

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.