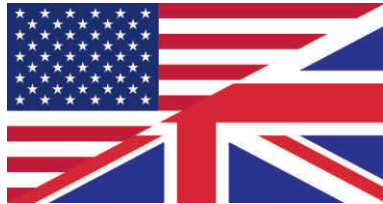


Rulebook



Kai Herbertz präsentiert
Das Katastrophenspiel
Wer rettet die Menschheit?

Herbertz Entertainment
UG (haftungsbeschränkt)



Introduction

In "Das Katastrophenspiel" players are taking up the roles of heroic helpers of an unspecified european disaster relief organisation. The objective is to provide world-wide aid, but only one group within the organisation can attain the highest decoration. Who saves mankind?

Game Overview

The game consists of a map with 6 regions. There are always 5 purchase cards and 5 catastrophe cards. On their turn players acquire new purchase cards, move their pawn into a different region, and / or try to handle a catastrophe in the region with their pawn. At the end of round 8 the player with the most victory points wins the game. You gain victory points by handling catastrophes. The more difficult the catastrophe the higher the awarded victory points.

Object of the Game

The goal of the game is to handle as many catastrophes as possible within the 8 rounds of play. The success is measured with victory points. Successfully handling catastrophes increases the victory points of the active player. More difficult catastrophe cards award more victory points and more money. The victory points are tracked with a colored counter on the victory point track.

If there is a tie at the end of round 8 the players' money is used as a tie breaker. If there is still a tie then the player, who sits nearest to the original starting player from the right (counter clockwise), wins the game. The original starting player is sitting farthest away from himself, so he (or she. For the sake of brevity, the male form is used throughout) can never win in case of a tie.

Money is tracked by using the yellow counters as coins. The term money is abstract, since all of the new vehicles, equipment, and heroes already exist within the organisation. They are not bought, but rather requested by shifting of budgets. For the game itself this piece of information is not important and the terms money and purchase are used throughout.

There is no limit to victory points or money. If either runs out players are encouraged to track the excess in another way.

Component List

Rulebook

110 cards (4x red player, 4x green player, 4x blue player, 4x black player, 4x white player, 16x purchase cards value 1, 27x purchase cards value 2, 7x purchase cards value 3, 12x catastrophe cards victory point 1, 8x catastrophe cards victory points 2, 12x catastrophe cards victory points 3, 8x catastrophe cards victory points 5)

5 pawns (red, green, blue, black, white)*

1 starting player pawn yellow*

5 victory point counters (red, green, blue, black, white)*

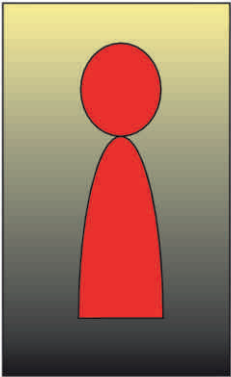
25 money counters yellow*

1 die*

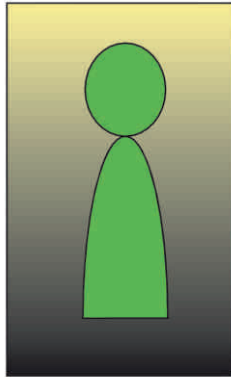
* Sets were bagged by plasticsforgames.co.uk - there is no warranty for differing colors and / or missing parts.

Card Stacks

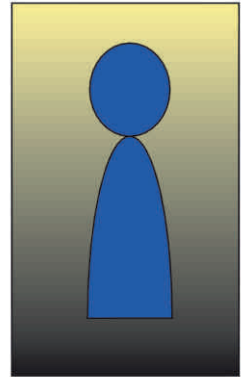
There are the following 12 card stacks: red player, green player, blue player, black player, white player, purchase card value 1, purchase card value 2, purchase card value 3, catastrophe card victory point 1, catastrophe card victory points 2, catastrophe card victory points 3, catastrophe card victory points 5.



Red Player



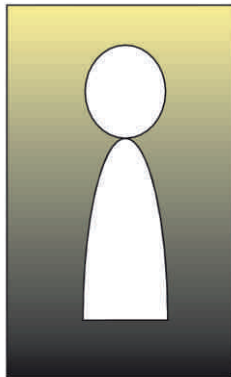
Green Player



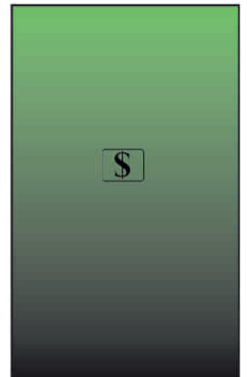
Blue Player



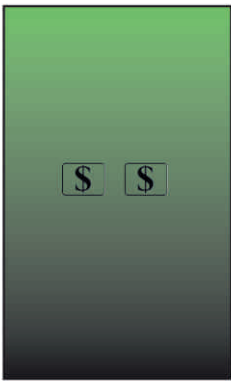
Black Player



White Player



Purchase Card Value 1



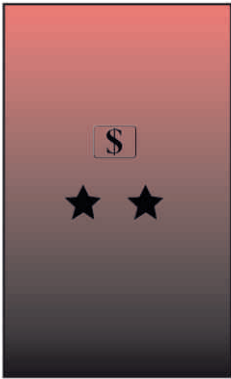
Purchase Card
Value 2



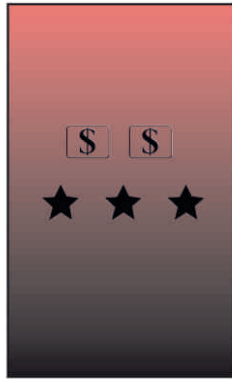
Purchase Card
Value 3



Catastrophe Card
Victory Point 1



Catastrophe Card
Victory Points 2



Catastrophe Card
Victory Points 3



Catastrophe Card
Victory Points 5

Card Types

There are 4 different card types: vehicles (Fahrzeug), catastrophe (Katastrophe), hero (Held), equipment (Ausrüstung). The card name is listed on top, followed by a picture. On catastrophe cards there is a map underneath the picture. The affected region is colored in black on the map. On the bottom of all cards is a yellow box with the card type, one or more symbols, and the card number.

The symbols denote the abilities of the vehicle, hero, or equipment. On catastrophe cards the symbols indicate, which abilities are required to handle the catastrophe.

Diagram illustrating the components of a catastrophe card:

- Card Name (Sturm)
- Picture (Scene of destruction)
- Region (Map of Europe)
- Card Type (Katastrophe)
- Symbols (Three houses and a plus sign)
- Card Number (47/110)

Hero card for Jennifer McLeod (Held). Symbols: Die with 5 spots, slash, first aid, shelter. Card number: 81/110.

Vehicle card for Löschflugzeug (Fahrzeug). Symbols: Two people, fire, airplane. Card number: 15/110.

Equipment card for Zollhund Lili (Ausrüstung). Symbol: Peace sign. Card number: 90/110.

The cards are color coded by type. Catastrophes are red, heroes are yellow, vehicles are blue, and equipment is green. The hero “Jennifer McLeod” shown above has the following symbols: die with 5 spots, slash, first aid, shelter. The slash indicates that the player has to choose whether to take the symbols on the left or on the right of the slash. In this instance he can either roll a die and pick any of the 6 ability symbols (first aid, supplies, fire fighting, shelter, peace keeping, construction) on a roll of 5 or 6 or he can choose to take both first aid and shelter.

Setup

Shuffle the card stacks and place them face down on the table.

Two catastrophe cards victory point 1 are drawn and placed face up on the table. One catastrophe card each of victory points 2,3, and 5 is drawn and placed face up on the table.

Two purchase cards value 1, two purchase cards value 2, and one purchase card value 3 are drawn and placed face up on the table.

Every player draws a pawn at random and takes the corresponding player cards.

If there are fewer than five players the remaining pawns and player cards are put back into the box.

All of the pawns are placed on the Europe region on the game board (back of the box or middle of the rulebook). There are 6 different regions on the game board: North America (Nordamerika), South America (Südamerika), Europe (Europa), Africa (Afrika), Asia (Asien), Australia (Australien).

Each player receives 2 yellow counters, which represent their starting funds.

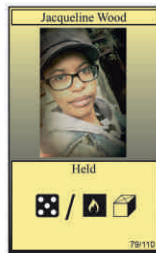
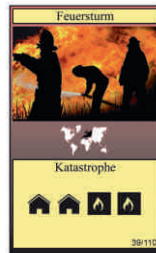
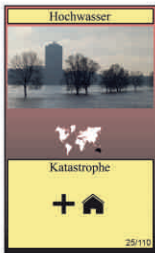
Each player puts the colored counter that matches their player color on space 0 of the victory point track (back of the box or middle of the rulebook).

One of the yellow counters, which is used as money, is placed on space 8 of the victory point track. This counter represents the number of remaining rounds.

Setup Diagram



Victory Point Track



The three player (white, red, blue) setup is shown. There are two rows of 5 catastrophe cards and 5 purchase cards. The victory point counters are on space 0 and the round counter is on space 8 of the victory point track.

Sequence of Play

1. Determine starting player (the person, who last donated blood.)
2. Round (each player, one after another, takes their turn of 2 actions.)
 - 2.1. Player turn (2 actions per player):
 - 2.1.1. Cards may be played at any time. Only 1 vehicle, any number of equipment cards, and 3 (or up to the vehicle's space) heroes may be played.
 - 2.1.2. Action movement (place your pawn into a different region on the board.)
 - 2.1.3. Action purchase (place one face up purchase card underneath its corresponding stack. Draw and place a card from the same stack. Optionally spend money to take a purchase card of equal value. If a purchase card is acquired draw and place a purchase card of equal value, so that there are always 5 face up purchase cards.)
 - 2.1.4. action mission (handle a catastrophe in the same region as your pawn by matching the catastrophe's symbols with your played cards. On a success increase the victory points and money according to the catastrophe card. Only one of the two actions may be a mission action. Put the mission card underneath the stack and reveal a new mission card.)
 - 2.2. Move the round counter 1 space toward 0. Pass the starting player pawn to the player on the left. If the round counter is not on space 0 a new round begins.
3. At the end of round 8 the player with the most victory points wins the game. If there is a tie then the tying player with the most money wins the game. If there is still a tie then the tying player closest to the right of the original starting player wins the game.

Symbols

There are 6 ability symbols:

 First aid

 Supplies

 Fire fighting

 Shelter

 Peace keeping

 Construction

The dice allow to temporarily produce one of the above 6 ability symbols on a roll that matches or exceeds the shown number of spots.

 Produces an ability symbol on a roll of 3-6

 Produces an ability symbol on a roll of 4-6

 Produces an ability symbol on a roll of 5-6

Symbols on catastrophe cards:

 Increases money by 1 on a successful mission

 Increases victory points by 1 on a successful mission

Actions are represented by the following symbols:

 Action movement

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Victory Point Track

| | | | | | | | | | |
|----|----|----|----|----|----|----|----|----|----|
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 |
| 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 |



Mission



Purchase



Movement



Victory Point



Money



Die 3+



Die 4+



Die 5+



First Aid



Shelter



Supplies



Fire Fighting



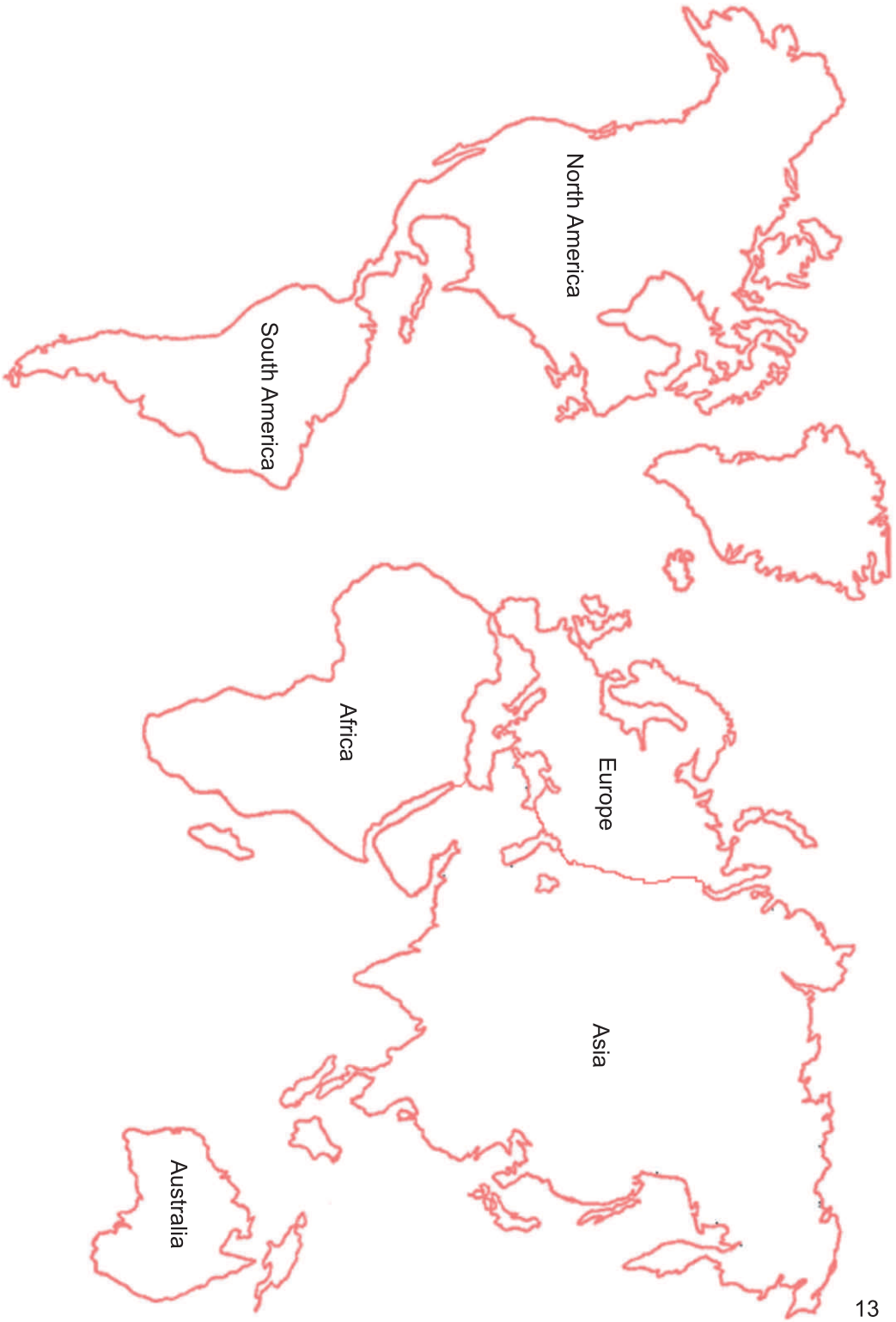
Construction



Peace Keeping



+1 Space



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Action purchase



Action mission

Additional actions granted by cards are subject to special rules that can be found in the special rules section.

Vehicles have a space of 0, but the following symbol increases the space:



Increases a vehicle's space by 1

Sequence of Play in Detail

Determine Starting Player

The player who last donated blood is the original starting player. If nobody has ever donated blood then the youngest player is the original starting player. The original starting player takes the yellow pawn that represents the current starting player.

Round

The current starting player begins with their turn. At the end of the turn play passes to the player on the left (clockwise) who begins their turn. When the last player has finished their turn the current starting player moves the yellow counter one space toward 0 on the victory point track. If the yellow counter that represents the number of remaining rounds reaches 0 then the game is over and the winner needs to be determined (see object of the game). If the counter is not at 0 then the yellow pawn is passed to the next player on the left (clockwise). This player is the new current starting player and begins a new round.

The Turn

Each player has 2 actions during their turn unless they gain additional actions from cards. Cards can be played at any time during a turn, but there are limitations: Only 1 vehicle (Fahrzeug), 3 heroes (Held) or heroes up to the space of the vehicle, and any number of equipment (Ausrüstung) may be played. Equipment can only be used twice: Once when it is played and one additional time when it is already on the table. After using an equipment card for the second time it is removed from the game.

There are three types of actions:



1) Movement:

As an action the player can move their pawn into any other region. Movement actions granted by vehicles can be used once per turn, but as soon as that symbol is used the vehicle cannot be replaced by a different vehicle during this turn.



2) Purchase:

The first step of the purchase action is to pick one of the five purchase cards and put them underneath the corresponding stack. Afterwards a new card from the same stack is revealed. Then the player has a selection of 5 cards (4 old cards and the newly revealed card). Optionally one card can be bought by paying its money cost. After taking the card a new card of equal value is drawn to replace the bought card so that there are always 5 face up purchase cards.

The hero “Just Grafke” grants a free purchase action per turn. In order to use his purchase action “Justin Grafke” has to be played. If the limit of heroes (normally 3, but if there is a vehicle card in play then up to the vehicle’s space) has been reached then “Justin Grafke” cannot be played and consequently his ability cannot be used.

Special rule: When using the purchase action granted by “Justin Grafke” he grants a discount of one. That means that a purchase card value 1 can be bought for free, or a purchase card value 2 can be bought for 1 money, or a purchase card value 3 can be bought for 2 money during his special purchase action.



3) Mission:

In a mission action the player chooses a catastrophe card that is within the same region as the player pawn. The pawn is in one of the six regions on the board (North America (Nordamerika), South America (Südamerika), Europe (Europa), Africa (Afrika), Asia (Asien), Australia (Australien)) and every catastrophe card has a map underneath the picture that shows the affected region in black.

After selecting a catastrophe card the player can play or use already played hero cards, vehicle card, and equipment cards to handle the catastrophe. The sequence of using the cards is important, since equipment can only be used twice (and only once per catastrophe). Perhaps the catastrophe has already been dealt with by the heroes, so that it is not necessary to use equipment. It is also possible that the catastrophe cannot be handled anymore after playing heroes (for example when it is essential to produce a specific symbol with a die roll and the required number is not rolled) and therefore it would not make sense to use equipment. As soon as cards have been played they cannot be taken back anymore. This is important, since this can prevent additional actions (see movement and purchase).

The following limitations exist: only 3 heroes can be played unless the space of a vehicle permits playing additional heroes. Only one vehicle can be played. Any number of equipment can be played. Equipment that is already on the table may be used, but is removed from the game after its use.

The cards contribute their symbols to handling the catastrophe. If there is a slash on a card it indicates that the player has to choose whether to take the symbols on the left or on the right of the slash. If

there is a die symbol on the card then the player rolls a die. If the roll equals or exceeds the shown number then any one of the 6 ability symbols can be temporarily created (first aid, supplies, fire fighting, shelter, peace keeping, construction). If the symbols of the catastrophe card are matched by the symbols of the played cards then the mission was successfully handled. Otherwise the mission failed. Even if a mission fails only one mission can be attempted per turn unless the equipment “Leitstelle” is used.

A successfully mission increases the victory points of the player by 1,2,3, or 5 depending on the catastrophe card. The player also receives 1 money for catastrophe cards with 1 or 2 victory points, 2 money for catastrophe cards with 3 victory points, and 3 money for catastrophe cards with 5 victory points. The amount is also shown on the back of the catastrophe card.

Regardless of whether a mission was successful or failed the catastrophe card is placed underneath the corresponding pile and a new catastrophe card is drawn and placed face up from that pile.

Special rule: The equipment “Leitstelle” allows attempting additional mission actions. The symbols on already used, played cards can be used again during these additional missions. However, equipment that is used again is removed from the game after this second use.

End of Turn

At the end of the turn the player takes the hero cards and vehicle card back to his hand. Played equipment stays on the table. If equipment on the table is used again it is removed from the game afterwards.

The next player to the left (clockwise) takes their turn, unless they already took a turn during this round.

Special Rules

The equipment “Leitstelle” allows attempting additional mission actions. The symbols on already used, played cards can be used again during these additional missions. However, equipment that is used again is removed from the game after this second use.

When using the purchase action granted by “Justin Grafke” he grants a discount of one. That means that a purchase card value 1 can be bought for free, or a purchase card value 2 can be bought for 1 money, or a purchase card value 3 can be bought for 2 money during his special purchase action.

Example

With their first action the red player moves from Europe to North America. In their second action the player tries to handle the catastrophe “Hausbrand.”



In order to handle the catastrophe the ability symbols fire fighting and shelter are required. The player puts the hero “Sigmar Milano” on the table to match the fire fighting symbol. Then he plays “Linda Rendel.” Since Linda Rendel’s symbols are divided by a slash a decision has to be made whether to take the die or the first aid symbol. Since first aid is not needed the player decides to take the die roll to have a chance at creating the missing shelter symbol. He rolls a 4 and so the ability creation has failed. A roll of 5 or 6 was needed to be successful.

In order to still successfully handle the mission he plays the equipment card “Zelte” to match the catastrophe’s shelter symbol.



The catastrophe was successfully handled. The player receives 1 money and with the 2 starting money he now has 3 money. In addition he receives 1 victory point and moves his counter from 0 to 1 on the victory point track. The catastrophe card is placed underneath the stack and a new catastrophe card is drawn and played. The new catastrophe card is “Verseuchtes Wasser” in Africa with supplies and first aid symbols.



At the end of the turn the player takes “Simar Milano” and “Linda Rendel” back to his hand. The card “Zelte” remains on the table. His pawn is in North America, he has 3 money and 1 victory point.

Designer Notes

Card 7/110 “Löschboot” This is rather a light house on a ship, but since the red color also fits fire fighting the image has been repurposed for a vehicle with 4 space and one fire fighting symbol.

Card 56/110 “Kernschmelze” At the moment there is only a research reactor in Australia. Since “Das Katastrophenspiel” is set in a fictional near future in a parallel world the card refers to newly built reactors.

Card 100/110 “Schwarzer Kaffee” Even though money in the game is only symbolic it is still inexplicable why coffee costs as much as a blimp. This is purely for game balance purposes.

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Furthermore I thank everyone who contributed their portrait for hero cards in no particular order: Alex Ziska, Milan Matthes, Linda Rendel, Donna Marie Howard, Frank Dase, Oli Stratford, Anonymous and Jerome Belasco, Dr. Armin Herbertz, Alrun Bach, Trent Devlin, Dr. Laura Richard, Michelle Proulx, Denise and Maik, Natacha Draghi, Danielle E. Shipley, Dr. Chiara Manfletti, Oliver Eberlei, Dr. Tobias Georgi.

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Last but not least I thank my parents for the support and the pictures they contributed.

Credits

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Das Katastrophenspiel: Symbols

 First Aid


 Supplies

 Fire Fighting

 Shelter

 Peace Keeping

 Construction

 +1 Space

 Die 3+

 Die 4+

 Die 5+

 Money

 Victory Point

 Movement

 Purchase

 Mission

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