

# CARDTROPOLIS

## RULES OF PLAY



YOU LOVE THESE  
CHARACTERS AND WANT  
TO READ MORE?

Scan the QR to  
read ISSUE No. 1



### Card Deck 65:

Card Type: Super Villains 12  
Card Type: Super Heroes 12  
Card Type: Specials 13  
Card Type: Sidekicks 22  
3 Mystery cards | 3 Crook cards

2-5



20-30

Super Heroes gather, the clock has struck midnight and Cardtropolis is under attack! Led by fearsome bosses like Pennie 2020, Sister Blister, and The Machine, these Super Villains along with their loyal Minions are taking over midtown. The citizens' hopes rest with you. Your task is to use Super Heroes, Sidekicks, and Specials to capture all of the Super Villains, Minions, and a Crook or two along the way. The safety of Cardtropolis is in your hands!

## OVERVIEW

Welcome to Cardtropolis, a Super Hero themed card game where players are tasked with capturing the city's most powerful Super Villains. Capture them outright by using Super Heroes and Sidekicks or when solving a mystery. But keeping your Super Villains from the clutches of other players will be a challenge. Use strategy, pattern matching and a little math to capture as many Super Villains as possible. The player or team with the most Super Villain Power Levels at the end, wins the game!

## SETUP

Place the three Mystery cards face down above the playing area, with the Crook cards in a pile next to it. They will be used throughout the game. Next, lay out the Super Villain cards into three rows from highest to lowest Power Level as shown below. The rest of the cards form the draw deck.

### Starts Face-Down



The purple back ground cards are the Super Villain cards. They form the playing area.



The blue back ground cards are the draw deck and include the rest of the card types.



### THE PLAYING AREA



The draw deck is composed of three different card types, which are: Super Heroes, Sidekicks and Specials. See "Card Types Explained" on pages 2 and 3 for full details on how these cards work.

### PLAYER VS. PLAYER AND TEAM PLAY

**FREE FOR ALL PLAY:** This is a player vs. player session and is the default form of play. It could be a one-on-one game or multiple players competing against each other.

**TEAM PLAY:** This is a 2-person vs. 2-person game. Teammates play cooperatively with each other to defeat the other team. While each player still plays their own hand and captures their own Super Villains, three additional rules apply:

- Teammates can look at each other's hands and can collaborate
- Teammates can swap one card with one another once on their team turn
- Teammates take their turn consecutively. When both teammates are done, the next team takes their turn and so on.



Teammates keep their captured Super Villains in their own space but add up their Super Villain Power levels together at the end of the game.

In the playing area, place the 12 Super Villain cards into three rows. The Power Level 12 Bosses form the top row, the Power Level 8 Minions form the second, and the rest form the third row.

Shuffle the blue cards, (the draw deck) and deal each player 5 cards, keeping them secret from opponents. Stack the draw deck face-down next to the playing area. The discards are placed next to it, face-up.

**Card Draw:** Free for all play, players start the game with five cards, drawing back up to five whenever they use or discard a card. For Team play, players start the game with four cards.

# THE FIVE CARD TYPES EXPLAINED

## SUPER VILLAIN CARDS

There are 4 Bosses and 8 Minions in the game and **only one** Super Villain can be captured at a time. When players capture Super Villains, the cards are placed in front of the player who captured it, face-up so all players can see them. Be ready to defend your captured Super Villain because other players will want to take them from you!

**BOSSSES:** These Super Villains are the hardest to capture but garner the most points. With a Power Level of 12, they are the top tier.



**MINIONS:** These are the lower level Super Villains. Their Power Levels range from 8 to 5. They form the mid and lower tiers.



## SUPER HERO CARDS

The only function of Super Heroes is to capture the Super Villains in the playing area. Players can use more than one Super Hero at one time (a Team-Up), but only if they are in the same power category, which are: **Empowered**, **Enchanted** and **Mutant**. Team-Ups allow players to combine the Super Hero Power Levels to capture a stronger Super Villain, that a lone Super Hero could not capture alone.

**Example:** Kid Canary, an **Enchanted** Super Hero with a Power Level 6, and Ninja Girl with a Power Level 7 can each capture Super Villains with the same Power Level or lower, like **The Mega Twins** or **Living Brain** who both have Power Levels of 5. But if you play Kid Canary and Ninja Girl at the same time (forming a Team-Up), they can capture a Boss, since their combined Power Levels are now equal to 13.



## SUPER HERO POWER CATEGORIES



## SIDEKICK CARDS

The Sidekick's primary function is to Power-Up Super Heroes, but they are also great to use as a 3-card discard for a "Triple play", more on that later. There are four Sidekick power categories in the game: Empowered Sidekicks with a Power Level 4, Enchanted Sidekicks with Power Level 3, Mutant Sidekicks with Power Level 2 and the Any Hero Sidekick with a Power Level of 1.

### USING A SIDEKICK TO POWER UP A SUPER HERO

- Power-Up a Super Hero by using one or more Sidekicks that match the Super Hero's power category. This is done during your turn and at the same time the Super Hero card is played.
- Powering up a Super Hero in this way adds the Sidekick's Power Level to the Super Hero's Power Level during that play.



## SPECIAL CARDS

The Specials are: Aces Wild, Body Swap, Escape Hatch, Mastermind, Mystery Hero, Power Block and Stasis. Each Special card has a description of the Special's effect. All Specials except Power Block are marked as "Player Turn" and can only be played during that player's turn. The Special: Power Block is a "Reactive" card and can be played at any time.

- The Special: Mystery Hero has the same game effect as 'The Triple' play.
- The Special: Power Block is the only card that can stop other Specials from targeting a player!
- Power Block and Mastermind are cards that when played are removed from the game.



## MYSTERY CARDS

Mystery cards start off face-down. When a player uses the Special: Mystery Hero card or do a "Triple play", the player chooses one Mystery card to flip over. When the: Mystery Solved card is revealed, that player can take a Super Villain from the playing area (lowest tier first) OR a Crook card.



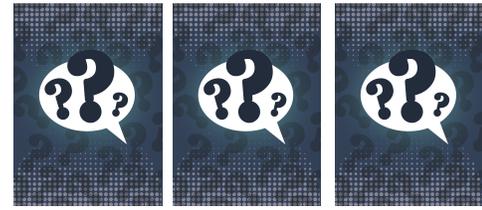
If the Mystery Solved card is not revealed, keep the flipped card face-up. The next time someone gets a flip, they would have a 1 in 2 chance of revealing the Mystery Solved card and solving the mystery.

Whenever the Mystery Solved card is revealed, shuffle all Mystery cards and place them face-down again. The next mystery is ready to be solved.



**BONUS!** If a player flips the Mystery Solved card on the first try, that player gets to capture a Super Villain one tier higher than normal!

### STARTS OFF FACE DOWN



### REVEALED CARDS STAY FACED-UP



## HOW TO PLAY

### ACTIONS DURING THE TURN

The youngest player goes first with play continuing clockwise. Players take one action during their turn which could be playing one card or several cards together. Using Super Heroes to capture a Super Villain, discarding one or more cards, or using a Special with the description "Player Turn", are all examples of an action.

#### PLAY A SUPER HERO CARD

To capture a Super Villain from the playing area:

- Use one Super Hero or several Super Heroes of the same power category on a target Super Villain to capture it. Once captured, the Super Villain leaves the playing area and is placed face-up by the player who captured it.



#### PLAY A SIDEKICK CARD

Sidekick cards play in two different ways:

- Play them at the same time that you play a Super Hero to Power-Up the Super Hero by the Sidekick's number.
- Or because they are numerous in the deck, they are perfect for discarding in pairs or more to draw new cards.



#### PLAY A SPECIAL CARD

To target an already captured Super Villain or play an effect:

- A Special allows you to capture, free or swap Super Villains from other players.
- Or it plays an effect: like protecting your Super Villain, going through the discard deck, or stopping Specials from targeting you!



### DISCARDING CARDS

A player can discard any single card in their hand as an action to draw a new card from the draw deck. They can also discard multiple cards if they are of the same card type. Discarding two Specials, three Sidekicks or a couple of Super Heroes as a multi-discard for example is okay, but discarding a Special and a Super Hero as a multi-discard is not.

- **BONUS! "THE TRIPLE":** Whenever you discard three cards at once, you get the additional effect of 'The Triple'. Discarded triples allow you to flip over a Mystery card. If the 'Mystery is Solved' card is flipped, the player captures the lowest tier Super Villain from the playing area OR they take a Crook card.



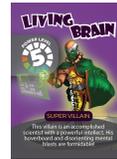
### DRAW DECK

In the case that the draw deck runs out, shuffle the discard deck to start a new draw deck.

# ENDING THE GAME

The game ends if there are no more Super Villains in the playing area. Players who have not yet gone in the turn can take their final action. At the end of the game, each player adds up the Power Levels of their captured Super Villains, for their score. The player or team with the highest score wins the game!

Final score breakdown example between two players, where Player 1 with a score of 53 is the winner.

						PLAYER 1	
							PLAYER 2

**NOTE**

### THE SCORE IS A TIE?

Solve a score tie in the funnest way possible! Whomever flips the Mystery Solved card first or whomever has both Mega Twins or captured the most Crook cards? Are all good examples.

## SCORE

Super Villain POWER LEVELS  
+12, +12, +12, +8, +5, +4

**TOTAL +53**

## SCORE

Super Villain POWER LEVELS  
+12, +8, +8, +8, +5, +5, +5

**TOTAL +51**

### SCORING

Fire & Ice: One player cannot capture both Sister Blister and Pennie 2020.



### SCORING

When tallying points, if a player has both Mega twins, they get a Crook card if any are available.



## VARIANTS

- Who Goes First?: Youngest player goes first, or have players flip Mystery cards. Whomever flips the Mystery Solved card, goes first. Play continues clockwise.
- Scoring: For a simpler way of resolving the score, add the Power Levels of your captured Super Villains in the following way: Bosses are worth 4 points, Tier 2 Minions are worth 2 points, everything else is worth 1 point each.
- Custom Cards: Want to design your own home brew Heroes, Villains or Specials? Custom cards are available for download at [skyhammerstudios.com](http://skyhammerstudios.com).

### Advanced Rule:

- Menace Card: Before placing the Super Villains on the playing area, each player secretly draws 1 out of the 12 Super Villains and writes down their selection. At the end of the game, in order to win, the player must have the highest Power Level points AND have captured their written Super Villain card.

## ATTRIBUTIONS & COMMON USAGE

Illustrations and Graphic Design by Alejandro Samada and various artists. Inspiration from License CC 3.0 at <https://creativecommons.org/licenses/by/3.0/>  
 A special thanks to my many game convention and elementary school testers, Game Makers Guild and fellow indie game designers. And especially to Hattie, Ella, Manuel, Stephanie & Briden, Damian Davis, Martha Elliott, Carl at N20 Games, Larry Hawley, Ruff Captions, Jeff Johnston, MissiontoPlanetHexx, Marcus Lehner & Jamie Barriga who provided ongoing support, testing and advice. Thank You!

## DIGITAL RULES

Want to see the game in action? A video version of the rules can be found at <https://www.skyhammerstudios.com>.

## ABOUT US

Skyhammer Studios develops unique card and board games for families, young people and kids. Our mission is to bring families closer together through shared experiences and fun.

-  [www.skyhammerstudios.com](http://www.skyhammerstudios.com)
-  [twitter.com/skyhammers](https://twitter.com/skyhammers)
-  [www.instagram.com/skyhammerstudios](https://www.instagram.com/skyhammerstudios)
-  [facebook.com/skyhammerstudios](https://facebook.com/skyhammerstudios)