

CATASTROPHE RULES

SETUP

1. Shuffle the *Disaster* deck. Place one *Disaster* card face down in the center of the play area. Set the rest aside as they won't be used.
2. Shuffle the *Impact* deck. Draw three cards without revealing them and place them face down beside the *Disaster* card. Set the rest aside as they won't be used.
3. Shuffle the *Persona* deck and deal one card to each player. Set the rest aside as they won't be used.
4. Shuffle the *Resource* deck and deal six cards to each player. Place the remaining cards face down in the middle of the table.
5. Give each player 4 *Vitality* tokens.
6. Give the *First Trader* token to the player who most recently applied a bandage in real life.

RULES

- Each player must mitigate each of the *Impacts* presented every round.
- Any time a card is drawn by a player it goes into their hand. Any time a card is passed to a player from another player it goes directly into play.
- Any time a player would choose to or be forced to put an 8th card into play they must immediately either return an unused card to their hand or discard a partially used card of their choice.
- There is no maximum hand size.
- Multi-party trades and trades of identical *Resource* cards are not allowed. A player may be involved in more than one trade during the *Provisioning* round or a *Barter* step.
- *Immediate Response* card effects occur as the card is played, then it is discarded.

HOW TO PLAY

Gameplay consists of an initial Provisioning round followed by three Disaster Phase rounds representing the stages of a disaster: *Immediate*, *Short Term*, and *Long Term*.

Each Disaster Phase is comprised of 5 steps: **Reveal - React - Replenish - Barter - Restock**

PROVISIONING ROUND

1. Simultaneously, each player selects one *Resource* to keep from the cards dealt to them, adding it to their hand. Once all players have selected a card, they pass their unselected cards to the player on their left. Previously selected cards may not be passed. Repeat until no cards remain to pass.
2. Starting with the *First Trader* and progressing clockwise, each player may conduct a single trade, offering any combination of *Resource* cards, including donating a card to another player without receiving any cards. *Resource* cards received from a trade are placed in play in front of the player. *Immediate Response* cards are always placed in hand.
3. Each player selects up to four *Resource* cards from their hand and places them in a row face up in front of them. These are in addition to any cards they have gained through a trade. These will be the *Resources* immediately available to them at the start of the game.
4. Flip the selected *Disaster* card.

DISASTER PHASES

1. **Reveal** - Flip the top *Impact* card placing it beside the *Disaster* card. The *Disaster* card lists three impacts for the round with the flipped *Impact* card presenting an additional, fourth complicating impact.
2. **React** - Players select their in-play *Resource* and *Immediate Response* cards to mitigate the current set of impacts. Players slide the selected cards forward into a new row indicating they will be utilized. A player may utilize a *Resource* card from an adjacent neighbor's in play cards by passing them a card from their hand. This lets the player use all of the available uses of the card without consuming any of the uses for the owner. Once all choices are made, *Resource* cards are turned $\frac{1}{4}$ turn clockwise for each use consumed. Each player loses one *Vitality* token for each impact if not mitigated by them or for them by another player. Discard any exhausted *Resource* cards.
3. **Replenish** - Each player draws two *Resource* cards from the deck. Move the *First Trader* token clockwise to the next player.
4. **Barter** - Starting with the first player, each player may conduct a single trade offering any combination of their *Resource* cards from in play or in hand. Multi-party trades are not allowed, but a player may be involved in more than one trade. A partially consumed *Resource* card may be traded but retains its current number of remaining uses.
5. **Restock** - Simultaneously, each player selects up to two *Resource* cards from their hand and places them face up in front of them.

Repeat the five Disaster Phase steps for the Short Term and Long Term phases of the Disaster.

GAME END

Win: The game ends in victory at the end of the *React* step of the *Long Term* phase if all players each have at least one remaining *Vitality* token.

The player with the most remaining *Vitality* tokens is awarded the title *Most Resilient* along with boasting rights and gains the *First Trader* token for the start of the next game. Ties are broken first by the most total *Resource* cards owned then by the most *Resource* cards in hand.

Loss: The game ends immediately in defeat if any player discards their last *Vitality* token.

NEED SOMETHING MORE DIFFICULT?

The black-bordered, reverse side of the *Persona* cards present each player with a *Detriment* to hinder their gameplay rather than a *Special Ability* to aid them.

Try giving each player only three *Vitality* tokens instead of the usual four or lower the maximum number of cards in play to only six.

LEARN HOW TO PLAY

