CITY OF IRON

RULEBOOK

Introduction

The age of machines is dawning. Four small nations plot to expand as they rally courageous explorers, cunning leaders, brilliant minds, and powerful magicians. It will take a strong economy, vast lands, and wondrous new technology to grow from a fledgling city-state. Will you lead the industrious humans, the toad engineers, the scholarly Cresarians, or the clever hogmen to victory?

Corner the market on goods like machine parts or bottled demons. Research steam-age technology and recruit mercenaries to control the continent. Build sea-going schooners or cloud-cutting airships to reach faraway lands and flying islands. Your cities have a limited capacity, so you must decide what to keep and what to demolish when building advanced structures.

City of Iron is a board game for 2-4 players. The goal of the game is to control the most of various, rare goods. Players gain control of goods by purchasing building cards from a community pool and placing the cards in their cities. Players can also purchase citizen and military cards, which can be used for special actions like settling new cities and conquering neutral towns. In the end, the player who creates the most efficient combination of cards will win.

The World of City of Iron

The world of City of Iron is covered in vast, unexplored continents filled with untold riches and wonders. Steam age technology is developing rapidly, though the old traditions and study of magic remain strong. The young nations of the world seek to become empires, and compete to explore and grow in power.

Eight hundred years ago, a terrible war covered the continents, and the ancient empires destroyed one another. The world became a chaotic, dangerous place, and much of the old knowledge was lost. Now it seems as though the war never happened, though traces of it still remain.

The young nations look forward to the future with hope and enthusiasm. The main contenders for power are the City-State of Arc, the Toad Inventors of Om, the Cresarian Scholars, and the Hogmen Republic.

The Family Game

City of Iron has two ways to play: the simplified family game, or the full game.

If you consider yourself a casual gamer, you should play the family game. When you feel more comfortable, you might want to try the full game.

If you consider yourself a veteran gamer, you will probably be just fine playing the full game (though your first game should be without the nation abilites).

When playing the family game, do the following:

1. Remove the military cards from the game and place them in the box (there is one deck of military cards per player). Also place all the town cards in the box.

2. Do not play with nation abilites.

3. Remove the 2 Barracks cards from the "A" deck. Remove the 2 War College cards from the "B" deck.
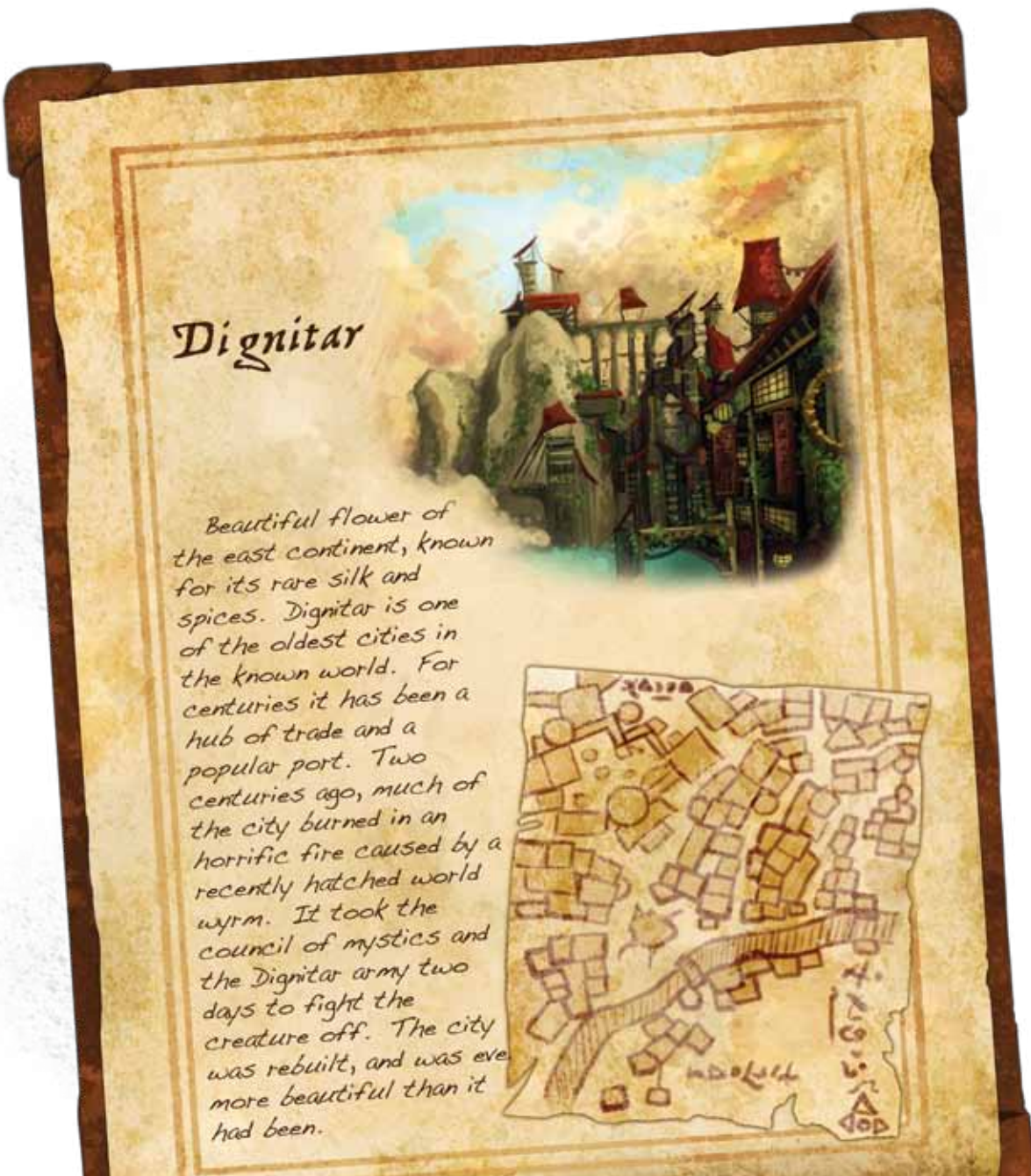
Dignitar

Beautiful flower of the east continent, known for its rare silk and spices. Dignitar is one of the oldest cities in the known world. For centuries it has been a hub of trade and a popular port. Two centuries ago, much of the city burned in an horrific fire caused by a recently hatched world wyrm. It took the council of mystics and the Dignitar army two days to fight the creature off. The city was rebuilt, and was eve more beautiful than it had been.

Components

Board

Victory Point Tokens

Action Tokens (13)

Coin Tokens

Science Tokens

Nation Boards (4)

Player Aid Cards (4)

Special Nation Cards (4)

4 City/District Tokens for Each Nation
(double sided)

Deck "A" Building Cards (24)

Deck "B" Building Cards (19)

Deck "C" Building Cards (16)

Town Cards (15)

Land Boards (12)

4 Color Sets of 14 Cubes

Military Deck: Yellow Sky
(4, one deck for each nation.)

Citizen Deck: Blue-Green Sky
(4, one deck for each nation.)

3 Score Cards

Setup

1. Each player chooses a Nation and places the Nation Board in front of him. Each player also takes the corresponding Military and Citizen Deck for his Nation, his Nation's 4 City/District Tokens, 12 Cubes in his color, his starting Land Board (Board with 0 Distance), 3 Action Tokens, and a Player Aid Card. Any unused components listed above in a two and three player game should be put in the box. Place the starting Land Board to the side of the Player Board. Put the City Token marked with a 5 on the Land Board. This is your starting City.

2. Each player creates his starting Military and Citizen decks. Look through the available Military and Citizen cards and take out the Swordsman, Rifleman, Cartographer, and Scholar. Put the Swordsman and Rifleman together (in the order you choose) and place the cards face down on the Military Deck location on the Nation Board. Put the Cartographer and Scholar together (in the order you choose) and place them facedown on the Citizen Deck location on the Nation Board. Place the remaining cards in one deck, facedown, above the Nation Board. This deck consists of cards you may purchase and add to your Citizen or Military decks throughout the game. You may look through this deck at any time. **Important:** If you are playing with Nation special abilities, add your Nation's special cards to your starting decks or pile of unpurchased cards according to the directions in the "Nations" section (pg. 12). If this is your first game, ignore the Nation special abilities and put the Nation special cards in the box.

3. Place the Board in the center of the table. Put the Coin Tokens, Science Tokens, and Victory Point Tokens in piles off to the side of the board. Line up the remaining Land Boards in two rows just above the board so that all are showing (put any extra boards with 0 distance in the box). If

playing with 2 players, place all lands marked with a "2" in the bottom right corner in the box.

4. Create the Building Deck. Separate the Building cards into three piles according to type (A, B, C). Card type is indicated in the bottom right of each card. Go through each pile and remove cards depending on number of players:

> **4 Players:** Remove no cards.
> **3 Players:** Remove all cards with the number "3" located just above and to the left of the coin cost of the card.
> **2 Players:** Remove all cards with the number "3" or "2" located just above and to the left of the coin cost of the card.

When you have removed the appropriate cards, shuffle each deck separately. Place the decks facedown. Place a normal Score Card (the Score Card with a book symbol) face down at the bottom of the A deck. Place a normal Score Card face down at the bottom of the B deck. Put the final Score Card (the Score Card with no book symbol) face down at the bottom of the C deck. Place deck B on deck C, then place deck A on deck B. Place the finished Building Deck next to the Board.

5. Fill the building card spaces on the Board by drawing from the building deck. Place buildings from left to right until you reach the indicated number of players on the card slots (7 with two players, 10 with three, and 12 with four).

6. Each player takes seven Coin Tokens and draws one Citizen Card into his hand.

7. Separate the three types of Town cards into three piles (one, two, and three stars). *If you are playing with three players, put all towns with Demons in the box. If you are playing with two players, put all town with Demons and Ore in the box.* Organize the cards so that the "Unconquered" sides are all face up. Shuffle each pile (by closing your eyes or looking away). Place each pile next to the board.

8. Each player places a cube on the second space on his income track at the top of his nation board. Base income is always 2.

9. Randomly determine beginning bid order. Take one cube from each player and place the cubes in bid order from left to right on the bid track on the Board.

You are now ready to play.

3

9

Turn Order (top)
Bid Order (bottom)

5

4

7

8

Deck of Unpurchased Cards

City Token on Starting Land

Place Purchased Buildings Here

2

1

Starting Citizen Deck

Starting Military Deck

Overview

In City of Iron, players take on the role of leader of a growing nation in a strange, fantasy world. Each nation starts out with a single city with capacity for 5 Building Cards. Deciding which Building Cards to put in your city is key to winning the game. Buildings give access to various Goods. Each round, the player with the most goods of each type receives a coin bonus, and at each Score card (at the end of Building decks A, B, and C), players will also score Victory Points for having the most in each Good type. Players will find they must expand their City or settle new Cities in faraway lands to be able to build more buildings. Some of these faraway lands require Ships or Airships to reach, but they hold rare and powerful goods. Players must also use cards from their Military and Citizen decks, which grant special actions, let players conquer Neutral Towns, or settle new Cities. When the Building Deck is depleted, there is one last round. At the end, the player with the most Victory Points is the winner.

A Round of Play

Turn Order Bid

At the start of each round, players bid for turn order. Players bid in order from left to right on the bid order track. When a player bids, he may place his cube on any open spot on the turn order track (just above the bid order track), but he may only bid once. As soon as a player places his cube, he pays the indicated amount in coins.

Turn Order (Right to Left)

Bid Order (Left to RIght)
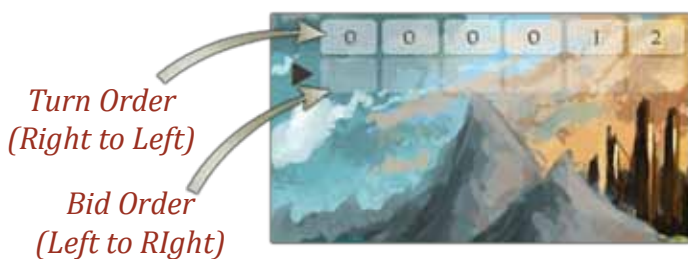
When all players have bid, start the round. Turn order is opposite of bid order, right to left (as indicated by the arrows).

For an example of how this works, please see the second paragraph of the section "Sample Round of Play" on page 13.

3 Actions

In turn order, players take actions one at a time. Each player has three actions in the round, but may only use one each turn. When a player takes an action, he turns one of his action tokens to the opposite side (without an "A") to help remember how many Actions he has left before the round ends. Players may choose from the following actions. Actions may be performed more than once in the round.

Build: You may buy a Building Card from the available Building Cards on the board (or a Building card you had stored in an earlier turn). You must pay the cost in Coins and Science. You must also have an available space in one of your Cities, as well as have the correct land type required by the Building in that City. When you buy the card, place it just below one of your Cities. Slide all remaining Building Cards on the board to the left so that there are no empty card slots between cards. If the new Building Card produces Goods, mark the numbers and types of goods indicated on the card on the board with your cubes. Also, if the Building Card produces Goods, increase the income on your Nation Board by one.

You only need to pay Science once per building type as long as you own it. For example, if you own "Demon Traders", the next "Demon Traders" card you Build costs 0 Science.

You may destroy a building to make space for a new one.

This action will be further described in the section "Buildings".

Building Card

Name

Goods/ Benefits

# of Players

Coin Cost

Land Type Requirement

Science Cost

Building Deck

Store a Building: If you want to save a card to purchase for later, you may take one of the available Building Cards and store it off to the side of your Nation Board (not in one of your Cities). There is no limit on the number of cards you can store.

Draw: You may draw one card from your Citizen Deck or Military Deck and put it in your hand. There is no hand limit. If there are no remaining cards in the draw pile, pick up the cards in the discard pile (do not change the order) and place them face down in the draw pile. If there are no cards in the discard or draw pile, you may not draw.

Tax: Gain one coin.

Buy Science: You may gain one Science token by paying four coins.

Card Action: You may play one of your Citizen or Military card actions. When you play a card action, you usually have to play additional cards to fuel the action with skill symbols. The action is described in the box at the bottom of the card, along with required skill symbols. When you play the action, discard all cards face up in their appropriate piles (Citizen or Military). You may choose the order of the cards discarded. This action will be further described in the section "Citizen and Military Cards".

Citizen Card

Skill Symbols (2 Distance)

Name

Science Cost

Coin Cost

Card Action

Skill Symbol Required for Card Action
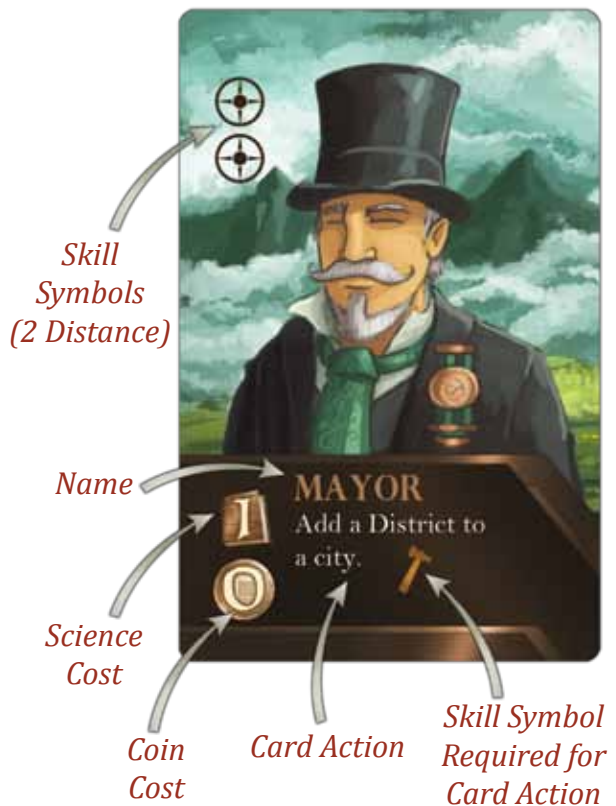
Attack Town: You may attack a Neutral Town Card or a Town Card owned by another player. You need one or more Military Cards that have an Attack Value that equals the defense value of the Town Card you are attacking (the "D" symbol), along with sufficient cards with the Distance Skill that equal the Distance of the town. A card cannot be used for its attack value and its Distance Skill. Discard all used cards in their appropriate piles face up and take the Town card, gaining any appropriate Goods and marking them on the board. Town cards do not take a place in one of your Cities (place it to the side of your Cities). Also increase the income on your Nation Board by one. Make sure to flip the card so that the "Conquered" side is face up. Conquered towns have a higher defense value. As a last step, discard the left-most building card on the building track on the board if the town you attacked was "Unconquered".

Town Card

Strength (Weak, Average, Strong)

Name

Goods

Defense Value

Distance

End Round

When all players have taken all their actions, the End Round phase begins. Discard the four left-most Building Cards on the board. Slide the remaining buildings to the left so that there are no empty slots between cards or any empty slots to the left of the cards. Draw new Building Cards, filling up slots from left to right, until you've reached the slot for the indicated number of players. If you draw a Score Card, place it next to the draw pile (you will score Victory Points in the next End Round phase). Complete the following steps in order:

1. Score: If on the previous End Round phase you drew a Score Card, all players score Victory Points. Use the board to see how many points each player scores. Each Good type gives victory points to the player who has the most of that Good (the higher number in the Victory Point shield icon next to the good), and to the player who has the second-most of that Good (the lower number in the Victory Point shield icon next to the good). If players are tied for having the most of a Good, they both score the higher number. If players are tied for having the second-most of a Good, they both score the lower number. Also, if a player has an amount of Goods equal to or above where the small, numberless Victory Points Shield is located on the amount track, that player recieves +1 Victory Point (he need not have majority). Also include extra Victory Points for owning special "+2" C deck buildings (you recieve these extra Victory Points if you are in 1st or 2nd place). Victory Point tokens should be kept face up on each player's Nation Board. If this is the 3rd time Scoring, the game ends.

2. Collect Income: All players collect coins. Each player has a base income of 2 coins. Also collect one coin for each card you own that produces goods (no matter the number of goods on the card). Buildings that give science do not count as Goods cards. Each Town Card also gives you

one coin. Players also receive coins for having the most Goods of each type as indicated on the board. If players are tied for majority on a Good, both collect the bonus coins.

Good (Tentacles)

Goods Image

Victory Points (1st/2nd Place)

Coin Bonus (1st place)

Mark your Goods quantity here.

Land Type

+1 Victory Points during Scoring

Note: the easiest way to keep track of income is to use the income track on your Nation Board. Each time you gain a card that increases your income (Town or Building with Goods), indicate it on the income track. Then when it's time to collect income during the End Round phase, you only need to add the amount indicated on the track to any Goods majority bonuses without having to count cards each time. **Note:** Remember to decrease income if a town is conquered or you destroy a building.

3. Collect Science: All players collect Science tokens for Academies and Libraries. Also, if it is a normal scoring round, each player collects 1 extra science as indicated on the Score card.

4. Draw Military and Citizen Cards: All players draw Citizen and Military cards according to the number of Citizen and Military card icons on City tokens and Building Cards they own. (Your starting city gives you 1 Citizen draw). If there are no cards remaining in the draw pile of a deck and you need to draw, pick up the discard pile (do not shuffle it or change the order of cards), turn it face down and place it in the draw pile location, and draw.

5. Purchase Military and Citizen Cards: Players may now purchase new Military and Citizen Cards from their deck of unpurchased cards. Players can purchase as many cards as they want. Players select the cards they want to buy in secret, placing them face down in front of them. When all players declare they are finished, each player reveals all new cards and pays the total Coin and Science cost indicated on the cards. When everyone is finished paying, each player places the new cards directly in his hand.

Game End

The game is over one round after the third Score Card is drawn. When the third Score Card is drawn, place it to the side. The Building Deck will be depleted at this point and most likely you will need more Building Cards to fill in the remaining slots on the board for the final round. Shuffle the pile of discarded Building Cards and draw from that deck to fill in the remaining slots. When you reach the End Round, collect Victory Points and Coins as normal. Players also receive or lose Victory Points for having the most of the following at the end of the game:

Most Coins: Player with the most unspent coins. Do not collect coins on the last round. **+2 Victory Points**

Most Distance: Player with the most distance of all owned lands. **+2 Victory Points**

Most Buildings: Player with the most purchased buildings. **+2 Victory Points**

Most Military/Citizen Cards: Player with the most owned Military and Citizen cards (in hand or undrawn). **+2 Victory Points**

Most Conquered Towns: Player with the most currently owned conquered Towns. **+3 Victory Points**

Storing Penalty: Lose 1 Victory Point per stored, unbuilt building. **-1 Victory Points/Stored**

After all Victory Points have been counted, the player with the most is the winner. If players are tied, the player with the most coins is the winner. If players are still tied, the player with the most buildings is the winner.

Buildings

Building Cards give a range of benefits. Some give special bonuses or increase your income, some give you Science, and some produce Goods, which in turn give Victory Points. When you build a Building Card, you must have a place for it in one of your Cities. The number on the City Token is the limit of Building Cards that can exist in the City. If you have reached the limited number of Buildings but want to build a new Building Card, you must either expand the City with a District, settle a new City, or discard one of the already-built Building Cards to make room for the new one.

City · District · Building Limit · Military Draw · Citizen Draw · +1 Building Limit
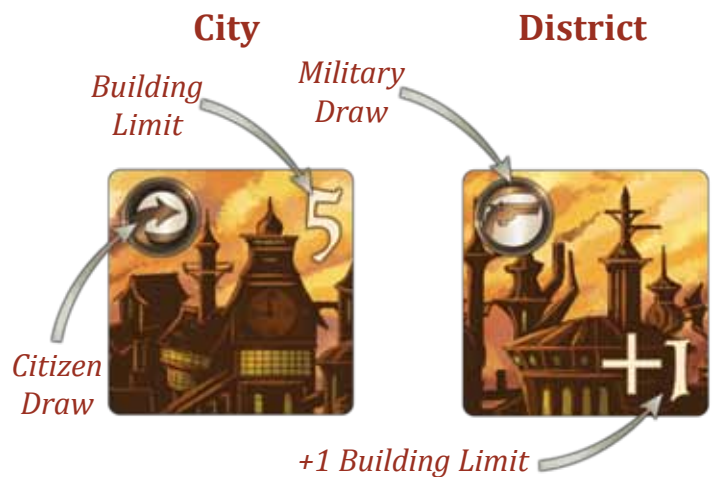
City/District Tokens

Each player has one starting City Token, and three extra City/District Tokens. Each extra token has one City side (number without a plus sign), and one District side (number with a plus sign). Each of these tokens may be used as either a City or a District. Use the City side when you settle a new land, and use the District side when you are expanding a City. Each City/District allows for a number of Building Cards, and also gives you a Citizen or Military Card draw at the End Round phase.

Expand a City with a District

If you want to expand your City with a District, you must use the Mayor Citizen Card. When you expand the City, place a District Token next to the City Token on the Land Board. Depending on which District you choose, you will have +1 or +2 open spaces for Building Cards, as well as a Citizen or Military Card draw at the End Round phase. Cities may have multiple districts.

Settling a New City

If you want to settle a new City, you must use the Explorer Citizen Card. When you play the Explorer, you must also play additional cards with the Distince Skill to equal the distance of the new land. The Distance Skill of the Explorer cannot be used when using his Action. Some lands also require that you use an Airship Card or Ship Card. An Airship card or Ship card can be used for both its Distance Skill and Airship/Ship status. When you settle a new City, take the new Land Board and place it next to your starting Land Board. Place one of your City Tokens on it. Depending on the City you choose, you will have 2 or 3 open spaces for Building Cards, as well as a Citizen or Military draw at the End Round phase.

Grass   *Forest*   *Mountain*   *Water*

Jungle   *Desert*   *Flying Island*

Land Requirements

Buildings that produce Goods have land type requirements, which means that to build the Building Card in a City, that City must have the required land type. The land type requirement is found next to the Coin cost of the card. Below are listed the Goods-Producing Buildings and associated land type requirements:

Building	Land Type
Turnip Farm	Grass
Srika Pasture	Grass
Moss Garden	Forest
Mine	Mountain
Docks	Coast
Salt Mine	Desert
Factory	Mountain
Demon Traders	Desert
Silk Weaver	Jungle
Crystal Mine	Flying Island

Multiple buildings can use the same land symbol in the same city.

Science Cost of Buildings

Some Building Cards cost one or more Science tokens in addition to Coins. When you build the card, you must pay the Science. However, if you already own a Building Card of the same name in one of your Cities, you do not have to pay the Science cost again. The Science cost is then zero.

Towns

Town Cards represent independent, neutral Towns in the world. Players may conquer these towns to increase their income and Goods. When you conquer a town, take the Town Card and place it next to your Cities (not in them). Increase your income by one and mark your increased Goods on the board. As part of the action, also discard one of the available Building Cards on the board. Towns do not take a spot in a City, and there is no limit to the amount of Towns you can own.

To conquer a town, you must play sufficient Military Cards with attack value that equal the attack value of the town (the gun symbol). You must also play sufficient cards (Citizen or Military) with Distance Skill that equals the Distance of the town (the compass symbol). Cards may not be used for their attack value and Distance Skill.

You may conquer one of the available neutral, face up Towns on one of the three Town decks, or you may conquer a Town that another player owns. The amount of attack value and Distance Skill required to conquer a Town does not change when another player owns the town. If you conquer a Town from another player, that player loses one income and the Goods listed on the card. You gain one income and gain the Goods listed on the card. Turn the next Town card in the deck so that the "unconquered" side is face up.

If a player ever owns a Town card, the card should have the "conquered" side face up. It the town is uncontrolled, it should have the "unconquered" side face up.

Citizen and Military Cards

Citizen and Military Cards have a wide variety of uses. Most have an Action described below their name, along with any required Skill Symbols to pay for the Action. All Citizen and Military Cards also have one or more Skill Symbols in the up-per left corner of the card that can be used to pay for other cards' Actions. There are two types of Skills: Distance (the compass symbol) and Work (the hammer symbol).

If you play a card for its Action, you may not also use its Skill Symbols. Cards can be either used for the Action or Skill Symbols. When you play cards, place them in the appropriate discard piles (Citizen or Military), face up, in the order you choose. Once you place cards in the discard pile, you cannot rearrange the order or shuffle them.

Using a card Action takes one Action, unless it says it can be used as a "Free Action". In this case, you may on your turn play as many "Free Actions" as you want, *before* you take your real Action. You may not play "Free Actions" on other players' turns or after your real action.

Military Card

Skill Symbol (Distance)

Name

Science Cost

Coin Cost

Action (Attack)

IRON SOLDIER
Attack 3
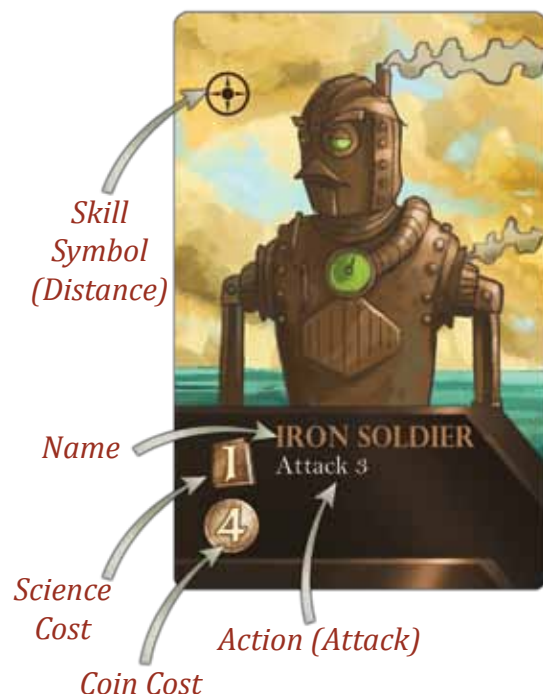
To use a card Action, discard the card with the action. Also discard additional cards to pay for the action with Skill Symbols. The Skill Symbols required are listed just below the Action description on the card. You cannot use a card for its Action and Skill Symbols.

If you are using the Conquer action to gain a Town Card, you must discard one or more Military Cards to equal the Attack Value of the Town. You must also discard additional cards (Citizen or Military) with sufficient Skill Symbols to equal the Distance of the Town. Cards may not be used for their Attack Value and Skill Symbols.

Nations

There are four Nations that players can choose from: the City State of Arc, the Cresarian Scholars, the Hogmen Republic, or the Toad Inventors of Om. Each Nation has unique abilities and Citizen/Military cards.

City-State of Arc

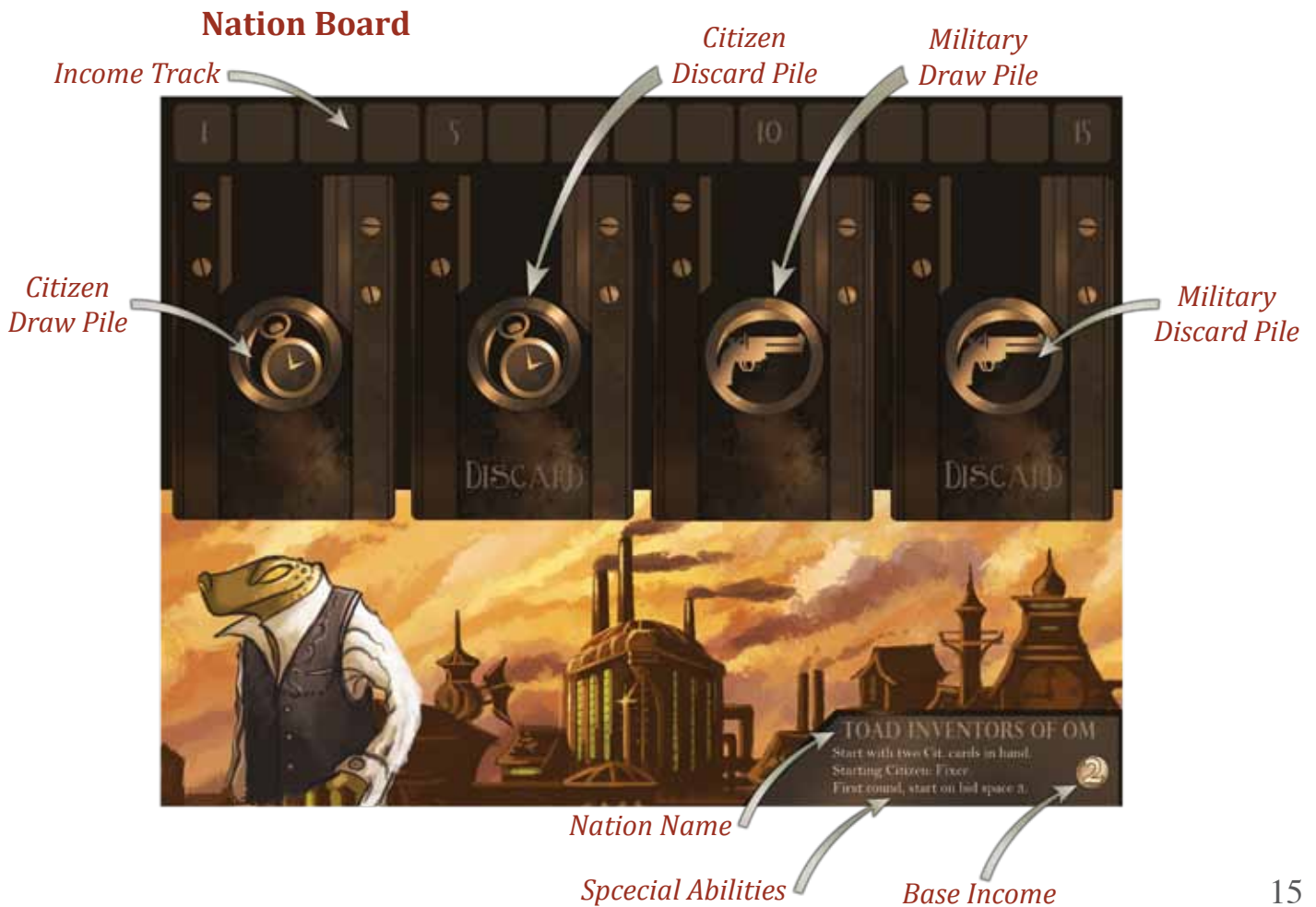The City-State of Arc has no special cards, but starts with the Citizen and Military deck as normal. Their starting city has a limit of 6 Buildings instead of 5. Also, as a free action, they may move buildings between cities for 1 coin.

Cresarian Scholars

The Cresarians start with the Citizen and Military decks as normal. They also have a special card, the "Genius", that should be added to the pile of unpurchased cards. The "Scholar" card costs 0 Coins to use.

Hogmen Republic

The Hogmen start with the Citizen deck as normal, but replace the "Swordsman" with the "Gunslinger" in the starting Military deck. The Hogmen also should add the "Strategist" card to the pile of unpurchased cards. The starting city draw may be used for a Citizen or Military card each round.

Nation Board

Income Track

Citizen Discard Pile

Military Draw Pile

Citizen Draw Pile

Military Discard Pile

TOAD INVENTORS OF OM
Start with two Cit. cards in hand.
Starting Citizen: Fixer
First round, start on bid space a.
②

Nation Name

Spcecial Abilities

Base Income

Toad Inventors of Om

The Toads start with the "Fixer" Citizen card in their Citizen deck, and the Military deck as normal. They also may bid for turn order a second time, after everyone else has bid, paying the difference between the new bid and the previous bid.

Important: For your first game, ignore the special abilities of the Nations. Be sure to remove the unique cards from play as well and place them in the box. These cards are listed below:

    Cresarian Scholars: Remove the "Genius" card from play.
    Hogmen Republic: Remove the "Gunslinger" and "Strategist" cards from play.
    Toad Inventors of Om: Remove the "Fixer" card from play.

It's best to become familiar with the game before using the special abilities of the Nations. You may want to play one or two games before trying them out.

Sample Round of Play

Sam, Julia, Mark, and Mary are playing their first game. They have each chosen a Nation and completed the setup as described in the rules. They will not be using the Nations' special abilities or cards as this is their first game.

Sam randomly decides starting bid order and places one cube from each player from left to right on the bid track. Sam is first, and bids on the zero the furthest to the right by placing his cube there. Next, Julia bids 0 and places her cube just left of him. Mark bids 0, placing his cube just left of her. Mary bids 1, placing her cube on the "1" square and pays a coin. The turn order for the round will be Mary, Sam, Julia, Mark (on the turn order track from right to left).

The round begins. Mary takes her first action and builds an Academy, one of the Building Cards on the board. She pays 5 coins and places it in her starting city area. She has to slide two cards on the board to the left to fill in the empty card slot between cards. Then she turns over one of her action tokens to the blank side to show she is finished.

Next, Sam draws from his Citizen Card deck. He now has his 2 Citizen cards in hand. He turns over an action token.

Julia takes her turn next. She builds a Srika Pasture from the Building Cards available on the board, paying the cost and sliding cards on the board to the left so that there is no empty slot between the left side of the board and the remaining cards. Because it produces Goods, the Srika Pasture gives her one income, so she increases her income track to 3 on her Nation Board using one of her cubes. The Srika Pasture also gives her 3 Srikas, so she takes one of her cubes and places it on the third space below the picture of the Srika on the board. She turns over her action token and her turn is over.

Mark builds a Turnip Farm, doing just what Julia did on her turn except that he places one of his cubes on the third space below the picture of the Turnip on the board because the Building card has three Turnips on it.

It's Mary's turn again. She builds a Srika Pasture, which gives her two Srikas and one Turnip and increases her income by one.

Sam decides to play his "Scholar" Citizen card as an action. It says he can gain one Science by paying a coin and using a Work Skill (hammer). He discards the Scholar, pays a coin, and also discards the Cartographer, using the Cartographer's Work Skill (hammer) to fuel the action. He collects a Science token from the pile.

Julia builds an Academy on her turn.

Mark builds a second Turnip Farm on his turn.

On her last turn, Mary decides to Tax. She gains one coin.

Sam now builds a Moss Garden. He had been unable to build it until now, because he didn't have a Science. He pays the coin cost and science cost. It gives him two Glow Moss.

On Julia's last turn, she draws a card from her Military Deck.

Mark decides to store a Mine card. He can't afford it now, so he doesn't place it in his city, but he is planning to build it later. He places the card on the side of his board, not in his City area.

The round is over and the End Round phase begins. First, the four left-most cards on the Building Card track on the board are discarded. Sam slides the remaining cards to the left until there are no empty slots between the left of the board and the remaining cards. Then he draws cards from the Building Card deck and places them on the board from left to right until all slots are filled.

The four players now check to see if they collect Victory Points. There was no Score Card drawn at the last End Round phase (because this is the first End Round phase of the game), so they do not collect Victory Points.

Everyone now collects coins. Mary collects 3 coins (2 for her base income, +1 for the Srika Farm). She has no majority on any Goods. Sam collects 5 coins (2 for his base income, +1 for the Moss Garden, +2 for having the most Glow Moss Good because of his Moss Garden). Julia collects 4 (2 for her base income, +1 for the Srika Pasture, +1 for having the most Srikas). Mark collects 5 coins (2 for his base income, +1 each for

the two Turnip Farms his built, and +1 for having the most Turnips).

Everyone collects Science tokens for any Academies they control. Mary and Julia each collect 1 Science.

Everyone now draws one Citizen card (because no one expanded their City with a District, settled a new City, or built any Building Cards with Citizen or Military draw symbols on them). Each player's base city gives him/her one Citizen draw. No one has any Military draws.

Now the four players simultaneously look through their deck of unpurchased Citizen and Military cards to see if they want to buy any new cards. Sam buys one Military card, pays for it, does not show it to anyone but places it directly into his hand.

Everyone declares that they are finished and ready for the next round. Everyone turns over their three action tokens to the "A" side. Sam slides down the four players' cubes on the Turn Order Track to the Bid Order Track, keeping them in the same order, and the next round starts with everyone bidding for turn order (from left to right).

Building Clarifications

Demon Engines: Gives 2 Coins for each "Factory" you own.

Citizen Cards

Starting
Scholar
Cartographer

Other
Cargo Ship
Cloud Skimmer
Engineer
Explorer
Genius
Mason
Mayor
Merchant
Junkbot
Scientist
Scholar
Scout Ship
Tax Collector
Wyvern Ship

Military Cards

Starting
Soldier
Swordsman

Other
Inventor
Iron Dragon
Iron Guard
Iron Soldier
Machinist
Magician
Rifleman
Spy
Warship

Game Design
Ryan Laukat

Illustration
Ryan Laukat

Special Thanks to...
Malorie Laukat, Jakob Nelson, Brandon Laukat, Scott Lewis, Chris D'Andrea, Cory Suter, Keith Leonard, Justin Nordhorn, Spencer Marstiller, Drew Sonnenberg, Mathijs Van Dijk, Brian Bezeredi, ...

Playtesters
Malorie Laukat, Jakob Nelson, Brandon Laukat, Ryan Hansen, T. Alex Davis, Travor Cram, Joshua Butterfield, Jen Hodge, Nick Sauer, Mike Knauer, Brian Palm, Craig Clawson, Christopher Oberst, Peter M. Baysdell, Josette Baysdell, Drew Sonnenberg, Jillian Neumann, Gary Sonnenberg, Karen Sonnenberg, Scott Lewis, Chris D'Andrea, Cory Suter, Keith Leonard, Justin Nordhorn, Chad W. Rathsack, Spencer Marstiller, Mathijs Van Dijk, Brian Bezeredi, ...

Please note this is the prototype version of the rules. Some things will change in the final version. Also, this is not a comprehensive list of all people that need to be thanked or that worked on the game.

Index

Icon List

Coin

Science

Distance

Work

Ship

Airship

Victory Point

Town Defense

Citizen Card Draw

Military Card Draw