

City of Capes

2-5

12+

90-120'

Components:

200 player cubes, 40 of each color



5 Detention Tokens



8 Surveillance Tiles



1 Round Token, 1 First Player Token



100 Resource tokens, 25 of each



Game Board



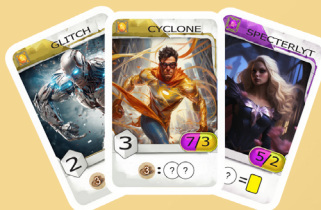
30 Action Tokens



1 Draw Bag



40 Super Cards



64 Activity Cards



Objective:

You are a detective trying to determine if super beings in your city are good or evil. You will surveil them in the act of either criminal activity or helping others. By this you will know if they are villains or heroes. Your goal is to arrest the villains and hire the heroes. By doing this you will gain points and the player with the most points is the winner.

Set Up:

Shuffle the Surveillance tokens and place each one face up on the main board on the magnifying glass spaces.

Shuffle the Super Cards and the Activity Cards in their respective decks. Place 4 Super Cards face up on the left-most side of the main board. Super beings with purple cards are presumed villains (but they might not be) and those with yellow cards are presumed heroes. Place 16 Activity Cards face down on the other card spaces of the main board. Cards in the row to the right of a Super Card are hidden activities in which that super being is engaged. Players will try to discover those activities.

Give each player all cubes of one color and the detention token (meeple) of the same color.

Place the Round Token on the "1" space on the right side of the main board.

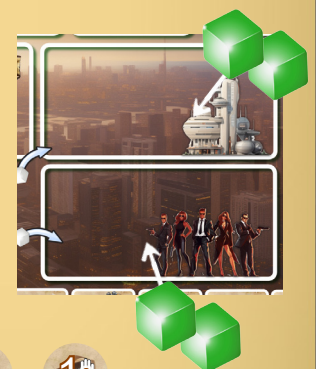
Randomly choose the first player. That player will receive the First Player Token.

Place all action tokens in the draw bag.

Each player starts with 2 resource tokens of his/her choice and 1 player cube on the surveillance space of his/her choice. Each player places 2 cubes in detention and 2 in staff. This is done in turn order.

The Round:

Each round will begin with the Starting Player drawing Action Tokens from the draw bag and placing **1 per player** on each of the Location Spaces of the Main Board. The Location Spaces are: P.I. Office, Town Hall, Lab, Police Station, Detention, and Staff. When all Action Tokens are gone from the main board, the round is over. At the end of the round the first player token will be passed left, the Round Token will move down to the next round. And the new first player will draw action tokens, 1 per player, and place them on the Location Spaces again. Also, at the end of the round, the player cubes on the Surveillance Acquisition Spaces (bottom right of the board- described later) **will be returned to the players**. If it is the end of the 4th round, the game is over and the player with the most points wins!



A Player's Turn:

Each turn a player will start by choosing an action token from one of the location spaces and removing it from the board.



1. If the token has a 3 with a "0" on the hand, this means the player gets three resource tokens matching the Location Space and gains zero actions (described later).



2. If the token has a 2 with a 1 on the hand, the player gains two corresponding resources and gains one action.



3. If the token has a 1 with a 2 on the hand, the player gains one corresponding token and 2 actions.

4. For detention and staff spaces, instead of gaining a resource token or tokens, the player places his/her own player cube(s) on the corresponding space of the board. This indicates whether the player has a detention facility strong enough to hold the villain or the support of his/her staff strong enough to accept a newly recruited super being.

5. On any turn a player may choose any one token and just take one action instead of what the token shows. This may be important at the end of the game when there may be only "3" tokens on the board and the player really needs an action.

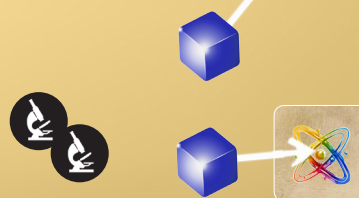


Actions:

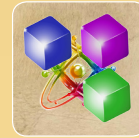
The following actions can be taken by a player. The player gets as many actions as he/she has shown on the hand plus any reserved actions.

1. The player may place a player cube on a Surveillance Acquisition space on the bottom right of the board, play the resource cost shown and place a second cube on the corresponding surveillance tile.

- a. Surveillance tiles are Warrants (scroll), Equipment (binoculars), Physical Evidence (wallet), Interrogation (detective questioning man), Witness (detective questioning woman), Bug (camera bot), Forensic Evidence (fingerprint), Power Detection Device (rainbow atom symbol).



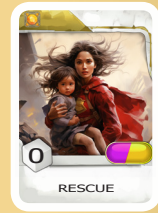
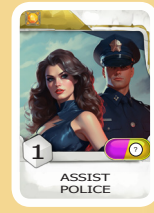
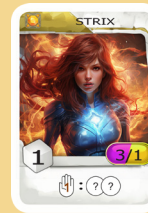
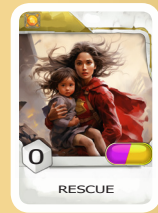
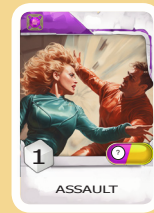
- a. Only one player per round may choose each Surveillance Acquisition space.
- b. All players may have a cube on each of the surveillance tiles, but each player may only have one of his/her cubes on any one tile.



1. The player may spend 4 of any of the resource tokens to place a cube on any surveillance tile. This can be done any number of times in a turn (limited by the player's action total) and by any number of players—no cube is placed on the bottom of the board—for each 4 resources spent a cube is still placed on a surveillance tile.
2. The player may look at one face-down activity card.



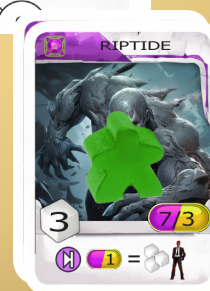
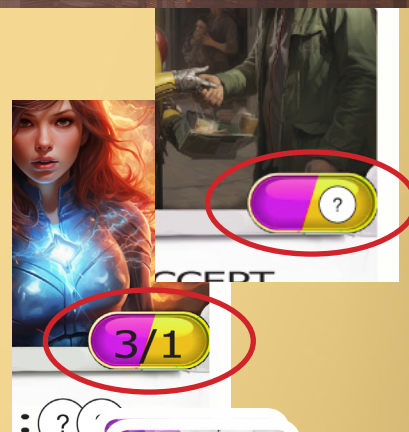
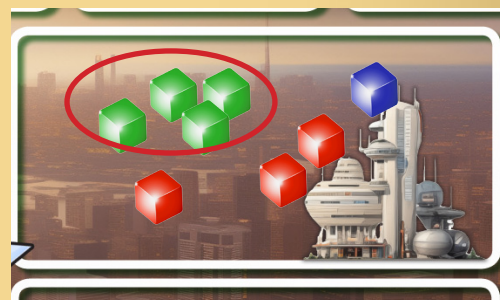
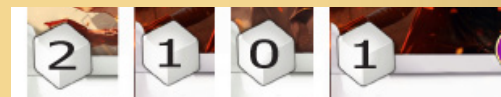
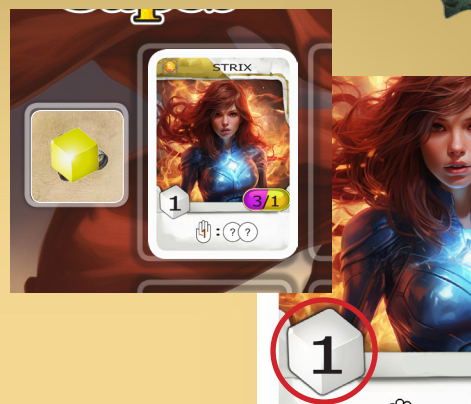
- a. If the card is purple, the Super Being has done what looks like a villainous act. If it is yellow the being has done what appears to be a heroic act.
- b. As soon as three of the five cards in a row match (including the Super Card) the player will know if the being is heroic or villainous. The player will know if he/she should arrest the villain or hire the heroic super being. The player does not need to have a sure knowledge of a beings alignment to attempt and arrest or attempt a hire.
- c. The player must have a cube either on the top of that column or to the left of the row of activity cards to view a card. If the player only has one of those cubes, the card must be turned face up for all to see. If the player has a cube on both of the surveillance tiles corresponding to an activity card, the player may look at it secretly and put it back face-down.



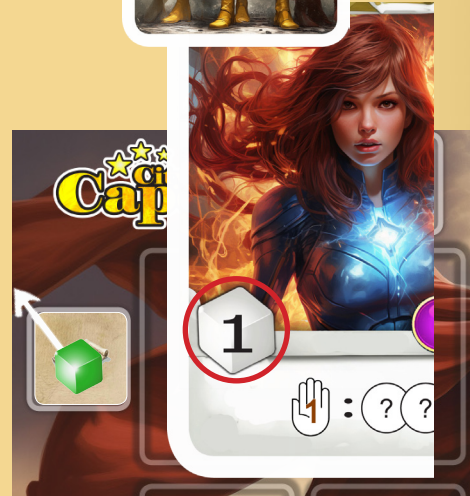
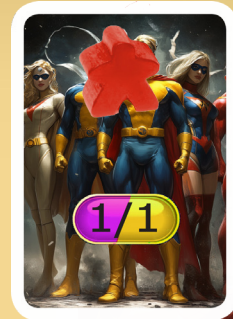
1. The player may arrest a suspected villain.

- a. The player must have a corresponding cube on the surveillance tile to the left of the villain.
- b. The player must have at least the number of cubes on surveillance tiles equal to or greater than the cube number shown on the Super Card.
- c. The player announces the arrest and turns all action cards in that row face-up.
- d. If the player has enough detention cubes on the main board equal to or greater than the total of all numbers of the cube spaces (both the Super Card and Action Cards) on purple cards in the row, the villain is arrested.

- i. The cube number on the super card is always counted in the total even if the character arrested is yellow (presumed to be a hero.)
- ii. Rewards for the arrest or hire are shown in the purple and yellow oblong space of the Super and Activity Cards. The purple side shows rewards for arresting a villain, the yellow shows rewards for hiring a hero. Rewards include: A cube, which allows a player place a cube either in the reserve action space, detention space, or staff space of the board, a circle with a question mark allows a player to gain one resource token of his/her choice, a number means a player gains points, blank means no reward.
- iii. Rewards in yellow are only for hiring a hero, awards in purple are only for arresting a villain.
- iv. The Super Card and all Activity Cards that show points are placed in a stack face-up in front of the arresting player. The player's detention token is placed on top of this stack. These cards are now only for points at the end of the game.

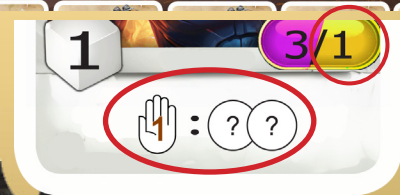
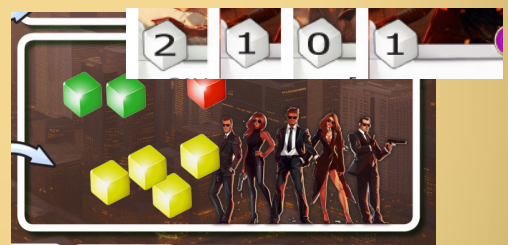
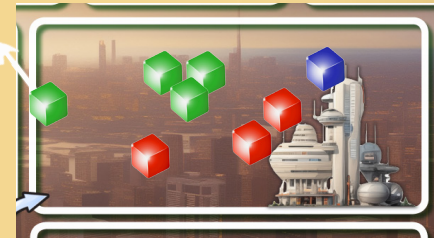


- a. If the row of cards indicates that the Super Card is a villain, but the player has less cubes in detention than the number shown on all the purple cards in that row (plus the cube number on the Super Card which is always counted even if the card is yellow), the player's detention facility is not strong enough to hold the villain. All activity cards are discarded, and no rewards are given. The Super Card is placed face-down in the player's detention stack (with the detention token on top of the stack). This means the player will still get one point at the end of the game as shown on the back of the Super Card.
- b. If the row of cards indicates that the Super Card is a hero, the super card is discarded, and all activity cards are discarded. Nothing is gained.
- c. The player always removes the number of cubes shown on the cube space of the Super Card from the surveillance tiles. The player chooses which tiles. This happens even if the arrest failed.
- d. The player also always removes the number of detention cubes shown on the Super Card's cube space. This also happens even if the arrest failed.



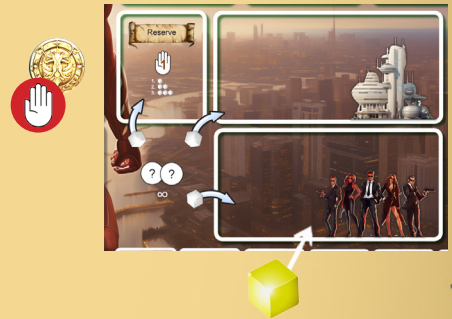
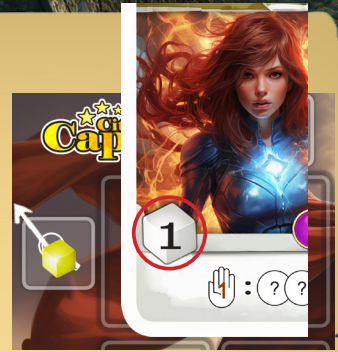
1. The player may hire a suspected hero.

- a. The same rules apply as to arresting the villain with the following exceptions:
 - i. The player announces he is recruiting or hiring the Super Being
 - ii. The player must have at least as many cubes in the Staff area of the board as shown on all yellow cards in the row, including the Super Card (even if it is purple).
 - iii. If the Super Card is successfully recruited, the player places the card in front of him/her and can use the ability shown at the bottom of the card during the actions he/she takes. The number in yellow is counted as points at the end of the game.



i. The player removes cubes from the surveillance tiles equal number shown on the Super Card and also that same number from Staff area of the board (again this happens even if the recruitment fails).

1. The player may reserve an action for a future turn by placing a player cube in the Reserve area of the board. These can be spent to take actions in addition to a player's normal number of actions. The player gets one action for spending one cube, if the player wants a second bonus action on the same turn two cubes are spent, three for the third action, and so on. An unlimited number can be used in a single turn and the board space can hold an unlimited number of cubes.
2. The player may spend two of any resource tokens to place a cube in the Staff area, the Detention area, or the Reserve area. This can be done an unlimited number of times for one action as long as two resource tokens are spent for each cube.



Examples of Abilities of Heroes:

Each of these abilities, which are gained when a player hires or recruits a hero, can be used at the trigger time indicated and are permanently and always in effect.



When the player places a cube on either the depicted surveillance tiles, the player may take one action.



When a player places a cube on any surveillance tile, the player gains one resource of his/her choice.



A player may spend one of his/her actions to place a cube on one of the depicted surveillance tiles.



The player may spend one of his/her actions to gain any resource token(s) equal to the number of heroes he/she has hired.



The player may spend one of his/her actions to gain the resources depicted.



One time in a player's turn he/she may take one action when a cube is placed on a surveillance tile.



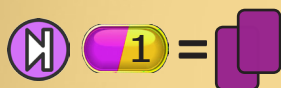
At the end of the game, the player gains one extra point for each hero he/she has hired.



The player may pay one action to place one cube in the detention area for each hero he/she has hired.



The player may spend one action to gain one resource token (one any type) for every 3 cubes in the detention area.



At the end of the game the player will gain one extra point for each two villains he/she has arrested (is his/her detention deck), rounding down.



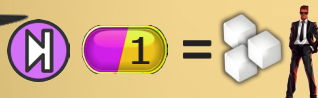
When choosing the action token with the "3" on the hat the player gains one action for the turn.



When choosing the action token with the "1" on the hat, the player places a cube in the Staff area of the main board.



Once per turn a player may pay an action to gain actions equal to the number of heroes hired.



At the end of the game a player gains one extra point for every 3 tokens he/she has in the Staff area of the main board.

Acknowledgments:

The amazing support of my beautiful wife Michelle.

The immeasurable contributions of Eric Bess, Jon DeYoung, Andrew Sayer, Jason Jones.

The play testing expertise of Brian Purvis, Craig Purvis, Ryan Tighe, and David Armstrong.