

LEARN TO PLAY

Read This First

This booklet teaches the basic rules of *New Angeles*. Before playing, one player should read pages 4–15, which contain all the rules necessary to begin playing. If questions arise during play, the players can find answers in the glossary of the Rules Reference.

"All the other corporations, they have lost sight. They forgot how New Angeles functions, afraid to dirty their hands to learn." Yuri Talunik placed a walnut on his desk and hefted a chunk of grey-black ore, a moon rock. It must have massed five kilos, but in the Lunar gravity it felt like a child's toy in Yuri's brutish hands.

"So what if they have?" asked Ivan. "They are too rich to care."

"They will care when their glass city shatters. The day is coming when the Feds arrive to revoke their tax holiday and dismantle their Special Economic Zone." CRACK! He brought the rock down on the walnut. "These are dark days, brother."

"I need no reminders, Yuri. My wife and both her brothers are out of work now. And I cannot help but bear some of the blame. Our support of those androids was..." Ivan stared into his glass. "The golems are making people very angry. Riots, violent crime, and terrorism are soaring."

Yuri wasn't listening. "The other corp chiefs, they think I am just some thug. Yes, just a thug who runs the biggest mining operation in three worlds! And, what, by chance?" CRACK! Yuri brought the rock down on another walnut, much harder this time. "But I see what they cannot. I see that we must work together. Though they hate me and I hate them, we do have a common ground: we will do anything to keep the Feds out of New Angeles."

"Hmm. Such a coalition could be profitable," mused Ivan.

"Yes," said Yuri. "But more for some than for others, I think." CRACK! He looked up, finally, through the soaring dome of transplas where Earth hung, its night side presented to them like a gleaming, black gemstone. Against the black backdrop, New Angeles—a blazing fire—cast its light even up to the moon. And Yuri's helium-3 powered all of it.

Game Overview

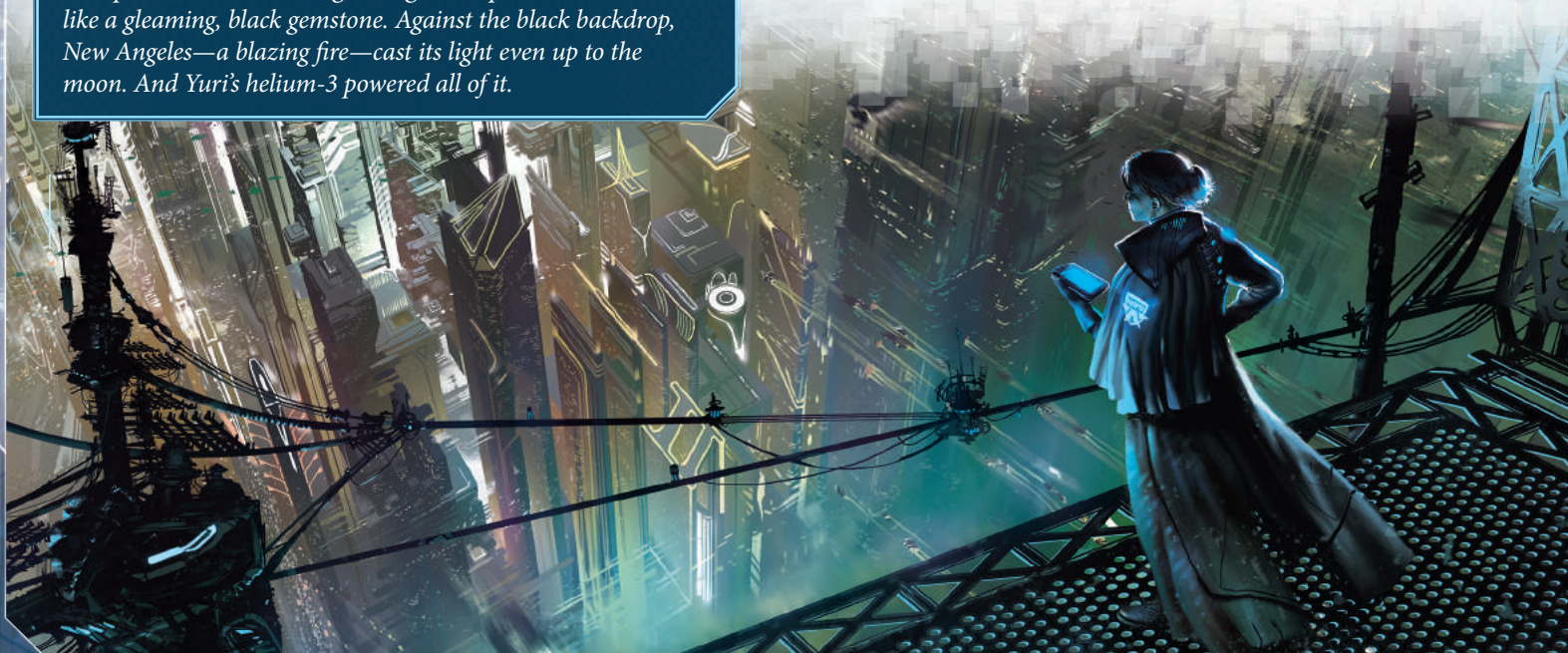
New Angeles is a political game in which four to six players assume the roles of the megacorporations of the *Android* universe. The players cut deals and forge temporary alliances to gain leverage and financial superiority over their corporate rivals, all while trying to maintain order and profitability in their home city of New Angeles.

Object of the Game

New Angeles is the thriving heart of the solar system's economy, and every nation has a stake in its success. It is each corporation's responsibility to combat threats to the city's productivity, ensuring that its districts continue to produce their many goods and services. If the corporations fulfill their roles in this endeavor, the city will meet the demands of the economy and will remain under corporate control.

Fulfilling their roles is one important way in which the corporations earn capital, the measure of their wealth and success. Each player's objective is to have more capital than his secret rival at the end of the last game round. Multiple players can win the game, but at least one player must lose!

Negotiation and manipulation are the keys to success in *New Angeles*—no individual can accomplish much without greasing palms and making promises. Players can and should do whatever it takes, all in the name of success. One thing to remember, however—if the players cannot work together to keep the city productive, no one wins.



Component List



1 Rules Reference



1 Game Board



9 Human First Units



9 Orgcrime Units



6 Prisec Units



16 Event Cards



7 Rival Cards



6 Setup Cards



6 Corp Sheets



9 Demand Cards



12 Investment Cards



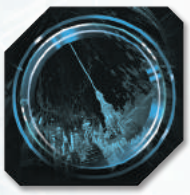
34 Asset Cards



100 Action Cards
(20 of each type)



6 Emergency Action Cards
(1 per corporation)



1 Active Player Token



1 Round Track Token



14 Illness Tokens



14 Outage Tokens



14 Unrest Tokens



14 Development Tokens



1 Threat Token



6 Capital Tokens
(1 per corporation)



5 Resource Tokens



5 Target Tokens



4 Android Tokens

First Game Setup

To set up the first game of *New Angeles*, players must perform the following setup steps, which are slightly simplified:



Asset *Demand* *Investment*



Event

1. **Create Asset, Demand, Investment, and Event Decks:** Return the setup cards to the game box. Shuffle the asset, demand, investment, and event decks separately. Place the event deck on the "Events" box of the board. Place the asset, demand, and investment decks below the "Assets," "Demands," and "Investments" slots of the board.

2. **Create Action Decks:** Separate the action cards by type (color) and shuffle each type to form its own deck. Then, place each deck next to the slot on the board with the matching type and color.



Security Action Cards



3. **Set Round Track and Turn Track:** Place the round track token on space "1" of the board's round track. Take the top three cards of the asset deck and place them facedown below slots "1," "2," and "3" of the board's turn track.



Round Track



Turn Track

4. **Establish City:** For each component listed in the "City Setup" sidebar to the right, place **one** copy of that component on the board in each district listed. Tokens are placed in the boxes of the matching shape; the plastic units are placed on that district's image.



Nihongai (district 7) should have an android token and a prisec unit.

5. **Create Reserve:** Place the remaining outage, unrest, illness, and development tokens and the remaining Human First, orgcrime, and prisec units next to the board to create the reserve.

City Setup (First Game Only)

Place **one** copy of the following components on each of the districts listed next to that component.



Orgcrime Units: Quinde (2), La Costa (3)



Human First Units: Guayaquil (1), Esmeraldas (8)



Prisec Units: Manta (4), Nihongai (7)



Outage Tokens: Manta (4)



Unrest Tokens (Yellow Side): Rabotgorod (5), Rutherford (9)

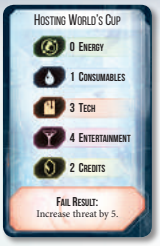


Illness Tokens: Quinde (2), Laguna Velasco (6)



Android Tokens: Guayaquil (1), Rabotgorod (5), Nihongai (7)

6. **Set Resource Tracks:** Place each of the five resource tokens on space "0" (the icon space) of the track with the matching icon. Then, reveal the top card of the demand deck and place it faceup on the deck. For each resource on that card, place a target token on the indicated number of the matching resource track.



Resource Track Setup for "Hosting World's Cup"



7. **Assign Active Player and Corporations:** The most experienced player places the active player token, the Jinteki corp sheet, and the Jinteki emergency action card in front of him. In clockwise order from him, each player takes the next available corporation from the "Corporation Setup" sidebar at the bottom of the page. Corp sheets are placed with the four-player or five-to-six-player side faceup, as appropriate. The four-player side is identified by an icon on the lower-left corner.





Four-Player Icon

8. **Place Capital Tokens and Threat Token:** Place the threat token on space "0" of the board's threat track (the icon space). Then, each player places his corporation's capital token on the capital track as indicated in the "Corporation Setup" sidebar.



9. **Draw Action Cards:** Each player draws the action cards listed for his corporation in the "Corporation Setup" sidebar.

Example Starting Hand for Jinteki



10. **Assign Rivals:** Shuffle the "Federalist" rival card with the rival cards displaying the corporations being used this game, returning the unused rival cards to the game box. Then, deal one rival card **facedown** to each player and place the remaining card facedown and partially under the board. Each player secretly looks at his rival card but cannot share this information with other players.

11. **Draw Investment Card:** Each player draws one investment card from the investment deck and places it facedown next to his corp sheet. He may look at his investment at any time.



Corporation Setup (First Game Only)

For the first game, instead of choosing corporations, the most experienced player claims the Jinteki corporation, places his capital token on the indicated value on the capital track, and draws the indicated action cards. In clockwise order from him, the other players do the same using the next available corporation.

- **Jinteki:** 10 capital, 2 biotech cards (red), 1 labor card (purple)
- **Haas-Bioroid:** 11 capital, 2 labor cards (purple), 1 construction card (green)
- **Globalsec:** 12 capital, 2 security cards (blue), 1 media card (yellow)
- **NBN:** 13 capital, 2 media cards (yellow), 1 biotech card (red)
- **Weyland Consortium:** 14 capital, 2 construction cards (green), 1 security card (blue)
- **Melange Mining:** 15 capital, 1 construction card (green), 1 media card (yellow), 1 security card (blue)

Playing the Game

New Angeles is played over a series of rounds. Each game round begins with an Action Phase, which consists of several turns. During each turn of the Action Phase, one player draws action cards, and then players bargain for the chance to resolve an action card and gain a powerful asset.

After resolving a set number of turns during the Action Phase, the city produces resources. Resources are vital because players will eventually need them to meet demand or else they risk losing the game!

At the end of each round, an event card is drawn which brings about new problems for players to deal with in the next round.

Action Phase

During the Action Phase, players use their cards to manage the city's problems and manipulate other corporations, all with the goal of securing precious assets. Each Action Phase consists of several turns. The player with the active player token is the **active player**; he takes the first turn, resolving the following three steps:

1. Draw Action Cards

The active player draws the type and number of action cards indicated on his corp sheet.



The Jinteki player draws 2 biotech action cards (red) and 1 labor action card (purple).

A player may need to draw a "General" action card. To do so, he draws an action card of any type that he has not already drawn during this step.



Each type of action card has a special role in the city. These roles are defined more in the "Action Card Types" sidebar.

2. Resolve a Deal

The players collectively resolve a **deal**, which is the process by which players play action cards and gain assets. The full process of a deal is explained later. In short, the active player reveals the rightmost asset card below the turn track and places it in the "Revealed Asset" box of the board. Then, each player can play an action card from his hand and attempt to convince the other players to support that action. The player who receives the most support resolves his action card and claims the revealed asset card.

Action Card Types

Most of the corporations specialize in a particular type of action card. Each action card type interacts with different components on the board. There are five types of action cards:

- **Construction:** Construction cards repair outages and build valuable developments.
- **Biotech:** Biotech cards mitigate threat by containing illnesses and manipulating the event deck.
- **Labor:** Labor cards relocate android tokens and can quickly produce specific resources.
- **Media:** Media cards reduce unrest and allow players to draw extra cards.
- **Security:** Security cards place protective prisec units on the board and destroy enemy units.



To begin a deal, the active player reveals the rightmost asset card on the turn track and places it in the "Revealed Asset" box of the board.

3. End of Turn

The active player has a chance to resolve his "End of Turn" asset cards, which are explained later. Then, if he has more than five action cards in hand, he discards until he has only five. Then, he passes the active player token to the player to his left.

The turn track indicates when the Action Phase is complete. If at least one asset card remains on the turn track, the Action Phase continues and the new active player takes a turn. If there are no facedown asset cards on the turn track at the end of a turn, the Action Phase ends and the Production Phase begins.

Because the number of turns is fixed, some players may not take a turn each round, but they will take an equivalent number of turns over the course of the game.

Production Phase

The city of New Angeles is a massive megalopolis that outputs enormous quantities of consumer, agricultural, and technological products every day. Despite this incredible supply, demand for these products never ceases, and the fortunes of the megacorporations are intimately connected with the city's productivity.

The **CITY** consists of ten **DISTRICTS**, each with a unique name and number. Each district belongs to one of three **TIERS**, represented by a colored border and a number of horizontal bars under the district's name. Tiers are referred to by some event cards.



Rutherford District (9) — Tier 3 (three red bars)

Each district produces one or two types of **RESOURCES** in the amounts indicated below their icons. The leftmost resource listed in a district is the **PRIMARY RESOURCE**; its icon is framed by a colored circle. If there is another resource in this distrct, it is the **SECONDARY RESOURCE**.



Resource Types



During the Production Phase, the **three** districts that contain an android token are **EXPLOITED**. When these districts are exploited, they produce their resources. To track this, players move the resource tokens in the supply to reflect how much of each resource has been produced. Some units and tokens affect a district's production as described in the "Production Modifiers" section below.



When exploited, Rutherford district produces 2 credits and 1 entertainment.

Next, the exploited district's **UNREST** increases, even if it failed to produce anything. To represent this, an unrest token is placed with the yellow **PROTEST** side faceup in that district's condition box.



Unrest in Rutherford increases to protest.

If the district already has an unrest token, the token is flipped so the red **STRIKE** side is faceup. If the strike side is already faceup, it remains faceup.



Strike Side of Unrest Token

After each district that contains an android token is exploited, play proceeds to the Event Phase.

Production Modifiers

Some components affect a district's ability to produce resources:



Strike: A district in strike cannot produce any resources.



Outage: A district in outage cannot produce any resources.



Orgcrime Unit: A district with an orgcrime unit cannot produce its primary resource.



Development: The value of the primary resource in the district is increased by one.

Event Phase

Sometimes one of the city's problems rises to the forefront, splashed across the tabloids for all to see.

During the Event Phase, the top card of the event deck is revealed and resolved. An event card is resolved from top to bottom and affects the game in a variety of negative ways.

The top half of each event card is an effect that may increase **threat** (see the "Mitigating Threat" sidebar). Threat represents how close the United States government is to taking full control of the city; if threat reaches 25, all players lose the game! Threat is tracked by the threat track; when threat increases, the threat token is moved to reflect the new total.



Threat increasing by two.

The bottom half of each event card indicates which units and tokens are placed on the board; **one** copy of each component is placed in each district listed next to that component. A district cannot have more than one copy of any enemy unit, outage token, or illness token. If a second copy must be placed in a district, it moves to the next district instead; how units and tokens are moved is described later.



One Human First unit is placed in Esmeraldas (district 8), one orgcrime unit is placed in La Costa (district 3), and one illness token is placed in Quinde (district 2).

Today marks the sixteenth anniversary of the Battle of the Beanstalk, and the Space Elevator Authority is celebrating in style. Watch the skies tonight as a fleet of drones lifts off for a holographic reenactment of all the explosive action that took place far beyond Earth's atmosphere all those years ago.

The Veterans Against Offworld Adventurism have planned a silent sit-in at the Old War Memorial tonight to protest what they call "saber rattling" by the world's governments, a situation made more volatile by the recent death of Victor Gray, Chair of Interplanetary Affairs at the UN. "The whole thing is phony, anyway," said one veteran. "No one could actually see the battle."

Mitigating Threat



The back of each event card warns the players about how threat may increase during the Event Phase. To reduce this risk, players should try to remove the depicted components from the city, prioritizing those in districts of higher tiers.

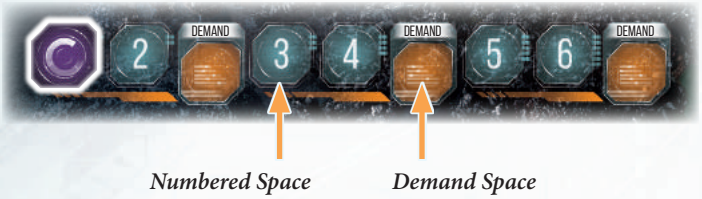
For example, if the card's back depicts an orgcrime unit, threat might increase for each orgcrime unit in the city. Players can mitigate that threat during the Action Phase by resolving action cards that remove orgcrime units from the city.

The number in the lower-right corner of each event card indicates the number of turns for the next Action Phase. The players reset the turn track by taking that number of asset cards from the top of the asset deck and placing one of those cards **facedown** below each slot of the turn track, starting with the lowest-numbered slot.



Resetting the Turn Track to "4."

After players resolve the event card, the Event Phase ends and the round track token is moved to the next space on the round track. The round track consists of both numbered spaces and demand spaces.



Numbered Space *Demand Space*

If the round token moves to a numbered space, the players resolve another standard round starting with the Action Phase; the new active player takes the first turn. If the token moves to a demand space, the players resolve a demand round, which is explained next.

Demand Round

A demand round is a special type of round that resolves differently from a standard round. During a demand round, the players determine if they have met the demand for the many products and services required by the city. Players resolve the following steps in order:

1. Score Investment

During this step, each player reveals his investment card and resolves it. Investments are one of the primary ways for a player to earn **capital**. Capital is the measure of a player's success and is necessary to win the game. Each player tracks his current capital on the capital track by moving his capital token as he gains or loses capital.

2. Pay Demand

Demand cards represent consumers' ever-increasing demand for goods and services. Meeting the demand ensures corporate growth, happy stockholders, and the continuation of New Angeles' lucrative tax privileges. Failing to meet demand angers the many politicians whose willingness to fight corporate regulation extends only as far as the zeroes in their bank accounts.

Players collectively meet the demand using the resources in the supply. If each resource in the supply equals or exceeds the quantity indicated by the corresponding target token, the demand is met. If at least one resource token fails to reach the target token on that track, the demand is not met and threat increases by the amount indicated on the demand card.

3. Reveal Demand

Players establish the demand that must be paid during the next demand round. First, they place the currently revealed demand card on the bottom of the deck and reset the supply by moving each resource token back to space "0." Then, they reveal the top card of the demand deck. For each resource, they place a target token on that resource's track on the numbered space indicated by the demand card.

4. Choose Investment

During this step, players choose another investment to secretly work toward during the next two rounds. All of the investment cards are shuffled together to reform the deck. Then, each player draws two investment cards, chooses one to keep facedown in his play area, and returns the unchosen card facedown to the top of the investment deck.

After investments are chosen, the players move the round track token to the next space on the track and the next round begins.

Demand Example

The demand that must be paid requires 0 energy, 1 consumables, 3 tech, 4 entertainment, and 2 credits. The supply has enough of each resource except tech, so threat increases by 5.



The players reset the resource tokens to "0" on each track. Then, they reveal the next demand card and set the target tokens to the new target values for each resource.



Winning the Game

The game ends during the third demand round after the Pay Demand step. At that time, each player reveals his rival card. Each player that has **more** capital than the player indicated on his rival card wins the game. If a player's rival is his own corporation, he wins if he has more capital than at least **three** other players (or more than **two** players in a four-player game).

It is possible (and even likely) for multiple players to win the game, and at least one player will lose.

The game also ends if threat reaches "25" on the threat track, signifying political takeover by the United States government and the end of the corporations' special economic privileges. When threat reaches 25, all players lose the game except the player with the "Federalist" rival card. That player wins the game if he has at least 25 capital; otherwise, he loses as well. The federalist is explained in greater detail later.

Deals in Detail

Deals are the focus of *New Angeles*; each deal represents an opportunity for a corporation to make a powerful ally through services offered to the city. During a deal, the active player proposes an action that benefits the board, and he attempts to convince the other players to support that action. The other players can compete to propose alternative actions, then they can give support to the action they think is best. The player whose proposed action has the most support wins the deal.

The process of a deal consists of the following steps:

1. Asset

The active player reveals the rightmost asset card below the turn track (the card whose slot has the highest number), reads it aloud, and places it faceup in the "Revealed Asset" box of the board so all players can see it (asset cards are explained later).

2. Main Offer

The active player chooses one action card from his hand and places it faceup in the "Main Offer" box of the board. This is his **main offer**, and throughout the deal, he should try to convince other players of its importance (see the "Negotiaton" sidebar below).

Negotiation

Negotiation is the key to success in *New Angeles* since a player rarely wins a deal without the support of other players. Players should do their best to gather support for their actions and are highly encouraged to do so through any means necessary. Sometimes a player can argue that his action is just what the city needs. However, winners do not rely on necessity; a promised reward or thinly veiled threat can be just as persuasive, and nothing greases the wheels of industry like the simple exchange of capital.

See the "Trading" section on page 14 for more details on the rules of trading.

Humanity Labor has once again denied any connection between the advocacy organization and the violent movement Human First. This comes in the wake of another spate of vandalism in which dozens of androids, both bioroids and clones, were destroyed by sledgehammer-wielding activists in "Robot City." A masked Human First spokesperson released a statement via shoutcast: "We will never accept being replaced by androids. Take up your hammer! Take down the golems!"

"We will not stand by while average citizens are terrorized by the violent and extremist methods of this dangerous movement," said Lieutenant Khromova of the Violent Crimes Investigation Division. "Androids are private property and their destruction is a serious crime." Speaking off the record, police sources confirm that the NAPD considers Humanity Labor a public front for Human First.

3. Counteroffer

Starting with the player to the left of the active player and proceeding clockwise, each player has one opportunity to propose a **counteroffer**. To propose a counteroffer, that player chooses an action card from his hand and places it faceup in the "Counteroffer" box of the board.

A player can propose a counteroffer even if one has already been proposed. To do so, he must discard action cards from his hand equal to the number of faceup action cards in the "Counteroffer" box. His counteroffer is placed on top of any other action cards already in the "Counteroffer" box, making it more costly for the next player to propose a counteroffer. The player who proposes the last counteroffer is the **countering player**.

After each player has an opportunity to propose a counteroffer (excluding the active player), play proceeds to the next step.

4. Support

If there is no counteroffer, the players skip directly to the Resolution step. Otherwise, the players who are not either the active player or the countering player become **supporting players**, who can use their action cards to determine the winner of the deal.

Starting with the supporting player to the left of the active player and proceeding clockwise, each supporting player has one opportunity to support an offer. To provide support, he chooses any number of action cards from his hand and places them facedown next to either the main offer or counteroffer. If he does not want to support either side, he can abstain.

The active and countering players are highly encouraged to negotiate with the supporting players to garner support for their offers (see the "Negotiation" sidebar).

5. Resolution

The winner of the deal is the player whose offer has the most facedown action cards next to it. If the main offer and the counteroffer have the same number of action cards next to them, the active player wins the deal.

The winner of the deal resolves the action card he proposed for his offer. Then, he claims the revealed asset card, placing it faceup next to his corp sheet. All action cards played as offers or in support are discarded facedown to the discard pile.

Deal Example



1. Jinteki, the active player, reveals the rightmost asset card on the turn track, "Marco Cubrero," and places it in the "Revealed Asset" box.

2. There are numerous illness tokens on the board, so Jinteki thinks he can convince other players to support the "Clean Slate" action card in his hand. He proposes "Clean Slate" as his main offer, placing it in the "Main Offer" box.

3. The Counteroffer step begins, proceeding clockwise from Jinteki.

   a. Globalsec decides not to propose a counteroffer. Haas-Bioroid also passes.

   b. Weyland proposes "Vanity Project" as a counteroffer, placing it in the "Counteroffer" box.

   c. NBN wants to propose "Spin Doctors" as a counteroffer. To become the new countering player, she discards one card from her hand (placing it next to the slot of the board with the garbage can icon) and places "Spin Doctors" on top of "Vanity Project."



4. The Support step begins, proceeding clockwise from Jinteki. Globalsec, Haas-Bioroid, and Weyland are supporting players.

   a. Globalsec plays one card to support the main offer. Haas-Bioroid plays one card to support the counteroffer.

   b. Since both the main offer and counteroffer have the same number of action cards supporting them, Jinteki (the active player) will win the deal unless Weyland supports the counteroffer. Knowing this, NBN negotiates a trade with Weyland: two capital in exchange for one card in support of the counteroffer.

5. The Resolution step begins. The counteroffer has more facedown cards in support of it than the main offer, so NBN wins the deal. She resolves "Spin Doctors." Then, she claims the "Marco Cubrero" asset.



Additional Rules

This section provides players with additional rules needed to play their first game.

District Components

A district can contain numerous components that represent the status of that district. Each of these components is described below.

Human First Unit (enemy unit)



Human First is the organization at the forefront of anti-android activism, instigating unrest and violently sabotaging businesses that employ androids.

When a district with a Human First unit is exploited, unrest increases by two stages instead of one. If unrest cannot increase by two stages, place an outage token in that district's condition box, returning any unrest token there to the reserve.

Orgcrime Unit (enemy unit)



The diversity of the city's criminal elements is second to none. From street gangs like the Pistoleros to the highly organized Tri-Maf syndicate, crime has a vested interest in the many vices and needs of New Angeles.

When a district with an orgcrime unit is exploited, it cannot produce its primary resource. If the district only has one resource type, it cannot produce any resources.

Prisec Unit



Be it proxy war, corporate sabotage, or just a good, old-fashioned protection racket, many opportunities exist for private security professionals. Of course, there are risks, and one can never be sure of who has paid the highest price for a merc outfit's loyalty.

Prisec units protect districts by preventing enemy units from remaining in them. If an enemy unit and a prisec unit occupy the same district, that enemy unit immediately moves (movement is explained later).

Outages



Power outages and other failures of infrastructure remain a reality of the near future in a sprawling megalopolis like New Angeles. The city relies on connectivity for personal and business purposes, so any interruption of service is unforgivable.

Districts in outage cannot produce any resources. When a district suffers an outage, place an outage token in its condition box, returning any unrest token there to the reserve.

Unrest



Protest

The laborers of New Angeles lose jobs every day to cheap and efficient android labor, which is supplied by megacorporations who have enormously widened the gap between rich and poor. With unemployment at a record high, civil unrest is never far from erupting.



Strike

There are three stages of unrest in a district: **stable**, **protest**, and **strike**. Unrest increases from stable to protest and from protest to strike; unrest decreases in the opposite order. When a district's unrest increases from stable to protest, an unrest token with the protest side faceup is placed in that district's condition box. When unrest increases again, the unrest token is flipped from its protest side to its strike side. A stable district or a district in protest functions normally; however, a district in strike cannot produce any resources.

Illness



Common illnesses remain a significant cause of reduced productivity, and synthetic diseases are a growing threat to workforce stability.

When an action card is resolved, if it involves one or more districts that have an illness token, threat is increased by **two**. A district is involved in the resolution of an action card if any unit or token is placed into or removed from that district. It is also involved if a unit or token moves into or out of that district.

Android tokens



Android labor is a reliable and effective source of labor that can be readily relocated without complaint. The profit a corporation can reap via androids is greater than the losses caused by the inevitable protests resulting from their deployment.

During the Production Phase, each district that contains an android token is exploited and produces its resources. A district cannot have more than one android token.

Developments



The New Angeles skyline changes constantly as corporations construct massive arcologies and manufacturing facilities. Combined with android labor, newly developed facilities can quickly increase output.

While a district contains a development token, the quantity of its primary resource is increased by one. A district cannot have more than one development token.

Space Restrictions and Movement

A district cannot have more than one copy of an outage token, illness token, and each enemy unit. If any of these components are placed in a district that already has a copy of that component, the component must move. Additionally, when an enemy unit and a prisec unit occupy the same district, that enemy unit must immediately move.

Districts are connected by **movement paths**. Each district has one exiting movement path that points to another district. To move a component, place it in the district pointed to by the exiting movement path. If the next district also already has a copy of that component, it moves again. This process continues until the component moves to a district that does not already contain a copy of it, or until it moves into "The Root" (the red circle).



Movement Path between Districts

If an enemy unit, outage token, or illness token moves into "The Root," that component is returned to the reserve and threat is increased by **two**.

It has been nearly six months since the Water Riots, and activist groups are still calling for someone to be held accountable. They claim that prisec forces under corp control indiscriminately opened fire on innocent civilians. A city attorney's investigation found insufficient evidence to level any charges in the incident. No corp has ever claimed responsibility for the actions of the prisec operators in question.



Moving Units Example



1. An event card instructs the players to place a Human First unit in Esmeraldas (8).
2. There is already a Human First unit in Esmeraldas, so the Human First unit moves along the movement path to the next district: Rutherford (9).
3. Rutherford (9) contains a prisec unit, so the Human First unit must move again to Base de Cayambe (10).

The Liberty Society may limit themselves to acting within the law, but there are other anti-android groups that are not as restricted. So-called "underground railroads" exist that claim to smuggle clones and bioroids to safe havens in Brasilia, ChiLo, or elsewhere in the worlds. The NAPD urges all citizens with information on these criminal groups to contact the Android Trafficking Task Force.

Android personhood is a settled matter in US courts thanks to the landmark Supreme Court case **Henry v. Jinteki**. *The ruling was clear: androids are not legal persons and have no legal protections beyond those afforded to animals or any other private property. Despite this decision, organizations such as the Order of Sol still argue that android ownership is slavery. Other abolitionist groups, such as Human First, prefer complete extermination of all androids, routinely moving outside the bounds of the law to vandalize many units. And, of course, many black-market traffickers masquerade as abolitionists to tap into a ready supply of accomplices.*

Corp Sheet Contracts

Each corp sheet includes a printed **CONTRACT**. Contracts provide capital to a corporation when the described condition is met while resolving an action card. When the condition on a corp sheet is met, that corporation gains the indicated capital **regardless of which player resolved the action**. If a condition requires a component to be removed from a district, removing a component from "The Root" does not satisfy that condition.

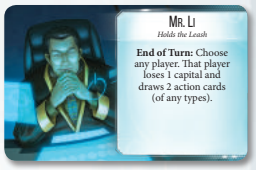


Contract on a Corp Sheet

Assets

Asset cards represent executives, crime bosses, celebrities, and others whose allegiances follow the cash flow. They provide players with unique and powerful abilities.

When a player claims an asset, he places it faceup next to his corp sheet. He can use asset card abilities as described on the cards. If he has any assets with the "End of Turn" header, he can use each **once** at the end of each of **his** turns.



"End of Turn" Header

Some assets require a player to **EXHAUST** them to resolve their effects. To exhaust an asset card, it is rotated 90 degrees clockwise. An exhausted card cannot be exhausted again. A player **READIES** his asset cards at the start of his turn by rotating them 90 degrees counterclockwise.



Readied Asset



Exhausted Asset

Some assets must be discarded to resolve their effects. When an asset is discarded, place it at the botttom of the asset deck.

Discard Pile

All action cards are discarded facedown to a single discard pile next to the lower-right slot on the board with the garbage can icon. When a player must draw an action card but no cards remain in that deck, the cards in the discard pile are shuffled, sorted by type, and then shuffled into their respective decks.



Discard Pile Icon

Actions cards are always discarded **facedown**. Players cannot look at facedown cards when they are discarded nor while they are in the discard pile.

Tragedy struck today at the New Angeles premiere of the second season of Friendship, Upgraded *when violent demonstrators linked to the terrorist Human First movement attacked and badly damaged bioroid star Ronald 5. This is the third time Ronald 5's public appearances have been disrupted by similar protests.*

A spokesperson for Smart! Media stated that Ronald's brain was successfully transferred to a temporary chassis and reminded the media that, as an android, Ronald does not feel pain the same way a human does.

Trading

Players are highly encouraged to influence other players via any means necessary. As such, players can give or trade their capital and assets to gain support during a deal, to encourage certain actions to be played, to swap assets, etc. All promises made by players concerning the future are non-binding—players can make promises and not fulfill them. However, if both players can **immediately and completely** fulfill the terms of the trade, they must do so.

Example: Globalsec agrees to give Jinteki two capital if Jinteki supports Globalsec's offer with two cards. If they agreed to these terms when it is Jinteki's turn to abstain or support, the terms are binding and must be fulfilled. If Jinteki promises to support Globalsec but it is not Jinteki's turn to play support, the terms are not binding; Jinteki receives the capital but is not required to play cards in support.

Emergency Actions

Emergency action cards are unique and powerful action cards that can greatly impact the state of the city. Each player starts the game with the emergency action card that matches his corporation. These cards are not part of a player's hand of action cards; they are kept faceup next to his corp sheet.



Globalsec's Emergency Action

Emergency action cards can be proposed as offers just like normal action cards. Instead of being discarded, however, a proposed emergency action card is returned to the player with the matching corporation. If the card was the winning offer for the deal, it is returned **facedown** and cannot be used again unless a card effect flips it faceup. If the card was not the winning offer, it is returned **faceup** and can be used again.

According to a recent study, there are now 10 million androids in New Angeles, working mostly low-paying jobs across all industrial sectors. The same study suggests that those androids are five times as productive as humans working in the same sectors. Over 10,000 of these androids appear to be owned or leased by private citizens for use inside the home. "At these rates," said one researcher, "ten percent of us may be androids within a decade."

The Federalist

The corporations generally prefer the freedoms and risks of being an extra-territorial special commerce region to the rules and regulations of the United States federal government. However, there is always a chance that someone will seek a more lucrative opportunity through sweetheart deals and no-bid contracts with the Feds.

The player who is dealt the "Federalist" rival card is the **FEDERALIST**. The federalist does not win the game like the other players. Instead, he wins the game when the threat token reaches "25," but **only** if he has at least 25 capital at that time. If he does not have 25 capital at that time, he loses the game along with the other players.

For the federalist to increase threat and accomplish his goal, he needs to work against the city, such as by resolving action cards in districts with illness tokens and by supporting suboptimal offers proposed by other players. Most importantly, he must be careful to hide his identity for as long as possible! The other players are likely to work as a team against a known federalist, and the federalist needs the other players' cooperation to have any chance of accumulating 25 capital.

It is possible for the game to have no federalist if the "Federalist" rival card is the card placed under the board during setup instead of being dealt.

Start the First Game

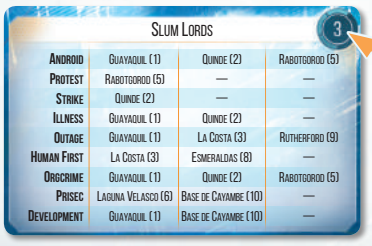
Players now know all the rules necessary to play their first game of *New Angeles*. If questions arise during the game, players can consult the "Quick Reference" page on the back of both rule booklets, and they can find detailed information about the game's mechanics in the glossary of the Rules Reference.

Complete Setup

After playing their first game, players should follow the complete setup rules on page 2 of the Rules Reference for all future games. These complete setup rules are slightly different from the setup rules for the first game found in this booklet.

Setup Cards

The complete setup rules include setup cards. Setup cards provide an initial state for the city. During setup, players draw a random setup card and place one copy of each component listed on that card in each district listed next to that component. Then, they set the turn track with a number of asset cards equal to the number in the upper-right corner of the setup card.



Number of Asset Cards at Setup

Credits

Game Design: James Kniffen
Producer: Jason Walden
Technical Writer: Adam Baker
Editing & Proofreading: Autumn Collier and Sean O'Leary
Additional Layout: Molly Glover
Graphic Design: Shaun Boyke with Michael Silsby, Evan Simonet, and Monica Helland
Graphic Design Manager: Brian Schomburg
Cover Art: Kirsten Zirngibl
Board Art: Henning Ludvigsen
Interior Art: Bruno Balixa, Ralph Beisner, Del Borovic, Lars Bundvad, Rovina Cai, JB Casacop, Aurore Folny, Caroline Gariba, Gong Studios, Mauricio Herrera, Clark Huggins, Alex Kim, Priscilla Kim, Pavel Kolomeyets, Kate Laird, Samuel Leung, RJ Palmer, Chris Peuler, Maciej Rebisz, Emilio Rodriguez, Jason Rumpff, Lorraine Schleter, Adam Schumpert, Timur Shevtsov, Smirtouille, Mark Anthony Taduran, RC Torres, VIKO, Thomas Williams, Ashley Witter, Matt Zeilinger, and Kirsten Zirngibl
Art Direction: Zoë Robinson
Managing Art Director: Andy Christensen
Figure Sculpting: Thomas Lishman and Mike MedicineHorse
Sculpting Coordinator: Niklas Norman
Sculpting Manager: John Franz-Wichlacz
Quality Assurance Coordinator: Zach Tewalthomas
Android Universe created by: Kevin Wilson with Daniel Lovat Clark
Android Story Team: Daniel Lovat Clark, Michael Hurley, Lukas Litzsinger, and Katrina Ostrander
Production Management: Megan Duehn and Jason Beaudoin
Production Coordination: Marcia Colby, Jason Glawe, Liza Lundgren, and Johanna Whiting
Board Game Manager: James Kniffen
Creative Director: Andrew Navaro
Executive Game Designer: Corey Konieczka
Executive Producer: Michael Hurley
Publisher: Christian T. Petersen
Playtesters: Glen Aro, Craig Atkins, Samuel Bailey, Adam Baker, Andrew Borck, Zach Brockman, Eric Byrnes, Suzi "Antink" Burrows, Mark Charlesworth, Hwan-yi Choo, Andy Christensen, Lachlan "Raith" Conley, Robert Crandall, Nick Cyr, Ben Davis, Jordan Dixon, Andy Fischer, Jacob Freedman, Molly Glover, Jeff Greening, Ellen Griffin, Taylor Ingvarsson, Johnathan Johnson, Tom "Average" Johnson, Josh Jupp, Eric Kaiser, Jason Kerr, Jewel Kerr, Sean Kittridge, Mark Larson, Skyler Latshaw, Tim Latshaw, Jamie Lewis, Brian Lewis, Cady Lewis, Lukas Litzinger, Eric Lotos, Jeannine Lotos, Charlie McCarron, Mark McLaughlin, Ian Moore, Kiefer Paulson, Jeremy Rainbow, Kendra Rainbow, Toby Rainbow, Alexander Rooker, Doug Ruff, Michael Sanfilippo, John Shaffer, Catherine Shen, Y Paul Sussman, Zach Tewalthomas, James Voelker, Brittany Walden, Chris Waters, Nathan Wilkinson, Aaron Wong, Jonathan Ying, Ruth Zephyr, and Jamie Zephyr

© 2016 Fantasy Flight Games. No part of this product may be reproduced without specific permission. Android, New Angeles, and Fantasy Flight Supply are TM of Asmodee North America, Inc. Fantasy Flight Games and the FFG logo are ® of Fantasy Flight Games. Fantasy Flight Games is located at 1995 West County Road B2, Roseville, Minnesota, 55113, USA, 651-639-1905. Actual components may vary from those shown. Made in China. THIS PRODUCT IS NOT A TOY. NOT INTENDED FOR USE BY PERSONS 13 YEARS OF AGE OR YOUNGER.

FANTASY FLIGHT SUPPLY™
14
PROTECTIVE CARD SLEEVES

The Megacorporations

Each of the six megacorporations in *New Angeles* is described in more detail below.

Jinteki Biotech

Chairman: Satoshi Hiro

Headquarters: Nihongai District, New Angeles

Key Industries: Androids, Agriculture, Artificial Intelligence, Biotechnology, Genetic Engineering, Medical Technology

"Jinteki was monkeying around with genetic material for years and being a major biotech player, but they didn't explode on the world stage until they started making their own androids. They call them 'clones,' even though that's kind of a misnomer. I mean, it's not like they just find a person they like and run off a zillion copies. Jinteki's genegineers—and yes, that's what they really call them—can work for years on synthesizing just the right genome for their next project. The androids that walk out the factory door have a little bit of human, a little bit of whatever animal or microbe or whatever, and a whole lot of patented custom-built genetic material running under their hood.

The clones sure look and sound human, though; only the barcode on their neck really sets them apart, for most of 'em. But they're androids—property—things you can buy and sell and own, like a hopper or a PAD.

Ever since the clones, Jinteki's been re-engineering itself right alongside their weird chimeras. They moved from Old Nippon to New Angeles, they got a new CEO, and they're shedding a lot of the old zaibatsu rigidity in favor a new, more agile, more progressive megacorporation. Evolve or die, right? I'm not sure I want to get evolved."

– *The History of the Worlds, Part N,* by A. Nonny Mouse

Haas-Bioroid

Director: Cynthia Haas

Headquarters: Manta District, New Angeles

Key Industries: Androids, Artificial Intelligence, Cybernetics, Heavy Manufacturing, Medical Devices, Robotics, Software

"Haas-Bioroid got its start as a European engineering and industrial manufacturing firm, back before they were called HB. Then a few decades back they merged with a little neuroscience and AI concern called the Rossum Group and that's when things got interesting. They made a brand-new machine called a bioroid, an artificial person that could think and act like a human being. When it caught on, they renamed themselves Haas-Bioroid so no one would forget what they did for a living.

Bioroids changed the world. Over the long run, androids are going to be as revolutionary a technology as fire, or the printing press, or the Network. And Haas-Bioroid got there first (a fact they're never going to stop rubbing in Jinteki's face). Their bioroids kinda sum up what the whole company is about. They're efficient, bleeding edge, a rational solution to a pressing problem—well, that's the pitch. No one seems able to explain what problem bioroids are solving. But through it all, HB proudly claims that their bioroids are 'Efficient,' 'Reliable,' and 'Humane.' Just like their whole company. And the concept of euthanasia."

– *How Not to Get Scragged* (no author on record)



Melange Mining



CEO: Yuri Talunik

Headquarters: Heinlein District, Luna

Key Industries: Prospecting, Resource Extraction

"So, Melange Mining — or 2M, if you're feeling pressed for time — are newcomers to the whole megacorp thing. In fact, some might argue that they're not even a megacorp, not really. A real megacorp has offices all over and a diverse portfolio of boring business buzzwords and 2M really just does one thing: mines helium-3 on the Moon.

But! Mining He-3 on the moon is a good way to make just boatloads of money, by which I mean if you want to ship a boat to the Moon, and fill that boat with dead-tree cash money, and then just look at it because there's no water on the Moon to sail around in, you can afford to do that if your surname is Talunik. Helium-3 powers all of our modern fusion reactors and, as a consequence, the entire economy of Earth and Luna. (Mars is — well, let's just say 'it's complicated' and move on.)

The other corps might think that Melange is nothing more than a bunch of up-jumped ex-Russian mob bosses, exploiting the monopoly granted to them by the War. And, well, they're not wrong, exactly. But so what? Like the other corps aren't crooks?"

– *Jenny Random's Hyper-Accurate Guide to Everything, Ever*

Globalsec



CEO: Lidiah Maucher

Headquarters: Atlantica, Western Europe

Key Industries: Information Security, Intelligence, Military Contracting, Physical Security

"Here's what I can't figure out about Globalsec: Are they the good guys or the bad guys? I mean, they're a corp. So bad guys, right? But they ride herd on the other corps, sometimes. So, good guys, right? Governments contract with them to keep tabs on their populace—bad guys. Globalsec security teams crack down on warlords and gangbangers in places where the cops can't or won't—good guys.

Can't figure them out. They're the biggest name in security, worldswide, and sometimes that means private army and sometimes that means net surveillance and sometimes that means discreet bodyguards packing fusion-powered monofilament heat. They're as plugged-in to the Network as anyone outside of NBN. They've got that Blacklist — sorry, the Globalsec Employee Skills Directory or whatever it's actually called. They've got a list, and if you get a black mark on it, you never work again, because all the other corps use them for background checks.

Plus, those uniforms are black. Okay, I've decided. They're probably bad guys."

– *Jenny Random's Hyper-Accurate Guide to Everything, Ever*

The Weyland Consortium



CEO: Vacant

Headquarters: Base de Cayambe, New Angeles

Key Industries: Construction, Finance, Investments, Space Exploration

"There's something they used to call 'the Myth of Shareholder Value.' It goes, basically, like this: everything any corporate officer does, at any level, must be dedicated to only one thing, which is to increase shareholder value. Under this myth, any action you take becomes moral or immoral solely based on whether that action increases or decreases shareholder value.

There have been periods in our country's history where the Myth of Shareholder Value has been accepted as gospel truth by the entire economy. There are sectors of our economy who have never turned their back on the myth. Who still worship it as a golden idol.

The Weyland Consortium are the high priests of the cult of Shareholder Value in today's economy. The Consortium is less a corporation and more an algorithm, buying and selling corporations and extending its tendrils out through every sector of industry: research, transportation, you name it. The Consortium moves and acts like a living thing. No one executive or committee steers that ship. Shareholder Value is its only captain, and every decision made by its chief officers is pre-destined, an inevitable result of gears turning for decades, of market forces filtered through AIs running on corporate servers.

The Consortium is a serpent with no head. No CEO. It owns the Beanstalk, it owns outer space, it owns our destiny. And it will sacrifice us to its god, in time."

– *The Flashpoint,* by Omar Keung

NBN



CEO: Victoria Jenkins

Headquarters: Rutherford District, New Angeles

Key Industries: Advertising, Communications, Data Mining, Media, Psychographic Profiling

"I wake up to NBN's dulcet shrieking. I eat breakfast while they tell me what to think. They follow me into the shower, chirping from the waterproof wallscreen I have installed there. They're in my pocket while I walk down the street, flashing at me from every public kiosk and every virt display above the shops and skyway terminals.

And it's fine, friends! It's fine. NBN gives me a steady supply of attractive people saying interesting things. They know what I want to hear before I do, and they make sure I hear it. Music, threedee, news, whatever I need to get by, NBN is there to supply it. You can't beat them for convenience or at really anything else, ever.

What can I say? I love NBN. And they love me."

– *John Hackman: A Memoir by John Hackman,* by John Hackman

The Districts of New Angeles

Each of the districts in the city of New Angeles is described in more detail below.

Guayaquil

Guayaquil used to be the biggest city in Ecuador. Now it's the biggest slum in New Angeles. Whole sectors of the district are no-go zones for the NAPD, and even once-vibrant landmarks like Jack Weyland Arcology are showing their age and crumbling away.

But for all that, it's still the most populous district in the city. It's got the biggest port, it's still got some money, and so what if most of that money is in the hands of orgcrime? It's not like there's an appreciable difference between them and the corps, from the point of view of José Q. Público.

Quinde

The big, beating heart of Quinde is JQ Station, the enormous rail and tube-lev hub that feeds the factories of Quinde district. The district is its factories, its smelters, its power plants. It sure isn't its human workers, who are more and more being replaced by androids. Hell, the androids are being built in one factory and walking across the street into the next to take another human job.

It's no wonder that Human First recruiters trawl the streets here, finding angry men and women to join their movement.

La Costa

It's easy to think that the biggest city in the worlds must be nothing but starscrapers, marching from the Root down to the sea, but it just isn't true. New Angeles is huge, and there's still, even today, open land and green growing things. (Well, mostly green; the acid rain notwithstanding.)

Most of that land is in La Costa. There are actual farms and orchards, here! And towering megafarms, the agroplexes that are methodically exterminating all other farming by sheer efficiency.

Manta

Manta is white sand beaches and high-rise hotels, rich brats and dilettantes. It's also a high-tech district clustered around the HB HQ and progressive rings of lower- and lower-rent residences the further from the coast you go.

On the whole, Manta is one of the nicer districts. Good tourism, a vibrant tech hub, and middle- and lower-class housing, all in the same district. Just don't rock the boat.

Rabotgorod

They call it "Robot City" now, both because the Russian name is hard to pronounce and because of all the androids that live there. Dwell there? Are warehoused there? Whatever, a lot of the old buildings that were once filled with Russian émigrés during the Project days are still standing, and rather than repair them up to code, the slumlords who own 'em rent them out to androids and android owners. There's still plenty of flesh-and-blood humans in the district and all the necessities and businesses and industries that come with that, but all anyone ever talks about are the androids.

Nihongai

Nihongai is immaculate, kept that way by legions of very polite and well-behaved clones. It doesn't have quite as much open green space as La Costa, but it does have its share of parks. And it has gardens. It has gardens integrated into its arks and shopping districts, it has gardens that spill down the sides of buildings, it has gardens hidden around blind corners or down below the slidewalk — just everywhere! Most of these gardens are made according to Nipponese sensibilities, owing to the large proportion of the district that has its origins in Japan.

When Jinteki Biotech moved its headquarters to Nihongai a while back it must have felt not that different from Neo-Tokyo. More Spanglish in the streets, maybe, but at times it does feel that Jinteki has managed to just import their home country wholesale into the parts of the district they own outright.

Laguna Velasco

LV is the hoitiest and toitiest of all the districts. It's home to City Hall and Levy University and the NAPD HQ, but most importantly it's home to lots of rich people. The lake, Laguna Velasco Ibarra, is the choicest real estate with the best arcologies nearby. But the really, really rich people don't live at the top of kilometer-tall towers, they live in rambling mansions with gardens and only a handful of floors, you know, like the old days. Devoting that much real estate to a single family is so wasteful and so luxurious it's almost unbelievable. Which is probably the point.

Rutherford

You ask anyone in the worlds to close their eyes and picture New Angeles, chances are they're seeing Rutherford in their mind's eye. (Except for people with aphantasia, but, you know.) It's not as hologenic as, say, Laguna Velasco or Nihongai, but it is home to NBN and the worlds-famous Broadcast Square.

Rutherford is New Angeles at its most New Angeles. It's full of dreams, fulfilled and broken (but many, many more of the latter). Atop the glittering arcologies, the rich live and play, and deep in the undercity, people and androids dwell in the worst poverty imaginable. It's also a financial and media hub, as powerful and important as any district.

Esmeraldas

Esmeraldas is the most active, vibrant, forgotten hinterland I've ever seen. It's in a strange place, commercially, being the third- or fourth-best district at just about everything. Third-best port, third-best farms, fourth-best factories, fourth-most-populous, and on and on. The whole district is more or less ignored by the risties as an also-ran.

But for the middle class — for what's left of the middle class, anyway — it's a happening night spot. You got Eat Row, you got Roxy HT's, and of course there's the Blue Sun Stadium (go Giants!). Maybe Esmeraldas isn't flashy and ritzy, but it could be a lot worse. Not a great tagline for your district, though, huh? "Come to Esmeraldas: it could be a lot worse!"

Base de Cayambe

Base de Cayambe lies in the literal shadow of the Beanstalk, crawling up the slopes of the Andes. Also the metaphorical shadow of the Beanstalk, a curious port-town with no water or coast.

It's got slums. It's got warehouses. It's got flophouses and gambling dens and tattoo parlors and red light districts. It's got everything a spacer could want on his first visit to Earth in 18 months, everything an Earther could need before hurling herself to Mars for the rest of her life.

Although just about as poor and crime-ridden as Guayaquil, Base de Cayambe is generally safer. There are crooks everywhere, but they keep the peace and keep business running as usual. There are also a smattering of artists, students, entrepreneurs, writers, and others attracted by cheap rent and an astoundingly diverse populace, so Base de Cayambe is even moderately trendy.

Chakana

Chakana is the Beanstalk and the Beanstalk is Chakana. The Space Elevator is tethered at Earth Station, also called the Root, on Volcán Cayambe, and from there it rises into the heavens, a silver thread to the stars visible from a half-dozen countries.

Okay, maybe I'm getting a little poetic about it, but come on! It's the single largest structure ever built by human beings and it unlocks the stars. It is the key to space and maybe the salvation of the human race. If thinking about it doesn't make you misty, I don't even know that you're human.

It also makes the corps more money than god, and if anything were to happen to Chakana it could, in fact, trigger another Worlds War. So, you know. It's important.

Heinlein

Heinlein is on the Moon. It's part of New Angeles on paper, but honestly? New Angeles is closer to Beijing than it is to Heinlein. If you're born in Earthside New Angeles, it is literally easier to visit a foreign country than to go to Heinlein, and it's not like the Loonies think of themselves as New Angelinos, you know? New Angelinos don't get billed for the air they breathe or need to wear an enviro-suit at all times just in case. It's no wonder most people forget that it's the twelfth district.



Quick Reference

Players should keep this quick reference at hand for easy reference during gameplay.

Standard Round

1. **Action Phase:** The active player takes a turn by resolving the following steps:
   a. **Refresh:** The active player readies his exhausted cards and draws the action cards indicated on his corp sheet.
   b. **Resolve Deal:** Resolve a deal (see Steps of a Deal below).
   c. **End of Turn:** The active player can resolve his "End of Turn" abilities. Then, he passes the active player token to the player to his left. The new active player repeats these steps unless there are no asset cards remaining on the turn track.
2. **Production Phase:** Each district with an android token is exploited (produces resources and increases unrest).
3. **Event Phase:** Draw an event card and resolve it from top to bottom (including resetting the turn track).

Steps of a Deal

1. **Asset:** Reveal the rightmost asset card on the turn track and place it in the "Revealed Asset" box.
2. **Main Offer:** The active player proposes a main offer.
3. **Counteroffer:** In clockwise order, each player can propose a counteroffer.
4. **Support:** In clockwise order, each supporting player can play cards in support.
5. **Resolution:** The player with the most support resolves his offer and claims the revealed asset card. If they tie in support, the active player wins the deal.

Demand Round

1. **Score Investment:** Each player resolves his investment card.
2. **Pay Demand:** If any resources in the supply do not meet demand, increase threat by the amount indicated on the demand card.
3. **Reveal Demand:** Reset the supply. Draw one demand card and set target tokens.
4. **Choose Investment:** Each player draws two investment cards and keeps one.

Production Modifiers



Protest: A district in protest can still produce resources.



Strike: A district in strike cannot produce any resources.



Outage: A district in outage cannot produce any resources.



Development: The value of the primary resource in the district is increased by one.



Orgcrime Unit: A district that has an orgcrime unit cannot produce its primary resource.



Human First Unit: When a district that has a Human First unit is exploited, increase unrest by two stages instead of one. If it cannot increase by two stages, place an outage token in the district.

Threat Increases When:

- An action card is resolved and involves at least one district containing an illness token (+2 threat).
- An enemy unit, illness token, or outage token moves into "The Root" and is returned to the reserve (+2 threat).
- Demand is not met during a demand round (+5–7 threat).

