



2-6



8+



30min

RICHARD GARFIELD

KING OF TOKYO™

POWER UP!

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. What's more, a new challenger has arrived in the city who will surely show his expertise in the art of the smash: the terrible Pandakai!

CONTENTS

- 1 rulebook
- 56 Evolution cards
- 16 Evolution cards for Cyber Bunny and Kraken (only available in the 1st Edition of King of Tokyo)
- 8 tokens (3 🐼, 3 🐸, 1 🐙, 1 ❄️)
- 1 Pandakai monster board
- 1 cardboard figure + stand



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Evolution cards give you a new way to play *King of Tokyo*.

Take the Evolution cards that correspond to the Monsters included in your box of *King of Tokyo*. The others are left in the box.


SETUP

Take the eight 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 two 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?

After the Resolve Dice phase, if a Monster has at least , **he draws two Evolution cards, keeps one 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 Tokyo) or for the effect of a Keep or another Evolution card. Being in 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 even be 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.

EVOLUTION CARD DESCRIPTION

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 seven Evolutions they just received, chooses one, and passes the remaining six 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.

CREDITS

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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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