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H ello! I'm Peter ('Universal Head'), and for more than 10 years I've been creating these famous rules and references, and bringing you hundreds of entertaining, informative videos about tabletop gaming.

This PDF took a lot of time and hard work to create, so if you find it improves your game experience, please consider a donation so I can continue to make them for you. Even better, regularly support the EOG on **Patreon**. Thankyou!

v1

Dec 2025

Game:	**CITY OF THE GREAT MACHINE**
Publisher:	**CrowD Games (2023)**

For best results, print at 100% (on double-sided paper), laminate and trim to size.

Place the **district tiles**. Each may be placed horizontally or vertically, and must be connected to at least 2 other districts. There should never be a situation that if you remove a district, the city breaks apart into 2 unconnected parts. Otherwise, arrange them however you like, or use one of the presets.

Shuffle the **famous citizen** (or just 'citizen') tokens. Place 1 facedown token in each square on the bottom of the district tile highlighted with blue. There will be 4 citizens in each minor district and on the Central Square, as well as 1 in the Grand Citadel, Tower of L.A.W., and Control Nexus (27 tokens in total). Put the remaining 3 famous citizen tokens facedown near the districts or next to the progress board. These citizens are *arrested*.

Place 2 **guard figures** in any of the smaller squares on the left of each district tile (18 guards in total).

One player takes on the role of the **Great Machine (GM)**. The other players play as **Revolutionaries**:

1 Revolutionary: Controls all 3 heroes.
2 Revolutionaries: One of the 2 players controls 2 heroes, the other controls 1 hero (or they may both control the third together).
3 Revolutionaries: Each of the 3 players controls 1 hero.

Place the **progress board** within reach of all players. Point the **master plan pointer** to II on the master plan track. When an experienced GM plays against novice Revolutionaries, point it to I, or if the opposite is true, to III.

The starting position of the **discontent pointer** is determined by the number of Revolutionaries.

Place the special **city event card** *The Countdown* facedown next to the progress board. Separate the remaining cards into 2 stacks according to their backs (10 cards per stack) and shuffle them separately. Take 6 cards from the city event II stack and put them facedown on *The Countdown* card, then return the other 4 cards unseen to the box. Repeat the same process for the city event I stack.

Place 3 **riot tokens**, the **assault** and **escape dice**, and **bond/trust tokens** within reach of all players. The bond/trust tokens belong to the common reserve; if you run out, use any substitutes. All other components are limited to what is supplied.

The GM player:
- Places the 3 **servants miniatures** in the Grand Citadel district.
- Shuffles the **directive deck** and places it facedown nearby.
- Takes 3 **raid tokens** and the **GM reference cards**.
- Takes 3 **servant order tokens** (optional).

From now on, the GM player must be addressed only as 'the Great Machine' and has no other name.

Each Revolutionary player takes 2 **Revolutionary reference cards** and:
- Chooses a **hero** and takes their **miniature** and **hero card**. Place your hero in the district indicated by the icon at the bottom of the hero card.
- Takes all 9 **access cards** with the portrait of your hero on their backs. Randomly discard 1 access card and place it next to the progress board facedown. You and other Revolutionaries may look at this card at any time; the GM may not.
  Discarded access cards are *forfeited*. A forfeited access card is always placed facedown. For now, there will be 1 per hero.

Repeat the above steps if you are playing more than 1 hero.

From now on, each of the Revolutionaries is called either 'Revolutionary' (as a player), or by their hero's name (in gameplay terms). The player and their hero are the same.

Revolutionaries may communicate however they want, as long as it's in the presence of the GM. They may not leave the room to discuss their plans, and may not whisper. They may use gestures, as long as it is done in the GM's field of view. They may secretly show one another their access cards, and they may view citizen tokens that have been identified by any Revolutionary.

THE GAME ROUND
1. OPENING PHASE

A. REVEAL A NEW CITY EVENT CARD

The GM reveals the top card from the city event deck and places it next to the deck on top of any previous ones. Only the top revealed city event card is in effect.

When the *The Countdown* card is revealed (in the 13th round, if nobody has won), it remains in effect until the end of the game and you don't draw any more city event cards. During step 3 of each round's Closing phase, advance the Master Plan by 1, as instructed by that card.

Each other city event card has 2 parts: the top half has a special rule for the current round.

- *During this round only...* changes game rules for the first 4 of the 5 game phases.
- *At the end of this round only...* is checked and resolved at step 2 of the Closing phase.

The bottom half of the text has the conditions for the Master Plan advancing at the end of the current round.

- *The Master Plan advances if...* conditions are checked at step 3 of the Closing phase. The Master Plan never advances because of the city event card until the Closing phase.

B. RECEIVE TRUST AND BONDS

TRUST is the resource of the heroes, and **BONDS** is the resource of the GM.

The amount of **BONDS** the GM receives depends on the current stage of discontent. The GM receives 6 bonds in the 1st round, as discontent is at zero stage. As play continues, the discontent pointer moves to higher stages and the GM receives more bonds in the Opening phase. The GM can hold an unlimited number of bonds.

Each citizen provides 1 **TRUST** to the hero (or heroes) in their current district. The trust must be shared among all the heroes in the district. If they cannot come to an agreement, the hero with the smallest initiative number decides.

If a *revealed* citizen is also *active*, they provide 2 trust instead of 1. However, *revealed* traitors provide no trust at all.

The maximum amount of trust a hero can have is shown on their hero card. Excess trust is immediately discarded.

2. ACCESS PHASE

Each hero chooses which district they will move to. They may stay in their current district if they wish.

To choose a district, each hero takes one of their **access cards** (from their hand) and places it facedown on the table. The district shown on the chosen card is called the **destination district**.

A hero cannot move to or stay in a district unless they have the access card for that district. Heroes may look at each other's chosen access cards. Heroes may change their minds and choose different access cards before this phase has ended. The GM should not see which cards the heroes choose.

The heroes tell the GM when they've finished choosing, then the round moves to the next phase. After this the heroes cannot change their chosen access cards.

3. THE GREAT MACHINE PHASE

MOVEMENT

The GM can move a **guard** or **servant** by any number of districts.

Guards: Pay 1 **BOND** for every district a guard exits while on the way to its destination.

Servants: Pay 2 **BONDS** for every district a servant exits while on the way to their destination.

Guards and servants move through the connections between districts. They can move in any order. As long as you have enough bonds, you can move them as much as you like.

A guard must end its movement on any free smaller square on the left of a district tile. If there are no free squares in a district, a guard cannot end their movement there. It can, however, move through the district.

Servants are placed in the center of the district tiles (like heroes). There can be any number of heroes and servants in a district.

SERVANT ACTIONS

Each servant can take only 1 action per round, and only in their current district. A servant cannot move to another district after taking an action. A servant may also remain where they are and/or take no action.

A servant can never take 2 actions (unless the *Optimize* directive is published), no matter if it is a standard action, special action, or a directive or city event action.

Optionally, you may flip a **servant order token** to its grey side to mark when a servant completes its action.

Servant actions always cost 2 **BONDS** unless otherwise specified.

There are 3 types:
1. **Standard actions** can be taken in any district.
2. **Special actions** can only be taken in the appropriate major districts.
3. **Directive and city event actions** follow the instructions on the directive or city event card.

4. HEROES PHASE

Heroes take turns according to the **INITIATIVE** shown in the upper-right corner of their hero cards, from lowest to highest. Each fully completes their turn before the next hero starts.

A hero's turn consists of two parts: **movement** and **action**.

PART 1. MOVEMENT

The Revolutionary reveals their chosen access card. Now their hero must move to the destination district shown on the card. You cannot refuse to move your hero, but you are free to choose the route.

Heroes move through the connections between districts. They may move through any connected districts, including districts they do not have access cards for. They ignore raid tokens in the districts they move through.

Heroes are placed in the center of the district tiles. There can be any number of heroes and servants in a district.

After reaching your destination district, return the access card to your hand (if it wasn't forfeited due to detainment).

If the access card to the hero's current district was chosen, the hero stays where they are. This is still considered 'movement' for some game effects.

When exiting a district, you must pay 1 TRUST for every guard in the district. *Broken* guards are not counted.

If the hero needs to move through several districts, you must pay for every district they exit. You do not pay TRUST for guards in the destination district.

If you don't have enough TRUST to pay for exiting a district, you'll need to rely on your luck. Return all your remaining TRUST to the common reserve and roll the **escape die**:

Success 🏃: You slipped past the guards and entered the next district on your route. If you haven't reached the destination district yet (and there is at least 1 guard in the new district you are in), you'll have to roll the escape die again. Continue to roll the escape die until you reach your destination district.

Detained 🔒: You are *detained*. Place your hero in the destination district. Then the GM immediately chooses to advance the Master Plan by 1 *or* to cancel your actions for this round and apply 1 of the 2 punitive measures.

Heroes always end their movement in the destination district shown on their chosen access card. The only questions are whether they arrive on their own or *detained*, and how much TRUST they will have after movement.

PART 2. ACTIONS

A hero may take 1 action after arriving in the destination district, and may take it in that district only.

There are 3 types:
a. **Incitement:** In any minor district.
b. **Standard actions:** In any district.
c. **Special actions:** In the appropriate major district.

The incitement and special actions are listed on your access cards, and usually cost you 1 TRUST per guard in the district.

The standard actions may be taken in any district and are not shown on the access cards. The cost for each standard action is calculated differently.

A hero cannot take an action if they do not have enough TRUST.

An action that requires you to pay 1 TRUST per guard, costs you no TRUST in a district with no guards (*broken* guards are not counted).

5. CLOSING PHASE

The Closing phase may be referred to as *end of the round* or *round's end*. Perform these steps in this order:

STEP 1. FAILED RAIDS RAISE DISCONTENT

Remove any raid tokens. For each failed raid move the discontent pointer 1 slot clockwise.

If the **riot stage** is reached, the heroes identify any 1 citizen for free for each failed raid. The hero closest to the district with the failed raid makes the choice; if 2 or 3 heroes are at the same distance, the hero with the lowest **INITIATIVE** makes the choice.

STEP 2. CITY EVENT: END OF ROUND

If the city event card has a '*At the end of this round only...*' condition, complete it now.

STEP 3. CITY EVENT: THE MASTER PLAN ADVANCEMENT

Every city event card has a '*The Master Plan advances if...*' condition. Check if the condition has been satisfied. If so, the Master Plan advances by 1.

Sometimes the condition allows for the GM or heroes to do something during this step.

SERVANT ACTIONS

STANDARD SERVANT ACTIONS

Arrest action
Cost: 2 **BONDS**.
Remove 1 *revealed* and *active* citizen token from the district. Place this token facedown with the other citizen tokens near the progress board. The citizen is *arrested*.

Repair action
Cost: 2 **BONDS**.
Put 1 *broken* guard figure upright. It is now operational. A servant can repair only 1 guard with this action.

Raid action
Cost: 2 **BONDS**.
A servant can organize a **raid** to capture the heroes. Place a **raid token** on the district. There is no point in organizing more than 1 raid in the same district at once. You won't know if the raid is successful or not until the next phase, when the heroes reveal their access cards. There are 2 possible outcomes:

Successful raid: One or more heroes end their movement in a district with a raid token. Each of these heroes is immediately *detained*.

Failed raid: No heroes ended their movement in a district with a raid token. At the end of the round discontent rises by 1 for every failed raid.

SPECIAL SERVANT ACTIONS

Unlike standard actions that may be taken in any district, servants can take special actions only when they are in the appropriate districts.

Central Square district
Cost: Free.
The GM receives a BOND for each citizen on the Central Square minus the number of guards.

Broken guards are not counted. Revealed traitors are counted like any other citizens.

Control Nexus district
Cost: 2 **BONDS**.
The GM repositions 1 district. Take the district tile with everything on it and put it in a different part of the city without moving any other districts.

Each district must be connected to at least 2 other districts after repositioning. Also, there should never be a situation that 2 parts of the city are connected through 1 district only (so there should always be at least 2 routes from any 1 part of the city to another).

Only a district with at least 1 free side can be repositioned. Imagine it as sliding a district tile across the surface of the game table. If you have to lift a district up to reposition it or to move other districts, the district cannot be repositioned.

A district may be rotated when repositioned, and can be placed vertical or horizontal, regardless of how it was positioned before.

Each district must be connected to at least 2 others after repositioning, not during. Sometimes it may be beneficial even to simply rotate a district that cannot be repositioned otherwise.

Grand Citadel district
Cost: 2 **BONDS**.
The GM draws 1 directive card from the top of the deck. If the deck runs out, servants cannot take this action (the deck is never reshuffled).

There is no limit to the number of directive cards you can have in your hand. The heroes may ask how many directive cards the GM has.

Tower of L.A.W. district
Cost: 2 **BONDS**.
The GM publishes 1 directive. Choose a directive from your hand and place it directive faceup in a place clearly visible to all players. Any player can read it at any time. A published directive comes into effect immediately.

There cannot be more than 3 directives published at a time. If you want to publish a 4th, you must return one of the 3 published directives to your hand.

DIRECTIVE AND CITY EVENT ACTIONS

The *Pacify* and *Confiscate* directives and some city event cards allow your servants to choose from other actions. The cost of these actions is always 2 **BONDS**, and their rules are described on the relevant directive or city event card.

HERO ACTIONS

Any action that requires 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.

INCITEMENT
Cost: 1 **TRUST** per guard in the district.
This action increases discontent by 1: move the discontent pointer 1 slot clockwise on the progress board.

The incitement action can only be taken in minor districts (the Art, Science, Commerce, Industrial, and Velvet districts).

STANDARD HERO ACTIONS

Attack a guard
Cost: Variable.
A hero may attack 1 guard in their current district. Pay as much **TRUST** as you wish and roll the **assault die**. If you have paid the same amount of **TRUST** as rolled on the assault die or more, the guard is *broken*. If you have paid less **TRUST** than rolled on the assault die or a **shield icon** 🛡 is rolled, the attack fails.

Either way your hero has spent their action for this round, and the **TRUST** paid is not returned.

When a hero breaks a guard, put the guard figure on its side. Broken guards still take up a square in the district.

The GM cannot move broken guards, and they are not counted during riots, or when heroes are moving or taking actions.

When the rules or cards talk about guards without specifically saying 'broken guards', they always mean operational guards.

Identify famous citizens
Cost: 1 **TRUST** per guard in the district.
A hero may identify 1 or more citizens. For every one you want to identify, pay 1 **TRUST** per guard in the district.

Check the chosen citizen token (or tokens) and put it back without showing the GM. Turn the checked token so that the green indicator is visible.

If there are no guards in the district, you may identify all or any citizens for free (*broken* guards are not counted). You may not try to identify a citizen that was identified already. All Revolutionaries may look at identified citizen tokens at any time.

Move famous citizens
Cost: 1 **TRUST** for each district a citizen exits.
A hero can move 1 or more citizens.

They may be moved from your hero's current district to any districts of your choice. Pay 1 **TRUST** for each district a citizen exits. This action does not require you to pay for the guards in the district.

Citizens move through the connections between districts. You must place a citizen token in any free square in their new district after movement. Citizens can be moved through any districts, even through a district with no free squares for citizens. They keep the same state (*identified/revealed* etc) they had before moving.

Gain trust
Cost: Free.
A hero receives 1 TRUST. This may be useful when a hero cannot take any action due to lack of trust or they want to have more trust in the next round.

Start a riot
Cost: 1 **TRUST** per guard for each *unidentified* citizen in the district.
The heroes' main goal is to start 3 successful riots. After the 3rd successful riot there is a revolution and the heroes win.

To start a riot, pay the cost. If all citizens are *identified*, initiating a riot is free.

Then, reveal all citizen tokens in this district. *Active* citizens join the riot. If there are *traitors* in the district, they join the GM. *Inactive* citizens do not participate. Guards support the GM.

Successful riot: There are more *active* citizens than guards and traitors in the district. Put all the guard figures in the district on their sides; they are *broken*. Place a *riot token* on the district tile. The heroes cannot start another riot in this district for the rest of the game. If this was the 3rd successful riot, ignore the above steps; the heroes win.

Failed riot: The total number of guards and traitors is equal to or more than the number of *active* citizens. The Master Plan advances by 1. The GM may immediately **arrest** any or all of the active citizens in this district for free (see arrest action).

SPECIAL HERO ACTIONS

All the districts except the Central Square offer 2 different special actions to choose from.

Central Square district
Cost: 1 **TRUST** per guard in the district.
Discontent rises by the number of citizens in the district minus the number of guards.

Revealed traitors are not counted. If there are equal to or more guards than citizens in the Central Square, this action has no effect.

Control Nexus district
Action A: Reposition a district.
Cost: 1 **TRUST** per guard in the district.

Use the same rules as the equivalent GM action.

Action B: Any 1 hero receives 3 TRUST.
Cost: Free.

Choose any hero, including yourself, to receives 3 **TRUST** (from the common reserve). A hero cannot receive more trust than their allowed maximum (the excess is immediately discarded).

Grand Citadel district
Action A: Discard an unpublished directive.
Cost: 1 **TRUST** per guard in the district.

View the directive cards in the GM's hand and discard one of them (remove it from the game). You cannot discard a published directive with this action. The Revolutionaries may view the cards together and discuss which one they want to discard, but the person who took the action makes the final decision.

Action B: Return 1 arrested citizen to any district.
Cost: 1 **TRUST** per guard in the district.

Randomly take 1 of the *arrested* citizen tokens, secretly view it, and place it on a free square in any district as *identified*.

Tower of L.A.W. district
Action A: Cancel a published directive.
Cost: 1 **TRUST** per guard in the district.

Discard a published directive card of your choice. You cannot discard a directive card from the GM's hand with this action.

Action B: Any 1 hero retrieves a forfeited access card.
Cost: 1 **TRUST** per guard in the district.

Choose any hero, including yourself, to choose one of their forfeited access cards and return it to their hand. That card is not shown to the GM.

DETAINMENT

A hero can be **detained** in 2 situations:

- They end their movement in a district with a raid token.
- They are captured by guards while moving between districts.

Each hero can only be *detained* once per round. If a hero is captured by the guards while moving to a district with a raid token, it is still considered 1 detainment, not 2.

When a hero is detained, the GM chooses between 2 options:

Option A: The GM advances the Master Plan by 1. After this, the *detained* hero may proceed with their turn as normal. This hero is considered *detained* for certain game cards and effects for the rest of the round, but suffers no other consequences.

Option B: The detained hero's turn is finished. That hero can take no actions this round. In addition, the GM chooses and applies 1 of the 2 punitive measures:

- **No trust!** The detained hero discards all their **TRUST**. The GM collects the same number in **BONDS**. Hand the trust tokens to the GM and flip them over to the bonds side.
- **No access!** The detained hero forfeits the access card they chose for this round. It is placed facedown with the other forfeited access cards.

ACTIVE & INACTIVE CITIZENS

There are 5 social classes of **citizens**, indicated by the number and the portrait on the face of the token: Artists (1), Scientists (2), Merchants (3), Industrialists (4), and Nobles (5).

Traitors have a purple background and no number.

If the number on the token is less than or equal to the current stage of discontent, then this citizen is *active*. If the number is higher, the citizen is *inactive*. Only *active* citizens join riots.

VICTORY AND DEFEAT

The Revolutionaries immediately win on the 3rd successful riot. There are 2 ways to do so:

- Successful riots in 3 different districts.
- Successful riots in 2 different districts, and raising discontent to riot stage (the red circle in the end of the discontent track).

The GM immediately wins when the Master Plan is completed (its pointer reaches the highest position on the Master Plan track, marked with XII). This often happens at the end of the round by the city event card conditions, but may occur earlier due to a detainment.

THE GAME ROUND

1. OPENING PHASE

a. GM reveals a new city event card
Place it next to the deck. Only the top revealed card is in effect.

b. Receive trust and bonds
The GM receives **BONDS** as indicated by the current stage of **discontent**. Each citizen provides 1 **TRUST** to hero(es) in their district, shared among the heroes there. A *revealed* and *active* citizen provides 2 **TRUST**. *Revealed* traitors provide 0 **TRUST**. A hero's card shows their maximum trust.

2. ACCESS PHASE

Each hero chooses an **access card** from their hand and places it facedown on the table.

3. THE GREAT MACHINE PHASE

Movement
Move a **guard** or **servant** by any number of districts:
Guards: 1 **BOND** for every district a guard exits.
Servants: 2 **BONDS** for every district a servant exits.

Servant actions
Each servant may take 1 action (at a cost of 2 **BONDS**) in their current district, and cannot move afterwards. **Standard actions** can be taken in any district. **Special actions** can be taken in the appropriate major districts. **Directive and city event actions** follow the card instructions.

4. HEROES PHASE

Heroes take turns in **INITIATIVE** order (lowest to highest).

Part 1. Movement
Reveal your access card and move your hero to the destination district, then return the card to your hand. **When exiting a district, pay 1 TRUST for every guard in the district.** *Broken* guards are not counted. If you don't have enough **TRUST**, return all your **TRUST** to the reserve and roll the **escape die**:

Success 🏃: Enter the next district on your route. Roll the die each time you exit a district until you reach your destination.

Detained ⛓: Place your hero in the destination district. Then the GM immediately advances the Master Plan by 1 *or* cancels your actions this round and applies 1 **punitive measure**.

Part 2. Actions
You may take 1 action in the destination district:

a. **Incitement:** In any minor district.
b. **Standard actions:** In any district.
c. **Special actions:** In the appropriate major district.

An action that requires you to pay 1 **TRUST** per guard, costs no **TRUST** in a district with no guards (*broken* guards do not count).

5. CLOSING PHASE

Step 1. Failed raids raise discontent
Remove any raid tokens. For each failed raid increase **discontent** by 1. If the **riot stage** is reached, the heroes identify any 1 citizen for free for each failed raid. The hero closest to the district with the failed raid makes the choice; on a tie, the hero with the lowest **INITIATIVE** makes the choice.

Step 2. City event: End of round
'*At the end of this round only...*' city event cards.

Step 3. City event: The Master Plan advancement
If the city event card's '*The Master Plan advances if...*' condition has been satisfied, advances the Master Plan by 1.

SERVANT ACTIONS

STANDARD ACTIONS

Arrest action
Arrest 1 *revealed* and *active* citizen token from the district.

Repair action
Put 1 *broken* guard figure upright.

Raid action
Place a **raid token** on the district. Any hero ending their movement in that district is immediately *detained*. A raid fails if no heroes ended their movement in that district. At the end of the round discontent rises by 1 for every failed raid.

SPECIAL ACTIONS

Central Square district
Cost: Free.
Receive 1 BOND for each citizen on the Central Square minus the number of guards. *Broken* guards are not counted. Revealed traitors are counted.

Control Nexus district
Cost: 2 **BONDS**.
Reposition 1 district. Only a district with at least 1 free side can be repositioned. Each district must be connected to at least 2 other districts after repositioning.

Grand Citadel district
Cost: 2 **BONDS**.
Draw 1 directive card.

Tower of L.A.W. district
Cost: 2 **BONDS**.
Publish 1 directive from your hand. There cannot be more than 3 directives published at a time.

HERO ACTIONS

INCITEMENT
Cost: 1 **TRUST**/guard in the district.
Increase discontent by 1. May only be taken in minor districts.

STANDARD ACTIONS

Attack a guard
Attack 1 guard in your district. Pay as much **TRUST** as you wish and roll the **assault die**. If the amount paid is equal or more to the die result, the guard is *broken*. If the amount is less or a **shield icon** is rolled, the attack fails.

Identify famous citizens
Cost: 1 **TRUST**/guard in the district (per citizen identified). Check the chosen citizen token (or tokens) and put it back with the green indicator visible.

Move famous citizens
Cost: 1 **TRUST** for each district a citizen exits.
Move 1 or more citizens from your district to any districts.

Gain trust
Receive 1 TRUST. This may be useful when a hero cannot take any action due to lack of trust or they want to have more trust in the next round.

Start a riot
Cost: 1 **TRUST**/guard for each *unidentified* citizen in the district. Reveal all citizen tokens in this district.

Success: More *active* citizens than guards and traitors. All guards are *broken*. Place a **riot token** on the district.

Failure: Guards and traitors equal to or more than *active* citizens. The Master Plan advances by 1. The GM may immediately **arrest** any of the active citizens for free.

SPECIAL ACTIONS

Central Square district

Cost: 1 **TRUST**/guard in the district.

Discontent rises by the number of citizens in the district minus the number of guards. *Revealed* traitors are not counted. If there are equal to or more guards than citizens, this action has no effect.

Control Nexus district

Action A: Reposition a district.
Cost: 1 **TRUST**/guard in the district.

Action B: Any 1 hero (including yourself) **receives 3 TRUST.**
Cost: Free.

Grand Citadel district

Action A: Discard an unpublished directive.
Cost: 1 **TRUST**/guard in the district.

View the directive cards in the GM's hand and remove 1 from the game. The Revolutionaries may view the cards together before the person who took the action makes the decision.

Action B: Return 1 arrested citizen to any district.
Cost: 1 **TRUST**/guard in the district.

Randomly take 1 of the *arrested* citizen tokens, secretly view it. and place it on a free square in any district as *identified*.

Tower of L.A.W. district

Action A: Cancel a published directive.
Cost: 1 **TRUST**/guard in the district.

Discard a published directive card of your choice.

Action B: Any 1 hero retrieves a forfeited access card.
Cost: 1 **TRUST**/guard in the district.

Choose any hero (including yourself) to return 1 of their forfeited access cards to their hand. It is not shown to the GM.

DETAINMENT

A hero can be **detained**:

- If they end their movement in a district with a raid token.
- If they are captured by guards while moving between districts.

Each hero can only be *detained* once per round. If a hero is captured by the guards while moving to a district with a raid token, it is still considered 1 detainment, not 2.

When a hero is detained, the GM chooses an options:

Option A: Advance the Master Plan by 1. Then the *detained* hero may proceed with their turn (they are considered *detained* for certain effects for the rest of the round).

Option B: The detained hero's turn is finished and they can take no actions this round. The GM also chooses and applies 1 **punitive measure**:

a. **No trust!** The hero discards all their **TRUST** and the GM collects the same number in **BONDS**.

b. **No access!** The hero places the access card they chose for this round facedown with the other forfeited access cards.

ACTIVE & INACTIVE CITIZENS

If the number on a citizen token is less than or equal to the current stage of discontent, that citizen is *active*. If the number is higher, the citizen is *inactive*. **Only *active* citizens join riots.**

VICTORY AND DEFEAT

The Revolutionaries immediately win on the 3rd successful riot. There are 2 ways to do so:

- Successful riots in 3 different districts.
- Successful riots in 2 different districts, and raising discontent to riot stage (the red circle in the end of the discontent track).

The GM immediately wins when the Master Plan is completed (its pointer reaches the highest position on the Master Plan track, marked with XII).