

RETURN TO LIONSGATE CITY

“It's been nearly five decades since the war forced us underground. Those of us who remember the sky have kept the hope of a new life on the surface alive, and give those of us born in the dark a better world to dream of when the lights go out.

Life in the hole is rough; men and women, slowly losing sanity as they scabble through the dirt for something valuable, rushing to sell it before it gets stolen. Those of us still in our right minds know it's only a matter of time before we can't live here anymore.

So when the light came on, telling us that the gas had cleared and we could once again walk the surface, chaos broke out. The first out of the caves would be nearly a king, leading us to the promised land. We all wanted to be that king: Each with our crew of misfits, and ancient yet faithful engine, set out to find that fabled tunnel to a city we'd only imagined”

Components:

- Board
- 50 red cubes (iron)
- 50 black cubes (coal)
- 50 white cubes (zinc)
- 50 green cubes (copper)
- 30 orange cylinders (brass)
- 30 grey cylinders (steel)
- 50 gold bars
- 30 Bandit Tokens (purple)
- 30 Mercenary Cards (Poker-sized) (gold)
- 20 Bandit Cards (Poker-sized) (purple)
- 20 Cog Cards (Poker-sized) (grey)
- 10 Pipe Cards (Poker-sized) (orange)
- 4 Player Mats
- 4 score-track cubes (small) (yellow)
- 40 Share Tokens (in 4 colours)
- 16 Boxcars (in 4 colours)
- 4 Turn-Order Tiles (1-4)
- 27 Mining Tiles (8 rocks, 7 shovels, 6 pickaxes, 5 dynamite, 1 skunk)
- 6 Ghost Town Tiles

- 10 “+50” cards (Poker-sized)
- 10 6-sided dice
- 4 Engines (in 4 colours)

Words to Know:

- Goods – Ores and Alloys. Game Bits
- Ores – Cube-shaped Goods produced in Mines
 - Coal – Black
 - Iron – Red
 - Copper – Green
 - Zinc – White
 - Gold – Yellow
- Alloys – Cylinder-shaped Goods, produced by combining Ores in Factories
 - Steel – Grey, made from Iron and Coal
 - Brass – Orange, made from Copper and Zinc
- Caves – Towns, Mines, Factories, Workshops, and the Mercenaries' Guild. Board Spaces
 - Towns – Caves that give players Money in return for Goods
 - Mines – Caves that players can collect Ore in
 - Factories – Caves that Convert combinations of Ore into Alloys
 - Workshops – Caves that give players Upgrades in return for Alloys
 - Mercenaries' Guild – A Cave that gives players Mercenaries in return for Gold
- Tunnels – Connect Caves together
- Markets – Tracks of coloured, numbered squares in Towns
- Upgrades – Cogs and Pipes. Cards that are placed on Player Mats and change play
 - Cogs – Constant bonus to Team Skills
 - Pipes – One-time catastrophic effect
- Mercenaries – Cards with three Skills that are assigned to take Actions
- Skills – Engineering, Mining, and Fighting. How good your Team is at Actions
 - Engineering – Moving
 - Mining – Collecting Ore
 - Fighting – Defeating Bandits
- Actions – Anything you do in-game
- Money – Something you need to Win the Game. Tracked on Player Mats

Set Up:

- Fill the Town Markets by placing a Goods Cube on every numbered square of the same colour
- Give each player a Player Mat, four Boxcars (Only three go on the Mat), six Share Tokens, and a Money Track Pawn of one colour. Each player's engine is placed on the Mercenary Guild
- Put the supplies of Goods, (Coal, Iron, Copper, Zinc, Steel, Brass, Gold) the four decks of cards, (Mercenaries, Bandits, Cogs and Pipes) and the bag of Mining Tiles within easy reach of the play area.
- Randomly deal each player a Turn Order Tile to determine order of play

Drafting Phase:

- Deal five Mercenaries face-up onto the table.
- The first player takes one Mercenary, along with the Gold, adds one Gold to each remaining Card, then replaces the one he took with the top Card of the Deck.
- The rest of the players do the same in turn, continuing until each has a team of four Mercenaries.
- All players return their Gold to the supply, moving their Money Track ahead one space for each Gold collected in this phase.
- The player with the most Gold takes the First Player Tile, the player with the second most takes the Second Player Tile, and so on. In the case of a tie, the player with the lowest combined Mercenary Skills goes ahead.

Round:

- On your turn, first select one or more Mercenaries by tilting the Cards. These are your Assigned Mercenaries this turn.
- Choose what action you are going to take this turn: Moving your Engine, Mining for Ore, Loading or Unloading Goods, or Fighting off Bandits. (see “Actions” below)
- Resolve your action using the combined Skills of your Assigned Mercenaries.
 - You may choose to use any of your Assigned Mercenaries' Special Abilities, during your turn.
- The other players do the same in turn until all Mercenaries have been assigned.
- The first player to assign all of their Mercenaries takes the First Player Tile, putting it face-down so no-one takes it. Second player done takes the Second Player Tile and so on.

Actions

- **Moving:**
 - Each Tunnel has a Difficulty level, shown as a number in a blue circle. You can move your Engine to any Cave (Town, Mine, Factory, Workshop or Guild) on the board, as long as you can find a route with a combined difficulty lower than your Assigned Mercenaries' combined Engineering Skill.
 - Each Tunnel has two Tracks: one going each way. If the Track pointing in the direction you want to go is blocked by a Boxcar, you cannot Move through that Tunnel.
 - If your Engine moves through a tunnel with one or more Bandit Tokens in it, draw that many Bandit Cards, placing them face-up on your Player Mat. They don't do anything until your next turn.
 - If your Train moves through a Tunnel carrying Goods, add a Bandit Token to the Tunnel. If your Train is carrying Gold, add two. (You do not have to draw Bandit cards for tokens you placed in the same turn.)
 - For every five Goods your Train is carrying, put one Boxcar into play. When moving with Boxcars, move the whole Train together, then place the Boxcars in the most recent Caves and Tunnels the Train passed through this turn, leaving a trail that will block other player's movement.

- If you move fewer spaces than you have Boxcars in play, just keep the extra Boxcars in the same Cave as the Engine.

• Mining

- If your Engine is on a Mine, You may draw Tiles one at a time from the Mining Bag, up to the combined Mining Skill of your Assigned Mercenaries.
- If you draw a Skunk Tile, put all of the Mining Tiles you've drawn, as well as all the Tiles on the Risk Track, back into the bag. Your turn ends.
- Mining Tiles all have different symbols. Each Mine shows which tools can be used to mine for this kind of Ore.
- When you're done drawing tiles, count the number of tiles showing a usable tool. Place one Ore for each single tool drawn, three for each pair of matching tools, and five for each group of three.
 - Four matching tiles counts as two pairs, (worth six Ore) Five counts as a pair and a triple (worth eight Ore) and so on.
- When you're done drawing tiles, place the appropriate number of Ore Cubes on the Mine. If the Risk Track is at a multiplier more than 1x, multiply the amount of Ore you place.
 - You will need to take a Load action to put the mined Ore onto your Player Mat.
- Place the drawn tiles face-up in the Bottommost empty space on the Mining Risk Track on the left side of the board.
- If you put a Mining Tile on the “Reset” space on the Risk Track, return all Mining Tiles to the Bag.

• Fighting

- If you start your turn with Bandits on your Player Mat, you may fight them by rolling dice equal to your Assigned Mercenaries' combined Fighting Skill. You may discard any combination of Bandits whose combined Toughness is less than the number you've rolled.
 - Add the Bounty of every Bandit you discard this way to your Money Track.
 - Remove one Bandit Token from anywhere on the board for each Bandit Card you discard.
- Whether or not you choose to Fight, at the end of your turn, the Bandits steal as many Goods Cubes from your Player Mat as shown on all cards, starting from the Right.
 - If the Bandits ever take more Goods than you have, your Engine is Derailed. (see “Derailing” below”)

• Loading

- You may move up to five Goods from the Cave your Engine is in, to your Player Mat for each of your Assigned Mercenaries.
 - On your Player Mat are three sets of five Boxes. Each of these represents one of your Boxcars. Load goods in starting on the Leftmost Box, and put a Boxcar into play for each set of five Boxes that have Goods in them.
- You may only have 15 Goods on your Mat without any upgrades.
- When on a Town, you may not Load anything from the Markets.

• Unloading

- You may move up to five Goods from your Player Mat to the Cave your Engine is in for each of your Assigned Mercenaries. After unloading, slide your remaining Goods to the left to fill in any empty Boxes.
- If on a Town, you may Unload Goods of matching colour onto the leftmost open space of the Town's Markets. Add the number you covered to your Money Track.
 - Gold can be used in place of any other Good
 - Ghost Towns do not give Money for filling their Markets
- Also in Towns, if there are open Share Circles, you may Unload, then discard the number of Gold shown in the Share Circle to place Share Tokens from your Mat (One for Small Towns, Two for Large) onto that Circle.
- If you Unload Ore onto a corresponding Factory, it will be Converted into Alloy at the end of the Round.
- When you Unload two Alloy onto a corresponding Workshop, it is immediately discarded, and you may draw one Upgrade Card and put it on an empty space on your Player Mat. For every additional Alloy you spend you may draw another Card. (Though you may only take one Upgrade Card per turn) Unused Upgrade cards are placed on top of the deck.
- When you Unload five Gold onto the Mercenaries' Guild, it is immediately discarded, and you may draw one Mercenary Card, and either place it beside your current Mercenaries, or, if you already have four, you may replace one of your current Mercenaries. For every additional Gold you spend you may draw another Card. (Though you may only take one Mercenary Card per turn). Unused Mercenary cards are placed on top of the deck.
- You may Unload goods in any Cave, Even if they don't do anything there. They will remain there until picked up by you or another player.

Upgrade Cards:

- Cogs effect your Mercenaries' Skills, or somehow modify your Actions, for as long as they are on your Mat.
- Pipes can only be used once, and directly effect other players, or protect you.
- At any time you can remove an Upgrade Card that you no longer want.

Derailing:

- When your Engine is derailed, flip it on its side, discard one of your Upgrades, and take the Last Player Tile. Your turn is over. Any Goods on your Mat are dumped in the same Cave.
- If your Boxcar is Derailed, remove it from the board. All Goods in that Boxcar's spot on the Player Mat are dumped in the Cave it was Derailed in, or the Cave behind the Tunnel it was Derailed in.
 - If a Boxcar in the middle of your Train is Derailed, every Car after that is also Derailed.

Money Track

- The Money Track on your Player Mat goes from 0-49. Take a “+50” card when you go over 49, and start back at 0.

Clean-Up:

- Once all players have Assigned their whole Team, straighten Mercenary Cards and flip Turn Order Tiles face-up.
- Towns Consume: Remove the rightmost of each kind of Good from every Town's Market
 - If a Town is unable to Consume anything, place a Ghost Town Tile on it. Any Players with Shares in the Town receive their Tokens back, and immediately go down ten on their Money Track for each tile returned.
- Restocked Ghost Towns Awaken: If a Ghost Town's Markets are completely full, remove the Ghost Town Tile.
- Factories Convert: Replace every combination of Ore in a Factory, (Coal and Iron for the Steel Factory and Copper and Zinc for the Brass Factory) with the corresponding Alloy
- Shares Pay Out: If you have Share Tokens missing on your Mat, add the rightmost revealed number to your Money Track.
- Derailed Engines are righted: Any Engines that have been derailed are put back to normal.

Winning:

- You need to pay 100 Money in order to enter Lionsgate City. The first player to do this triggers the end of the game. All other players have one more Round to reach the City as well.
- When you enter Lionsgate City, remove your Boxcars from the board and add one to your Money Track for each Good you're carrying.
- At the end of the final Round, after Shares pay out, the player in Lionsgate City with the most Money wins.
 - If for any reason you are derailed in Lionsgate City, you are exempt from winning.

Two Players:

- During the Drafting Phase, only put out three Mercenary Cards, and draw until both players have six. Both players take a second Player Mat and set of Boxcars. Trains can have a maximum of six Boxcars, Teams can have a Maximum of Eight Mercenaries.

One Player:

- Instead of the Drafting Phase, deal yourself Eight Mercenaries before beginning play. Play as normal, but if more than half of the Towns on the board die, you lose.