

King Of Tokyo: Revenge of the Humans

A solo/co-op variant originally by Daniele Castriotta,
modified by Andrew Domino – Domino Writing (www.dominowriting.com/tabletop-gaming-3)

Finally you are King of Tokyo, and then the Humans want their city back. They even have a pet to help them do it. These rules are written for the core rules set (either edition).

Setup: Choose a Monster for you (and for each other player). Another monster becomes the Human Monster, controlled by the game.

The Game: Take your turn like normal. Decide randomly which player goes first (the Human Monster will never go first).

HUMAN MONSTER TURN: One player rolls the dice for it **ONE TIME** (there are no rerolls).

For **Victory Points** the Human Monster only needs 2 dice with the same number. Every additional die with the same number adds 1 point.

With **hearts** it can heal itself even if it is in Tokyo.

With **claws** it attacks other players as in the normal rules.

If the Human Monster rolls 3 or more energy, a card held by a random other player is immediately discarded (the player chooses which card). If the Human Monster rolls 1 or 2 energy, discard the 3 cards in the display and draw 3 new ones.

IN TOKYO: Whenever the Human Monster is in Tokyo and is damaged, roll 1 die at the end of the attacker's turn. If the result is a number, the monster will leave Tokyo. If it is anything else, it will stay in Tokyo. The Human Monster will automatically leave Tokyo if it is at 5 hearts or fewer (no need to roll the die).