

ELIMINATED PLAYER RULES

Glossary:

KO'd Monster: Monsters who have dropped to 0♥.

Zombie Monster (once per game): KO'd Monsters who re-joined the board through 🟡.

Active Monster: Non-Zombie Monsters who have 1♥ or more.

Token Monster: Monster used by all KO'd Monsters during their respective turns

What to do when KO'd

- Roll for 🟡 to Come back as a Zombie (See Re-joining the Board).
- Collect 20★ while KO'd/Zombie and Come Back by Popular Demand (See Re-joining the Board).
- Control Units to attack Monsters on the board.
- Summon/Use a Token Monster.

KO'd Monster rules

- KO'd Monsters don't have a Buy Cards phase.
- KO'd Monsters keep their Keep cards and applicable effects (intended for cards with dice roll outcome cards, will have to check individual card cases for final ruling).
- KO'd Monsters lose Superstar and Statue of Liberty the moment they become KO'd Monsters, and can't gain them while KO'd.
- KO'd Monsters drop to 0★ the moment they go from Active to KO'd Monsters, but are able to gain ★ while KO'd/Zombie and become Active Monsters if they reach 20★.
- KO'd Monsters don't lose ⚡ gained while Active, don't gain ⚡ for any reason while KO'd, and can't use ⚡ for any reason while KO'd (they keep it in case they came back into play)
- Unit Attack: units attack Active and Zombie Monsters by rolling 4 to 6 🎲. Units that attack from KO'd command cannot KO Active Monsters, they can only take them down to 1♥, after that Active Monsters take no damage (Zombie Monsters can be KO'd by this action).
- Summon Token Monster: by rolling 3 or more 🟡 (see Token Monster Rules for how to control).

Token Monster Rules (use a KoT Monster, expansion Monster, or a token): The Token Monster is placed into any available borough except Manhattan during the Resolve phase and is controlled by all KO'd Monsters in their respective turns.

- Token Monster has 1♥ and can't gain ♥.
- There can only be one Token Monster on the board at a time.
- There's no limit to how many times the Token Monster can be summoned.
- Token Monster can't KO Active Monsters, it can only bring them down to 1♥, after that Active Monsters take no damage (Zombie Monsters can be KO'd by this action).
- When Token Monster is summoned, the Monster that summoned it chooses an eligible borough to place it and it immediately attacks Manhattan with 1♥ + 1♥ per additional 🟡 after the 3 🟡 needed to summon it (🟡:♥, 3:1, 4:2, 5:3, 6:4).
- The following turns after summoned, the Token Monster only inflict half ♥ rounded up (🟡:♥, 1/2:1, 3/4:2, 5/6:3)
- All cards that affect damage dealt, apply to Token Monster (double damage, area damage, etc.).
- Token Monster is the shared Monster of all KO'd Monsters, if the KO'd Monster chooses to keep 🟡 and/or 🟡, Token Monster uses them to attack or destroy only Buildings.
- Token Monster only has Earnings, Roll, Resolve, Move and End phases (it can't spend ⚡), and can take Manhattan as any other Monster would, the KO'd Monster in turn gains 1★ for taking Manhattan with the Token Monster.
- Token Monster does not move up Manhattan, it stays in Stage 1 (KO'd Monsters gain 1★ from the Token Monster in the Earnings phase of their respective turn, but don't gain ⚡).
- If there are no KO'd Monsters to control the Token Monster (case where they all became Zombies or Active), it is removed from the board. If Manhattan becomes available when Token Monster is removed this way, it will remain empty until the next Monster's Move phase.

Re-joining the Board

- **He Came Back As A Zombie!** You may do this only once per game by rolling 4 to 6 🟡. You come back into play with all your Keep cards, ★ gained while KO'd, and stored ⚡. You can heal as any Active Monster would except you have 5♥ limit. You are placed on an available borough (except Manhattan) during the Resolve phase. You can gain ★ but can't win by ★ while Zombie. If you're KO'd while Zombie, you don't lose your ★. Zombie Monsters only inflict half ♥ rounded up (🟡:♥, 1/2:1, 3/4:2, 5/6:3) and can't control the Token Monster.
- **Back by Popular Demand:** You may do this only once per game by collecting 20★ while KO'd/Zombie. You become an Active Monster with all your Keep cards, stored ⚡ and 0★. You are placed on an available borough (except Manhattan) the moment you reach 20★. If you are the 5th Monster on the board, you move into Manhattan and collect the reward.

Dice Resolution options while KO'd:

HEAL

- 4 🟡: come back as a Zombie with 3♥ (out of 5♥) + 1♥ for each additional 🟡 (🟡:♥, 4:3, 5:4, 6:5, maximum 5♥).

CELEBRITY

- 🟡: 1★ (additional 🟡: You+2★, Active Monsters -1★).

OUCH!

- 4 🎲: all units attack in their boroughs.
- 5 🎲: all units attack with ½ damage rounded up (add all units in the board, half the result and round it up, all Monsters on the board take that damage).
- 6 🎲: all units attack all boroughs (add all units in the board and damage all Monsters on the board)

ATTACK

- 3 🟡 (if Token Monster is not in Play): Summon Token Monster and attack Manhattan with 1♥ + 1♥ per additional 🟡 (🟡:♥, 3:1, 4:2, 5:3, 6:4).
- 🟡 (If Token Monster is in Play): -1♥ to Monster per every 2 🟡 with Token Monster (🟡:♥, 1/2:1, 3/4:2, 5/6:3).

DESTRUCTION

- 🟡: No effect if Token Monster is not in play.
- 🟡 (If Token Monster is in Play): used only to destroy buildings and can be resolved in the same turn the Token Monster is summoned (can apply card effects that add 🟡 to the result, but can't apply cards effects that make 🟡 exclusively for Units, or prevent from destroying Buildings)

ENERGY

- ⚡: No effect, but can apply card effects to ⚡.

ONE OF EACH (♥ ★ 🎲 🟡 🟡 ⚡)

Treat it as a ONE OF A KIND of any of the 6 possibilities (6 🟡, 6 🟡, 6 🟡, 6 🟡 or 6 🟡)