

# Catapult Feud

The War for the Floor has Begun (More!)

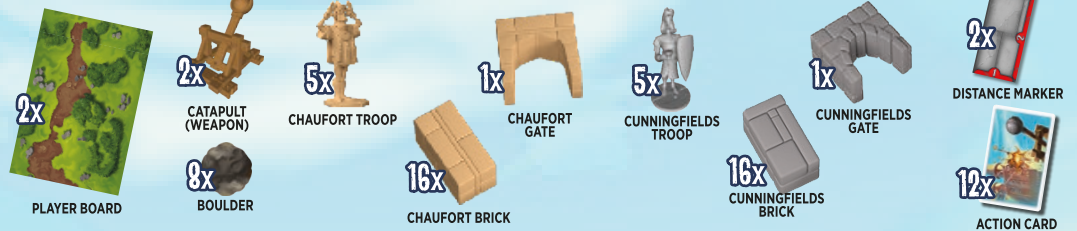
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**ART & ILLUSTRATIONS:** Damien Mammoliti **GRAPHIC DESIGN:** Kristian Fosh, Luis Brüh

## GAME OBJECTIVE

**Knock down all your opponent's troops!**

As General, you will lead your army to victory... or to a devastating defeat. Build your castle to fortify your troops, then use your catapult to launch boulders at your enemy! When all troops of one army are knocked over, the battle is over. The winning army must have at least one troop standing upright.

## COMPONENTS



## WARNING!

**This is a game of construction/destruction of plastic bricks and figures, NOT your opponent, pets, or people who may foolishly pass through the field of battle. Please, play fair and be careful not to hurt each other or damage anything... other than your opponent's attempt at an impenetrable fortress!**

**CAUTION: Use only the boulders and elastic bands provided with the game. Never load anything other than the provided boulders into the catapults. Only use the elastic bands as indicated on the instruction sheet. Do not attempt to create additional tension by manipulating the elastic bands in any way.**

## DISTANCE MARKER

Several rules of the game require you to keep track of the distance between two objects. A distance of 1 is equal to the width of the distance marker, while a distance of 2 is equal to the length of the distance marker.



## QUICK PLAY

**1 Setup:** Each player receives a player board, a catapult, 4 boulders, 5 troops, and all bricks from a color. Players then build a Castle within the gamemat in anyway they want. Then you must place all your 5 troops on top of bricks on your Castle.

**2 Gameplay:** One at a time, players shoot one boulder at a time using their catapults trying to knock down the enemy troops. The first player to knock out all enemy troops is the winner!

## ADVANCED GAME SETUP

Each player takes their gate, wall bricks (16), troops (5), and a player board, then sits on opposite sides of a table or—better yet—on the floor. Try to keep a distance of about 1.5 meters (5 feet) between players. **Any rule that affects "Bricks," also applies to "Gates."**

**1 Place your player board in front of you and use the bricks to create your castle. While you are building your castle, the following BRICK PLACEMENT RULES apply:**

You must use all your bricks to build your castle, and they must all be placed within the borders of your player board.

You can place and stack the bricks in any way you see fit; however, they must lay flat on the player board or other bricks (not tilted).

**2 Each player now takes 1 catapult and places it on the left or right side of their player board.** The front part of the weapon can be a maximum distance of 2 from the edges of the player board.

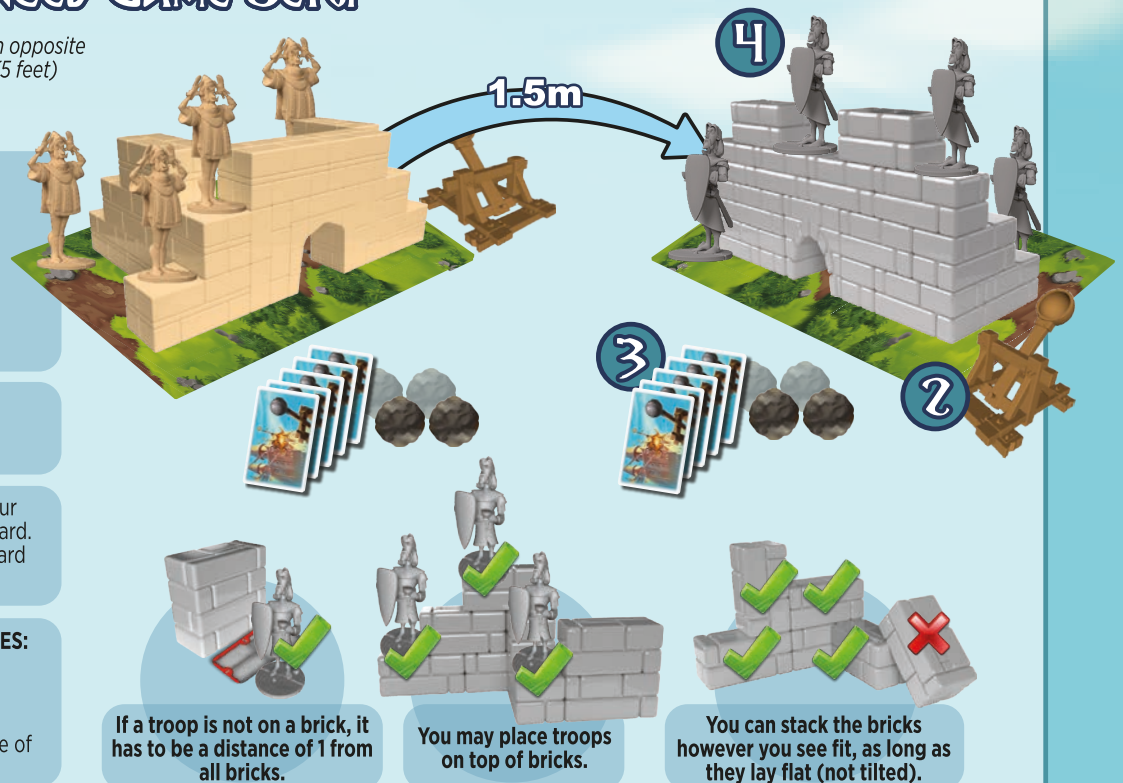
**3 Each player gets 4 Boulders and 6 Action Cards (one of each type).** Shuffle your cards and take 3 in your hand. Leave the rest face down next to your player board. During the Cleanup Phase, if there are still cards in your deck, you will draw 1 card for each troop you lost that round and add it to your hand.

**Finally, place your troops according to the following TROOP PLACEMENT RULES:**

All troops must be placed within the bounds of your player board.

You may place troops on top of bricks or on your player board.

If you place a troop on the player board and not on a brick, it must be a distance of at least 1 from all bricks. All troops must be placed standing up.



## GAMEPLAY

Catapult Feud is played in a series of rounds. Starting with the youngest player, every player gets one turn per round. When all players have had their turn, the round finishes. You keep playing, round after round, until there is only one player with troops on their player board. The player with the last troop standing is declared the absolute and definite winner of the game!

**Each player's turn is divided into four phases: Tactics, Aim, Fire, and Cleanup.** You must complete these phases in order, finishing each one before moving to the next. At the end of the Cleanup Phase, your turn is done.

### 1. TACTICS PHASE

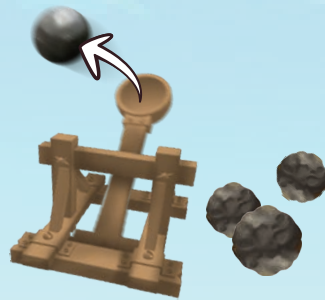
You **may** choose one of the Action Cards in your hand and play it by following the instructions for that card below and, unless instructed otherwise, discard it.

If you have no cards left (or you do not wish to play one this round), proceed to the next phase. Discarded cards go back in the box.



### 3. FIRE PHASE

Load one boulder into your catapult and fire it! If you are using the Rapid Fire Action Card, you can load a second boulder and fire it again (without changing the weapon's location).



### 2. AIM PHASE

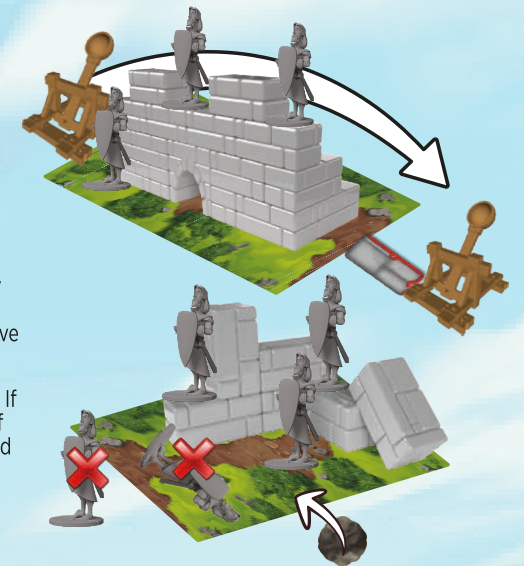
You may move and/or rotate your weapon to any valid location (keeping it at a maximum distance of 2 from your player board).

### 4. CLEANUP PHASE

If there are bricks or troops that have been completely pushed off any player board, remove them and place them back in the box. Also, remove any troops that have been knocked down (lay flat or tilted).

If a player has no troops standing, they lose the game! If not, the battle continues. Remember: Each time one of your troops is removed, you get to draw an Action Card from the top of your deck and add it to your hand (if there are any left).

Retrieve the boulders you used (you will be needing them again!).



## ACTION CARDS REFERENCE



**Rebuild:** Move any three of your bricks. You can pick up any brick from your player board or from the box and place it on a valid spot on your player board, respecting both the Brick and Troop Placement Rules. You are allowed to place the brick on top of other bricks, but you are not allowed to move/push/disturb troops or other bricks in any way.



**Thief:** Your opponent holds up all of the Action Cards in their hand, with the card backs towards you. You then choose one of their cards and add it in your hand. You may use this card during any of your later turns.



**Traitor:** For this round only, during your Aim and Fire phases, you take control and use your opponent's weapon instead of one of your own. You may rotate it, but not move it. A very rare and powerful attack - use it wisely!



**Rapid Shot:** Fire your weapon twice this turn. You may not move the weapon to a different location between shots. You are only allowed to reload it with a new boulder.

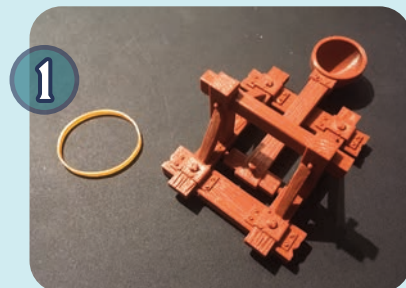


**March:** Move up to 3 of your troops that are in play (not from the box) to a new valid position following the Troop Placement Rules.

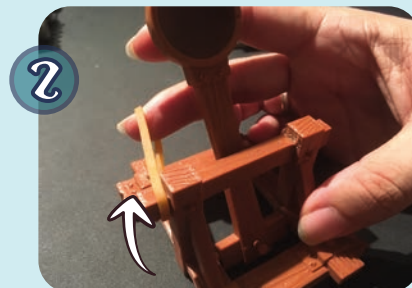


**Twin Attack:** Copy the effect of a card that has already been played by you or your opponent.

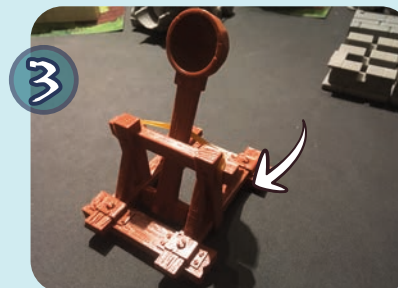
## ASSEMBLING THE CATAPULT



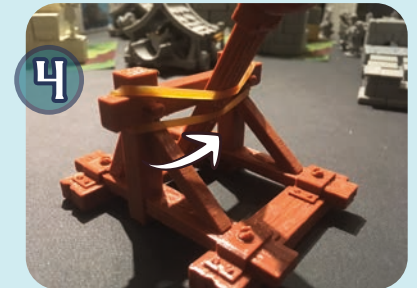
Place the catapult on a flat surface and take one rubber band from the box.



Place one side of the rubber band on the left side of the catapult.



Cross the rubber band behind the catapult and attach it on the other side.



If you need further instructions, watch the weapon assembly videos on [www.catapultfeud.com](http://www.catapultfeud.com)