



Example: Patrick and Martin decide to play their Crimson Crush special power card. Then all players reveal the green cards in their hands. Patrick has the highest total value of green cards in his hand (a 4 and a 2). For these happy citizens he will score points. Since he played his special power card, his points for this row will be doubled and he scores: $(4+2) \times 2 = 12$ points.

The special power cards of both players are discarded and can no longer be used this round.



The total value of cards in a row supporting Death Grip is higher than Crimson Crush

Death Grip attacks the city and captures citizens... players can score negative points!

All players reveal the citizens cards in their hand with the same colour as the scored row.

The player with the highest value of citizens cards in the row's colour scores negative points. The number of negative points scored is equal to the value of these cards.

In a case of a tie, all tied players score negative points.



Example: The purple row is scored. In this row the cards supporting Death Grip have the highest value. All players reveal the purple cards in their hands. The purple cards in Patrick's hand have a total value of 6, in Martin's hand 7 and in Erik's hand 5. Martin has the highest value and his citizens will be captured: he scores 7 negative points.



The total value of cards in a row supporting Crimson Crush and Death Grip are equal

Neither Crimson Crush or Death Grip wins... no points are scored.



Example: The red row is scored. The value of both cards supporting Crimson Crush and Death Grip are equal. Nobody reveals his red cards. This row won't be scored this round.

END OF ROUND

After scoring all rows, start the preparation of a new round. Shuffle all cards and deal six cards to each player. Played special power cards are returned to the players. The start player changes in clockwise direction. Then a new round starts.

END OF THE GAME

The game ends after a number of rounds equal to the number of players.

All points scored in all rounds are summed up. The player with the most points wins the game.

VARIANT

Each player can only take one action per turn: either draw one card from the citizens cards deck or place one card in a row. Players have a hand size limit of six cards. If a player already has six cards in his hands, he must place a card in a row.

CREDITS

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METRO CITY

IS IN PERIL!

Death Grip is taking control over the city. With the help of his minions among the citizens he tries to gain the most influence in each suburb. But there is hope, a new hero is in town:

CRIMSON CRUSH

A lot of citizens gather on his side and with their help – and of course by using his special power – he will put an end to the threat of:

DEATH GRIP!

COMPONENTS



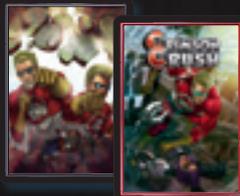
70 citizens cards

in five different colours with values
4x1, 3x2, 3x3, 2x4 and 2x5



5 Crimson Crush / Death Grip cards

in five different colours



5 Crimson Crush special power cards

SETUP

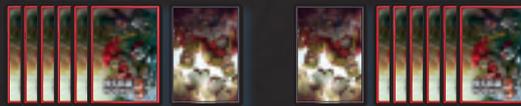
Shuffle all citizens cards and deal six cards to each player. Each player takes these cards in his hand.

Place the remaining cards in a facedown deck in the middle of the table.

Place the Crimson Crush / Death Grip cards in a row below the citizen cards deck.

Each player gets one Crimson Crush special power card and places this in front of him. Return any remaining special power cards to the box. These cards won't be used in the game.

Choose a starting player.



Example: Setup of a game with four players

GAME SEQUENCE

The game is played in rounds. The number of rounds is equal to the number of players. The start player takes the first turn in each round. Then the game proceeds in clockwise order. In your turn you must perform the following actions in this order:

1 Draw one card from the citizens cards deck and add it to your hand.

2 Play one card from your hand and place it next to the Crimson Crush / Death Grip card with the same colour to support one of the characters.

Rules for playing cards

- Cards must be placed next to the Crimson Crush / Death Grip card with the same colour. This way rows are made with cards of the same colour.
- The maximum number of citizens cards on each side of a Crimson Crush / Death Grip card is three. If there are already three cards on one side of a Crimson Crush / Death Grip card, cards can only be added to the other side.
- The maximum number of citizens cards in one row is five. Players can't place cards in a row, which already consists of five citizens cards. Flip the Crimson Crush / Death Grip card to the side with the closed door to show that no more cards can be added.
- If a player can't place a card according to the rules above, he must prove this by showing his hand to all other players. Then he discards one card from his hand and places this under the citizens cards deck. He can't play any other card this turn.

SCORING

When two rows of five cards (three rows in a game with five players) are made (shown by two/three closed door cards), the round ends immediately. Citizens cards placed on the left side of the Crimson Crush / Death Grip card support Crimson Crush, citizens cards placed on the right support Death Grip. Now all rows (even non-closed rows) are scored separately by comparing the rescue and danger points in each line.

Three situations could happen:



The total value of cards in a row supporting Crimson Crush is higher than Death Grip
Crimson Crush wins this battle and rescues citizens... players can score points!

First, each player must decide whether he wants to play his Crimson Crush special power card or not. Playing a special power card can double the points that player scores in this row. Each player can only play his special power card once each round.

Then all players reveal the citizens cards in their hand with the same colour as the scored row.

The player with the highest value of citizens cards in the row's colour scores points. The number of points scored is equal to the value of these cards. If that player also played his Crimson Crush special power card, his score for this row will be doubled. In a case of a tie, all tied players score points.