

Save Macomb Park District! 2-4 Players Ages 8+ 45mins

The Story so far:

The Macomb Park District is a local environmental treasure that contains many beautiful locations in our community. Recently, the Macomb School of Magic has been established as defacto protectors of these local public parks. The Macomb School of Magic seeks to help Macombians of all ages connect with the amazing public park resources available to them through this board game.

Consisting of 4 magic Houses: the brave **Glittercorps**, the creative **Driftjazz**, the protective **Hundrpack**, and the clever **Glazerin**. Each house has created their own House Relic to signify their contribution to the local community. The Glittercorps have a sword in the stone relic to symbolize their preparedness and healthy competition. House Driftjazz has created musical wings that carry mysterious rhythms. Hundrpack has created a spinning Zoetrope that depicts a dog running through the park and Glazerin has created a 3-D sculpture of their own Face/ Vase illusion. Unfortunately, the Macomb Park District has come under the attack of various Afflictions, it is up to you to take on the mantle of your chosen house and work together as a team to discover the 4 house relics and safely transport them to the Macomb Park District Main Office. Can you keep affliction at bay by dispelling afflictions in endangered locations? Can you work together with you team to recover the relics before all locations are lost? The choice is yours, use your actions wisely and think like a team- there are few paths to victory in this game, and only you can **Save the Macomb Park District!**



Instructions:

Contents:

<p>58 Cards: (Print Single Sided)</p> <ul style="list-style-type: none"> • 5 Glittercorps Crest Cards • 5 Hundrpack Crest Cards • 5 Glazerin Crest Cards • 5 Driftjazz Crest Cards • 4 Bicycle Movement Cards • 3 Affliction Advances Card • 3 Dispel Affliction "Moments of Wonder" Cards • 1 Affliction Challenge card: Apathy (Easy) • 1 Affliction Challenge card: Vandals (Difficult) • 1 Affliction Challenge card: Litter (Xtreme) • 1 Danger Zone Marker Card • 1 House Glazerin Player Power Card (Blue) • 1 House Hundrpack Player Power Card (Green) • 1 House Driftjazz Player Power Card (Gold) • 1 House Glittercorps Player Power Card (Red) • 1 Guest House: Western Illinois Museum Player Power Card (Lt. Blue) • 1 "On Your Turn" & Actions list card • 24 Afflict: Location cards (Orange & Lt. green) • 1 House Driftjazz "Wings of Music" Relic Token • 1 House Glazerin "Face/Vase" Relic Token • 1 House Hundrpack "Zoetrope" Relic Token • 1 House Glittercorps "Sword in the Stone" Relic Token <p>24 Double sided Location Tile Cards (Print Double Sided, Flip Along Long Side)</p>	<p>All of the Contents in the Print-n-play with a few homemade player tokens</p>  <p>To find in your home:</p> <ul style="list-style-type: none"> • 4 player tokens (can be any object that fits on the location tiles, pawns from other games, coins, pen caps or even thimbles!) • 1 Danger Zone level Marker (Can be a coin, pencil, key, any small item that fits on or lines up with the Danger Zone line)
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Object of the Game:

“**Save Macomb Park District!**” is a cooperative game. You and your fellow players must work together against the automated Affliction of the game to win. You either all win or all lose together. Your mission is to think and work as a team to keep the Macomb Park District from being lost to the chosen Affliction. You need to collect the 4 House Relics and return them all to the Macomb Park District Main Office before too many locations are lost to the Affliction. Once you have all 4 Relics and every player at the Main Office, you all win the game! However, if too many locations are lost to the Affliction, the Macomb School of Magic will be defeated, and you will all lose the game.



Quick Play Rules: If you are excited to Save MPD this is all you need to know!

Step 1) Choose your Challenge level/Affliction type (Apathy, Vandals, Litter) White card w/ Orange Band. Range from Easy to Extreme. 1st time? Choose Easy (its not that easy).

Step 2) Set up the pattern of the Affliction type and Choose Danger Zone level on Danger Zone card (Solid Orange card with Danger Zone levels 1-6).

Step 3) Create Macomb Park District: Shuffle the square double-sided (dark green & lime green with an orange band) location cards and place them in the Affliction: type pattern.

Step 4) Separate the Cards in their types. There are 4 types of cards. Player House Power Cards (5), Square House Relic Tokens (4), Afflict: Location cards Orange and Lime band (24), and House Relic cards (30). Shuffle and stack Afflict Location into their own deck, shuffle and stack House Relic cards into their own deck.

Step 5) Draw top 6 Afflict: Location cards and afflict those square locations (Flip tile from dark green side to lime green side with orange "Afflicted" band. If a location is already on Afflicted side, it is "lost"- remove the square location tile and the Afflict: Location card from game.

Step 6) Players choose a Player House power to use for the game, locate a player token piece in your home (button, monopoly piece, Lego), and place on your starting location tile.

Step 7) Begin Discovery of House Relics: Deal 2 House Relic cards to each player. If a player gets Orange "Affliction Advances" card, shuffle that card back into draw deck and give player a new starting House Relic card.

Order of Play:

- 1) The active player takes 3 actions of their choice
- 2) Draw 2 House Relic cards (Hand limit 5 for 3+ players, 6 for 2 players)
- 3) Draw the number of Afflict: Location cards equal to the Danger Zone level.

Actions:

Visit: Move your player token any cardinal direction for one action/tile. (Adjacent only)
 Dispel- Flip a tile from Afflicted side to Un-afflicted dark green side (Adjacent tiles only)
 Give/Take 1 House Relic Card to/from another player (Must be on same location.
 Discover a Relic- Turn in 4 matching House Relic crest cards at same House relic location.

If you draw an Affliction Advances card from the House Relic card pile, resolve it immediately by following the instructions on the card.

You Win if: Players have 4 House relic tokens & are all on an unafflicted MDP Main Office tile.

You Lose if: Both House Relic location tiles are lost before a House relic is discovered or MPD Main Office location tile is lost or if any player is on a location tile that is lost and cannot move adjacently or use a special card to move.

Set-up:

1) Choose the type of Affliction you and your team wish to take on.

There are 3 Afflictions in the base game.



The 3 afflictions range from easy to extremely difficult, they are Apathy (Easy), Vandals (Difficult), and Litter (Extremely Difficult). It is highly recommended that if this is your first game, you choose "Apathy" as the Affliction type card.

Once the Affliction type has been chosen, locate the corresponding Affliction type card and set it at the side of the playing area to reference in set-up, The rest of the Affliction type cards are set aside and will not be used during your game.



"Park" Location Tile Pattern (Used by Affliction type: Apathy)

2) Choose your **Danger Zone** level.

Danger Zones range from 1 to 6 and are another way to scale the difficulty for the game. If this is your first game, it is recommended you start at Danger Zone Level 1 (Easy). If you are finding the Afflictions easy to manage, choose a higher Danger Zone level to begin the game. The 4 starting Danger Zone levels are Draw 1 House Relic card (Easy), Draw 2 House Relic cards (Park Volunteer = Medium), Draw 3 House Relic cards (Manager = Difficult), Draw 3 House Relic cards (Savior = Nigh Impossible).



Danger Zone Level Marker with a key as the marker. Currently the Danger Zone level is 3 (Manager).

Players **LOSE** the game when:

There are 3 possible ways to lose. If any of these conditions are met, the game is immediately over. Consolatory handshakes and “Good Attempt” wishing are encouraged for all players:

1. If both location tiles that are needed to collect a House Relic are lost before that Relic is discovered, The Relic cannot be discovered and the game is lost.
2. If the Macomb Park District Main Office is lost, the players have nowhere to turn the House Relics in, and therefore the game is lost.
3. If any player is on a location tile that is lost and there is no way for the player to reach another location tile, that player is lost and the game is immediately lost by all players.

You cannot win if the Macomb Park District Main office location tile is afflicted.

Patterns:



Tile Pattern: Park



Tile Pattern: Skull



Tile Pattern: Hole in One

where House Relic cards can be turned in to collect their House Relic Token. These locations are identified in the center of their location tile. Examples of the 8 locations (2 for each of the 4 houses) and their corresponding tokens can be seen below:



The 4 House Relic tokens with the corresponding House locations that they can be discovered at.

4) Separate the Cards into their respective card decks.

Separate the Cards into 3 card decks. 1 Deck will be the Afflicted Locations, the Second Deck will be the House Relic Deck and the 3rd deck will be House Powers for the players. There will be 24 Afflicted Location Cards (Orange and light Green), 5 House Player Power cards (4 houses + Bonus Western Illinois Museum guest house). Each House Player Card has a band of corresponding color around it and states a unique power that that player can use. The remaining cards (5 crests for each House, 4 Bicycles, 3 Affliction Advances, and 3 "Dispel!" spells are shuffled together to form a 29-card deck.



Player House Cards House Relics Tokens Afflict: Location Cards House Relic Cards

Player Tokens on Afflicted and Lost Location Tiles:

If a player token is on a location tile that becomes afflicted, lift the player token off of the location tile, flip it over to the "Afflicted" side and then return the player token to the afflicted location tile.

If a player token is on a location tile that would be lost, the player moves their player token to an adjacent location tile (Any location tile in the cardinal directions (North, South, East or West). **If the player token is on a location tile that is lost and the player cannot move to an adjacent tile, then the player is lost and the game is over, with all players losing.**

Exceptions: House Glittercorps can move diagonally, and House Driftjazz can fly to any location tile once per turn, including this forced move.

When the Afflicted Location draw pile is empty:

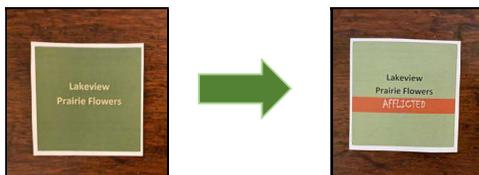
If the Afflict: Location pile ever runs out, immediately shuffle the Afflict: Location discard pile, and form a new Afflict: Location draw pile. If this happens in the middle of a player's turn, continue drawing Afflict: Location cards from the newly formed draw pile.



Step 3: Draw "Afflict: Location" cards

After drawing 2 House Relic cards, you must now figure out what locations are being newly affected by the Affliction. Draw the number of cards from the top of the Afflict: Locations draw pile that are equal to the current Danger Zone level. (For example, if the Danger Zone is at 3, draw 3 Afflicted Location cards). Draw the cards 1 at a time and place them face up onto the Afflicted Location discard pile. For each card drawn, find the matching Location tile on the map and do one of the following:

- If the matching Location tile is un-afflicted, afflict it by flipping it over (From the un-afflicted dark green side to the afflicted light green side with an orange band). This shows that this location is now Afflicted.



- If the matching Location tile is already Afflicted (light green side with an Orange band), then the location is lost to the Affliction. Once a location has been lost, it cannot be found again. **Remove the location tile AND the matching Afflict: Location card from the game.** Place the location tile and the Afflicted location card out of play and away from the game map. This causes the map to continually shrink.



Downing Park card is already afflicted (Light green with Orange)



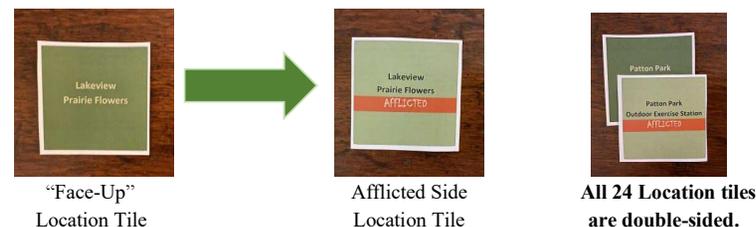
Afflict: Location-Downing Park card is drawn. Downing Park is already afflicted.



Downing Park card is permanently removed for the rest of the game. Remove the Afflict: Location- Downing Park card from game

5) The Macomb Park District becomes **AFFLICTED!**

Shuffle the 24 Afflicted location cards (Orange and Light Green) together in their deck. Place it face down on one side of the Location map to form the Affliction draw pile. Draw the top 6 location cards and place them face up next to the Affliction draw pile to form the Affliction discard pile. For each card drawn, flip the corresponding Location tile from its Un-Afflicted (Dark Green) side to its "Afflicted" side (Light green with Orange Band).



6) The Heroes Emerge!

Either choose or randomly draw one of the 4 House Player Power cards (5+ if playing with bonus or exclusive cards). Each player will take on the role of that house. Each house has a different power that is fueled by their imagination. Each power is unique to each School of Magic House. Take a moment to read aloud your House & power to share with other players so you know how to help each other. Take your player token (found at your home, item of your choice as long as it fits on the 2.5 x 2.5" location tile- Ex: Button, bottle cap, penny, washer, etc.) and place it on your House's starting point. It is okay to start on an Afflicted location tile.



7) Start Discovering the House Relics:

Shuffle the House Relic Deck and deal 2 cards to each player. Place your cards face-up in front of you. Remember, you are working together as a team, so it is important to be able to share information. It helps to form winning strategies if the other players can see your cards. If anyone gets a “Affliction Advances” card as a starting card, replace that card with another House Relic card and shuffle the “Affliction Advances” card back into the House Relic Draw Pile. Place the House Relic Draw Pile facedown in reach of everyone near the location map.



A full game set-up with 4 players against Affliction: Apathy. House Relic cards have been dealt and 6 Location tiles have been afflicted. The quest to **Save Macomb Park District** has begun!

Set-up is Complete- you are now ready to play the game!

1) Raise the Danger Zone level by 1. Move your marker up one Danger Zone level on the Danger Zone card. The new number is the number of Affliction cards that will be drawn at the end of your turn. This number will never decrease and only increases over the course of the game. Once you reach Danger Zone level 6, it remains there until the end of the game.



2) Take all the Afflicted Location cards in the Afflicted Location discard pile and shuffle them, once they have been shuffled, place them face down ON TOP of the Afflicted Location draw pile. This means that the Afflicted Locations you have most recently drawn are very likely to be lost when drawn again. This step can have dire consequences on the outcome of the game.

3) Discard the “Affliction Advances” card to the House Relic discard pile.

- If you draw an Affliction Advances card, you do not get a replacement card.
- If you draw 2 Affliction Advances cards on your turn, shuffle the Afflicted Location discard pile only once, but move the Danger Zone marker token up by 2 levels.
- If you draw an Affliction Advances card but there are no cards in the Afflicted Location discard pile, just move the Danger Zone marker token up by 1 danger zone level.

What to do if the House Relic draw deck runs out:

When the last card of the House Relic draw pile is drawn, immediately shuffle the House Relic discard pile and turn it into the new House Relic draw pile.

Hand Limit:

You may only have 5 cards in your hand at any time. This includes House Crest cards and Special Cards. The Hand limit is never affected by a House Relic token. If you ever have more than 5 cards in your hand, you must discard excess cards immediately to the House Relic discard pile. You can use Special cards before you discard them. *If playing with only 2 players in the game, each person is allowed to have 6 cards in their hand.*

Special Cards:

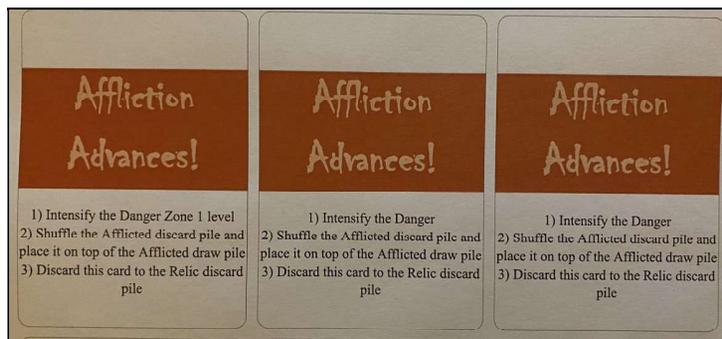
There are 2 types of Special cards in the House Relic deck- Bicycle (4) and Dispel (3) cards. These cards will help your team to win the game. When you get one of these cards from the Draw step, take them into your hand. They count towards your hand limit, but you can use them at any time, even on another player's turn, during the game. Playing a special card does not require an action. Discard these cards to the House Relic discard pile immediately when played.



You may use the power of a Special Card if you are forced to discard it.

Affliction Advances! Cards

There are 3 “**Affliction Advances!**” (Orange Band) cards in the House Relic Deck:



When you draw an “**Affliction Advances!**” card, you must immediately follow the instructions on the card. The instructions are as follows:

Order of Play:

The player who last visited a local park is the first to go and play continues clockwise. On every player's turn, 3 specific steps must be taken. Once a single player has resolved the 3 steps, then it becomes a new player's turn, who takes their 3 steps and so on until the game is resolved. The 3 steps of each player's turn:

- **Step 1:** The active player takes any 3 actions of their choice.
- **Step 2:** The active player draws 2 House Relic cards from the House Relic deck. (Hand limit is 5 for 3 or more players, 6 for only 2 players.)
- **Step 3:** The active player draws the number of Affliction: Location cards that correspond to the Danger Zone level. (Ex: If Danger Zone is on level 1, draw 1 card, on level 2, Draw 2 cards, etc)



If you are ever in doubt, refer to the “**On Your Turn**” card for a brief summary of the active player's turn and available actions that player may take during step 1 on their turn.

Step 1: Take 3 Actions:

You may take up to 3 Actions on your turn. You may take a single action 3 separate times. (For example, you may Dispel, Dispel, Dispel on your turn). You are always allowed to take less actions or do nothing if you wish. It is helpful to discuss your plan of action with your fellow teammates to figure out how to best use your 3 actions for the good of the quest.

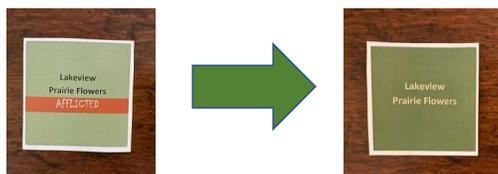
On your turn you may take any of the following actions:

Visit:

You move your player token to any directly adjacent location tile. You may only move in cardinal directions (North, South, East or West) and may not move diagonally (unless you are House Glittercorps). Each location you move to costs 1 action. If you were to move to 3 different locations (not including your starting location) on your turn, that would be the end of your turn. You can move onto an afflicted location tile, but you cannot move onto a location tile that has been lost. (because it has been lost to the Affliction and therefore to afflicted to visit).

**Dispel a Location:**

You may, for 1 or more actions. Dispel the Affliction on any adjacent location tile (Cardinal Directions, North, East, South or West), or the location tile your player token is on. To “Dispel the Affliction” on a location, simply flip the tile from the Afflicted side (Light Green with Orange Band) to the “Face-up” dark green side. Each location tile that is Dispelled this way costs 1 action (Except for House Hundrpack who can Dispel 2 adjacent tiles for 1 action).

**Give or Take a House Relic card to another player:**

You may give or take 1 or more House Relic cards to or from another player if both of your player tokens are at the same location tile. You must spend 1 of your 3 actions for **EACH** House Relic card you give away or take into your hand. You may not give away special action cards. If you give 3 cards to another teammate, you may take 1 card from them for free.

Discover a Relic:

You may, for 1 action, discover a House Relic by turning in 4 matching House Crest Relic cards from your hand if your player token is on either corresponding location tile for that House. Note: You can turn in other House Crest Relic cards in other Houses than your own player House and still receive a House Relic. (Ex: House Hundrpack may collect 4 Glazerin House Crests and turn them in at one of the two Glazerin Relic locations for the Glazerin House Relic Token.)



When you Discover a House Relic, discard the 4 House Relic cards to the House Relic discard pile and take the corresponding House Relic Token.

You can Discover a Relic on an Afflicted Location tile.

Step 2: Draw 2 House Relic deck cards

After taking your actions, you must draw 2 cards from the top of the House Relic draw deck and add them to your hand. Draw the cards 1 at a time. If you draw an “Affliction Advances!” card, do not add it to your hand, but follow the instructions on the card and then place the Affliction Advances! Card into the House Relic discard pile.

House Relic Cards:

There are 5 of each House Crest cards in the House Relic deck. The goal is to collect 4 of the same House Crests in order to find the corresponding House Relic. You can give House Relic cards to other players using the "Give a Card" action.