

## POPE OF NAKED CITY

### Easy Step-by-Step Instruction Book

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#### 1. What Is This Game?

**Pope of Naked City** is a card game where each player tries to build the strongest group of people and places in Las Vegas.

You play cards, use symbols, move into locations, and fight other players' cards.

The first player to build their **Power Pyramid** and reach **7,777 Power** wins.

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#### 2. How Many People Can Play?

**2 to 6 players** can play.

Best number: **3 or 4 players**

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#### 3. What Is the Goal?

To win, you must do **two things**:

##### 1. Build your Power Pyramid

You need:

- **4 Elite cards**
- **5 Mid-tier cards**
- **6 Gen-Pop Cards (Good or Bad).**
- **2 Location cards**

##### 2. Reach 7,777 Power

Add up the Power numbers on your cards.

When your total is **7,777 or more**, and your Pyramid is complete, you win.

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#### 4. What Are the Card Types?

There are four main kinds of cards.

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##### **Elite Cards**

These are the strongest cards.

Examples:

- Moguls
- Legends
- Whales
- Athletes
- Royalty

You need **4 Elite cards** for your Pyramid.

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##### **Mid-Tier Cards**

These are important helpers.

Examples:

- Hosts
- Influencers
- Heroes
- Cops
- Legal Beagles
- Sports Bettors

You need **5 Mid-tier cards**.

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##### **Gen-Pop Cards**

These are regular people in the city.

There are:

- Good Gen-Pop

- Bad Gen-Pop

You need **6 Gen-Pop Cards**.

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### **Location Cards**

Locations are places in the city.

Examples:

- Casinos
- Fremont Street
- Night Clubs
- Arenas
- VIP Suites

You need **2 Locations**.

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### **5. What Is Power?**

Every character card has a **Power number**.

Example:

A card might say:

**Power: +900**

That means it adds **900 Power** to your total.

Power is also used when cards fight.

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### **6. What Is a Die Number?**

Some cards have a die number.

The die number shows how risky or lucky that card can be.

When your card fights, you may roll one die and add the roll to your total.

Example:

- Your card has 900 Power
- You roll a 4
- Your total is now 904

Dice are optional. You do not always have to roll.

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## 7. What Are Symbols?

Symbols are little icons on cards.











They help you do special things.

Each symbol has one simple job.

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## 8. Symbol Chart

### Symbol Name    What It Does

	Key	Helps you enter Locations and win ties
	Heart	Heals a card by +50 Power
	Money	Gives +100 Power
	Star	Gives +100 Power to an Elite
	Chip	Adds +1 to a die roll
	Badge	Protects one card
	Bottle	Gives an opponent -100 Power
	Eye	Lets you look at one card
	News	Makes an opponent discard one card
	Drink	Gives +50 Power to a Common

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## 9. How to Set Up the Game

### Step 1

Shuffle all the cards into one deck.

### Step 2

Each player draws **8 cards**.

### Step 3

Put the deck in the middle of the table.

#### **Step 4**

Leave space in front of each player.

That space is called your **tableau**.

Your tableau is where you place cards you have played.

#### **Step 5**

Pick someone to go first.

You are ready to play.

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### **10. What Happens on Your Turn?**

Each turn has **3 easy steps**:

#### **Step 1: Draw 1 card**

Take one card from the deck.

#### **Step 2: Play up to 2 cards**

You may place up to two cards from your hand into your tableau.

You do not have to play two cards.

You may play:

- 0 cards
- 1 card
- 2 cards

#### **Step 3: Take 1 action**

You may take one action.

There are only three actions:

1. **Clash**
2. **Use Symbols**
3. **Move**

Then your turn is over.

## 11. The Three Actions

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### Action 1: Clash

A Clash means your card fights another player's card.

#### How to Clash

##### Step 1

Choose one of your cards.

##### Step 2

Choose one opponent's card.

##### Step 3

Both players add:

**Power + die roll + bonuses**

##### Step 4

The bigger number wins.


##### Step 5

The losing card is discarded.

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### Clash Example

Your card has:

- Power: 900
- You roll: 4
- You use  Money for +100

Your total:

$$900 + 4 + 100 = 1,004$$

Opponent's card has:

- Power: 950
- They roll: 2

Their total:

$$950 + 2 = 952$$

You win.

The opponent's card is discarded.

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### **Action 2: Use Symbols**

You may use symbols on your cards.

To use a symbol, turn that card sideways.


This shows the card has been used.

A sideways card is called **exhausted**.

You cannot use that card's symbol again until your next turn.

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### **Example**

You have a card with  Money.

You turn it sideways.

Now you may give one card **+100 Power**.

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### **Action 3: Move**

You may move one of your cards into a Location.

You may also move one card from one Location to another Location.

Some Locations need symbols to enter.

If a Location says:

**Entry:**  + 

You must use one Key symbol and one Money symbol to enter.

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## **12. How to Pay for Symbols**

To pay a symbol cost:

### **Step 1**

Find cards you control with the needed symbols.

### **Step 2**

Turn those cards sideways.

### Step 3

Do the effect.

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#### Important Rule

If you use **3 or more symbols at one time**, you must also discard **1 card** from your hand.

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#### Example

A Location costs:



That is 3 symbols.

You turn sideways cards that show:

- 1 Key
- 2 Stars

Then you also discard 1 card from your hand.

Now you may enter the Location.

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### 13. What Are Locations?

Locations are places where your cards can go.

Locations give bonuses.

Example:

#### Fremont Street

Bonus: Bottle effects are stronger.

#### High Roller Lounge

Bonus: Elite cards gain extra Power.

#### Arena

Bonus: Cards get stronger in Clashes.

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#### How Locations Work

- You move a card into a Location.
- If you meet the entry cost, you may enter.

- Your card gets the Location bonus.
- Locations are shared.
- More than one player may use the same Location.

There is no ownership in the simple version.

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#### **14. How Healing Works**

If a card loses Power, you may heal it.

Use  Heart.

A Heart heals **+50 Power**.

Example:


Your card lost 100 Power.

You use  Heart.

Now it gets back 50 Power.

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#### **15. How Protection Works**


Use  Siren to protect one card.

A protected card cannot be discarded from one Clash or effect.

After the protection is used, it goes away.

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#### **16. How the Eye Works**

Use  Eye to look at one card.

You may look at:

- One card in an opponent's hand
- Or the top card of the deck

Then put it back.

Do not show it to everyone unless a card says to.

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### 17. How News Works

Use 📰 News to make an opponent discard one card.

They choose one card from their hand and put it in the discard pile.

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### 18. How Bottle Works

Use 🍷 Bottle to weaken an opponent's card.

That card gets:

**-100 Power**

If a card reaches **0 Power**, it is discarded.

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### 19. How Drink Works

Use 🍹 Drink to help a Common card.

A Common gets:

**+50 Power**

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### 20. How Star Works

Use ⭐ Star to help an Elite card.

An Elite gets:

**+100 Power**

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### 21. How Money Works

Use 💰 Money to help any card.

That card gets:

**+100 Power**

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### 22. How Slots Works

Use 🎰 slots during a Clash.

It gives:

**+1 to your die roll**

Example:


You roll a 4.

You use  Slots.

Your roll becomes 5.

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## 23. How Key Works

Use  Key for two things:

### 1. Entering Locations

Some Locations need Keys.

### 2. Breaking Ties

If two players tie in a Clash, the player with a Key wins.

If both players have a Key, the defender wins.

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## 24. What Happens When a Card Is Discarded?

When a card is discarded, put it in the discard pile.

Discarded cards are no longer in play.

They do not count toward your Power Pyramid.

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## 25. What Happens When a Card Hits 0 Power?

If a card's Power becomes **0 or less**, it is discarded.

Example:

A card has 100 Power.

An opponent uses  Bottle for -100.

The card now has 0 Power.

It is discarded.

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## 26. When Do Used Cards Reset?

At the start of your next turn, turn all your sideways cards back upright.

Now you may use them again.

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## **27. How to Build Your Power Pyramid**

Keep your cards in four groups if that helps:

### **Group 1: Elites**

You need 4.

### **Group 2: Mid-Tier Cards**

You need 5.

### **Group 3: Gen-Pop**

You need 6.

### **Group 4: Locations**

You need 2.

When all four groups are complete, add your Power.

If your total is **7,777 or more**, you win.

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## **28. Example of a Winning Pyramid**

You have:

### **4 Elites**

- Elite 1: 1,500 Power
- Elite 2: 1,300 Power
- Elite 3: 1,200 Power
- Elite 4: 1,100 Power

Subtotal: **5,100**

### **5 Mid-Tier Cards**

- 900
- 850
- 800
- 750

- 700

Subtotal: **4,000**

### **6 Gen-Pop**

- 150
- 140
- 130
- 120
- 100
- 90

Subtotal: **730**

### **2 Locations**

- 300
- 200

Subtotal: **500**

Total:

**$5,100 + 4,000 + 730 + 500 = 10,330$**

Your Pyramid is complete.

You have more than 7,777 Power.

You win.

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## **29. What Should You Do Early in the Game?**

At the start:

- Play cards quickly
- Get symbols onto the table
- Try to play Commons and Mid-tier cards
- Do not fight too much too early

You need enough cards to build your Pyramid.

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### 30. What Should You Do Later in the Game?

Near the end:

- Count your Power
  - Protect your best cards
  - Move into Locations
  - Use symbols to stop opponents
  - Clash only when it helps you win
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### 31. Simple Turn Example

It is your turn.

#### Step 1

You draw 1 card.

#### Step 2

You play:

- 1 Elite card
- 1 Gen-Pop card

#### Step 3

You take one action.

You choose **Use Symbols**.

You turn a 💰 Money card sideways.

You give your Elite +100 Power.

Your turn ends.

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### 32. Simple Clash Example

You attack another player.

Your card:

- Power: 800
- Die roll: 5
- Money bonus: +100

Your total:

**905**

Opponent's card:

- Power: 850
- Die roll: 3

Opponent total:

**853**

You win.

Opponent discards their card.

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### 33. Simple Location Example

You want to enter **VIP Lounge**.

It costs:



You have:

- One card with 
- One card with 

You turn both sideways.

Now your card enters the VIP Lounge.

It gets the Location bonus.

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### 34. Important Rules to Remember

- Draw 1 card each turn.
- Play up to 2 cards.
- Take only 1 action.
- Symbols come from cards you control.
- Turn used cards sideways.
- Sideways cards reset next turn.
- Losing cards are discarded.

- Complete your Pyramid to win.
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### **35. The Game in One Sentence**

Play cards, use symbols, fight smart, move into Locations, build your Pyramid, and reach **7,777 Power** first.

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### **36. Quick Reference**

#### **Turn**

1. Draw 1
2. Play up to 2
3. Take 1 action

#### **Actions**

- Clash
- Use Symbols
- Move

#### **Win**

- 4 Elites
  - 5 Mid-tier
  - 6 Gen-Pop
  - 2 Locations
  - 7,777 Power
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### **37. Final Rule**

Card text beats the rulebook.

If a card says something different, follow the card.

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### **38. You Are Ready**

Shuffle the deck.

Draw 8 cards.

Start building your city.

Become the **Pope of Naked City**.