

GUARDIANS OF THE CITY II

The objective of the game is to remove the **Crisis** cards by displaying the required **Defence** cards while coping with **Event** cards that your opponent may play against you.

2 PLAYERS OR 2 TEAMS

1 Each player takes one deck of cards.

2 Put the **Crisis** cards in one pile.

3 Thoroughly shuffle the remaining a **Defence**, **Event** and **Community Support** cards together. This forms your Draw Pile.

4 Both players draw 1 **Crisis** card randomly from their own deck. These 2 cards represent the crises that both players need to overcome (players can overcome either of the **Crisis**).

5 The player who opens the **Crisis** card with a higher value will start the game first. If both players draw **Crisis** cards with the same value, repeat the process.

6 The player starting the game will draw 4 cards, while the other player will draw 5 cards.



Crisis cards



Defence cards



Event cards



Community Support cards



Crisis card



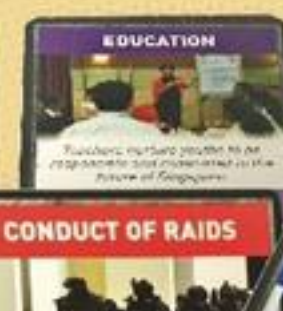
Discard pile



Crisis cards



Draw Pile



Discard pile

DEFENCE CARDS

TITLE



DESCRIPTION

ACTIONS

DEFENCE PILLAR



COMMUNITY SUPPORT CARDS



Enhance your Defence cards or cope with the effects of Event cards.

EVENT CARDS



Remove your opponent's Defence cards, peek at their hand and more.

ACTIONS

TOTAL DEFENCE PILLARS

- D** Digital Defence
- P** Psychological Defence
- S** Social Defence
- E** Economic Defence
- C** Civil Defence
- M** Military Defence

7 At the start of your turn, take 1 card from your Draw Pile.

8 Play 1 card from your hand and place it in front of you. Follow the instructions on the card. (Note: Some effects require Community Support cards.)

9 You are allowed a maximum of 7 cards in your hand. If you have more than 7 cards on hand at the end of your turn, place extra cards in the Discard pile, face-up.

10 The first players whose Defence cards displayed match the requirements of either one of the Crisis cards, wins.



For example, the first player that has Military, Civil, Economic, Social and Psychological Defence cards wins the game.

If either player runs out of cards in his Draw Pile, the game ends. The player with more Defence cards displayed wins.