



# CITY OF GEARS

By Chris Leder and Daryl Andrews

## Rulebook

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### Story and Goal

At the end of the 19th Century, a brilliant and wealthy inventor announced that he was building a gleaming city of the future — a utopian metropolis run by an intricate system of clockwork gears. Tragically, he passed away mere months before its completion, and his dream city fell into disrepair and ruin before it was ever set into motion. Now, decades later and armed with a workforce of automaton workers and moxie to spare, you and your rivals have built miraculous factories outside the derelict city, and you plan to uncover its secrets and finally make the dream a reality. The world is captivated by the prospects hidden within, but only one person will be remembered by history as the founder of the city. It's time to amaze the public, amass the most prestige, and bring to life the miraculous CITY OF GEARS!

# Components

- 16 Production Dice (4 each of Red, Blue, Yellow, and Green)
- 24 Automaton Worker Pawns (6 each of Red, Blue, Yellow, and Green)
- 80 Ownership markers (20 each of Red, Blue, Yellow, and Green)
- 36 Resource tokens (12x Charge, 12x Steam, 12x Gear)
- 30 Movement Tokens
- 4 Converter Development Cogs (in player colors)
- 40 Standard Cogs
- 4 Opening Day Cogs
- 1 Gear Bag
- 18 City Tile boards
- 4 Factory player boards
- 60 Prestige markers
- 9 Discovery Tokens

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## Setup

(#1) Each player chooses a color and takes the Production dice, Factory board, Automaton Worker pawns, Converter Development, and Ownership markers of that color. Place three Workers on the Factory board standing up (unlocked and ready) and one Worker in each of the three Locked spaces (lying down), to possibly be constructed later.

(#2) Place the Standard Cogs into the Gear Bag and mix them well. (#3) Place the four Opening Day Cogs to the side of the table; they will be added later (as soon as the last City tile is revealed). If you happen to leave some or all of the Opening Day Cogs in the bag between games, that is okay — just set them aside when they are drawn and add them back in when instructed.

(#4) Build the unexplored city by shuffling the City tiles and drawing nine at random, arranging them in a 3x3 grid face-down in the center of the table. Players should not see the tiles that go into making the city, and unused tiles should be returned to the box without being viewed. Place a Discovery Token on the indicated space on the back of each City tile.

(#5) Each player places their Factory board along the center of one edge of the city and places their Converter Development in one of the slots at the bottom of their Factory.

(#6) Place the Prestige markers and Resource tokens to the side of the table, where players can reach them.

(#7) Each player begins with three of their Resource Dice. The remaining Resource dice are placed in the general supply until they are unlocked.

The player who most recently discovered something should go first. Alternately a start player can be decided at random. (In a 3-player game, the starting player must be the one situated between the other two players).

Play now begins, starting with the first player, and proceeds clockwise.



# Gameplay

The game takes place in turns, with each turn following this sequence:

- 1) PRODUCE RESOURCES
- 2) TRIGGER CITY TILES
- 3) PERFORM ACTIONS
- 4) SPOIL OVERAGES

## 1) PRODUCE RESOURCES

Roll your available Production dice (three dice at the beginning of the game, and four after the entire City has been revealed) to gain Steam, Gears, and/or Charges as shown to use on your turn. You should spend the dice as though they are the resources they show. At the end of the turn, unspent dice are converted into resource tokens to store until next turn. Once per turn, you may use your converter development to convert any two resources into a single resource of your choosing.

**NOTE:** Split results showing two different resources provide one resource of the player's choice, not both.

## 2) TRIGGER CITY TILES

You may now spend the resources rolled in the previous step (as well as any stored resources on your Factory board) to bring the machinery of the city to life and reap the benefits! This process happens in two steps: Activate Tiles and Collect Link Bonus(es). You must have at least one Worker occupying a tile in order to activate it. You may only activate a given tile once per turn.

## a) Activate Tile(s)

Activate the special ability of a City tile by laying down one of your workers present on the tile and spending the resources shown in the lower left corner of the tile (The robot icon there displays that you must lay down a worker) Spent dice are set aside and spent tokens are returned to the supply. Follow the instructions on the tile to perform the tile's action.

To activate this tile, a player must have a Worker present on it and spend two Gear resources.

They will then gain two Charge tokens for immediate use.



## b) Collect Link Bonus(es)

After activating a City tile's main ability, you may then choose one of your Gear Links connected to the activated tile collect the Link Bonus from the connected tile (as shown under its nameplate). You may continue to cross over your Gear Links in a continuous line and collect the Link Bonus from each tile to which you are connected through your Gear Links. You do not need a Worker on a City Tile to gain its Link Bonus. You may not link across other players' Gear Links. Each City tile can only provide one Link Bonus per Tile Activation, and you cannot return through the same tile you have already used.



This tile's Link Bonus provides one Steam token from the supply

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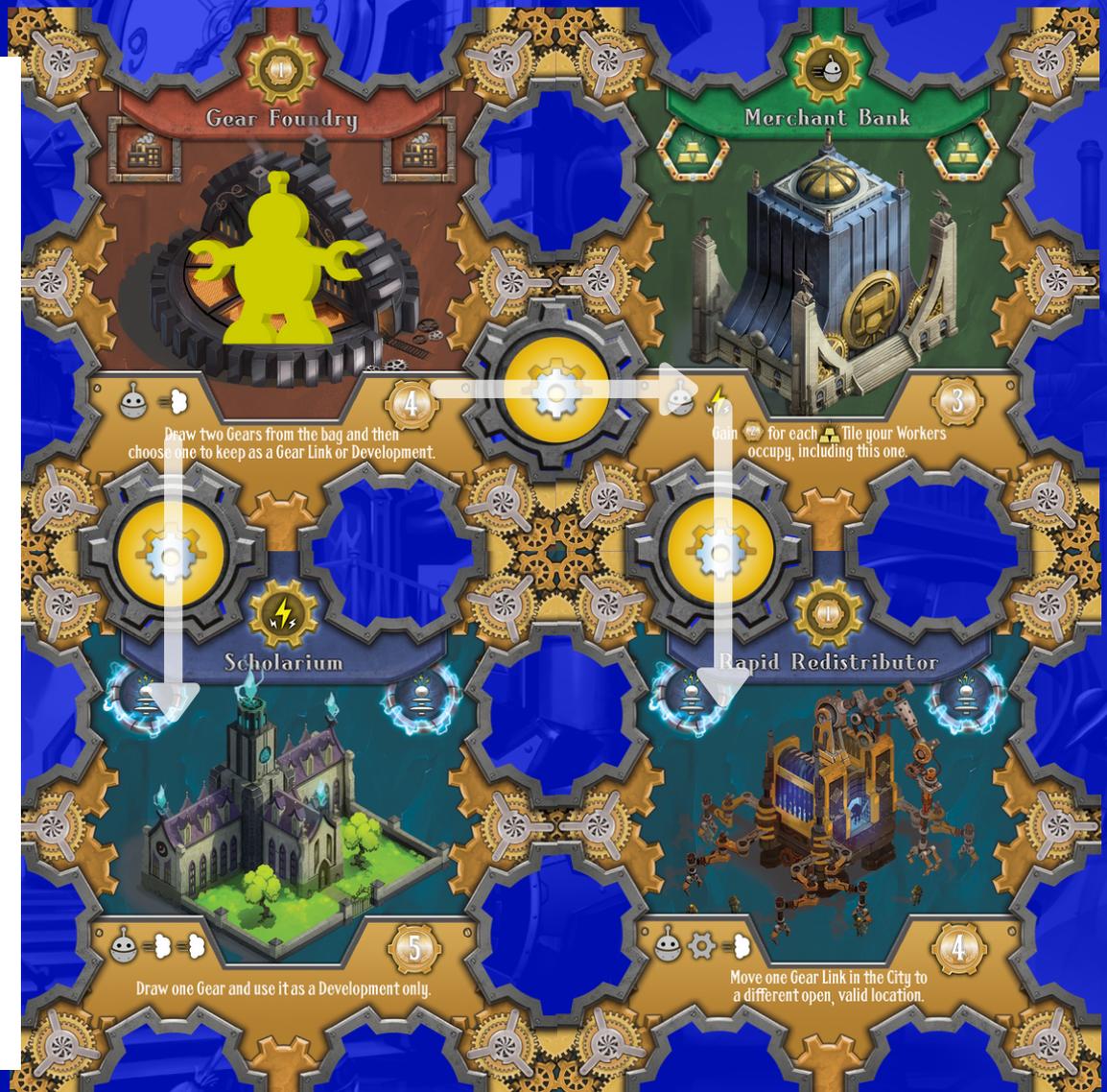
While collecting the Link Bonuses, any Steam, Gear, or Charge bonuses are collected from the token supply. Movement and Prestige bonuses come from their respective marker supplies as well. Reroll bonuses allow you to immediately reroll any number of unspent dice once.

You may activate any number of City tiles you occupy during a single turn, provided that you can pay the resource requirements to do so. Each activation begins a new Link Bonus Chain. The same tile can be chained through on separate activations.

## EXAMPLE

The Yellow Player chooses to activate the Gear Foundry, spending a steam to draw two gears and choose one to keep.

They can then choose to get EITHER the Link Bonus on the Scholarium, getting a Charge token, or the Link Bonuses on the Merchant Bank and the Rapid Redistributor, getting a Movement token and One Prestige



**IMPORTANT:** You must trigger all City tiles that you wish to before proceeding to the next step (PERFORM ACTIONS). Once you move a Worker, draw a Gear, or perform any other action, you cannot trigger City tiles for the remainder of your turn.

## 3) PERFORM ACTIONS

During the Perform Actions phase, you have a wide variety of actions at your disposal. These actions can be performed in any order and are limited in use only by the resources you have available.

### a) Move

Move one of your Workers across one Gear Link you own. You must spend either 1 Steam or 1 Movement Token to move a Worker in this way.

You can also Rapid Transit by spending 1 Charge to move your workers across ANY NUMBER of gear links you own.

If you move a worker onto a face-down City tile, the new tile is revealed (flipped over) and you claim the Discovery Token on it (worth 2 Prestige).

### b) Draw and Place Cog(s)

Spend one or more Gear resources to draw an equal number of Cogs out of the bag. Look at the drawn Cog(s) and choose to use them in one of two ways:

- **AS A GEAR LINK:** Place the Cog (with gear side up) on a valid, open connection spot between two City tiles, or between your Factory and a City tile. Then, place one of your ownership markers on the new Gear Link. This creates a "bridge" across which you can move your Workers.

**IMPORTANT:** You must have a worker on at least one of the City or Factory tiles touching the spot where you place the Gear Link. You may not place Gear Links on the outer edges of the building tiles. You may not place Gear Links connecting to opponent's Factory Boards.

- **AS A DEVELOPMENT:** Place the Cog (with Development side up) in a free slot at the bottom of your Factory and immediately and permanently gain the benefit printed on the token. Unless otherwise noted, each Development can only be used once per turn.

Factories can only hold 6 unique Developments. If you have filled all 6 Development spaces on your player board filled, you may still develop but must discard a previously kept Development. (The discarded Development is removed from the game. You may discard a Development you already activated this turn)

You may place a maximum of two Cogs per turn: **ONE** Gear Link and **ONE** Development, even if you are able to draw more than two Cogs from the bag. The benefit of drawing more than two Cogs is that you gain a better selection of Developments from which to choose. Cogs in excess of those used for Gear Links or Developments are returned to the bag. **IMPORTANT:** All Cogs must be drawn simultaneously. Once a player has drawn any Cogs for the turn, they may not go back in and do it again.

### c) Overcharge

Spend Charge resources to overcharge an opponent's Worker or Gear Link and remove them from the City.

- **DESTROY:** Spend one Charge resource to return an opponent's Worker that shares a space with one of your workers to its owner's Factory. This worker is still ready and available for use on your opponent's future turns.
- **DEMOLISH:** Spend two Charge resources to remove an opponent's Gear Link from a space adjacent to a tile occupied by one of your Workers. The destroyed Gear is permanently taken out of the game, and the ownership marker goes back to its owner.

### d) Construct New Worker

You may increase your workforce once per turn but spending the prestige indicated on your Factory board. The required Prestige markers spent are returned to the supply and the newly unlocked Worker is stood up, ready to use. Workers are unlocked from left to right (least to most expensive).

## 4) SPOIL OVERAGES

Each Factory has a limit of one of each resource (Steam, Gear, and Charge) as well as a “wild” storage space as indicated on the Factory boards. Beyond these limits, excess resources you have at the end of your turn must be returned to the supply. You may save unused resources from your dice by taking matching resource tokens and adding them to their Factory’s storage spaces.

**MOVEMENT:** There is no limit to Movement markers stored at a player’s factory.

**CHARGES:** You may cash in any remaining Charges at the end of your turn for one Prestige each.

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## PRESTIGE

Gaining Prestige is the goal of City of Gears, because the player with the most Prestige at the end of the game wins. There are multiple ways to gain Prestige:

- Revealing a new City tile (being the first to move a Worker onto it and flip it over) earns you a Discovery Token worth 2 Prestige. (Moving to a City tile after it has been revealed does NOT earn Prestige)
- Activating certain City tile abilities and gaining some Link Bonuses provides Prestige.
- Each Charge cashed in at the end of your turn earns you one Prestige.
- Owning a City tile at the end of the game provides a Prestige bonus, which is listed at the bottom right of the each City tile (described in detail further in these rules).

Whenever a player gains Prestige, they take a Prestige marker from the supply on the table. Prestige markers have a value of 1, 3, 5, or 10, and players can trade out the denominations during the game as they accrue more. Prestige markers should be kept face-down in front of each player so their value cannot be determined by other players until the end of the game.

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# OPENING DAY

When the ninth and final City Tile is revealed (flipped up to show its face), the City of Gears is rapidly nearing its Grand Opening to the excited public. Production ramps up, and the following changes take place immediately:

- All players will now roll four dice instead of three during each PRODUCE RESOURCES step for the rest of the game. The player who revealed the ninth tile immediately rolls their fourth die which becomes available for use this turn.
- Add the four (White) Opening Day Cogs to the Gear Bag. For the rest of the game, whenever an Opening Day Cog is drawn, it is set aside on the table where all players can see, and a replacement Cog is Drawn

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## ENDING THE GAME

The game ends immediately once the third Opening Day token is drawn. The player who drew the last Opening Day Cog does not finish their turn. No resources may be exchanged for Prestige once the third Opening Day Cog is drawn. The City of Gears is now open to the public!

**NOTE:** For a faster game experience, end the game after the second Opening Day Cog is drawn. Decide as a group beforehand if you want the abbreviated game.

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## DETERMINING A WINNER

As soon as the game ends, players go City tile by City tile, awarding Prestige to the tiles' owners. Prestige is indicated on the bottom right of each city tile in a Golden Gear. The owner of a City tile is the player with the highest combined total of Workers on and Gear Links connected to that tile. If this is tied, then the player with the most Gear links connected to it gains the Prestige. If this is still tied, all tied players gain the full Prestige.

All players collect Prestige markers from ENDGAME Developments based on the specific criteria.

Players reveal all their Prestige markers and add up their values. The player with the highest total Prestige value wins...and becomes the mayor of the gleaming City of Gears!

In the case of a tie, the winner is the player who owns the most City tiles.

If it is still a tie, all tied players share the victory.

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# CREDITS

Game Design: Chris Leder and Daryl Andrews

Game Development: Joshua Lobkowitz

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Playtesters: Matthew Roberts, Connie Roberts, Shane Myerscough, Tina Bushey, Jay E. Bushey, Steve Fraser, Casey Boyette, Andrew N. Mous, and many more.

Thanks for all your help getting this game to where it is today!

No automaton workers were harmed in the writing of these rules.



# GREY FOX

G A M E S

# Iconography Key

Charge Resource



Gear Resource



Steam Resource



Movement Token



Prestige Fronts and Backs



Discovery Tokens



Ownership Markers



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## Link Chain Benefits



Gain a Movement Token



Gain a Charge Resource



Gain a Gear Resource



Gain a Steam Resource



Gain a Prestige



Gain a Development Cog