



City Lord (Multiplayer)

"CITY LORD" IS A 3 PLAYER GAME. ONE PLAYER IS THE "POWER PLAYER" AND IS EITHER "KING PIN" OR "IRON MAN"

HIS SET IS LIMITED TO 1 COSMIC LEVEL FOR EVERY 15 POINTS AND HIS DICE ARE USED AS NORMAL EXCEPT HE CANNOT CHOOSE WHEN TO PLAY THEM AND THEY ARE KEPT SEALED.

BASICALLY 2 PLAYERS TEAM UP TO DESTROY THIS PLAYER. "KING PIN" CAN ONLY USE VILLIANS AND "IRON MAN" CAN ONLY USE HEROES SO THIS PLAYER BUILDS THE MOST POWERFUL TEAM BASED ON THESE RULES.

PLAY IS AS NORMAL EXCEPT:

ALL PLAYERS ROLL AND ONLY ONE PLAYER HAS TO ROLL LOWER THAN THE "POWER PLAYER" TO CHOOSE THE STAT AND ONLY ONE PLAYER HAS TO BEAT THE "POWER PLAYER" TO WIN THE ROUND.

EXAMPLE:
(ROUND ONE)

THE "POWER PLAYER" ROLLS A 3, PLAYER ONE ROLLS A 3 AND PLAYER TWO ROLLS A 1. PLAYER TWO CHOOSES INTELLIGENCE BECAUSE IT FITS HIS FIGURE.

THE "POWER PLAYER" ENDS THE ROUND WITH A TOTAL OF 11
PLAYER ONE ENDS THE ROUND WITH A TOTAL OF 11
AND PLAYER TWO ENDS WITH 13 - PLAYER TWO WINS THE "POWER

PLAYER'S" PIECE AND PLAYER ONE KEEPS HIS PIECE.

NOW THERE IS ONE DICE IN EACH PLAYER'S DICE ZONE.

THE "POWER PLAYER" ROLLS A 4
PLAYER ONE ROLLS A 2 AND
PLAYER TWO ROLLS A 2 (EITHER BOTH PLAYERS AGREE ON A STAT TO
USE OR ALL ROLL AGAIN.)

PLAYER ONE DECIDES TO USE HIS DICE RULE AND SO DOES PLAYER TWO
BUT THE "POWER PLAYER" STILL HAS THE HIGHEST TOTAL SO EITHER
OF THE TWO PLAYERS CHOOSE TO PULL IN HIS DICE RULE FROM THE
"POWER PLAYER'S" DICE ZONE (NEITHER KNOW IF THIS WILL HELP OR
HURT THEM) AND PLAYER ONE ENDS UP WINNING. HE TAKES THE
"POWER PLAYER'S" PIECE AND NOW PLAYER ONE AND PLAYER TWO ARE
TIED. THEY BOTH HAVE ONE OF THE "POWER PLAYER'S" PIECES.

THE OBJECT FOR EITHER IS TO GET THE MOST "POWER PLAYER" PIECES
TO ULTIMATELY WIN. (IF THERE IS A TIE THERE COULD BE A FACE OFF
BETWEEN THE TWO PLAYERS MAYBE FIND TWO OF THE SAME PIECES
LIKE EACH GET ONE SPIDERMAN TO MAKE IT DEAD EVEN. A SINGLE
DICE ROLL WOULD BE EVERYTHING OR JUST HIGH ROLL WINS. OR THE
"POWER PLAYER" MUST PLAY WITH AN UNEVEN NUMBER OF PIECES SO
THERE CAN NEVER BE A TIE)

NOW THE SCENARIO WHERE THE "POWER PLAYER" BEATS BOTH PLAYERS
HE KEEPS BOTH OF THEIR PIECES SO HIS OBJECTIVE IS TO COLLECT
ALL THE GAME PIECES. THIS IS HOW HE WINS THE GAME. BUT HIS
PROBLEM IS HE ONLY GETS TO TAKE PIECES TWO AT A TIME ONE FROM
EACH PLAYER NEVER DOES HE GET A SINGLE PIECE. THIS WAY THE
GAME ENDS AT THE SAME TIME NO ONE IS EVER LEFT OUT OF PLAY.

THERE IS ONLY ONE WINNER AND THE TWO "NON-POWER PLAYERS" AT
TIMES ARE CO-OPERATIVE WORKING TOGETHER TO KEEP THE "POWER
PLAYER" FROM WINNING BUT ULTIMATELY ONLY ONE OF THEM CAN
WIN. SO AT TIMES THEY MAY MAKE SACRIFICES TO HELP THE "POWER
PLAYER" KEEPING THE OTHER FROM WINNING. (SACRIFICE ONE OF YOUR
PIECES TO KEEP THE OTHER PLAYER FROM GETTING MORE "POWER
PLAYER'S" PIECES.)

I HAVE TRIED TO BALANCE THE GAME SO THAT THE EXTRA COSMIC
LEVEL PIECES DON'T CAUSE TOO MUCH TROUBLE BUT GIVE THE "POWER

PLAYER" A CHANCE. IF THE GAME NEEDS MORE BALANCE YOU CAN SWITCH THE "POWER PLAYERS" LEVEL BY SETTING ONE COSMIC LEVEL FIGURE FOR EVERY 10 POINTS SPENT ON VALUE.

IT MAY TURN OUT FOR BETTER BALANCE THAT THE "POWER PLAYER" CAN USE HIS DICE RULES TOO OR HE IS THE ONLY ONE WHO CAN USE IT. THIS ALL DEPENDS ON HOW WELL IT PLAYS.

IT COULD ALSO BE A 3 STAGE GAME WHERE EVERY PLAYER IS THE "POWER PLAYER" AND EACH WIN IS WORTH 5 POINTS AND AT THE END OF THREE ROUNDS THE PLAYER WITH THE MOST POINTS IS THE WINNER. AND BECOMES THE "CITY LORD"

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