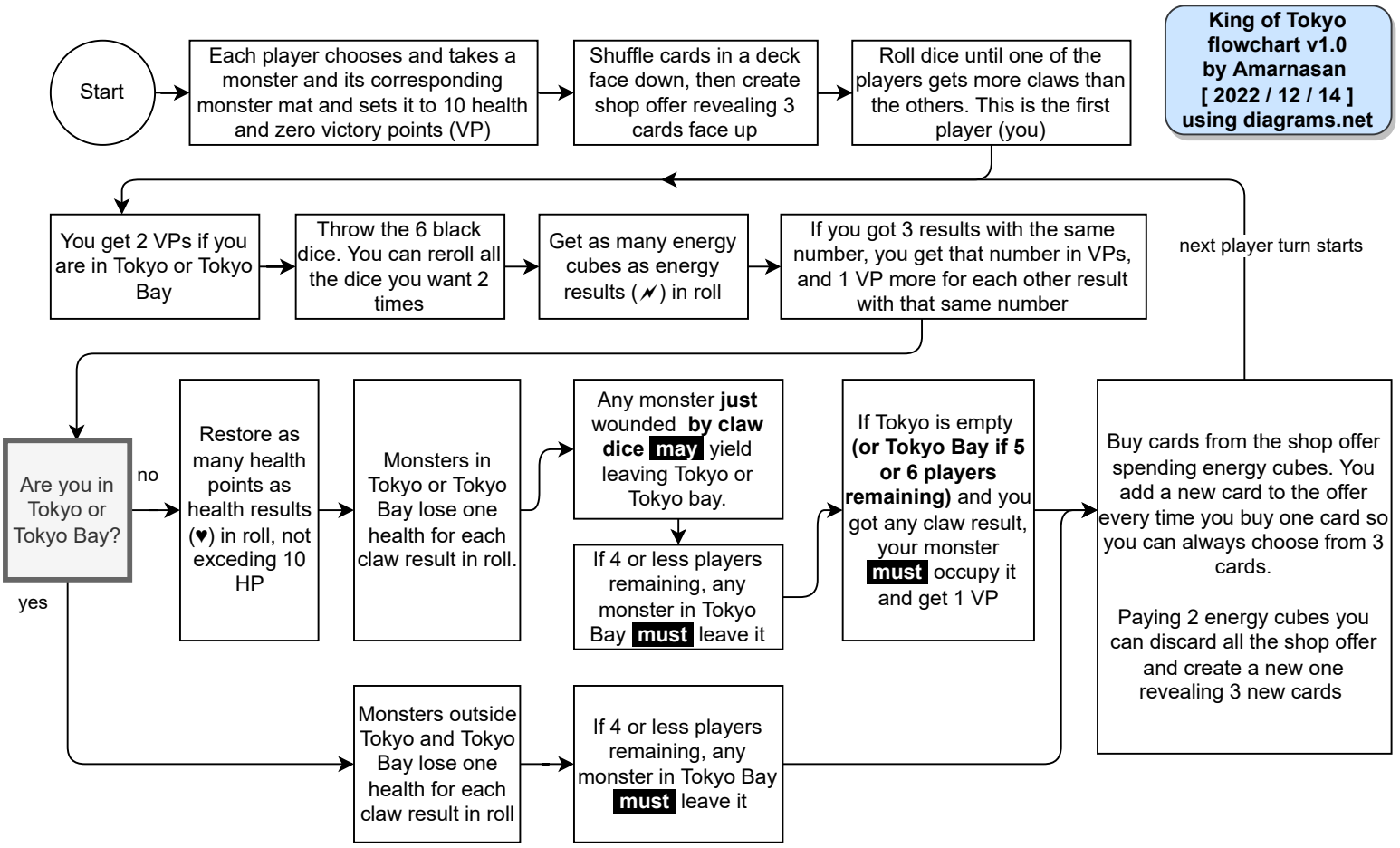
King of Tokyo flowchart v1.0 by Amarnasan [2022 / 12 / 14] using diagrams.net
Start
Each player chooses and takes a monster and its corresponding monster mat and sets it to 10 health and zero victory points (VP)
Shuffle cards in a deck face down, then create shop offer revealing 3 cards face up
Roll dice until one of the players gets more claws than the others. This is the first player (you)
next player turn starts
You get 2 VPs if you are in Tokyo or Tokyo Bay
Throw the 6 black dice. You can reroll all the dice you want 2 times
Get as many energy cubes as energy results (⚡) in roll
If you got 3 results with the same number, you get that number in VPs, and 1 VP more for each other result with that same number
Are you in Tokyo or Tokyo Bay?
no
yes
Restore as many health points as health results (♥) in roll, not exceding 10 HP
Monsters in Tokyo or Tokyo Bay lose one health for each claw result in roll.
Any monster just wounded by claw dice may yield leaving Tokyo or Tokyo bay.
If 4 or less players remaining, any monster in Tokyo Bay must leave it
If Tokyo is empty (or Tokyo Bay if 5 or 6 players remaining) and you got any claw result, your monster must occupy it and get 1 VP
Buy cards from the shop offer spending energy cubes. You add a new card to the offer every time you buy one card so you can always choose from 3 cards.
Paying 2 energy cubes you can discard all the shop offer and create a new one revealing 3 new cards
Monsters outside Tokyo and Tokyo Bay lose one health for each claw result in roll
If 4 or less players remaining, any monster in Tokyo Bay must leave it