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Page 1: Rules summary	Jan 2014
Print on card (ensure you are printing at 100% scale) laminate and trim to size.	

CITY OF REMNANTS

SETUP

Use the side with some blocked-off squares for a 3 player game, and the other side for a 2 or 4 player game. Outer spaces on the board (red) are **Slums**, the middle ring (blue) are **Midtown**, and the inner spaces (green) are **Heights**.

Separate the 4 sets of 10 **starter cards**. Each player chooses (or is randomly assigned) a **gang leader** and his matching deck, **player mat**, and **figures**. Return unused starter cards to the box.

Shuffle your starter cards to form your draw pile, and draw 4 cards as your starting hand.

Place a **turn tracker token** on the 0 space of your turn track and an **influence tracker token** on the 4 space of your influence track. Place 7 of your figures on the gang member pool.

Each player chooses a different side of the board. The space in the centre of your side with the crosshairs is your gang's entry space.

Shuffle the remaining unit cards to create a facedown **gang member deck** and turn the first 4 cards faceup in a row next to the board. Shuffle the black market cards to create a facedown **black market deck** and turn the first 4 cards faceup in a row next to the board.

Separate the 18 **development draft cards** into their 3 different types (red Slums, blue Midtowns, and green Heights). Randomly select 3 cards of each type and lay out all copies of the matching development tiles, along with the cards, next to the board. All other developments are returned to the box.

Create a pool of **ARC tokens**. Each player takes **2,000 ARCs**.

Create a pool of **product tokens** and a pool of **renown tokens** with a total value of 200.

Shuffle the YCU coordinate cards to create a facedown **YCU coordinate deck**. Place the **YCU alert reference card** next to the deck. Put all the **YCU tokens** in the cloth bag and shuffle them.

All players roll the 6-sided die; the highest roller receives the first player token (on a tie, all players with the highest roll reroll).

The game is divided into **rounds**, each of which is divided into 4 **phases** that must be played in order.

RESET PHASE

Skip the Reset Phase on the first turn of the game.

All players may discard any number of cards from their hand into their discard pile. Then shuffle your discard pile and place it facedown under your draw pile. Finally, draw enough cards from your draw pile so you have a number of cards in your hand equal to your influence.

The player with the first player token passes it to the player on his left.

Each player receives 2,000 ARCs.

Discard all remaining faceup black market cards and draw 4 more faceup. Discard all remaining faceup gang member cards and draw 4 more faceup.

PLAYER TURNS PHASE

Starting with the first player and going clockwise, each player takes a turn, until each player has taken 4 turns. If it is your turn and your turn track is already on turn 4 (because you recruited gang members outside of your turn) skip your turn.

During your turn, select one action to perform from among the actions on your player mat.

You can also play one or more cards from your hand at any time during your turn. After playing a card, discard it. Cards with the word *Battle* in their special ability only trigger when played into a battle; those without the word *Battle* do not trigger when revealed in battle.

After you have finished taking your turn, advance your turn tracker token one space on your turn track. Once all players' turn trackers are on the 4 space of this track, the player turns phase is over.

YUGAI PATROL PHASE

Return any YCU (Yugai Control Unit) tokens on the board to the bag and shuffle them.

The first player **draws and reveals 2 YCU coordinate cards, then randomly draws YCU tokens** from the bag, one at a time, placing one on each of the coordinates listed on the cards.

After all the tokens are placed, if one or more of the tokens was placed on a space occupied by a player's figures, that player must immediately battle them.

You may battle YCU in any order. If more than one player has to battle YCU, the player currently highest on the turn order (starting with the first player and going clockwise) conducts all of his YCU battles first before moving to the next player.

All YCU battles are resolved in this phase. Any YCU that aren't defeated during this phase remain on the board until they are defeated, or until the beginning of the next Yugai Patrol Phase.

AWARD RENOWN PHASE

Players collect renown tokens for the board spaces and the developments they control that offer renown awards. You may conceal the values of your renown tokens.

If you should gain renown and there are not enough renown tokens left to claim, count up the renown you would have received and add it to your current total to find your total renown score for the game.

The game is over at the end of a round in which there are not enough tokens for players to claim in the renown phase.

ACTIONS

Recruit

Select one of the 4 faceup gang member cards and declare your intent to recruit that gang member.

Starting with the player to your left and going clockwise, each other player who still has at least one turn left in this round may bid on that gang member.

If no player bids, you recruit the gang member for free.

The first player clockwise may bid on the gang member by announcing the number of ARCs he is willing to pay for him. Subsequent players may choose to raise the bid by any amount or pass. If you pass, you drop out of the bidding. Continue going around the table until all but one of the players have passed.

The remaining player pays his bid and recruits the gang member. If you recruit a gang member outside of your turn, advance your turn tracker one space on your turn track.

If the player who declared his intent to recruit is outbid, it is still that player's turn; he selects a different gang member to attempt to recruit, and continues to do this until he has successfully recruited a gang member.

If there are no faceup gang member cards when you announce a recruit action, you must reveal the top card of the gang member deck and attempt to recruit that card.

When you recruit a gang member, add its unit card to your hand and place one figure in your gang member pool.

Buy

Buy one black market card from among the 4 faceup cards next to the black market deck. Pay that card's ARC cost and adds it to your hand.

If there no faceup black market cards, you cannot buy a black market card.

In addition, during a buy action, you may buy renown tokens for 3,000 ARCs each. You may buy a number of renown up to your influence value during each of your buy actions.

Produce >>> Develop

You may carry out the effects of each development you control that has a produce >>> develop special ability.

You may then **build a new development** from among those available next to the board by paying its ARC cost and placing its tile on the board. You cannot place a development on one or more spaces that already contain a development, and it must be placed on spaces that match that development's level restriction. You may place a development on a space that contains figures (move them on top of the tile).

Placing a development tile does not give you control over it; you must have at least one figure on each space of the board that the development tile occupies.

Sell

You may sell (discard) product tokens on developments you control to gain ARCs. You may only sell a number of products equal to your influence.

The development tiles with products on them detail how many ARCs are gained from selling those products.

Refresh

You may **refresh your cards** in the same way as you do in the Reset Phase of every round. Discard as many cards from your hand as desired into your discard pile, then shuffle your discard pile and place it facedown under your draw pile. Finally, draw enough cards from your draw pile so you have a number of cards in your hand equal to your influence.

Move

You may move a number of your figures equal to your influence, each up to 3 spaces.

You must complete a figure's movement before moving the next figure. A figure cannot end its move on a space that already contains 2 figures that you control. A figure cannot move diagonally.

You may move a figure from a space on the board to another (legal) space, or from your gang member pool onto your entry space (this counts as having moved one of that figure's 3 spaces)

If you move a figure into a space that contains one or more enemies (ie, figures belonging to other players, or YCU tokens) that figure's movement stops. You can never move your figures into more than one space containing enemies during a single turn.

At the end of a move action, a **battle** takes place in any space that is **contested** (ie, has more than one player's figures on it).

Battling Another Player

When 2 players battle over a contested space, the **attacker** is the player whose turn it is. He starts the battle by laying all of the cards he wants to play into that battle facedown in front of him.

You may choose to lay down a number of cards up to his current influence from either his hand, the top of his draw pile, or a combination of both (he cannot look at cards he is sending to battle that come off of his draw pile).

The other player involved in the battle is the **defender**. After the attacker has laid down his cards, the defender lays down the cards he wants to send to battle in the same way as the attacker (and also limited by his influence).

Once both players have laid their cards down for battle, the attacker reveals his cards and triggers any *Battle* special abilities. Then the defender reveals his cards and does the same.

Next, both players roll a number of **battle dice** equal to the number of figures they have in the contested space and each orthogonally adjacent space.

Players add the result of their rolls to the total attack value of their cards (dependent on the player's color) to come up with their total attack value for the battle. Whoever has the higher attack value is the winner. If the attack value totals are equal, the defender wins.

After a battle, if the space is still contested, another battle takes place there until only one player's units remain.

Battling Yugai Control Units

Add the attack values of all the YCU tokens in a space to find the total YCU attack value of *each* token in that space. If you must battle more than one YCU, battle them one at a time in an order of your choosing.

Lay down the cards you want to send into battle (using the same rules as battling another player) and then reveal them. Then roll a number of battle dice equal to the number of figures you have in the contested space and each orthogonally adjacent space.

Add the results of your roll to the attack value on your cards. If the total is equal to or higher than the YCU attack value, you have defeated that YCU; return it to the bag, roll the 6-sided die, and refer to the YCU alert card. If this results in more YCU units being placed, resolve any battles begun by these new units.

If your total is lower than that of the YCU token, you are defeated.

After a battle, if there are still contested spaces, battles continue until there are no contested spaces left.

Instead of battling a YCU, you may **bribe** it by paying a number of ARCs equal to its bribe value and placing the token back in the bag. You do not roll a die afterward.

Defeat

If you are defeated in battle with another player or a YGU token, you must remove one of your figures on the contested space and place it back into your pile of unused figures. You must also remove one of the unit cards you played in the battle from the game (return it to the game box).

If you played no cards in the battle, you must choose and remove one gang member card from his discard pile. If you have no discard pile, you must choose and remove one gang member card in your hand or you may search your draw pile for a gang member card to remove from the game (if you search your draw pile you must shuffle your draw pile afterwards).

A card removed from the game must be revealed to all players.

GAINING INFLUENCE

As soon as you meet one of the conditions listed on your player mat that allows you to gain influence, announce this and advance your influence marker one space on its track.

You can never lose influence once it is gained, even if you cease to meet the conditions whereby you gained it, and you can never meet the same condition twice.

VICTORY

During the Award Renown Phase, if there were not enough renown tokens for all players to claim the renown they earned for the round, those players add the renown they would have claimed to their current total of tokens.

Each black market card you have at the end of the game is 1 worth renown. The result is their final score. The player with the highest renown total wins the game.

If 2 or more players are tied for highest renown total, the tied player with the most ARCs wins.