Cards Against The Apocalypse

Written & Designed by

Tytus Czyżewski | Sergiusz Stein | Máté Mrsan

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.
  - o **Catastrophe Deck**
  - o **Building Deck**
  - o **Natural Energy Deck**
  - o **Natural Water Deck**
  - o **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
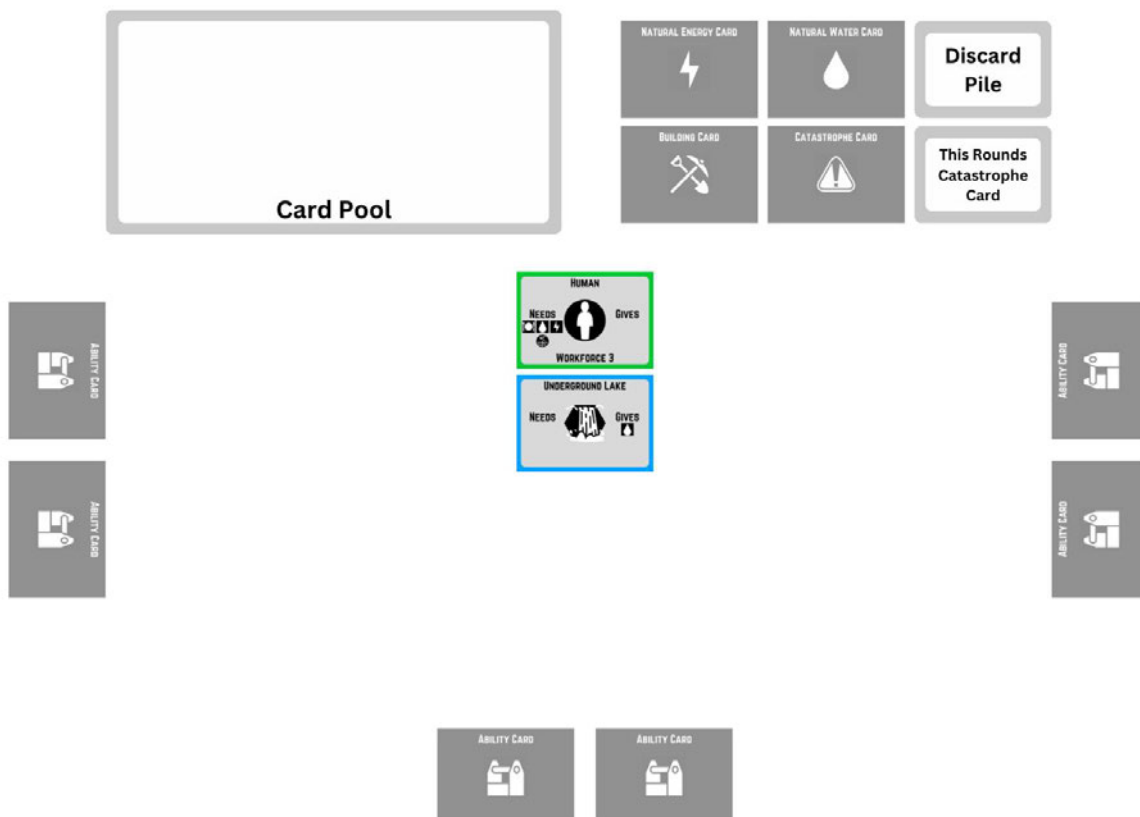
How To Play

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 7th 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 1st 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

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the European Union**

POST-HUMAN
ARCHITECT
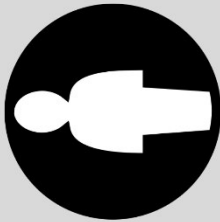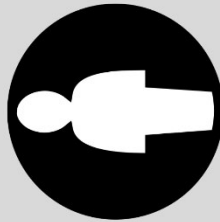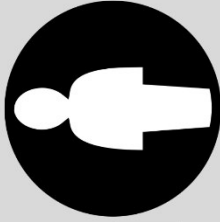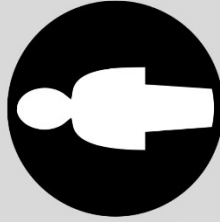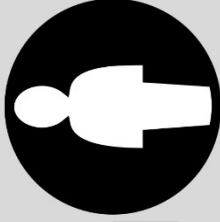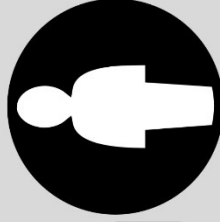
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HUMAN	GIVES	HUMAN	GIVES	PLANT	GIVES
NEEDS	WORKFORCE 3	NEEDS	WORKFORCE 3	NEEDS	
HUMAN	GIVES	HUMAN	GIVES	PLANT	GIVES
NEEDS	WORKFORCE 3	NEEDS	WORKFORCE 3	NEEDS	

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 🌿
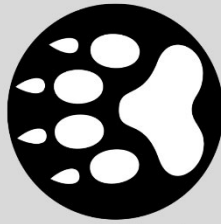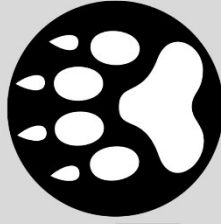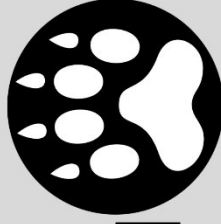
ANIMAL
NEEDS ⚡ 🐾 🌿
GIVES 🐾
WORKFORCE 1

ANIMAL
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WORKFORCE 1

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WORKFORCE 1
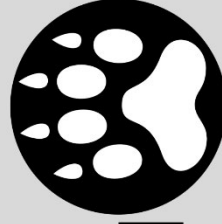
ANIMAL
NEEDS ⚡ 🐾 🌿
GIVES 🐾
WORKFORCE 1

BUILDING CARD

BUILDING CARD

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BUILDING CARD

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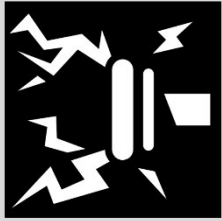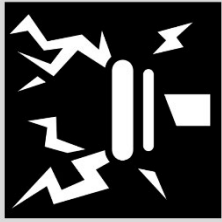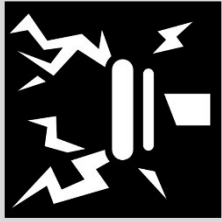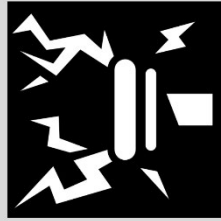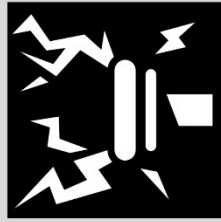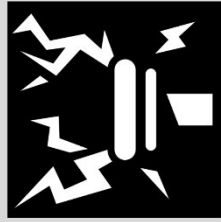
ENERGY GENERATOR	ENERGY GENERATOR	NATURAL ENERGY
NEEDS · GIVES ⚡ · BUILD COST 2	NEEDS · GIVES ⚡ · BUILD COST 2	NEEDS · GIVES ⚡
ENERGY GENERATOR	ENERGY GENERATOR	NATURAL ENERGY
NEEDS · GIVES ⚡ · BUILD COST 2	NEEDS · GIVES ⚡ · BUILD COST 2	NEEDS · GIVES ⚡
ENERGY GENERATOR	ENERGY GENERATOR	NATURAL ENERGY
NEEDS · GIVES ⚡ · BUILD COST 2	NEEDS · GIVES ⚡ · BUILD COST 2	NEEDS · GIVES ⚡

NATURAL ENERGY CARD

BUILDING CARD

BUILDING CARD

NATURAL ENERGY CARD

BUILDING CARD

BUILDING CARD

NATURAL ENERGY CARD

BUILDING CARD

BUILDING CARD

WATER SYSTEM

GIVES

NEEDS

BUILD COST 2

WATER SYSTEM

GIVES

NEEDS

BUILD COST 2

UNDERGROUND LAKE

GIVES

NEEDS

WATER SYSTEM

GIVES
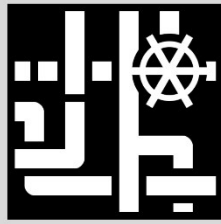
NEEDS

BUILD COST 2

WATER SYSTEM

GIVES

NEEDS

BUILD COST 2

UNDERGROUND LAKE

GIVES

NEEDS

WATER SYSTEM

GIVES

NEEDS

BUILD COST 2

WATER SYSTEM

GIVES

NEEDS

BUILD COST 2

UNDERGROUND LAKE

GIVES

NEEDS

NATURAL WATER CARD

NATURAL WATER CARD

NATURAL WATER CARD

BUILDING CARD

BUILDING CARD

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BUILDING CARD

FOOD PROCESSOR
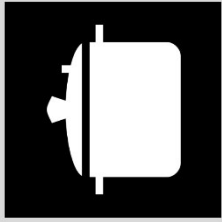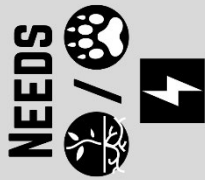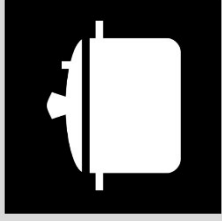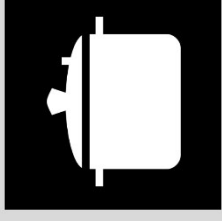
GIVES

NEEDS
BUILD COST 2

FOOD PROCESSOR

GIVES

NEEDS
BUILD COST 2

RECYCLE

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

FOOD PROCESSOR

GIVES

NEEDS
BUILD COST 2

FOOD PROCESSOR

GIVES

NEEDS
BUILD COST 2

WEATHER REPORT

SEE THE TOP CARD OF THE CATASTROPHY DECK

FOOD PROCESSOR

GIVES

NEEDS
BUILD COST 2

FOOD PROCESSOR

GIVES
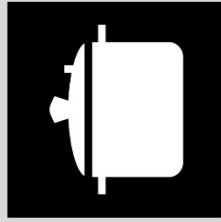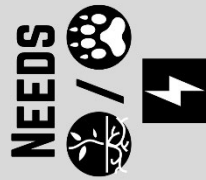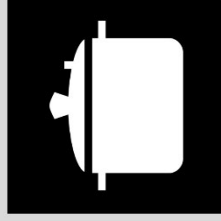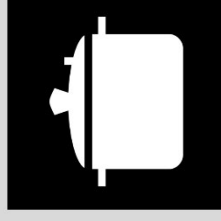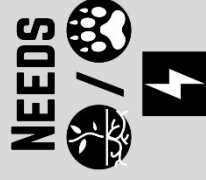
NEEDS
BUILD COST 2

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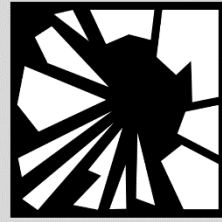
TAKE A NEW NATURAL RESOURCE CARD AND PLACE IT LIKE A CARD FROM CARD POOL

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ABILITY CARD

BUILDING CARD

BUILDING CARD

ABILITY CARD

BUILDING CARD

BUILDING CARD

ABILITY CARD

BUILDING CARD

BUILDING CARD

Radioactive Waste
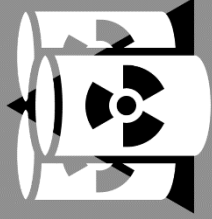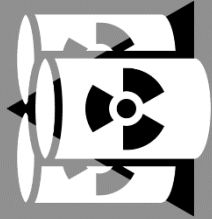
Place like a normal card. Can't be removed, moved, or altered in any way. Turns every living card around it
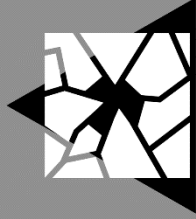
Radioactive Waste

Place like a normal card. Can't be removed, moved, or altered in any way. Turns every living card around it

Earthquake

Place this card on top of a mechanism card. That card is disabled

Malfunction

Turn a resource on the board into a natural resource

Malfunction

Turn a resource on the board into a natural resource

Volcanic Eruption

Skip turn. Activate at the start of round. Do not take actions. Check for cards that should be turned.

Restructure

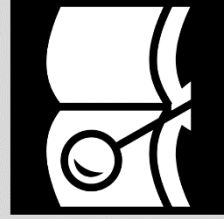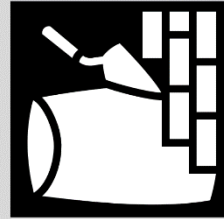Take 1 card from the board and place it like a card from card pool
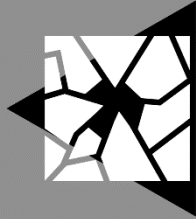
Use Reserves

Protect 1 card from turning, for one turn

Research

Look at the top 3 cards of the building deck, and put them back in the deck, however you want

ABILITY CARD

CATASTROPHE CARD

CATASTROPHE CARD

ABILITY CARD

CATASTROPHE CARD

CATASTROPHE CARD

ABILITY CARD

CATASTROPHE CARD

CATASTROPHE CARD

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