CITY OF THE GREAT MACHINE

THE ESCALATION

EXPANSION

Game Rules

The struggle between the Resistance and the Great Machine enters a whole new level.

New Heroes with unique abilities join the side of Revolution, while the Great Machine enhances its Servants with powerful implants and sends its new secretly trained Servant into the field. The governmental Surveillance Zeppelin now cruises over the City, opening up new opportunities for both sides of the conflict.

The Escalation expansion consists of separate Modules. You may add any of them to your games in various combinations. Each Module combines perfectly with each other and the core game.

However, it is not recommended to add any Modules if you are playing City of the Great Machine for the first time or if most players are new to the game. Individual recommendations for each Module are also explained in detail in their descriptions.

Solo & Cooperative Mode: The special rules and the components list are provided in the Escalation S&C Rules booklet.

Components

Bring About a Revolution

Akira Wagner, the Inventor

7 Invention cards

1 Hero miniature

1 Breakdown die

1 Hero card

Inventor

Enkidu, the Determinist

Determinist

1 Hero miniature

1 Hero card

7 Theory cards

Julie Corvus, the Smuggler

1 Smugglers Hideout District tile

1 Smugglers Hideout Access card

1 Hero card

1 Hero miniature

Smuggler

9 Access cards

Servants of the Great Machine

3 Servant cards (OvM)

6 Improvement tokens (2 per Servant)

1 Chronoleon Servant card (OvM)

2 Surge Token Reference cards (OvM)

1 Servant miniature

10 Surge tokens (2 of each type)

1 Servant Order token

2 Improvement tokens

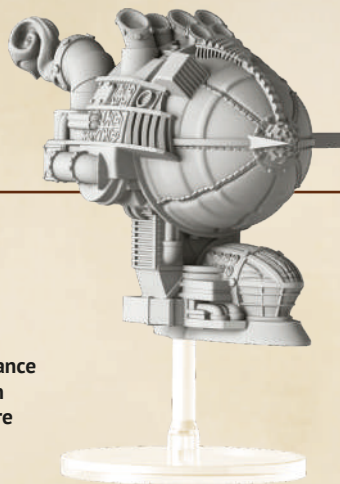Chronoleon

4

Pockets of Resistance

9 Resistance tokens

Surveillance Zeppelin

6 Direction tokens

1 Surveillance Zeppelin miniature

Credits

Game Designer: German Tikhomirov

Project Lead & Development: Denis Davydov

Art Directors: Denis Davydov, Nadezhda Penkrat

Art and Graphic Design: Nikolay Mitrukhin, Maya Kurkhuli, Stanislav Gordeyev, Nadezhda Penkrat, Mikhail Gard

Surveillance Zeppelin, Chronoleon, and Hero Models: Punga Miniatures Studio

Layout Design: Konstantin Mironov

Editors: Evgeniy Samarskiy, Laura Pickens

Project overseen by: Maxim Istomin, Evgeniy Maslovskiy

Key Playtesters: Alexander Kazantsev, Andrey Zakharchenko, Anton Demyanov, Denis Uafin, Egor Prokhorov, Roman Gaffarov, Sergey Grafchikov, Valentina Grebenschikova

The Escalation expansion went through extensive testing in **Board Games Development Guild (GRaNI)** and **Moroz Testing Ground** club.

E-mail: contact@crowdgames.us. Website: www.crowdgames.us.

Bring About a Revolution

The Bring About a Revolution Module offers you 3 new Heroes to oppose the Great Machine. Unlike the Heroes from the core game, each of them has unique game components and follows special rules.

The Inventor uses his ingenious Inventions to attain incredible possibilities, the Determinist manipulates the City with Theories, and the Smuggler hides in the lawless Smugglers Hideout to avoid the Servants and Guards and to strike where least expected.

See the story of each Hero on their card.

We do not recommend adding Heroes from the Bring About a Revolution Module in your very first game. Moreover, these Heroes are *not intended* for use by players new to the game.

☼ **You may use only 1 Hero from this Module in a single game.** Therefore, all three new Heroes share the same set of Access cards.

Akira Wagner ☼ Inventor

Initiative 7 ☼ Max. Trust 8
Starts in any Minor District of your choice

Setup

Step 8. The Revolutionaries' Preparations. Shuffle the **Invention deck** and place it face-down next to your Hero card. Take the **Breakdown die** and put it near the Invention deck. The rest of the preparations for Akira are the same as the other Heroes.

The 'Power of Thought' Ability

At the beginning of the game, Akira doesn't have any Inventions. On his turn, Akira may take an Action to draw 1 card from the Invention deck. This costs him 2 Trust. Alternatively, Akira may take an Action and pay 5 Trust to draw 2 Invention cards at once (instead of 1).

Place the Invention card(s) you've taken face-up in front of you. From now on, you may use the Invention's effect. Other players may look at your face-up Invention cards at any time.

You may not have more than 3 Inventions in play at a time. If you choose to draw a 4th Invention, pick one of the 4 Inventions you have and place it at the bottom of the Invention deck.

☼ Once depleted, the Invention deck is never reshuffled.

Invention Cards

Each Invention may be used only once per round. However, you may use 2 or more different Inventions in the same round. You don't have to use an Invention if you don't want to.

When you use an Invention, its effect is applied immediately. After the effect is applied, roll the Breakdown die. If you roll one of the symbols on the Invention card, discard the card (it is completely removed from the game). Your Invention suffered an unrepairable malfunction 🜨 or overheated and exploded 💥. However, if you roll ⚙ on the Breakdown die, your Invention is fine, and you may use it again in future rounds.

Akira activates his Communicator and then rolls the Breakdown die. Unfortunately, he rolls an explosion 💥. The Communicator card is discarded, however its effect will last until the end of the round... but for the last time!
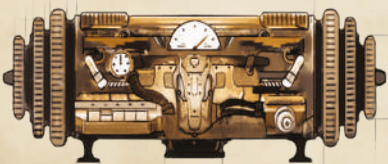
Guide to the Inventions

Communicator
You may use Communicator at any moment during the round. For the rest of the round, you gain the ability of any other Hero in play (in addition to yours).

Disruption Field
You may use Disruption Field when *detained*. The Great Machine may not advance the Master Plan or apply any Punitive Measures to you if you choose to finish your turn. You are still considered *detained* for certain game effects.

Empathizer
You may use Empathizer at any moment during the round. You and one other Hero of your choice receive 1 Trust each. If you or the chosen Hero already has their maximum Trust, you can still use the Empathizer, but that 1 extra Trust will be immediately discarded.

Hyperbolic Emitter
You may use Hyperbolic Emitter before rolling the Assault die. Activating the Hyperbolic Emitter doubles the Trust you paid for attacking a Guard. *For instance,*

you take an Action to break the Guard and pay 2 Trust, then announce that you are using the Hyperbolic Emitter. Then you roll the Assault die. It is as if you have paid 4 Trust when determining the result of this attack.


Jammer

You may use Jammer as an Action during your turn. The Jammer is used on a Servant in the same District, and this Action costs no Trust. The Servant is *deactivated* — put their miniature on its side. From now on, this Servant does not count towards anything in the game (as if the Great Machine has only 2 Servants).

During the Great Machine Phase, the *deactivated* Servant may spend an Action (2 Bonds) to become active again. Put their miniature upright. This Servant has spent their Action and cannot move or take any more Actions during this round (unless the 'Optimize' Directive is published).

Jump Pack

You may use Jump Pack during the movement part of your turn. You may ignore Guards while exiting any one District during movement (you also ignore the Servants if the 'Shadow' Directive is published). The Jump Pack effect only applies to your movement, not your Actions.
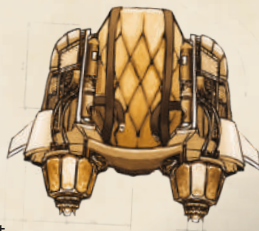
Probabilitator

You may use Probabilitator immediately after any Hero (including yourself) rolls the Assault or Escape die. The Probabilitator allows that Hero to re-roll that die. The new result on the die must be accepted. Don't forget that each Invention may be used no more than once per round. Probabilitator may not be used to re-roll the Breakdown die.

Tactically, Akira wants to bring 2 or 3 Inventions into play as quickly as possible. While it requires spending Actions and Trust, it might just give the advantage he needs! Keep in mind, that the end of the game is usually too late to rush for new Inventions, as Akira may not have enough time to use them effectively.

Enkidu ⚙ Determinist

Initiative 7 ⚙ Max. Trust 9
Starts in any Minor District of your choice

Setup

Step 8. The Revolutionaries' Preparations.
Shuffle the **Theory deck** and place it face-down next to your Hero card. The rest of the preparations for Enkidu are the same as the other Heroes.

The 'Theory of Everything' Ability

At the beginning of each Opening Phase, before the next City Event card is revealed, you choose from 2 options:

(A) You receive 1 additional Trust (if it doesn't exceed your maximum of 9 Trust). Enkidu has the highest Trust limit of all Heroes due to their knowledge of human society and expertise in manipulating it.

(B) Draw 1 card from the Theory deck and put it in your hand. **You may not have more than 3 Theory cards in your hand.** You may choose to draw a 4th Theory card, but then pick one of the 4 Theories you have and place it at the bottom of the Theory deck.

⚙ Once depleted, the Theory deck is never reshuffled.

Theory cards

Each Theory indicates when it can be applied (marked with the word 'Time' on the card) **and what effect it has**.

You may show your Theories to other Heroes, but the Great Machine cannot look at them.

After you've applied the Theory card effect, **discard it** (it is completely removed from the game). You may use 2 or more Theories in the same round.

Guide to the Theories

Behavior Theory

Choose 1 published Directive. It is inactive until the end of this round, shown by turning the card 90 degrees. Turn it back to the normal position at the end of the Closing Phase.

Chaos Theory

In this round, the Heroes take turns not according to the Initiative order but in any order they like. A Hero must finish their turn before another Hero takes their turn. If the Revolutionaries cannot decide on the order of their turns, Enkidu makes the final decision.

Emotion Theory

Redistribute the Trust the Heroes have between them in any way you like, as long as no one gets more than their possible maximum Trust. Technically, you don't need to confer with the other players, but you are encouraged to, as politeness is in Enkidu's nature.

Government Theory

Take a Special Action of any Major District (Special Actions are shown on the Access cards), provided that there is no Servant and/or Raid token in that District. You may take this Special Action during your turn or during any other Hero's turn. You remain in your current District when taking an Action with Government Theory.

When you take this Special Action, you pay the same amount of Trust as you would have paid if you were in that District.

Using Government Theory does not count as your regular Action, which means you may effectively take 2 Actions in a round.

Relativity Theory

Swap any 2 Heroes (including yourself). Hero A relocates to Hero B's District, and Hero B relocates to Hero A's District. The Heroes do not pay any Trust when leaving their Districts (this is not considered a movement). You may relocate a Hero without their consent, but you are encouraged to ask for permission.

If you relocate a Hero to a District with a Raid token, that Hero will not be *detained,* unless they've chosen the Access card to that District.

⬡ **Note:** *'Security Checks' Event: The Heroes do not pay Trust when relocated using Relativity Theory (but they will pay if they exit their new Districts during movement later).*

Sociological Theory

Give any one of your Access cards to any other Hero. That Hero chooses it for this round (as if it were their own card). At the end of the round, the Hero returns your Access card to you (if it wasn't forfeited). *For instance,* this allows a Hero to go to a District they do not have an Access card to… or mislead the Great Machine by using your Access card to a District they actually have an Access card for.
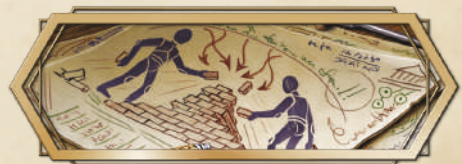
Probability Theory

In the Opening Phase, you may replace a newly drawn City Event card for any City Event card that was revealed earlier in the game (simply place it on top of the revealed City Event card stack). You must exchange the City Event cards no later than the Opening Phase and before the effect of the new City Event card takes place. You may not exchange the 'The Countdown' card.

◈ **Tactically,** Enkidu strives to have 2 or 3 Theory cards at the ready, waiting for the right moment to use them. Meanwhile, Enkidu accumulates Trust, which in itself makes them an extremely formidable opponent for The Great Machine!

Julie Corvus ◈ Smuggler

Initiative: any ◈ Max. Trust 8
Starts in the Smugglers Hideout

Setup

Step 8. The Revolutionaries' Preparations.
Forfeit one of your 9 Access cards as usual, then take the Smugglers Hideout Access card. Place the Smugglers Hideout District tile next to your Hero card and place the Julie Corvus miniature on it.

The 'Know the Ropes' Abilities

Julie has 2 unique abilities.

First: Julie takes her turn before or after any other Hero. She makes the decision anytime during the Heroes Phase.

◈ *Note: In specific game situations that require to know the Heroes' Initiatives, the Julie Corvus' Initiative is considered to be 7 (same as of Akira Wagner and Enkidu).*

Second: Julie has an Access card to the Smugglers Hideout District, where only she can go.

Smugglers Hideout

The Smugglers Hideout is a Neutral District — it is considered neither a Minor nor a Major District. However, it is still a part of the City, so Julie participates in City Events while located there. Only Julie may visit the Smugglers Hideout (other Heroes, Servants, Guards, and Famous Citizens cannot). Starting a Riot in the Smugglers Hideout is not possible.

During the Access Phase, Julie may choose the Smugglers Hideout Access card. As usual, other Heroes may look at it, but the Great Machine cannot.

Next, in the Heroes Phase, Julie moves to the Smugglers Hideout District, paying Trust according to the number of Guards in her current District. Place the Julie miniature on the Smugglers Hideout tile.

There are no Actions available in the Smugglers Hideout. Once Julie has moved to the Smugglers Hideout, her turn is finished. Next round, Julie starts in the Smugglers Hideout.

> **Special case.** When Julie is *detained* while moving to the Smugglers Hideout and the Great Machine applies the 'No Access!' Punitive Measure, Julie must forfeit her Smugglers Hideout Access card. Julie still ends her movement in the Smugglers Hideout, but she won't be able to move there again in the future unless she gets her Access card back (*for example,* by using the Special Action at the Tower of L.A.W.).

When Julie is in the Smugglers Hideout at the beginning of the round, she receives 4 Trust in the Opening Phase and chooses any Access card she has in the Access Phase. She may choose the Smugglers Hideout Access card again if she wants to.

Next, in the Heroes Phase, if Julie hasn't chosen to stay in the Smugglers Hideout, place her miniature on the destination District tile. This is considered a movement. Julie does not pay Trust when exiting the Smugglers Hideout as there are no Guards there.

◈ **Tactically,** Julie is hardly predictable for the Great Machine and easily eludes its forces. She takes her turn when she wants to and may appear in any District when exiting the Smugglers Hideout. This allows Julie to build extremely effective combinations together with the other Heroes.

Julie starts the round in the Smugglers Hideout and receives 4 Trust in the Opening Phase. She chooses the Commerce District card in the Access Phase. At the beginning of her turn, she reveals this card and moves to the Commerce District for free.

Servants of the Great Machine

The Servants of the Great Machine Module provides the Servants with powerful improvements aimed at increasing their effectiveness in hunting the Heroes down. The Servants install their new implants throughout the course of the game, and once the enhancements are applied, the Heroes will face difficult times.

Yet, the Heroes have something to oppose the heavily modified Servants. People in the City realize that building up the capabilities of the Servants hardly has anything to do with a peaceful course of life. Pockets of resistance start to appear in the City, the Master Plan advancement has been sabotaged at its initial steps, and more Citizens are willing to consider joining the course of Revolution after the first successful Riots!

We recommend adding the Servants of the Great Machine Module no earlier than after your first two or three games. The Great Machine players are advised *never* to use this Module when playing with novice Heroes.

See the story of each Servant on their card.

The Story

In the beginning, the Great Machine converted its technicians into its loyal Servants. Next, implants were installed in the representatives of the legislative institutions, which greatly increased the efficiency of City management. The City was held in perfect order.

As individual dissenters began to oppose the rule of the Great Machine, it became necessary to call upon the best of its Servants to curb revolutionary sentiments. The Great Machine selected those among them who proved to be the most useful, entrusting them to wield the power of the law and placing the mechanical Guards under their command.

And yet, the Great Machine wasn't satisfied with the result. Therefore, it initiated the creation of powerful personal implants capable of further strengthening its Servants. The most skillful biomechanical artisan workshops scattered throughout the City were involved in the manufacture of new implants.

The following rules are addressed to the Great Machine player.

Setup

When playing with the Servants of the Great Machine Module, the Heroes gain 2 of the 3 following advantages of their choice:

A Heroes add the Pockets of Resistance Module to the game *(see page 17)*.

B Set the Master Plan to I at the beginning of the game.

C After each successful Riot (including the Riot Stage), each Hero may identify 1 Famous Citizen in any District (the Districts should be different) or receive 2 Trust, following the Initiative order.

Step 7. The Great Machine's Preparations.
Place the 3 Servant cards face-up in front of you. All players may look at them.

Shuffle and randomly place the **6 Improvement tokens** face-down, one in the Control Nexus and the other 5 in the Minor Districts. After placing all the tokens, turn all of them face-up.

*Note: It is recommended using the **Servant Order tokens** from the core game while playing with this Module.*

Improvements

A Servant in a District that has an Improvement token with their portrait may pick it up at the end of the Great Machine Phase. This is not an Action, and it does not require spending Bonds. The Servant cannot pick up a token belonging to the other Servant.

Place the first Improvement token in slot I on the Servant card. The Servant's basic ability (shown to the right of slot I) comes into effect immediately and remains active throughout the game until the second Improvement is installed.

When a Servant picks up their second Improvement token, place it in slot II. The enhanced ability (shown to the right of slot II) completely replaces the previous one and is now in effect until the end of the game.

Servants' Abilities. Special Cases

All Servants' abilities are self-explanatory, except for some special cases described below:

At the end of the Great Machine Phase, Judgementor picks up his Improvement token in his current District. The Great Machine places it in the upper slot on the Judgementor's card. From now on, his basic ability is active.

Lex Hecate's ability may be used only once per round. In particular, this is important when playing with the 'Optimize' Directive which allows a Servant to take 2 Actions instead of 1.

Judgementor's ability does not make him a Guard *(see "Typical Questions" on page 20)*. Also, when a 'Shadow' Directive is published, Judgementor is still treated as 1 Guard, not 2 (this is a common rule).

Phantasmer's ability does not allow him to pick up his second Improvement token after relocating at the end of the Great Machine Phase.

Tactically, Improvements strengthen your Servants, but not so much that you can ignore the Heroes during the first few rounds while you collect Improvements. Try to get Improvements as early as possible, but do not stop trying to prevent the Heroes from fulfilling their plans!

Servants of the Great Machine: Chronoleon

Lex Hecate, Judgementor, and Phantasmer are the core game Servants who get powerful Improvements with this Module. The fourth Servant, Chronoleon, was introduced with the Escalation expansion. When added to the game, she takes place of any other Servant of your choice.

While the other Servants are partially human, Chronoleon is a fully mechanized Intelligence Service agent and is able to change her body parts to perform her tasks best. This allows her to pretend "one of their own" in any company and trick the Heroes into one trap after another.

> We recommend adding Chronoleon only after you've played your first game with the Servants of the Great Machine Module.
>
> See the story of Chronoleon on her card.

The following rules are addressed to the Great Machine player.

Setup

Step 7. The Great Machine's Preparations. Take **Chronoleon** instead of a core game Servant of your choice and follow the setup process described in the rules for the Servants of the Great Machine Module *(see page 13)*.

Place the **Surge tokens** near the Progress Board. Take **2 Surge Token Reference cards**, keep one for yourself, and pass the other one to the Revolutionaries.

Surge Tokens

When Chronoleon receives Improvement I, shuffle the Surge tokens and randomly place them face-down on the Master Plan track of the Progress Board — placing one on each of the roman numerals higher than where the pointer is currently pointing except the final XII. If any unallocated Surge tokens remain, return them to the game box without looking at them.

From now on, each time the Master Plan advances by 1, take the Surge token the Master Plan pointer now points at on the Progress Board and place it near the Chronoleon card. You may freely look at the Surge tokens you have taken. It is not recommended showing Surge tokens to the Heroes, however, you may if you want to.

The Master Plan advances by 1, and Chronoleon immediately receives a Surge token from the Master Plan track.

Improvement I. Chronoleon may give 1 of her Surge tokens to a Hero in her District as an **Action** (it costs no Bonds). The Hero places the received Surge token face-up next to their Hero card.

> *Special case.* The 'Optimize' Directive allows a Servant to take 2 Actions. In this case, *for instance,* Chronoleon may give 2 Surge tokens by consequently taking 2 Actions, but the second Action costs her 1 Bond.

Improvement II. Chronoleon is no longer required to spend an Action to give a Surge token. She may freely give a Surge token to a Hero in her District only after she has finished movement but before taking an Action, and she cannot move afterwards. Next, she may take an Action as usual. Chronoleon may give 2 or more Surge tokens to one Hero at once, or multiple Surge tokens to different Heroes in her District.

All Surge tokens are discarded at the end of the round they were activated. Surge tokens with a **red border** are activated immediately when Chronoleon gives them to a Hero, while Surge tokens with a **blue border** may be activated only when the condition specified on the Surge Token Reference card is met. The discarded Surge tokens are removed from the game.

◈ *Note: You don't have to activate a Surge token with a blue border when the condition is met if you don't want to.*

A Hero may have any number of Surge tokens. However, Chronoleon cannot give her second Surge token of the same type to a Hero until the first one is discarded.

Guide to the Surge Tokens

The effects of the Surge tokens are described on the Surge Token Reference card. Only specific rules and situations are explained below:

Espionage. If the only Hero caught by a Raid is the target Hero, this Raid fails.

Deterrence. The target Hero treats Chronoleon as 1 extra Guard when paying Trust for movement, Action, and determining the result of a Riot. However, Chronoleon does not actually become a Guard *(see "Typical Questions" on page 20).*

As a common rule, Chronoleon is still treated as only 1 extra Guard when the 'Shadow' Directive is published.

Coercion. Note that *Akira, the Inventor,* may still re-roll only 1 die result per round when he uses Probabilitator on the die rolled by a Hero under the effect of Coercion.

Custody. If the target Hero is *Veiga, the Actress,* and the Master Plan advancement is chosen, she receives 2 Trust due to her ability after the Great Machine applies everything regarding her detainment.

Supervision. The target Hero pays 1 Trust more in total whenever they exit a District or take an Action this round. *For example,* in a District with 2 Guards, they identify 2 Citizens for 5 Trust instead of 4.

◈ **Tactically,** Chronoleon anticipates the next steps of the Heroes, toying with their carefully crafted plans like a cat plays with mice. Each Surge token requires a tactical forethought, often several rounds ahead, and will be effective if applied at the proper time!

Pockets of Resistance

As the Master Plan advances, pockets of resistance start to appear here and there in the Districts. Heroes can contact them and use their support when taking Actions in the Districts with Resistance tokens or exiting them.

The Pockets of Resistance Module is designed to be used in combination with the Servants of the Great Machine Module *(see page 13)*. However, you may add it to a game with any other Modules as well.

If the Servants of the Great Machine Module is not added, and you've added the Pockets of Resistance Module on its own — each time the Master Plan advances, the Great Machine receives 1 Bond as it mobilizes its police forces and authorities to shut down the growing disorders in the City.

> We recommend adding the Pockets of Resistance Module starting with your first game with the Servants of the Great Machine Module. If you want using it separately, add it no earlier than after your first two or three games.

Setup

Step 8. The Revolutionaries' Preparations. Shuffle the Resistance tokens and place them face-down as a stack next to the City Event deck.

Resistance Tokens

Each time the Master Plan advances by 1, reveal the top Resistance token from the stack and check the District shown on its face. Place it with the *Trust* side up on the corresponding District tile.

The Heroes may use a Resistance token in one of two ways:

1 A Hero taking an **Action** in a District with a Resistance token may discard it to pay 1 Trust less for this Action.

2 A Hero may discard a Resistance token in a District to pay 1 Trust less to exit that District **during movement** (that includes moving through that District).

☼ If the Resistance stack runs out and you need to place a new token, reshuffle the discarded tokens, and form a new stack. If all Resistance tokens are already in the City — you do not place a new one.

⚙ **Tactically,** the Pockets of Resistance provide Heroes with quite a substantial amount of Trust. The Great Machine should never underestimate the power of a single Trust, as sometimes it's all the Heroes need to achieve victory!

Enkidu with 4 Trust heads to the Tower of L.A.W. First, Enkidu exits the Grand Citadel for 3 Trust (as there are 3 Guards there). Now, they have only 1 Trust left, while they need 2 Trust to exit the Art District. Fortunately, there is a Resistance token in the Art District! Enkidu discards it as 1 Trust and pays the other 1 Trust to arrive to the Tower of L.A.W. safely. Enkidu has no Trust left, but they may use another Resistance token in the Tower of L.A.W. to pay 1 Trust for their Action.

Surveillance Zeppelin

The Surveillance Zeppelin cruises over the City throughout the game and allows the Heroes to perform unpredictable maneuvers that may surprise the Great Machine.

However, the Great Machine knows that the Heroes may try to board the Zeppelin and is willing to send its Servants to meet them there with a well-timed Raid!

We recommend adding the Surveillance Zeppelin Module no earlier than after your first two or three games.

The Story

Despite the unshakeable belief in the infallibility of the Great Machine, the City could not be left without oversight from the state authorities. A Surveillance Zeppelin was directed to the 'flying carpets'. Its staff has been assigned the task of observing what is happening in the City and submitting reports back to the government.

But what can go wrong in a City that is run by the impeccable artificial intelligence?.. Soon, the officers in charge of the Surveillance Zeppelin began to write fake reports for the sake of 'paper pushing'. In addition to this, they quickly got bored of pointless day-to-day cruising over the City. As a result, the officers gladly offered their help to the Servants in their crime investigation work, using the long-range surveillance optics installed on the airship.

At the same time, some of the junior officers sympathize with the Revolution. They share information with the Heroes and covertly allow them to stowaway on the Surveillance Zeppelin.

Setup

Step 9. Final Steps. Pick a random District (you may use the Access cards of any Hero or the Resistance tokens) and place the **Surveillance Zeppelin miniature** there.

Shuffle the **Direction tokens**, stack them face-down next to the City Event deck.

Direction Tokens

Opening Phase. Starting with the 2nd round, before revealing a new City Event card, flip the top token from the Direction stack. If there are no tokens left in the stack, shuffle the discarded tokens to form a new stack first.

The Direction token is shaped like a District.

Align the Direction token with the District that has the Surveillance Zeppelin. The triangle in the center of the Direction token points to the top of the District.

Reposition the Surveillance Zeppelin to a connected District through the exit marked on the Direction token. If this exit has no connection to a District, reposition the Surveillance Zeppelin through the first connected exit clockwise.

⬦ *Note: For convenience, it's sometimes better to place the Direction token on the District tile to easily determine where the Zeppelin flies to.*
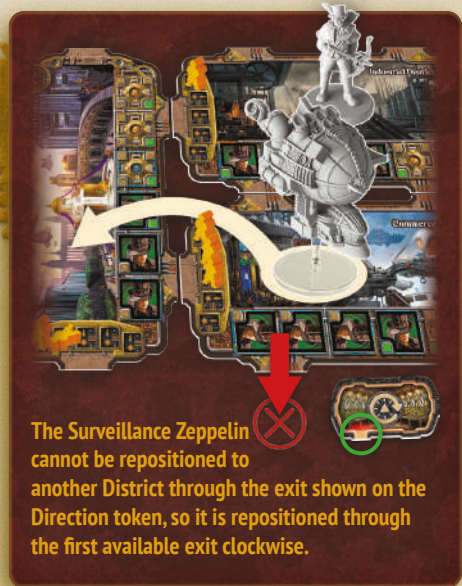
The Surveillance Zeppelin cannot be repositioned to another District through the exit shown on the Direction token, so it is repositioned through the first available exit clockwise.

Heroes and Servants

Great Machine Phase. In a District with the Surveillance Zeppelin, a Servant may get on board for free instead of taking their regular Action. In this case, the Servant may apply any 2 different advantages from the 3 listed below:

Ⓐ The Great Machine receives **1 Bond**.

Ⓑ The Great Machine places a **special Guard** in a free square of any District (use the blue-colored Guard meeples). This costs no Bonds. Return this special Guard to the reserve after the Closing Phase is completed. The special Guards are the same as the regular Guards for all game effects and purposes.

Ⓒ The Servant takes a **Special Action** (2 Bonds) of the Grand Citadel, Tower of L.A.W., or Control Nexus (draws or publishes a Directive, or repositions a District).

Heroes Phase. Upon ending their movement in a District with the Surveillance Zeppelin, a Hero receives **1 Trust.** Then they may **relocate to any connected District** before taking their Action (or Actions, if it is Coolum, the Fowler). A Hero does not receive 1 Trust and cannot board the Surveillance Zeppelin if they are only moving through this District or **got** *detained*.

When a Hero travels to a connected District on board the Surveillance Zeppelin — place both the Hero and the Surveillance Zeppelin miniatures in this new District. Relocating using the Surveillance Zeppelin is not considered a movement. After relocating, the Hero may take an Action in their new District.

Special case — Servants

♦ If a Servant takes 2 Actions due to the 'Optimize' Directive, they either choose any 2 of the 3 advantages twice (it still costs 1 additional Bond) or take both their Actions in the District.

Special cases — Heroes

♦ A Hero may relocate to a District they do not have an Access card to. ♦ When a Hero relocates to a District with a Raid token, they are *detained*.

Typical Questions

? *What is the difference between 'Move' and 'Relocate'?*

Movement is the usual way for navigating the City of the Great Machine. This means to go through the Districts. When a Hero **moves,** they pay all necessary costs for exiting each District. When a Servant **moves,** they normally pay 2 Bonds per District they exit.

Relocate means to transfer directly to a particular District ignoring costs for exiting Districts and any other possible effects. It is not considered a movement.

In the same way, any effects regarding **ending a movement** in a District are not related to relocating. However, a Hero will be *detained* if they relocate to a District with a Raid token, unless the effect states otherwise.

? *Does a Servant become a Guard when the '...as a Guard' expression is used?*

No. This expression only helps to describe, *for example,* how a Servant affects Heroes' Actions or movement. A Servant does not actually become a Guard and, therefore, is not subject to any effects related to Guards. *For instance,* they cannot be broken or repaired.

Next, as a **common rule,** the '...as a Guard' effects are not cumulative. At any time, a Servant may be treated only as 1 Guard, not 2 Guards or more.