

PLAYING WITH EVOLUTION CARDS

Evolution cards give you a new way to play *King of Tokyo*. You will find Evolution Cards in most *King of Tokyo* Expansions. To use them, make sure each player has the Evolution cards that match their Monster.




SETUP

Take the 8 Evolution cards belonging to your Monster, shuffle them, and make a face-down deck that you put in front of yourself.

Each Monster begins with 1 Evolution:

Draw 2 cards and choose 1 of them. Keep your chosen card in your hand (without showing it). Shuffle the other card back into your deck.

HOW TO EVOLVE?

After the Resolve Dice phase, if your Monster has at least   , **draw 2 Evolution cards, keep 1 in your hand** without showing it, and discard 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 a Keep card or another Evolution card. Being in Tokyo doesn't stop you from drawing Evolution cards.

If your deck is empty, reshuffle your discarded cards to make a new deck.

Keep your Evolutions in your 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 2 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 (In this case, it is referring to the Power cards.)*

EVOLUTION CARD DESCRIPTION

NAME OF THE MONSTER

Shows which Monster this Evolution belongs to.

TYPE OF EVOLUTION

An Evolution can be Temporary or Permanent.



SPECIES

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

NAME AND EFFECT OF THE EVOLUTION