

No. 1011
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RULEBOOK

DEFEAT THE UNKNOWN RULES



10¢

KING OF TOKYO DUEL TOKYO BAY

DESTROY
THE BAY!

If you already know the rules to King of Tokyo DUEL, you only need to look at the **TOKYO BAY** paragraphs.

CONTENTS AND GAME ELEMENTS

x6 MONSTER BOARDS

These boards represent the Monsters you play as in *King of Tokyo DUEL Tokyo Bay*. Each has a name **1**, special power **2**, and a starting ♥ value **3**.



x6 DICE



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

x2 MARKERS (FAME ★ AND DESTRUCTION 🏠)



These markers move back and forth on their respective tracks on the board.

x4 DICE TOKENS x2 EXTRA DICE



These tokens and dice can be gained through certain Power cards and effects.

x2 LIFE POINT TRACKERS

These wheels track your Life Points (♥). The 0 is represented by a 💀.

ENERGY CUBES ⚡



x1 BOARD

This board has 2 wide tracks: Fame and Destruction. There are also 3 spaces for Power cards.



x50 POWER CARDS

Power cards have a name **1**, a cost to pay in Energy cubes (⚡) **2**, a type **3**, and an effect **4**.



x2 STARTING TILES (FAME ★ AND DESTRUCTION 🗑️)



x14 DEBRIS TILES

These tiles will be placed on the board during the game. They all have a Debris bonus (♥, 🐾, ⚡, or 🗑️).



x12 SUPPORT TOKENS

Both identical sets of tokens represent each of the 6 die faces. Each token has an active and inactive side.



x4 FAN TOKENS

x4 SHIELD TOKENS

x3 KRAKEN TOKENS

x4 THE KING'S DEBRIS TILES

x1 H.A.D.E.S. TOKEN & R.A.M.P.A.R.T. PROTOCOL TILE

These elements are tied to their respective Monster's special power.



SETUP

- 1 Each player chooses a Monster board. Place it power side up in front of you, then take any additional pieces needed for your Monster's special power (see **CHOOSING MONSTERS** p. 13).

- 2 Each player takes a Life Point tracker. Adjust it to the number of ♥ shown on your Monster board.



TOKYO BAY

- 4 Shuffle all the Power cards and make a face-down deck as shown. Shuffle the 14 Debris tiles and make a stack.

- 5 Place the top 3 cards from the deck, face up, on the 3 spaces of the board.

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- 3 > Place the central board between you so that each of you is at one end of the tracks. Place the corresponding starting tile (★ or 🧑🏻 depending on the color) in the center of each wide track. Then place the ★ and 🧑🏻 markers on their respective starting tiles.

FAME AND DESTRUCTION TRACKS

The Monsters have taken the fight into the Bay, each trying to be the first to reach solid ground. When you pull the Fame marker (★) to your side of the board, advance towards the city with the support of the crowds and get closer to victory by becoming the most celebrated Monster. When you pull the Destruction marker (🧑🏻) to your side of the board, you ramble towards the city and get closer to victory by becoming the most feared Monster.

TOKYO BAY

- 6 > Each player takes a set of 6 Support tokens (in the color that matches their Life Point tracker). Place them active side up in front of you.

- 7 > Set aside the dice, extra dice, Energy cubes, and Dice tokens.



HOW TO PLAY

Take turns one at a time.

FIRST PLAYER

Each player rolls all 6 dice. The player who rolled the most 🐾 becomes the first player (in case of a tie, repeat this step).

Important: During their very first turn, the first player rolls 5 dice instead of 6. Meanwhile, the second player takes 1⚡ and places it in front of them.

TURN OVERVIEW

1. ROLL DICE

2. RESOLVE DICE

3. BUY POWER CARDS OR GAIN 1⚡

4. END YOUR TURN



1 ROLL DICE

On your turn, you may roll the dice up to 3 times. You may stop rolling at any time.

During your first roll, roll all 6 dice. Before your roll, you may discard Dice tokens 🎲 to roll an equal number of extra dice (you may have a maximum of 2 🎲 in front of you at any time). You may never roll more than 8 dice.

For later rolls, choose the dice you would like to reroll (set the others aside).

Before a new roll, you may always take back any dice that you set aside during a previous roll.

Once you have finished your 3 rolls or decided to stop, keep the dice in front of you. This is your Roll.

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Also add any Support tokens you gained during the previous turn to your Roll.

When a Power card or any other effect refers to your Roll, it refers to these dice and tokens.



2 RESOLVE DICE

You must resolve all dice in your Roll, in any order you choose, according to the symbols rolled:



SMASH

Your Rival takes 1 for each rolled. Each causes your Rival to lose 1 . If they lose their last , the appears on their Life Point tracker and you win the game (see **END OF THE GAME** p. 12).



HEAL

Gain 1 for each rolled. You cannot gain more than your starting (shown on your Monster board).



ENERGY

Gain 1 from the reserve for each rolled and place it in front of you. is represented by Energy cubes. Keep them in front of you until you spend them. If you gain , but there are none left in the reserve, use an appropriate substitute.



SPECIAL POWER

Check the special power on your **Monster board** (see **CHOOSING MONSTERS** p. 13).

If you have enough in your Roll, you may activate your special power multiple times.

You must activate your special power **entirely**, including any > or > effects, before you can activate your special power again.



FAME



DESTRUCTION

For each triple or rolled, pull the corresponding or marker 1 space towards you on its track.

For each additional matching symbol rolled, pull the or marker 1 additional space towards you.

Example:

+ + = Pull 1 marker.

+ + + + = Pull 3 markers.

PULLING ★ OR 🗑️ MARKERS

The ★ and 🗑️ markers can only be pulled onto tiles on their respective track. At any time, if you must pull the ★ or 🗑️ marker, check the state of the track and where the marker will end up.



Onto the next tile: Pull the corresponding marker onto this tile.

If this tile has a Debris bonus, apply it:

☀️ > Your Rival takes 1 ☀️.

♥️ > Gain 1 ♥️.

⚡ > Gain 1 ⚡.

🗑️ > Gain 1 🗑️. You can have up to 2 in front of you.



Onto a water zone (the track isn't complete and there's no tile for the marker to move onto):

> **Draw a Debris tile**, and **place it** on your side of the corresponding track.
Slide tiles if necessary (see p.9).

> **Then, pull the corresponding marker onto this tile** (and apply its Debris bonus, if any).

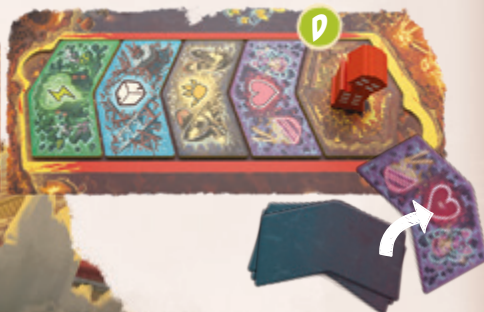


Onto a Victory zone on your side of the board (once the track is complete):

Do not move the corresponding marker.

Capture a Debris tile instead (see p. 9).

Examples :



TOKYO BAY

COMPLETE TRACKS

A track is complete if it has its starting tile and 4 Debris tiles. You should not see any water zones. No Debris tiles can be added to a complete track.

Example:



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CAPTURING A DEBRIS TILE

Draw a Debris tile from the stack, apply its Debris bonus, and place it in front of you (instead of placing it on the track). You win the game if you capture 3 Debris tiles (see **END OF THE GAME** p. 12).

TOKYO BAY

WATER ZONES & SLIDING TILES

A water zone is a space on a track that doesn't have any Debris tiles. You should not see any water zones on a complete track.

After placing a Debris tile on the board (to be able to move a marker) or removing one (through an effect), **slide the tiles on that track so they are adjacent and centered on the track**. Water zones, if there are any, must exist on both ends of the track. This way you can quickly check whether the track is complete.

Example:



Water Zones



LOST DICE AND SUPPORT TOKENS MODE

Note: We recommend playing with this mode by default to add more balance to your games, notably to help with unlucky Rolls. This mode can also be used in your games of King of Tokyo DUEL.

When resolving dice, treat a result as a "Lost Die" when it has no effect, such as:

- › If you have  or  but **not enough** to pull the  or  marker.
- › If you have , but **not enough** to activate your special power.
- › If you have  when your Life Points  are **at their maximum value**.

Note: Any other results, no matter the situation, cannot be treated as a Lost Die. Canceled or discarded dice are never treated as Lost Dice.

For each pair of Lost Dice in your Roll, you may gain one of the active Support tokens in front of you. Support tokens will reinforce your next turn, using these rules:

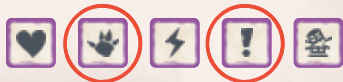
- › The Support token(s) gained **must** be added to your Roll on your **next turn**. Each token counts as an extra result of the chosen face.
- › A Support token is **fully** treated as a **die with the corresponding face** during the **2. RESOLVE DICE** step. It therefore interacts with all Power cards or special powers as normal dice do.
- › You cannot change the result of a Support token.
- › You must treat a Support token as a Lost Die if it meets the conditions.

Once a Support token is resolved in your Roll, it becomes inactive and you flip it to its inactive side. You cannot gain that token again for the rest of the game.

Example of a Roll:



- › Gain 2 Support tokens for the next turn, chosen from the active tokens in front of you:





BUY POWER CARDS

You may buy one or more face-up Power cards from the board (one at a time).

To do so, pay as many ⚡ as shown on the top-left of the chosen card. **The card in the rightmost space of the board always costs 1 less ⚡ than the cost shown.**

Each time you buy or discard a card, **slide the cards to the right** along the track to reveal the space closest to the deck. Reveal the top card of the deck and place it on the empty space. It is immediately available for you to buy. This means you may buy multiple cards with a reduced cost of -1⚡ back-to-back on the same turn.

You may also **spend 2⚡ to discard all 3 face-up Power cards and reveal 3 new ones, which are immediately available to buy.**

As long as you have ⚡ available, you may continue buying or discarding Power cards.

OR

GAIN 1 ⚡

If you do not want to or cannot buy any Power cards on your turn, **gain 1⚡**. Spending 2⚡ to discard all 3 Power cards does not count as buying Power cards.



TYPES OF POWER CARDS

There are 2 types of Power cards:

KEEP: Keep these Power cards face up in front of you until the end of the game (unless indicated otherwise).

DISCARD: Resolve these cards immediately, then discard them.

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REACTIVE KEEP: These cards are treated just like **KEEP** cards, but they have a different name to remind you that their effects activate during your Rival's turn.

4 END YOUR TURN

Certain Power card effects activate at the end of your turn. Resolve them in any order you choose.

Pass the dice to your Rival, who begins their turn starting with step 1. **ROLL DICE.**

END OF THE GAME

The game can end at any time. You are declared the winner if you fulfill any of the following conditions:

› Your Rival's ❤ are reduced to ☠.

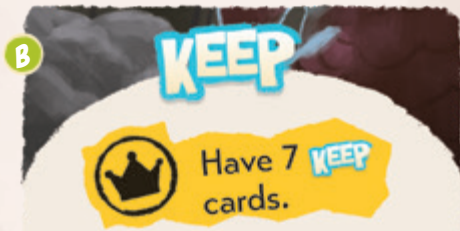
TOKYO BAY

A › Both tracks are complete (no visible water zones) and the ★ and 🧑 markers are both on the last tile of their respective tracks, on your side of the board.

› You capture your third Debris tile.

B › The victory condition on one of your **KEEP** cards (marked with 👑) is met. These cards can be gained throughout the game.

Example:



CHOOSING MONSTERS

COMPATIBILITY KING OF TOKYO DUEL

You can also choose to play with any Monster from the King of Tokyo DUEL line. They are all compatible with this game.



DIFFICULTY 1

SETUP: Place the  token on the starting zone of your R.A.M.P.A.R.T. Protocol tile.

Move the token in the direction of the arrows. With each move, gain the bonus of the new zone. There is no limit to the number of times you can complete a loop around the tile.



Gain
1 .



Pull
1 .



Your Rival
takes 3 .

H.A.D.E.S. gives you access to several bonuses. Identify the right time to use and gain them.



Example of a Roll:





13♥

GIGAREX

PREHISTORIC RAGE

! > You and your Rival take 1★.

+ !! > Your Rival takes 3 more★.



14♥

PAGURA

TREASURE HUNTER

X ! > Reveal X cards from the deck. Fish the revealed cards, then place them on the bottom of the deck.

DIFFICULTY

1

When Gigarex is angry, they're ready to hurt anyone in their rage (including themselves)! Deal damage to your Rival, but make sure to have enough Life Points to absorb the counter attacks!

Example of a Roll:



1+3=4★ (Rival),
1★ (Gigarex)

1★ (Rival),
1★ (Gigarex)

2 Lost
Dice

DIFFICULTY

2

Fish: For each symbol in the effect zone of a revealed card, gain the corresponding bonus:

★ > Your Rival takes 1★.

♥ > Gain 1♥.

⚡ > Gain 1⚡.

🗡️ > Gain 1🗡️ (max. 2 in front of you).

At least ★ and 🗡️ > Pull 1★ and 1🗡️.

Ignore all other symbols: 🗡️ without ★ and vice versa, ⚡, ♥, 🗡️, !, 🗡️, 🗡️, etc.

During a treasure hunt, you don't always find what you're looking for. With Pagura, make sure you have enough ! in your Roll to fish the best bonuses.

Example of a Roll:



+2♥
+1🗡️

1★
2

Pull 1🗡️



No eligible symbol.





IRON BACK

! > Gain 1!

OR

! > For each ! you have, gain 1⚡ or your Rival takes 1⚡. Discard all your !.

DIFFICULTY 2

SETUP: Take the 4 ! tokens and make a reserve near you. You start the game with no !.

Iron Back has 2 special powers: gain ! or exchange them. During step 2. **RESOLVE DICE**, choose which one will be active that turn.

! : When you take ⚡, you may choose to discard 1! instead of losing 1♥.

Iron Back can accumulate up to 4!, which makes him particularly resistant to ⚡. If you don't need protection, discard all your ! to exchange them for ⚡ or make a powerful attack.



Example of a Roll:
first special power



+2!

Pull 1★

+1♥

Example of a Roll:
second special power



2⚡ or
+2⚡

3 Lost
Dice

2★



Discard
your 2!.



DIFFICULTY



SETUP: Take the 3 tokens and make a reserve near you. Each token is double-sided and associated with a die face.

When you take 1 token, choose one from your reserve and place it in front of you. On your next turn, during step 1. **ROLL DICE**, you may keep rerolling dice with the face on the token. Return the token to your reserve after finishing your rolls.

When you give 1 token to your Rival, choose one from your reserve and place it in front of your Rival. On their next turn, during step 1. **ROLL DICE**, they cannot reroll dice with the face on the chosen token. Return the token to your reserve after they finish their rolls.

Kraken has a lot of influence over dice. Use its power to avoid certain results when rerolling, or to force your Rival to keep them, delaying their strategy.

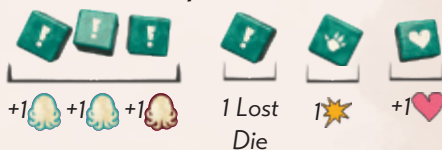


On your turn, you may reroll the face shown as many times as you want:
♥ / ✎ / ★.



On their turn, your Rival cannot reroll the face shown: ♥ / ✎ / ★.

Example of a Roll:





➤ Reveal the top  token from the stack.

DIFFICULTY



SETUP: Shuffle the 4  tokens and make a stack, face down.

When you reveal a  , place it in front of you. During step 3. **BUY POWER CARDS** OR **GAIN 1⚡**, you may discard all or some of the  in front of you to activate their effects (see right).

If you must reveal a  and the stack is empty, make a new stack by shuffling the discarded  then reveal the top  as normal.

Cyber Bunny's fan club loves to give him new gadgets. Identify the most interesting cards and buy them at the lowest cost to strengthen your mastery of the game.

IMPORTANT: Games with Cyber Bunny can last longer than with other Monsters. This is due to its tendency to buy cards.



Discard the 3 available Power cards and reveal 3 new ones. Gain 1⚡.



Draw 5 Power cards, choose 1, and exchange it with one of the 3 available cards. Shuffle the remaining cards and the exchanged card back into the deck.

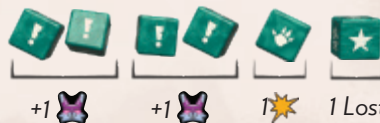


Reduce the cost of all Power cards you buy this turn by 1⚡.



Reduce the cost of 1 Power card you buy this turn by 3⚡.

Example of a Roll:



+1 

+1 

1⚡

1 Lost Die

THE KING'S DEBRIS TILES*

SETUP: Take The King's 4 Debris tiles and make a reserve near you.



Choose a Debris tile from your reserve and add it to the top of the stack of Debris tiles.

The King's Debris tiles are treated like regular Debris tiles, except for how you activate them:

When The King's Debris bonus is applied (by you, your Rival, or an effect), it's always The King who gains the corresponding Debris bonus. The King's Rival never gains a Debris bonus when activating these tiles.



Example:



* To play with The King from King of Tokyo, you need to adapt the rule for his special power. Therefore, you do not use The King's Buzz tokens included in King of Tokyo DUEL.

KING
TOKYO
DUEL

COMPATIBILITY

KING
TOKYO
DUEL
TOKYO BAY

All Monsters from the King of Tokyo DUEL line are compatible with all DUEL boxes.

It is not recommended to shuffle the Power cards from different games together, especially since certain cards are tied to board mechanics unique to each box (Debris tiles or Buzz tokens for instance). Modifying the deck risks unbalancing certain effects and mechanics. Of course, you are free to personalize your games as you like!

Power cards from *King of Tokyo DUEL Tokyo Bay* are marked with the **TB** symbol.



ACHIEVEMENTS

We identified a few actions you can do that deserve to be celebrated. If you meet the condition of one of the achievements on the sides of the box, mark it with the corresponding sticker. If you accomplish all the achievements, congratulations: Tokyo Bay belongs to you!



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EXPLORE THE KING OF TOKYO DUEL UNIVERSE

