

Pigeonpocalypse

Phases of the game:

1. **Drawing phase** - Draw cards (four in the beginning, two each following round)
2. **Assigning phase** - One by one, assign face-down the cards you want to attack with to the city-cards you would like to win (you can choose multiple targets).
3. **Revealing phase** - Reveal all cards and count who won which cards.
4. Repeat until someone has 15 points.

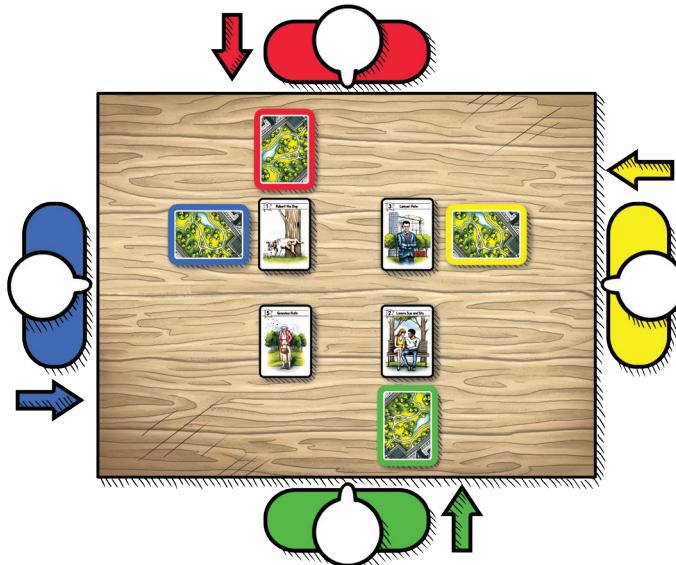
Game Setup - Separate the two card decks (city and park). Each player draws four cards from the park deck. Now put as many cards from the city deck as there are players in the game into a circle in the center of the table.

Types of cards:

Visitors - Grandma Ruth, Robert the Dog, Lawyer Pete, Lovers Sue and Stu, Exhibitionist Pete (NSFW expansion)

Minions - Oak Mercenary, Squirrel Warrior, Pigeon Renegade, Pigeonpocalypse, Mice Gang (NSFW expansion)

Special Cards - Garbage Can Fortress, Tornado Strike, Its a trap!, Deliberate Distraction (NSFW expansion), Unstoppable Scout (NSFW expansion), Nuclear Boost (Kickstarter Exclusive additional card)



Hint: It is the best to place your cards right between your seat and the targeted visitor. This way, it is easier to remember which cards belong to whom.

1. Choose one player to start. He/She then places one card face-down to one of the visitors. Then the next player and so on. If you do not want to place any more cards, you can decide to stop placing. After you decide to stop, you cannot place any more cards. Other players continue and skip your turn from here on in. Each player can place cards to multiple visitors.
2. Once everyone has placed all the cards they wanted to, the cards are then flipped and revealed. First, where there are some Tornado Strikes, players that placed them must choose whose minions will be moved and then move them clockwise (starting from the player that started the round). Then you add up the total amount of power with which each player attacks (which is the sum of all the numbers on all the minions). The player that attacks with most power gets the visitor and wins the corresponding amount of victory points (number on the top left of the card). If there is a tie and two players attack with the same strength, nobody wins the visitor and stays untouched. Any strength defeats any visitor (Oak Mercenary with power 1 can defeat Grandma Ruth with value 5). Do this for all attacked visitors.
3. Now discard all the used park-cards (except for if someone has played „Garbage Can Fortress“). Some or all of the visitors in the middle have been taken. Draw new cards from the city deck and fill in the gaps. Each player draws two cards from the park deck and a new round of placing can start. The player after the one that started previously (clockwise) starts the turn now.
4. Whoever is the first to get **15 victory points** (number in a flag on each visitor) wins the game.

Special cards explained:

Tornado Strike - You secretly place this card face-down, just as if it was a minion, and wait until the revealing phase. When revealed along with other cards, you have to choose one player (that is attacking the same visitor) and take all of the cards that he assigned to this visitor and shift them by one position clockwise. They now attack a different one and therefore pose no threat to you at this location. You can also choose yourself and shift your minions from this visitor card away. You have to choose yourself if no other player attacks the same visitor. Discard the Tornado Strike card after using it. Tornadoes take effect in the order in which players played this turn (starting player is the first to choose who to blow away, last player is the last one). You can use multiple Tornado Strikes at once, this way you blow away multiple players from a single visitor card.

Garbage Can Fortress - You secretly place this card face-down, just as if it were a minion, and wait until the revealing phase. After the attack has been sorted out, instead of discarding your minions that were assigned to the same visitor as your „Garbage Can Fortress“, you can take them back into your hand. However, you still discard non-minion cards such as Tornado Strikes.

It's a trap! - After the assigning phase, even though you have declared that you do not wish to position more minions to the visitors, you may play this card and assign any number of additional cards to the visitors.