CLOCKWORK WARS



RULEBOOK

Clockwork Wars

2–4 | 13+ | 60–120 Mins.

It is a time of civil war and chaos. The hybrid races have cast off their chains of subjugation and are embroiled in a desperate battle for independence and state supremacy. Environmental destruction from years of war has led to a world of limited natural resources, food shortages, and desperation.

Introduction

In Clockwork Wars, 2-4 players command a unique race of creatures in a tense war game set in a fantasy-steampunk universe. Take control of the calculating Purebreeds, the industrious Troglodytes, the mighty Rhinochs, or the proud Mongrels. Your goal is to vanquish your foes and accumulate the most victory points through seven turns of play. You earn points by fighting for control of territories that contain valuable natural resources. To win these battles, you need manpower gained by seizing villages and developing them into cities. Invest in research and discover astonishing new technologies, like Golems, Analytical Engines, and the wondrous Spire of the Gods. Position your troops, research powerful discoveries, employ espionage, and conquer your enemies to win the game!

Components

- 4 sets of colored wooden discs (red, green, white, blue; 32 each)
- 4 score markers
- 6 unique unit tokens (1 Operative, 1 Hunter, 2 Crashers & 2 Engineers)
- 4 screens
- 90 Influence Point tokens
  - 30 Sorcery tokens (15 1-IP and 15 3-IP denominations)
  - 30 Science tokens (15 1-IP and 15 3-IP denominations)
  - 30 Religion tokens (15 1-IP and 15 3-IP denominations)
- 1 turn marker
- 1 first player token
- 40 hex tiles, representing different territories (4 Capitals, 7 Villages, 5 Forests, 4 Lakes, 4 Towers, 4 Manufactories, 4 Shrines, 4 Citadels, 4 Barrens)
- 3 Court cards
- 3 general miniatures and cards: the Leviathan, Steamtank, & Guardian
- 45 Discovery cards & matching tokens
- 10 plastic stands for Discovery tokens
- 15 Espionage cards
- 1 game-board
- 6 Spymaster action tiles
- 1 deployment-orders pad
- 1 rulebook

The Races



Purebreeds (red): Centuries ago, human scientists created the hybrid races through a combination of genetic engineering and arcane wizardry. Outraged by this act of hubris, many civilians flocked to the priests who pronounced all hybrids an affront to God. The "Purebreeds" are dogmatic and militaristic humans who devoutly believe in their own genetic superiority. They want nothing more than to conquer the hybrids and suppress their rebellion. Their infantry don steam-powered armor in combat and can wield both sorcery and firearms with equal aptitude. The Purebreeds' unique unit is the Operative – a master of nefarious, covert operations.



Troglodytes (blue): Trogs are human-chimpanzee hybrids. They are bright, curious, and resourceful – interested in experimentation and the development of new technology. Due to infighting and distractibility, Troglodyte society tends to be volatile, and their villages are little more than junkyards. But in war, Trogs attack in overwhelming numbers and possess extraordinary cunning and tactical ability. The Trogs' unique unit is the Engineer – a brilliant researcher, adept in sorcery, science, and mysticism.



Rhinochs (white): Rhinochs are human-rhinoceros hybrids. Originally engineered by humans to serve as slaves for all forms of physical labor, the Rhinochs possess a deep hatred for the Purebreeds. They are fierce warriors, capable of valor and heroism in the face of insurmountable odds. A Rhinoch infantryman typically wields an enormous mace in one hand and a Gatling gun in the other. Their unique unit is the Crasher – a humongous berserk Rhinoch used as a devastating siege engine.



Mongrels (green): Mongrels are human-dog hybrids. Their fierce loyalty and sociality has led to a strong, interdependent society where discipline and dignity guide cultural progress. They are skilled spies and assassins, and utilize guerilla tactics instead of engaging enemies openly in large numbers. Their soldiers prefer blades and daggers to guns, which they consider vulgar and uncomfortably loud. In battle, their savage instincts and lightning reflexes make them formidable enemies. Their unique unit is the Hunter – a lone commando unit seemingly capable of appearing and disappearing at will.

Set Up

Each player should either choose one of the 4 races or pick one randomly, and then take the **screen, 30 colored wooden discs**, and **Unique Unit tokens** associated with that race. Place these next to your screen where your opponents can see them. The pile of your wooden discs, which represent your workers, is referred to as your **reserve** (note that we have included 2 extra discs in the game for each player, as replacements in case you lose any – these extras are not part of your reserve). Each player will also need a sheet from the **deployment-orders pad**. 1 2

Construct the **map** in the middle of the table between all players. See the instructions at the back of this manual for how to generate maps depending upon the number of players. 3

Separate the **Discovery cards** into 9 stacks of 5 cards each. Each stack should contain Discovery cards of one discipline from one specific age, so there will be an Early Age, Middle Age, and Late Age stack for Sorcery, Science and Religion. Shuffle each of these stacks. Place 1 card from each stack face-up in a 3x3 grid, with the early age discoveries forming the top row, the middle age discoveries forming the middle row, and the late age discoveries forming the bottom row. These are the 9 discoveries available for the game – return the rest to the box. Find the matching **discovery token** for each card chosen and place it on that card, using the included plastic stands. 4

Place the **General cards** and **miniatures** near the map. 5

Place the **Influence Point (IP) tokens**, separated by discipline, next to the map within reach of all players. Each player should take 1 IP from each discipline and place them behind their screen. 6

Place the game-board next to the map. Choose the side of the game-board that matches the type of game you have decided to play: basic game or epic game (see p. 19 for the **Epic Game Variant**). Place the **Spymaster Action tiles** on the six empty spaces with the Espionage icon. Place the **turn token** on the first space of the turn track. Place the player **score markers** next to the score track. 7

Shuffle the **Espionage cards** and deal 1 to each player. Put the remaining cards face-down next to the game-board. 8

Choose one **Court** to put into play and place it next to the map. Each player should immediately place 1 of their workers from their reserve in the Court. 9

The oldest player receives the **first-player token**. You are now ready to play! 10



Territories and the Map

Clockwork Wars uses a modular board that allows for infinite replayability. The map is made up of color-coded hexagonal tiles that come in 9 territory types:



Capital: Your race's capital. Capitals cannot be attacked.



Village (orange): Used to recruit workers. Can be upgraded into Cities if controlled by 3 or more units.



Citadel (blue-gray): Units stationed here can be used to reinforce adjacent battles.





Lake & Forest (blue & green): **Resource territories**. When you control these during a Scoring Phase, you earn VPs.

Research territories. Used to generate Influence Points (IPs).



Tower (red): Generate sorcery IPs.



Manufactory (gray): Generate science IPs.



Shrine (gold): Generate religion IPs.



Barrens (brown): There are no special rules associated with Barrens. They can be controlled by units and used to keep your armies in supply, but have no other effect.

The territory tiles are double-sided. You may pick either side to use in your games of Clockwork Wars. One side depicts more realistic art from a "bird's eye" perspective. The other side has more abstract art that prominently features the color and icon associated with that territory type.



In addition to these 9 territory types on the map, players will also be able to deploy units to off-map **Courts**, which represent palace courts of powerful lords. Controlling Courts with Spies gives special bonuses & victory points.

At the back of this rulebook, you fill find several pages showing sample map layouts for 2-4 player games. However, Clockwork Wars is most fun when using a map of your own creation. Instructions on how to construct such maps have also been included.

The Three Ages

A game of Clockwork Wars represents centuries of conflict. Turns are grouped into three ages:

- The **Early Age** covers turns 1-2.
- The **Middle Age** covers turns 3-4.
- The **Late Age** covers turns 5-7.

The ages have two impacts on gameplay:

- They determine which Discoveries are currently available to research. You can research Discoveries that are of the current age or any earlier age. For example, if it is turn 4 (Middle Age), you can only purchase early and middle age Discoveries – late age Discoveries are not available until turn 5.
- At the end of each age, a Scoring Phase takes place.

Game Objective

The player who has the most **Victory Points (VPs)** at the end of the final Scoring Phase wins the game. VPs are primarily earned by controlling resource territories, but can also be earned through use of various Discoveries and trading in Influence Points (IPs) at the end of the game.

Control & Units

The concept of control is central in Clockwork Wars. You **control** a territory on the map when you are the only player with units in that territory. You control a Court when you have more Spies on that Court than any other player.

Units include: Soldiers, Unique Units, and Generals.

Turn Sequence

A game of Clockwork Wars lasts for 7 turns. Each turn is broken down into 5 phases. At the end of Turns 2, 4, and 7, there is an additional phase called the Scoring Phase.

- **Spymaster Phase:** Starting with the first player, each player chooses one Spymaster action.
- **Recruitment Phase:** Players simultaneously recruit workers from their Capital, Villages and Cities, and any applicable Discoveries they possess.
- **Deployment Phase:** Players simultaneously and secretly write down their deployment orders. Once all players have finished, they reveal their orders and then place units on the map.
- **Combat Phase:** This phase is sub-divided into 3 stages:
  - **Reinforcement:** Citadels can be used to transfer additional units to adjacent battles. Some Discoveries may be used.
  - **Battle:** Individual battles are resolved.
  - **Attrition:** One unit must be removed from each out-of-supply territory.
- **Research Phase:** This phase is also sub-divided into 3 stages:
  - **Study:** Influence Points (IPs) are generated in each of the 3 research disciplines.
  - **Discovery:** Players purchase Discoveries and Generals.
  - **Activation:** Players can activate certain Discoveries.
- **Scoring Phase:** At the end of Turns 2, 4, and 7, players conduct a Scoring Phase that is sub-divided into 3 stages:
  - **Victory points:** Players receive VPs for resource territories that they control and certain Discoveries they possess.
  - **Court dominance:** If a player is in control of the court, she receives a bonus.
  - **Pollution:** The number of units in every resource territory must be reduced to 1.

Spymaster Phase

During the Spymaster Phase, you choose one special action, the effects of which will apply for only this turn. Once an action is chosen, it cannot be selected by another player. The player who possesses the first player token gets to choose his action first, and play then proceeds clockwise around the table. To choose an action, take a Spymaster action tile from the game-board and place it in front of you. You may select one of the following actions:

- **Conscription:** Immediately add 1 worker to your recruitment pool (taken from your reserve).
- **Gambit:** You may immediately move any two of your units on the map to different territories that you control (this does not include Courts).
- **R & D:** Draw 2 Espionage cards from the Espionage deck, keep 1 and place the other on the bottom of the deck.

- **Counter-Intel:** Gain 1 IP in any research discipline, and you may force any (and all) of your opponents to lose 1 IP in any research discipline.
- **Technophilia:** This turn, you may go first in each stage of the Research Phase. In addition, immediately gain 1 VP.
- **Tactical Ops:** During this turn's Battle stage, in every battle where you are tied for highest Army Strength, you receive a +1 bonus so that you win that battle.

Recruitment Phase

During the Recruitment Phase, you gather **workers**. Each wooden disc represents 1 worker.

- Your **Capital** always allows you to recruit 4 workers.
- Every **Village** you control allows you to recruit 1 worker.
- Every **City** you control allows you to recruit 2 workers.
  - A Village becomes a City when a player controls it with at least 3 units.
  - Cities revert back to Villages as soon as they have fewer than 3 units controlling them.

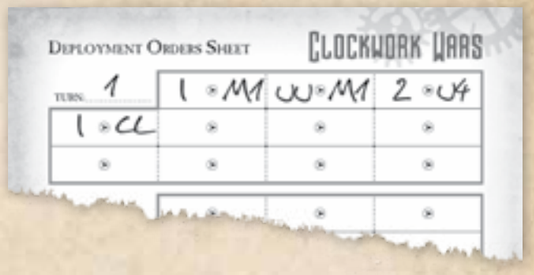
Transfer discs from your reserve to your **recruitment pool**, which you should keep hidden behind your screen. If you do not have enough discs in your reserve, you have reached your **population limit** (30). You cannot gain workers past this limit.

Example: Recruitment

It is Turn 5. At the beginning of the Recruitment Phase, Charles is in control of 1 Village and 2 Cities. Along with his Capital, this allows him to recruit a total of 9 workers.

Deployment Phase

In the Deployment Phase, you decide if you want to assign any of your workers to territories on the map or the Court. In addition, you may decide to deploy one of your race's **Unique Units** (see page 17). The most important aspect of this process is that each player makes their deployment decisions secretly. You do not place workers directly onto the map. Instead, you record your deployment orders on a sheet of paper (a deployment-orders pad is included in the game). Every map tile and Court is labeled with an I.D. tag (e.g., L1). To record a deployment order, you simply write down the I.D. of the tile or Court that you wish to deploy units to and the number and type of units you wish to deploy there. There is no limit to the number of workers that can be deployed to a single territory or Court.



You can choose to keep some workers in your recruitment pool and not give them deployment orders. During the Research Phase, these workers can be sacrificed for additional IPs. You may also save workers for use on future turns.

When making deployment decisions, you must take into account the territories on the map that you and your opponents control. You always control your Capital and never need to deploy units to it.

You may only deploy units to a territory that...

- you currently control, or
- is adjacent to a territory that you control, or
- is 2 tiles away from a territory that you control, if the intervening territory is currently unoccupied (the **Forced March** rule).
  - You must deploy at least one unit to the intervening territory when conducting a Forced March.
  - You may Force March to multiple target territories (using a single intervening territory, or different intervening territories).

You may always deploy workers to a Court.

Each player should announce when he has finished his deployment decisions. Once all players have finished, they drop their play screens and reveal their respective deployment orders.

At this point, you can transfer your workers and Unique Units from your recruitment pool to the territories on the map and the Court. Although players may do this simultaneously, it can become a bit chaotic; therefore, it is recommended that each player deploy their units in turn, starting with the first player.

Once a worker is placed onto a map territory, it is called a **Soldier**. A worker placed onto a Court is called a **Spy**.

Units deployed on to the map may not be moved during the deployment phase, although special actions such as the Spymaster action, **Gambit**, or reinforcement from a citadel may allow a unit to move. Removing a unit from the map is also prohibited, except as a result of death in combat or from a specific card effect. Therefore, the decisions you make during the Deployment phase are of vital importance. Once all players have transferred units to the map and Court, they should assess the new game-state. If a player has sole possession of a territory, he is in control of it. If two or more players have units in the same territory, it is **contested** and a battle results.

Combat Phase

During the Combat Phase, all battles will be resolved. Battles result when units of two or more races occupy the same map territory. The Combat Phase is sub-divided into three stages: the Reinforcement stage, the Battle stage, and the Attrition stage.

Reinforcement Stage

Reinforcement orders should take place in a sequence, beginning with the player who has the first player token. During your Reinforcement stage, you can make as many reinforcement orders as you wish.

Possible reinforcement orders:

- If you control any Citadels, you may use them to reinforce adjacent battles. Any Soldiers in Citadels that are not currently contested may move to an adjacent territory where a battle is occurring.
- You may use Discoveries (like the **Dirigible**) that activate during the Reinforcement stage.
- You may play certain Espionage cards (like **Ambush**).
- Finally, three **Unique Units** can be used during the Reinforcement stage:
  - The **Hunter** can reinforce any battle within 2 tiles of it.
  - The **Crasher** activates to instantly kill up to 3 opposing Soldiers.

Example: Forced March Rule

Understanding the Forced March rule is vital to your success in Clockwork Wars. Here are a couple examples:

To the right is a representation of the map on Turn 1 of a new game. Charles' Capital is marked with a "C". In his Recruitment Phase, he added 4 workers to his recruitment pool. He is now deciding where to deploy them. The territories shown are all the ones that he could reach on this first turn. Only the Lake and Forest are adjacent to territories he currently controls (his Capital). However, he could do a Forced March into any of the territories marked "FM." Perhaps his best move would be to deploy a single worker to the Forest and use that to Force March at least 1 worker into the Village.



Here is another example from later in that same game. Charles (blue) is again considering his deployment. Even though he would like to Force March some workers into the uncontrolled Citadel, he cannot. His opponent, Jules (white), controls the Shrine in between. Charles can Force March into the unoccupied Village, if he also deploys at least 1 worker to the intervening Tower. Charles could also conduct a Forced March to attack the Village that Jules currently controls.



- If the **Operative** is in contested territory with just a single enemy Soldier, you may have the Operative kill the opposing Soldier.
- Unique Units are discussed in detail on page 17.

Once the first player has finished all her reinforcement orders, she must declare a "pass." After a player passes, she cannot make any further reinforcement orders that turn. The next player in turn sequence can now make reinforcement orders. It is possible that one of your opponents, earlier in turn order, kills all your units in a contested tile during their Reinforcement stage (through use of a Unique Unit, for example). However, battles are not resolved until the Battle stage. Therefore, you are still allowed to reinforce this tile when it is your turn.

Once all players have completed their reinforcement orders, the Reinforcement stage ends.

Battle Stage

The first player resolves all his battles first. He may determine the order in which these battles are resolved. Play then progresses clockwise to the next player. To resolve a battle, each player involved totals the number of Soldiers he has in the territory. This is called **Army Strength**.

- Most Unique Units and the **Steamtank** general also contribute to Army Strength.
- Some Discoveries add bonuses to Army Strength (for example, **Power Armor** adds +1 to Army Strength).

The player with the greatest total Army Strength wins the battle.

- The losers of a battle must remove all their units from the territory - these units are considered **killed**.
- Killed Soldiers are always returned to their owners' reserves.
- Killed Unique Units and a defeated **Steamtank** general are removed from the game.

The winner of a battle gets to keep a number of his units in the territory equal to the difference between the two greatest Army Strengths. The remainder of his units are killed.

The winner of the battle now controls the territory. A player "wins" a battle only if he is the sole player with the highest Army Strength; a player "loses" a battle if another player has been declared the winner.

If two or more players are tied for the greatest Army Strength, then all units involved in the battle are killed and the territory is left unoccupied. The battle is considered a draw.

Exception: If you took the **Tactical Ops** action during the Spymaster Phase, you receive an additional +1 bonus to Army Strength in tied battles and therefore emerge victorious!

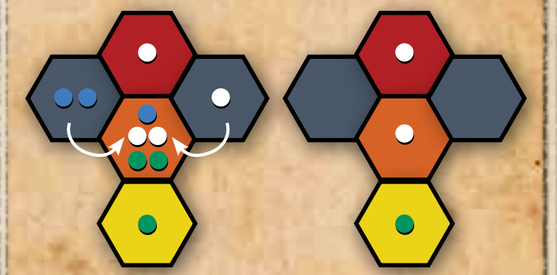
Example: Reinforcement & Combat

Charles (blue), Jules (white), and Ada (green) are battling over a Village located between 2 Citadels. Charles deployed 1 Soldier to the Village in the previous phase, while Jules and Ada deployed 2 each. It is now the Combat Phase and they need to make some decisions regarding reinforcement.

Charles possesses the first-player token, and so will make his reinforcement orders first. He decides to send 2 of his Soldiers from the adjacent Citadel to help out in the battle. He now has a C3-J2-A2 advantage in Army Strength. He passes.

Jules' turn is next. He possesses the **Dragonflame** Discovery, which allows him to kill one opposing Soldier in combat during the Reinforcement stage. He decides to use this Discovery now and remove one of Charles' Soldiers. He also decides to transfer his Citadel Soldier into the battle. Now, Jules has the advantage: C2-J3-A2. He passes.

It is Ada's turn, and she does not have any reinforcement orders to give. She passes. The Reinforcement stage is over and the battle is resolved. Both Charles and Ada lose their 2 Soldiers. One of Jules' Soldiers remains on the Village and gives him control of the territory. Jules is considered the "winner" and both Charles and Ada are "losers."



Reinforcing Moves

Battle Resolved

Attrition Stage

Attrition refers to a weakening of forces due to constant harassment or weak supply lines. Clockwork Wars uses a simple mechanism to model the costs of attrition.

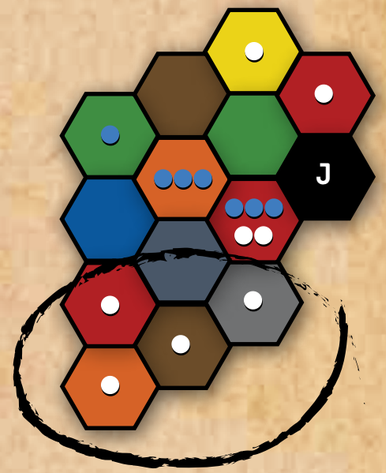
- During the Attrition stage, you must check to see if you control any territories that are not linked to either your Capital or a City that you currently control, via a connected series of controlled territories.
- Disconnected territories are considered to be **out-of-supply**.
- You must remove one unit from every out-of-supply territory.
- The **Guardian** and **Steamtank** generals and the **Operative** Unique Unit are not affected by attrition.

Combat Strategy

- Combat strategy in Clockwork Wars has a lot to do with guessing where your opponent is going to deploy units. You can choose to meet them on the field of battle with a (hopefully) larger force, or attack other poorly defended territories.
- Remember that your opponent is trying to guess where you'll place your units! Try not to be predictable. Surprise attacks can be very effective.
- Instead of committing several Soldiers to a territory where you expect a large battle to occur (an unoccupied Village, for example), consider attacking a weakly defended link in your opponent's supply chain. If you plan things right, you could force attrition losses in several territories with just a single, strategically deployed Soldier.
- In 3 and 4 player games, feel free to negotiate with your neighbors. Maybe you want to declare a temporary peace treaty so that you're not fighting on multiple fronts. However, no promises are binding, so beware of betrayal!

Example: Attrition

The map section below shows a Combat Phase in progress. Every territory that Jules (white) controls is shown. Seeing a weakness in Jules' supply chain, Charles (blue) has struck at the Tower adjacent to Jules' Capital. Jules will not only lose this battle (C3 vs. J2) but after it is resolved, all of his controlled territories to the southwest of the Tower (shown circled) will be out-of-supply. Thus, he will have to remove the lone Soldier on each of these territories during the Attrition stage, forfeiting this entire section of the map. A powerful move by Charles and one that Jules should have seen coming! If he had developed his southern Village into a City, this scenario would have been averted.



Research Phase

Research is a central feature of gameplay in Clockwork Wars. The right combination of Discoveries can give you that edge you need to defeat your opponent on the field of battle and in the struggle for VPs. Every game of Clockwork Wars has a different set of Discoveries available for research. There are three different disciplines of research that you can pursue: Sorcery, Science, and Religion. For each of these disciplines, there are 3 different Discoveries corresponding to the 3 Ages of the game. Early Age Discoveries tend to cost less and be less powerful than Middle Age and Late Age Discoveries.

Research Areas

- **Sorcery:** Sorcery discoveries are typically the most expensive and powerful in the game. They often let you do direct damage to your opponents, killing their Soldiers at no risk to your own.

- **Science:** Science discoveries can increase your recruitment, enhance your Army Strength, or provide you with additional means of generating VPs. Useful in many circumstances!
- **Religion:** Religion discoveries are the most affordable, typically costing fewer than 5 IPs. Many are defensive in nature or allow you to take further advantage of Villages, Cities, and Shrines.

There are 3 stages to the Research Phase: the Study stage, the Discovery stage, and the Activation stage.

Study Stage

You generate Influence Points (IPs) during this stage.

- For every **Tower** that you control, gain 1 Sorcery IP.



- For every **Manufactory** that you control, gain 1 Science IP.



- For every **Shrine** that you control, gain 1 Religion IP.



Use the included IP tokens to represent your stockpile. Players can collect their IP tokens simultaneously. You should hide your IP tokens behind your screen.

During this stage, you can also **sacrifice** workers in your recruitment pool (those that were not deployed this turn) for additional IPs. For each worker you return to your reserve, you gain 1 IP in any research discipline.

Discovery Stage

Once all players have finished gathering IPs, they move to the Discovery stage. At this point, players take turns purchasing available Discoveries and Generals. As during the Reinforcement stage, first choice goes to the player with the first-player token and then rotates clockwise.

Exception: If a player took the **Technophilia** action during the Spymaster Phase, then she gets to choose the first Discovery. Play then progresses in clockwise order from this player.

- The first player may purchase one Discovery/General or "pass" (not purchase anything).
- Once a player passes, her Discovery stage is over.
- The next player then may purchase or pass.
- You can purchase more than 1 Discovery/General during this stage; however, you must wait until every other player has had a chance to purchase something before you can purchase another Discovery/General.
- Play continues in this fashion until all players have passed.

Only those Discoveries of the current age and earlier ages are available for purchase. Once you purchase a Discovery, place the card face-up in front of your screen.

Each Discovery card costs a certain number of IPs within a specific discipline. For example, Alchemy (shown below) is an Early Age discovery that costs 3 Science IPs. You must discard the required number of IP tokens to purchase the Discovery.



Every Discovery provides a unique benefit to the player who owns it. You can think of Discoveries as cards that "break" the rules. When there is a conflict between the rulebook and the text of a Discovery card, the Discovery card takes precedence.

Discoveries must be linked to specific territories on the map through the use of Discovery tokens:



- When you purchase a Discovery card, you also take a matching Discovery token.
- That token must be placed on either your Capital or a research territory that you control that matches the discipline of the Discovery (for example, the **Alchemy** token must be placed on a Manufactory or your Capital).
- A given territory, including a Capital, can only hold one Discovery token.
- Once placed, a Discovery token cannot be moved to another territory.
- If you do not control a legal territory to place a Discovery token, you cannot purchase the Discovery.

If a player captures a territory that has a Discovery token through combat, she gains control of the Discovery and takes the card from the losing player. This transfer of ownership occurs at the end of the Battle stage. Note that when a territory is contested (as at the end of a Deployment Phase), ownership of a Discovery is not affected.

Example: Discovery ownership

Jules owns the **Juggernaut** discovery and has placed its token on a manufactory under his control. On the next turn, Charles deploys units to this manufactory, attacking it. Even though the territory is now contested, Jules still owns the Juggernaut. During the Reinforcement stage of the Combat Phase, Jules activates the Juggernaut to kill 3 of Charles' Soldiers within range. However, Charles wins the battle for the manufactory and takes control of the Juggernaut at the end of the Battle stage. (**Note:** Since ownership has changed hands, Charles is allowed to activate the Juggernaut during this turn's Activation stage.)

If a Discovery token is ever on a territory that does not contain any units, it is not owned by any player. The token remains on the map, but the Discovery card should be placed to the side of the map. As soon as any player takes control of the territory, she can claim the Discovery card. When you put a Discovery token on your Capital, it can never be captured.

In addition to Discoveries, you can also purchase **Generals**:

- There are three Generals available in every game, and each is represented by a unique miniature.
- You may purchase Generals in any age.
- The Generals are very powerful and can often change the course of a game. They are different from Discoveries in that each one requires a combination of two different research disciplines. For example, if a player wishes to purchase the Leviathan, she must pay 5 Sorcery IPs and 2 Religion IPs. The Generals are discussed in greater detail on page 14.

Activation Stage

Once all players have "passed" in the Discovery stage, the Activation stage begins. Players take turns in clockwise order, beginning with the player who controls the first player token (unless a different player chose the **Technophilia** action during the Spymaster Phase). Each player can use any or all of the Discoveries he owns that are capable of activating during this stage. The text on each Discovery card will indicate when and how it can be used. You can activate a Discovery on the same turn that you acquired it. Activation of a Discovery is always optional, and they may be activated in any order.

Once a player has activated all the Discoveries he wishes to, the next player in turn order may activate his Discoveries. Once all players have had a chance to activate their Discoveries, the Activation stage is over.

Example: Discovery Use (or "why order matters")

Charles and Jules have begun the Activation stage of the Research Phase. Charles has the Portal Discovery, which allows him to move up to 3 of his units currently on the map to any unoccupied territories or territories that he controls. Jules has the Juggernaut "J" deployed in his Capital, which allows him to kill up to 3 enemy Soldiers within 2 tiles. Charles has 3 Soldiers controlling a City that is within range of Jules' Juggernaut. Can he save them?

It all depends on turn order. If Jules possesses the first-player token, he can use his Juggernaut to kill Charles' Soldiers. If Charles can go first, he can Portal these Soldiers one tile further away from Jules' Capital (to the unoccupied Citadel, for example), where they are safe from the Juggernaut.

Generals

Leviathan (5 Sorcery + 2 Religion IPs): The Leviathan is a creature of sorcery and mysticism, a demon of unimaginable power. When you research the Leviathan, keep it in your play area until you decide to use it. You may choose to play it **at the end of any Reinforcement stage** (once all players have passed). You can deploy the Leviathan to any battle on the map you are engaged in. You automatically win the battle: all your opponents' units in that battle are killed and you take no losses. The Leviathan even destroys Unique Units and the Steamtank. You gain 1 VP for every enemy unit killed by the Leviathan. Immediately after this battle is resolved, remove the Leviathan from the game.



Leviathan

Guardian (5 Religion + 2 Science IPs): The great general known only as the Guardian is a former Purebreed champion who uses a powerful suit of steam-powered battle armor to induce terror on the battlefield. When you research the Guardian, keep it in your play area until you decide to use it. You may deploy the Guardian to any territory under your control **at the beginning of a Recruitment Phase**. The Guardian remains in this territory for the rest of the game (unless you use the Spymaster action, **Gambit**, to move him). Your opponents may not initiate combat in this territory by deploying units to it. Even the Leviathan cannot be used to attack the Guardian's territory. However, enemy Discoveries (like **Juggernaut** and **Cataclysm**) and Espionage cards can target the Guardian's territory. As a unit, the Guardian gives you control of a territory and any Discovery tokens located there and counts towards recruitment of workers from a Village/City and garnering VPs from resource territories.



Guardian

Steamtank (5 Science + 2 Sorcery IPs): The Steamtank is a formidable, sentient tank that wanders the land, wreaking havoc wherever it goes. Once acquired, you should immediately place the Steamtank miniature directly onto either your Capital or any Citadel that you currently control. The Steamtank may move 1 tile **at the beginning of each Deployment Phase**. This movement occurs directly on the map and is visible to your opponents. You may move the Steamtank into any territory: one that you control, one that an opponent controls, or one that is uncontrolled. However, the Steamtank cannot move into an opposing territory that contains the Guardian. If you move the Steamtank into an opposing territory, that territory is immediately contested (this can affect your opponent's deployment decisions). The Steamtank can be paired with your Soldiers and Unique Units in battle. The Steamtank gives +3 to Army Strength. If the Steamtank is destroyed in battle, it must be removed from the game. As a unit, the Steamtank gives you control of a territory and associated Discovery token. It also counts as a unit towards recruitment of workers from a Village/City and garnering VPs from resource territories.



Steamtank

Example: Steamtank

Jules (white) has penetrated deep into Charles' (blue) territory, controlling a City a mere 2 tiles away from Charles' Capital. What nerve! But Charles has the Steamtank and is preparing an assault on Jules' City. It is the beginning of the Deployment Phase. Charles moves the Steamtank onto the Village/City territory. This occurs in the open, on the map, where both players can see it. Both players then make their deployment decisions in secret. When they have finished and reveal their deployment, Jules has added an additional 3 Soldiers to his City, bringing him to a grand total of 6. Charles has deployed 4 Soldiers to the City to support his Steamtank.

The Combat Phase begins. There are no reinforcement options for either player, so both "pass." Charles' Army Strength is 7 (4 Soldiers + 3 for the Steamtank) vs. Jules' Army Strength of 6. Charles wins the battle. All of Jules' Soldiers are removed from the Village. Charles gets to keep 1 unit, and of course he chooses his Steamtank. The final board outcome is shown to the right.



Research Strategy

- In general, it is to your advantage to pay for Discoveries using the "free" IPs generated from research territories rather than sacrificing valuable workers from your recruitment pool. However, there are times when you might want to speed up the research process, especially if a particularly valuable Discovery is available and several other players may take it. Don't forget about the **Technophilia** action, which gives you first choice!
- Plan ahead! Carefully examine the Discoveries available in future ages and try to time your IP accumulation so that you can grab a key Discovery as soon as it becomes available. This is especially important for expensive, Late Age Discoveries that provide huge benefits (like **Analytical Engine** or **Cataclysm**).
- Determining where to place your Discovery tokens is an important strategic consideration in Clockwork Wars. If you've just purchased a highly valuable Discovery and don't want to take the chance of losing it to another player, place the token in your Capital. It will be safe for the rest of the game. However, you can only place one of your Discoveries in your Capital, so choose carefully.

Scoring Phase

Scoring Phases only occur at the end of each age (end of Turns 2, 4, and 7). Each Scoring Phase is sub-divided into 3 stages: the Victory point stage, the Court dominance stage, and the Pollution stage.

Victory point stage

Starting with the first player and then proceeding clockwise, each player receives VPs for every resource territory that she controls:



- **Forest:** for every unit that you have in a Forest, you score 1 VP, up to a maximum of 3 VPs. For instance, if you have 5 units controlling a Forest, you will earn 3 VPs.



- **Lake:** if you have at least 2 units controlling a Lake, you gain 3 VPs. Otherwise, you gain nothing.

Some Discoveries will also activate during the Scoring Phase to give you VPs. You should tally up the number of VPs you earned and add this total to your current score, using the Score Track and your respective score marker.

Court dominance stage

The player who controls the Court receives a special bonus during this stage. The bonus is different for Turns 2, 4, and 7. The rules for Espionage (on page 18) describe this process in more detail.

Pollution stage
During this stage, every player must reduce the number of units he has in every resource territory to 1 (the lost units are considered killed – if they are Unique Units or Generals, they are removed from the game). This is meant to represent the penalty of exploiting natural resources and producing toxic pollution, and should encourage players to distribute their units across a greater number of resource territories. For example: if you had 3 Soldiers and a Unique Unit (the **Hunter**) in a Forest, you would have to discard 3 of these units during the Pollution stage. Most likely, you would want to discard the 3 Soldiers (returning the discs to your reserve) and keep the **Hunter** in the Forest.

End of Turn

At the end of every turn (except turn 7), players should:

- Move the turn marker 1 space along the Turn Track.
- Return the Spymaster Action tiles to the locations on the game-board.
- Give the first player token to the next player, in clockwise order.



Game End & Victory Conditions

After the last Scoring Phase of the game is complete, players can convert any remaining IPs they have into VPs. For every 3 IPs you have (across all research disciplines), you receive 1 VP. For example: if Jules has 4 Sorcery IPs, 2 Science IPs, and 7 Religion IPs at the end of the game, he would receive 4 bonus VPs.

Players should then compare their final VP count. The player with the highest number of VPs wins the game.

If 2 or more players have an equal number of VPs, then those players should count the number of map territories they currently control (at the end of the final turn). The player who controls the most territories wins the game. If there's still a tie, then the player (among those tied) who was latest in turn order on the final turn of the game wins.

Unique Units

At the beginning of the game, each of the players selects a different race to play: the Purebreeds, Troglodytes, Rhinochs, or Mongrels. Each race has a Unique Unit, represented by a wooden, cylindrical token. Some races get multiples of their Unique Units, while others only have a single token (for example, the Trogs get 2 **Engineer** tokens, but the Mongrels only get 1 **Hunter**). Unique Units are "free" to place onto the board during any Deployment Phase. In other words, they do not cost workers to put into play. Once killed, Unique Units are permanently removed from the game.

Unique Units do, by themselves, give a player control of a territory. They also can be used to garner workers from a Village/City and VPs from resource territories (for example, 2 Soldiers and the **Hunter** on a Forest would score 3 VPs during a Scoring Phase).

All Unique Units, except for the **Operative**, are affected by attrition: if they are the only unit in a territory that is out-of-supply during the Attrition stage, they are killed.

Unique Units are not considered to be Soldiers for the purposes of targeting by Discoveries (for example, Discoveries like **Dragonflame**, **Elemental Storm**, and **Juggernaut** cannot kill Unique Units; however, **Cataclysm** will kill Unique Units since it does not specifically target Soldiers).

The Operative (Purebreeds): 1 unit available

- Can be deployed to any territory type on the map or a Court. You may ignore normal deployment rules – the Operative can be deployed to any territory, including those behind enemy lines!
- You may re-deploy the Operative during every Deployment Phase.
- If deployed to a Court, the Operative counts as a Spy and can be removed from the game to pay for an Espionage card.
- During the Reinforcement stage, if the Operative is in contested territory with just a single enemy Soldier, you may have the Operative kill the opposing Soldier as one of your reinforcement orders.
- The Operative is not affected by attrition and is never out-of-supply.
- The Operative adds +1 to Army Strength and can be killed in battle.

The Hunter (Mongrels): 1 unit available

- Can be deployed to any territory type using normal deployment rules.
- The Hunter adds +2 to Army Strength and can be killed in battle.
- During the Reinforcement stage, you may move the Hunter up to 2 tiles in any direction to join a battle as one of your reinforcement orders. The Hunter may even leave a contested tile to reinforce another battle.
- The Hunter is not allowed to move unless it is reinforcing a battle (the Spymaster action, **Gambit**, allows you to circumvent this rule).

The Engineer (Trogs): 2 units available

- Can deploy only 1 in a given turn. Can only be deployed to research territories using normal deployment rules.
- More than 1 Engineer cannot be located on the same territory.
- Engineers increase the IP generation of a research territory by 1 during the Study stage.
- Engineers do not add to Army Strength and can be killed in battle.

The Crasher (Rhinochs): 2 units available

- Can deploy only 1 in a given turn. Can only be deployed to a Citadel or Village/City currently under the control of another player (so, can only be deployed into a battle). The territory you deploy to must be reached through normal deployment rules.
- During the Reinforcement stage, for one of your reinforcement orders you must activate the Crasher to instantly kill up to 3 enemy Soldiers.
- Once used, Crashers are immediately killed and removed from the game.

Example: Combat involving Unique Units

At the beginning of a Deployment Phase, Ada controls a City with 3 Soldiers. Jules decides he wants that City. He's playing the Rhinochs and deploys 3 Soldiers and a **Crasher** into the City. Ada, predicting an attack, has deployed an additional 2 Soldiers to help defend her City.

Jules is first in turn order and conducts his reinforcement orders. He activates and discards the Crasher, killing 3 of Ada's Soldiers. She now has 2 remaining. Jules completes his Reinforcement stage and passes. Ada (who is playing the Mongrels) activates the **Hunter**, who is within 2 tiles of the battle, moving it in to support her army. She finishes her Reinforcement stage and passes. The players now compare Army Strengths. Jules has an Army Strength of 3. Ada has an Army Strength of 4 (2 Soldiers + the Hunter).

Ada wins the battle. All of Jules' Soldiers are killed. Ada loses 3 of her units, deciding to keep her **Hunter** around to control the Village.

Espionage

Court Intrigue

During set-up, 1 Court is chosen to include in the game and is placed to the side of the map.

- Every player has 1 Spy in the Court at the beginning of the game.
- You can deploy additional Spies to the Court during the Deployment Phase.
- Once placed on a Court, Spies cannot be moved (note that the Spymaster action, **Gambit**, does not apply to Spies).
- Battles never take place on Courts; all players' Spies co-exist.
- Courts are not considered to be territories on the map and cannot be the target of Discoveries that affect territories (such as **Cataclysm**, **Catapult**, etc.).

The player who has the most Spies on a Court controls it. If two or more players are tied for the most Spies on a Court, then no one controls the Court. Controlling a Court provides significant benefits during each Scoring Phase. At the end of the first two Scoring Phases (Turns 2 and 4), the player who controls a Court receives a special bonus, as described on the Court card. At the end of the final Scoring Phase (Turn 7), the player who controls a Court receives a certain number of bonus VPs.

Court Rasputin

The Rasputin family is full of thieves and liars.

- **Early Age bonus**: You may draw 2 Espionage cards for free.
- **Middle Age bonus**: You may force each other player in the game to lose 2 VPs. A player cannot go below 0 VPs.
- **Late Age bonus**: You gain 3 VPs.

Court Pius

The Pius family is righteous and bold.

- **Early Age bonus**: You receive 1 free worker for every Shrine you control (placed into your recruitment pool).
- **Middle Age bonus**: You may take the **Guardian** general at no IP cost. If another player has already researched (and possibly deployed) the Guardian, you may steal the Guardian away from that player, remove it from the map if necessary, and place it into your play area.
- **Late Age bonus**: You gain 4 VPs.

Court Lovelace

The most powerful family in the realm, steeped in techno-wizardry.

- **Early Age bonus**: You receive 3 IPs from any research disciplines.
- **Middle Age bonus**: You may claim any one available (non-researched) Discovery at no IP cost. This includes Late Age Discoveries!
- **Late Age bonus**: You gain 5 VPs.

Espionage Cards

Espionage cards offer another way to punish your enemies. They can be played unexpectedly, disrupting your opponents' carefully crafted plans. During set-up, you receive one Espionage card; keep it hidden from your opponents. There is only one way of drawing additional Espionage cards into your hand. During the Spymaster Phase, if you take the **R & D** action, you can draw 2 Espionage cards from the deck and choose 1 of them to keep in your hand. Place the other on the bottom of the Espionage card deck.

All Espionage cards cost 1 of your Spies to play. The Spy must be removed from the Court and returned to your reserve when you play the card. Once resolved, Espionage cards should be placed face-up into a discard pile next to the Espionage deck. If the Espionage deck is ever empty (there are no cards to draw), shuffle the discard pile to create a new deck.



Espionage cards have a text that describes both when it can be played and the effect of the card. For example, the **Ambush** card above can be played during the Reinforcement stage of the Combat Phase. You would play this card as one of your reinforcement orders. Some Espionage cards are played at the "start" or "end" of a particular phase. These should be resolved before any players take any actions, or once all players have finished taking actions, respectively. If multiple players play Espionage cards that have identical timing (for example, two different players play an Espionage card that activates at the beginning of a Scoring Phase), these cards should be resolved in player order.

Negotiating

Players involved in 3-4 player games of Clockwork Wars may choose to engage in negotiation and form temporary alliances. Rather than provide specific rules on this aspect of the game, we recommend that you decide how you want to incorporate negotiation (if at all) into your games. Here are some loose suggestions:

- Before starting play, decide whether your group wants to allow open negotiations and alliances and whether there will be any restrictions on such negotiations.
- For example, you might allow players to engage in any form of negotiation or deal, including exchanges of resources such as influence tokens, discoveries, and espionage cards. We do not recommend that you ever allow players to exchange/remove/add workers, spies or units of any kind as part of any deal. For example, you could allow a player to say, "I promise not to attack you this turn if you give me 3 Sorcery IP." However, a player could not ask for the following, "I'll give you my Mechanical Man discovery, if you remove all your spies from the court."
- Alternatively, you could state that players are not allowed to exchange resources of any kind when making deals.
- Deals and promises should not be binding, meaning that players should be allowed to betray and back-stab without "formal" (rule-mediated) consequences.

Epic Game Variant

Do you crave a slightly slower pace in your games of Clockwork Wars, where there's more time to build up your forces and respond to your enemy? Do you want to try out larger maps, where there's more room for exploration before players start engaging in battle? Then try the Epic Game variant!

During set up, use the Epic Game side of the game-board. There are only a few minor rules changes to the Epic Game:

- Each Age lasts for 3 turns. Thus, the game is 9 turns long and Scoring Phases occur on turns 3, 6, and 9.
- During set-up, players do not receive 1 IP in each discipline.
- Capitals provide 3 workers during the Recruitment Phase (instead of 4).

2 vs. 2 Alliances Variant

The 2 vs. 2 Alliances Variant is specifically designed for team play. Here is a summary of the rules changes for this variant.

Terminology & Game Objective

There are two alliances competing against each other. **Allies** are players on the same **alliance**. Allies are not considered to be "opponents" or "enemies" for any rule or card effect. The alliance that has the most combined victory points at the end of the game wins.

Set-Up

Set up a 4-player map in whatever way you wish. We recommend that allies do not place their Capitals too close to one another. Allies should sit across from each other, such that player order alternates between members of the opposing alliances.

Commanders & Control

Every turn, one player from each alliance serves as the **commander** until the end of the turn. The commander is the ally who is earlier in player order.

Allies are allowed to have units on the same map territory. The ally who possesses the highest Army Strength on

a territory controls it. If there is a tie in Army Strength between allies then the alliance commander controls the territory.

Courts can only be controlled by one player. The player with the most spies on a court is in control of it. Allies do not add together the number of spies they have on the court to determine control. If two allies tie for greatest number of spies on a court, the alliance commander controls it.

Spymaster Phase

Here are some clarifications for Spymaster actions in the Alliance variant:

- **Gambit:** You may move your units into territories that your ally controls.
- **Counter-Intel:** Your ally does not lose IP when you take this action.

Recruitment Phase

If a Village/City is occupied by units from both allies, only one player can be in control and recruit workers from that territory.

Deployment Phase & the Call-to-Arms Request

You must follow normal deployment rules in alliance games. Meaning, you are not allowed to deploy your units to territories that your ally controls unless you would normally be allowed to deploy to that territory. You are allowed to conduct a Forced March through a territory that is controlled by your ally.

Each commander is allowed to make one **call-to-arms request** to their ally during the Deployment Phase, in an effort to coordinate the alliance and consolidate army strength. To do so, they write down the ID tag of the tile they wish their ally to deploy units to on a piece of paper, and pass that (hidden) information to their ally. The ally does not have to fulfill the call-to-arms request if she does not wish to. Otherwise, allies are not allowed to openly discuss their deployment orders and must make them in secret.

Combat Phase

If allies occupy the same territory (but there are no enemy units present), the territory is not contested and no battle occurs.

Reinforcement stage

You are allowed to make reinforcement orders that benefit your ally, even if none of your own units are directly involved in that battle. Allies can engage in "table talk" during the Reinforcement stage to coordinate their efforts – but Reinforcement orders must still be completed in player order.

Battle stage

Calculate the **Alliance Army Strength** by adding together the Army Strength of allied units. Compare the Alliance Army Strengths to determine the winner of the battle. All units from the losing alliance are destroyed. The winning alliance gets to keep units in the territory equal to the difference. The commander decides which exact units remain.

Example: Alliance combat

Hassan and Aili are allies playing against Inara and Karim. Hassan and Inara are commanders of their respective alliances this turn. All 4 players have units in a battle. Hassan has 3 soldiers, Aili has 4 soldiers, Inara has 4 soldiers, and Karim has 1. The alliance Army Strengths are: 7 (Hassan & Aili) vs. 5 (Inara & Karim). All of Karim's and Inara's soldiers are killed. Since Hassan is commander of the winning alliance, he gets to decide which 2 units to keep in the territory. He chooses one of his soldiers and one of Aili's soldiers. All remaining allied soldiers are killed.

Attrition stage

Territories controlled by your ally can be used for supply purposes.

Research Phase

If a research territory (e.g., Tower, Manufactory, Shrine) is occupied by units from both allies, only one player can be in control and earn IP from that territory during the Study stage.

You cannot place a discovery token that you have researched into a territory that is controlled by your ally. If you control a territory with a discovery token, and then your ally takes control of that territory at a later time, he also takes control over the discovery card and associated token.

Example: Discovery ownership

Hassan researches the Mechanical Man and places it in a Manufactory that he controls with 1 soldier. His ally, Aili, also deploys a soldier to that same territory on a later turn. If they both maintain an Army Strength of 1 in that territory, control over the discovery will alternate every couple turns, depending on who is commander (i.e., who comes first in turn order). Control of the discovery would change ownership as soon as the first player token was shifted.

Generals & Unique Units

You cannot use the **Leviathan** to win a battle that does not involve any of your units (but does involve your ally's units).

You cannot deploy the **Guardian** to a territory that your ally controls. Your ally is allowed to deploy units to a territory protected by your Guardian. However, if your ally possesses a higher Army Strength in the Guardian's territory, she does not gain control over the Guardian (it remains under your control).

If you control a research territory that also holds one of your ally's **Engineers**, you do receive the research bonus (+1 IP during Study stage) granted by the Engineer.

Scoring Phase

If a resource territory (e.g., Lake, Forest) is occupied by units from both allies, only one player can be in control and earn VPs from that territory during the Victory Point stage. That sole player's units determine the VP acquiring from that resource territory. For example, if both Hassan and Aili have 1 Soldier on a Lake, neither would gain any VP from the territory during the Scoring Phase.

Only one player can ever be in control of a court and gain its bonus during the Court Dominance stage.

End of Game

At the end of the game, allies should add together their final VP totals. The alliance with the most VPs is the winner! If there is a tie in VPs, the alliance that controls the most territories at the end of the game is the winner. If there is still a tie, then the alliance of the player who came last in turn order on the final turn wins the game.

Credits

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Playtesters & Wingmen: Ryan Maloney, Paul Weil, Simon Ouderkirk, Troy Davidson, Rik Van Horn

Dedicated to: My lovely wife, Aili, and daughter, Inara

Map Generation

Every time you play Clockwork Wars you can create and use a different map. There are three different ways of going about this.

First, you can use one of the pre-designed maps for your player count. On the following pages, you will see sample maps for 2, 3, and 4 player games. These maps were designed to be well-balanced and somewhat symmetrical. They might be a good choice if this is your first time playing.

Second, you can randomly generate a unique map for your player count using the guidelines outlined here. Be aware that it is possible you will randomly generate a map that creates a more challenging strategic situation for a particular player. We suggest that you generate the map first and then decide which player will take which capital - preferably, the least experienced player should get first choice.

Third, you can design your own map, using whatever tiles and whatever configuration you wish. Be creative! You can even include "blank spaces" in the map (where no tile is present) to represent impassable terrain, like mountain ranges or fierce deserts. We provide a recommended number of tiles (and specific territory types) for each player count in the following pages, but you might come up with something very different that works great for your play-group. If you do, let us know about it!

Map Key



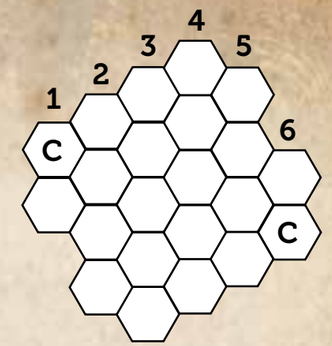
2-player maps

We suggest using the general layout provided here:

The tiles marked "C" are the Capitals for each player. The remaining 20 tiles should be randomly drawn from the following choices:

- 6-9 Research Territories (2-3x of Towers, Manufactories, & Shrines)
- 4-6 Resource Territories (2-3x of Forests & Lakes)
- 2-4 Villages
- 2-3 Citadels
- 0-3 Barrens

When building your map randomly, first select the tiles that you wish to include and place them all into a draw bag. Randomly select tiles one at a time and build your map, starting in column 1, moving to the next column, continuing until you finish column 6.



suggested 2-player layout

2-player map, "Hale"



2-player map, "The Lake of Fire"



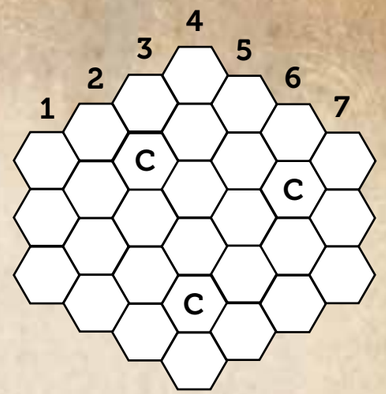
This lake is worth 4 VP during each Scoring Phase, if you control it with at least 2 Units.

3-player maps

We suggest using the general layout provided here:

The tiles marked "C" are the Capitals for each player. The remaining 27 tiles should be randomly drawn from the following choices:

- 9-12 Research Territories (3-4x of Towers, Manufactories, & Shrines)
- 4-8 Resource Territories (2-4x of Forests & Lakes)
- 4-6 Villages
- 2-4 Citadels
- 0-2 Barrens



suggested 3-player layout

3-player map, "Archon"



3 player map, "The Sea of Solitude"

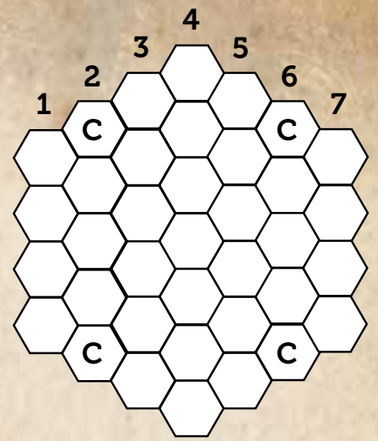


4-player maps

We suggest using the general layout provided here:

The tiles marked "C" are the Capitals for each player. The remaining 34 tiles should be randomly drawn from the following choices:

- 12 Research Territories (4x of Towers, Manufactories, & Shrines)
- 7-9 Resource Territories (4-5x Forests, 3-4x Lakes)
- 5-7 Villages
- 3-4 Citadels
- 2-4 Barrens



suggested 4-player layout

4-player map, "Sohne"



4 player map, "Diamond"

