# NEW ANGELES

## Rules Reference

# Using This Rules Reference

This document is the definitive source for all *New Angeles* rules. Before using this document, players should read and understand the Learn to Play booklet. As questions arise during gameplay, the players should refer to this reference.

The majority of this Rules Reference is the glossary, which provides players with detailed rules and clarifications listed in alphabetical order by topic. Players can also use the index on pages 18–19 to find specific topics within the glossary entries. The full rules for setup can be found in the "Complete Setup" section below.

## The Golden Rules

The golden rules are fundamental game concepts on which all other game rules are built.

- The Rules Reference is the definitive source for all rules information. If something in this document contradicts the Learn to Play booklet, this Rules Reference takes precedence.

- If an asset card ability contradicts information in the Rules Reference, the card takes precedence. If both the card and the rules can be followed at the same time, they should be.

# Complete Setup

This section contains the complete rules for setting up a game of *New Angeles*. After players have played their first game, they should follow the setup rules on this page for all future games.

To set up a complete game, resolve the following steps in order:

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

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

3. **Resolve Setup Card:** Shuffle the setup cards and draw one. For each component listed on the card, place one copy of that component in each district listed next to that component. Then, place a number of facedown asset cards on the turn track equal to the number indicated in the upper-right corner of the card, one card per slot, starting with the lowest-numbered slot. Then, return all setup cards to the game box.

4. **Set Round Track:** Place the round track token on space "1" of the round track.

5. **Set Resource Tracks:** Place each of the five resource tokens on space "0" of the resource track that has the matching icon. Then, reveal the top card of the demand deck. For each resource on the revealed demand card, place a target token on that resource's track on the number indicated on the demand card for that resource.

6. **Choose Corporations:** Each player chooses a corporation and places the corresponding corp sheet and emergency action card in his play area. The corp sheets are placed with the four-player side or the five-to-six-player side faceup, as appropriate for the number of players. The four-player side is identified by an icon on the lower-left corner of the sheet.

7. **Determine Active Player:** One player collects each player's capital token in his hand and randomly chooses one. The corresponding corporation's player becomes the active player and takes the active player token.

8. **Place Capital Tokens and Threat Token:** Place the threat token on space "0" of the threat track (the icon space). Then, the active player places his corporation's capital token on the "10" space of the capital track. In clockwise order from the active player, each player places his capital token on the next highest space of the capital track that does not have a capital token (i.e., "11," then "12," then "13," etc.).

9. **Draw Action Cards:** Each player draws the number and types of action cards listed on his corp sheet.

10. **Assign Rivals:** Take the rival cards displaying the corporations that are being used by players, as well as the "Federalist" rival card, and shuffle them together, returning the unused rival cards to the game box. Then, deal one rival card facedown to each player; the remaining rival card is set aside by placing it partially under the board. Each player secretly looks at his rival card, but cannot share this information with other players.

11. **Choose Investment Card:** Each player draws two investment cards from the investment deck, places one facedown in his play area, and returns the remaining card facedown to the top of the investment deck.

12. **Create Reserve:** Separate the android, outage, unrest, illness, and development tokens as well as the Human First, orgcrime, and prisec units into piles by type near the board to create the reserve.

# Glossary

This section lists all the gameplay terms and rules for *New Angeles* in alphabetical order. Each entry describes basic rules first, followed by exceptions or complexities relevant to the topic. Each topic within an entry is annotated with a number; the index on pages 18–19 refers to these numbers for easy reference.

## 1 Abstain

During a deal, each supporting player must choose to support or abstain. If a supporting player abstains, he does not place any cards facedown next to an offer and play proceeds to the next supporting player in clockwise order.

**Related Topics:** Deal, Offer, Support, Supporting Player

## 2 Action Card

Action cards alter the state of the city when they are resolved. During a deal, action cards are proposed as the main offer and counteroffers, as well as played as support.

2.1 At the start of a player's turn, he draws the number and types of action cards indicated on his corp sheet.

2.2 When a player must draw an action card of a certain type, but there are no cards of that type remaining in the deck, the players shuffle the entire discard pile. Then, they reveal and sort the cards by type. Then, they shuffle each type into its respective deck.

2.3 There are five types of action cards: construction (green), biotech (red), labor (purple), media (yellow), and security (blue).

2.4 Action cards are discarded facedown to the shared discard pile marked on the board.

2.5 At the end of a player's turn, if the number of action cards in his hand exceeds his hand size, he must discard action cards until he does not exceed his hand size.

2.6 Players cannot tell each other which cards they have in their hands.

2.7 Players cannot lie about the number of action cards in their hands.

2.8 When an action card is stolen or given to another player, it remains secret and is not revealed to other players.

2.9 The "Unorthodox Knowledge" action card cannot be affected by the "Caprice Nisei" asset card. The player resolving "Unorthodox Knowledge" is not bound to resolve the card in the way that he states.

**Related Topics:** Action Phase, Corp Sheet, Deal, Emergency Action Cards, General, Offer, Remove, Support

## 3 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 assets. During this phase, the active player resolves one turn consisting of the following steps:

3.1 **Step 1—Refresh:** The active player readies all of his exhausted asset cards. Then, he draws the number and types of actions cards indicated on his corp sheet.

- The player draws his corp sheet's action cards in the order listed on the corp sheet from top to bottom.

- If the player draws "General" action cards, he can draw them from any action card type that he has not already drawn from this step. He cannot look at the cards he is drawing before choosing which deck to draw from.

3.2 **Step 2—Resolve Deal:** The players resolve a deal.

3.3 **Step 3—End of Turn:** The active player may resolve any of his asset card abilities that have the "**End of Turn**" header. Then, if the number of action cards in his hand exceeds his hand size, he must discard action cards until he does not exceed his hand size. Then he passes the active player token to the player to his left.

- If a player has multiple asset cards with the "**End of Turn**" header, he can resolve their abilities in the order of his choice.

3.4 Players repeat these steps until there are no asset cards remaining on the turn track. If no asset cards remain on the turn track at the end of a player's turn, the Action Phase ends and play proceeds to the Production Phase.

- Since the number of turns in a round is determined by the setup card and event cards, some players may not get a turn each round. However, the players take a roughly equivalent number of turns over the course of the game.

**Related Topics:** Action Card, Active Player, Asset Card, Corp Sheet, Deal, End of Turn, Hand Size, Production Phase, Ready, Standard Round

## 4 Active Player

The active player is the player who currently has the active player token. He resolves the steps of the Action Phase.

4.1 During the Resolve Deal step of the Action Phase, the active player must propose a main offer.

4.2 At the end of the active player's turn, he passes the active player token to the player to his left; that player is the new active player.

**Related Topics:** Action Phase, Countering Player, Deal, Main Offer, Supporting Player

## 5  ANDROID TOKEN

Android tokens indicate which districts produce resources during the Production Phase.

5.1 When an android token is moved, it can be moved to any district, ignoring movement paths.

5.2 When multiple android tokens are moved, they are moved one at time and cannot be moved to a district that already has an android token.

5.3 A district cannot have more than one android token.

**Related Topics:** District, Exploit, Production Phase, Resource

## 6  ASSET CARD

Asset cards provide players with powerful abilities that they can use as instructed by the card.

*Asset Card*

6.1 When a player gains an asset, he places it faceup in his play area.

6.2 Some asset cards must be exhausted for a player to use their abilities. When a card is exhausted, it is rotated 90 degrees clockwise.

- Exhausted asset cards cannot be exhausted again. A player's exhausted asset cards are readied at the start of the Refresh step of his turn during the Action Phase.

6.3 At the end of a player's turn, he can use his asset card abilities that have the "**End of Turn**" header.

6.4 If a player has multiple asset cards with the same timing, he may use those assets in any order.

- If multiple players use asset card abilities with the same timing, they resolve those abilities in clockwise order, starting with the active player.

6.5 Abilities that use the word "may" and abilities that have an "**End of Turn**" header are always optional.

6.6 Asset cards that trigger at the start of a player's turn are resolved before the Refresh step of the turn.

6.7 When an asset card is discarded, it is placed facedown at the bottom of the asset deck.

6.8 Players can trade asset cards.

- Exhausted asset cards are not readied when they are traded to another player.

- When a player receives an asset in a trade, he gains that asset but has not claimed it.

6.9 Players cannot look at the asset cards on the turn track.

**Related Topics:** Claim, Deal, End of Turn, Exhaust, Ready, Trading

## 7  CAPITAL

During the game, each player gains capital, which he needs to win the game.

7.1 Players can trade capital.

7.2 Each player's current capital is tracked by his corporation's capital token on the capital track.

7.3 When a player gains or loses capital, he moves his corporation's capital token on the capital track to the space with the number that matches his new total.

7.4 If a player's capital exceeds 39 and therefore needs to be moved beyond space "39" of the capital track, he flips his capital token to the "40" side and starts again from space "0" of the capital track. While a player's capital token is on its "40" side, that player's capital is equal to 40 plus the number of the space that his token is on.

7.5 If a player's capital token is on the "40" side and he loses capital so that he has less than 40 capital, he flips his capital token back to its starting side and places it on the numbered space that matches his current capital.

7.6 The blue spaces on the capital track for the multiples of 5 are brighter to allow the players to quickly estimate capital. There is no game effect tied to these multiples.

**Related Topics:** Asset Card, Contract, Investment Card, Trading, Winning and Losing

## 8  CITY

The game board represents the city of New Angeles, which comprises ten districts. If a game component is present in any district on the board, it is in the city.

**Related Topics:** District, Placing, Removing, Reserve

## 9  CLAIM

The winner of a deal claims the asset card that was revealed at the start of the deal. When a player claims an asset card, he places it faceup in his play area.

9.1 When a player steals an asset or receives an asset in trade, he gains that asset but has not claimed it.

**Related Topics:** Asset Card, Deal

## 10  COMPONENT LIMITATIONS

All components in the game are limited to the quantities provided. When a component must be placed, if there are none of that type remaining in the reserve, do not place that component.

**Related Topics:** Placing, Reserve

## 11 Contract

Each corp sheet describes a corporation's contract, which provides that corporation with a unique way to gain capital.

*Contract on Corp Sheet*

11.1 Each contract describes a condition that, when met, provides its corporation with capital.

11.2 Excluding Melange Mining's contract, each contract's condition is met through the resolution of an action card. A player does not need to personally resolve an action card to meet the condition of his contract; the condition is met regardless of which player resolved the action card.

11.3 Contracts that trigger when a unit or token is removed from a district do not trigger when a unit or token is removed from "The Root."

**Related Topics:** Action Card, Capital, Corp Sheet

## 12 Corp Sheet

Each player has a corp sheet that indicates which corporation he represents.

12.1 Each corp sheet indicates the quantities and types of action cards that player draws during the Refresh step of the Action Phase.

12.2 Each corp sheet includes a contract, which provides that corporation with a unique way to gain capital.

12.3 Each corp sheet is double-sided. One side is used for four-player games and the other side is used for five-to-six-player games. The four-player side is marked with a special icon in the lower-left corner.

*Four-Player Icon*

  - Melange Mining's corp sheet is the same for four-player games and five-to-six-player games.

**Related Topics:** Action Card, Action Phase, Capital, Contract, Corporation

## 13 Corporation

Each player represents a corporation. During setup, each player collects the corp sheet, emergency action card, and capital token that belong to that corporation as indicated by its corporate logo.

13.1 Any reference to a corporation also refers to the player controlling that corporation and vice versa.

**Related Topics:** Capital, Corp Sheet, Emergency Action Card

## 14 Countering Player

During a deal, the countering player is the player who most recently proposed a counteroffer.

14.1 When a player becomes the countering player, the previous countering player ceases to be the countering player.

**Related Topics:** Active Player, Counteroffer, Deal, Supporting Player

## 15 Counteroffer

A counteroffer is the action card proposed by the countering player during a deal.

15.1 To propose a counteroffer, the countering player chooses an action card from his hand and places it faceup in the "Counteroffer" box of the board.

15.2 The countering player can play his emergency action card as his proposed counteroffer instead of playing a card from his hand.

15.3 Counteroffers are placed faceup on the board on top of any other faceup cards in the "Counteroffer" box.

15.4 When proposing a counteroffer, the countering player must discard a number of cards from his hand equal to the number of faceup cards in the "Counteroffer" box (i.e., the first countering player does not discard any cards, the second countering player must discard one card, etc.).

  - When a new counteroffer is proposed, the previous counteroffer is no longer the counteroffer and the previous countering player is no longer the countering player.

15.5 Only the topmost card in the "Counteroffer" box is the counteroffer. Previous counteroffers are ignored except for determining how many cards a player must discard to propose a new counteroffer.

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

15.7 A player's counteroffer can be another copy of the card that was proposed as the main offer or as an earlier counteroffer.

15.8 The "Chief Gorman" asset card can return a counteroffer to the countering player's hand. That player ceases to be the countering player and does not return to his hand any of the cards that he discarded in order to propose the counteroffer.

**Related Topics:** Action Card, Countering Player, Deal, Emergency Action Card, Main Offer

# 16  DEAL

During the Action Phase of each turn, the players resolve a deal by following these steps:

16.1  **Step 1—Asset:** The active player reveals the rightmost asset card on the turn track (the card with the highest-numbered slot) and places it faceup in the "Revealed Asset" box of the board.

16.2  **Step 2—Main Offer:** The active player proposes his main offer by placing either one action card from his hand or his emergency action card in the "Main Offer" box of the board. The card is placed faceup.

- The active player must propose a main offer; he cannot pass.

16.3  **Step 3—Counteroffer:** Starting with the player to the left of the active player and proceeding clockwise, each player (excluding the active player) may either propose a counteroffer or pass. To propose a counteroffer, he places either one action card from his hand or his emergency action card in the "Counteroffer" box of the board. The card is placed faceup.

- To propose a counteroffer, a player must discard a number of cards from his hand equal to the number of faceup cards in the "Counteroffer" box (i.e., the first countering player does not discard any cards, the second countering player must discard one card, etc.).

- When a player proposes a counteroffer, he becomes the countering player. The previous countering player and counteroffer cease to be the countering player and counteroffer.

16.4  **Step 4—Support:** All players except the active player and the countering player become supporting players. Starting with the supporting player to the left of the active player and proceeding clockwise, each supporting player may either support or abstain. To support, he places one or more cards from his hand facedown next to either the main offer or the counteroffer.

- A player cannot support both offers.

16.5  **Step 5—Resolution:** The player with the most facedown cards next to his offer wins the deal. He resolves the effect on his offer. Then, he claims the revealed asset. All action cards played during the deal are discarded facedown to the shared discard pile.

- If the main offer and counteroffer are tied for support, the active player wins the deal.

- Emergency action cards are returned to their original owners. If the card was the winning offer, it is returned facedown; otherwise, it is returned faceup.

16.6  The active player and the countering player cannot play cards in support of an offer unless an ability explicitly allows it.

16.7  The active player cannot propose a counteroffer unless a card ability explicitly states otherwise.

**Related Topics:** Active Player, Asset Card, Countering Player, Counteroffer, Main Offer, Support, Supporting Player, Turn Track

# 17  DEMAND CARD

Each demand card lists the number and types of resources that must be in the supply during the next demand round to avoid a threat increase.

17.1  During a demand round, the revealed demand card is resolved and a new demand card is revealed.

17.2  Each demand card indicates the number by which threat increases if the demand on the card is not paid during the next demand round.

**Related Topics:** Demand Round, Resource, Supply, Threat

# 18  DEMAND ROUND

There are three demand rounds during the game, each of which is indicated by a "Demand" space on the round track. During a demand round, the players resolve the following steps in order:

*Demand Round on Round Track*

18.1  **Step 1—Score Investment:** Each player reveals his facedown investment card and gains capital as instructed by that card.

18.2  **Step 2—Pay Demand:** The players collectively pay the demand established by the revealed demand card.

- If each resource in the supply equals or exceeds the amount indicated on the demand card for that resource, the demand is met, and threat does not increase.

- If at least one resource in the supply is less than the amount indicated, the demand is not met, and threat increases by the amount indicated on the demand card.

- The game immediately ends after this step during the third demand round.

18.3  **Step 3—Reveal Demand:** The supply is reset and a new demand card is revealed.

- Each resource token is reset and placed on the "0" space of its resource track (the icon space), and the revealed demand card is placed at the bottom of the demand deck.

- The top card of the demand deck is revealed, and one target token is placed on each resource track on the numbered space that matches the number next to that resource on the demand card.

18.4 **Step 4—Choose Investment:** All investment cards are returned to the investment deck, and the deck is shuffled. Then, each player draws two investment cards and chooses one to keep facedown in his play area. The remaining investment cards are returned facedown to the top of the investment deck.

18.5 After resolving these steps, the round track token moves to the next space of the round track and a standard round begins.

18.6 The games ends after the Pay Demand step of the third demand round. The last two steps are ignored that round.

**Related Topics:** Capital, Demand Card, Investment Card, Resource, Standard Round, Supply, Threat

# 19 DEVELOPMENT

Development tokens can be placed in districts to increase resource production.

19.1 The quantity of the primary resource in a district with a development token is increased by one.

19.2 If a district has only one resource type, that resource is the primary resource. The district does not have a secondary resource.

19.3 A district with an orgcrime unit cannot produce its primary resource even if the district has a development token.

19.4 A district cannot have more than one development token.

**Related Topics:** District, Exploit, Orgcrime, Primary Resource, Produce, Production Phase

# 20 DISTRICT

The city comprises ten districts organized into three tiers. Each district has a unique name and number. Districts that are part of the same tier have an identically colored border as well as a number of colored bars under the district's name equal to the tier to which it belongs.

20.1 "The Root" is not a district.

**Related Topics:** City, Movement Path, Resource, Tier

# 21 EMERGENCY ACTION CARD

Emergency action cards dramatically impact the state of the city. Each player starts the game with the emergency action card corresponding to his corporation.

21.1 Each player's emergency action card begins the game faceup in his play area.

21.2 Faceup emergency action cards can be proposed as offers.

21.3 When an emergency action card is discarded, it is returned to the play area of its original owner (the corporation with the matching logo). If it was the winning offer, it is returned facedown and cannot be proposed again while it remains facedown. Otherwise, it is returned faceup and can be proposed again.

21.4 Emergency action cards are not part of a player's hand. They cannot be stolen or discarded through an effect that steals or discards action cards from a player's hand.

21.5 Emergency action cards cannot be played as support during a deal.

21.6 The "Bryan Stinson" asset can steal emergency action cards. Those emergency cards can be faceup or facedown, and they remain in that state when stolen. Emergency action cards of corporations that are not being used cannot be stolen. When a stolen emergency action card is discarded, it is returned to its original owner. It is returned facedown if it was the winning offer; otherwise, it is returned faceup.

**Related Topics:** Action Card, Corporation, Deal, Offer, Turn Track

# 22 END OF TURN

Some asset cards have an "**End of Turn**" header. A player can those abilities during the End of Turn step of the Action Phase.

22.1 A player cannot use each "**End of Turn**" ability more than once at the end of his turn.

*"End of Turn" Header*

22.2 "**End of Turn**" abilities are optional.

22.3 If a player has multiple asset cards with the "**End of Turn**" header, he can resolve the ability on each of those cards in the order of his choice.

22.4 If a player receives an asset card with the "**End of Turn**" header during the End of Turn step of his turn, he can use that card's ability that turn.

**Related Topics:** Action Phase, Asset Card

# 23 ENEMY UNIT

Human First units and orgcrime units are enemy units.

23.1 Prisec units are not enemy units.

**Related Topics:** Human First, Orgcrime, Prisec

## 24  EVENT CARD

During the Event Phase, players draw and resolve the top card of the event deck.

24.1  Event cards are resolved from top to bottom. Each event card contains three elements:

- The top half of the event card is an effect that may increase threat. This threat increase is related to the game component depicted on the back of the event card.

- The bottom half of the event card lists the components to place on the board. One copy of each component is placed in each district listed next to that component.

- The number in the lower-right corner indicates the number of turns in the next Action Phase. To represent this, the players take an equal number of asset cards from the top of the asset deck and place them facedown on the turn track, one card per slot, starting with the lowest-numbered slot.

24.2  The back of each event card depicts a game component. When that event card is resolved during the Event Phase, the amount by which threat increases is related to the quantity and location of the component depicted on the back of the card. Removing that component from the board, particularly from higher tiers, mitigates this risk.

24.3  If a player resolves an effect that allows him to look at or reorder event cards, he must keep the fronts of those cards secret. The backs of those cards as well as the back of the card at the top of the event deck are open information.

**Related Topics:** Event Phase, Placing, Threat, Tier, Turn Track

## 25  EVENT PHASE

During the Event Phase, the players draw the top card of the event deck, resolve it from top to bottom, and place it on the bottom of the event deck. Then, the round ends and the players move the round track token to the next space of the round track.

**Related Topics:** Event Card, Standard Round

## 26  EXHAUST

Some asset cards must be exhausted for a player to use their abilities. When a card is exhausted, it is rotated 90 degrees clockwise. Exhausted cards cannot be exhausted again.

26.1  A player's exhausted asset cards are readied at the start of the Refresh step of his turn during the Action Phase. When a card is readied, it is rotated 90 degrees counterclockwise.

26.2  Exhausted asset cards are not readied when traded or stolen.

**Related Topics:** Action Phase, Asset Card, Ready

## 27  EXPLOIT

During the Production Phase, each district with an android token is exploited. When a district is exploited, it produces each of its resources in the quantity indicated below that resource. Each corresponding resource token in the supply is moved a number of spaces on its resource track equal to the amount produced.

27.1  After a district is exploited, its unrest increases by one stage. If the district contains a Human First unit, its unrest increases by two stages instead; if it cannot increase by two stages, an outage token is placed in that district.

27.2  Districts with android tokens are still exploited during the Production Phase even if they cannot produce resources. As a result, unrest can still increase, and a Human First unit can still cause an outage token to be placed.

27.3  A district in strike or outage cannot produce any resources.

27.4  A district with a development token increases the quantity of its primary resource by one.

27.5  A district with an orgcrime unit cannot produce its primary resource.

27.6  Threat does not increase when a district with an illness is exploited.

27.7  To ensure that a district is not exploited twice by accident, districts with android tokens should be exploited in ascending order from the lowest-numbered district to the highest-numbered district.

**Related Topics:** Android Token, Development, District, Human First, Orgcrime, Outage, Produce, Production Phase, Resource, Supply, Unrest

## 28  FEDERALIST

The federalist is the player who received the "Federalist" rival card during setup. The federalist wins the game when threat reaches 25 if he has at least 25 capital.

28.1  If the federalist does not have at least 25 capital when threat reaches 25, he loses the game along with the other players.

28.2  The federalist should remember that he will not get a chance to score his third investment unless threat reaches 25 as a result of the city failing to meet demand.

28.3  It is possible for a game to have no federalist if the "Federalist" rival card is the remaining card that is set aside after one rival card has been dealt to each player.

**Related Topics:** Capital, Threat, Winning and Losing

## 29 GENERAL

When a player draws action cards during the Refresh step of the Action Phase, if his corp sheet lists "General" action cards, he can draw the indicated number of cards from any **one** action deck.

| 2 SECURITY |
| 1 GENERAL |

*"General" Draw on Corp Sheet*

29.1 A player cannot draw "General" action cards from a deck that he has already drawn from during the Refresh step.

**Related Topics:** Action Card, Action Phase, Corp Sheet

## 30 HAND SIZE

Each player has a standard hand size of five action cards.

30.1 Emergency action cards are not part of a player's hand; they do not count against a player's hand size.

30.2 At the end of a player's turn, if the number of action cards in his hand exceeds his hand size, he must discard action cards until the number of cards in his hand does not exceed his hand size.

**Related Topics:** Action Card, Action Phase, Emergency Action Card

## 31 HUMAN FIRST

Human First units are enemy units. When a district with a Human First unit is exploited, unrest in that district increases by two stages instead of one stage.

31.1 If unrest cannot increase by two stages because the district is in protest, strike, or outage, an outage token is placed in that district.

- If the district was already in outage, the new outage token moves.

31.2 A district cannot contain more than one Human First unit. If a second Human First unit would be placed or moved into that district, it must move.

31.3 If a Human First unit is placed or moved into a district containing a prisec unit, or if a prisec unit is placed in a district containing a Human First unit, that Human First unit must move.

31.4 If a Human First unit moves from "Base de Cayambe" (district 10) to "The Root," it is returned to the reserve and threat increases by two.

31.5 Only Human First units can cause an outage token to be placed due to unrest being unable to increase.

**Related Topics:** District, Exploit, Moving, Outage, Prisec, Unrest, Threat

## 32 ILLNESS

Illnesses can increase threat directly. When an action card is resolved, if it involved at least 1 district that has an illness token, threat is increased by two.

32.1 An action card involves a district if a token or unit was moved into, moved out of, placed into, or removed from that district. This includes a district that a token or unit would be moved or placed into but cannot be because other tokens or units prevent that placement or movement or because of component limitations.

32.2 An action card involves a district if that district was chosen as part of an action card's effect.

32.3 A district cannot contain more than one illness token. If a second illness token would be placed or moved into that district, it must move.

32.4 If an illness token moves into "The Root," it is returned to the reserve and threat is increased by two.

32.5 When threat increases due to an illness's effect, the total number of involved districts with illness tokens does not matter. As long as at least one district with an illness token was involved, threat is increased by two.

32.6 Threat does not increase when a district with an illness token is exploited.

**Related Topics:** Action Card, Action Phase, District, Moving, Threat, Winning and Losing

## 33 INVESTMENT CARD

Investment cards are one of the primary ways for players to gain capital during the game. During setup and during the first two demand rounds, each player draws two investment cards and chooses one to keep, discarding the other. Each player gains capital as described on his chosen investment card during the next demand round.

33.1 Chosen investment cards must remain facedown until revealed during the next demand round.

33.2 Discarded investment cards are shuffled into the investment deck without being revealed.

33.3 Players cannot look at the investment cards in the investment deck after investment cards have been dealt.

**Related Topics:** Capital, Demand Round

## 34 Main Offer

A main offer is the action card proposed by the active player during a deal. To propose a main offer, the active player chooses an action card from his hand and places it faceup in the "Main Offer" box of the board.

34.1 The active player can play his emergency action card as his proposed main offer instead of playing a card from his hand.

34.2 The active player must propose a main offer during a deal.

**Related Topics:** Action Card, Active Player, Counteroffer, Deal, Emergency Action Card
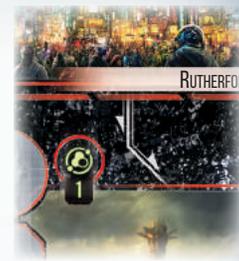
## 35 Moving

Frequently, a unit or token must move from the district it currently occupies (or is attempting to occupy). When a unit or token moves, it moves from the district it currently occupies to the highest-numbered district connected by the exiting movement path.

35.1 If the unit or token moves and cannot be placed in the next district, it moves again using the exiting movement path from the district it could not be placed in. A token or unit will move along movement paths, following the direction of the arrows on those paths, until it can either be placed in a district or it has been moved into "The Root."

35.2 If an enemy unit, illness token, or outage token moves into "The Root," it is returned to the reserve and threat increases by two. This does not count as being removed from a district, so no corp sheet contracts are triggered.

35.3 When an enemy unit, illness token, or outage token must be placed in a district that already contains that type of unit or token, it must move.

35.4 When an enemy unit is placed or moved into a district containing a prisec unit, or if a prisec unit is placed in a district containing an enemy unit, that enemy unit must move.

35.5 Unrest and development tokens do not move.

35.6 When a unit or token moves out of a district, it does not count as being removed from its district and does not trigger any contract.

**Related Topics:** Contract, Human First, Illness, Movement Path, Orgcrime, Outage, Prisec, Threat

## 36 Movement Path

A movement path is a line that connects two districts. Each movement path contains arrows that indicate the direction that tokens and units are moved between two districts. The exiting movement path always connects to a higher-numbered district. When a unit or token moves, it always follows the exiting movement path to that higher-numbered district.



*Movement Path from Rutherford to Base de Cayambe*

36.1 The movement path that exits "Base de Cayambe" (district 10) connects to "The Root," which is not a district. If an enemy unit, illness token, or outage token moves into "The Root," it is returned to the reserve and threat increases by two.

**Related Topics:** Moving, Threat

## 37 Offer

During a deal, the active player's main offer and the countering player's counteroffer are offers. Card effects that refer to an offer can refer to either the main offer or the counteroffer.

**Related Topics:** Action Card, Deal, Main Offer, Counteroffer

## 38 Orgcrime

Orgcrime units are enemy units. A district with an orgcrime unit cannot produce its primary resource.

38.1 A district cannot contain more than one orgcrime unit. If a second orgcrime unit would be placed or moved into that district, it must move.

38.2 If an orgcrime unit is placed or moved into a district containing a prisec unit, or if a prisec unit is placed in a district containing an orgcrime unit, that orgcrime unit must move.

38.3 If an orgcrime unit moves into "The Root," it is returned to the reserve and threat increases by two.

38.4 A district with an orgcrime unit cannot produce its primary resource even if the district has a development token.

38.5 If a district with an orgcrime unit has only one resource type, it cannot produce that resource.

**Related Topics:** Development, District, Moving, Outage, Primary Resource, Prisec, Produce, Resource, Threat

## 39 OUTAGE

A district is in outage if it contains an outage token. A district in outage cannot produce any resources.

39.1 When an outage token is placed in a district, it removes any unrest token in that district, returning its unrest to stable. This does not trigger NBN's contract.

39.2 Unrest cannot increase in a district in outage.

39.3 A district cannot contain more than one outage token. If a second outage token would be placed or moved into that district, it must move.

39.4 If an outage token moves into "The Root," it is returned to the reserve and threat increases by two.

39.5 Only Human First units can cause an outage token to be placed due to unrest being unable to increase.

**Related Topics:** District, Human First, Moving, Produce, Resource, Threat, Unrest

## 40 PLACING

When a unit or token is placed, a player takes that unit or token from the reserve and places it on the board in the indicated district.

40.1 When an enemy unit, illness token, or outage token must be placed in a district that already contains that type of unit or token, it must move.

40.2 When an enemy unit is placed or moved into a district with a prisec unit, or if a prisec unit is placed into a district with any enemy units, that enemy unit must move.

40.3 When an outage token is placed in a district, any unrest token in that district is returned to the reserve.

40.4 Unrest and outage tokens are placed in a district's condition box. Development and illness tokens are placed in the matching frame in the district.

40.5 Units are placed anywhere on the district's art piece within the district's frame.

**Related Topics:** Development, District, Event Card, Human First, Illness, Orgcrime, Outage, Unrest

## 41 PRIMARY RESOURCE

The leftmost resource in a district is the district's primary resource. It is identified by a colored circle around its resource icon.

41.1 The quantity of the primary resource in a district with a development token is increased by one.

41.2 A district with an orgcrime unit cannot produce its primary resource even if the district also has a development token.

41.3 If a district has only one resource, that resource is the primary resource. The district does not have a secondary resource.

**Related Topics:** Development, Orgcrime, Produce, Resource, Secondary Resource

## 42 PRISEC

Prisec units protect districts from enemy units.

42.1 When an enemy unit is placed or moved into a district containing a prisec unit, that enemy unit must move.

42.2 When a prisec unit is placed in a district containing an enemy unit, that enemy unit must move.

42.3 A district cannot contain more than one prisec unit.

**Related Topics:** District, Human First, Moving, Orgcrime

## 43 PRODUCE

A district produces all of its resources when it is exploited. It may also produce resources when instructed to by a card effect.

43.1 When a resource is produced, the resource token of the corresponding resource type is moved on its resource track a number of spaces equal to the quantity of the resource produced; the number on the resource token's space always matches the total amount of that resource in the supply.

43.2 A district in strike or outage cannot produce any resources.

43.3 A district with a development token increases the quantity of its primary resource by one.

43.4 A district with an orgcrime unit cannot produce its primary resource.

43.5 Resource tokens cannot be moved beyond the last space in their respective tracks.

43.6 When a card instructs a district to produce resources, all modifiers to production apply (e.g., orgcrime, outage, etc.).

**Related Topics:** Development, Exploit, Orgcrime, Outage, Production Phase, Resource, Supply, Unrest

## 44 PRODUCTION PHASE

During this phase, each district with an android token is exploited, starting with the lowest-numbered district containing an android token. Then, play proceeds to the Event Phase.

**Related Topics:** Android Token, District, Exploit, Produce, Standard Round

## 45  Protest

Protest is a stage of unrest. It is represented by the protest side of the unrest token.

45.1  When unrest increases in a district in protest, unrest increases to strike and the unrest token is flipped so its strike side is visible.

45.2  When unrest decreases in a district in protest, unrest decreases to stable and the unrest token is removed from the board.

45.3  A district in protest can still produce its resources.

**Related Topics:** Produce, Resource, Stable, Strike, Unrest

## 46  Ready

All of a player's exhausted asset cards are readied at the start of the Refresh step of his turn during the Action Phase. When a card is readied, it is rotated 90 degrees counterclockwise.

**Related Topics:** Action Phase, Asset Card, Exhaust

## 47  Removing

Some action card effects remove units and tokens from the board.

47.1  When a unit or token is removed from the board by a card effect, it is returned to the reserve.

47.2  When an outage token is placed in a district with an unrest token, the unrest token is returned to the reserve. This does not trigger NBN's contract.

47.3  Some corporations gain capital through their contracts when a unit or token is removed from a district. When a unit or token is returned to the reserve because it moved into "The Root," this does not trigger any contracts because "The Root" is not a district.

**Related Topics:** Contract, District, Moving, Placing

## 48  Reserve

The reserve consists of all units and tokens that are not currently being used.

48.1  When a unit or token is placed on the board, it is placed from the reserve.

48.2  When a unit or token is removed from the board, it is returned to the reserve and can be placed again.

**Related Topics:** Placing, Removing

## 49  Resource

There are five resource types: energy, consumables, tech, entertainment, and credits.

49.1  Each district is able to produce at least one type of resource, and some districts can produce two types of resources. The type of each resource that a district can produce is indicated by a resource icon, and the quantity of a resource that is produced is indicated by the number below its icon in that district.

49.2  Each district has a primary resource indicated by a colored circle around its resource icon. If a district has another resource, that resource is its secondary resource.

49.3  When a district is exploited, it produces both its primary and secondary resources in the quantities shown. Each resource type has a corresponding resource track in the supply. When a resource is produced, the resource token on the corresponding resource track is moved to indicate the new amount of that resource in the supply.

**Related Topics:** Demand Round, District, Exploit, Primary Resource, Secondary Resource, Supply

## 50  Rival

During setup, each player receives one rival card. His rival card indicates which corporation is his rival for the game.

50.1  At the end of the third demand round, if threat has not reached 25, each player that has more capital than his rival wins the game.

- If a player receives the rival card for his own corporation, he does not have a rival. Instead, at the end of the third demand round, he wins the game if he has more capital than at least three other players (or two other players if playing a four-player game).

50.2  One rival card is the "Federalist" rival card. The player who receives this rival card is the federalist. Instead of winning like the other players, he wins if he has 25 capital when the game ends due to threat reaching 25.

50.3  Rival cards are secret. Players cannot reveal or discuss their rival cards.

**Related Topics:** Capital, Federalist, Threat, Winning and Losing

## 51  Round

*New Angeles* is played over a series of rounds. There are standard rounds and demand rounds.

51.1  Standard rounds are indicated by numbered spaces on the round track; there are six standard rounds. Demand rounds are indicated by spaces that have the word "Demand" above them; there are three demand rounds.

*Round Track Token*

**51.2** The round track token on the round track indicates the current round. At the end of a standard round or a demand round, the round track token is moved to the next space of the round track.

**Related Topics:** Demand Round, Standard Round

## 52 SECONDARY RESOURCE

A district that can produce multiple resources has both a primary and secondary resource. A district's secondary resource is the resource lacking a colored circle around its icon.

**52.1** If a district has only one resource, that resource is the primary resource. The district does not have a secondary resource.

**52.2** A district with an orgcrime unit can still produce its secondary resource.

**52.3** Development tokens do not affect secondary resources.

**Related Topics:** Development, District, Orgcrime, Primary Resource, Produce, Resource

## 53 SETUP CARD

During setup, the players draw and resolve one setup card. For each component listed on the card, one copy of that component is placed in each district listed next to that component. Then, the players take a number of asset cards from the top of the asset deck equal to the number in the upper-right corner of the setup card and place them facedown on the turn track, one card per slot, starting with the lowest-numbered slot. After setup, all setup cards are returned to the game box.

**Related Topics:** District, Turn Track, "Complete Setup" on page 2

## 54 STABLE

Stable is a stage of unrest. A district that does not have an unrest token is stable.

**54.1** Unrest cannot decrease in a stable district.

**54.2** When unrest increases in a stable district, unrest increases to protest and an unrest token is placed in that district's condition box so the protest side is visible.

**54.3** A district in outage is stable.

**Related Topics:** District, Outage, Protest, Strike, Unrest

## 55 STANDARD ROUND

Standard rounds are indicated by numbered spaces on the round track. During a standard round, players resolve the following phases in order: Action Phase, Production Phase, and Event Phase.

*Standard Round on Round Track*

**Related Topics:** Action Phase, Demand Round, Event Phase, Production Phase, Round

## 56 STEAL

Some asset card abilities allow players to steal capital and cards from other players.

**56.1** When capital is stolen from a player, that player loses an amount of capital indicated by the ability, and the player who stole the capital gains that amount of capital.

**56.2** When an asset card is stolen from a player, that player gives the card to the player who stole it.

- When a player steals an exhausted asset card, it remains exhausted.

- The player who stole the asset does not count as claiming that asset for the purpose of resolving its effect.

**56.3** When an action card is stolen from a player's hand, that player gives that card to the player who stole it without revealing the card to the other players.

- An ability that steals action cards cannot steal emergency action cards. Emergency action cards can only be stolen by abilities that explicitly allow them to be stolen.

**Related Topics:** Action Card, Asset Card, Capital, Claim

## 57 STRIKE

Strike is a stage of unrest. It is represented by the strike side of the unrest token. A district in strike cannot produce any resources.

**57.1** Unrest cannot increase in a district in strike.

**57.2** When unrest decreases in a district in strike, unrest decreases to protest and the unrest token is flipped so its protest side is visible.

**Related Topics:** Produce, Protest, Resource, Stable, Unrest

## 58  SUPPLY

The supply comprises five resource tracks, one for each resource type in the game. Each resource track has a resource token that indicates the current amount of that resource and a target token that indicates the amount of that resource needed to pay the demand during the next demand round.

58.1  When a district is exploited, it produces each of its resources in the quantity indicated below that resource's icon in that district. Each corresponding resource token in the supply is moved a number of spaces on its resource track equal to the quantity of the resource produced; the number on the space that the resource token occupies always matches the total amount of that resource that is in the supply.

58.2  A resource token cannot move past the final space of its resource track. If more of that resource type is produced, the resource token remains on the final space of that track.

58.3  If a resource's resource token is on space "0" of its resource track, that resource cannot be reduced.

**Related Topics:** Demand Round, Exploit, Produce, Resource

## 59  SUPPORT

During the Support step of a deal, each supporting player must either support an offer or abstain.

59.1  To support an offer, a supporting player places one or more action cards from his hand facedown next to the offer he is supporting.

59.2  To abstain, a supporting player simply declares that he is abstaining.

59.3  A player cannot support both offers.

59.4  During the Resolution step of a deal, the player who proposed the offer that has the most facedown action cards next to it wins the deal.

- If both offers have the same number of facedown action cards in support, the active player wins the deal.

**Related Topics:** Action Card, Deal, Offer, Supporting Player

## 60  SUPPORTING PLAYER

During the Support step of a deal, each player who is not the active player or the countering player becomes a supporting player. Each supporting player must either abstain from supporting or support one offer by placing one or more action cards from his hand facedown next to that offer.

**Related Topics:** Active Player, Countering Player, Deal, Offer

## 61  SWAP

Some asset card abilities allow players to swap cards. When cards are swapped, the players who control those cards exchange them with each other.

61.1  The "Alex Westlund" asset card ability can swap asset cards. If the player using this ability swaps one of his own asset cards (including "Alex Westlund"), he loses two capital. Cards swapped by this ability are not claimed.

**Related Topics:** Asset Card

## 62  TARGET TOKEN

Target tokens track the amount of each resource needed during the next demand round to avoid increasing threat. When a demand card is revealed during a demand round, one target token is placed on each resource track on the numbered space that matches the number next to that resource on the demand card.

**Related Topics:** Demand Round, Resource, Supply

## 63  THREAT

Threat is tracked by the threat token on the threat track. The number in the space occupied by the threat token indicates the current amount of threat. If the threat token is moved to space "25" of the threat track, the game ends immediately.

63.1  If the game ends due to threat reaching 25, all players lose the game except the federalist, who wins the game if he has at least 25 capital. If he does not have 25 capital at this time, he loses the game along with the other players.

63.2  When an action card is resolved, if it involves at least one district that has an illness token, threat increases by two.

63.3  If an enemy unit, illness token, or outage token moves into "The Root," it is returned to the reserve and threat increases by two.

63.4  During a demand round, if the demand on the demand card cannot be paid, threat increases by the amount indicated on the card.

63.5  During each Event Phase, the event card that is resolved may increase threat. The amount that threat increases is indicated on the card and is related to the quantity and location of the component depicted on the back of the card.

**Related Topics:** Demand Round, Event Card, Federalist, Illness, Moving, Winning and Losing

## 64   TIER

The city is divided into three tiers: tier 1, tier 2, and tier 3. Under each district's name is a number of bars equal to the tier to which that district belongs. The borders of each district within a tier share the same color.

*A Tier-2 District*

64.1   Tiers have no inherent effect, but event cards may refer to them.

64.2   Event cards may increase threat based on the tiers that contain a certain type of game component. This increase in threat tends to be greater if a higher-numbered tier contains the indicated game component.

**Related Topics:** City, District, Event Card

## 65   TRADING

Players can trade capital, assets, and promises at any time. If two players agree to a trade and both players can immediately and completely fulfill the terms of the trade, they must do so.

65.1   A player can trade capital, assets, or both to another player without receiving anything in return.

65.2   Any trade that cannot be immediately and completely fulfilled (i.e., a player made a promise that would be resolved in the future) is non-binding—either player can renege.

65.3   If players cannot agree if a trade is binding before they agree on the trade, the trade is non-binding.

65.4   Exhausted asset cards are not readied when they are traded to another player.

65.5   Players cannot trade action cards, emergency action cards, rival cards, or corp sheets.

**Related Topics:** Asset Card, Capital, Exhaust

## 66   TURN

During the Action Phase, players take turns resolving the steps of the Action Phase.

66.1   The player currently resolving his turn is the active player.

66.2   At the end of a player's turn, he may resolve one or more of his asset card abilities with the "**End of Turn**" header.

66.3   The number of turns in a standard round is determined by the setup card for the first round and by event cards for subsequent rounds.

**Related Topics:** Action Phase, Active Player, End of Turn

## 67   TURN TRACK

The turn track consists of five numbered slots on the board. During setup and each Event Phase, a number of asset cards are placed on the turn track, indicating the number of turns for that round.

67.1   During setup, the players place a number of asset cards on the turn track as indicated by the setup card.

67.2   During each Event Phase, the players place a number of asset cards on the turn track as indicated by the event card drawn during that phase.

67.3   When the players must place a number of asset cards on the turn track, they take that number of cards from the top of the asset deck and place them facedown under each slot of the turn track, one card per slot, starting with the lowest-numbered slot.

67.4   After the active player finishes his turn during the Action Phase, if there are no asset cards remaining on the turn track, the Action Phase ends and play proceeds to the Production Phase.

67.5   The players do not need to reset the turn track during the Event Phase of the sixth standard round because they will not play another Action Phase.

**Related Topics:** Action Card, Action Phase, Emergency Action Card, Event Card, Event Phase, Setup Card

## 68   UNREST

A district's unrest consists of three stages: stable, protest, and strike.

68.1   When a district's unrest increases from stable to protest, an unrest token is placed in that district's condition box so the protest side is visible. When unrest increases from protest to strike, that unrest token is flipped so that its strike side is visible.

68.2   Unrest decreases in reverse order. Strike is decreased to protest by flipping the unrest token so its protest side is visible. Protest decreases to stable by removing the unrest token from the board.

68.3   When a district is exploited, its unrest increases by one stage.

68.4   Unrest cannot increase in a district that is already in strike.

68.5   Unrest cannot decrease in a stable district.

68.6   If a district with a Human First unit is exploited, unrest increases by two stages instead of one stage. If unrest cannot increase by two stages, an outage token is placed in that district.

68.7   When unrest increases in a district in strike, an outage token is not placed unless the district was being exploited and contained a Human First unit.

68.8 When an outage token is placed in a district, any unrest token in that district is returned to the reserve. This does not trigger NBN's contract.

68.9 A district in outage is treated as a stable district. Unrest cannot increase in a district in outage.

68.10 When an effect removes an outage token from a district, that district's unrest is stable.

**Related Topics:** District, Exploit, Human First, Outage, Produce, Protest, Resource, Stable, Strike

# 69  WINNING AND LOSING

The game ends after the Pay Demand step of the third demand round or when the threat token reaches space "25" of the threat track.

If the game ends during the third demand round, all players reveal their rival cards and the federalist loses the game. Each remaining player who completes one of the following two conditions wins the game:

69.1 If the player's rival card lists another corporation, he must have more capital than his rival.

- If a player has the same amount of capital as his rival, he does not have more capital and loses the game.

69.2 If the player's rival card lists his own corporation, he must have **more** capital than three other players (two other players if playing a four-player game).

- If he does not have more capital than the required number of players due to a tie in capital, he loses the game.

69.3 If the game ends because threat reaches 25, all players reveal their rival cards. All players except the federalist lose the game. The federalist wins the game if he has at least 25 capital; otherwise, he loses the game along with the other players.

**Related Topics:** Capital, Demand Round, Federalist, Rival, Threat

# INDEX

This index refers to paragraph numbers instead of page numbers. The number listed after each entry corresponds to a paragraph number in the glossary. The relevant information for that index entry can be found in the paragraph sharing that number or in a bullet point following that paragraph.

# 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).