

CATAPULTS!



BUILD
Your Castle

PLACE
Your Catapults

DEFEAT
Your Enemies!

CATAPULTS!

PLAYERS



2-4

TIME



30

AGES



13+

CAUTION:
SMALL PARTS
Not for children
under 3 years

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INTRODUCTION

Catapults! is a quick 20 minute game that can be played with 2-4 players. Your goal is to get the most points by destroying other player's castle walls and effectively building and repairing your castle.

The game is played in 3 rounds, each consisting of a Build and Attack phase. The game ends with one final "Bonus Build" phase to grab any last minute points.

Build the best castle layout to clinch victory!

Components

4 Build plates

30 Catapults

108 Piece cards

20 Dice

108 Wall pieces

1 Timer

You will also want a way to keep track of score. A pen and paper, coins, counters, anything you may have on hand will work.

Setup

Perform these steps for any number of players:

1. Each player takes one base plate, orientation doesn't matter.
2. Set the catapults aside in a pile
3. Set the dice aside
4. Dump all of the wall pieces into the center of the table for all players to easily reach
5. Set the timer to the side so all players can see it
6. Shuffle all the Piece cards and have each player draw 27 cards in a face down pile in front of themselves to form their own "Piece Deck"
7. Set aside any remaining Piece cards

You are now ready to play Catapults!

Example Setup:



Build Phase

Your goal in the Build phase is to create an enclosed castle (no gaps, no diagonal gaps) that will contain at least 1 **additional** catapult.



Valid castle; all walls are flush and it's entirely enclosed.



Invalid castle; there is a diagonal gap in the walls.

Reset if Desired

Before you build, if you feel you won't be able to build a castle that will allow you to place and additional catapult this round you may clear off all walls and catapults from your base. You may only do this by spending **2** points. You may not go below 0 points.

Start Building

Start ready to draw from the top of your Piece Deck. Have one player turn the sand timer over to start the 30 second clock.

During the 30 seconds draw from the top of your "Piece Deck" and then place that corresponding piece onto your base. The drawn piece must be placed on any valid place on the Build Plate before drawing the next Piece Card. A valid place is a spot that isn't overlapping other walls/catapults and is completely inside the edges of the base.

Once the timer runs out, if you have already flipped a card, you may finish finding and placing that piece.

Place Your Catapults

Now that all players have placed their castle pieces, you may now place as many catapults as you can within the enclosed walls of your castle.

You must place as many as can fit within your enclosed castle(s). The more catapults you have, the more damage you will be able to do to other players castles (and more points you will get).



Example of a castle with one catapult placed. This is all that will fit inside this castle.

Failure to Place a Catapult!

In all rounds except the Bonus Build: if you are unable to fit at least **1 additional** catapult inside a valid castle, you **MUST** remove all walls and catapults from your base and lose **4** points! If this brings your total below 0, you have 0 points.

If you have more than 2 players playing, you are no longer a viable target for an attack. The player that is supposed to attack you this round now targets the next player. See “Attack” on the next page.

In a 2 player game, the opposing player simply gets the number of points equal to the number of walls they would have been able to remove. Notice this is different than the typical ruling where you wouldn't score points if you couldn't remove a wall (see "Roll your Attacks").

Attack Phase

Now that your castles have been built and catapults have been placed you can now destroy other players castles.

Pick up as many dice as you have active catapults. Active catapults are any catapults that are inside any enclosed castle on your base. Catapults that are not inside an enclosed castle are not active and do not count.

More than 2 Players

For games with more than 2 players the player you will attack goes as follows:

1. First round, you attack the player to your left
2. Second round, you attack the player to your right
3. Third round (and any tie breaker attacks), you can choose who you attack. All players announce who they are attacking simultaneously before they roll. This can be done by counting to three and announcing or pointing; you can not change who you choose after the announcement.

Roll Your Attacks

In a game with any number of players, you now roll as many dice as you have active catapults. Any die that results in 4 or 5 is a single hit. Any dice

that resulted in 6 count as two hits. You must now remove as many walls from your opponent as you have hits. Place these walls back into the center pile.

For every wall you removed you score 1 point. You only gain points for the walls you actually removed. Record your scores!

Example:

Chris and Tyler are opponents. Chris was able to build a castle with 4 catapults inside. Tyler was only able to fit 3 catapults inside his castle.

Chris rolls 4 dice, Tyler rolls 3. Chris's results are: 4, 5, 6, 6 (six hits!). Chris then attempts to remove 6 walls from Tyler's castle but Tyler only has 5 walls. Chris removes all 5 walls and scores 5 points (even though he rolled 6).

Tyler rolls 3 dice and gets: 4, 5, 5. Tyler removes 3 of Chris's walls and scores 3 points. Both record their scores.

Being Attacked by 3 or More Players

If you are attacked by 3 or more other players in a single attack, the resulting rolls of these attackers only do 1 point (and destroy 1 wall) when the result is a 4, 5 or 6.

Rounds

The game follows these steps (Build and Attack) for 3 rounds. After the third round there is one Bonus Build phase.

Bonus Build Phase

After 3 rounds of play, there is one final Bonus Build phase.

Before this Build phase begins however, you will need to shuffle all of your discarded Piece Cards and place them under any of your remaining Piece Cards. This will be your "Piece Deck" pile for this bonus build.

Then just like a standard Build phase, run the 30 second timer and place pieces on your build plate.

NOTE:

This is the only phase where a piece may not be available to place. If you draw a card and the piece is not available, simply draw the next card. Please don't cheat.

Lastly, like the standard Build phase, place any catapults you can inside any enclosed castle you have created. **Remember, this is the only build phase where you do not need to place an additional catapult to avoid clearing your board.**

Once all players have placed their catapults, add 1 point for every active catapult you have within your castle(s).

Ending The Game

The game is now complete, the winner is the player with the highest score. Reshuffle **all** cards if you wish to play again.

From this point on in the rule book is reference and situations you may not ever encounter. But look further if you have any strange situations.

Ties

After the Bonus Build phase, if there is a tie simply run another Attack phase with the castles you built during the Bonus Build.

Exactly like the typical Attack phase, count up the number of hits and add that to your score.

If a tie still exists, simply play best of 3 games :-)

Exceptions

Here are a few rare situations you may run into while playing Catapults!

WHAT IF I DON'T HAVE ANY MORE CARDS?

If you run out of Piece cards during play, you may not place any more pieces until the Bonus Build. You have 27 walls to place total, make them count!

WHAT IF A PLAYER CAN'T FIND A PIECE OR THERE'S NO SPACE TO PLACE THE PIECE I HAVE?

Due diligence must be used to find the piece in the pile and find a place to put it, even if it must be placed somewhere you don't want. But if you discover the wall doesn't exist or there really isn't a place to fit it, then you may simply draw your next card.

WHAT IF WE RUN OUT OF CATAPULTS?

In the case where players need to place more catapults than are available then you can actually use dice as fillers. Simply place a die in the spot where the catapult would go and pretend it's also capable of launching rocks.

Of course you may run out of dice now, but you can re-roll dice if you don't have enough.

WHAT IF THERE AREN'T ENOUGH WALLS TO TAKE WHEN MORE THAN ONE PERSON IS ATTACKING, WHO TAKES THE WALLS AND SCORES THE POINTS?

The player with the lowest score (before counting the roll) takes as many walls as they hit (the results of their dice roll). Then if any walls remain, the next lowest current score takes as many as they can.

If a tie exists, both players take as many as they can, evenly.

Variants

So you want something more? Look here for some variations on the game that can spice things up.

INCREASED DIFFICULTY LEVEL

If you feel you are getting too good at the game use the river areas on the base plate as a place you cannot place pieces. Think of this as a river or mountain.

You could even run a handicap and have only a few players play in this mode.

NO TIMER

For the younger audience you could simply ignore the timer for them. Simply have the younger player place 9 pieces but can take as long as they need to.

The older and experienced players could still play with the 30 second timer.

EQUAL DECKS

Since the 27 cards you deal yourself can sometimes be lopsided you may want to try sorting the cards so every player has 3 copies of every piece type. It's fun to try it this way but be careful as players may start to build the same castle over and over.

Questions

If you have any questions or want to join the community of Catapulters, hit us up at catapultsgame.com. I'd love to hear any variations you come up with.

Also don't fear asking for clarifications or "what if" type questions. We are always ready to help!

Credits and Thanks

Thank you to all the play testers and everyone involved in making this game come to life.

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SPECIAL THANKS:

A special thanks to my wife who puts up with all of my crazy projects. Also I'd like to thank anyone that helped test and support this game.

This hobby game product is not a toy and is not intend to be used by children under 13 years of age.

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Reference

Setup

Each player creates their own 27 card Piece Deck and sets it in front of them.

Phases of Play

Round 1:

- 30 Second Build
- Attack player to your left

Round 2:

- 30 Second Build (reset if desired for 2 points)
- Attack player to your right

Round 3:

- 30 Second Build (reset if desired for 2 points)
- Attack your choice of player

Bonus Build:

- Shuffle piece cards and place under your existing piece deck
- 30 Second Build (reset if desired for 2 points)

Scoring

Roll 1 die for each catapult. Results of 4 and 5 count as 1 wall removed. Results of 6 count as 2 walls.

You score 1 point for each wall you are able to remove.

If 3 players attack a single player, rolled results of 6 only count as 1 wall (and 1 point).

All active catapults at the end of the Bonus Build count as 1 point each.

Check out how to videos and other resources on our website:
CatapultsGame.com

