1} \ \mathbf{1} \ \mathbf{1} \ \mathbf{1} \\ = \underbrace{\mathbf{1} \ \mathbf{1} \ \mathbf{1}}_{1 \star} + \underbrace{\mathbf{1}}_{1 \star} = 2 \star \end{array}$$

### ENERGY



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

Keep Energy cubes until you spend them.

### HEAL



If you are outside of Tokyo, 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 ♥.

♥ Life Points  
⚡ Energy Cubes  
★ Victory Points

## SMASH



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

- If you are in Tokyo and you roll 🟡, you wound all Monsters outside of Tokyo.
- If you are outside of Tokyo and you roll 🟡, wound the Monster who is in Tokyo.

This Monster must then choose:

- Yield Tokyo, in which case the player takes back their Monster in front of them (even while Yielding, the Monster loses ♥);

OR

- Remain in Tokyo, in which case nothing changes.

If a Monster loses their last ♥ then the 🏠 appears and they are eliminated (their KEEP cards and Energy cubes 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 🟡.



## EXAMPLE OF A DIE ROLL



### ROLL DICE

Mechamster is in Tokyo. It's Gigarex's turn. Gigarex takes the dice and rolls:



It keeps **3 3** and rolls the four other dice again. It gets:



It has one Roll left. This time it keeps **2 2 2** and rolls the three other dice again. It gets:



### RESOLVE DICE

Because Gigarex rolled **2 2 2**, it gains 2★, plus 1 extra ★ for the fourth **2** face.

With **⚡**, it gains 1⚡.

With **👉**, it wounds Mechamster in Tokyo (if Gigarex was in Tokyo, it would have wounded all Monsters outside of Tokyo). Gigarex rolled no **♥**, so it gains no ♥.

## 3. ENTER TOKYO

If no one is in Tokyo, your Monster takes control of Tokyo. Place it on the board.

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 during this step.



## EFFECTS OF TOKYO

Being in Tokyo has some advantages and disadvantages:

- **➡1★**: You gain 1★ when you enter Tokyo.
- **[+2★]**: You gain 2★ if you start your turn in Tokyo.
- **🚫**: A Monster in Tokyo cannot use **♥** (but they can still use Power cards to gain ♥).

Moreover, the target of your **👉** depends on where you are:

- The **👉** of a Monster in Tokyo wounds all Monsters outside of Tokyo.
- The **👉** of Monsters outside of Tokyo wounds the Monster in Tokyo.

You can only leave Tokyo after losing ♥ from **👉** rolled by another Monster.

### 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⚡.

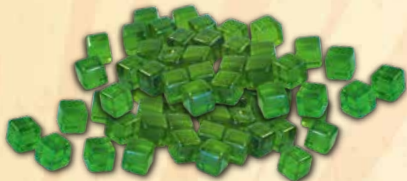
Instead of gaining 2★ if you begin your turn in Tokyo, you gain 1⚡.

## 4. BUY POWER CARDS

You now may buy one or more of the three 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 three face-up cards to the discard pile. Then reveal three new Power cards from the deck. They are immediately available for purchase.

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



Power cards do not let Monsters go above 10 ❤️, unless a **KEEP** card says otherwise.

### EXAMPLE

Iron Back has 10⚡ and doesn't like any of the available cards. It spends 2⚡ to sweep them to the discard pile and reveal the next three. It still has 8⚡ and sees a card it likes that costs 3⚡.

It buys this card and replaces it with a new card. It still has 5⚡ but it saves them for another turn.

Power cards come in two different types:

- ▶ **KEEP**: Keep these cards face-up in front of you until the end of the game (unless something tells you to do otherwise).
- ▶ **DISCARD**: Resolve these cards immediately, then discard them.

## 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.

## 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!

If you reach 20★ and reach 0❤️ in the same turn because of a Power card, you are eliminated. You must survive your turn to win. If all Monsters are eliminated at the same time... everyone loses!

## GLOSSARY


- **Roll**: the act of throwing the dice on the table. Before a Roll, a player can set aside one or more of the dice previously rolled. They can also decide to roll one or more of the previously set aside dice again.
- **Yield**: a Monster may Yield Tokyo only after being wounded.
- **Wound**: a Monster wounds another Monster when it makes them lose one or more ❤️ with their 🗡️ during the Resolve Dice step.



# MAKE YOUR KING OF TOKYO ORIGINS EVOLVED!



To spice up your games, you can mix the Power cards from *King of Tokyo Origins* with the cards from *King of Tokyo* in three different ways:

1. Add the 14 new cards marked with the symbol .
2. Add all 50 cards (some of which will be duplicates).
3. Just add the ones you want.



## CREDITS

**Game Design:** Richard Garfield

**Game Development:** Richard Garfield & Skaff Elias

**Project Manager:** Florent Baudry & Max-Tobias Walter

**Translator:** Danni Loe

**Graphic Designer:** Frédéric Derlon

**Proofreader:** William Niebling

**Thanks:** Guillaume Gille Naves, Igor Polouchine

**Original Packager:** Origames

**Artwork:** Régis Torres

**Color:** Régis Torres, Anthony Wolf, Djib, Gabriel Bulik, Jonathan Silvestre, Romain Gaschet



**FOLLOW US ON:**



©2011-2024 IELLO SAS. IELLO, KING OF TOKYO, and their logos are trademarks of IELLO. All rights reserved. ©2016 ORIGAMES. ORIGAMES and its logo are trademarks of ORIGAMES.

**Contact for Europe:** IELLO - 9 avenue des Érables lot 341 - 54180 Heillecourt, France.

**US Importer:** FLAT RIVER Group LLC, 306 Reed St. BELDING MI 48809 USA - Phone: +1 616-794-5496  
contact@flatrivergroup.com - www.flatrivergroup.com

**WARNING!** Not suitable for children under 36 months due to small parts. Choking hazard.

Jeu en anglais. Importé au Canada par FLAT RIVER Group LLC. Made in Jiaxing, China by Whatz Games.

**WWW.IELLO.COM**



# WANT SOME MORE?



PLAY AS  
A TEAM  
TO DEFEAT  
THE TERRIFIC  
LAVA LORD!

SMALL  
EXPANSIONS  
WITH A LOT  
OF FUN!



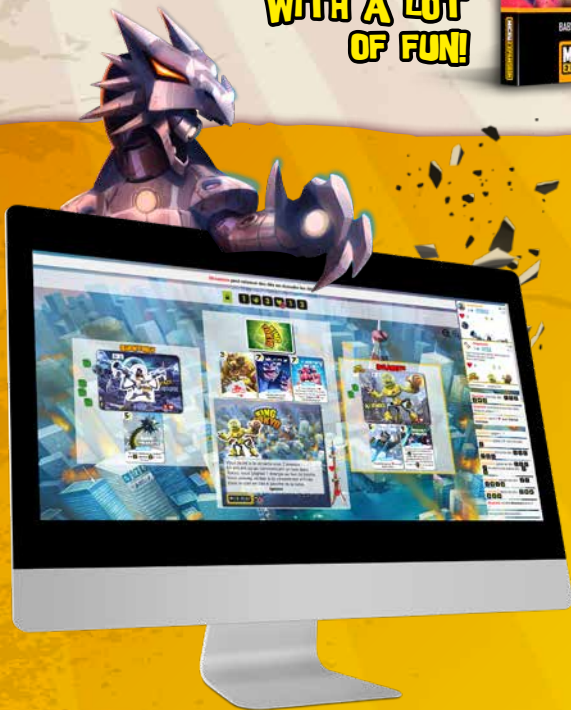
DISGUISE THEM WITH  
COSTUME CARDS!



-NEW-  
MECHANICS!

COLLECT  
LEGENDARY  
MONSTERS!

-NEW-  
POWERS!



## NOW PLAYABLE ONLINE

ON  
**BOARD  
GAME  
ARENA**

### KING OF TOKYO ON BGA:

- has all the fun of King of Tokyo
- organizes regular tournaments
- lets you challenge the entire BGA community
- guarantees that you'll always find a game to join

