

CATAPULTS!

BUILD
Your Castle

PLACE
Your Catapults

DEFEAT
Your Enemies!

CATAPULTS!

PLAYERS



2-4

TIME



20

AGES



6+

CAUTION:
SMALL PARTS
Not for children
under 3 years

BUILD
Your Castle
PLACE
Your Catapults
DEFEAT
Your Enemies!

STORY

The king is dead... Ok we've all heard that one, there really isn't a story here. Just build a castle, fill it with as many walls and catapults as you can. Let's just have some fun with friends!

INTRODUCTION

Catapults! is a quick 20 minute game that can be played with 2-4 players. Your goal is to get the least points by filling your entire base with pieces.

The game consists of 3 rounds where you will build a castle in 30 seconds then place catapults and steal wall pieces from your neighbors.

Build the castle that fills your entire board to win!

COMPONENTS

4 Build plates **30 Catapults**
108 Piece Cards **16 Mountain Pieces**
108 Wall Pieces **1 Timer**
10 Dice

Quick Links

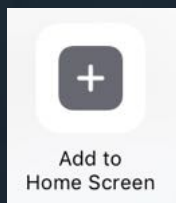
If you hate manuals as much as I do but don't mind watching how to play in a video, check this out:

The game is a bit more fun when you use the app! The app is not in an app store but it is online and you can view it here:



I would recommend “Add to Home Screen” if you are on an iOS device. This way it'll work like an app (even offline).

Android users, you will get prompted automatically.



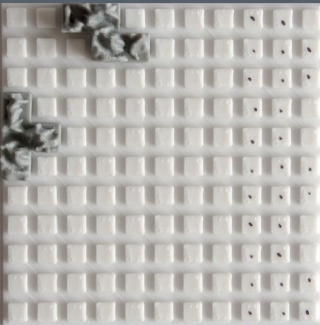
Setup

Perform these steps for any number of players:

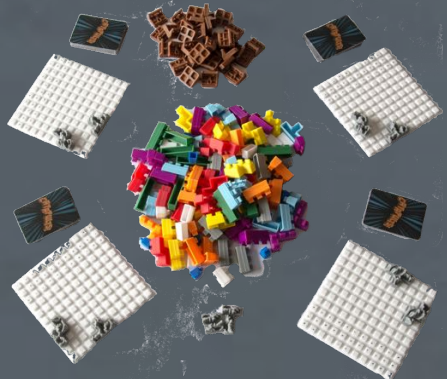
1. Each player takes one base plate, orientation doesn't matter.
2. Set the catapults aside in a pile
3. Set the mountain pieces aside
4. Dump all of the wall pieces into the center of the table for all players to easily reach
5. Set the timer to the side so all players can see it or use our app at <app URL>
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. Place the Mountain pieces in a starter setup configuration for each board (see below).
8. Set aside any remaining Piece cards

You are now ready to play Catapults!

Mountain Setup

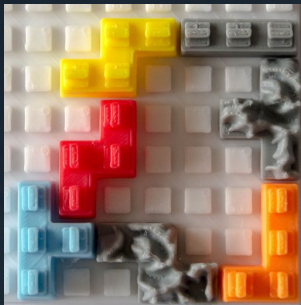


Example Setup

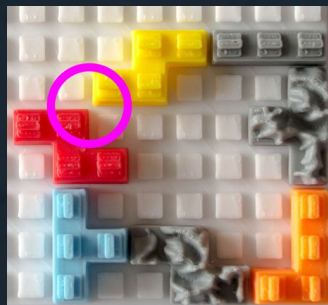


Build Phase

Your goal in the Build phase is to create an enclosed castle (no gaps, no diagonal gaps) that will contain as many catapults as possible. The mountains count as walls.



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



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

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 (or hit start on the app).

During the 30 seconds all players draw from the top of their Piece Deck, then find and place that corresponding piece onto their 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 on top of other walls/catapults and is completely inside the edges of the base. Also **in round 1 you may not place on the "swamp" spaces on the board.** These are the squares colored blue on the base plate. You can place wall pieces on the swamp spaces only after the first round.

If you have flipped a piece card you must place the piece on your base if it fits (even if it's not helpful). If the piece can not fit on your base in any way, you may skip that piece and draw the next card.

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

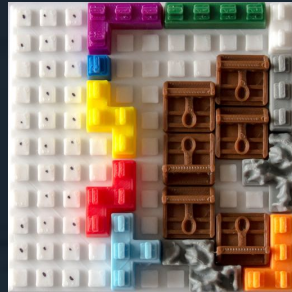
Place Your Catapults

After the 30 seconds have passed and all players have placed their castle pieces you may now place **up to 6** new catapults within your enclosed walls.

The more catapults you have, the more pieces you will be able to steal from other players.



This castle can only hold 2 catapults. The diagonal opening isn't enclosed.



This castle could only build 6 new catapults, even though there was space for more.

Attack Phase

Now that your castles have been built and catapults have been placed you can now steal other players walls. Count up the number of catapults that are completely surrounded by walls; that number is the number of dice you will roll.

Starting with the player with the most catapults, roll the number of dice **plus an additional die**. For each die that shows 2-5 you gain 1 point, for each 6 you gain 2 points. Add up your points and take that many points worth of walls from any opponent's castle.

Players who have no catapults still get to roll 1 die.

Each space that a wall occupies is considered a "point". For example the following piece is worth 4 "points":



Place the stolen pieces beside your base for now.

Each player does the same: rolling dice and stealing walls, working from the player with the most catapults down to the fewest.

If players have the same number of catapults the players look at the top most card in their discard pile. The player with the highest "point" wall goes first. In the case of a tied card, work your way down the discard pile comparing 1 for 1 until a difference is found.

Any extra catapult points are lost.

Rebuild

Once each player has finished stealing walls, place the walls you have stolen onto your own base. The same build phase wall placement rules apply.

Rounds

The game follows these steps (Build and Attack) for 3 rounds.

You may only build castle walls on the swamp spaces (blue spaces) after the first round.

In each round you may only place a maximum of 6 catapults regardless of how large your castle is.

The end of the 3rd round you do not steal walls, you do however still place catapults to hopefully cover up more space on your base. Once catapults are placed, the game is complete.

Ending The Game

At the end of the 3rd round after you have placed catapults (but don't roll or steal walls) count the number of empty spaces you have on your board. This is your score, the lowest score wins!

Ties are broken by number of catapults. If a tie still exists, simply play best of 3.

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.

Exceptions

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

I PLACED STOLEN WALLS AND I HAVE A SPOT FOR A NEW CATAPULT, CAN I PLACE ONE?

Yes but still a maximum of 6 for that round.

If you have stolen walls and are able to create an additional section that can fit more catapults you can place the additional catapults in there immediately. However you do not roll and additional die this round.

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. You have 27 walls to place in a single game, 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?

You may run into a situation where you run out of catapults. You do have 10 dice however and they are almost the right size! So use the dice in place of the catapults. If you need even more feel free to find other fillers. Most of the time this is last round and you can imagine them as well.

WHY CAN I STACK THESE WALLS!?

See the variations below! Also it's always good fun to sit around the table and stack walls.

Variants

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

STACKED WALLS

So you discovered that the walls can stack, good for you! In the stacked wall variant you may stack a wall on top of any other wall(s). The stacked wall must have walls under every space it covers; walls must not overhang empty spaces or catapults.

When the game is scored, reduce your score by 1 for each valid wall that's on this second level (or 3rd I guess if you want to get crazy).

INCREASED DIFFICULTY LEVEL

If you feel you are getting too good at the game use fewer mountain pieces to start the game.

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

CHANGE STARTING MOUNTAIN POSITIONS

Feel free to change where the mountain pieces start. You may just want to be sure everyone has the same setup when you start the game.

NO TIMER

For the younger audience you could ignore the timer for them. Simply have the younger player place 8 pieces in each round but can take as long as they need to.

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 facebook.com/catapultsgame. 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 product has small parts and is definitely not intended for children under 3 years of age.

The walls, catapults, and bases have been created using Polylactic Acid (PLA) plastic which is more environmentally friendly than most other plastics.

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Reference

Setup

- Grab a base, place the mountains.
- Shuffle and create a 27 card deck.

Phases of Play

Round 1:

- 30 Second Build, not on the swamp spaces
- Place up to 6 catapults
- Roll 1 die for each valid catapult + 1
- Steal walls from another player
 - A roll of 2-5 = 1 point of wall
 - A roll of 6 = 2 points of wall

Round 2:

- 30 Second Build
- Place up to 6 catapults
- Roll 1 die for each valid catapult + 1
- Steal walls from another player
 - A roll of 2-5 = 1 point of wall
 - A roll of 6 = 2 points of wall

Round 3:

- 30 Second Build
- Place up to 6 catapults

Scoring

Count how many empty spaces you have at the end of round 3. The lowest score wins!

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

