

BIO SHOCK INFINITE



THE SIEGE OF COLUMBIA™

RULES OF PLAY

STOP!
If you want us to teach you how to play, you can visit: PlaidHatGames.com and watch a video explanation.



Object of the Game

In BioShock Infinite – The Siege of Columbia™, each player will take on the role of a faction fighting for control of the floating city of Columbia. Players will battle each other, the troublesome Booker Dewitt, and other hostile forces as they try to earn victory points by controlling territory and completing objectives. The first player to earn 10 victory points wins!



Components

This game includes the following components:

- 1 Game Board
- 1 Rulebook
- 12 Combat Dice
- 3 Sky-Line Dice
- 2 Player Reference Sheets
- 3 Elizabeth Timeline Cards
- 13 Red Vox Populi Units
- 12 Dark Red Vox Populi Units
- 13 Blue Founder Units
- 12 Light Blue Founder Units
- 2 Gray Booker and Elizabeth Units
- 9 Red Vox Populi Structures
- 9 Dark Red Vox Populi Structures
- 9 Blue Founder Structures
- 9 Light Blue Founder Structures
- 16 Territory Tokens
- 5 Destruction Markers
- 73 Silver Eagles
- 10 Founder Victory Tokens
- 10 Vox Populi Victory Tokens
- 1 Elizabeth Marker
- 30 Blue Founder Action Cards
- 30 Light Blue Founder Action Cards
- 30 Red Vox Populi Action Cards
- 30 Dark Red Vox Populi Action Cards
- 4 Founder Leader Cards
- 4 Vox Populi Leader Cards
- 15 World Event Cards
- 15 Victory Point Cards
- 1 Four Player Turn Order Track
- 1 First Player Token
- 14 Key Tokens
- 40 Upgrade Tokens



Action Cards



- NAME:** This is the card's name.
- COMBAT VALUE:** This is the number added to a player's combat total when he plays this card into combat.
- INFLUENCE VALUE:** This is the number added or subtracted from a world event vote when this card is played into a world event.
- SILVER EAGLES VALUE:** This is the number of Silver Eagles a player receives when this card is played during the produce portion of his turn.
- ABILITY:** Some action card abilities start the game locked (🔒) and have no effect. They can be unlocked as the game progresses. A card's ability starts the game locked if it has a lock symbol (🔒) next to its ability name.

If an action card ability has the phrase **combat effect** at the beginning of it, that ability only triggers when the card is played into combat.

If an action card ability has the phrase **discard effect** at the beginning of it, that card can be discarded at **anytime on that player's turn** to trigger its effect instead of being played for one of its 3 values.

Player Reference Sheets

COLUMBIA CHRONICLES
PLAYER REFERENCE SHEET

ROUND SEQUENCE

- WORLD EVENT PHASE**
 VOTE
 ELIZABETH (1)
 MOVE BOOKER
 BOOKER ATTACKS
- PLAYER TURNS PHASE**
 PRODUCE
 RECRUIT AND BUILD
 MOVE
 COMBAT
- REFRESH PHASE**
 DISCARD
 DRAW (UP TO HAND LIMIT OF 5 CARDS)

DICE (6) **UNIT COST** (\$6 LEADER, \$4 SPECIAL, \$3 COMMON) **STRUCTURE COST** (\$3 STRONGHOLD, \$3 ALARM)

SONGBIRD & AIRSHIP
The Songbird and Airship units are considered leader units. When moving these units on a Sky-Line they can only move up to 2 spaces, but do not have to roll Sky-Line dice when moving those 2 spaces.

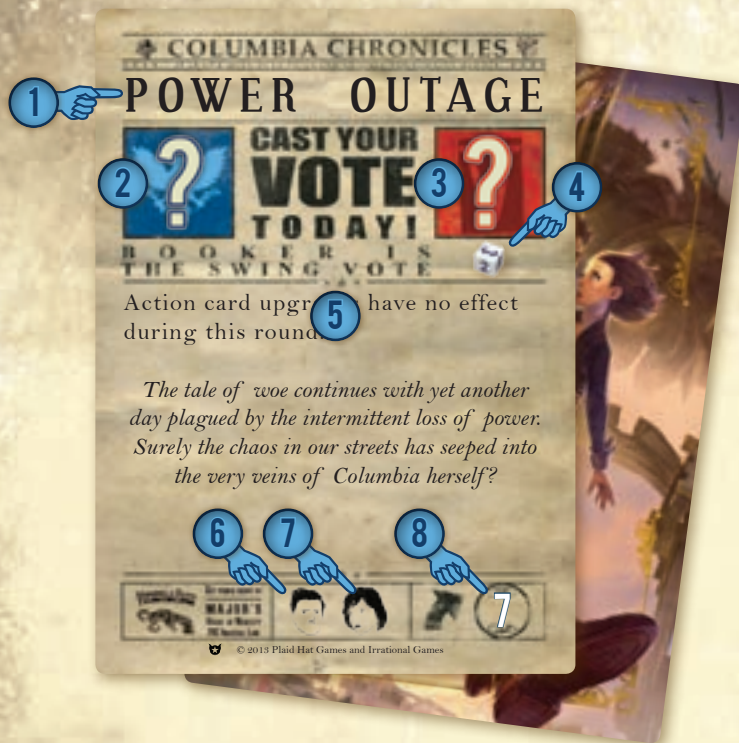
HOW TO UPGRADE ACTION CARDS
 Whenever you complete one of the following conditions you may unlock an Action Card's ability or upgrade its stats. You cannot upgrade action cards if you already have 3 or more upgrades than your opponent does.

- Win a Combat
- Purchase an Upgrade for \$3
- Become First Player
- Claim a Victory Point Card

UPGRADE TRACKER: Grid for Handyman, Shotgunner, Flak Man, Red Hood, Rebel, Sky Rider. Includes lock symbols and a highlighted '5' for the Rebel card.

- ROUND SEQUENCE:** This reminds players what happens in each round and in what order it happens.
- COMBAT/COST:** This informs players what color of combat die each unit/structure rolls and what each unit/structure costs to put on the board.
- SONGBIRD & AIRSHIP:** This reminds players how the Songbird and Airship units function in the game.
- HOW TO UPGRADE:** This reminds players of the 4 conditions that allow them to unlock an action card ability or upgrade its stats.
- UPGRADE TRACKER:** This is the area of the player reference sheet where players track the upgrades they have made to their action cards.

World Event Cards



1. **NAME:** This is the card's name.
2. **FOUNDER VOTE TYPE:** This shows whether Founder cards played into this world event vote will add to that vote, subtract from that vote, or be up to the player to decide.
3. **VOX POPULI VOTE TYPE:** This shows whether Vox Populi cards played into this world event vote will add to that vote, subtract from that vote, or be up to the player to decide.
4. **BOOKER'S INFLUENCE:** Once all players have revealed their cards, Booker will vote. Roll 1 white combat die, the result of that roll will be Booker's vote total. Booker will vote the same way that the faction who currently has the least amount of victory points voted. If players are tied, Booker will not vote.
5. **EFFECT:** This is the effect that will take place if the vote total is 0 or higher.
6. **AGGRESSIVE SYMBOL:** If this symbol (👤) is present, Booker attacks any Vox Populi or Founder units in the location where he moves.
7. **ELIZABETH SYMBOL:** If this symbol (👤) is present, move the Elizabeth marker 1 space on Elizabeth's timeline track.
8. **BOOKER'S MOVE:** This is the location Booker moves to.

Victory Point Cards



1. **NAME:** This is the card's name.
2. **CONDITION:** This is the condition that must be met for a player to claim the victory points offered by this card.
3. **POINTS:** This is the number of victory points gained by being the first to meet this card's condition.



Game Board

1. **TERRITORY VICTORY POINTS:** This shows how many points a player earns if he controls all of the locations that make up a territory.
2. **TERRITORY LOCATION:** This is a location on the game board.
3. **SKY-LINE SPACES:** This is another type of location on the game board. Sky-Lines are used to move quickly but come at a risk.

Game Board Diagram



Other Components

Elizabeth Timeline Card and Elizabeth Marker



Elizabeth Timeline no.1

The Elizabeth marker starts the game here.

Booker has found Elizabeth and frees her from her imprisonment. Add Elizabeth to the game and move her with Booker. For the remainder of the game Booker rolls 1 additional white die when he attacks as long as he is in the same space as Elizabeth and Elizabeth is not under the control of another player.

Booker convinces Elizabeth to escape with him on an Airship. Place the Airship on the same space as Elizabeth. Immediately resolve any combat that takes place. (*Factions fight first*)

Booker makes a deal. Elizabeth opens a tear that provides a faction with an upgrade to their arsenal. The first player may choose to have any two action cards receive an upgrade to their attack value if possible.

Elizabeth is used to manipulate Songbird. If the Founders control Elizabeth immediately move Songbird into the same space as the Airship. Destroy the Airship and then resolve any combat that may take place. If the Vox Populi control Elizabeth, Songbird is considered their unit for the remainder of this round.

Elizabeth tries to open a tear but it is too powerful for her to control. Place a destruction marker on the space Elizabeth is on.

Booker and Elizabeth have found a way to escape Columbia. Remove the top 5 cards of the World Event deck from the game.



There are 3 Elizabeth timeline cards that come with the game. At the beginning of each game, randomly choose 1 timeline card. The Elizabeth marker starts the game on the first space of the timeline card and moves down it each time the Elizabeth symbol appears on a world event card.

Silver Eagles

These tokens represent the currency of the game and allow players to buy units, structures, and upgrades.



Destruction Markers

Some game effects can cause a location to be destroyed. A destruction marker is used to mark the destroyed location. Once a location is destroyed, all structures on it are destroyed and the destroyed location can no longer be moved onto, controlled, or have new units or structures placed on it. Players may still move along a Sky-Line that passes over a destroyed location, but cannot stop on the destroyed location.



A player can still claim victory points for controlling a territory that contains a destruction marker. He no longer needs to control the location that the destruction marker is on.

Territory Tokens

These tokens represent the hostile forces around Columbia. They are placed face-down on each unoccupied location at the start of the game. Each time a player moves onto a location with a territory token, a combat will take place against that token.



1. **COMBAT VALUE:** This is the number a player will have to beat in combat to defeat this token.
2. **SILVER EAGLES VALUE:** This is the number of Silver Eagles a player will gain when he defeats this token.

Sky-Line Dice

These dice are rolled when moving along the Sky-Line.



Combat Dice

These dice are most often used during combat.



Structures



TURRET

STRONGHOLD

ALARM

These tokens represent structures built on the game board.

Each structure has a special game effect.

STRONGHOLD – A stronghold adds 1 red die to a player’s combat total in the location it is on. When a player loses a combat he must choose and destroy a unit he controlled that was in that combat, the rest of the units he controlled in that combat can be placed in a location that contains a stronghold he controls.

TURRET – A turret adds 1 blue die to a player’s combat total in the location it is on and all adjacent locations.

ALARM – An alarm adds 1 white die to a player’s combat total in the location it is on. When combat takes place in a space with an alarm, the player who controls the alarm adds 1 to all of his combat dice rolls.

Units

These plastic figures represent a player’s units on the game board. There are 3 types of units: common, special and leader. Common units have a square-shaped base, special units have a circle-shaped base and leader units have a star-shaped base.



COMMON

SPECIAL

LEADER

COMMON

Booker and Elizabeth

These plastic figures represent Elizabeth and Booker as they move around Columbia. Control Elizabeth and try your best to stay out of Booker’s way.



BOOKER

ELIZABETH

Leader Cards



Each player randomly draws a leader card at the beginning of the game. Leader cards give a player a special game advantage.

1. **LEADER NAME:** The leader’s name.
2. **ABILITY NAME:** The name of the leader’s ability.
3. **ABILITY TEXT:** The advantage the leader grants throughout the game.
4. **PORTRAIT:** An illustration of your leader.

Game Setup

To set up a 2-player game follow these steps (For information on setting up a 4-player game, see the 4-player rules section on page 20):

1. Place the game board in the center of the play area.
2. Randomly choose an Elizabeth timeline card and place it next to the board. Place the Elizabeth marker on the first location of the track on that timeline card.
3. Shuffle the world event cards to form a world event deck.
4. Shuffle the victory point cards to create a victory point deck.
5. There are 2 factions in the game, the Founders and the Vox Populi. One player will be the Founders and the other the Vox Populi. The Founder player collects all of the blue units and light blue common units and places some of them on the board as indicated below. Set the remaining units to the side of the board, making up the Founder pool of units. The other player will be the Vox Populi and will do the same with the red units and dark red commons.

5A

• Founders will place a stronghold, Comstock, Songbird, and three common units on location #9 Garden of New Eden.

5B

• Founders will also place a turret, Handyman, and four common units on location #11 Hall of Heroes.

5C

• Vox will place a stronghold, Daisy, Airship, and three common units on location #14 Fink MFG.

5D

• Vox will also place a turret, Handyman, and four common units on location #5 Bank of the Prophet.

6. The Founder player takes all of the blue action cards and forms his action deck. The Vox Populi player does the same with the red action cards. Each player draws 5 cards.
7. The Founder player shuffles up the Founder leader cards and randomly draws 1 of them. The Vox Populi player does the same with the Vox Populi leader cards.
8. The Founder player places the Founder player reference sheet in front of him. The Vox Populi player does the same with the Vox Populi player reference sheet.
9. Each player collects his victory tokens and makes a pile.
10. Form a pile of Silver Eagles and a pile of combat dice within reach of all players.
11. Place a random territory token on each location of the board that isn't already occupied by player units.
12. Each player creates a pool of their remaining units and structures in front of them.
13. Place Destruction Markers near board.
14. Reveal the first victory point card.
15. Randomly choose a person to start the game with the first player token.



Round Order

BioShock Infinite – The Siege of Columbia is played over a series of rounds. Each round is divided into 3 phases which must be played in order.

- **WORLD EVENT PHASE**
- **PLAYER TURNS PHASE**
- **REFRESH PHASE**

World Event Phase

During the ‘world event phase’, complete the following tasks in order.

1. **Vote:** The first player draws the top card of the world event deck and reveals it. Players will vote on whether or not that event passes. To vote on the world event, starting with the first player and moving down the turn order, each player may play any number of action cards face down in front of him.

Once each player has had a chance to play action cards, all players reveal their action cards. The world event will tell players how their vote will be counted:

2. If there is a (-) symbol next to a player’s faction, the influence value listed on his cards is subtracted from the vote total.
3. If there is a (+) symbol next to a player’s faction, the influence value listed on his cards is added to the vote total.
4. If there is a (?) symbol next to a faction, after revealing cards, in turn order, each player will choose if their influence value subtracts from or adds to the vote total.
5. Once all players have revealed their cards, Booker will vote. Roll 1 white combat die, the result of that roll will be Booker’s vote total. Booker will vote the same way that the faction who currently has the least amount of victory points voted. If players are tied, Booker will not vote.

EXAMPLE: The Vox Populi currently have fewer victory points than the Founders and voted to make the world event pass. Booker rolled a 3 on the white combat die. So he will add +3 to the world event in an attempt to help it pass.

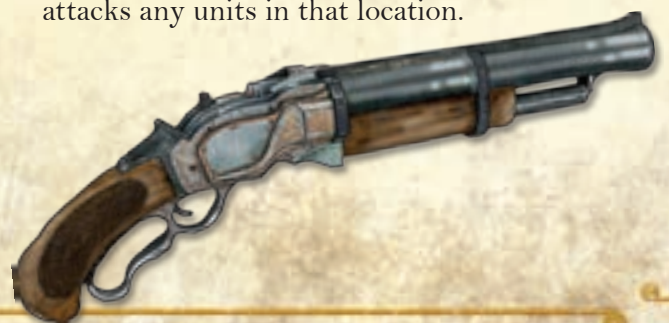
6. After tallying all of the votes and Booker’s roll, if the vote total is 0 or higher the event passes and the event effect is immediately resolved. If the total is -1 or lower, then the event effect is ignored.
7. The player that played the most influence into the event (positive or negative) receives the first player token. If there is a tie for most influence played, each tied player rolls 1 white combat die. The player with the highest roll total receives the first player token. After voting, players discard all of the action cards they played into the vote.
8. **Elizabeth:** If the Elizabeth symbol (👤) appears on the world event card, move the Elizabeth marker down one location on the Elizabeth timeline card and resolve the effect listed there.




9. **Move Booker:** Place Booker on the location listed on the world event card unless Elizabeth is on the board and not in the same location as Booker. In that case Booker will attempt to rescue Elizabeth. If the location Booker is supposed to be placed on is destroyed, instead place Booker on the next available location in descending order.



10. If Booker is attempting to rescue Elizabeth, place Booker on Elizabeth’s location. Booker attacks any units in that location.



11. Booker Attacks: If the aggressive symbol () appears next to Booker on the world event card, or if Booker is attempting to rescue Elizabeth, a battle immediately takes place between Booker and any Founder or Vox Populi units that share a location with him. Booker rolls 3 red combat dice. For more info on resolving combat, see the Combat section on page 14.



Example of a Vote

1

Reveal the top card of World Event Deck.

2

3

Play cards face down in front of you, beginning with the first player. Once all cards are played, reveal them.

4

Vote along party lines... or not, it's up to you.

5

During this round players may complete victory point cards that have already been completed by an opposing player.

The Vox Populi currently have fewer victory points than the Founders and voted to pass the world event. Booker rolled a 3 after the vote was counted, so he will add +3 in an attempt to help it pass.

6

FOUNDER INFLUENCE VOX POPULI INFLUENCE BOOKER'S VOTE = VOX POPULI WIN

The Vox Populi win. If the vote was -1 or lower, then the event effect would have been ignored.

7

The Light Blue Founder Player played the most influence, 8, and receives the First Player Token. Everyone discards all action cards used in voting.

Example of Sky-Line Movement



* SPECIAL MOVEMENT RULE - SONGBIRD AND AIRSHIP MAY MOVE UP TO TWO LOCATIONS ON A SKY-LINE WITHOUT ROLLING SKY-LINE DICE.

Moving on a Sky-Line

When moving a unit, instead of moving it normally as outlined above, a player may instead choose to take the risk of having that unit ride the Sky-Lines. A player may move a unit as many Sky-Line spaces as he likes along a Sky-Line route, but each time that player moves the unit to a new Sky-Line space he must roll the 3 Sky-Line dice.

As long as the player rolls at least 1 👍 his unit is safe. If a player rolls only numbers on the Sky-Line dice, he must discard a number of action cards equal to the roll total or destroy the unit that is moving.

After moving to a new Sky-Line space, rolling the Sky-Line dice and resolving their effect, a player may either:

- stop moving his unit, or
- attempt to continue traveling on the Sky-Line.

If the player stops, the unit is now considered on the territory location where it ended its Sky-Line movement.

A player may continue moving along the Sky-Line for as many locations as he likes until he is ready to stop or the unit has been destroyed. Moving a unit multiple locations on a Sky-Line still counts as only having moved 1 of the 4 units a player is allowed to move on his turn.



Resolving Combat

When a player initiates combat by moving into a location with enemy units, he is the attacker and the other player involved in that combat is the defender. To resolve a combat, complete the following tasks in order.

1. **ATTACKER PLAYS ACTION CARDS:** First, the attacker may play as many action cards from his hand as he likes, face-down in front of him.
2. **DEFENDER PLAYS ACTION CARDS:** Next, the defender may play action cards in the same way.
3. **REVEAL CARDS:** Both players reveal their cards. Resolve any effects on cards that take place before dice are rolled.
4. **ROLL DICE:** Now both players roll a number of combat dice equal to the total number of units and structures they have in the combat. (See the player reference sheets to see what color of combat die each unit type adds to the combat). If any cards played into this combat have any combat effects that resolve after dice are rolled, resolve those effects now.
5. **TOTAL:** Finally, both players total the combat value on the action cards they played and add it to the total of their combat dice roll. The player with the higher total wins that combat. The defender wins ties.

The player that lost the combat must destroy any structures he controls in the location and one of the units that he controlled in that combat. The remainder of the defeated player's units must be placed in a location he controls that contains a stronghold. If no such location exists, those units are destroyed. (Destroyed units and structures are always placed back into their controlling player's pool of units/structures.)

Combating Territory Tokens

When a player moves into a location with a territory token, a combat takes place. If that token has not yet been revealed, reveal it now. The player is the attacker and the territory token is the defender. A territory token does not roll dice or play action cards, but its combat total is

printed on it. Follow the rest of the combat rules as usual. If the territory token is defeated in that combat, remove it from the board. The player that defeated it receives a number of Silver Eagles equal to that token's Silver Eagles value.

If a player moves into a space that contains both Booker and a territory token, he must always combat the territory token first. He may then choose to combat Booker if the aggressive symbol does not appear on the world event card, or must combat Booker if the aggressive symbol does appear on the world event card.

Combating Booker

If the aggressive symbol appears next to Booker on the world event card, or if Booker is attempting to rescue Elizabeth, a battle takes place between Booker and any Founder or Vox Populi units that share a location with him. In this scenario Booker is considered the attacker. Booker has no action cards and plays no cards during the combat. Follow the rest of the combat rules as usual. Booker rolls 3 red combat dice.

If Booker is defeated in combat, remove him from the board. (He will be placed back on the board during the World Event Phase of the next round.) If Elizabeth was with Booker, she stays on the board and is considered under the control of the player who controls her location, until a game effect moves her away from that location, or until Booker defeats the units on that location in combat.

If a player moves onto the same location as Booker and the aggressive symbol is on the world event card, a combat will take place. The moving player is considered the attacker.

If a player moves onto the same location as Booker and there is no aggressive symbol on the world event card, the moving player may choose whether or not he will combat Booker.

If a player moves into a location that contains both Booker and enemy units, he must defeat those enemy units in combat before he can choose whether or not he will combat Booker.

Combat Example



Attacker moves 3 units from #11 Hall Of Heroes to #13 Battleship Bay.

ATTACKER



DEFENDER

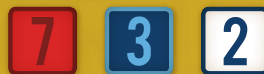


Attacker plays 3 cards. He has unlocked (🔒) the Shotgunner's ability Bold Maneuver and activates it for +3 Attack Value.



Defender takes advantage of the Bucking Bronco's Combat Effect and randomly discards the Boys of Silence card before dice are rolled.

4 Attacker rolls 3 dice, one for each unit.



Defender rolls 4 Dice, 1 for each unit and structure.



NONE OF THE CARDS PLAYED HAS AN EFFECT THAT RESOLVES AFTER THE ROLL. GO TO STEP 5.

5

$$12 + 6 = 18$$

$$13 + 4 = 17$$

DICE TOTALS COMBAT VALUE TOTAL

6 Attacker wins. The defender must destroy his structure and also 1 of his units. He chooses a common. His remaining unit(s) flee to #12 Soldier's Field, where he controls a stronghold. If he did not have a stronghold, all of his units would have been destroyed. The destroyed unit(s) and structures return to the controlling player's pool of units/structures.

Refresh Phase

During the 'refresh phase' each player may discard any number of cards from his hand, then draw enough cards so that he has 5 cards in his hand. If a player's deck runs out, he forms a new deck by shuffling his discarded cards. Then 1 victory point card is revealed and put into play.

Once the refresh phase is complete a new round begins, starting with the world event phase.

Victory

Any time during a player's turn, if his faction has 10 or more victory points, that faction is declared the victor.

If a world event card is ever supposed to be drawn but there are no cards remaining in the world event deck, the game is over. Booker and Elizabeth have escaped Columbia. The player who has the most victory points at that time is declared the victor...but it is a flawed and hollow victory.

If a player ever has no units and no structures on the board his faction immediately loses the game.

Songbird and the Airship

One of the Founder units is the Songbird unit; likewise 1 of the Vox Populi units is the Airship. These units are considered leader units but they have a special movement rule. These units do not have to roll Sky-Line dice when moving on the Sky-Line, but can only move up to 2 locations on a Sky-Line before they must stop. They must still be able to stop, following all of the usual rules for Sky-Line movement. Otherwise that move cannot be made.



SONGBIRD

AIRSHIP

Upgrading Action Cards

During the game, each time a player meets one of the following conditions, he may make an upgrade to 1 of his action cards.

Upgrade Conditions

- Win a Combat
- Purchase an Upgrade for \$3
- Become First Player
- Claim a Victory Point Card

COLUMBIA CHRONICLES
PLAYER REFERENCE SHEET

ROUND SEQUENCE	DICE	UNIT COST	STRUCTURE COST
1. WORLD EVENT PHASE			
VOTE	1 red die	\$6 LEADER	\$6 STRONGHOLD
ELIZABETH			
MOVE BOOKER	1 blue die	\$4 SPECIAL	\$4 TURRET
BOOKER ATTACKS	1 white die	\$3 COMMON	\$3 ALARM
2. PLAYER TURNS PHASE			
PRODUCE			
RECRUIT AND BUILD			
MOVE			
COMBAT			
3. REFRESH PHASE			
DISCARD			
DRAW (UP TO HAND LIMIT OF 5 CARDS)			

SONGBIRD & AIRSHIP
The Songbird and Airship units are considered leader units. When moving these units on a Sky-Line they can only move up to 2 spaces, but do not have to roll Sky-Line dice when moving those 2 spaces.

HOW TO UPGRADE ACTION CARDS
 Whenever you complete one of the following conditions you may unlock an Action Card's ability or upgrade its stats. You cannot upgrade action cards if you already have 3 or more upgrades than your opponent does.

- Win a Combat
- Purchase an Upgrade for \$3
- Become First Player
- Claim a Victory Point Card

UPGRADE GRID:

1	HANDYMAN	SHOTGUNNER	FLAK MAN
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24
25	26	27	28
29	30	31	32
33	34	35	36
37	38	39	40
41	42	43	44
45	46	47	48
49	50	51	52
53	54	55	56
57	58	59	60
61	62	63	64
65	66	67	68
69	70	71	72
73	74	75	76
77	78	79	80
81	82	83	84
85	86	87	88
89	90	91	92
93	94	95	96
97	98	99	100

There are a few types of upgrades that can be made to an action card. Players will use their player reference sheet to track these upgrades. A player may upgrade an action card by:

1. unlocking its ability (place a key token onto the allotted location on the player reference sheet),

- boosting any 1 of its 3 values by +1 (add a +1 marker onto the allotted location on the player reference sheet), or
- boosting a value from +1 to +2 (flip over a +1 marker that has already been placed on the player reference sheet to its +2 side).

Once a player upgrades an action card, each time he plays an action card of that type he benefits from the upgrades he made to it, as marked on his player reference sheet.

If a player meets one of the upgrade conditions and his faction already has 3 or more upgrades than the opposing faction does, he cannot make an upgrade.



EXAMPLE: Joe plays a Handyman action card into a combat. The Handyman normally adds 3 to combat, but since Joe has unlocked the Handyman's ability, a Combat Effect which states that if the Handyman is the only card played this combat, his attack value becomes a 6. That means if Joe only plays the Handyman, it has a combat value of 6.



Adjacency

Some action cards refer to adjacent locations. Two locations are considered adjacent to each other if they share a blue border.

Claiming Victory Points

There are 2 ways to gain victory points. The first is by controlling a territory. There are 6 territories on the game board. If a player controls all of the undestroyed locations in a territory, he places one of his victory tokens on that territory and gains its victory points. If control of that territory is ever lost, he must immediately remove his victory token from that territory; he no longer has those victory points.

The other way to gain victory points is by meeting the condition of a victory point card that is in play. Any time during his turn a player may claim one or more victory point cards if he meets the conditions on those cards. To claim a victory point card, a player places one of his victory tokens on that card. Once a player claims a victory point card, no other player can claim that same card. A player cannot lose the points gained by claiming a victory point card.



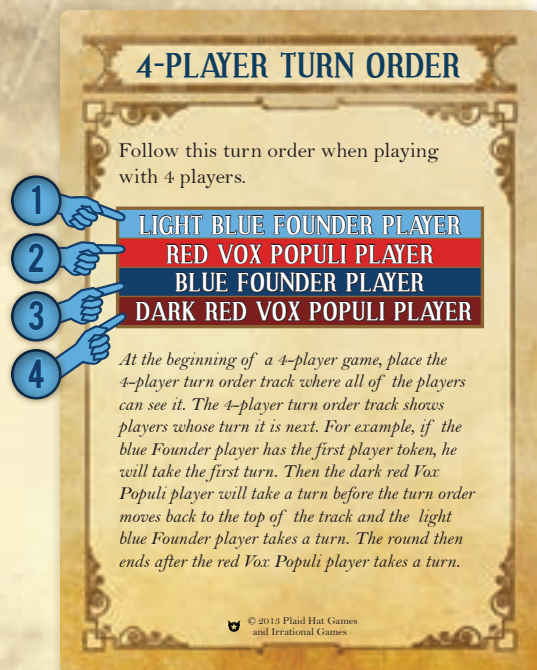
Special Abilities

Some special abilities on action cards start the game locked (🔒). These special abilities are unlocked by making upgrades to those cards. Any time the effect on any card 'breaks' the rules in this rulebook, the card effect takes precedence over the rulebook.

If 2 game effects would ever seem to take place at the same time, the first player chooses in which order they will resolve.

Four Player Game

4-player Turn Order Track



Follow this turn order when playing with 4 players.

1. **LIGHT BLUE FOUNDER PLAYER**
2. **RED VOX POPULI PLAYER**
3. **BLUE FOUNDER PLAYER**
4. **DARK RED VOX POPULI PLAYER**

At the beginning of a 4-player game, place the 4-player turn order track where all of the players can see it. The 4-player turn order track shows players whose turn it is next.

EXAMPLE: If the blue Founder player has the first player token, he will take the first turn during the player turns phase. Then the dark red Vox Populi player will take a turn before the turn order moves back to the top of the track and the light blue Founder player takes a turn. The player turns phase then ends after the red Vox Populi player takes a turn.

Teammates Sharing a Location

A player may move his units onto a teammate's location in the 4-player game. Whenever both

players of the same faction control units in the same location the player with the most units and structures in that location is considered the controlling player. A location's controlling player is responsible for defending that space in battles. The controlling player may use his teammate's units as if they were his own but is only allowed to use his own action cards in battle. If players ever have an equal number of units and structures in the same location they may decide for themselves which player will be the location's controlling player for the duration of combat. Songbird and Airship units are under the control of both players and thus count towards both players when determining who is in control of a location.

Shared Control of Songbird and the Airship

In a 4-player game, control of Songbird is shared by both Founder players. Either player can move Songbird as 1 of his 4 moves. Likewise, control of the Airship is shared by both Vox Populi players.

Claiming Victory Points

Like the 2-player game, in the 4-player game there are 2 ways to gain victory points. The first is by controlling a territory. If a faction controls all of the undestroyed locations in a territory, a player from that faction places 1 of his victory tokens on that territory and that faction gains its victory points. If control of that territory is ever lost, that faction must immediately remove their victory token from that territory. They no longer have those victory points.

EXAMPLE: 2 of the locations in the territory C are controlled by the red Vox Populi player, and the other location is controlled by the dark red Vox Populi player. Territory C is controlled by the Vox Populi and they gain its victory points as long as they control it.

The other way to gain victory points is by meeting the condition of a victory point card that is in play.

Some victory point cards begin with the word 'You...' That means 1 player must meet that condition by himself to claim that victory point card for his faction.

Other victory point cards begin with the words ‘Your faction...’ That means a team of players can collectively meet that condition.

EXAMPLE: The condition for the victory point card named ‘Dominion’ says “Your faction controls 4 territories.” The Vox Populi players have their victory tokens on the Territory A, B, D, and E. Therefore, they meet the condition of this victory point card and 1 of the Vox Populi players can claim it on his turn.

4-player Victory

In the 4-player game teammates share victory points. If a faction ever has 10 or more victory points during 1 of its player’s turns, that faction wins.

If a player ever has no units and no structures on the board his faction immediately loses the game.

4-player Rules

The rules for the 4-player game are the same as the rules for playing 2 players, with only a few changes.

If playing a 4-player game, players will be on teams. Two of the players will be Founders and 2 Vox Populi. The teammates will win or lose the game together.

The following page shows you how to set up a four player game.



Four Player Setup

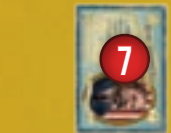
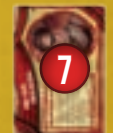
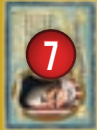
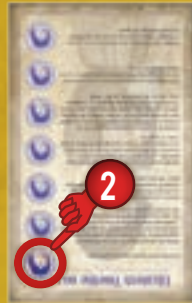
During setup for a 4-player game each player collects one color of unit. Therefore 1 of the Founder players will collect all of the blue units and the other all of the light blue units. The Vox Populi players will do the same with the red and dark red units. All players place their units on the board as indicated in the 4-player setup diagram below.

When forming an action card deck in the 4 player game, 1 Founder player will shuffle all of the blue action cards to form his action deck; and the other Founder player will shuffle all of the light blue action cards to form his action deck. The Vox Populi players do the same with the red and dark red action cards.

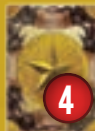
Both players belonging to the same faction share a player reference sheet. Any upgrades that a player makes to his action cards also affect his teammate's action cards.

1. Place the game board in the center of the play area.
2. Randomly choose an Elizabeth timeline card and place it next to the board. Place the Elizabeth marker on the first location of the track on that timeline card.
3. Shuffle the world event cards to form a world event deck.
4. Shuffle the victory point cards to create a victory point deck.
5. There are 2 factions in the game, the Founders and the Vox Populi. In the 4 player game, 2 of the players will be the Founders and the other 2 the Vox Populi. One Founder player collects all of the blue units and places some of them on the board as indicated on the 4-player setup diagram below. Set the remaining units to the side of the board, making up the blue Founder pool of units. The other Founder Player does the same with the light blue units. The Vox Populi players will do the same with the red units and dark red units.
 - The blue Founder player will place a stronghold, Comstock, Songbird, and three common units on location #9 Garden of New Eden.
 - The light blue Founder player will place a stronghold, Saltonstall, Handyman, and three common units on location #11 Hall of Heroes.
 - The red Vox player will place a stronghold, Daisy, Airship, and three common units on location #14 Fink MFG.
 - The dark red Vox player will also place a stronghold, Herzog, Handyman, and three common units on location #5 Bank of the Prophet.
6. The blue Founder player takes all of the blue action cards and forms his action deck. The light blue Founder player does the same with the light blue action cards. The Vox Populi players do the same with the red and dark red action cards. Each player draws 5 cards.
7. The Founder players shuffle up the Founder leader cards and randomly draws 1 of them for each Founder player. The Vox Populi players do the same with the Vox Populi leader cards.
8. The Founder players place the Founder player reference sheet between them. They will share this sheet. The Vox Populi players do the same with the Vox Populi player reference sheet.
9. Each faction collects their victory tokens and makes a pile.
10. Form a pile of Silver Eagles and a pile of combat dice within reach of all players.
11. Place a random territory token on each location of the board that isn't already occupied by player units.
12. Each player creates a pool of their remaining units and structures in front of them.
13. Place Destruction Markers near board.
14. Place 4-Player Turn Order card.
15. Reveal the first victory point card.
16. Randomly choose a person to start the game with the first player token.

Four Player Game Setup



16



VICTORY POINT CARDS REVALED DURING REFRESH PHASE



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Structures and Unit Abilities

LEADER UNITS AND STRONGHOLDS

\$6



SALTONSTALL

SONGBIRD

COMSTOCK

HERZOG

AIRSHIP

DAISY



STRONGHOLD – A stronghold adds 1 red die to a player’s combat total in the location it is on. When a player loses a combat he must choose and destroy a unit he controlled that was in that combat, the rest of the units he controlled in that combat can be placed in a location that contains a stronghold he controls.



LEADER UNITS – All leader units have a star-shaped base and add 1 red die to a player’s combat total in the location it is on. Songbird and the Airship have special movement rules. When moving on a Sky-Line, they can only move up to 2 spaces, but do not have to roll yellow Sky-Line dice when moving those two spaces.

SPECIAL UNITS AND TURRETS

\$4



SPECIAL UNIT

SPECIAL UNIT

SPECIAL UNIT

SPECIAL UNIT



TURRET – A turret adds 1 blue die to a player’s combat total in the location it is on and all adjacent locations.



SPECIAL UNITS – All special units have a circle-shaped base and add 1 blue die to a player’s combat total in the location it is on.

COMMON UNITS AND ALARMS

\$3



COMMON UNIT



COMMON UNIT



COMMON UNIT



COMMON UNIT



ALARM – An alarm adds 1 white die to a player’s combat total in the location it is on. When combat takes place in a space with an alarm, the player who controls the alarm adds 1 to all of his combat dice rolls.



COMMON UNITS – All common units have a square-shaped base and add 1 white die to a player’s combat total in the location it is on.