CITY OF THE GREAT MACHINE

One-vs-Many ◈ Cooperative ◈ Solo

The Great Machine, an artificial intelligence network, rules the steam-powered sky City built on mobile platforms. The Great Machine is either controlled by a player or is automated, which completely changes the gameplay.

The Great Machine commands a force of perfected servants and mechanical guards. It strives to suppress social unrest and complete the grandiose Master Plan to enhance Mankind.

The other players are Heroes working together against the Great Machine to start a revolution. They encourage discontent in the City and inflame riots. They also attempt to prevent the Great Machine from completing its enslaving Master Plan.

Both sides firmly believe that their course is the right one.

CONTENTS

The City

- 1 Progress Board
- 9 District tiles
- 30 Famous Citizen tokens
- 45 Trust and Bond tokens
- 21 City Event cards
- 1 wooden Progress marker ◉
- 9 District tokens ◉
- 17 City Event cards ◉

The Heroes

- 6 Hero miniatures
- 6 Hero cards
- 54 Access cards
- 1 Assault die
- 1 Escape die
- 3 Riot tokens
- 12 Mission cards ◉
- 14 Mission tokens ◉
- 9 Reference cards

The Great Machine

- 3 Servant miniatures
- 3 Servant Order tokens
- 18 wooden Guard figures
- 3 Raid tokens
- 9 Directive cards
- 9 wooden special Guards ◉
- 9 Directive cards ◉
- 13 Servant Movement cards ◉
- 3 Servant Action cards ◉
- 2 Reference cards

General

- Game Rules
- Reference Guide

◉ Components used in Solo & Cooperative games only.