

# METEOR HEROES

RULE BOOK





## WELCOME TO JUSTICE CITY!

Meteors are crashing down across the city, each capable of bestowing mysterious powers: turning everyday citizens into superheroes!

Crime and catastrophe are rampant in Justice City so now is your chance to get out there and make a name for yourself!

Do you have what it takes to be the most celebrated hero?

## WINNING THE GAME

The first player to place all of their fame tokens throughout the city, or the player who has the most fame after resolving the last event, becomes the hero of Justice City.

## YOUR ORIGIN STORY BEGINS

The player who has the most crime tokens in their district on set up will be the first to head into the city.

If tied pick the most heroic around the table!

Time to Meteor Heroes!



- |   |               |   |                    |    |                          |
|---|---------------|---|--------------------|----|--------------------------|
| 1 | 1X GAME BOARD | 5 | 4X REFERENCE CARDS | 9  | 24X HERO CARDS           |
| 2 | 1X RULE BOOK  | 6 | 2X SEWER TOKENS    | 10 | 6X CRISIS! CARDS         |
| 3 | 2X DICE       | 7 | 10X POWER CARDS    | 11 | 6X POWER LOCATION TOKENS |
| 4 | 6X PERK CARDS | 8 | 12X EVENT CARDS    | 12 | 6X EVENT LOCATION TOKENS |







## SET UP

Place the **game board** in an easily accessible place to all players.

Each player collects a **character board**, ① as well as their chosen hero's **fame tokens** ② and **standee**. ③ Players also collect 6 **stamina cubes** ④ each and the **perk card** ⑤ for their characters district (see character board for district and starting locations).

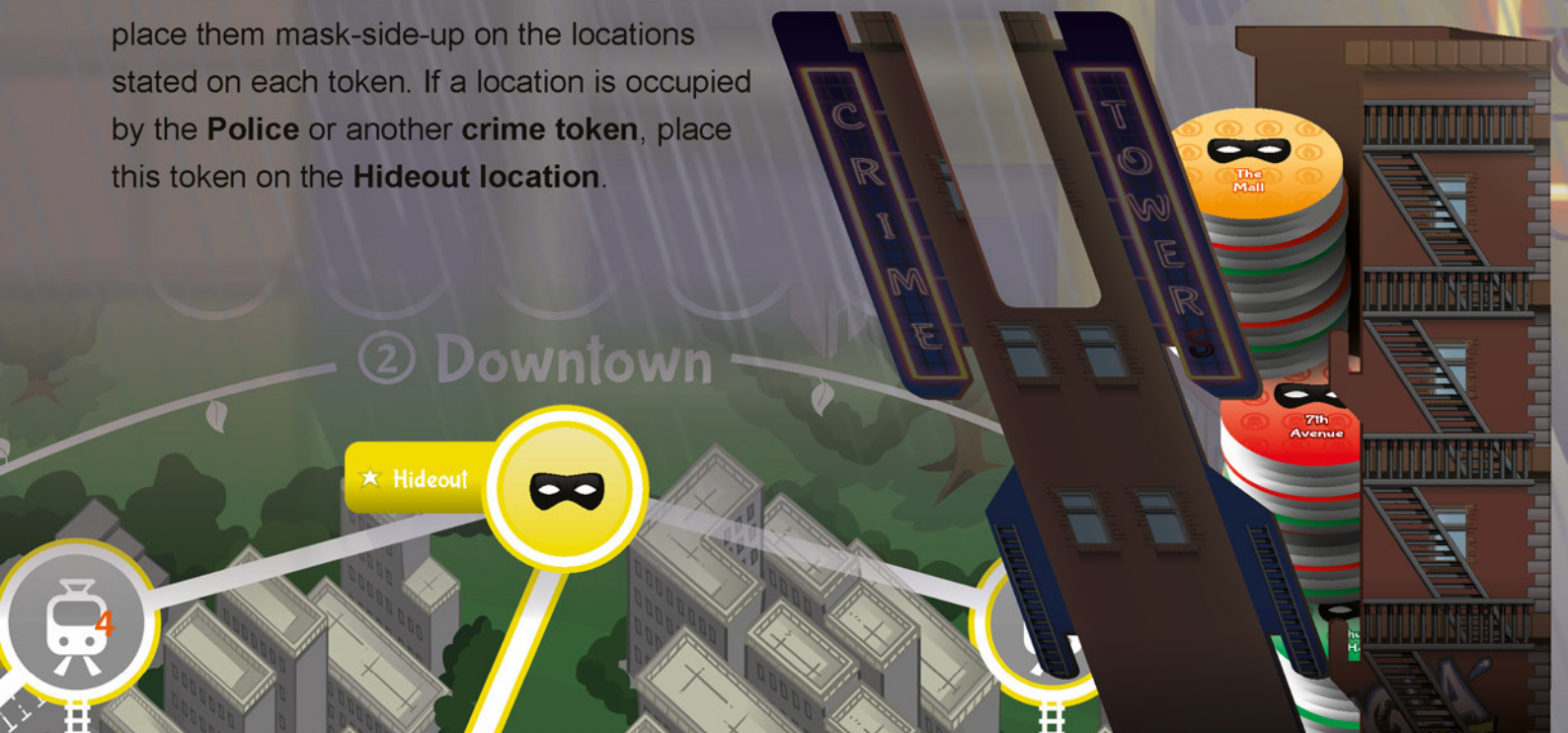
Place the **Police car** on the **Police Station** in the center of the board. The starting player will choose which direction the **Police Car** moves at the end of their turn.

Remove the back of the **crime tower**, mix the **CRISIS!** tokens and numbered **crime tokens** location side up.



Place all tokens location side up into the tower and reattach the back (after your first game you may leave the tokens in the tower set up ready for your next game).

Take the bottom 6 tokens from the tower and place them mask-side-up on the locations stated on each token. If a location is occupied by the **Police** or another **crime token**, place this token on the **Hideout** location.







Split the **Event cards** into 3 separate decks (one for each level) and shuffle each one. Randomly choose a level 3 **Event card** and return all other level 3 cards to the box (This will be the final event of the game).



Shuffle the **Hero**, **CRISIS!** and **Power decks**, take the top 3 **Power cards** and place them face up near the **game board** with a **stamina cube** on each (also add the **power cube** 6 for **Speed** or **Strength**).

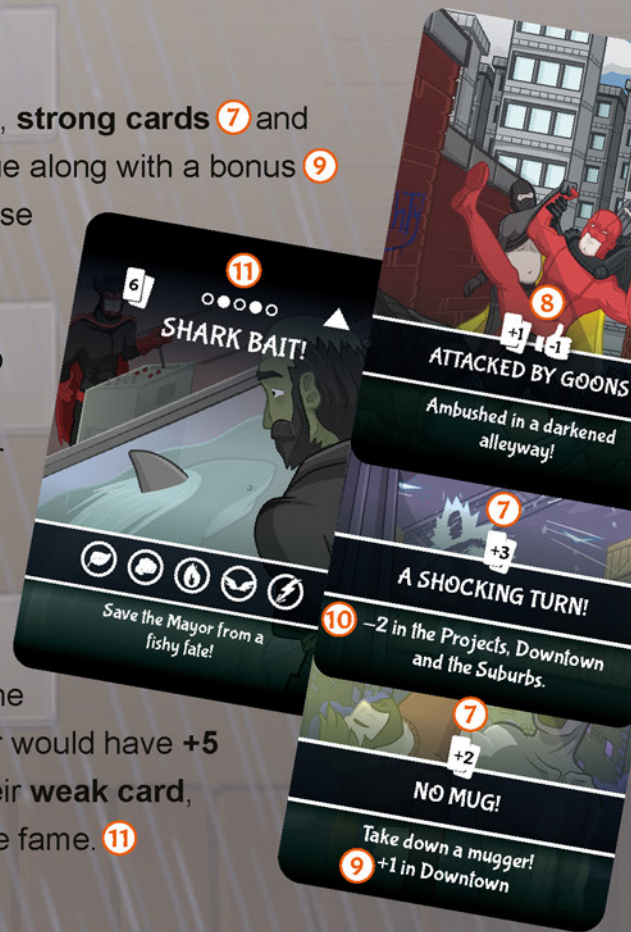


Deal all players two cards from the **Hero deck**, these will be your starting hand of cards for the game.

The **hero deck** contains two types of card, **strong cards** 7 and **weak cards**, 8 **strong cards** show a value along with a bonus 9 or penalty 10 associated with a district, these cards show your hero doing heroic deeds.

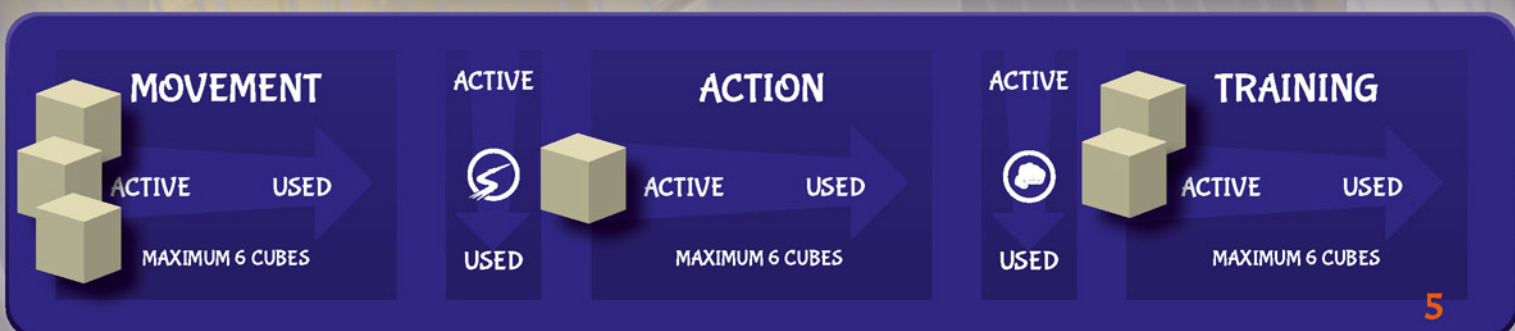
**Weak cards** reflect the struggle your Hero had to go through in completing the event, these cards are always worth +1, however you will lose one fame (**from the current event**) for every **weak card** you use.

In the example shown here the event will cost 6 **hero points** to resolve, if none of the penalties or bonus' are in effect this player would have +5 from their **strong cards** and a +1 from their **weak card**, completing the event but only claiming one fame. 11



## START OF ROUND

At the start of a round, all players assign **stamina cubes** simultaneously to any of the following activities; **move**, **action** or **training**. **Stamina cubes** cannot be rearranged during the round except when you **Exert** (see explanation on the next page). Once all players have assigned their **stamina cubes** on their **character board**, the round begins!









## ACTION - Resolving Crime Tokens

If you move to a space containing a **crime token**, any **stamina cubes** dedicated to **action** can be used to solve these petty crimes.

Flipping over a **crime token** (this doesn't use a **stamina cube**) will often display a number from 1 to 3.

This indicates the number of **stamina cubes** required to solve the crime and claim the token (see page 13).



- ⑤ CRIME POINTS
- ⑥ CRIME LOCATION

## ACTION - Resolving Events

**Events** can be solved by committing **hero cards** (see page 12) but also require a single **stamina cube** in **action** to resolve the **Event**.

## ACTION - Claiming Powers

Players must use **crime tokens** in their personal supply and a **stamina cube** in **action** to obtain a **power** (see page 11) upon reaching its location.

## ACTION - Riding the Subway

**Stamina cubes** can also be used to take the **subway** (see page 10).





## TRAINING

**Training** allows players to swap a **crime token** for cards from the **hero deck** (one cube per training action), the **crime token** is then returned to the **tower**.

The number on the **crime token** determines how many cards the player can look at from the top of the **hero deck** before choosing one and returning the others to the bottom of the deck.

If you decide to use a **crime token** with a value of 1, ① you take the top card from the **hero deck** and add it to your hand.

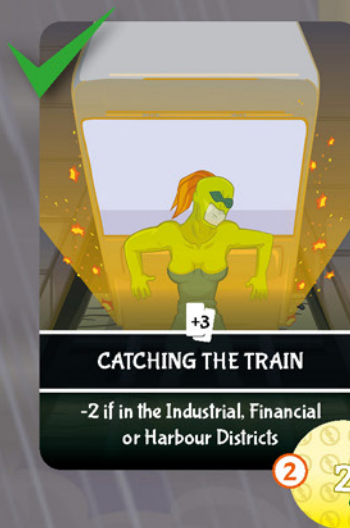
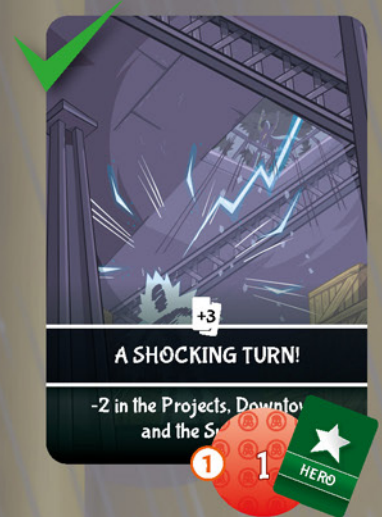
For a **crime token** showing a 2, ② take the top two cards from the deck, keep one and discard the other to the bottom of the deck.

For a **crime token** showing a 3, ③ take the top three cards from the deck, keep one and discard the others to the bottom of the deck.

Players may only hold up to four cards at a time.

At the end of each **training** action the active player must discard down to their hand limit.

All discarded cards go to the bottom of the **hero deck**.





## POLICE

The JCPD are doing what they can to maintain order, but they can only do so much! They are also clamping down on these up and coming heroes.

At the end of each players turn, advance the **Police car** ④ a single space in the direction it is facing.

If it is waiting at a junction, ⑤ the active player may choose its new direction.

The **Police car** may not go backwards ⑥ or enter districts, ⑦ however when the car lands on the entrance to a district: all **crime tokens** within that district are returned to the **tower**.

District entrances are marked with a star icon. ⑧

Whenever the **Police car** reaches a **crime token**, ⑨ it is returned to the **tower**.

If the **Police car** lands on a players space ⑩ then that player must discard their highest valued **crime token** to the **tower** (if possible) and immediately move to the **Police station**. If a player is already at the **Police station** nothing happens.

Players may move through a location containing the **Police car** as normal during their turn, but cannot end their turn on a space with the **Police car**.

If the **Police car** is blocking a **Power** or **Event Hot Scoop** ⑪ location then you cannot release a **power** or **event** whilst the **Police** occupy that space.

If the **Police car** is on the **Hideout** space and a token needs to be placed in that location, move the **Police car** back to the **Police station** and place the token on the **Hideout**.

## ② Downtown

## ③ The Suburbs

Hideout

Final Haven

Magors Office

7th Avenue

Hot Scoop

5th Avenue

Church Hall

Paradise Lane

HERO

⑧ ★ City Dump

Trailer Park

★ Lyon Estates

Hot Scoop

★ City Dump

Power Plant

Construction Site

Chemical Plant



# ① The Projects

# ② Downtown



## ADDING CRIME

Retrieve two new **crime tokens** from the **crime tower** ① and place them location side up (keep the underside hidden) on the space designated on the token. ②

If the location is occupied by the **Police car** ③ or a **crime token**, place the token onto the **Hideout** ④ and end your turn (see page 13 for more on **crime tokens**).

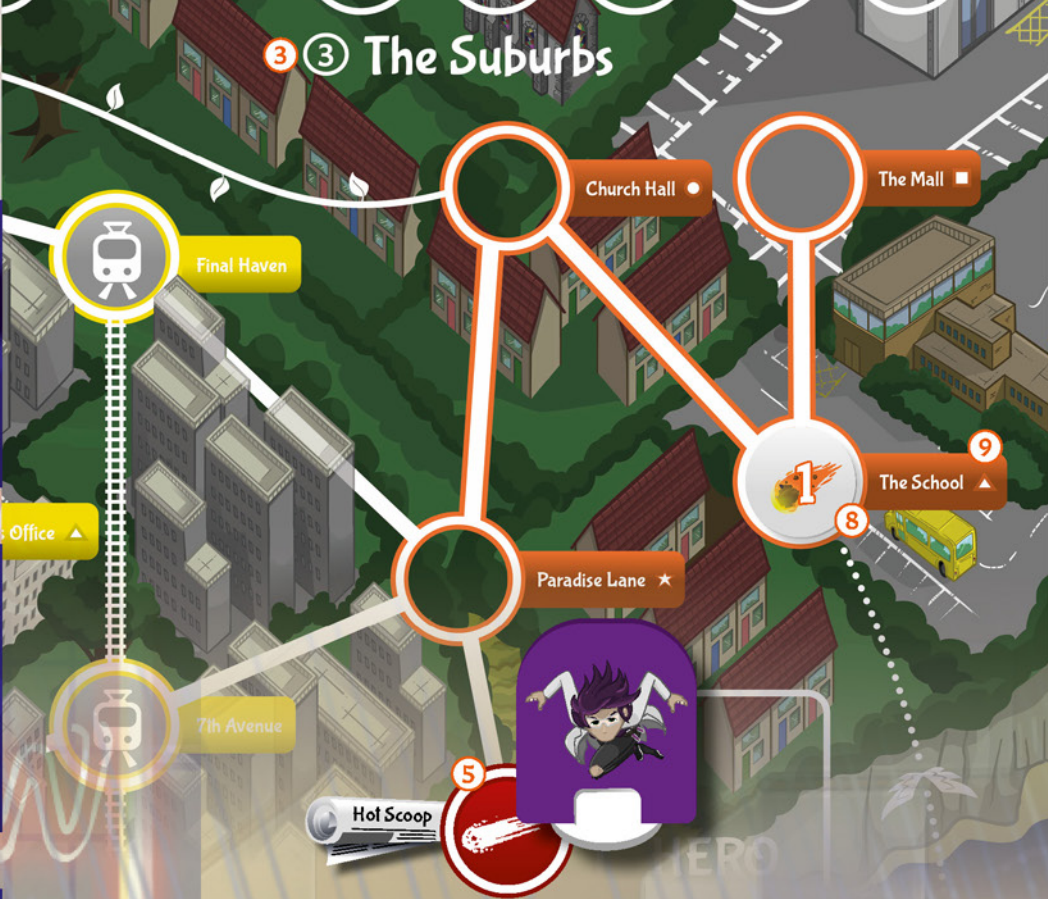
## SUBWAY

If a player reaches a **Justice City Subway station**: they can use an **action** cube to travel to any of the other **subway stations** for a speedy shortcut! The **subway** can be used multiple times on a players turn but will cost an action cube everytime you use it.





### 3 The Suburbs



## POWERS

Saving the city will require awesome superpowers!

When a player lands on a **Power Hot Scoop**, **5** they may add a **power** to the board (once per turn), **this does not use a stamina cube**.

The active player chooses one of the three face-up **power cards** **6** and rolls two dice. **7**

If doubles are rolled then the **power** must be placed in that district, otherwise the active player chooses a location based on their dice roll (districts are numbered on the board 1-6).

Use a **power token** **8** to mark its location and a corresponding token to mark the **power card**.

Once the location of a **power card** is revealed, it is available to all players.



The location within the district is shown on the **power card** itself, **9** as well as the crime points **10** required to obtain the **power** upon reaching its location (spent **crime tokens** are returned to the tower). To claim a **power** you must reach the location, **commit an action cube** and the required **crime points** to obtain it. If a **power** is claimed, the active player then reveals a new **power card** and places it next to the board.

Once players obtain **power cards** (maximum of two, these cannot be changed), slide them into the available spaces on their **character boards** to create their unique superhero identity. They also gain an additional **stamina cube** **11** from the supply (one **stamina cube** per **power**, **speed** and **strength** also gain a power cube, **12** these are assigned and used straight away).



## EVENTS

Landing on an **Event Hot Scoop** ① allows players to reveal an **event**, this does not use a stamina cube (once per turn). Players start by releasing level 1 **events**. If a player decides to increase the **event** level when releasing the next **event**, and there are still lower level cards remaining, these cards are discarded from the game.

The active player rolls both dice, then chooses one of these two locations (districts are numbered 1-6) to place the **event** onto the board. Mark its location using an **event token** ② (see card for location symbol) ③ and add a corresponding token onto the **event** card. ④



To complete an **event**: a player must reach the event location and dedicate an **action** cube to resolve it.

The player must then commit **hero cards** from their hand containing enough hero points ⑤ to resolve the **event**, these cards are returned to the **hero deck** and then the deck is shuffled.

Each **event** will have a set of specific powers ⑥ shown on the card, the right hero for the right job!

The active player will require -1 hero points for each power that they possess. If the **event** is successfully resolved, the active player gains **fame** for that district. They may place their **fame tokens** on the spaces indicated on the **event card** ⑦ in that district, if these spaces are already occupied by other player tokens ⑧ then they are returned to their respective player and the space is claimed by the active player.

Fame token spaces may only hold one token each. **Event** and **Power Markers** are used to make it clear what **Event/Power** is at each location.





## CRIME TOKENS

When a player lands on a **crime token**, they **MAY** flip the token and reveal the petty crime taking place, this doesn't use a stamina cube.

If a **crime token** displays a number **9** it indicates the amount of dedicated **action cubes** required to solve the crime and claim the token. If the active player doesn't have the required **action cubes**, the **crime token** remains in place for any players to claim in future turns. Only numbered **crime tokens** can be used when **training**.

**Crime tokens** can also contain a **CRISIS!** **10** A revealed **CRISIS!** must be resolved immediately by turning over the top card of the **CRISIS! deck** and dedicating **crime tokens** for its resolution. **11**

Successfully resolving a **CRISIS!** allows the active player to place a **fame token** in the first available space in their current district. Retain the **CRISIS! token** by your player board, these can be used to break end game ties (see page 16).

If there are no available **fame token** spaces, the active player decides which **fame token** to remove and then places their **fame token** in the new space.

If the player cannot resolve a revealed **CRISIS!** then they must remove one of their own **fame tokens** from their current district if able to do so.

The **CRISIS! token** is then returned to the tower. All **CRISIS! cards** are then shuffled to form a new deck.





## PERKS

When a player holds the most amount of fame in a specific district, they claim the **perk** for that district from the **perk deck**. These cards contain additional abilities gained by having the support of the local community. The **perk** abilities are described on the **perk cards**.



If another player gains dominant fame in a district, they steal the **perk card** from their opponent, if fame is tied, no one can use the **perk** and it is returned to the **perk deck**.

A player may only hold 2 **perk cards** at a time, if they gain additional **perks** then they must discard one of their existing **perk cards** back to the deck.

Discarded **perk cards** do not have any effect.



## STARTING GAME ADVICE

### JOHN JENKINS



The Captain starts the game with the **Harbour perk**, granting you a short-cut across the lower part of the board, pairing this with the power of **Flight** will extend your range even further.



### EMIKO EDGE



The Chemist can create a powerful custom short-cut, placing one in your starting district, then heading to the opposite side of the board to place another will open up good opportunities.



### AXEL ANDRE



As security, you hear a lot of gossip, this allows you to look at, then return face-down any **crime tokens** on the board, allowing you to plan ahead and avoid **CRISIS!** tokens if you wish to.



### NINA NOON



As a journalist you know how to sensationalise. Resolving a **crime token** with a value of **one** and then using your starting **perk** to swap it for the next in the **tower** could be a worthwhile risk!



### WILL WATTS



**Hero cards** allow you to resolve **events** and gain **fame**. Your starting **perk** lets you see an extra card when training, get those cards early so that you are ready!





## GAME LENGTH

For an alternative short game, reduce the amount of **fame tokens** required to win the game.

## WINNING THE GAME

When a player resolves the level 3 **event** or places their final **fame token**, complete the current round and end the game.

The player with the most **fame tokens** on the board wins!

If there is a tie, count the event levels on any completed **event cards**, and gain a +1 for any claimed **CRISIS! tokens**.

The highest score wins.

If there is still a tie, they share the victory.



Example:  
5 end game points.

## CREDITS

**Game Design:** Adam Osborne, Danielle Osborne & Lewis Baldwin

**Illustrator and Graphic Designer:**  
Adam Osborne

**Special Thanks:** Dan 'Parker' Parkinson, Jess Muir, Tamara Banks, John & Catherine Blofield, Roxanne Tremlett and the Portsmouth Playtesters.

## QUICK REFERENCE



NATURE | WATER | FLIGHT



ANIMAL | NECRO | FIRE | WATER | TELEKINESIS



NATURE | LIGHTNING | SPEED | STRENGTH | FLIGHT



CRISIS! | EVENT | PERK | HERO | POWERS



CRISIS! & CRIME TOKENS



POWER HOT SCOOP | HIDEOUT | EVENT HOT SCOOP



SUBWAY STOP | PORT



SUBURBS | FINANCIAL | HARBOUR



PROJECTS | DOWNTOWN | INDUSTRIAL  
D I S T R I C T S

METEOR  
HEROES