

GUARDIANS OF THE CITY



GAME RULES

OBJECTIVE

Two countries vie to keep their citizens' commitment and support for their nation strong while fighting a common terrorist threat.

PLAYERS

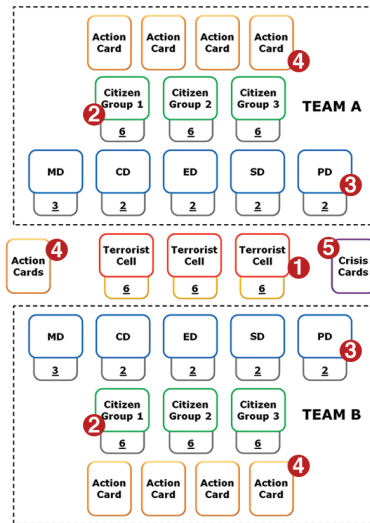
This game is best played with two teams, each comprising two players. Each team represents a country.

CONTENTS

126 playing cards:

- 10 x Total Defence cards (2 x of each: Military, Civil, Economic, Social and Psychological)
- 10 x National Effort cards
- 6 x Citizen Group cards
- 3 x Terrorist Cell cards
- 9 x Strength cards
- 50 x Action cards
- 34 x Crisis cards
- 2 x Counter-Terrorism points cards
- 2 x Player Aid cards

GAME LAYOUT



SET UP

- 1 Place the 3 *Terrorist Cell* cards in a row, in the middle of the play area. Slide a *Strength* card under each *Terrorist Cell* card such that only the number 6 on each *Strength* card is visible.
- 2 Each team collects 3 *Citizen Group* cards and places them in a row. Slide a *Strength* card under each *Citizen Group* card such that only the number 6 on each *Strength* card is visible.
- 3 Each team collects 5 unique *Total Defence* cards (Military, Civil, Economic, Social and Psychological) and places these cards in a row. Slide a *National Effort* card under each *Total Defence* card such that only one number on each *National Effort* card is visible. The *National Effort* levels will be adjusted later.
- 4 Shuffle all the *Action* cards in a deck and place it within reach of both teams. This will be the *Action* deck. Each team draws 4 cards from this deck and keeps them in their hand.
- 5 Shuffle all the *Crisis* cards in a deck and place it within reach of all players. This will be the *Crisis* deck.
- 6 Completely cover the Counter-Terrorism points using the Player Aid cards.

Choose a team to begin the game and you are ready to start!

HOW TO PLAY

Teams take turns playing. When it is a team's turn to play, they are called the active team. Each turn consists of four steps:

1. Assign *National Effort* levels.
2. Play up to 2 *Action* cards and update the *Counter-Terrorism* points.
3. Discard (optional) and draw *Action* cards to maintain a hand of 4 *Action* cards.
4. Reveal 2 *Crisis* cards.

The game ends when:

- a. All *Action* cards have been discarded.
- b. All *Crisis* cards have been drawn.
- c. All *Terrorist Cell* are eliminated.
- d. All of one team's *Citizen Groups* have left the country.

STEP-BY-STEP EXPLANATION

Assign National Effort Levels

The active team can adjust the *National Effort* level of any *Total Defence* card by rotating the *National Effort* card to a number between 1 to 4. The total *National Effort* must add up to 11. *National Effort* represents the combined effort of the citizens and the government to defend the country.

Play Up To 2 Action Cards and Update Counter-Terrorism Points

The active team can play up to 2 *Action* cards from their hand of 4 cards*. The team may also choose to play 1 *Action* card, or skip a turn by not playing any *Action* card. When playing an *Action* card, the active team reads the description aloud.

Each *Action* card requires a specific *National Effort* level to perform its effects. After the *Action* card is used, it is discarded.

The active team earns 1 Counter-Terrorism point for each point deducted from the Terrorist Cell. Slide the Player Aid card downwards to reveal the updated number of points. If the strength of the Terrorist Cell reaches zero, flip the card over to the Eliminated side.

[* *Mulligan Rule*: For the very first turn of each team, if the team starts off with all 4 *Action* cards that add points to *Citizen Groups* instead of attacking the *Terrorist Cells*, the team may discard any number of *Action* cards and replace them with new ones from the *Action* deck.]

Discard and Draw Action Cards (Optional)

The active team can discard any number of *Action* cards in their hand and draw new cards from the *Action* deck to keep a constant hand of 4 *Action* cards.

Optional: If all the *Action* cards are used up, they can be reshuffled and reused.

Reveal 2 Crisis Cards

The active team draws 2 cards from the *Crisis* deck. The cards drawn are revealed and their effects carried out. *Crisis* cards will affect both teams as long as the teams meet the conditions on the card.

If the strength of a team's *Citizen Group* reaches zero, flip the card over to the side that says Leaves the Country.

Optional: If all the *Crisis* cards are used up, they can be reshuffled and reused.

SPECIAL CARDS



The *Galvanised People* card allows any *Action* card to achieve its effects when played, regardless of *National Effort* requirements. Using this card counts as playing 1 out of 2 *Action* cards during the active team's turn.

Terrorist Attacks are crises that only take place when paired with a *Fanatic* card.



There are 3 types of *Terrorist Attacks* in the game: *Terrorist Attack!*, *Multiple Terrorist Attacks!*, and *Lone Wolf Terrorist Attack*.



When a *Terrorist Attack* card is drawn with no *Fanatic* card, the card should be left face-up as the game continues. It is triggered only when a *Fanatic* card is drawn. The same applies if a *Fanatic* card is drawn first.

If multiple *Fanatic* or *Terrorist Attack* cards are drawn and not triggered, they are to be queued and used in the order of appearance.

CALCULATING THE FINAL SCORE

If both teams have *Citizen Groups* remaining at the end of the game, the winner will be the team with the highest final score.

Final Score = Counter-Terrorism Points + Total Strength of Remaining Citizen Groups

ABOUT THE GAME

For a more challenging experience, visit the Total Defence website at www.totaldefence.sg to find out how to play "Guardians of the City" using Advanced Rules. Stay tuned to the website for updates about the game.

This card game was conceptualised by Falling Pianos (www.fallingpianos.com).

If you have any queries or feedback, please contact Nexus at nexus@defence.gov.sg.

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