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**Golden Rule:** The text on Events, Citizen Heroes Character Sheets, and Disaster Sheets, supersedes the general rules written in this book.

**Discard:** Remove specified type of card from the designated area and place in the specified discard pile. If it does not specify, assume it refers to the discard pile matching the same type discarded card(s).


**Move Danger Level Track:** Move slider the up or down the specified number.


**Place Danger Tokens:** Take specified number of tokens and place them where designated. The game comes with more than enough Danger Tokens but for some reason the supply does not have enough, use a suitable replacement.


**Destroy [building] piece:** Remove the specified number of building pieces from the specified building. Place next to the Disaster Sheet. There is a possibility that they may reenter the game.


**Regroup Action:** Remove and discard any number of First Responders from Recruitment Area. Replace that many from the top of the First Responders Deck

Symbols

 **Danger Token:** Add to Citizens in City Area if they do not move during End of Turn Upkeep or if Disaster Event calls for it.

 **Danger Value:** Raise Danger Level Track equal to the amount in this symbol.

 **Citizen Value and Hero Points:** Raise Hero Point Track equal to the number in the symbol or use Hero Points from Track to cancel Disaster Events.

 **Hero Token:** Use for various actions including many Free Actions listed on each Citizen Hero Sheet.

 **Extreme Disaster Token:** Place this token on Disaster Sheet when a triggered event has this symbol.

 ? = Any Number     = Any Color

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FAQ

**Q:** What happens to the Danger Tokens that are on a citizen in the City Area when they are rescued or become missing?

**A:** Return any Danger Tokens to the supply.

**Q:** What happens to the Danger Tokens when the Citizen Support - Martyr is used to exchange with a citizen in the City Area that has Danger Tokens on them?

**A:** Perform the exchange, then return any Danger Tokens to the supply.

**Q:** Do Danger Tokens get added onto citizens in the City Area when there are no cards left in the Citizen Deck?

**A:** It depends. All citizens in the City Area will move when the Deck is empty therefore no Danger Tokens will be placed. On the other hand, Danger Tokens may still be added if called for by a Disaster Event.

**Q:** Can a Captain First Responder be used when a citizen requires any color First Responder to rescue?

**A:** Yes. Any Captain can be used. It fills both the "any color" and "specified number" requirements.

**Q:** What does Destroy Building Piece actually mean?

**A:** When a card says to destroy a specific building piece, remove one of the three pieces from that building and place it next to the Disaster Sheet. If there are none to remove, do nothing. If all 9 building pieces are destroyed, the game ends immediately.

CITIZEN HEROES



Recruit, Rally, and Rescue!

CITIZEN HEROES

Rules as of January 2021 IN PROCESS



GAME OVERVIEW

*In Citizen Heroes, a Natural Disaster (such as a Flood, Earthquake, or Inferno) is striking your town of Metroville. You are citizens of Metroville who will need to become Heroes by working together to recruit First Responders, rally them, and use them to rescue your fellow citizens, all the while ensuring that the Disaster does not destroy your city.*

Recruit, Rally, and Rescue!

Win Condition and Lose Conditions

Citizen Heroes win:

Survive the Disaster by emptying the entire Citizen Deck and the City Area of citizens before any of the below happen first.

Citizen Heroes lose:

Citizen Heroes will IMMEDIATELY lose the game if any of these things happen:

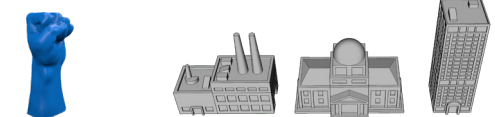
- The Disaster Danger Level Track reaches the end before the entire Citizen Deck and the City Area are empty of Citizens.
- All 9 city building pieces have been destroyed by the Disaster.
- The Metroville Mayor AND the Deputy Mayor become Missing to the Disaster.

COMPONENTS

12" x 18" Tri-fold Board



1 Last Player Marker    Three 3-Piece Buildings



15 Danger Tokens    10 Hero Tokens



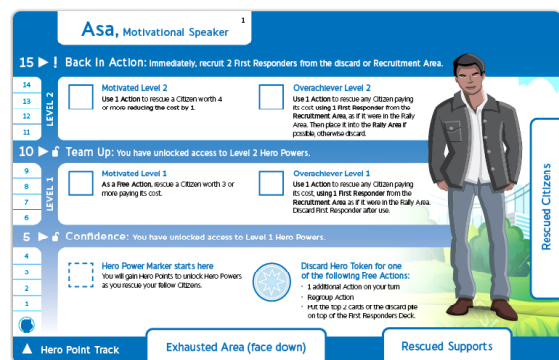
5 Hero Power Marker Cubes    3 Extreme Disaster Tokens



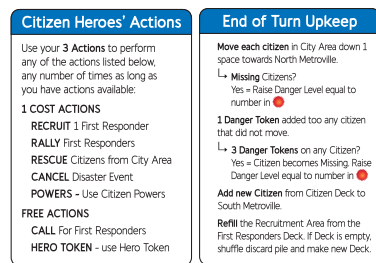
6 Track Sliders (5 Hero and 1 Disaster)



# Character Sheets, Disaster Sheets and Player Aids



6 Citizen Heroes Character Sheets



5 Double-Sided Player Aids



3 Disaster Sheets

## Card types

### 36 First Responders

8 of four types (two each number 1-4) 4 Captains (one each)



Card Back

### 35 Citizens

Citizens (23) Citizen Supports (7)



Very Important Citizens (5)

Card Back

### 54 Disaster Events (18 each Disaster)



Card Back

3. Add new citizen: Draw the top card from the Citizen Deck and place it face up in South Metroville. If the Citizen Deck is empty, skip this step.

**IMPORTANT:** When the Citizen Deck is empty, there will no longer be citizens to add to the City Area. When this happens, ALL citizens move down during the End of Player Upkeep regardless of whether there is another citizen directly to their right.

Because citizens will always move after the Citizen Deck is empty, **Danger Tokens will ONLY be placed on citizens in the City Area if a Disaster Event calls for it.**

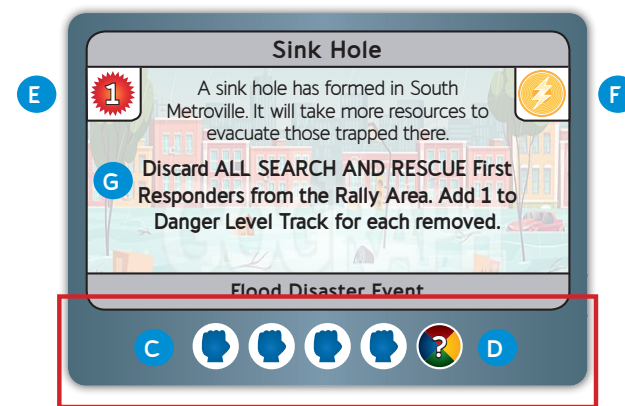
4. Refill Recruitment Area: Draw cards from the First Responders Deck and place face up in any empty spot in the Recruitment Area. If Deck is empty, shuffle discard pile and continue.

## Disaster Turn

Remember, there should be one player responsible for managing the Disaster Turn. Turn the top card of the Disaster Events Deck face up so all players can see it. Read aloud flavor text and all subsequent text of the event. This is the active Disaster Event.

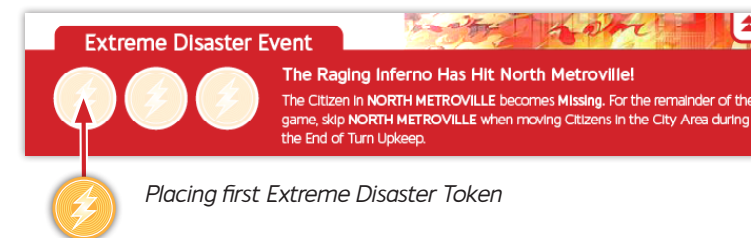
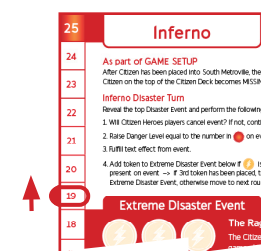
Once this has been done, the players as a group have the opportunity to **cancel the event**. To cancel the event, do the following:

- As a group, **spend Hero Points** from your Hero Point Tracks equal to the number of **C** icons (**C**) on the bottom of the Disaster Event. These may come from as many players as needed.
- Discard** First Responders identified by their icons (**D**) listed at the bottom of the Disaster Event, from the **Rally Area**.

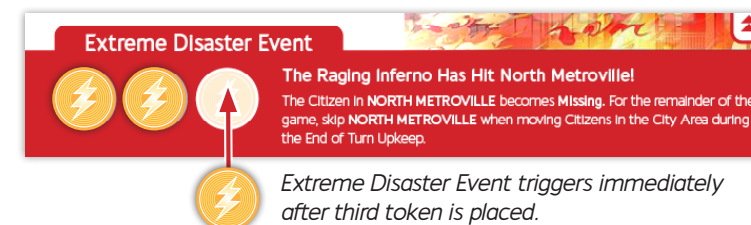


If the players decide not to cancel the Disaster Event, or do not have the resources to do so, the event triggers. When triggered, do the following:

- Danger Level Value: Move the **Danger Level Track** up equal to the number in the **E** icon (**E**) in the upper left side of the Disaster Event.
- Add **Extreme Disaster Token** to the bottom of the Disaster Sheet if the **F** icon (**F**) is present in the upper right of the active Disaster Event.



If the third Extreme Disaster Token is placed onto the Disaster sheet, the **Extreme Disaster triggers**. Perform text effect immediately.



- Complete the **text effect** (**G**) on the Disaster Event. See Index on the next page for a list of different Disaster Event text effects and their meanings.

## End of Disaster Turn (No Upkeep)

After the Disaster Turn concludes, any citizens in the City Area are considered to be taking cover and therefore:

- Do not move down the City Area
- Do not gain Danger Tokens.
- Do not turn a new card face up from the Citizen Deck.
- Do not refill Recruitment Area even if there are empty spaces.

The game continues until the Citizen Deck AND the City Area are empty. If this happens the Citizen Heroes win!

On the other hand, if first the Danger Level Track reaches the end or all 9 building pieces are destroyed or the Mayor and Deputy Mayor have become missing, the game ends immediately and the Citizen Heroes lose.

• Use Citizen Hero Powers

Anytime during your turn, you may make use your Hero Powers. Some powers may be used for free. Below is an example of how Hero Powers work.

- 1 Your slider MUST reach at least 5 on your Hero Point Track to unlock Level 1 Hero Powers.
- 2 You MUST reach at least 10 on your Hero Point Track to unlock Level 2 Hero Powers.
- 3 Once you have unlocked access to any level of Hero Powers and decide to use one, move your blue tracking cube to the square next to the desired power. **You cannot use the same power twice in a row.** You MUST use another power before you can use a power again.

- 4 When reaching 15, you have access to a new power. It will either be ONGOING or IMMEDIATE. ONGOING is active for the remainder of the game even if your Hero Point Track drops below 15. IMMEDIATE happens once but may be activated again if your Hero Point Track drops below 15 then returns.

NOTE: Once you reach the threshold to unlock Level 1, Level 2 and ONGOING Hero Powers, you will not have to unlock them again even if your Hero Point Track drops below the threshold.

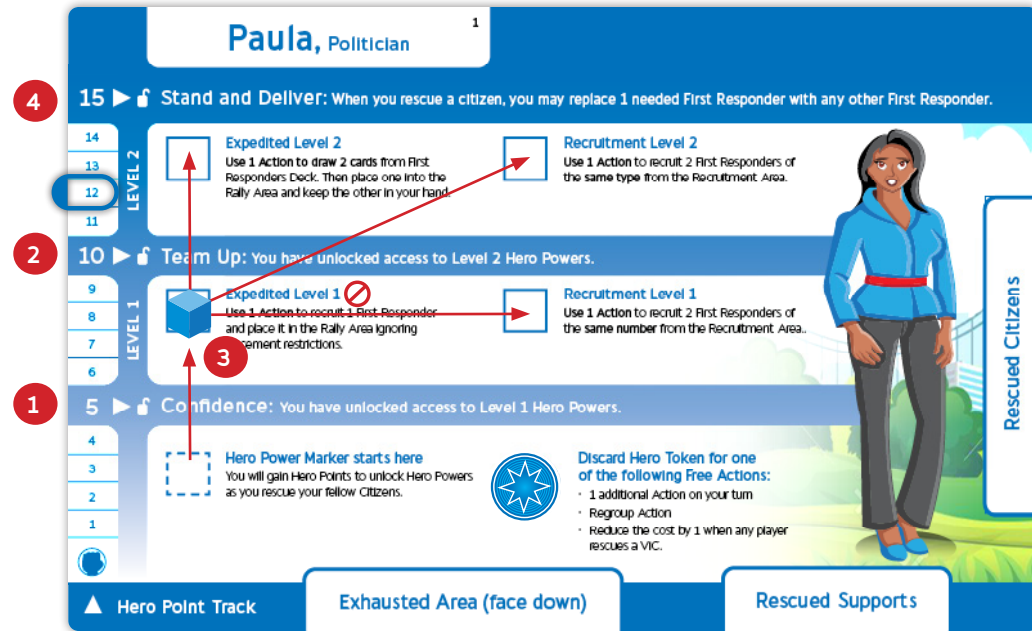
FREE Actions

• Call For First Responders

As a FREE action, once per turn, you may say "I'm Calling for First Responders". ONE other Citizen Hero may give you one First Responder from their hand. You may ask for a specific card. **Supports** that have been previously rescued by other players CANNOT be given to the player calling for First Responders.

• Hero Token

As a FREE action, once per turn, you may discard one Hero Token to perform a Hero Token action listed on your Citizen Hero Sheet. One action common to many is Regroup. When you Regroup, discard as many First Responders from the Recruitment Area as you wish and replace them from the top of the First Responders Deck.



End of Player Turn Upkeep

The Player Aid contains an abbreviated version of the below upkeep procedure.

1. **Move Citizens:** After each player finishes their turn, citizens remaining in the City Area move one space towards the left of the board. **Citizens will only move if all spaces to their right contain other citizens.** The citizen in South Metroville will always move even if the Citizen Deck is empty.

If all spaces in the City Area are occupied when citizens move, the citizen in North Metroville will have to slide up and out of the City Area. This citizen becomes **MISSING**.

NOTE: It is possible for citizens to become missing in other ways.

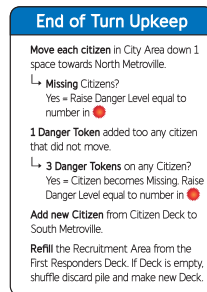
Procedure for when a Citizen Becomes Missing

1. Place the missing citizen next to the area labeled **Missing Citizens** on the right side of the Disaster Sheet.
2. Move the **Danger Level Track** up equal to the number in the icon in the upper right side of the missing citizen.

2. **Danger Tokens:** Place 1 Danger Token on each Citizen that DID NOT move during step 1 of Upkeep.

Check to see if any citizen in the City Area has **3 DANGER TOKENS** on it.

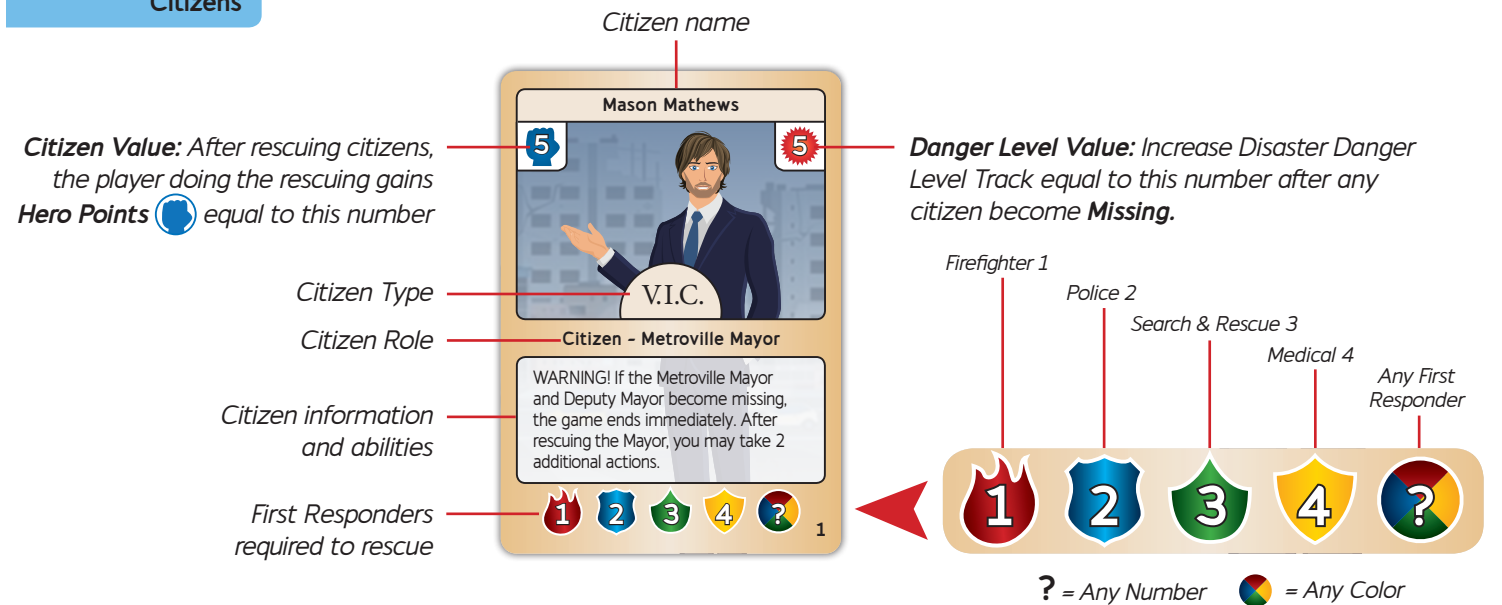
- **YES:** Pause Upkeep. That citizen becomes **MISSING**. Return the 3 Danger Tokens to the supply and follow the above "Procedure", then continue with Upkeep.
- **NO:** Continue with Upkeep.



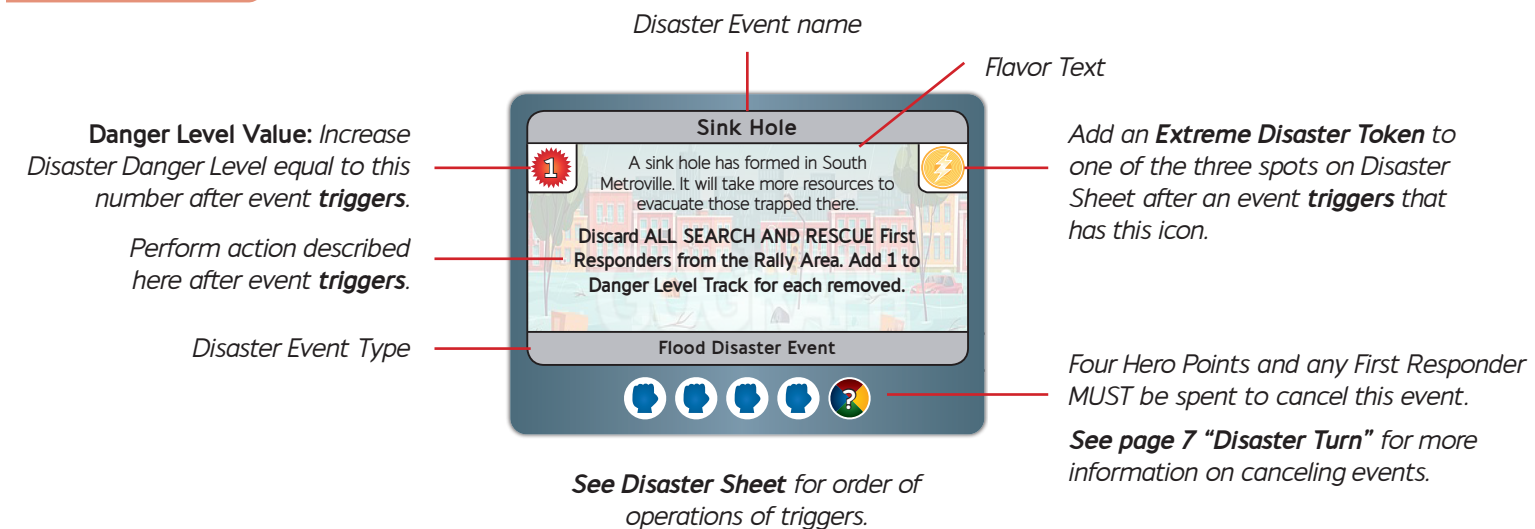
First Responders



Citizens



Disaster Events



**Board Left** (1) Board Right

**Board and Disaster Setup**

**Player Setup**

**IMPORTANT: 2 Players: Deal 4 First Responders**  
**3-4 Players: Deal 2 First Responders**  
**5 Players: Deal 1 First Responder**

**IMPORTANT: Pay attention to GAME SETUP on Disaster Sheet.**

## Setup

- Layout **board** in the center of the table accessible to all players.
- Gather the three, **3-piece buildings** (Office Tower, Town Hall, and Factory). Set Office Tower above "Business District" space in City Area. Place Town Hall above "Mid City Bridge" space. Place Factory above "Industrial District" space.
- Choose which level of difficulty you will play (Level 1 is normal, Level 2 is hard, and Level 3 is extreme) and create the **Citizen Deck**. The difficulty is determined by the amount of citizens in the Citizen Deck. Each citizen card has a number 1, 2, or 3 in the bottom right. Level 1 contains all citizens labeled 1. Level 2 contains 1 and 2. Level 3 contains 1, 2, and 3. To create the Citizen Deck, find all citizens corresponding to the chosen level and do the following:
  - Set aside all V.I.C. cards. There will be four for Levels 1 and 2 and five for Level 3. Shuffle all other Citizen and Citizen Support cards corresponding to the level you have chosen.
  - Create four separate face down stacks for Levels 1 and 2, and five stacks for Level 3.
  - Shuffle V.I.C.s. Place one face down on each stack. Shuffle each stack separately then place on top of each other to form one complete Citizen Deck.
  - Place completed deck on the right side of the board next to the space labeled "Citizen Deck".
  - Turn the top card of the Citizen Deck face up and place it in the space labeled "South Metroville".

- As a group, decide which **Disaster** you will be playing against. Place the chosen Disaster Sheet off to the right of the board somewhere. Attach the Disaster slider to sheet and set on the icon. Pay attention to GAME SETUP instructions. Designate one player to manage Disaster Sheet and all effects.
- Find the **Disaster Events** corresponding to the chosen Disaster and shuffle. Place the deck above the "Disaster Events" space on the Disaster Sheet.
- Place the **Danger Tokens** supply and three **Extreme Disaster Tokens** close to the Disaster sheet.
- Each player chooses a **Citizen Hero** to play as. There are 3 levels of complexity of characters marked next to the name. 1 being the easiest to play and 3 being more situational. Take the **Citizen Hero Sheet** and a Hero Point Slider and place them in front of you. Set the slider on the Hero Point Track to the icon.
- Each player takes **one Blue Tracking Cube** and places it in the dashed box at the bottom of your Citizen Hero Sheet.
- Each player takes a **double-sided Player Aid** card.
- Each player takes one **Hero Token** and places it on the corresponding spot at the bottom of their Citizen Hero Sheet.
- Shuffle the **First Responders Deck**. Deal a number of cards to each player based on player count.

**2 Players: 4 cards   3-4 Players: 2 cards   5 Player: 1 card**

- Place the **First Responders Deck** next to the space on the board labeled "First Responders Deck". Leave room to the right for a discard pile.
- Turn five cards from the First Responders Deck face up and place in the five **Recruitment Area** spaces.

Players choose a 1st Player. You may decide this by the person who last helped someone or you may decide randomly. Give the **last player**, in clockwise order from the 1st player, the **Last Player Marker**. This will act as a reminder that the Disaster Turn will happen after the last player takes a turn.



Last Player Marker

You are now ready to play Citizen Heroes!

## Game play

The game is made up of **turns**, Player Turns and the Disaster Turn. The game starts with the 1st player and play continues clockwise until all Citizen Hero players have taken a turn. After the last player has taken a turn, the Disaster takes a turn.

If the players are able to empty the entire Citizen Deck and the City Area before any of the loss conditions from page 1 are met, the Citizen Heroes win!

### Player's Turn

Each player has **3 actions** to use on their turn. You may use those actions to perform actions in any order or as many times as you wish as long as you have actions available to spend.

## 1 Cost Actions

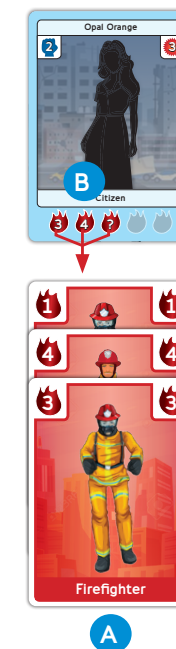
- Recruit 1 First Responder**  
Use 1 action to recruit 1 First Responder from the Recruitment Area OR draw one card from the First Responders Deck, and add it to your hand. Your hand can be played open. If the Deck is empty, shuffle the discard pile to remake Deck.
- Rally First Responders**  
Use 1 action to place any amount of First Responders of the same color AND different numbers from your hand into the corresponding colored **Rally Area** on the left side of the board. Place the First Responders face up with the tops of the cards against the left edge of the board. **A** Stack multiple First Responders in a cascading fashion so all numbers remain visible.

**IMPORTANT:** No duplicate cards (same color and number) may be in the same Rally spot at the same time except for Captains.

- Rescue Citizen from City Area**

Use 1 action to rescue 1 citizen from the City Area. To rescue a citizen:

- Choose a citizen in the City Area to rescue.
- Discard First Responders from the **Rally Area A** that match the required ones at the bottom of the chosen citizen **B**. If any Supports were used in the rescue, exhaust them by placing them face down below the space labeled "Exhausted Area" on your Citizen Hero Sheet.
- Take the rescued citizen from the City Area, returning any Danger Tokens that may be on it to the supply, and place it next to the space labeled "Rescued Citizens" on your Citizen Hero Sheet. If you rescued a Support Citizen, place it below the space labeled "Rescued Supports".



**IMPORTANT:** Some citizens (ie. V.I.C.s) have special abilities that trigger immediately after rescue. You must perform these special abilities before the end of your turn.

- Move your Hero Point Track up equal to the number in the icon. At 5, 10, and 15, Hero Powers are unlocked or triggered. Read your Hero Track and Citizen Hero sheet for more information. The next page describes Hero Powers in more detail.

