

# Cards Against The Apocalypse

Written & Designed by

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Cards Against the Apocalypse is a cooperative card game for 3 players. Together, you will be the architects of an underground shelter. Your goal will be to create the entire ecosystem for all the living species in a dangerous environment. You have 7 turns to create an ecosystem that will last forever.

## Content

The Game consists of:

- Instruction Manual
- Printable Double Sided Playing Cards

To play the game, print this entire document using the double sided printing setting. This way the pages will match and the cards will be properly printed with front and back.

After printing cut the pages containing the playing cards into separate cards.

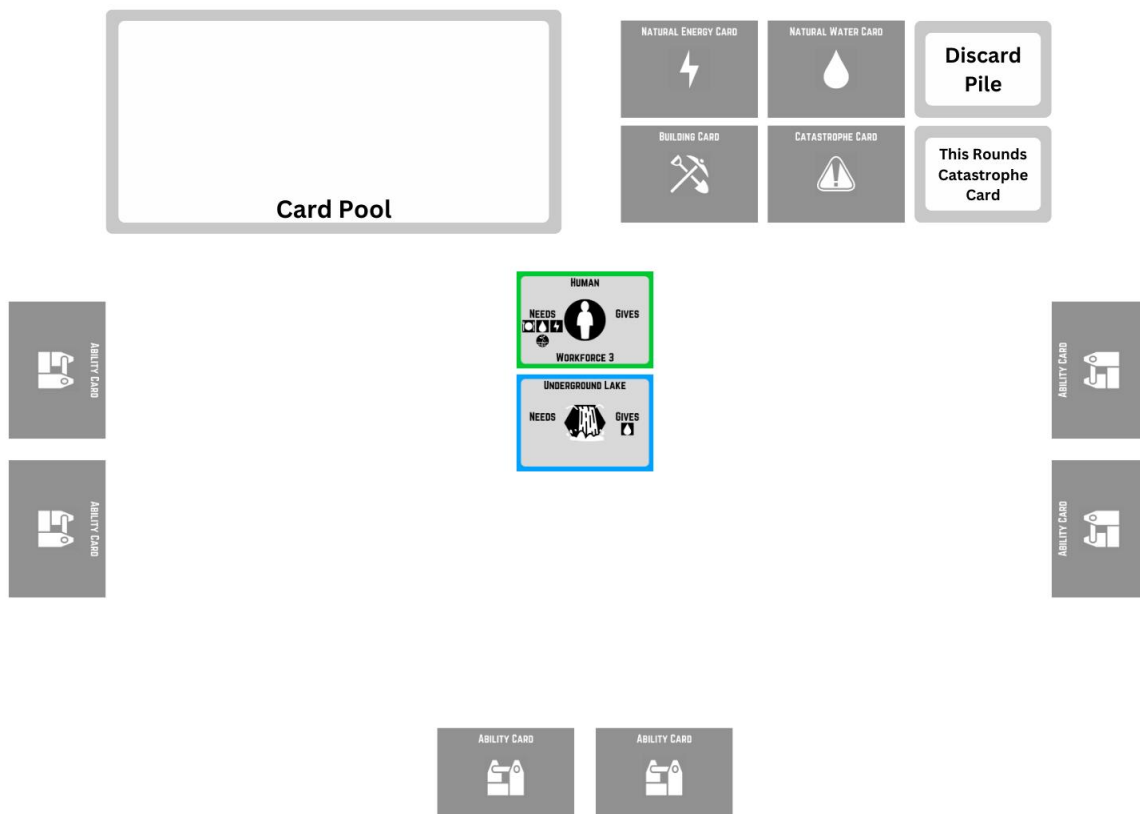
The card you should have after printing and cutting them out are following:

- 6 Human Cards
- 6 Plant Cards
- 6 Animal Cards
- 6 Energy Generator Cards
- 3 Natural Energy Cards
- 6 Water System Cards
- 3 Underground Lake Cards
- 6 Food Processor Cards
- 6 Ability Cards
- 6 Catastrophe Cards

# Set Up

- Separate the different decks.
  - Catastrophe Deck
  - Building Deck
  - Natural Energy Deck
  - Natural Water Deck
  - Ability Deck.
- Shuffle every deck except for the **Natural Energy Deck** and **Natural Water Deck**. Place them so that every player can access them easily.
- Each player draws 2 **Ability Cards** from the **Ability Deck**. Discard the rest of abilities, they will not be used in the rest of the game.
- Each player should place their 2 **Ability Cards** so that they are always visible to them.
- Take 1 **Human Card** from the **Main Deck**, and 1 **Natural Resource** (of any kind) Place the human below the natural resource.
- Set up the game as illustrated on the start of the next page.

## Setup Layout for Three Players



# How To Play

## Round Order.

1. Together draw 6 Cards from the **Building Deck** and place them into your **Card Pool**.
2. Draw a **Catastrophe Card**. SKIP THIS POINT ON THE FIRST ROUND
3. Each player can either:
  - Place a new card from the **Card Pool** in any place on the board **Unoccupied by Another Card** where the newly placed card **Touches Sides with at least One other Card**.
  - Move an existing card by 1 space.
4. Discard unused cards from the **Card Pool** to the **Discard Pile**.
5. Look at placed cards and check if their **Needs** have been satisfied.
6. Catastrophe Card effect activates. SKIP THIS POINT ON FIRST ROUND
7. If this was the 7<sup>th</sup> round the game ends and you go to “When do we Win?”

## Types of Cards

There are 4 Types of Cards in this game.

**Building Cards** That you draw randomly every round and place on the board in order to build your ecosystem.

**Natural Resource Cards** that you draw in specific situations that can help you build your ecosystem but can't support it.

**Ability Cards** That you use to activate one time boosts to help you build your ecosystem.

**Catastrophe Cards** That you draw every round that sabotage your development

# Building Cards

Each card **Needs** resources and **Gives** resources.

Each card **Gives** resources to all 8 cards that surround it.

There are 6 kinds of **Building Cards**. 3 **Living Cards** and 3 **Mechanism Cards**.

## Living Cards

A Living Card is **Building Card** with a green outline and a circle behind it's icon.

If a **Living Card** does not get what it **Needs**, it will become **Unstable**, and must be turned (turning a card means rotating it by 180 degrees so that it is positioned upside down).

If an **Unstable Living Card** turns again, it dies and gets discarded.

## Mechanism Cards

A Mechanism Card is a **Building Card** with a square behind it's icon.

If a **Mechanism Card** does not get what it needs, it will not give anything for that round.

Every **Mechanism Card** has a **Building Cost**. Spend **Workforce** from **Humans** and **Animals** to fulfill **Building Cost**. **Workforce** regenerates every round.

# Ability Cards

Every player has 2 **Ability Cards**. You can use an **Ability Card** at any point in the game. You can use each **Ability Card** only once per game.

# Catastrophe Cards

Every round except for the 1<sup>st</sup> one draw one card from **Catastrophe Deck**.

**Catastrophe Card's** effect activates as the last thing before the round ends.

# Natural Resource Cards

It's either a **Natural Energy Card** or a **Natural Water Card**.

At the end of the round a **Natural Resource Card** becomes **Unstable** and gets turned (turning a card means rotating it by 180 degrees so that it is positioned upside down). If an **Unstable Resource Card** turns again, it breaks and gets discarded.

## Other Rules

- Your game area is limited.
- It cannot be longer than 5 cards in width.
- You cannot place cards above the first natural resource. It is an underground shelter afterwards.
- Every card below level 3 is endangered! If it turns even once, it dies or breaks immediately.

## When Do We Win?

You get 1 point for each trio of **Living Cards** that survive to the end. A trio is: 1 **Human**, 1 **Animal**, and 1 **Plant**.

You lose 1 point for each discarded **living card**. Yes, you can have negative points.

After the 7th turn ends, look at the table. Are there any cards that would die in the next turns? Discard them. The goal is to create a stable and self-sustainable ecosystem.

If you managed to have at least 1 point - **YOU WIN!**

## Credits

Written & Designed by

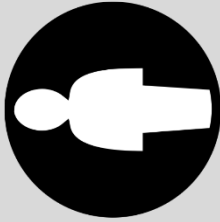
*Tytus Czyżewski | Sergiusz Stein | Máté Mrsan*



Co-funded by  
the European Union

**Empty Page Left Intentionally**

HUMAN



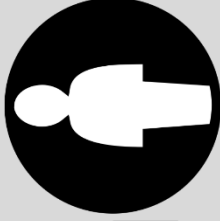
GIVES

NEEDS



WORKFORCE 3

HUMAN



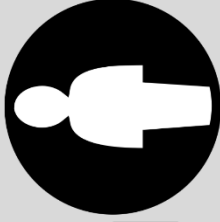
GIVES

NEEDS



WORKFORCE 3

HUMAN



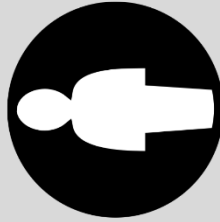
GIVES

NEEDS



WORKFORCE 3

HUMAN



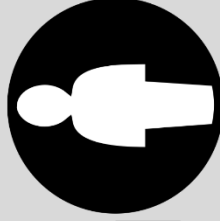
GIVES

NEEDS



WORKFORCE 3

HUMAN



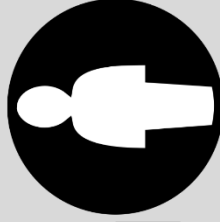
GIVES

NEEDS



WORKFORCE 3

HUMAN



GIVES

NEEDS



WORKFORCE 3

PLANT



GIVES

NEEDS



PLANT



GIVES

NEEDS



PLANT



GIVES

NEEDS



**BUILDING CARD**



**BUILDING CARD**



**BUILDING CARD**



**BUILDING CARD**



**BUILDING CARD**



**BUILDING CARD**



**BUILDING CARD**



**BUILDING CARD**



**BUILDING CARD**





PLANT



NEEDS



GIVES



PLANT



NEEDS



GIVES



PLANT



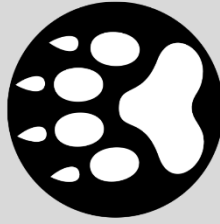
NEEDS



GIVES



ANIMAL



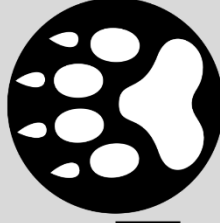
NEEDS



GIVES



ANIMAL



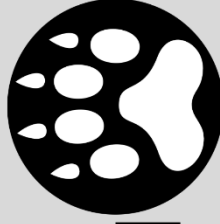
NEEDS



GIVES



ANIMAL



NEEDS

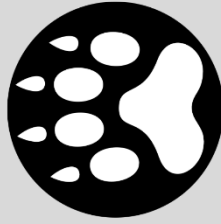


GIVES



WORKFORCE 1

ANIMAL



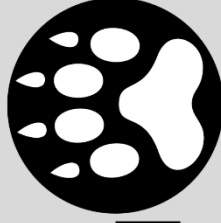
NEEDS



GIVES



ANIMAL



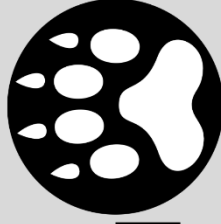
NEEDS



GIVES



ANIMAL



NEEDS



GIVES



WORKFORCE 1

WORKFORCE 1

WORKFORCE 1

**BUILDING CARD**



**BUILDING CARD**



**BUILDING CARD**



**BUILDING CARD**



**BUILDING CARD**



**BUILDING CARD**



**BUILDING CARD**



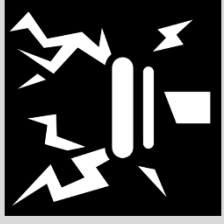
**BUILDING CARD**



**BUILDING CARD**



**ENERGY GENERATOR**



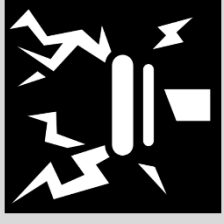
**NEEDS**

**GIVES**



**BUILD COST 2**

**ENERGY GENERATOR**



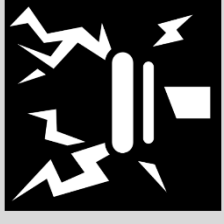
**NEEDS**

**GIVES**



**BUILD COST 2**

**ENERGY GENERATOR**



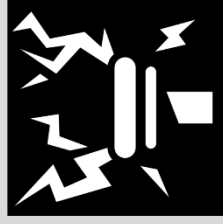
**NEEDS**

**GIVES**



**BUILD COST 2**

**ENERGY GENERATOR**



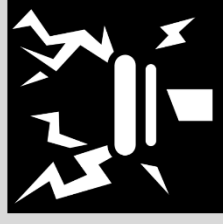
**NEEDS**

**GIVES**



**BUILD COST 2**

**ENERGY GENERATOR**



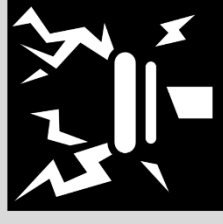
**NEEDS**

**GIVES**



**BUILD COST 2**

**ENERGY GENERATOR**



**NEEDS**

**GIVES**



**BUILD COST 2**

**NATURAL ENERGY**

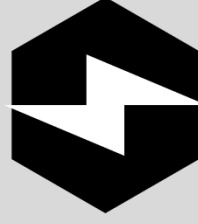


**NEEDS**

**GIVES**



**NATURAL ENERGY**



**NEEDS**

**GIVES**



**NATURAL ENERGY**



**NEEDS**

**GIVES**



**BUILDING CARD**



**BUILDING CARD**



**NATURAL ENERGY CARD**



**BUILDING CARD**



**BUILDING CARD**



**NATURAL ENERGY CARD**



**BUILDING CARD**



**BUILDING CARD**



**NATURAL ENERGY CARD**



**WATER SYSTEM**

**NEEDS**



**GIVES**



**BUILD COST 2**

**WATER SYSTEM**

**NEEDS**



**GIVES**



**BUILD COST 2**

**WATER SYSTEM**

**NEEDS**



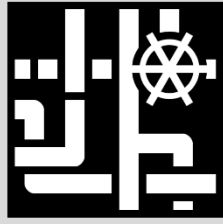
**GIVES**



**BUILD COST 2**

**WATER SYSTEM**

**NEEDS**



**GIVES**



**BUILD COST 2**

**WATER SYSTEM**

**NEEDS**



**GIVES**



**BUILD COST 2**

**WATER SYSTEM**

**NEEDS**



**GIVES**



**BUILD COST 2**

**UNDERGROUND LAKE**

**NEEDS**



**GIVES**



**UNDERGROUND LAKE**

**NEEDS**



**GIVES**



**UNDERGROUND LAKE**

**NEEDS**



**GIVES**



**BUILDING CARD**



**BUILDING CARD**



**NATURAL WATER CARD**



**BUILDING CARD**



**BUILDING CARD**



**NATURAL WATER CARD**



**BUILDING CARD**



**BUILDING CARD**

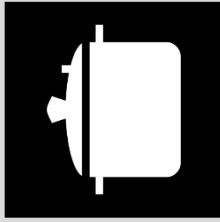


**NATURAL WATER CARD**



**FOOD PROCESSOR**

**NEEDS**



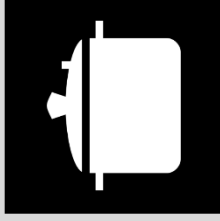
**GIVES**



**BUILD COST 2**

**FOOD PROCESSOR**

**NEEDS**



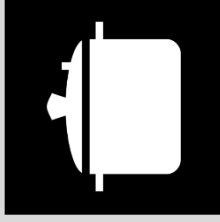
**GIVES**



**BUILD COST 2**

**FOOD PROCESSOR**

**NEEDS**



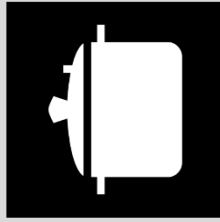
**GIVES**



**BUILD COST 2**

**FOOD PROCESSOR**

**NEEDS**



**GIVES**



**BUILD COST 2**

**FOOD PROCESSOR**

**NEEDS**



**GIVES**



**BUILD COST 2**

**FOOD PROCESSOR**

**NEEDS**



**GIVES**



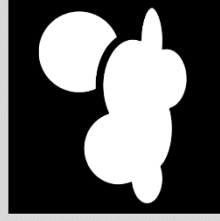
**BUILD COST 2**

**TERAFORM**



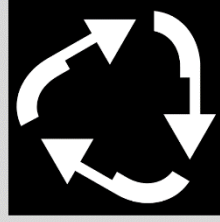
**TAKE A NEW NATURAL RESOURCE CARD AND  
PLACE IT LIKE A CARD FROM CARD POOL**

**WEATHER REPORT**



**SEE THE TOP CARD OF THE CATASTROPHY  
DECK**

**RECYCLE**



**PLACE 1 CARD FROM DISCARD PILE  
LIKE A CARD FROM CARD POOL**

**BUILDING CARD**



**BUILDING CARD**



**ABILITY CARD**



**BUILDING CARD**



**BUILDING CARD**



**ABILITY CARD**



**BUILDING CARD**



**BUILDING CARD**

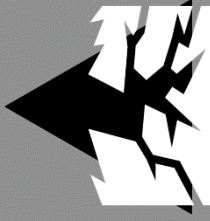


**ABILITY CARD**



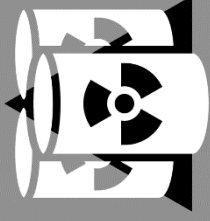


## EARTHQUAKE



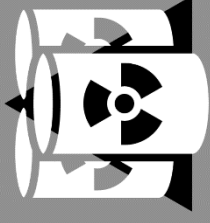
PLACE THIS CARD ON TOP OF A MECHANISM CARD. THAT CARD IS DISABLED

## RADIOACTIVE WASTE



PLACE LIKE A NORMAL CARD. CAN'T BE REMOVED, MOVED, OR ALTERED IN ANY WAY. TURNS EVERY LIVING CARD AROUND IT

## RADIOACTIVE WASTE



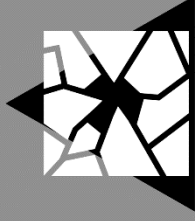
PLACE LIKE A NORMAL CARD. CAN'T BE REMOVED, MOVED, OR ALTERED IN ANY WAY. TURNS EVERY LIVING CARD AROUND IT

## VOLCANIC ERUPTION



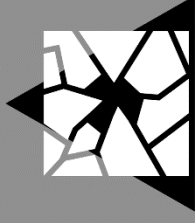
SKIP TURN. ACTIVATE AT THE START OF ROUND. DO NOT TAKE ACTIONS. CHECK FOR CARDS THAT SHOULD BE TURNED.

## MALFUNCTION



TURN A RESOURCE ON THE BOARD INTO A NATURAL RESOURCE

## MALFUNCTION



TURN A RESOURCE ON THE BOARD INTO A NATURAL RESOURCE

## RESEARCH



LOOK AT THE TOP 3 CARDS OF THE BUILDING DECK, AND PUT THEM BACK IN THE DECK, HOWEVER YOU WANT

## USE RESERVES



PROTECT 1 CARD FROM TURNING, FOR ONE TURN

## RESTRUCTURE



TAKE 1 CARD FROM THE BOARD AND PLACE IT LIKE A CARD FROM CARD POOL

CATASTROPHE CARD



CATASTROPHE CARD



ABILITY CARD



CATASTROPHE CARD



CATASTROPHE CARD



ABILITY CARD



CATASTROPHE CARD



CATASTROPHE CARD



ABILITY CARD

