

Catastropolis

A City on the Brink of Disaster

Select Your Powers - *Stop the Villains* - *Save the City*

Catastropolis is a game in which you play superheroes that defend the city of Catastropolis against the schemes of criminals whose plans threaten to destroy the city. Players take turns searching the city for crimes and potential disasters and then rush to different locations to prevent them from happening. Catastropolis is a cooperative game with a competitive aspect. The actions of players grant them popularity in the city. Will your hero become the most beloved by the city? Find out as you join your fellow heroes in battling evil in Catastropolis!

Cards:

Situation Cards



Power Cards



Resolution Cards



Search Cards



Setup:

1. Put the Situation cards into two piles: Crimes and Disasters.
2. Shuffle each of these piles and draw cards from each pile equal to the number of players.
3. Shuffle these drawn cards together into a single pile (this will be known as the Situation Pile).
4. Draw cards equal to the number of players and place them face down on the Active Situation queue.
5. Shuffle the remaining Crimes and Disasters together into the Reserve Pile.
6. Shuffle the Resolution cards into another pile.
7. Shuffle the Reveal cards into another pile.

Crime



Disaster



Powers:

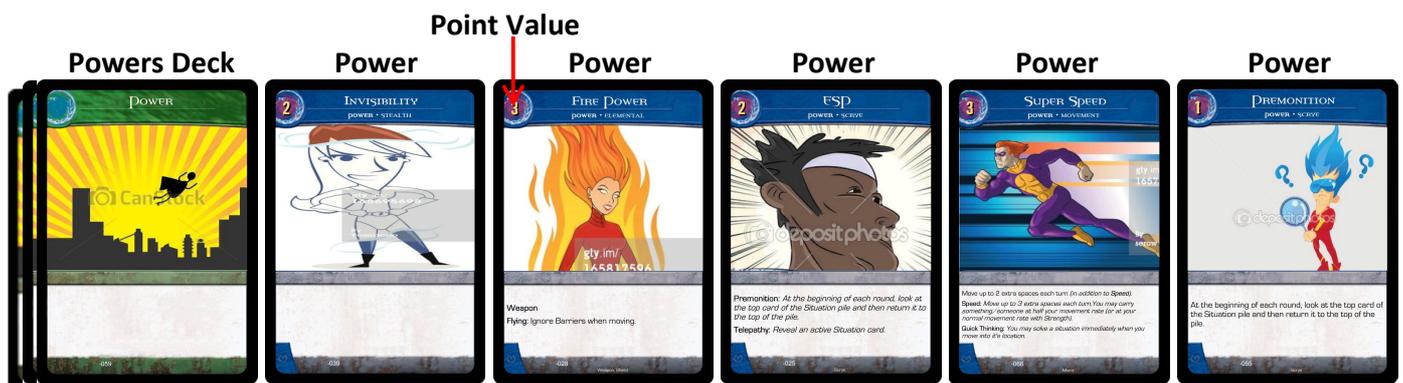
Powers help your heroes to move around the city, reveal situations and resolve situations.

- Some powers grant a special ability that may be used on a player's turn.
- Some powers have actions that must be performed at the beginning of a turn or round.
- Some powers contain other lesser powers and indicate what those powers do on the card text.

Before play begins, the players must choose powers for their heroes. This is done by means of a draft.

Powers Draft:

1. Shuffle the Powers cards into a deck and draw the first five cards off the top of the deck and place them face up in a queue.



2. The player who goes first chooses one of these cards for his/her hero.
3. That player then draws the top card from the powers deck to replace the chosen card.
4. The next player then repeats this routine until each player has power cards with values equal to **4** points.
5. A player may pass their turn instead of drafting up to three times. If a player passes three times, discard all of the cards in the queue and draw 5 new ones. That player must choose a card and turn order continues until all players have their powers.

Play:

Gameplay consists of rounds and turns.

Rounds:

- A round is the sequence of turns taken by each player. When a player is done with their turn, play continues with the player on their left until each player has had a turn. A round is complete when each player has completed their turn.
- At the end of each round, move the top card of the Situation Deck onto the Active Queue (facedown). Add a time counter to any cards already in the Active Queue.
- If at any time a revealed Crime card has time counters greater than or equal to its time value, it is discarded and a new Situation card is taken from the top of the Reserve Pile and put on the bottom of the Situation Pile. The heroes' failure to resolve this crime has encouraged further criminal activity.
- If at any time a revealed Disaster card has time counters greater than or equal to its time value, the city is destroyed, the game is over and the heroes have lost.

Turns:

A player may only perform ONE of the following actions on their turn:

- **Move**
- **Use a Special Ability**
- **Search the City**
- **Resolve a Revealed Active Situation**
- **Rest**

1. Move

Each hero may move up to 3 spaces each turn. (Not diagonally)

2. Use a Special Ability

From a Power Card

3. Search the City

Your hero must be on a Red Telephone Booth Space.

4. Resolve a Revealed Active Situation

- Your hero must be on the space that matches the location on the Situation Card.
- Your hero must have a power that matches those listed on the Situation Card.
- If your hero has a power that can resolve the situation, the player takes the Situation Card off of the Active Queue and places it in front of them (it will add to their score at the game's end). That player then draws a Resolution card to keep and follows any instructions on it.

5. Rest

(See instructions for the 'Weakened' condition)

Weakened:

Certain effects from the game such as those from Resolution cards can cause a hero to become 'weakened'. This represents fatigue or injury sustained during their heroic exploits.

- When a hero becomes weakened, add a weakness stacker to their game token.
- A weakened hero moves at 2/3 of their normal movement rate (round up). For instance, a weakened hero with no movement powers moves 2 spaces each turn instead of 3.
- A hero may 'Rest' to return to a 'healthy' condition (flipping their tile back to the 'healthy' side) by skipping a turn.

Death:

If a hero gets a result from a Situation Card or Resolution Card that causes them to become weakened when they are already in a weakened condition, that hero has died. That player must discard all cards that they have accumulated up to that point in the game. The player must now create a new hero. Shuffle up the unused power cards and turn over the top card. The new hero has this power. Continue turning over the next card and adding that power to the hero until the power point total is equal to **4** points. If you draw a card that would exceed the appropriate power point total, discard and ignore that card. Place this new hero at 'Start' and the player may begin using them on their next turn.

Villains:

There are nine possible Villains who could be responsible for the dangers facing the city of Catastropolis. Each disaster revealed gives the players a clue as to the identity of the villain. Each Villain has a signature made up of a combination of symbols, Supervillain, Mad Scientist and Alien. The first 3 disasters that you reveal will give you the signature of the Villain behind the problems in Catastropolis. For instance if you get 2 Supervillain symbols and 1 Mad Scientist symbol from the first 3 disasters, that tells you that the Villain behind it all is Mr. Gemini. If the disasters showed one of each symbol, that would indicate that the Villain you need to stop is Morphion. The back of the Villain card tells you what must be done to stop the Villain and win the game.

Supervillain



Mad Scientist



Alien



Villain Signatures

End of Game:

The game ends when one of the following occurs:

- **A Revealed Disaster Card has more time counters on it than its time value.**
This Disaster was not prevented by the heroes and the city has been destroyed.
The players have lost the game.
- **The Villain is identified and defeated according to the requirements on their Villain card.**
Players add up their total reputation points from all of their collected cards.
The player with the most points is awarded the title of “Most Beloved Hero”.

Player Actions

Move

Use a Special Ability

Search the City

(On a Red Phone Booth Space)

Resolve a Revealed Active Situation

(On the appropriate Location space)

Rest