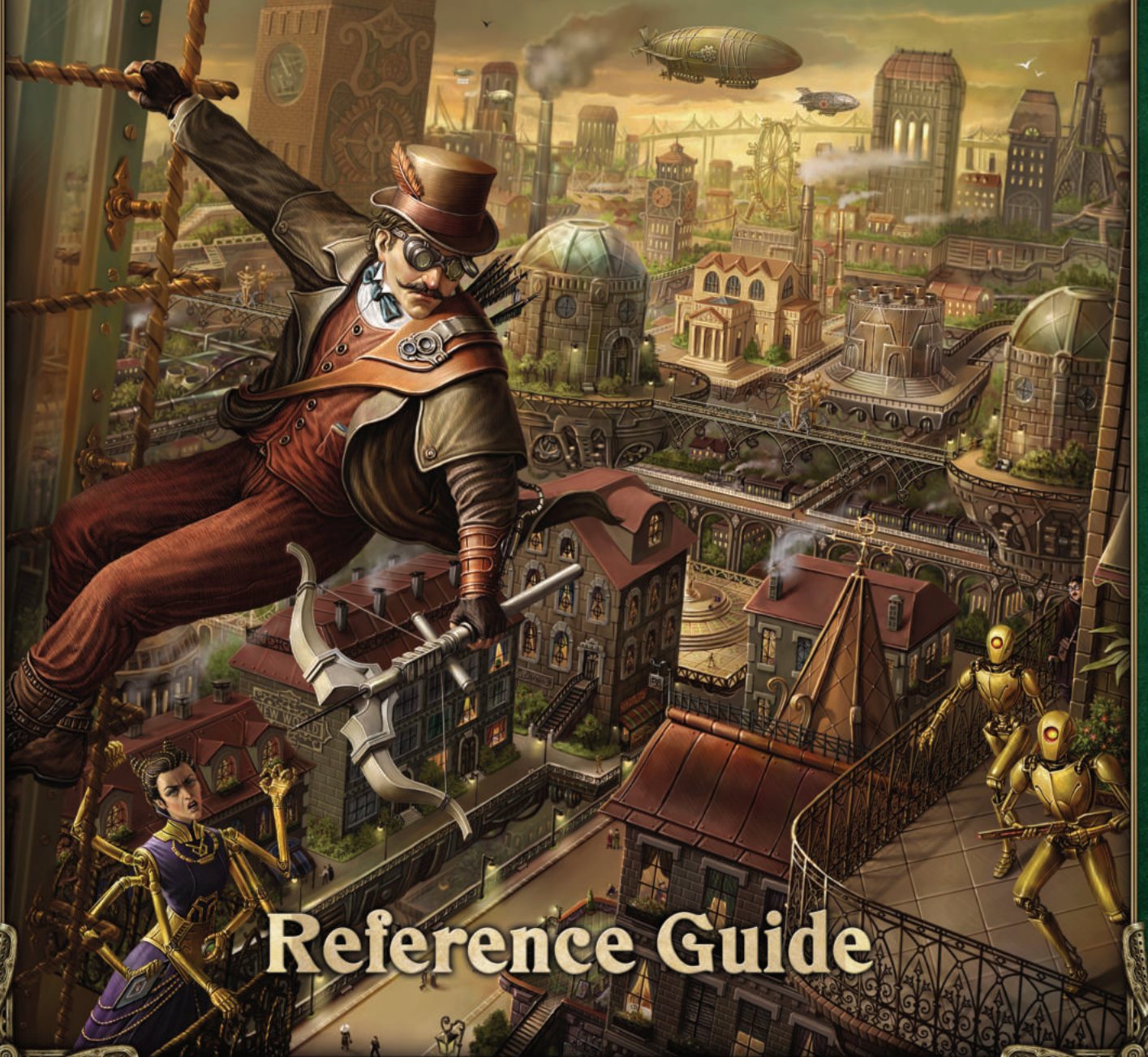


CITY OF THE GREAT MACHINE



Reference Guide

Introduction to the Reference Guide

This Reference Guide supplements the main Game Rules of the City of the Great Machine. Here you can find answers to questions that might arise while playing, as well as giving an understanding of the nuances of gameplay.

In the middle of this guide there are some templates and advice for creating your City, followed by a detailed game example. Lastly, the rules for the Solo & Cooperative Mode are provided at the end of this Reference Guide.

City Events

Gameplay

Each round has only one City Event card active, which is revealed at the very beginning of the round. If neither side wins early, there will be 6 'City Event I' cards and 6 'City Event II' cards revealed, and then the final City Event 'The Countdown' card will come into play.

The upper text of the City Event card (with the exception of 'The Countdown') contains a new rule that is in effect during the round. It takes precedence over the base Game Rules. The bottom text on the card lists the condition needed to be met for the Master Plan to advance by 1 at the end of the round.

During this round only...

The City Event card introduces a special rule that is in effect during the round. Sometimes it affects the Opening Phase or the Access Phase, but most often it refers to the Heroes and/or Great Machine Phases.

At the end of this round only...

The City Event card introduces a special rule that is applied once at the end of the round – during the Closing Phase, Step 2. Note that this is carried out before the condition "The Master Plan advances if..." is checked.

The Master Plan advances if...

Each City Event has a condition which allows the Master Plan to advance by 1. This occurs at the end of the round during the Closing Phase, Step 3.

- ⚙ The Master Plan either moves forward by 1 or remains in place. *For instance*, it cannot move forward by 2 if the condition can be fulfilled twice.
- ⚙ Some conditions are relatively easy for the Great Machine to meet. Others are elusive or depend on the decisions of the Heroes. Even more so, a lot is determined by the current game situation.

⊕ **Note:** The Master Plan never moves forward because of meeting the condition "The Master Plan advances if..." until the Closing Phase, Step 3.

Key Guidelines

- ⚙ The effects of a City Event card always apply only to the current round, and only one City Event card is in effect at a time.
- ⚙ *Broken* Guards are never counted for City Event cards unless it is directly specified. *For instance*, a 'District with no Guards' is a District that has no Guards or has *broken* Guards only.
- ⚙ The Closing Phase is often referred to as "the end of the round" or "round's end" in the rules and on cards for simplicity.

Check with the descriptions of City Events cards below when necessary. 'City Event I' and 'City Event II' cards are listed in alphabetical order.

City Event I

ⓘ Concentration of Force

Each Servant may spend their Action to allow the Great Machine to draw 1 Directive. This costs 2 Bonds and counts as a Servant's Action for the round.

For instance, 2 Servants may spend their Actions on allowing the Great Machine to draw 2 Directive cards for a cost of 4 Bonds in total.

A Servant in the Grand Citadel may draw a Directive as a Special Action of this District or by the 'Concentration of Force' card, but in either case, the Great Machine will only get 1 Directive card, not 2.

The Master Plan advances by 1 at the end of the round, if at the end of the round all 3 Servants are in the same single District. This may seem like an easy task for the Great Machine, however, this forces it to leave the Heroes alone for the entire round and to spend Bonds on moving Servants.

Flying Carpets

Heroes may reposition any 1 District at the start of the Access Phase for no cost. They must follow the rules of repositioning, which are summarized in the description of the Control Nexus District in the Game Rules.

The Master Plan advances by 1 at the end of the round, if at the end of the round all 4 Major Districts are connected, meaning each Major District is adjacent to at least one other Major District. Simply put, it should be possible to move between Major Districts without entering a Minor District.

Join Our Side!

At the end of the round, each Hero in a Minor District may identify 1 Famous Citizen in that District for no Trust, if not *detained*. This is not an Action.

For instance, 2 Heroes in the same Minor District may identify 2 Citizens there.

The Master Plan advances by 1 at the end of the round, if a Hero was *detained* during this round, and the Great Machine forced them to forfeit their Access card ('No Access!' Punitive Measure).

No One Is Safe

If there was at least 1 failed Raid during this round, Discontent rises by an additional 1 at the end of the round (or the Heroes may identify an additional 1 Famous Citizen if the Riot Stage has been reached).

Example: The Great Machine conducts 3 Raids, of which 1 is successful and 2 fail, therefore Discontent rises by 3 – 1 from the effect of the card, and 2 from the failed Raids.

The Master Plan advances by 1 at the end of the round, if at least 1 Hero chose an Access card to a Major District during this round (revealed during the Heroes Phase). If the Access card is forfeited due to detainment during the round, it does not prevent the Master Plan advancement.

Oppression and Opposition

At the end of the round, the Great Machine receives 1 Bond for each Servant in a Minor District.

The Master Plan advances by 1 at the end of the round, if during the Heroes Phase no Hero took a Special Action in a Major District. Special Actions are listed on the Major Districts Access cards.

Note: Actions must have a visible effect. For example, a Hero may not raise Discontent by '0' on the Central Square to avoid the Master Plan advancement.



Ready for Emergency

Breaking a Guard costs 1 Trust more. Imagine there was one more coin on the Assault die.

Example: A die is rolled and lands 3 coins up. This means the Guard breaks if the Hero discarded 4 or more Trust before rolling the die.

If the die roll lands with the *shield* up, the attack fails, as usual.

The Master Plan advances by 1 at the end of the round, if there are no *broken* Guards, except for in Districts with Servants and/or Riot tokens.

Note: A Riot token is placed in a District if there was a successful Riot and remains there until the end of the game.

Security Checks

Each Hero must pay 1 Trust more to exit the District where they begin their movement. Same for each Guard – the Great Machine must pay 1 Bond more to allow a Guard to exit the District where it begins its movement (this makes 2 Bonds in total instead of 1). To exit the second District and each one after that, Heroes and Guards pay the normal amount of Trust/Bonds.

Note: If a Servant is treated as a Guard by any effect, they do not actually become a Guard and are not subject to 'Security Checks' effect.

The Master Plan advances by 1 at the end of the round, if at least one Hero chose an Access card to the District they were in at the beginning of this round.

Stalkers vs. Sentinels

In Minor Districts with no *broken* Guards, breaking a Guard costs 1 Trust less. Otherwise breaking a Guard costs the same as usual. Imagine there was one less coin on the Assault die.

Example: A die is rolled and lands 3 coins up. This means the Guard breaks if the Hero discarded 2 or more Trust before rolling the die.

If the die roll lands with the *shield* up, the attack fails, as usual.

The Master Plan advances by 1 at the end of the round, if at the end of the round at least one Hero is in a District with a Servant. When playing with expansions, if a Hero has ended their movement in a District with a Servant, but left it before the Closing Phase, the Master Plan does not advance.

I Ostentatious Amnesty

Each Hero in a Major District may look at 1 random *arrested* Famous Citizen token and then return it to a District of their choice as *identified* (same as the Grand Citadel Action **B**). To do this, the Hero pays 1 Trust per Guard in their District. This counts as the Hero's Action for the round.

The Master Plan advances by 1 at the end of the round, if the Great Machine decides to return 2 *arrested* Famous Citizens to any District or Districts of its choice at the end of the round, Step 3. The Great Machine returns them as *unidentified* without looking at them. This costs no Bonds. If the Great Machine cannot do this or does not want to, the Master Plan does not advance.

I Win over the Judges

Each Hero may retrieve any 1 of their forfeited Access cards at the end of the round. This costs as much Trust as there are Guards in the Hero's current District. This is not an Action.

The Heroes may prevent the Master Plan from advancing by 1, if they discard 5 Trust in total. This is done at the end of the round, Step 3. The Trust the Heroes spent during the round (including any they spent to retrieve forfeited cards) does not count. The Heroes may discuss who will discard how much, but each makes a decision for themselves. If the Heroes choose not to discard 5 Trust or they do not have enough Trust, the Master Plan advances by 1.

City Event II

II Bread and Circuses

Each time a Hero ends their movement in a District with at least one Servant, the Great Machine may immediately (cannot be delayed until later) discard 2 Bonds to drop Discontent by 1. Districts a Hero moves through on their way to their destination District do not count. If a Hero ends their movement in a District with 2 or 3 Servants, the Great Machine can only drop Discontent by 1 (not 2 or 3). If a Hero is *detained*, the Great Machine may choose and apply the detention option first (possibly taking their Trust as Bonds). The Great Machine cannot drop Discontent if it is at Riot Stage.

The Master Plan advances by 1 at the end of the round, if Discontent is not higher than it was at the beginning of this round (players are advised to mark its position on the track using any token). Keep in mind – this condition is checked at the end of the round, Step 3, which is after Discontent rises for failed Raids, if any. If the Riot Stage was reached in the previous rounds, the Master Plan advances by 1 automatically at round's end.

II Citywide Maintenance

During the round, repairing a Guard costs 1 Bond instead of 2. Each Servant may take this Action twice. In rare circumstances, it is possible the Great Machine could repair 6 Guards in 3 Districts for 6 Bonds. Whether a Servant repairs 1 or 2 Guards, the Servant has spent their Action for this round.



If the 'Optimize' Directive is published, then, *for instance*, a Servant can repair 2 Guards in their District and take one more Action which will cost 1 additional Bond.

The Master Plan advances by 1 at the end of the round, if at the beginning of the Closing Phase there is at least one Minor or Major District with no Guards (*broken* Guards do not count), no Raid token, and no Riot token.

II Down by Law

Normally, Heroes may take the Incitement Action in Minor Districts only. During this round, the opposite is true. Heroes may only perform the Incitement Action in Major Districts, and not in Minor Districts. Thereby, each Major District has one more available Action to choose from.

For instance: A Hero in the Grand Citadel District may make the Great Machine discard 1 Directive from its hand, return 1 *arrested* Famous Citizen to the City, or raise Discontent by 1. A Hero in the Central Square District may either take the Incitement Action to raise Discontent by 1 or use the Central Square Action to raise Discontent, whichever is more beneficial to them.

The Master Plan advances by 1 at the end of the round, if there were no Raids and no Famous Citizen was *arrested*.

II House-to-House Searches

Each Hero who ends their movement in a District with a Servant, automatically forfeits the Access card they chose for this round. Districts the Hero moves through on their way to their destination District do not count.

The Heroes may stop the Master Plan from advancing by 1, if at the end of the round, Step 3 they reveal any one Famous Citizen they previously *identified*. It must be an *active* Citizen. Heroes may collectively decide who they want to reveal. In case of a dispute, the Hero with the smallest Initiative number has the last word. Heroes cannot reveal a Citizen at random, nor can they choose a Citizen that is already *revealed*. If the Heroes do not reveal an *active* Citizen because they cannot or do not want to, the Master Plan advances by 1.

II Liberty of Trade

Each Hero who ends their movement in a Minor District immediately gets 1 Trust, if they are not *detained* (during movement or from a Raid). Districts a Hero moves through on their way to their destination District do not count.

The Master Plan advances by 1 at the end of the round, if the Great Machine discards 2 Directive cards from its hand or discards 1 published Directive. This is done at the end of the round, Step 3. Directives that were discarded during the round (caused by Hero Actions) are not counted.

⊕ **Note:** Discarded Directives are always removed from the game.

II Open Your Mind

At the end of the round, each Servant may reveal 1 Famous Citizen in their District (flip the token face-up), provided that there are no Heroes in this District. The Great Machine may reveal any Citizen, including those *identified*. If 2 or 3 Servants are in the same District, each of them may reveal 1 Citizen in that District.

The Master Plan advances by 1 at the end of the round, if the Great Machine discards 2 Bonds more than the current Stage of Discontent – for instance, 5 Bonds at Stage 3. Riot Stage is considered equal to Stage 5 (7 Bonds). This is done at the end of the round, Step 3. Bonds the Great Machine spent during the round do not count.

II Order vs. Disorder

Every time a Hero identifies a Famous Citizen, that Citizen is immediately *revealed*. If a Hero identifies 2 or more Citizens in a District, they will all be *revealed*.

The Master Plan advances by 1 at the end of the round, if the Great Machine discards as many Bonds as the total of *identified* and *revealed* Famous Citizens in the Districts with *undetained* Heroes. This is done at the end of the round, Step 3. *Revealed* Traitors do not count. Bonds that the Great Machine spent during the round do not count. The total may be zero – in that case, the Master Plan advances by 1 without spending any Bonds.



II Public Execution

Each Hero in a Major District may take an Action to cancel 1 published Directive of their choice. To do this, a Hero must pay as much Trust as there are Guards in their District. This counts as the Hero's Action for the round.

The Master Plan advances by 1 at the end of the round, if the Great Machine finished a *detained* Hero's turn during this round (option B was chosen).

II Sneaking through Security

Each Hero who ends their movement in a Major District immediately gets 2 Trust, if they are not *detained* (during movement or from a Raid). Districts a Hero moves through on their way to their destination District do not count.

The Master Plan advances by 1 at the end of the round, if at the end of the round there is at least 1 District that has more Guards than Famous Citizens. *Revealed* Traitors do not count. *Broken* Guards do not count.

II Trust vs. Bonds

In the Opening Phase, each Hero gets an additional 1 Trust (if it does not exceed their Trust limit), and the Great Machine gets an additional 2 Bonds. If 2 or 3 Heroes are in the same District, they cannot redistribute this extra Trust between themselves, as it does not come from the Famous Citizens.

The Master Plan advances by 1 at the end of the round, if at the end of the round the Great Machine has more Bonds than the total of Trust the Heroes collectively have.

The Countdown

The Countdown card takes effect the moment it is revealed, which happens at the beginning of the 13th round if no one has won before then. It remains in effect until the end of the game. Once the Countdown card is revealed, no other City Event cards come into play.

The Master Plan advances by 1 at the end of the round, Step 3. This happens automatically and cannot be prevented.

Directives

Key Guidelines

- ☀ The number of Directives the Great Machine can have in its hand is unlimited. However, only 3 Directives can be published at a time. If the Great Machine decides to publish a 4th Directive, it must return 1 of the 3 published Directives to its hand.
- ☀ Directives that are discarded are removed from the game. If the Directive deck runs out, the deck is over. It is never reshuffled.

Directive Cards

Confiscate

Each Servant may spend an Action to make a Hero in their District discard 2 Trust (or 1 Trust if that's all they have). This counts as a Servant's Action for the round.



- ☀ Losing 2 Trust often robs the Hero of the opportunity to effectively use their turn and increases the chance of being *detained* during movement.

Levy



During each Opening phase the Great Machine gets an additional 3 Bonds.

- ☀ During the City Event 'Trust vs. Bonds' the Great Machine gets an additional 5 Bonds (2 due to the City Event and 3 due to 'Levy').

Mechanize

Each time a Servant moves from a District to another, the Great Machine pays 1 Bond instead of 2.

- ☀ To make it simple – with the 'Mechanize' Directive, the cost of moving Servants is generally the same as moving Guards.



Optimize

Once per round, 1 Servant may take 2 Actions instead of 1. They must pay 1 Bond before taking their second Action, even if it costs no Bonds (e.g., the Central Square Special Action). Both Actions must be taken in one District. They can be the same or different.

- ☀ Each Servant Action is paid for in Bonds separately.

Pacify

Once per round, 1 Servant that is in a Minor District may spend their Action to drop Discontent by 1, only if this does not cause Discontent to drop to a lower Stage. This counts as a Servant's Action for the round.



For instance, you cannot drop Discontent from Stage 3 to Stage 2 or from Stage 1 to Stage 0.

- ☀ In no situation can Discontent be lowered if it is at the Riot Stage (the red circle at the end of the track).



Provoke

Each time Discontent rises to Stage 2, 3, 4, or 5 during the Heroes Phase, the Great Machine may discard 3 Bonds to immediately advance the Master Plan by 1.

- ☀ The Great Machine cannot use this Directive when Discontent rises from Zero Stage to Stage 1 or when it reaches the Riot Stage.
- ☀ The Great Machine cannot use the 'Provoke' Directive in the Closing Phase.
- ☀ The Great Machine may use the 'Provoke' Directive more than once per round if Discontent rises by more than 1 Stage. This Directive cannot be used when Discontent drops from one Stage to another.
- ⚡ **Note:** The 'Pacify' and 'Provoke' Directives do not overlap in their effects. The Great Machine cannot drop Discontent below its current Stage using 'Pacify', in order to later advance the Master Plan by 1 due to 'Provoke'.

Reinforce

Each District is considered to have 1 extra Guard for determining the results of a Riot. If there are no Guards in a District – it is considered to have 1 Guard.



- ☀ The extra Guard is not counted when you start a Riot and pay Trust for the *unidentified* Citizens in the District.



Resettle

Once per round, the Great Machine may relocate one Famous Citizen from any District to any other District. This is not an Action, it does not require spending Bonds, and it may be done at any moment during the Great Machine Phase.

- ☀ A Citizen token must be placed in any free square of their new District. The Great Machine cannot relocate a Citizen to a District with no free squares.
- ☀ An *identified* Citizen stays *identified* after relocation, a *revealed* one stays *revealed*, etc.

Shadow

Each Servant is counted as a Guard when determining the cost of Hero movement and Actions.

Example: A Hero needs to discard 3 Trust to exit a District that has 2 Servants and 1 Guard. Taking an Action that costs '1 Trust per Guard' now costs 3 Trust in this District instead of 1 Trust.



- ⚙ According to the effect of the 'Shadow' Directive, Servants do not become Guards and, therefore, are not subject to any rules and effects related to Guards.
- ⚙ Servants are not counted when determining if a Riot was successful. However, Servants are counted as Guards when you start a Riot and pay Trust for the *unidentified* Famous Citizens in the District.

Heroes

Key Guidelines

- ⚙ A Hero can never have more Trust than shown in the **Max. Trust** slot on their card. The excess is immediately discarded and cannot be spent on any Actions or effects.
- ⚙ During the Heroes Phase, Heroes take their turns in ascending order of Initiative. Therefore, the Veteran always takes the first turn, and the Physician always goes last.
- ⚙ Heroes' abilities take precedence over the basic game rules.



Mateusz Orzeszko • Veteran

Initiative 1 • Max. Trust 8

Starts in Industrial District

When Mateusz takes the 'Attack a Guard' Action, he first rolls the Assault die and then decides whether he wants (and can) pay the amount of Trust shown on the die or not.

- ⚙ Whether Mateusz breaks the Guard or not, his Action is spent.
- ⚙ **Tactically**, the loss of several Guards has a tangible effect on the Great Machine's ability to hold back the Heroes, forcing it to divert its Servants and spend resources on repairing.



Coolum McDouglas • Fowler

Initiative 2 • Max. Trust 7

Starts in Commerce District

Coolum can take 2 Actions on his turn, instead of one, provided he does not start a Riot and these 2 Actions are different. He cannot take the 'Gain Trust' Action as his first Action. In practice, Coolum takes his first Action and then decides if he wants to take 1 more, but different, Action.

- ⚙ The 'Attack a Guard' Action, even if it fails, is considered a spent Action. *For instance*, his second Action cannot be used to attack a Guard once more.
- ⚙ Coolum, like other Heroes, can take the Action 'Start a Riot,' but he cannot take a second Action afterwards (using his ability). Also, he cannot choose 'Start a Riot' as his second Action.

- ⚙ **Tactically**, Coolum often uses his second Action to receive 1 Trust, however, he really shines when, *for instance*, he breaks the last remaining Guard in a District and then identifies all Famous Citizens there for free!



Veiga Vazquez • Actress

Initiative 3 • Max. Trust 8

Starts in Art District

Each time Veiga is *detained* in a Raid, Discontent increases by 2 if the Great Machine chooses to finish her turn (option B). Discontent does not increase if the Great Machine decides to advance the Master Plan (option A), but Veiga receives 2 Trust in this case.

- ⚙ Veiga's ability is applied only after the Great Machine has completely resolved the detainment effects.
- ⚙ Her ability does not apply if she is *detained* during movement.
- ⚙ When the Riot Stage has been reached and the Great Machine finishes Veiga's turn after detainment in a Raid – Discontent cannot increase. Veiga identifies any 1 Famous Citizen for free instead.
- ⚙ **Tactically**, the Great Machine rarely dares to finish Veiga's turn, thus allowing her to openly defy it right under its nose, as is expected of a widely beloved actress!



Olga de Troyes • Vagabond

Initiative 4 • Max. Trust 7

Starts in Central Square

During movement, Olga does not pay Trust for Guards while exiting her first District in the round. Afterwards, as she moves, she pays as usual for exiting her second, third, and so on Districts.

- ⚙ If the 'Shadow' Directive is published and there are Servants in Olga's starting District, she still does not need to pay Trust to exit this District.
- ⚙ City Event I 'Security Checks' is not related to the number of Guards in a District, and therefore Olga must pay 1 Trust as required by the Event to exit her first District.
- ⚙ **Tactically**, one of the most powerful techniques of the Great Machine is to 'lock' a Hero in a District by sending a few Guards there. This may force the Hero to spend more Trust and probably lead to their detainment on movement. This can be dangerous for any Hero... but not for Olga!



Sylvia Wu • Artificer

Initiative 5 • Max. Trust 8
Starts in Science District

In the Opening Phase, Sylvia gets an additional 3 Trust, if she is in one of 3 Major Districts – Grand Citadel, Tower of L.A.W., or Control Nexus (not Central Square). She also gets as much Trust as there are Famous Citizens in her District as usual.

⚙️ When Sylvia is in the same District as another Hero, she cannot share this additional 3 Trust with the other Hero.

Example: In the Opening Phase, Sylvia is in the Grand Citadel. There is 1 Citizen there, so Sylvia gets 4 Trust (1 + 3). Let's imagine, Coolum is in the Grand Citadel as well. In that case, Sylvia or Coolum receive 1 Trust, as decided by the Revolutionary players, and then Sylvia receives her 3 Trust.

⚙️ **Tactically**, Sylvia can go to a Major District where there are few Famous Citizens without risking being left with little Trust for the next round. This allows her to effectively discard the Directives of the Great Machine, and much more!



Mustafa Azikiwe • Physician

Initiative 9 • Max. Trust 6
Starts in Velvet District

Mustafa can spend an Action to move 1 Famous Citizen from an adjacent District to his own and immediately identify them. He pays no Trust to take this Action. This counts as an Action – having completed it, Mustafa has spent his Action for the round.

⚙️ Mustafa cannot move a Citizen using his ability if they are *identified* or *revealed*.

⚙️ Mustafa's ability does not allow him to identify a Citizen for free in his District.

⚙️ **Tactically**, Mustafa has the lowest Trust limit among all the Heroes – however, he is the only Hero able to effectively oppose the Great Machine while having no Trust. Mustafa has an Initiative of 9, not the expected 6 as there are only 6 Heroes in the game, due to additional Heroes that may be added with expansions.

Typical Questions

Hero Actions and Movement

? **What Actions do not require Heroes to pay Trust according to the number of Guards in their District?**

Attack a Guard, Move Famous Citizens, Gain Trust, the Control Nexus

Special Action **B**, and Start a Riot in a District with all Famous Citizens *identified* and/or *revealed*.

? **If there are no Guards in a District, may a Hero identify all Famous Citizens in this District for free?**

Yes. Similarly, any Action requiring Trust to be paid according to the number of Guards in the District can be performed for free if there are no operational Guards in the District.

? **Are there any Actions, that cannot be taken in a District with a Riot token?**

There are no restrictions, except for another Riot. *For instance*, the Heroes may raise Discontent in a Minor District or the Central Square with a Riot token, and the Great Machine may organize Raids there.

? **If a Hero during their movement step remains in the same District where they began, is it considered that the Hero 'performed' movement?**

Yes. All effects related to Hero's movement come into effect after that Hero's 'zero' movement. Imagine it like a Hero roaming inside the District, talking to people, and doing their best to avoid the Great Machine's forces.

General Gameplay Topics

? **Are broken Guards ever taken into account?**

A *broken* Guard occupies space in a District, and it may be repaired by a Servant. That's all. It 'does not exist' for ANY other effects, unless it is specifically noted.

? **May I discard Trust (Bonds) to fulfill 2 purposes at once?**

No. Trust or Bonds you discard always count towards *one* purpose. In the same fashion, Coolum, the Fowler, pays for each of his two Actions separately, and so on.

? **What happens if a Hero forfeits the last of their Access cards?**

The Great Machine immediately wins. In reality, however, this never happens.

Secrecy

? **Does the Great Machine need to announce what it is doing during its turn?**

The Heroes should be clear about what the Great Machine does, and they can always ask for explanation.

? **The Revolutionaries were careless, and the Great Machine saw something it shouldn't have seen. What do we do?**

The City is full of the Great Machine's spies. The game carries on, and nothing is replayed. The only exception is detailed below.

? **One of the players accidentally flipped a Famous Citizen token face-up. What should they do?**

Unidentified Citizen: take a few *unidentified* Citizen tokens from the other Districts, shuffle them and place back to the Districts in the same squares.

Identified Citizen was flipped face-up by the Great Machine player: the Heroes may swap it with any other *identified* Citizen from any other District (or pretend to have done so).

Identified Citizen was flipped face-up by the Revolutionary: nothing is changed. Just flip the token face-down again.

Tactics



What happens when the Revolutionaries cannot agree on what to do?

Everyone decides for themselves. There are very few situations where the Revolutionaries *must* make a decision together. However, if there is a dispute – the Revolutionary whose Hero has the smallest Initiative number makes the final decision.



Is it possible to know for sure who the winner will be in the middle of the game?

Never. Sometimes it seems that the Great Machine or the Revolutionaries are certain to lose, and then everything changes in 1 or 2 rounds.

Remember: it is technically possible for Revolutionaries to initiate 3 successful Riots in one round and win, as well as the Great Machine to advance the Master Plan by 4 in a single round with successful Raids and by using the City Event card!



Is the Great Machine or the Revolutionaries invincible?

It sometimes happens that after the first game, players come to the conclusion that the Great Machine or the Revolutionaries are invincible. In reality, this absolutely depends on the players. During our game testing we saw both situations.

However, if one side (the Great Machine or the Revolutionaries) seems to be winning the majority of the time, we recommend using the following game adjustments:

1. Variable Master Plan: During setup, set the Master Plan pointer one step higher or lower (within I–III) depending on what side won the previous game. *For instance*, if the Heroes were victorious and the Master Plan started at III, it still starts at III, and if it was at I, set it to II.

If the players change roles between the games, the last result of the Great Machine player is carried over between the games when they take on the role of the Great Machine.

2. In favor of the Heroes: With each successful Riot (Riot Stage also counts), each Hero identifies any 1 Famous Citizen or receives 2 Trust by their choice. The Heroes must choose different Districts to identify Citizens.



We cannot agree on how to play right a specific game situation. What to do?

The Great Machine makes the final decision, and we strongly believe in good will and fair competition in such a situation!

We recommend reviewing the rules thoroughly *after* the game. If there are still doubts, don't hesitate to contact us at cotgm@crowdgames.us (your email will be received by the game development team).

City Setup

There are numerous ways to assemble the City. You may setup Districts however you like, following the main rules (*see "Setup" on page 6*). We recommend following the suggestions below, however, they are not mandatory and mostly apply to your first few games. Moreover, they can be applied both to One-vs-Many and Solo & Cooperative Modes.



It's best when a Servant can reach any District for 4 Bonds (2 moves) in the 1st round.



It's not beneficial for the Heroes if a Minor District or the Central Square is connected with the Grand Citadel, Tower of L.A.W., and/or Control Nexus only.



We recommend not connecting directly the Grand Citadel and Tower of L.A.W.

Now let us share with you a few ideas –

Fast Method

The easiest way to setup the City is to lay out the Districts on the table one by one, connecting to each other. This may be done by any player. Or, you may lay them face-down, then flip over and make corrections following the suggestions above.

Confrontation Method

Divide the Districts into Major and Minor Districts, shuffle them, and place them in two piles, face-down.

The Great Machine and one of the Revolutionaries, starting with the Great Machine, take turns taking 1 District from either pile, turning it over and placing it on the table face-up in any place they like. The first District is put in the center of the table with the second connecting to it, and so on.

Presets Method

You can use one of the presets shown on the next page.

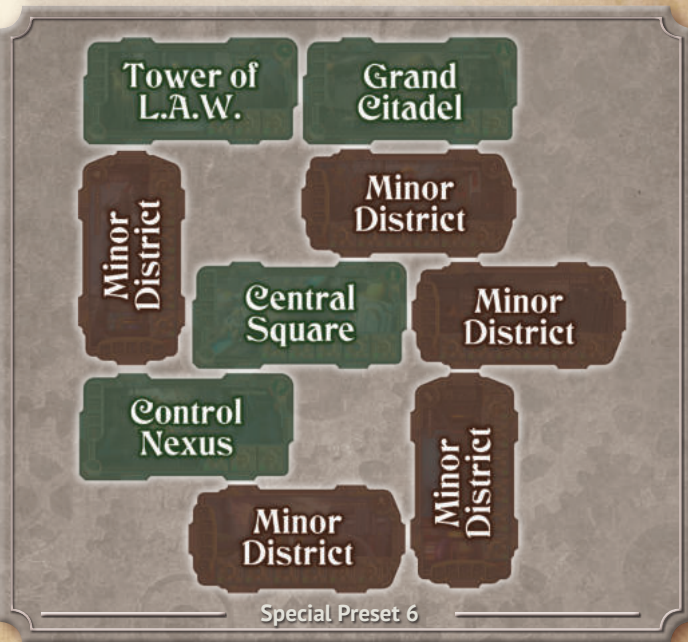
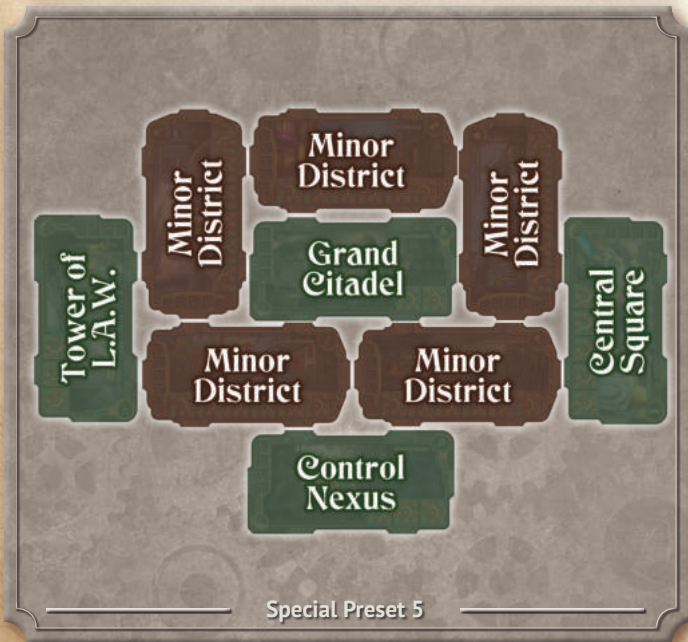
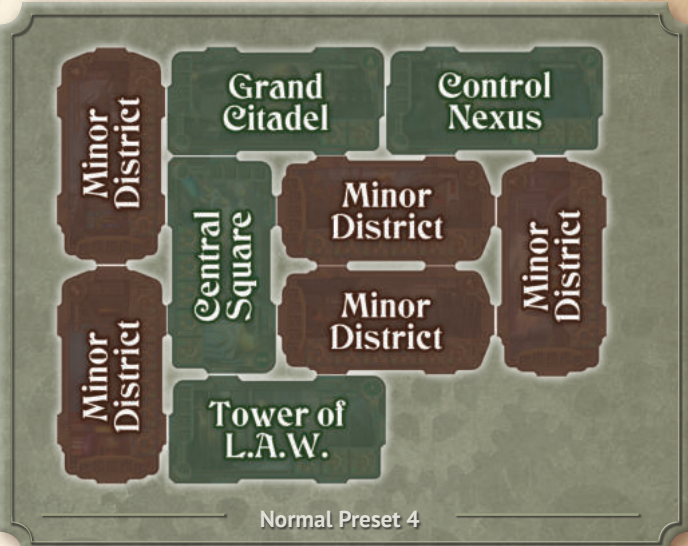
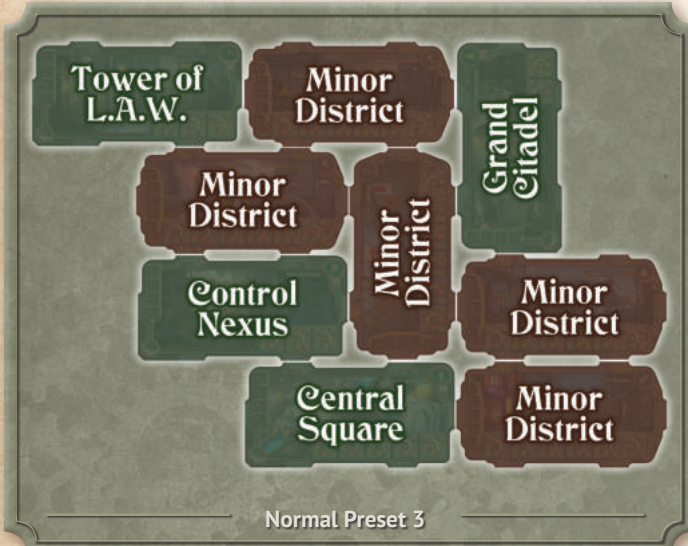
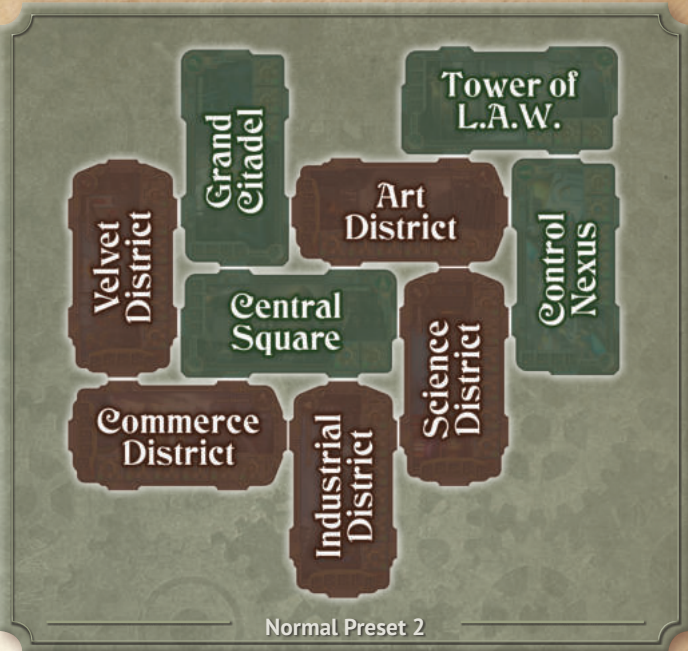
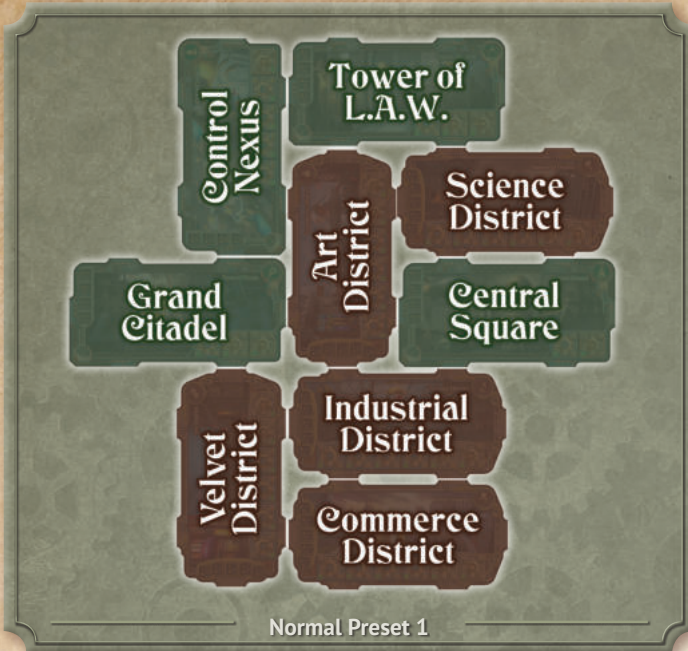
Normal Presets are thoroughly balanced and recommended for your first games. **Special Presets** create more challenges and allow for unusual choices for experienced players.



Note: Randomly choose where to place each of the 5 Minor Districts when using Presets 3–6.

FEEL FREE TO EXPERIMENT!





Game Example

In this example, we will go through 4 of the game rounds: the first three and the seventh. Along the way, we'll explain the individual rules so that you don't have to refer to the Game Rules too often. This example is based on actual played games.

The City is constructed with the **Normal Preset 1** (see page 10). There are 3 Revolutionary players, so the Discontent pointer is set to the last slot of the Zero Stage. The other player takes on the role of the Great Machine. The Master Plan starts at III.

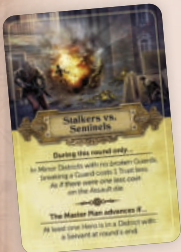
The Revolutionaries choose the **Fowler**, the **Actress**, and the **Artificer**. According to the rules, they have forfeited 1 Access card, so each of them has 8 Access cards left. From now on, these players are called by their Hero names.

Access Phase. Each Hero secretly chooses an Access card. They show their Access cards to each other, but not to the Great Machine. The Heroes see that the Great Machine has only 6 Bonds, so they know its capabilities are limited and the danger of a Raid is low. However, considering the City Event Stalkers vs. Sentinels, perhaps the Great Machine will send its Servants to the Heroes. The Actress is the closest, which means that she is the first target.

The **Fowler** takes a risk and stays where he is, relying on his distance from the Grand Citadel where the Servants are. The **Actress** decides to escape to the Central Square. The **Artificer** does not dare to stay in the Science District and chooses to go to the Tower of L.A.W.

In this round, the Great Machine may expect the Heroes to break the Guards in Minor Districts, thanks to the current City Event. The Central Square and Tower of L.A.W. are Major Districts, which means that the Great Machine is not expecting the Heroes to go there. This is how the Heroes think.

Round 1



Opening Phase. The first City Event in the game is revealed: **Stalkers vs. Sentinels**. It's easier for the Heroes to break Guards in Minor Districts. However, if at least 1 Hero is in a District with a Servant at round's end, the Master Plan advances by 1.

Each Hero receives **4 Trust** (according to the number of Famous Citizens in their Districts). The Great Machine receives **6 Bonds**, as Discontent is at Zero Stage.



The Great Machine Phase. Now it's the Great Machine's turn. It's clear that the Heroes could stay where they are. But it cannot be sure



about that. The Great Machine might try to organize Raids in their current Districts, but it only has 6 Bonds... Either way, to advance the Master Plan, it is enough for a Hero to be in a District with a Servant at round's end. That's what it decides to bet on.

First, the Great Machine sends **Judgementor** to the Central Square (4 Bonds for the 2 Districts he exits), assuming that the Actress or Artificer might go there in the hopes of escaping from the Great Machine and raising Discontent. In the Central Square, the Judgementor performs the Special Action to get 2 Bonds (4 Famous Citizens minus 2 Guards). Total: $6 - 4 + 2 = 4$ Bonds.

For another 2 Bonds, the Great Machine moves **Phantasmer** to the Art District – in case the Actress stays there. Finally, **Lex Hecate** in the Grand Citadel performs the Special Action for the remaining 2 Bonds – and draws a Directive (it turns out to be **Shadow**).



Heroes Phase. By Initiative order, the Fowler takes his turn first, followed by the Actress, and the Artificer always goes last.

The **Fowler** reveals his Access card – he has stayed in the Commerce District. Unlike the other Heroes, Fowler has 2 Actions, not only one. With his first Action, the Fowler intends to break a Guard. He chooses to pay 3 Trust and rolls the Assault die. The current City Event reduces the cost of breaking Guards by 1, so the attack will fail only if the *shield* icon is rolled (see *Game Rules*, p. 20).

He rolls the Assault die, and the result is 2 Trust. Well, considering the City Event, the Fowler overpaid by 2 Trust. But it was worth it to ensure success! The Guard is successfully *broken* – the Great Machine puts its figure on its side.



The Fowler has 1 Action and 1 Trust left. He takes the Incitement Action (it is available in any Minor District, and the Commerce District is one of them) and raises Discontent by 1. The Incitement Action requires him to pay Trust according to the number of Guards in the District. The Commerce District now only has 1 Guard (*broken* Guards are never counted), so the Fowler pays 1 Trust.

It's time for the **Actress** to act. She reveals her Access card and goes to the Central Square. She exits the Art District, so she pays Trust according to the number of Guards there – which is 2 Trust. And... ends up moving to the same District as Judgementor! Alas, the Great Machine anticipated her move, so at the end of the round, the Master Plan will advance by 1.

The Actress has 2 Trust left. She takes the Special Action in the

Central Square and raises Discontent by 2 (4 Famous Citizens minus 2 Guards). Like all Special Actions in the Major Districts, as well as Incitement, this Action costs as much as there are Guards in the District. Which is, in this case – 2 Trust.



Next is the **Artificer's** turn. She reveals her Tower of L.A.W. Access card and moves there spending 2 Trust. Now the Artificer has 2 Trust. In the Tower of L.A.W., a Hero may cancel a published Directive (there are none yet), retrieve any forfeited Access card and return it to its owner, or perform one of the standard Actions. It's tempting to retrieve an Access card, but the Artificer prefers to take the standard Action – 'Identify Famous Citizens' (see *Game Rules*, p.20). She pays 2 Trust (per 2 Guards) for the only Citizen here and secretly looks at who it is. This is a Scientist (2). She turns his token so that the 'green indicator' on the District tile square is visible. Now this Citizen is *identified* and can be viewed at any time by the Heroes, but not by the Great Machine.



Closing Phase. The Actress finished her turn in a District with a Servant – Judgementor, so the Master Plan advances by 1 according to the condition of the City Event Stalkers vs. Sentinels – from III to IV.

Round 2



Opening Phase. A new City Event is revealed. This is **Security Checks**. Each Hero pays 1 Trust more when they leave a District for the first time in a round. Similarly, it is more expensive for the Great Machine to move Guards. The Master Plan advances if at least 1 Hero stays in the same District.

The Fowler and the Actress receive **4 Trust** each. If another Hero were in place of the Artificer – they would get only 1 Trust, since there is only 1 Famous Citizen in the Tower of L.A.W. But the Artificer's ability allows her to receive 3 Trust more in the Tower of L.A.W. and 2 other Major Districts, so she gets **4 Trust** as well. Discontent has reached Stage 1, so the Great Machine receives **7 Bonds**, not 6.

Access Phase. The Heroes had better move out of their Districts, otherwise the Master Plan will advance by 1 according to the City



Event. But only the Fowler could spend a reasonable 2 Trust to move to an adjacent District (due to 1 *broken* Guard), while the rest would have to pay 3 Trust... which is too much! The Heroes give up on the Master Plan advancement and stay in their Districts. Let's see how the Great Machine will try to miserably pursue them throughout the rest of the City while they've stayed where they are!

The Great Machine Phase. It understands that it is not beneficial for the Heroes to move now. Additionally, the Fowler is in a District with 1 *broken* Guard, allowing him to take Actions for less Trust, so he is unlikely to leave it. Considering this, the Great Machines assumes that the Heroes will remain where they are. Well, then...

The Fowler is still a long way off. If he was going to leave for another District (unlikely, but who knows!), the Great Machine would waste its entire turn on trying to catch him. Instead, **Phantasmer** goes to the Tower of L.A.W. (2 Bonds) and organizes a Raid there (2 more Bonds). A second Raid is declared by **Judgementor** on the Central Square (2 Bonds). There is only 1 Bond left, which the Great Machine saves for the next round. **Lex Hecate** does nothing this round.



Heroes Phase. It's a black day for the Heroes, as the Great Machine has anticipated their intentions. Nevertheless, it's the **Fowler's** turn. He stays in the Commerce District and spends his 4 Trust to identify all 4 Famous Citizens there (1 Trust per 1 Guard for each Citizen). Here he has found an Artist (1), a Merchant (3), an Industrialist (4), and... a vile Traitor! Next, he takes the Gain Trust Action and receives 1 Trust (see *Game Rules*, p. 22).

The **Actress.** She has remained in the Central Square and falls under a Raid. *Detained!* The Great Machine may either advance the Master



Plan by 1, or finish the Actress's turn, while also either taking her 4 Trust as Bonds or forcing her to forfeit the Access card to the Central Square. However, the Actress has an annoying ability. She receives 2 Trust if the Great Machine chooses to advance the Master Plan, or Discontent goes up by 2 if it prefers to finish her turn... After considering the pros and cons, the Great Machine decides to advance the Master Plan – from IV to V, and the Actress receives 2 Trust.

The Actress proceeds with her turn. As the Great Machine expected, she spends 2 Trust and raises Discontent by 2 as the Special Action in the Central Square. She has 4 unspent Trust for the next round.



The **Artificer.** She stayed in the Tower of L.A.W... and is also *detained* in a Raid. This time, the Great Machine chooses to finish her turn and forces her to forfeit the Access card. The Great Machine's intention is to deny the Artificer access to the Tower of L.A.W., which protects its future published Directives. Other Heroes may also head to the Tower of L.A.W., but this is rather dangerous for them, since in the Opening Phase they will receive only 1 Trust there.

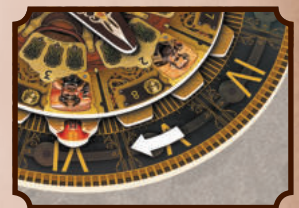


At the beginning of the game, the Heroes forfeited 1 Access card each. The Fowler lost the Tower of L.A.W. card, the Actress the Grand Citadel, and the Artificer the Central Square, who now has also lost her

Tower of L.A.W. card. This leaves the Actress as the only one who can sneak into the Tower of L.A.W... Fortunately, the Great Machine doesn't know that it should only be wary of the Actress!

Closing Phase. Both Raids are successful. The Great Machine returns the Raid tokens to its reserve.

The Master Plan advances by 1, since at least 1 Hero (in reality, all three) hadn't left their District. Now it sits at VI. The Great Machine needs to advance the Master Plan by 6 more to win. The Heroes should be careful, otherwise victory for the Great Machine is just around the corner!



Round 3



Opening Phase. The new City Event is **No One Is Safe**. If the Great Machine fails at least 1 Raid, Discontent increases by an additional 1. The Master Plan advances if at least 1 Hero ends their movement in a Major District (the Grand Citadel, Tower of L.A.W., Control Nexus, or Central Square).

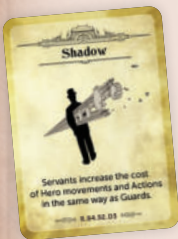
The Heroes receive 4 Trust each. The Fowler now has **5 Trust**, while both the Actress and Artificer have their maximum of **8 Trust**.

Discontent has reached Stage 2, so the Great Machine adds 8 Bonds to its remaining 1 Bond. In total, it has **9 Bonds**.



Access Phase. Taking the City Event into account, it's better to avoid the Major Districts – the Master Plan is already at VI! The **Artificer** has no Access card for the Tower of L.A.W., so she has to leave it anyway. She heads to the Art District, which is closer to the Grand Citadel and Control Nexus where her ability is useful. The **Fowler** goes to the Velvet District, and the **Actress** decides to pay a visit to the Industrial District.

The Great Machine Phase. The City Event pushes the Heroes to the 5 Minor Districts. The Fowler has nothing really useful he can do in the Commerce District now and may want to leave it, so the possibilities narrow down to 4 Districts. The Heroes would have to share the Trust they receive from the Famous Citizens, if in the Opening Phase they were in the same District (see *Game Rules*, p. 11). Because that would be awful for them, they are most likely heading to a different District each. That said, 3 Servants could declare 3 Raids in 3 Minor Districts and possibly get at least 2 Heroes *detained*. However, the Great Machine does not have enough Bonds to do this, and the City Event would punish it for any failed Raids. So instead, the Great Machine decides to do the following –



Phantasmer publishes the Shadow Directive in the Tower of L.A.W. (2 Bonds) – the Directive that Lex Hecate drew in the 1st round. Servants now increase the Trust the Heroes pay when moving and performing Actions in the same way as Guards do.

Lex Hecate goes to the Commerce District (4 Bonds for 2 Districts) and repairs the *broken* Guard (2 Bonds). Now 1 Bond remains, which the Great Machine uses to move 1 Guard from the Central Square, where the Actress is unlikely to stay, to the Science District (1 Bond for 1 District exited by the Guard).

There is 1 lone Guard left in the Central Square, and **Judgementor** uses the Special Action (4 Famous Citizens minus 1 Guard) to receive 3 Bonds. Now that it has 3 more Bonds,



the Great Machine moves 1 Guard from the Control Nexus to the Tower of L.A.W. (1 Bond). It transfers 1 more Guard from the Control Nexus to the Art District (1 Bond). The last 1 Bond it saves for the next round. Let's see what the Heroes have come up with!

Heroes Phase. The **Fowler** goes to the Velvet District. He pays 3 Trust (2 for the Guards and 1 for Lex Hecate). He has only 2 Trust left. Still, the Fowler risks attacking a Guard. He pays 2 Trust and rolls the Assault die... He rolls 3 coins... So close! With his second Action, he receives 1 Trust (Gain Trust) and passes the turn.



The **Actress** pays 2 Trust (1 Guard + Judgementor) to move to the Industrial District. The Great Machine was wrong to send a Guard to the Science District, and not the Industrial District! The Actress identifies 3 Famous Citizens with her 6

remaining Trust (2 Trust per 2 Guards for each Citizen). These are an Artist (1), a Scientist (2), and a Noble (5). Lucky!

The **Artificer** pays 4 Trust (3 Guards + Phantasmer) and moves to the Art District. She has 4 Trust now. There are 3 Guards in the Art District. The Artificer spends 3 Trust on the Incitement Action and raises Discontent by 1. She is left with 1 Trust.

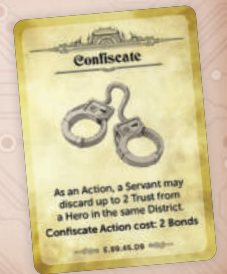
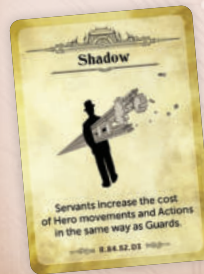


Closing Phase. There were no Raids. The Heroes did not visit any Major Districts, so the Master Plan remains at VI.

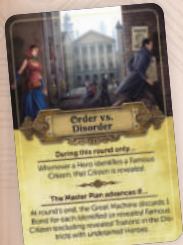
Round 7

We go straight to Round 7. There was a fierce struggle in rounds 4–6. The Heroes have many Famous Citizens *identified* by now. Discontent is at Stage 3 and is approaching Stage 4, while the Master Plan has reached the dangerous VIII.

All Citizens in the Velvet and Commerce Districts are *identified*. Discontent is at Stage 3, which means that the Great Machine should be wary of Riots in these Districts.



The Great Machine has published 3 Directives (it drew 2 Directives during the City Event Concentration of Force). **Mechanize** allows its Servants to move for 1 Bond instead of 2, which saves resources. And **Confiscate** allows it to effectively deprive the Heroes of their Trust, paralyzing their activity. Also, **Shadow** remains in force. The Heroes haven't succeeded in cancelling these Directives yet.



Opening Phase. The first City Event II is upon the City – **Order vs. Disorder**. Every time a Hero identifies a Famous Citizen, that Citizen is immediately *revealed* (making them vulnerable to Arrests). The Master Plan advances if the Great Machine pays as many Bonds as there are *identified* and *revealed* Citizens (excluding *revealed* Traitors) in the Districts with *undetained* Heroes.

The Heroes may go to the Districts with many *identified* Citizens – such as the Velvet, Commerce, and Industrial Districts, so the Great Machine would not have enough Bonds to advance the Master Plan. Surely, it may trap them there with Raids! Or maybe not... because it does not expect them to be *that* predictable!

The Heroes receive Trust. The Fowler has **4 Trust**, and both the Actress and Artificer have **6 Trust** each. The Great Machine receives 9 Bonds at Stage 3. Together with the 4 Bonds it has taken from the Fowler by detaining him in the previous round, it has a total of **13 Bonds**.



The Famous Citizens identified by the Heroes are shown. Only the Heroes know who they are.

Access Phase. The Heroes plan for a Riot. The final hour has struck! This may also prevent the Master Plan from advancing, as all Citizens in the District are *revealed* during a Riot.

The Great Machine worries about a Riot in the Velvet District, but it is in vain as there are 2 Traitors and 2 Nobles (5) there. In the Commerce District, the situation is not that bad, but it doesn't look good for a Riot as well. There are 2 Guards and 1 Traitor, making 3 against an Artist (1) and a Merchant (3), altogether being only 2. Even if Discontent raises to Stage 4 and the Industrialist (4) joins the Riot, it still won't be enough for success (see *Game Rules*, p. 23).

The Heroes choose a risky plan. Will the Great Machine understand what they're up to? Will it be able to prevent what they are trying to do?

The Great Machine Phase. It's time to put an end to the Fowler's claims on the Velvet District! The Great Machine moves 1 Guard from the Central Square to the Velvet District (2 Bonds for 2 Districts). **Lex Hecate** then repairs the *broken* Guard in the Velvet District (2 Bonds). Now, there are 3 Guards in the Velvet District. A Riot is almost guaranteed not to happen there, since Discontent is only at Stage 3. The Fowler seems harmless for now, and the Great Machine has 9 remaining Bonds. Now it could save its Bonds to advance the Master Plan safely, but leaving the City at the mercy of the Heroes may be disastrous!

Phantasmer heads to the Control Nexus (spending 1 Bond instead of 2 due to the Mechanize Directive) and, for the first time in the game, performs the Special Action in the Control Nexus (2 Bonds) – repositioning a District. It would be magnificent to move the Velvet District with the Fowler – no doubt, he will leave it fearing a Raid, and eventually find himself running through the entire City and possibly ending up being *detained*. But unfortunately, this is impossible, because the Commerce District would be connected to only 1 District then (see *Game Rules*, p. 16-17). Instead, Phantasmer repositions the Commerce District to another part of the City – away from the Heroes! That leaves 6 Bonds.

Judgementor moves from the Science District to the Industrial District which has the Artificer and 3 *identified* Citizens (paying 2 Bonds due to Mechanize) and organizes a Raid. There are 2 Bonds left. The Great Machine saves them to advance the Master Plan in case the Heroes will have a few *identified* and *revealed* Citizens in their Districts at round's end.



Heroes Phase. The **Fowler** fearlessly stayed in the Velvet District, intending to raise Discontent! His bold tactics proved effective. However, he barely has enough Trust! Using all 4 Trust (3 Guards + Lex Hecate, since Shadow is active) he performs the Incitement Action. Stage 4 has arrived. With his second Action, he takes 1 Trust as usual.



The **Actress** remains in the Art District. She has 6 Trust! She could start a Riot here. To do so, she would have to pay 6 Trust for 3 *unidentified* Famous Citizens (2 Trust for each, since there are 2 Guards here). But it's risky – because she doesn't know who they are. She could also simply identify 3 Citizens, but she does not want them to be *revealed* due to the City Event. Anyway, the Heroes have a different plan! The Actress moves just 1 Citizen – an *identified* Merchant (3) – from the Art District to the Commerce District (2 Trust for 2 Districts this Citizen exits). She has 4 Trust left. (See *Game Rules*, p. 21).



The **Artificer** heads to the Commerce District which was repositioned by Phantasmer. She has a long way to run now! The Artificer has 6 Trust. She goes from the Industrial District to the Art District for 3 Trust, then to the Science District for 2 Trust. She does not have enough Trust to safely move from the Science District to the Commerce District. So, she discards the remaining 1 Trust (see *Game Rules*, p. 19). Now her fate lies with the Escape die. She rolls it. The side with the 'running man' icon comes up – which means, the Artificer has reached the Commerce District *undetained*!



In the Commerce District, the Artificer takes the Riot Action. She does not have any Trust left, but all Citizens are *identified*, so starting a Riot is free here. She reveals all the Citizens. Thanks to the Fowler,

Discontent is at Stage 4, so an Artist (1), two Merchants (3), and an Industrialist (4) join the Riot. In total, this is 4. At the same time, 2 Guards and a Traitor stand for the Great Machine. In total, this is 3. Thereby, 4 *active* Citizens outnumber the opposing force of Guards and Traitors who support the Great Machine, so the Riot is successful! A Riot token is placed in the District. Both Guards are *broken*.



Note that in the Opening Phase of the next round, Artificer receives 8 Trust in the Commerce District. The Traitor is *revealed*, and so he provides no Trust now. However, the other 4 *revealed* Famous Citizens are *active* – meaning each of them provides 2 Trust to the Heroes instead of 1!

Closing Phase. Discontent raises by 1 for the failed Raid in the Industrial District. The Master Plan does not advance, because there is a total of 8 *identified* and *revealed* Citizens (excluding a *revealed* Traitor) in the Districts with the Heroes, none of them is *detained*, and the Great Machine can't pay 8 Bonds according to the City Event, as it has only 2.



What's Next

Our example ends here, while the game progresses. The Great Machine has to advance the Master Plan by 4 to win, and the Heroes need to start 2 more successful Riots or, the better option, to start 1 Riot and raise Discontent to the highest position. The chances of victory for both sides are equal. Everything depends on their wits and strategy they choose.



Solo & Cooperative Mode

Introduction to the Solo & Cooperative Mode

Solo & Cooperative Mode (S&C) is the logical progression from the main **One-vs-Many Mode (OvM)**. As **Heroes**, you oppose the fully automated and merciless **Great Machine**.

The gameplay for the **Heroes** is mostly the same as compared to **OvM**. This is true for the **Great Machine** as well, but with its new gameplay mechanics it possesses sufficient capabilities to bring down all its might on the **Heroes** from the very beginning of the game. Meanwhile the **Heroes** need to complete challenging **Missions** in order to start **Riots**.

S&C completely follows the main rules set out in the **Game Rules** booklet. **Only key points and differences are explained.** If you are new to **City of the Great Machine**, start with reading *pages 2 and 3 of the main Game Rules*. Then proceed to the **S&C** setup.



Setup

You can face the **Great Machine** on your own or in a group of up to **3 players**. The game rules do not change depending on the number of players in the group, but the nature of decision-making is different.

Before setting up the game, check the “Difficulty Levels and Game Variants” section (*see page 28*). If this is your first game, we strongly recommend using the “First Time Playing” Difficulty settings. The Setup changes accordingly.

The Setup is performed following the main rules (*see Game Rules, p. 6–9*). The only differences are explained below. The first 3 steps do not differ from the main rules.

4. Choose Your Roles. Everything is the same, except the **Great Machine** is controlled by the game.

5. Progress Board. After placing the **Progress Board**, set the **Master Plan** pointer to **I**. Set the **Discontent** pointer to the **3-player** mark regardless of the number of **Revolutionary** players.

Then place the **Progress marker** on the **Zero Stage** of **Discontent** track.

6. City Event Deck. This step is described in full – the **City Event** cards for **S&C** only are used.



Find the special **City Event** card ‘**The Countdown**’ and put it face-down next to the **Progress Board**. Shuffle the remaining **16 City Event** cards, take **12** of them at random and put them face-down on ‘**The Countdown**’ card. Return the remaining **4** cards to the game box without looking at them. In the end, you should have a deck of **13 City Event** cards, with ‘**The Countdown**’ card at the bottom.

7. The Great Machine’s Preparations. This step is described in full as there are many changes in **S&C**.

- ⚙️ Take the **3 Servants** miniatures and place them in the **Grand Citadel District**.
- ⚙️ Place the **3 Servant Action** cards near the **City** in a column, one below the other. Align them with any one side of the **City** and do not change the alignment during the game. You may place **Servant Action** cards in any order you like, however we recommend the following order: *Phantasmer* (at the top), *Judgementor*, *Lex Hecate* (at the bottom). This is the order the **Servants** will take their turns throughout the game.

Arrange the following **Great Machine’s** components around the **Servant Action** cards any way you want, but leave some free space to the left of these cards (the **Servant Movement** cards will be placed there during the game).

- ☛ Take the **13 Servant Movement cards**. Depending on the Difficulty Level you chose, use all of them or return the 3 Maintenance cards (with the picture of a mechanical arm) to the game box. Shuffle all 13 (or 10) Servant Movement cards and place them face-down as a deck.
- ☛ The **9 Directive cards** for S&C are used. Take the Directive deck, shuffle it, and place it face-down.
- ☛ Take **9 District tokens**, shuffle them, and place them face-down. The best is to place them in rows – for instance, 3×3.
- ☛ The **9 special Guard figures** and **3 Raid tokens** are in reserve. Place them in any free space on the table.

8. The Revolutionaries' Preparations. Everything is the same. When playing, do not use the 'Game Round' side of the Hero Reference cards. There are also some other differences in the Reference cards in S&C, but they are minor.

Keep the **Access cards** face-up – in S&C, you don't need to conceal them.

Next, give each Hero a **S&C Reference card** and, if you play with Missions, a **Hero token** with the symbol corresponding to the one shown on their S&C Reference card.

If you are playing without Missions, proceed to step 9. Otherwise, **choose a Mission set**. Each set consists of 3 cards with the same artwork on the back. The cards are marked with **A**, **B**, and **C**.

Find the **Mission tokens** shown on the right of the Mission cards and place them in the reserve. Follow the **Missions A and B setup instructions**, if any. Set the **Mission C** card aside (it is unavailable for now).

For your first game with Missions, we recommend choosing **"I. Know Thy Enemy"** Mission set.

9. Final Steps. Everything is the same. Note that the Great Machine does not use Bonds in S&C, so you need approximately half the Trust/Bond tokens.

If you play with Missions, read **the story** of the chosen Mission set in this booklet (see pages 30–32).

LET THE STRUGGLE BEGIN!



Example setup for a S&C game (Mission cards are not shown)

S&C Components

The City



The S&C City Event cards and Directive cards are marked with a mechanical heart icon.



1 wooden Progress marker



17 City Event cards



9 District tokens

The Great Machine



3 Servant Action cards



13 Servant Movement cards

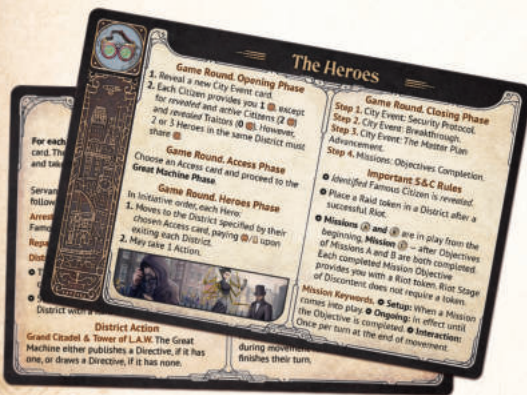


9 wooden special Guard figures



9 Directive cards

The Heroes



3 Hero Reference cards

1 Ambush / Remote Control token

3 Drone tokens

3 Control / Core tokens

3 Intel / Weaponry* tokens

11 double-sided Mission tokens

* The Weaponry side of these tokens is not used in the core game.

1 Command Post / Underground Resistance token



12 Mission cards



3 Hero tokens

In S&C, you also need **all game components** listed in the main rules (see *Game Rules*, p. 4–5), except for the 21 City Event cards and 9 Directive cards (these are different in S&C), and 2 Great Machine Reference cards. The Servant Order tokens are used for only one of the Missions.

Key Guidelines

The Gameplay

It is advised to keep the **Game Rules** booklet open while learning how to play the Solo & Cooperative Mode. The rules set out below contain several references to Game Rules.

Reference Guide's sections starting with *page 7* (Heroes, Typical Questions, City Setup) apply both to OvM and mostly to S&C. Remember that the Directives and City Events used in S&C are different from those explained in the first part of the Reference Guide.

Next, a few key concepts used throughout the game are explained.

Random District

Each District token corresponds to one of the Districts. **Whenever you need to choose a random District, turn over a face-down District token and leave it face-up.** If you need to turn over a District token and there are no more face-down tokens, flip them all back over, shuffle the tokens face-down and place them back in rows first.



When you need to choose a random District, randomly turn over a face-down District token.

It is possible that the District indicated by the token is not suitable. For example, the Heroes need to break a Guard in a District where all Guards are already *broken*, or a Servant in the Control Nexus attempts to reposition a District that cannot be repositioned. In this case, **turn over one District token at a time until you find a suitable District token.**

Identified and Revealed Famous Citizens

Contrary to OvM, **each time a Famous Citizen is identified, it is revealed instead.** A Famous Citizen usually becomes *identified* when a Hero takes a certain Action — Identify Famous Citizens, Start a Riot, or the Grand Citadel Special Action **B**. These Actions are described in the “IV. Heroes Phase” section (see *Game Rules, p. 19–25*). For simplicity, remember that “*identified*” → “*revealed*” in S&C.

In S&C, all game effects that apply to *identified* Famous Citizens, also apply to *revealed* ones.

The Game Round

The Game Round consists of 5 Phases, same as OvM. The Opening, Access, and Heroes Phases are similar. The Great Machine and Closing Phases are completely different.

I. Opening Phase

Reveal the top card from the City Event deck, as described in the main rules (see *Game Rules, p. 10*). The same rules also apply to ‘The Countdown’ card. However, the City Event cards themselves are completely different (see “*City Event Cards*” on page 21).

Next, **the Heroes receive Trust** as described in the main rules (see *Game Rules, p. 11*). The Great Machine does not receive or spend Bonds in S&C.



City Event Cards

- 1 **Security Protocol.** *The Great Machine strengthens its forces in the City... unless the Heroes interfere with its intentions!*

The Security Protocol condition is checked at the end of the round – Closing Phase, Step 1 (see page 26).

If the Security Protocol is executed, add a special Guard to a random District (see “Random District” on page 20).

The Heroes may prevent the Security Protocol execution. Depending on what icons are shown on the City Event card:



A. *Icon of a single District shown.* The Security Protocol is not executed, if at least 1 Hero is in this District at round's end.



B. *Icons of 2 Districts shown, separated by a slash.* The Security Protocol is not executed, if at least 1 Hero is in either one of these Districts at round's end.



C. *Icons of 2 Trust shown.* The Security Protocol is not executed, if the Heroes collectively discard 2 Trust at round's end (2 Heroes discard 1 Trust each, or 1 Hero discards 2 Trust).



Example City Event ‘Establish the Network’: At round's end, the Security Protocol is not executed if there is at least one Hero in the Control Nexus or Central Square. Otherwise, add 1 special Guard to a random District.

- 2 **Breakthrough.** *The Heroes not only manage to thwart the intentions of the Great Machine, but also take one more step toward the Revolution!*

The Breakthrough condition is also checked at the end of the round – Closing Phase, Step 2.

If the Heroes successfully prevented the execution of the Security Protocol **AND** the requirement before the arrow is fulfilled, the Heroes get the benefit after the arrow.

Establish the Network: At round's end, the Security Protocol was not executed because there was a Hero in the Control Nexus or Central Square. Now, additionally, the Heroes may collectively discard 2 Trust. If they do, Discontent increases by 1.

- 3 **The Master Plan does not advance if...** condition is checked at Step 3 of the Closing Phase.

The Master Plan advances by 1 at the end of the round, if the Heroes fail to fulfill the condition on the City Event card.

Establish the Network: At round's end, Heroes should be in connected Districts. If they are not, the Master Plan advances by 1.

- 4 **Support.** *Those who sympathize with the revolutionary movement offer their help.*

Some City Events bring temporary advantages for the Heroes.

Establish the Network: During this round only, the Heroes may take turns in any order regardless of their Initiatives.

II. Access Phase

The Access Phase is the same as described in the main rules (see *Game Rules*, p. 13). Also, make sure to check the “Discontent Track” section (see *Game Rules*, p. 12).

III. The Great Machine Phase

The gameplay of the Great Machine is similar to how it operates in the OvM. However, since it is not controlled by a human player, almost all rules in this Phase are different. Therefore, in this section we will explain them in full.

Phase Description

- 1 Reveal the top card from the Servant Movement deck and place it in the slot on the left of the topmost Servant Action card (by default, it is the Phantasmer card).
- 2 The Servant moves to the District specified by this Servant Movement card and takes an Action in this District.

There are 3 types of Servant Actions: *District Action*, *Arrest Action*, and *Repair Action*. Each Servant has their own Action priority order indicated on their card. A Servant takes the first available Action in descending order of priority (top to bottom) and finishes their turn.

Repeat this process for the remaining 2 Servants.

Servant Actions

Arrest Action

Remove one *revealed* and *active* Famous Citizen token from the District. Place this token face-down with the other Citizen tokens near the Progress Board. This Citizen is *arrested*.

- ⚙ If there are 2 or more *revealed* and *active* Citizens in the District, the Servant arrests the one with the lowest number.
- ⚙ All possible states of the Famous Citizens are detailed in the “Identified, Revealed, and Arrested Famous Citizens” section (see *Game Rules*, p. 21).

Servant Movement Cards

Servants move as directed by the *Tracking*, *Direction*, *Heart of the City*, or *Patrol* card and then take an Action. The only exception is the *Guard Patrol* card which replaces an Action with placing a special Guard.

Unlike in OvM, Servants do not pay Bonds for their movement or Actions in S&C. The Great Machine always has sufficient resources for everything it wishes to do in the City.

TRACKING CARDS

The Servant moves to the District with the Hero corresponding to the symbol shown on their Reference card.

3 cards



DIRECTION CARDS

The Servant moves to a connected District through the exit as shown by the arrow.

If the indicated exit has no connected District, the Servant moves through the first available exit clockwise.

Important! Note that the Direction cards should always be placed with the artwork upright.



4 cards



1 card

PATROL CARD

The Servant stays in their current District.



1 card

HEART OF THE CITY CARD

The Servant moves to the Central Square.

GUARD PATROL CARD

The Servant stays in their current District and, *instead of their Action*, places a special Guard from the reserve in their District.

⚙️ If there are no free squares for Guards on this District tile, place a special Guard in a random District.

⚙️ With the Guard Patrol card, a Servant takes no Actions except for placing a special Guard, even if they can do 2 or more Actions due to some game effects. However, they still can use Directives and detain Heroes.



1 card

In S&C, the Famous Citizens are immediately *revealed* when identified.

Repair Action

Put all **broken** Guard figures in the District upright. They are now operational.

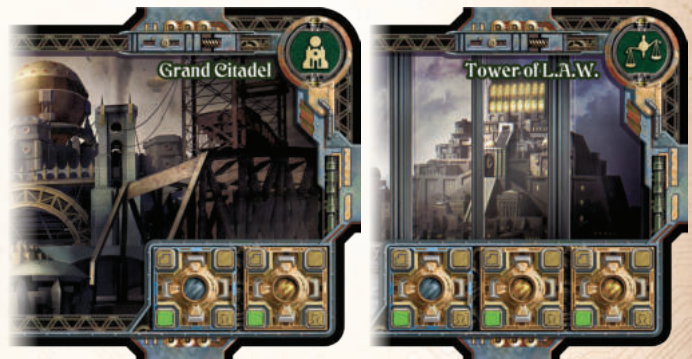
Check the “Broken Guards” section for full details (see *Game Rules*, p. 14). However, unlike OvM, a Servant repairs all Guards with this Action in S&C.

🌀 *The Heroes have learned how to break the mechanical Guards. The Great Machine knows how to fix them.*

District Action

This Action depends on the current District of the Servant.

Grand Citadel and Tower of L.A.W.



In S&C, the Servants take the same Action in both of these Districts. **The Great Machine either publishes a Directive** if it has a card in its “hand,” **or** if it has no card in its “hand,” **it draws a Directive** from the top of the deck instead. This means at any moment the Great Machine may only have 1 Directive card in its “hand” or none.

- ⚙ When the Great Machine draws a Directive, place it face-down near the Progress Board. You should not look at the face side of the card.
- ⚙ When the Great Machine publishes a Directive, turn it face-up. A published Directive comes into effect after the Servant who published it finishes their turn.
- ⚙ **Keep the Directives in the order they are published.** There cannot be more than 3 Directives published at a time. If the Great Machine publishes a 4th Directive, return the one published first to the bottom of the Directive deck.
- ⚙ The Directive cards are removed from the game when discarded by the Heroes. If the Directive deck runs out because all Directive cards either have been discarded or are currently published, the Servant proceeds to the next available Action. The Directive deck is never reshuffled.

The Directives that have the “once per round” restriction, are executed by the first possible Servant. It’s possible that a Servant applies the effects of 2 or 3 Directives during one turn.

Control Nexus District



The Great Machine swaps 2 random Districts.

- ⚙ Only a District with at least one free side can be repositioned. Turn over one District token at a time until you find 2 Districts that can be repositioned (see “Random District” on page 20).
- ⚙ Carefully swap the 2 District tiles (with everything on them). If one District was aligned vertically, while the other one was aligned horizontally, rotate them accordingly.

Swapping is another form of *repositioning*. It is only available for the Servants in the Control Nexus, while the Heroes can reposition Districts following the normal Repositioning rules (see *Game Rules*, p. 16–17).

Any Minor District

The Great Machine advances the Progress marker by 1 Stage counter-clockwise (see “Progress Marker Advancement”).

- ⚙ There are 5 Minor Districts in the game: the Art, Commerce, Industrial, Science, and Velvet Districts.

Central Square District



The Great Machine advances the Progress marker by 1 Stage counter-clockwise for each Famous Citizen on the Central Square minus the number of Guards.

- ⚙ For example, there are 5 Citizens and 2 Guards on the Central Square. This means, the Progress marker advances by 3 Stages counter-clockwise ($5 - 2 = 3$).
- ⚙ If there are the same number of Guards or more than Citizens in the Central Square, the Servant proceeds to the next available Action.
- ⚙ As usual, *broken* Guards are not counted.

Other Rules for Servant Actions

- ⚙ **If a Servant cannot take any of their Actions, then the Security Protocol is executed** – place a special Guard in a random District. This is addition to the Security Protocol that can be executed due to the City Event card at the end of the round.
- ⚙ **Servants take 2 Actions instead of 1 in a District with a Raid token.** Place a Raid token in the District after a successful Riot. Return the Raid token back to the reserve when there are no *active* Famous Citizens left in this District.
- ⚙ The Servant Actions do not depend on the presence or absence of Heroes in a District.

Lex Hecate almost always takes a District Action. Her other Actions are taken only when the ‘Optimize’ Directive is published, or when she is in a District with a Raid token, or if the District Action is unavailable.

Progress Marker Advancement

During setup, you place the Progress marker on the Zero Stage of Discontent track.

During the game, the Progress marker advances counter-clockwise by Stages – from Zero Stage to Riot Stage, from Riot Stage to Stage 5, from Stage 5 to Stage 4, and so on. It advances by whole Stages (not by slots of a Stage).

While the Master Plan and the Discontent pointers advance clockwise, the Progress marker advances counter-clockwise – in the opposite direction.



Phantasmer finished his turn. Now, Judgementor draws a Direction card and moves upwards to the Industrial District as indicated. First, he applies the 'Confiscate' Directive to Coolum, the Fowler, forcing him to discard 2 Trust.

Next, Judgementor takes an Action. His priority list is: Arrest, Repair Guards, District Action. Discontent is at Stage 1 only, so there are no active Citizens to arrest there (only Artists (1) are now active and may be arrested). Judgementor takes the second Action in his list – he repairs a broken Guard and finishes his turn. Lex Hecate goes next.

Each time the Progress marker advances to the current Stage of Discontent, or the Discontent pointer reaches the Stage with the Progress marker, return the Progress marker to the Zero Stage and advance the Master Plan by 1.

- ⚙ The Progress marker advances counter-clockwise when the Servants take District Actions in the Central Square and Minor Districts, and when a Hero is *detained* by Phantasmer.
- ⚙ If the Progress marker reaches the current Stage of Discontent and still has unspent steps left, return it to the Zero Stage and then continue advancing it counter-clockwise. Do not count the Zero Stage as a step.

Lex Hecate takes a District Action on the Central Square. There are 2 operational Guards there (the third Guard is broken) and 4 Citizens: $4 - 2 = 2$. The Progress marker advances by 2 Stages.

When Discontent is high, a Servant District Action in the Central Square or a Hero detention by Phantasmer may trigger multiple advancements of the Master Plan all at once!



The Great Machine Phase Ends

When Phantasmer, Judgementor, and Lex Hecate each has moved and taken their Action, the Great Machine Phase ends.

Discard the 3 Servant Movement cards used by the Servants for this round. **Check the Servant Movement deck.** If there are less than 3 cards left, shuffle all cards (including the remaining ones), and form a new deck.

You may look at the discarded Servant Movement cards at any time. This means the predictability of the Servants' movements constantly changes during the game. Take advantage of the moments when you can determine quite accurately where the Servants will go!

IV. Heroes Phase

Phase Description

The Heroes gameplay is mostly the same as described in the "IV. Heroes Phase" section (see *Game Rules*, p. 19–25). There are certain minor differences which do not require explanations – for example, the Heroes do not actually reveal their Access cards at the beginning of their turns, as it's convenient to keep the Access cards face-up all the time in S&C (there is no Great Machine player watching). But there are some important changes as well. They are explained below.

⚙️ As it was mentioned before, each time a Famous Citizen is *identified*, it is *revealed* instead.

The Servants can only arrest Citizens that are *revealed* and *active*, so arrests in S&C happen much more often. At the same time, *revealed* and *active* Citizens provide 2 Trust (instead of 1) in the Opening Phase, so the Heroes are likely to get more Trust over the course of the game. And Traitors are even more harmful than in OvM, as they are immediately *revealed* when *identified* and stop providing Trust.

⚙️ **When you play with Missions, a Hero may start a Riot only if you have a Riot token** (see "Hero Missions" on page 26). However, the Riot Stage is considered a successful Riot by itself and does not require a Riot token.

⚙️ Detainment rules in S&C are different. They are explained further.

Detainment

When a Hero ends their movement in a District with a Servant, they are automatically *detained*. The detainment effect is unique for each Servant. See "Detainment Results".

Unlike OvM, multiple detainment results may be applied to a *detained* Hero during the same round – for instance, when they end their movement in a District with 2 Servants.

Detainment Results



PHANTASMER

To the Great Purpose. Advance the Progress marker by 3 Stages counter-clockwise. After this, the *detained* Hero proceeds with their turn, as normal.



JUDGEMENTOR

'No Trust!' Punitive Measure. The *detained* Hero discards all their Trust. Their turn is finished.



LEX HECATE

'No Access!' Punitive Measure. The *detained* Hero forfeits the Access card they chose for this round. Their turn is finished.



DURING MOVEMENT

'No Access!' Punitive Measure is also applied when a Hero is *detained* during movement (they rolled a *handcuffs* icon on the Escape die). Their turn is finished.

It is considered that a **Servant automatically organizes a Raid in their District** (unless a Servant has drawn a 'Maintenance' Movement card or is *deactivated*).

For instance, when Veiga, the Actress gets *detained* by Judgementor or Lex Hecate, Discontent increases by 2, or she receives 2 Trust if *detained* by Phantasmer (the Progress marker is treated as a part of the Master Plan advancement in this case).



V. Closing Phase

The Closing Phase is often referred to as “end of the round” or “round’s end” in the rules and cards. This Phase is explained in full.

Follow these steps in order:

STEP 1. City Event: Security Protocol

Execute the Security Protocol if the Heroes failed to prevent it – place a special Guard in a random District. (There may be other variants of the Security Protocol execution in game expansions.)

Advance the Progress marker by 1 instead of executing the Security Protocol if all 9 special Guards are already in the City.

STEP 2. City Event: Breakthrough

If the Heroes managed both to prevent the Security Protocol execution **AND** fulfill the Breakthrough condition, they apply the benefit shown after the arrow.

The Security Protocol may be also executed due to game effects not related to City Event cards. This does not cancel the Breakthrough.

STEP 3. City Event: The Master Plan Advancement

Every City Event card has a “*The Master Plan does not advance if...*” condition. Check if this condition is satisfied. If not, the Master Plan advances by 1. Sometimes the condition allows the Heroes to do something during this step.

STEP 4. Missions: Objectives Completion

The Mission Objectives are checked and may be completed at this Step (see “*Hero Missions*” below). It is possible to complete the Objectives of 2 Missions in one round (however this rarely happens).

START THE NEXT ROUND!

Victory and Defeat

The winning conditions for the Great Machine and for the Heroes are the same (see *Game Rules*, p. 26).

However, the Heroes cannot start Riots when you play with Missions until the Mission Objectives are completed – see “*Victory and Defeat when Playing with Missions*” on page 28.

Hero Missions

Main Concept

S&C is designed to be played with Missions. However, you can play without them if you’d like or if you are playing for the first time.

Missions are organized in sets of 3 cards each. Each set is distinguished by the same artwork on the back of the cards and the same set title on the face. The 3 cards of each set are marked with **A**, **B** and **C**.

Special Guards

In S&C, the Great Machine does not move Guards between the Districts as it does in OvM. However, it has another efficient tool – extended mechanical facilities capable of delivering special Guards to the City. Luckily for the Heroes, these rapidly produced Guards are less durable than the regular ones and cannot be repaired if *broken*.



The special Guards are added to the City by the Guard Patrol card in the Servant Movement deck (to the District with the Servant) and when the Security Protocol is executed (to a random District).

The special Guards are the same as the regular Guards for all game effects and purposes. Also, when you need to choose a Guard and it is not specified what type of Guard it should be, you are free to choose either a regular or special Guard.

The special Guards have 3 differences from regular Guards:

- ☀ A Hero needs 1 Trust less to break a special Guard. It is as if there was one less coin on the Assault die. When a shield icon is rolled, the attack fails, as usual.
- ☀ The *broken* special Guards are immediately returned to the reserve. They cannot be repaired.

☀ Advance the Progress marker by 1 Stage counter-clockwise if you cannot place a special Guard. This can only happen if all 9 special Guards are in the City. Remember that if you cannot place a special Guard in a District because there are no free squares there, it is placed in another random District.



Sylvia, the Artificer, decides to attack the special Guard. She pays 2 Trust and rolls the Assault die. She rolls 3 coins. This means the special Guard is successfully *broken* and its figure is returned to the reserve.

During setup (Step 8), choose a Mission set. After finding all the necessary tokens and making other preparations, it is recommended to **read all 3 Mission cards** – their Objectives and Advantages might shape your game tactics. Then **put the Mission C card aside** – it is unavailable until the Objectives of the Hero Missions A and B are completed.



Hero Mission Card

1. **Set Title and Mission Name.** Find the Introductory Story by the set title (see pages 30–32).

2. **Mission Order.** Missions A and B come into play simultaneously at the beginning of the game. Mission C comes into play only after the Objectives of Missions A and B are completed.

3. **Mission Tokens.** Might be used both for the Objective and/or Advantage. The Hero tokens are never shown as they are used in different Missions of all sets.

4. **Mission Objective Part** (text above the dividing line). 'Interaction', 'Objective', and other highlighted keywords are explained in these rules.

5. **Mission Advantage Part** (text below the dividing line). This is what the Heroes get as a reward at round's end when the Mission Objective is completed.

6. **Riot Opportunity.** You get 1 Riot token at round's end when the Mission Objective is completed.

Hero and Mission Tokens

Each Mission card specifies what Mission tokens are used. The Hero tokens are used for many Missions.

- ⚙️ **When a Mission comes into play**, the Mission tokens are stored on its card or placed somewhere in the City as specified in the Mission Objective part. Similarly, the Hero tokens are stored on the Hero cards or placed somewhere as specified.
- ⚙️ **Mission tokens.** While performing Interactions (see "Mission Objective Part"), you will be **placing** the specified Mission tokens on your current District, or **collecting** them from your current District. Also, the Mission tokens may be used in the Mission Advantages.

- ⚙️ **Hero tokens.** You place and collect Hero tokens in the same way as Mission tokens. A Hero *cannot* interact in any way with tokens of other Heroes (the 'Rebellion Leader' Mission is the only exception).
- ⚙️ Some Missions require you to **attach** a token to a Famous Citizen or a Guard (during Setup or as part of Interaction). Place the token on, under, or next to the object, whichever is easiest.

Mission Objective Part

The Mission Objectives are explained above the dividing line. They are organized through keywords. Different Missions may have different keywords.

Setup. It is performed when the Mission comes into play: Missions A and B – Step 8 of the Setup (see page 18), and Mission C – at the end of the round after the Objectives of both Missions A and B are completed.

Ongoing. This is a special rule that is in effect until the Objective is completed.

Interaction. Something a Hero may perform at the end of their movement. A Hero always ends their movement in the destination District specified by the Access card chosen for this round.

- ⚙️ Interaction is performed after ending movement, but before taking any Actions.
- ⚙️ If a Hero is *detained* (and even if their turn is finished due to detainment), they may still perform an Interaction after the detainment result is applied, if not specified otherwise.
- ⚙️ **A Hero may perform only one Interaction on their turn.** They cannot perform 2 Interactions for the same or different Missions in one turn.

As an Interaction, a Hero may collect their Hero token placed during a previous Interaction. For instance, this may happen if you've mistakenly placed a Hero token in a District not suitable for completing the Objective.

Action. Contrary to Interaction, this requires a Hero to spend an Action. Unless specified otherwise and this is a standard Action, it is performed according to normal game rules (including spending Trust, rolling the Assault die to break a Guard, etc.).

Objective. Each Mission has this keyword. It is the requirement the Heroes need to meet to complete the Mission Objective.

- ⚙️ While the Mission Objective is usually completed during a round, its completion is checked only during the Closing Phase, Step 4 (see page 26).
- ⚙️ **Once the Objective is completed**, the Heroes receive 1 Riot token and get the Advantage described on the Mission card. Return the Hero tokens to the respective Hero cards and put the Mission tokens in the game box unless these tokens are mentioned in the Advantage description (and are used further in the game) or are required for another Mission.
- ⚙️ **Objective District** is always the one specified in the Objective description.

Mission Advantage Part

The Mission Advantages are explained below the dividing line. The Advantage becomes active at the round's end after completing the Objective.

The Advantages might have an immediate effect or, more commonly, an effect that lasts until the end of the game or until certain Actions are taken or certain conditions are fulfilled. The Mission tokens discarded when applying Advantage effects are usually returned to the game box.

Any instructions that are specified at the beginning of the Advantage section (place a token somewhere, etc.) must be carried out immediately. You cannot wait to do it later.

Victory and Defeat when Playing with Missions

At the beginning of the game, the Heroes cannot start Riots. With each completed Mission Objective, the Heroes receive 1 Riot token that allows them to start 1 Riot.

If the Riot is successful, place a Riot token in the District – that token cannot be used to start another Riot. If the Riot fails, keep the Riot token – it may be used again in future.



Coolum, the Fowler, ends his movement in the Industrial District and gets *detained* by Lex Hecate. She forces him to forfeit the Access card and finishes his turn. Despite this, Coolum is able to perform an Interaction. He places his Hero token in the District. This District already has Veiga's Hero token. Now the Heroes are one more step closer to the completion of the 'Deactivation Trap' Mission!

There is also the Judgement Order token there (required for the 'Learn Their Weaknesses' Mission), but Coolum may not perform more than one Interaction on his turn.

In order to win in the game, you either need to complete all 3 Mission Objectives and start 3 successful Riots, *or* complete the Objectives of the Missions (A) and (B), start 2 successful Riots, and increase Discontent to the Riot Stage.

Difficulty Levels and Game Variants

First Time Playing

We recommend playing your first game without Missions, especially if you haven't played OvM before. In this case, all 3 Riot tokens are available to the Heroes from the beginning of the game. We also recommend choosing the Novice Level of Difficulty.

Levels of Difficulty

Standard Levels of Difficulty

Novice	Benefits 1, 2, 3	Master Plan at I
Easy	Benefits 1, 2	Master Plan at I
Normal	Benefits 1, 2	Master Plan at III
Hard	Benefit 1	Master Plan at I
Ultra-Hard	No Benefits	Master Plan at I
Insane	No Benefits	Master Plan at II or III

Benefit 1. The Master Plan goes back by 1 after each successful Riot.

Benefit 2. During Setup, add the 3 Maintenance cards to the Servant Movement deck. If a Servant draws one of these cards, they stay in their District, do not perform any Actions, do not apply Directive effects, and do not detain Heroes. Simply put, the Servant does nothing. However, this Servant is still in the District and is counted for other possible effects (for instance, the 'Shadow' Directive).



Benefit 3. Treat the Guard Patrol card in the Servant Movement deck as a Patrol card. In other words, the Servant does not add a special Guard to the District and takes their Action instead.

Master Plan. During Setup, set the Master Plan at I, II, or III as indicated.

Custom Level of Difficulty

After a few games, you may want to modify the standard Levels of Difficulty according to your own preferences. You may use any of the Benefits listed above and set the Master Plan to I, II, or III as you like. For example, you may use Benefit 2 only or combine Benefits 1 and 3. It's up to you!

It is also possible to use a **harder version of Benefit 2**. When reshuffling the Servant Movement deck, return all revealed Maintenance cards to the game box (so each one is used once), **OR** return just one of them at a time.

Mission Setup Variations

Random Mission Selection. The core game of the City of the Great Machine offers 4 Mission sets. After you've played them all, you might want to combine Mission cards from different sets for greater replayability.

Choose Missions randomly or according to your tastes. In either case, there should always be one of each: Mission **A**, Mission **B**,

and Mission **C**. Note that Mission **C** comes into play only after the Objectives of Missions **A** and **B** are completed.

Game Without Missions. We recommend playing your first game without Missions. Also, you may play without Missions later, if preferred. In this case, the 3 Riots tokens are available to the Heroes from the very beginning of the game.

The Missions provide both challenges and valuable advantages which balance each other, yet it is still a bit easier to overcome the Great Machine when you don't have to complete Objectives first. So, we recommend setting the Master Plan to II or III and/or using a higher Level of Difficulty when playing without Missions.

Solo & Cooperative Mode Reference

Directives

Key Guidelines

- ⚙ In S&C, Servants do not spend their Actions to apply the effects of the Directives. They are applied automatically when their specific conditions are met.
- ⚙ The **"Once per round"** Directives are used by the first Servant able to apply their effects. These are the 'Confiscate', 'Optimize', and 'Resettle' Directives. It is possible that a Servant applies the effects of 2 or 3 "Once per round" Directives in one turn, or no Servants apply any effects during the Great Machine Phase. Note that a Servant who has drawn the 'Maintenance' Servant Movement card cannot use these Directives during that round.
- ⚙ The **"At the end of each round"** Directive effects are applied after Step 4 of the Closing Phase is completed. These are the 'Levy' and 'Pacify' Directives.
- ⚙ The **'Levy'** and **'Mechanize'** Directives do not require additional explanations. The **'Shadow'** and **'Reinforce'** Directives remain the same as in OvM and detailed earlier in this Reference Guide (see page 6).

Directive Cards

Confiscate

Each round, the 'Confiscate' Directive is used by the first Servant who moves to a District with a Hero. That Hero must discard 2 Trust if able (or 1 Trust, if that's all they have). If a Hero has no Trust, the Servant does not use the Directive, and it can be used by the next Servant.

- ⚙ If there are 2 or 3 Heroes in a District and they have at least 1 Trust each, the Hero with the lowest Initiative number is the target.
- ⚙ When a Servant uses the 'Patrol' or 'Guard Patrol' Servant Movement cards and stays in the same District, it is still considered movement (it is called 'zero movement'). Therefore, this Servant can use the 'Confiscate' Directive.
- ⚙ The 'Confiscate' Directive is not used when a Hero moves to a District with a Servant.



Optimize

Each round, the 'Optimize' Directive is used by the first Servant who can take 2 different Actions instead of 1. The Servant takes these Actions one after the other following their Action priority order. In a District with a Raid token, a Servant may be able to take all 3 Actions (Repair, Arrest, and District Actions).

- ⚙ A Servant who can only take the Arrest or Repair Action, but cannot take a District Action, has only 1 available Action, and therefore does not use the 'Optimize' Directive.

Pacify

At the end of each round, if there are 2 or 3 Servants in any of the Minor Districts, decrease Discontent by 1. This is also applied if the Servants are in the same Minor District.

- ⚙ Unlike OvM, Discontent *may* drop to a lower Stage in S&C due to the 'Pacify' Directive. However, Discontent can never drop if the Riot Stage is reached.



Provoke

Each time Discontent increases to Stage 2, 3, 4, or 5, the Master Plan automatically advances by 1. Normally, this happens up to 4 times during the game – however, when the 'Pacify' Directive is published, Discontent may go up and down to the same Stage, resulting in multiple advancements of the Master Plan.

- ⚙ A well-timed Special Action on the Central Square may increase Discontent by 2 Stages (example: 1 Guard, 5 Famous Citizens, and the Discontent pointer is at the last slot of a Stage). In this case, the Master Plan advances twice.
- ⚙ All City Event Breakthrough effects are mandatory, including the increase of Discontent. If you have met the Breakthrough condition – you cannot refuse to increase Discontent. The same is true for the ability of Veiga, the Actress.



Resettle

Each round, the 'Resettle' Directive may be used once by the first Servant who can apply its effect. After a Servant has taken their Action (or Actions, if the 'Optimize' Directive is published or it is a District with a Raid token), check if there is at least one *revealed* and *active* Famous Citizen in their District.

If there is one Citizen, take its token from the District (if there is more than one, take the one with the lowest number). Next, choose a random District with at least one *unidentified* (face-down) Citizen and take any one *unidentified* Citizen token without looking at its face side. Now you have 2 Citizen tokens. Shuffle them face-down and return as *unidentified* to the squares where you took them from.

Mission Sets

Key Guidelines

We recommend beginning with the Mission set '1. Know Thy Enemy,' and afterwards go in ascending order from II to IV. The higher the number, the higher the difficulty.

Clarifications are provided only for cases that might raise questions.

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'Deactivation Trap' Mission in Details

The 'Deactivation Trap' Mission from the '1. Know Thy Enemy' set is explained in great detail and serves as an example that will help you understand the Mission instructions correctly.

Mission starts. The Ambush token is shown in the upper-right of the Mission card. The Heroes place it on the Mission card. The Hero tokens are stored on the Hero cards by default. There are no instructions for the setup in the Mission description. The Mission is now in play.

Interaction. As it is explained in the Objective description, the Objective District is any Minor District. The exact Minor District is not specified, meaning the Heroes may choose any one of the 5 Minor Districts.

The Heroes may Interact after they end their movement in their destination District (the one shown on the Access card they chose). In this Mission, when any Hero ends their movement in any Minor District, they *may* perform an Interaction – take their Hero token from their Hero card and place it in this District. This costs no Trust. Then, as usual, this Hero proceeds to their Action.

The first Hero to place their Hero token defines the Objective District. After that, the other 2 Heroes also need to perform Interactions in this District to place their Hero tokens there. Technically, this may be done even within the same round. However, in reality, it usually takes at least 3 rounds, as it would be unwise to distribute Trust from the Famous Citizens between 2 or 3 Heroes, not mentioning the danger of detainment of a few Heroes at once.

Objective. The Objective is completed at the end of the round (Closing Phase, Step 4), when all 3 Hero tokens are in the Objective District.

Advantage. First, the Heroes check the Advantage description. The Hero tokens used to complete the Objective are returned to the corresponding Hero cards, because they are not mentioned in the Advantage description. Next, the Advantage description instructs the Heroes to place the Ambush token in the Objective District. There is no timing specified, so this must be done immediately. Finally, the Heroes receive 1 Riot token, allowing them to start a Riot later.

From now on, when the first Servant moves to the Objective District, the Heroes return the Ambush token back to the reserve and the Servant becomes *deactivated* (this is a special term – it is explained in the "Deactivation Trap" Mission clarification, see page 31).

Know Thy Enemy



Mission Set I. Know Thy Enemy

6 The citizens of the City are used to seeing the Servants as representations of the Great Machine's infallibility and believe they are invincible. But it is all an illusion! Before their conversion into half-mechanical... beings, the Servants were nothing more than mere humans, and their implants were manufactured by imperfect ordinary workers in carefully guarded factories.

Learn the secrets of the implants from the chief engineer who designed them. Find out who the Servants were before. Turn this knowledge against them and prove to the people that the Servants are vulnerable, and so the Great Machine is vulnerable as well. Only then, those who doubted will dare to openly fight!

A Deactivation Trap

Advantage Part

When a Servant moves to the Objective District with the Ambush token or, similarly, stays there due to the Patrol or Guard Patrol card, they are immediately *deactivated* (they do not take Actions or place a special Guard). Simply put their miniature on its side and do not count them towards anything in the game (as if the Great Machine has only 2 Servants). In the next round, during this Servant's turn, discard one Servant Movement card face-up (without applying its effect). At the end of that round, the *deactivation* effect ends. *Deactivation* is similar to the effect of the 'Maintenance' Servant Movement card, but it has much stronger impact.

B Learn Their Weaknesses

Objective Part

♦ **Servant Order tokens:** These are from OvM components. They are not used in S&C except for this Mission. ♦ **Setup:** The Servant Order tokens are placed at the end of the 1st game round.

Advantage Part

For instance, when a Hero with the Lex Hecate Order token ends their movement in her District, they are not *detained*, do not forfeit their Access card, and continue with their turn normally.

C Class Consciousness

Objective Part

♦ **Interaction:** If a Famous Citizen with a Hero token attached is *arrested* (or shuffled due to the 'Resettle' Directive), return that Hero token to its respective Hero card. *Tactically*, it's more beneficial to attach Hero tokens to *inactive* Citizens or to Traitors.

Breach in the System



Mission Set II. Breach in the System

6 People are convinced that the Master Plan fulfilment is inevitable. Resistance seems pointless, and the consequences of disobedience are frightening. It should be clearly shown that the mechanical Guards are just tin cans filled with wires and bulbs, and there could be failures and errors in the implementation of the horrific Master Plan.

But that's not enough to turn the tide. The uprising needs a charismatic leader. The one who will lead the people of the City and crush the system. The one who will become the 'face' of the uprising!

A Forgery of Decrees

Objective Part

There should be exactly 1 Hero token in each of the three Districts: the Grand Citadel, the Tower of L.A.W., and the Control Nexus.

Advantage Part

Simply put, there are no City Events for one round.

B Self-Destruct Command

Objective Part

♦ **Interaction:** A Hero can make an Interaction in the Objective District (the District with the Command Post token) only if they started their turn in any other District. Roll the Assault die once. Take as much Trust from the reserve as shown on the Assault die and place it in the Objective District. Take none if the *shield* icon is rolled.

Advantage Part

Return all the Trust from the Objective District back to the reserve.

C Rebellion Leader

Objective Part

♦ **Interaction:** This Mission is an exception to the rule that a Hero may Interact only with their own Hero token. As an Interaction, a Hero may take any one Hero token from any other Hero in their District, or give them any one Hero token they have.

Advantage Part

The Hero may apply the Advantage effects only to themselves and their Riots. The discarded Hero tokens are removed from the game. The 3rd option may be applied after all Famous Citizens are *revealed* during a Riot.

Bugs in the Gears



Mission Set III. Bugs in the Gears

📖 The Great Machine controls every aspect of City life. The legislative and executive institutions are mere playthings for the Great Machine, and the City is flooded with its spies. However, the gears of this system rotate in full accordance with numerous bureaucratic laws and regulations.

Make the system grind itself! Secretly interfere with the inner workings of the City Council and implement what is beneficial for your course. Release the rebels from jails. Substitute the command instructions of the mechanical Guards. Bring chaos to the supposed finely tuned system of the Great Machine!

Ⓐ Unauthorized Access

Objective Part

All Hero tokens must be placed in the same one of the 3 possible Objective Districts.

Advantage Part

The Action cost is determined by the number of Guards in the Hero's current District, not in the Objective District.

Ⓑ Falsification

Objective Part

♦ **Interaction:** If a Famous Citizen with an Intel token attached is *arrested* (or shuffled due to the 'Resettle' Directive), return that Intel token to the Mission card. ♦ **Action:** This Action may be taken starting with the next Hero's turn. The Action cost is determined according to the normal rules (1 Trust per District a Citizen exits). You cannot move the Citizen to the Grand Citadel (only through it) if it has no free squares.

Ⓒ Guard Control

Objective Part

♦ **Setup:** You cannot attach a Core token to a special Guard.
♦ **Objective:** If a Guard with a Core token is *broken* by an effect (for instance, Breakthrough from the City Event card), the token is automatically collected.

Advantage Part

Flip the Core tokens to the Control side. You may move Guards of any type (but not *broken* Guards). This Action costs no Trust.

Resist the Inevitable



Mission Set IV. Resist the Inevitable

📖 It is rumored that there is an organized resistance in the City, but its participants keep to the shadows because of the hovering Drones that monitor every street, sending reports back to the authorities. However, Drones are much more vulnerable than it might seem!

Subdue the Drones by installing false instructions in their protocols. Find out the true intentions of the Great Machine and make them public with the means of remote broadcasting devices of the Control Nexus. Then reach out to those who can lead you to rebels and call the resistance members to action!

Ⓐ Tweak in the Program

Objective Part

♦ **Setup:** Place the Drone tokens with the 1 Trust icon side up.
♦ **Ongoing:** Heroes discard 1 Trust even if they go through a District with a Drone. They don't discard 1 Trust if they start their turn in a District with a Drone (and even stay there).

Advantage Part

When the Objective is completed, the Drones stay in their Districts (flip them to the Assault die icon side), while the Hero tokens are returned back to their owners.

Ⓑ Disclosure of Plans

Objective Part

♦ **Ongoing:** The Heroes cannot do anything with Bonds except use them for the Objective completion.

Advantage Part

Return Bonds from the Control Nexus District back to the reserve. Bonds the Heroes have are converted 1:1 to Trust (just flip them to the Trust side). After converting, Heroes immediately discard any excess Trust.

Ⓒ The Rise of Resistance

Objective Part

♦ **Setup:** You may choose any 3 Minor Districts.

Advantage Part

If 2 or 3 Heroes end their movement in the District with the Underground Resistance token, each of them receives 3 Trust.