



# Expansion Pack Notes ("What's New")

## 1. Overview

**Guardians of the City Vol.2** ("GOTC V2") builds on the original game with new cards and a new *deck-building* mode of play. This expansion pack allows you to convert your original version to GOTC V2, and includes:

- i) 8 extra Action cards from the original version.
- ii) 16 extra Crisis cards from the original version.
- iii) 13 new Action cards unique to GOTC V2.
- iv) 7 new Crisis cards unique to GOTC V2.

## 2. Creating GOTC V2

1) In GOTC V2, each player needs to have a personal set of GOTC V2. This means a 2-player game will require two sets of GOTC V2. To convert your original version to GOTC V2, remove the following from your original version:

- a. **Game table mat.** The layout for GOTC V2 is different so this will no longer be used.

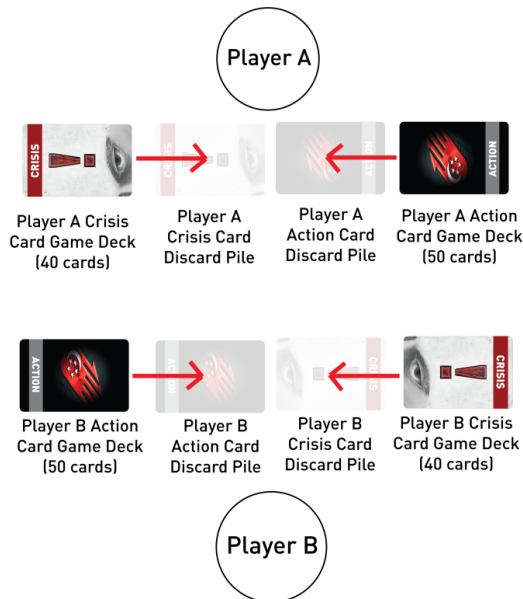
- b. **Two Citizen Group cards.** In GOTC V2, each player will have four Citizen Groups, instead of three as in the original game. As each player uses their own deck in GOTV V2, you only need to keep four Citizen Group cards in your deck, for yourself.
  - c. **One set of five Total Defence pillar cards.** You no longer need to hold your opponent's pillar cards so you only need to keep one set of five.
  - d. **Six of the six-point strength cards.** You only need to keep three of these six-point strength cards, to reflect the strength of the three Terrorist cells. Citizen Groups in GOTC V2 do not use these - they now have a maximum support level of only 4.
  - e. **One of the four-point strength cards.** The original set contains ten such cards. You will use five of them to reflect your TD pillar levels, as usual. In addition, you will use four to reflect the support level of each of your four Citizen Groups.
  - f. **One player aid card and one scorecard for Counter-Terrorism points.** You will only need one set for yourself.
  - g. **The Galvanised People Action card.** This is replaced by new Galvanised People cards in GOTC V2.
- 2) Once you have removed these from the original version, add the Action cards from the expansion pack into your existing stack of Action cards. This stack of all your Action cards is called the

“Action Card Master Deck”. You will use this later to build an Action Card Game Deck.

- 3) Likewise, add the Crisis cards from the expansion pack into your existing stack of Crisis cards. This stack of all your Crisis cards is called the “Crisis Card Master Deck”.
- 4) With these items removed from the original set, your additional new 44 cards will fit nicely into the original box.

### 3. New rules

- a) **Personal Game Decks.** The most important change in GOTC V2 is that each player now has a personal Action Card Game Deck in the game, as well as a personal Crisis Card Game Deck. Each player’s decks must not mix with the other player’s decks. Each player will draw only from his own deck during his turn (for both Action cards as well as Crisis cards), and is to discard used cards in his own discard piles. See illustration, below:



b) **Deck Building (Action Cards).** The Action Card Game Deck and the Crisis Card Game Deck of each player must be assembled before the game, using cards found in the Action Card Master Deck and the Crisis Card Master Deck respectively. To build the Action Card Game Deck, these rules must be followed:

- 1) **There must be exactly 50 cards in the Action Card Game Deck.** Any extra Action card 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.

c) **Deck Building (Crisis Cards)**. Players must also assemble a Crisis Card Game Deck using similar rules:

- 1) **There must be exactly 40 cards in the Crisis Card Game Deck.** Any extra Crisis card 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 a deck again if there are concerns that his deck is not shuffled enough.

d) **Subversives.** A new 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, 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>).

e) **New Galvanised People.** Galvanised People cards now have a wider range of effects from the basic game as shown on the respective card text. **Important note:** Galvanised People cards can be played for “free” – they are not counted as one of the two Action cards that can be played per turn. More details can be found in the Card Explanation Guide (also available at <http://www.fallingpianogames.com>).

f) **Special Intelligence.** This new type of Action card allows players to remove a Subversive card that is currently active. A player who uses this card can remove an active Subversive card regardless of who drew the Subversive card. The removed Subversive card is discarded in the discard pile of the player who originally drew it. The Special Intelligence card is then added to the Score of the player who used it and counts as two points. Special Intelligence

cards cannot be taken back after use, i.e. Galvanised People (Conservation) cards have no effect on them.

- g) **National Effort points.** In GOTC V2, each player's *National Effort* points will be eight plus the number of Citizen Groups in the game. This means that players will start with twelve *National Effort* points (eight plus four Citizen Groups), and this number will go down by one every time one of their own Citizen Groups leaves the country. Players need to look out to ensure that their opponents do not assign more *National Effort* points than they have available.
- h) **More Citizen Groups, less support.** There are now four Citizen Groups. However, each group only has a maximum strength of four, instead of six.
- i) **End Game Score.** The score of each player at the end of the game is calculated as such:
  - 1) **1 point for each Terrorist Cell strength point the player has reduced.**
  - 2) **1 point for each support point left among all of a player's surviving Citizen Groups.**
  - 3) **2 points for each Special Intelligence card used to eliminate a Subversive.**

Apart from this, the game plays exactly like the original. The full rule book for GOTC V2 can be found on the Falling Piano Games website.