King Of New Tokyo
a game for 3-4 players using all components of the piecepack
+ four 8-sided dice, or another way to track "Health"
by Don Riddle

Setup
Place the 4 "Ace" tiles touching only at corners in a cross pattern with a "hole" in the center. These tiles are henceforth called "the Districts." The "hole" in the center is "New Tokyo."
Place each player's chosen pawn onto the ""District" tile that matches the pawn's color.
Each player starts with 8 "Health".
Separate the other 20 tiles and the 24 coins into piles by the number/symbol on their faces.
Randomly decide which player will take the first turn.

Turns
At the start of a turn, the player rolls all 4 piecepack dice. They may reroll any or all of the dice up to **2** times, stopping at any time. When they decide to stop rolling, they earn rewards based on the results showing on the dice.

For each "Ace" symbol showing, the player earns a "hit". If the player is in the Districts, each "hit" does 1 damage to the player in New Tokyo; if the player is in New Tokyo, each "hit" does 1 damage to <u>each other</u> player.
When a player in New Tokyo is damaged in this way, they may decide to give up New Tokyo to the player who "hit" them. The "hit" player moves their pawn to their District, and the player who "hit" them **must** move into New Tokyo *and earns an "A" coin*. **A held "A" coin is worth 1 point, or it can be returned to the supply to earn a one-time extra reroll of the dice. *"A" coins may not be turned in for tiles (described below).***
If a player at 1 "Health" takes a damage *(and cannot prevent it)*, they are "Knocked Out." That player lays their pawn on its side and returns all held coins and tiles to the supply. They are out of the game.
If a player *begins* their turn in New Tokyo, they earn a **0** coin before they roll the dice.

Special Note: The player who rolls the first "hit" result in the game <u>must</u> move into New Tokyo, but no damage is done.

If there are 3 matching numbers showing on the rolled dice: the player earns a **coin** matching that value *(for example, if the dice showed three 3's, the player would earn a "3" coin)*.
At the start of their turn, a player may return 2 matching coins to the supply to take a tile of the same value *(for example, returning two "4" coins for a "4" tile)*. A player *may* return more than 1 matching set this way on one turn, but may <u>only</u> do this at the start of their turn before rolling dice.

If there are 4 matching numbers showing on the rolled dice: the player earns a **tile** matching that value.

"Pairs" on the dice *(2 matching numbers)* do not earn any reward.

Special Note: <u>Any time a player earns a coin or tile, and there are no more of the earned item in the supply, they take the earned item from another player of their choice.</u>

0's on the dice are a special case. They can be used as matching number sets, as above, to earn coins or tiles; *or* **0**'s on the dice can be used to "heal" damage. For each **0** used in this way, return 1 "Health" to the using player. ***Furthermore, when a player would be damaged on another player's turn, they may turn in any number of held 0 coins and/or 0 tiles to prevent 1 damage for each.***

End of the game and Winning the game
The game ends in one of 3 ways:

1) Stronger – When only 1 player remains who is not "Knocked Out", that player immediately wins the game.

2) Better – When, at the start of their turn, a player declares that they have 12 points, that player immediately wins the game. **"A" coins are worth 1 point each, *all other coins are worth 0 points*, and tiles are worth a number of points equal to their printed value.** *A player **may** turn in matching coins to take tiles **and** declare the 12 point winning condition on the same turn.*

3) Cooler – When, at the start of their turn, a player declares that they have four "**0**" items in any combination of coins or tiles, that player immediately wins the game.

Special rule for 3 player game
At the start of the game, remove 1 coin and tile of each value *(except "A" coins, **0** coins and **0** tiles)* from the game.