



FULL RULEBOOK

1. Objective

Guardians of the City Vol.2 (“GOTC V2”) is a game where players take on the role of countries vying to keep their citizens’ commitment and support for the nation strong while fighting a common terrorist threat.

2. Players

GOTC V2 can be played with 2, 3 or 4 players. Each player needs to have a personal set of GOTC V2. This means two players will need two sets of GOTC V2.

3. Contents

A complete GOTC V2 set contains:

- i) 5 x Total Defence cards (Military, Civil, Economic, Social, Psychological)
- ii) 5 x National Effort level cards (indicating a strength of 1 to 4)
- iii) 4 x Citizen Group cards
- iv) 3 x Terrorist Cell cards
- v) 4 x Citizen Group support level cards (indicating a strength of 1 to 4)
- vi) 3 x Terrorist Cell strength cards (indicating a strength of 1 to 6)
- vii) 70 x Action cards
- viii) 57 x Crisis cards
- ix) 1 x Counter-Terrorism points card
- x) 1 x Player Aid card

4. Game Preparation (Deck Creation)

Before starting the game, each player has to assemble his own Action Card Game Deck as well as a Crisis Card Game Deck.

The player has to create an Action Card Game Deck according to these rules:

- 1) **There must be exactly 50 cards in the Action Card Game Deck.** Any extra Action cards that a player owns must be excluded from the game. A player may create new game decks before each new game, but not in the middle of a game.

- 2) **There must only be at most 3 copies of any Action card.** Players cannot put more than 3 copies of each unique Action card in the game deck. For example, if a player has already included 3 copies of the Action card “Raids” in his deck, he cannot add any more copies of this card.
- 3) **Exception: There must only be at most 1 of each type of Galvanised People card.** For example, if a player already has a Galvanised People (Loyalty) card in the deck, he cannot add another Galvanised People (Loyalty) card. However other Galvanised People cards can be added, as long as they keep within the 1 card of each type rule.
- 4) **The Action Card Game Deck must be thoroughly shuffled before the game starts.** Players are not to arrange cards in a particular order in the deck – it must be randomised. A player may request his opponent to shuffle his deck again if there are concerns that the deck is not shuffled enough.

Similar to the above, the player has to create a Crisis Card Game Deck according to these rules:

- 1) **There must be exactly 40 cards in the Crisis Card Game Deck.** Any extra Crisis cards that a player owns must be excluded from the game. A player may create new game decks before each new game, but not in the middle of a game.
- 2) **There must only be at most 3 copies of any Crisis card.** Players cannot put more than 3 copies of each unique Crisis card in the

game deck. For example, if a player has already included 3 copies of the Crisis card “Fear Mongering” in his deck, he cannot add any more copies of this card.

- 3) **Exception: there must only be at most 1 of each type of Subversive card.** For example, if a player already has a Subversive (Disrupt) card in his deck, he cannot add another Subversive (Disrupt). He can, however, add other Subversive cards, as long as they also keep within the 1 card of each type rule.
- 4) **The Crisis Card Game Deck must be thoroughly shuffled before the game starts.** Players are not to arrange cards in a particular order in the deck – it must be randomised. A player may request his opponent to shuffle his deck again if there are concerns that the deck is not shuffled enough.

5. Game Preparation (Table Layout)

To start the game, lay out the cards as shown in the diagram below:

Guardians of the City Vol.2 Tabletop Layout



1 Place the 3 *Terrorist Cell* cards in a row, in the middle of the play area. Slide a *Strength* card (1-6) under each Terrorist cell such that only the number 6 on each *Strength* card is visible.

2 Lay out the 5 *Total Defence* pillar cards (Military, Civil, Economic, Social, Psychological) in a row. Slide a *National Effort* level (1-4) card under each *Total Defence* card such that only one number on each *National Effort* card is visible. Assign 12 points across the five Total Defence pillars. They can be adjusted at the start of each turn.

3 Lay out 4 *Citizen Group* cards in a row. Slide a *Strength* card (1-4) under each *Citizen Group* card such that only the number 4 on each *Strength* card is visible.

4 Shuffle the *Action Card Game Deck* and place it in the nearest row to you.

5 Shuffle the *Crisis Card Game Deck* and place it in the nearest row to you.

6 Completely cover the Counter-Terrorism points score card using the Player Aid card.

7 Cards being played during the game, as well as cards that are to be left open for several turns, are to be played in the card play area.

Each player needs to complete Steps 2-7. However, only 1 player needs to do Step 1.

6. How to Play

Players take turns playing. When it is one player's turn, he is called the active player. Each turn consists of **four steps**:

- 1. Assign *National Effort* levels.**
- 2. Play up to 2 *Action* cards and update the score (Counter-Terrorism points).**
- 3. Reveal 2 *Crisis* cards and carry out their instructions.**
- 4. Discard any number of *Action* cards remaining in your hand and draw new *Action* cards to maintain a hand of 4 *Action* cards.**

The game ends when:

- a. All *Action* cards in his *Action Card Game Deck* have been used up by one player.
- b. All *Crisis* cards in his *Crisis Card Game Deck* have been used up by one player.
- c. All *Terrorist Cells* have been eliminated (all reduced to zero).
- d. All of one or more player's *Citizen Groups* have left the country.

7. Step-By-Step Explanation

Step 1

ASSIGN NATIONAL EFFORT LEVELS

National Effort represents the combined effort of the citizens and the government to defend the country. The active player may adjust the *National Effort* level of any *Total Defence* pillar card by rotating the *National Effort* level card to a number between 1 and 4. The total *National Effort* level of all five pillars must add up to 8 plus the number of *Citizen Groups* on a player's side still in the game. As such, players start with a *National Effort* level of 12 (8 plus 4 *Citizen Groups*), but this number will drop by 1 every time one of a player's *Citizen Groups* leaves.

Step 2

PLAY UP TO 2 ACTION CARDS AND UPDATE SCORE

The active player may play up to 2 *Action* cards from his hand of 4 cards. The player may also choose to play only 1 *Action* card, or skip a turn by not playing any at all. When playing an *Action* card, the player must place it in the central card play area and announce the effect of the card to his opponent.

Each *Action* card requires a specific *National Effort* level to perform its effects. After the *Action* card is used, it is discarded by placing it in the player's own discard pile.

The active player earns 1 Counter-Terrorism point for each point deducted from a *Terrorist Cell*. Slide the Player Aid card downwards to reveal the updated Counter-Terrorism points. If the strength of a *Terrorist Cell* reaches zero, flip the card over to the other side to show that it has been eliminated. *Terrorist Cells* that are eliminated are out of the game and cannot have their strength levels raised any more.

Step 3

REVEAL 2 CRISIS CARDS

The active player draws 2 cards from his *Crisis Card Game Deck*. The cards are revealed in the central card play area and their effects announced by the active player to other players. The effects are then carried out. *Crisis* cards will affect every player whose relevant *National Effort* level meets the conditions on the card. In cases where a *Crisis* card affects only the player with the lowest *National Effort* level, and several players are tied for the lowest level, all players with the lowest level are then affected.

If the strength of a player's *Citizen Group* reaches zero, flip the card over to the side that says "Leaves the Country". This *Citizen Group* is out of the game and cannot be strengthened anymore.

DISCARD AND DRAW ACTION CARDS

The active player may discard any number of *Action* cards still remaining in his hand, and draw new cards from his *Action Card Game Deck* to keep a constant hand of 4 cards. Note that once

Step 4

either player's *Action Card Game Deck* runs out, the game ends, and the player that ran out of Action cards automatically loses the game.

8. Special Cards

Galvanised People. These Action cards do not directly strengthen Citizen loyalty or reduce Terrorist strength, but can only be played in combination with other Action cards. Playing a Galvanised People card during your turn does not count against the 2 Action card limit in Step 2 (above). Some Galvanised People cards last beyond a player's turn until the start of his next turn. Such cards are to be left in the central card playing area, face-up, until the start of the same player's next turn, whereupon it is moved to the discard pile immediately before Step 1 takes place.

Galvanised People cards have different effects, as shown on the individual cards. For detailed explanation on each card's effects, please see the [Card Explanation Guide](http://www.fallingpianogames.com) (also found at <http://www.fallingpianogames.com>).





Subversives. The persistent Crisis card, Subversive, will affect all players every turn until it is removed from play. When a Subversive card is drawn during a player's turn (Step 4), the card becomes active and is placed on the table in front of the player who drew it. If another Subversive card is already active in front of this same player, the old Subversive card is discarded. In other words, only one Subversive card per player can be active at any time in the game. Subversive cards remain active until they are finally removed by any player using a Special Intelligence card or replaced by a new Subversive card,

The differing effects of Subversive cards are described on the card text. More details can be found in the Card Explanation Guide (also found at <http://www.fallingpianogames.com>).

Special Intelligence. This new Action card allows players to remove a Subversive card that is currently in play. A player who uses this card can remove any active Subversive in the game, regardless of which player originally drew the Subversive card. The removed Subversive card is discarded in the discard pile of the player who drew it. The Special Intelligence card is then added to the Score of the player who used it to eliminate the Subversive. Each Special Intelligence card used



like this counts as two points at the end of the game. Special Intelligence cards that are in the player's hand when the game ends, but were not used to eliminate a Subversive, count as zero points when counting score.

Special Intelligence cards cannot be taken back from the discard pile after use, i.e. Galvanised People (Conservation) cards have no effect on them.

9. Other Rules

Maximum and minimum points. If a card reduces a Terrorist Cell by more than the number of strength points it has left, the card is deemed to reduce the strength level to zero. The Cell is considered to be eliminated. Similarly, if a card reduces a Citizen Group's support level by more than the number of points left, it is deemed to reduce the Citizen Group to zero. The Citizen Group is considered to have left the country.

Conversely, if a card's effect would increase a Citizen Group's support level above four, it is deemed to increase it only to four. A Citizen Group cannot have a support level exceeding four.

10. Calculating the Final Score

The score of each player at the end of the game is calculated as such:

- a) **1 point for each Terrorist Cell strength point the player has reduced.**

- b) **1 point for each support point left among all of a player's surviving Citizen Groups.**
- c) **2 points for each Special Intelligence card used to eliminate a Subversive.**

However, if the game ends because all of one player's Citizen Groups have left the country (zero support points left), that player's score is deemed to be zero, regardless of how many Counter-Terrorism points he has obtained or Subversives he has eliminated. If all the players in a game have zero score because of this (possible because all may lose their last Citizen Group at the same time), the game is considered a draw.

The player with the highest score wins. In the case of a tie, except for the draw scenario mentioned earlier, the player who used the most Special Intelligence cards to eliminate Subversives is the winner.

ABOUT THE GAME

This game was developed by Falling Piano Games
(<http://www.fallingpianogames.com>)

in collaboration with Nexus, Ministry of Defence.

For more information about Total Defence, please visit
the Total Defence website at <http://www.totaldefence.sg>.