

CITY OF DEMONS



Your tribe's survival hinges on accessing hidden knowledge deep within a ruined city's tech center. As the bravest Runner, you must sprint to the city's core, collecting beacons, information, and junk with which to craft bizarre gear. You must endure scalding pockets of radiation and evade the lurking creatures known as Demons that grow deadlier near the city's center. Reach the core before a rival runner and secure your tribe's future.

by **Jim DuBois**



**NIGHTINGALE
GAMES**

HOW TO WIN

City of Demons is a fast-paced, dice-rolling, push-your-luck game for 2 players, lasting 10 to 20 minutes. To win the game, activate the **Control Room** on level 5 before the other player.

COMPONENTS



City Map



5 City Dice, 1 Underground Tunnel Die



Purple Runner
(left-facing)
(Runner Mat &
Runner Disk)



Red Runner
(right-facing)
(Runner Mat &
Runner Disk)

36 Gear Cards



This Rulebook

- ■ ■ ■ 4 Skill Cubes
- ■ ■ ■ 36 Junk
- ■ ■ ■ 20 Health
- ■ ■ ■ 20 Beacons
- ■ ■ ■ 20 Info

SETUP

LAYOUT THE CITY MAP, DICE, GEAR AND RESOURCES:

1. Put the **City Map** in the center of the table between the two players.
2. Place the **5 City Dice** on the boxes numbered 1-5 in ascending order according to the number of dots on the arrow die-face, i.e., place the City Die with one dot by the **OUTER PERIMETER**, and so on... until filling the **TECH SECTOR'S** square.
3. Place the black **Underground Tunnel Die** in the space marked **TUNNELS**.
4. Form a nearby **Token Supply** of Beacons, Info, Junk, and Health.
5. Shuffle the **Gear Deck** and place it face down near the Camps (off the City Map).

THE RED AND PURPLE RUNNERS START WITH SKILLS & RESOURCES:

6. Place the 2 **Runners** on the purple and red dots in the **OUTER PERIMETER** on the City Map.
7. Each player places a **Runner Mat** in front of them. A Runner's direction and color should match what is shown on the City Map.
8. Players each put **3 Health** on their respective Runner Mats.
9. Each player starts with **2 Skill Cubes** on the lowest **Skill Track** tiers (**MAX RUNNER HEALTH = 3**, **DEMON EVASION = 0**).
10. Pick a player to go first. The first player puts **1 Info** in the **INFO** section of their Camp. The second player puts **2 Info** in their Camp.
11. The first player puts **1 Junk** in the **JUNK** section of their Camp. The second player puts **2 Junk** in their Camp.

Place City Map

1

Place City Dice

2

Place Underground Tunnel Die

3

Purple
Player



Place Runners

6

Place Runner Mats

7

Red
Player



Place Starting Health

8

Place Skill Cubes

9

Place Starting Info

10

Place Starting Junk

11

Place Token Supply

4

Place Shuffled Gear Deck

5



ON YOUR TURN

On your turn, you have options depending on your Runner's current location:

@ **CAMP**: You may start a run by going into the SWAMP towards the city, or stay at Camp and fix Gear. See page 7 for more on the Camp.

@ **SWAMP**: Move to the OUTER PERIMETER. Then roll and resolve that city level's die.

@ **one of the 5 levels of the City**: Roll and resolve that city level's die.

Alternatively, you may **enter the Underground Tunnels** from any location (before moving or rolling), even from the Camp.

A run is all the turns a Runner spends in the city before returning to camp.



UNDERGROUND TUNNELS

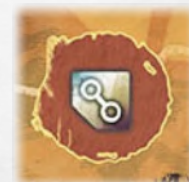
If you decide to enter the Underground Tunnels, roll the Underground Tunnel die, then do what it says. While delving below the surface, your Runner Disk stays in position, unless moving forward to the next City level by rolling a 'GO IN' arrow. **You can't take any 'End of Turn' actions while in the Underground Tunnels**, but you may roll again on the same turn, as many times as you choose. Once you decide to leave the Underground Tunnels (i.e., stop rolling the black die), you must resolve a normal action for your location (rolling a die, getting Junk if in the SWAMP, etc.) and then, finally, take any 'End of Turn' actions now that you have resurfaced.

Beware! The Underground Tunnels are filled with radiation and should maybe be avoided at first, but if you need to rush to catch up later in the game, they might be your only option!



GAINING INFO OR JUNK FROM CITY MAP

Usually, if you move onto a level that shows a resource icon, you gain 1 of that resource type (1 Junk or 1 Info). You don't gain the resource if you entered the level due to being stunned, nor if you entered via the Underground Tunnel die. However, when you decide to leave the Underground Tunnels, you DO gain the resource if it is shown at your Runner's current location.



DICE SYMBOLS

Below is a key explaining what happens when the symbol shows face up on a die roll:



RADIATION - Discard 1 **Health** from your Runner Mat.



INFO - Put 1 **Info** in the Info Section of your Camp.

- The runner relayed the info back via relay, so it doesn't get lost.



BEACON - Put 1 **Beacon** on your Runner Mat.

- Beacons are devices left behind by the old inhabitants of the city, that emit weird directional pulses.



JUNK - Put 1 **Junk** on your Runner Mat.

- The runner is lugging it around.



DEMON - Lose 2 **Health** per Demon symbol showing.
If you evade all Demons, then gain 1 **Beacon**.



GO IN - Put 1 **Beacon** on your Runner Mat AND go in to the next higher numbered city level.

Exception: if you are on level 5 and roll a 'GO IN', it leads your Runner through a twisty passage, ending up in level 4. In all other ways, the curved arrow on level 5 counts as a regular GO IN arrow.

The number of Demons on a die is equal to the level, so it gets more dangerous as you go in.



Example A: Lose 4 **Health**, unless you can evade the Demons. If you evaded 1, you would still lose 2 **Health** from the other. Regardless, place 1 **Info** at Camp.



Example B: Gain 2 **Junk**, 1 **Info**, but lose 2 **Health** due to Radiation.

Do all the effects for each instance of a symbol shown on a die face. They all happen, even if one or more of them would cause you to lose your last **Health**.

GETTING STUNNED

If you would lose your last **Health**, instead you are stunned...

- Set your **Health** to 1;
- Discard 1 **Beacon** and 2 **Junk** (from your Runner Mat);
- Move out 1 level (do NOT collect Junk or Info).

If you would move out when on level 1, **move all the way back to Camp**, instead of the Swamp.

You can't take end-of-turn actions when you are stunned, except decide to stay in your current location, or return to Camp. You may play Gear (but not spend Info) to prevent being stunned.



SET
HEALTH
TO 1

DISCARD
1 BEACON
and
2 JUNK

MOVE
OUT
1 LEVEL

SKILL TRACKS

You have two Skill Tracks at your Camp.

MAX RUNNER HEALTH: A Runner will start with **3 Health**, but this can be boosted up to a maximum of 6 (by spending Info, *see page 6*). When you boost this track, your current Runner also gains **1 Health** immediately.

DEMON EVASION: This track (ranging from 0 to 3) shows how many Demons you can evade on a roll.



END OF TURN

After resolving a City level die or gaining a Junk in the SWAMP, you may take any of the actions listed below in any order:

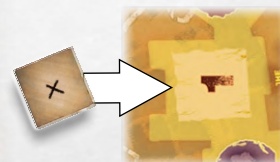
- ☐ **Activate any of your Gear** that doesn't have any specific limits of when to use it.
- ☐ **Spend Info** to boost either Skill Track or to gain **1 Beacon**. (No limit, if you can afford it.)
 - **Spend 3 Info:** Move up 1 level on the MAX HEALTH TRACK. Gain **1 Health**.
 - **Spend 4 Info:** Add **1 Beacon** to your Runner Mat.
 - **Spend 5 Info:** Move up 1 level on the DEMON EVASION TRACK.

- ☐ **Spend Beacons** on *exactly one* of the following activities:
 - **Discover a Junk Cache:** Add **2 Junk** to Runner Mat per Beacon discarded.
 - **Discover an Info Cache:** Add **1 Info** to Camp per Beacon discarded.
 - **Activate a Secret Location:** (*see p. 8*)
 - **GO IN 1 Level:** Move your Runner to the next level, but your turn ends (i.e., you may NOT spend additional Beacons).

- ☐ **Stay or Return to Camp:**
 - **Staying in the City:** If you opt to stay in the City, just end your turn.
 - **Stuck in the Swamp:** You must end your turn here.
 - **Return to Camp:** If you decide to return to Camp, do the following:
 1. Discard all your Beacons (including any on your side's Surveillance Node, *see p. 8*).
 2. Move all Junk from your Runner Mat to your Camp.
 3. Put your Runner in your Camp (inside the circle).
 4. Heal your Runner to its MAX RUNNER HEALTH (according to your Skill Track).
 5. Optionally fix Gear and/or draw new Gear (*see p. 7*).

RETURNING THE DIE

Return any die rolled die back in its square on the City Map to show your turn is over.



CAMP

If you start your turn at Camp, you may choose either:

- To stay at Camp and fix Gear,
- OR return to the City.

ARRIVING/STAYING

If you stay at your Camp or just arrived at the end of your turn:

FIX GEAR: You may fix Gear by placing Junk from your Junk Storage onto a Gear Card. When the required total Junk cost is accumulated (see the upper right corner of the Gear Card) discard all Junk on the Gear card back to the Token Supply. Move the newly fixed Gear to the City side of your Runner Mat. Fixed Gear is always with your Runner.

DRAW NEW GEAR: Only once your current Gear is fixed, you may spend **1 Junk** to draw 2 new pieces of Gear and pick 1 to start fixing. Put the newly chosen Gear Card face up in your Camp with the **1 Junk** just spent resting on it (applied towards its cost). You may immediately start fixing this new Gear in the manner described above. Unfixed Gear can't be used yet, and stays behind at Camp. If the Gear Deck is empty, shuffle the discard pile and form a new Gear Deck.

- If you completely fix one of the drawn Gear Cards and have Junk left, you can pay **1 Info** and start fixing the second Gear Card by placing Junk on it, whether you can finish it now or not. Otherwise, discard the second Gear Card.
- If you don't want to fix either of the drawn Gear Cards, you don't have to. Discard them both and keep your Junk.
- You can only draw new Gear to fix once per turn, regardless of how much Junk you have.



RETURNING TO CITY

If you leave Camp and return to the City:

JUNK: Some Gear requires Junk to use. If you want a Runner to bring Junk, then transfer any amount from your Junk Storage to your Runner Mat.

MOVE RUNNER: Place your Runner in the circle just outside of level 1, in the SWAMP. You don't roll a die this turn but your Runner gains **1 Junk**. On your next turn, you will move your Runner to level 1, the OUTER PERIMETER, and roll the die. If you enter the SWAMP at other times, gain **1 Junk** and end your turn. Of course, you could enter the UNDERGROUND TUNNELS instead of moving to the SWAMP... if you are desperate.



SECRET LOCATIONS

As an end-of-turn action, spend the shown amount of **Beacons** to activate your Runner's current Secret Location.

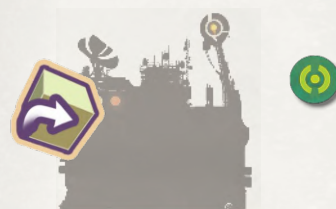
MED CENTER

Discard 1 Beacon to replenish the Health on your Runner Mat to match your Maximum Health. Also gain 1 additional Health beyond your normal maximum (lasting for the current run only).



SURVEILLANCE NODE

Spend 1 Beacon and place it as a marker on your side of this level. For the rest of the run, when you roll a die, you have the option to discard a Beacon from your Runner Mat to reroll it (before taking any actions). You can do this as many times as you can discard Beacons. Remove the marker Beacon if you return to Camp.



DEFENSE NODE

Discard 2 Beacons and move your opponent's Runner to the OUTER PERIMETER if that Runner was in the City. The displaced Runner may not take any actions until it is their turn.



EQUIPMENT LOCKER

Discard 2 Beacons to draw 2 Gear Cards, and give them to your Runner. They come in fully fixed and may be used as soon as appropriate.



CONTROL ROOM

Discard 5 Beacons to immediately win the game!



NOTES ON GEAR

TRACKING GEAR EFFECTS: If you need to keep track of the effect of a Gear Card, such as the *Temporary Armor*, the *Radiation Pills*, or the *Stim Drug*, which are discarded to activate them, you can keep them nearby and if needed, add Health Tokens to track number of uses. Once per run items may be flipped face-down when used, or turned sideways, and restored at the start of your next run.

TIMING GEAR USAGE: Unless a Gear Card has a particular time it says it may or must be used, your Runner may only activate Gear at the end of your turn. Particular times are, “when encountering a Demon”, “at the end of your run”, and so forth.

ANDROIDS: There are a few Android Gear Cards that can optionally be assigned damage, in place of your Runner. Once an Android has reached maximum damage, discard it, but until then it still functions. It doesn’t heal between runs though, so track its damage by placing Health Tokens on it.

CARD INDEX



SOLO RULES

SETUP

Set up the game as usual, including both Runners, but use only a Runner Mat for yourself. You are considered player 1, so put **1 Info** and **1 Junk** onto your Camp. Additionally, add **1 Health** (NORMAL DIFFICULTY) to the opposite side of level 5. This serves as a countdown for the Automated Player [AP].

AUTOMATED PLAYER

You, the player, take your turns as normal.

The AP doesn't collect resources or Gear or roll the die. The AP goes in to the next level if one of the following happens:

- You decide to leave the City.
- You get stunned.
- You start at Camp, and decide to stay and draw Gear instead of returning to the City.

The AP rolls the Underground Tunnel die once if one of the following happens:

- You roll a "GO IN" while NOT in the Underground Tunnels.
- You start your turn on level 5, and haven't won at the end of your turn.
- You come up from the Underground Tunnels.

If there is a "GO IN" on the resulting roll, the AP goes in. Ignore all other symbols on that die.

Once the AP has gone in (for any reason), it then rolls the die of its current level. If it rolls a "GO IN", then it goes in again. Continue rolling until it stops going in. The AP may get to roll the Underground Tunnel die or move more than once on your turn.

Example 1: You decide to enter the tunnels. You come up on level 4 because you are at 1 Health. The autoplayer rolls the tunnel die. Then you roll the die of level 4. If you roll a "GO IN", you do that, then the AP rolls the Underground Tunnel die again.

Example 2: You get stunned, so the AP goes in, then checks for bonus moves. Then you decide to leave the city. The AP goes in again, then checks for bonus moves.

END GAME

If the AP moves onto level 5 as part of its move, in any way, then check to see if it has won. If there are any Health on its side of the level, remove one and move the AP to the SWAMP and the game continues. If there are no Health on level 5 when the AP arrives, then it wins, and the game is over.

SOLO DIFFICULTY LEVELS

The number of Health on the AP's side of level 5 indicate how many times it must reach that level before its final winning time. Add more Health during set up to make it easier, and add fewer Health to make it harder.

- | | |
|------------|--|
| Easy: | 2 Health |
| Normal: | 1 Health |
| Hard: | No Health but start the AP at its Camp |
| Harder: | No Health! |
| Very Hard: | No Health and start AP higher than level 1 |

ACTION TERMS

To **GO ON A RUN** is the period of time when you are in the City.

To **GO IN** a level means going from the level you are on to the next higher numbered level.

To **GO OUT** a level means moving your figure backwards one level closer to Camp. If you are on the **OUTER PERIMETER** or the **SWAMP**, going out any number of levels returns you to Camp and ends your run.

To **TAKE DAMAGE** means discarding a number of Health equal to the damage from your Runner Mat. A Runner is stunned if they would lose their last Health.

To **EVASDE DEMONS** means effects with the words "evade" or "evasion" were applied to all Demons on a roll.

To **REROLL A DIE** happens after you have seen the roll but before any effects happen.



CREDITS

Game Design: Jim DuBois

Graphic Development: Thomas Gale

Playtesters: Brett Constantine, Guy Constantine, Sarah Halper, Philip Kirlin, Greg Perham, Danica Phelps, Bob Wilson, John Tuttle, Evan Ray

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SUMMARY

DICE SYMBOLS

	RADIATION: Lose 1 Health	
	BEACON: Gain 1 Beacon	
	JUNK: Runner gains 1 Junk	
	INFO: Send 1 Info to Camp	
	DEMON: Lose 2 Health per X Gain 1 Beacon (if evading ALL)	
	GO IN: Gain 1 Beacon and go in 1 level	

ON YOUR TURN

Take action depending on your location OR enter the UNDERGROUND TUNNELS.

@ CAMP: Move to SWAMP and gain 1 Junk OR stay and draw Gear.

@ SWAMP: Move to the OUTER PERIMETER (level 1), then roll and resolve its die.

@ CITY LEVEL 1-5: Roll and resolve the die of your current City level.

END OF TURN

You may do any or all of the following:

- SPEND INFO (multiple times is ok)
- SPEND BEACONS (on 1 option)
- ACTIVATE GEAR
- RETURN TO CAMP (not from Swamp)

1. Discard Beacons from Runner Mat (& Surveillance)
2. Move Junk to Camp.
3. Move Runner to Camp.
4. Heal Runner to MAX HEALTH.
5. Optionally fix Gear then draw new Gear, if you have Junk left.

UNLIMITED



3 Info: + Max Health Skill
4 Info: +1 Beacon
5 Info: + Evade Demon Skill

UNLIMITED within TYPE



Beacon: +1 Info
Beacon: +2 Junk

ONCE per TURN



Beacons: Activate Location
Beacon: GO IN

FIXING GEAR

Finish fixing any Gear before drawing new Gear Cards.

If you are at CAMP and have at least 1 Junk, then you may draw 2 Gear Cards once per turn.

1. Choose 0 or 1 Gear Card to start fixing. Place Junk on Gear to show you are fixing it.
2. Optionally, spend 1 Info to start fixing the second piece of gear, if you can fully fix the first.
3. Discard any cards you can't or choose not to fix.



EVADING DEMONS

You can evade a number of Demons equal to your EVASION SKILL.

If you evade ALL Demons, gain a Beacon.



+



UNDERGROUND TUNNELS

You may enter the Underground Tunnels at the start of your turn from anywhere. If so, roll and resolve the Underground Tunnel die as many times as you want. Do not take "END OF TURN" actions until AFTER you've resurfaced and taken a normal action according to your location.



GETTING STUNNED

If you would lose your last Health, you are stunned instead:

- Set Health to 1.
- Discard 2 Junk & Discard 1 Beacon.
- Move out 1 level (or back to Camp if on 1st level).
- Skip all end of turn steps except for Return to Camp - which is still optional.

