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RICHARD GARFIELD

KING OF TOKYO



HALLOWEEN

It's Halloween and you are invited to a party! Please bring your best costume for the contest. Who will be the better looking Monster? Two new guests to play with: Meet the incredible Pumpkin Jack and the scary Boogie Woogie! Both monsters are coming with their own unique set of Evolution cards.

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COLLECTOR PACK 1

CONTENTS

- 1 Rules booklet
- 16 Evolution cards
- 1 Pumpkin Jack Monster Board
- 1 Boogie Woogie Monster Board
- 2 cardboard figures & 2 plastic stands
- 1 set of Halloween Dice
- 12 Costume cards
- 1 preview and exclusive King of New York promo card, for Richard Garfield's next game based on King of Tokyo!

SETTING UP

- Shuffle the Costume cards with your regular deck of cards.

- **Optional rule:** Every player starts with one random Costume. Shuffle the others with the deck of cards.

- Each player chooses a Monster, then takes and shuffles the stack of 8 Evolution cards that are associated with that monster.

- **Optional rules:** You can use any optional rules from Power Up! instead.

HOW TO PLAY?

COSTUMES

Costumes are played as Keep cards and can be bought at the end of your turn.

- There is no limit on the number of Costumes you can have at the same time. Yeah your Gigazaur can be a Zombie Princess!
- They can also be stolen: If a monster ends his rolls with at least 3  he can steal Costumes from any Monster he damages by paying the Monster the cost of the Costume in energy. As many Costumes can be stolen at once as long as a monster has energy to pay for them. Stealing a Costume does not negate the damage - you still deal the damage you would normally deal.

EVOLUTION CARDS

Note: *Evolution cards have first appeared in the expansion King of Tokyo: Power Up! If you want to play with the Evolution cards, be sure that you have this expansion so every player can have his deck of Evolution cards.*

COSTUME CARD DESCRIPTION

COST

NAME



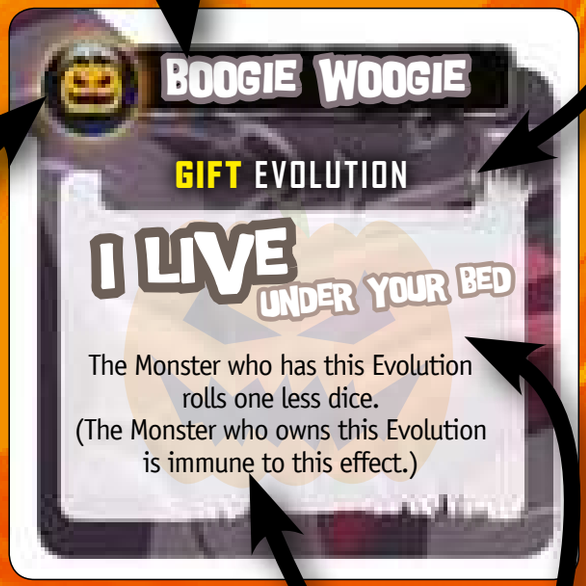
COSTUMES
are played as Keep cards but can be stolen by a Monster who attacks you.

EFFECT

EVOLUTION CARD DESCRIPTION

NAME
It tells to which Monster this Evolution belongs.

EVOLUTION
An Evolution can be either Permanent, Temporary or Gift.



SPECIES
Each Monster belongs to a different species. Boogie Woogie and Pumpkin Jack belong to Halloween. This will be useful for tournament rules and future expansions.

NAME & EFFECT OF THE EVOLUTION

If a monster ends his rolls with at least 3 , he draws the top Evolution of his deck, keeping it secret. The hearts do not need to to be used to regain life, and a player can even use the hearts to draw an Evolution when in Tokyo. The card does not replace healing, it comes in addition to any healing that would normally occur. If you run out of Evolution cards, a roll of 3  won't do anything special.

Monsters keep their evolutions secret until they want to play them – which can be at any time. There are three kinds of Evolutions:

- ***Temporary Evolution:*** *They are discarded after being played.*
- ***Permanent Evolution:*** *They stay in play after they have been revealed.*
- ***Gift Evolution:*** *Some Evolution cards for both Pumpkin Jack and Boogie Woogie have a new mechanic which is entertaining – they can be passed to other players when you deal damage. They stay in play like Permanent Evolution. After they have been revealed, they may be passed to another Monster when the Monster who has the Evolution deals damage to him.*

The owner of a Gift Evolution is always the Monster who plays it in the first place, but the effect affects the Monster who currently has it if different from the owner.

Power cards that refer to 'cards' in the base set never apply to Evolutions.

CREDITS

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