



COMEBACK CITY



1 Player



30 min.

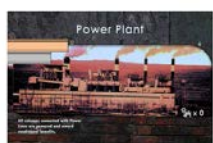


12+

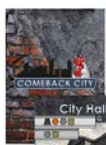
Welcome to Comeback Town a friendly community built with an eye to the future and... {deafening primal scream}. What is that thing?!?! {second, closer primal scream} No, no, not the town. {the sound of crunching buildings and tank fire preceding one last primal scream of agony}. Welcome to the remains of Comeback Town, would you like to help us build a Comeback City?

Includes:

- 1 Power Plant Card
- 57 Building Cards
- 1 20-sided die
- 2 6-sided dice
- 100 Point Counters (25 Green Meeples, 25 Blue Winks, 25 White Cubes, 25 Yellow Gems)
- 5 Road Cards
- 5 Power Lines Cards
- 5 Disaster Cards
- 32 Zoning Bonus Cards
- 5 Helper Cards
- 32 Tracking Cards (1 Ultra Mega Chicken, 10 Meteor, 17 Occupied/Rubble, 4 National Guard)
- 1 Rule Book



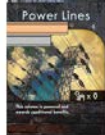
X1



X57



X5



X5



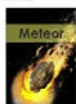
X5



X5



X1



X10



X32



X17



X4



X25

each

Object:

Build your city based on the demands of your citizens. Once your city grows to 16 cards, disaster strikes and tears your city apart. Rebuild from the disaster within a set number of turns and score enough points to clear the goal to win.

Set Up:

Set all dice, Point Counters and Disaster, Zoning Bonus, Tracker and Helper Cards to the side. Place the Power Plant in front of you. Tuck the 5 Power Lines cards in a line behind the Power Plant and then tuck the Road cards behind the Power Line cards. All of these cards are should be facing active side up. Shuffle the Building Cards and set the deck face-down near you.

Draw 2 Zoning Bonus Cards and set them next to the playing area. Discard and redraw your second Zoning Bonus Card if it matches the zone (Residential, Commercial, Industrial, Government) of the first card. Draw and place the top 6 Building Cards from the deck in order left to right above the line of Power Line cards and Road cards so that the center of each Power Line/Road card is positioned on the gap between the Building cards. Then draw two more Building Cards and place them above any Building Card in play.

Setup Example



Zoning Bonus:

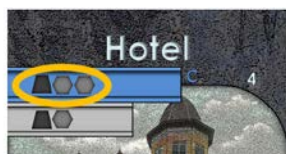
Zoning Bonuses provide you with an extra Action Point or Helper that will assist you in your ability to build a great city. {These will be explained further in The Disaster}. These represent the townspeople suggesting what they'd like in their city. While these come out during the Build Your City phase, they can also be completed during the Rebuild Your City phase.

Example Completed Zoning Bonus



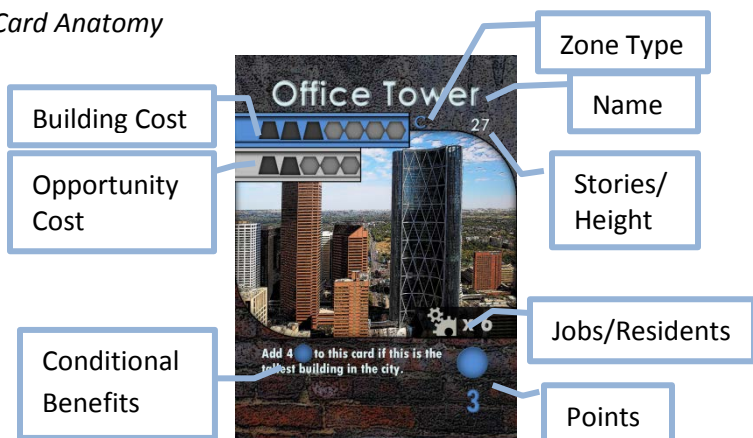
Build Your City:

The first round of building ends once there are 16 Building Cards played (8 additional cards to Setup). To build, draw cards from the Building Card deck one at a time. Each card will add the resources in the gray bar to your pool of building materials and represents an Opportunity Cost of not building the building. A Building card that is drawn and not able to be built cannot be built later as you flip more cards. Once the Opportunity Costs of the Building Cards drawn are able to pay the Building Cost for a Building Card in your city, you must build it or discard the card. When discarding, set the card off to the side and not immediately on the discard pile, so you can keep track of how many cards you've discarded.



You have two free discards each time you build a card before you must build a Building Card. When you decide to construct a building, or are forced to, place it above any other building in your city. **No column may have more than 3 more cards than the shortest column.** Place all discarded cards and cards drawn prior to building the card just placed into the discard pile. If your Building card pile runs out reshuffle your discard pile.

Card Anatomy




You get no Points or Conditional Benefits for your buildings during the Build Your City phase. Once your city contains 16 Building cards, begin The Disaster.

The Disaster:

You will start the Rebuild Your City Phase with 8 Action Points. Set your 20-sided die on 8. Shuffle the Disaster Cards. Draw one and follow the directions. You will get to choose the severity of the disaster and gain extra Action Points based on choosing a bigger disaster. The five disasters you will contend with are:

Alien Invasion

Win Condition - Have more  than occupied  in your city and at least 25 Residential points.

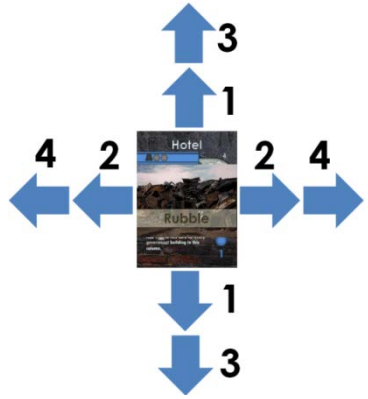
Effect - Place an Occupied card on the Residential building with the highest  in your city. You may continue to add Occupied cards to the next highest Residential building in your city to gain an additional Action Point until all your buildings are occupied. All Residential buildings adjacent to an occupied building become occupied immediately after you build a building.

Earthquake

Win Condition - Build over all Rubble cards with the same building or one with more stories and have at least 25 Commercial points.

Effect - Roll two six-sided dice to determine a target building.

Place a Rubble card on the target building. You may gain an additional Action Point by adding Rubble cards to buildings one additional space up and down. You may then gain another Action Point by adding Rubble cards left and right. You may add Rubble alternating this way for up to 6 additional Action Points.



Hurricane

Win Condition - Have at least 60 points combined of Residential, Commercial, Industrial and Government.

Effect - Flip the Power Plant to the Out of Commission side. Choose a number 0 – 7 and gain Action Points equal to the number chosen. All buildings with a number of stories less than the number are removed from the game or flipped over if they are Roads or Power Lines. Place a Rubble card on all buildings that have a number of stories equal to the number.


Meteor Strike

Win Condition - Connect all buildings with Roads and have at least 25 Government points.

Effect - Roll two six-sided dice to determine a target building. Place a Meteor card on the target building. You may gain an additional Action Point by placing an additional Meteor card (maximum of 6 Meteor cards). If multiple Meteors target the same card reroll the dice. Flip up all Meteor cards and follow directions when done placing.

Ultra Mega Chicken

Win Condition - Build 6 adjacent Industrial buildings and have at least 25 Industrial points.

Effect - Place Ultra Mega Chicken on the building in your city with the most stories and remove it from the game. Place between 0 and 7 Point Counters on this card and gain an equal number of Action Points. Each time you use an Action Point, remove a token from this card and Ultra Mega Chicken destroys the next tallest building in your city. Remove Ultra Mega Chicken from the city when the tokens run out after your building is destroyed. Add 1  to all Restaurants when Ultra Mega Chicken is removed. Ultra Mega Chicken can't be built on.

For disasters that target a specific location, roll the 6-sided dice, choose the blue or white one to represent the column number, then the other will represent the row number. The disaster will hit the specific location on the grid. All Power Lines, Roads and the Power Plant flip over to their wrecked sides when destroyed and all other buildings are removed from the game unless you are directed to add Rubble Cards to them. If there is ever a tie when determining a target, just choose one of the options.

You may choose to use your completed Zoning Bonus on Helpers or Action Points at this time. Adjust the value of the 20-sided die to reflect any additional Action Points gained by taking

on a bigger disaster or through Zoning Bonus benefits. If you choose to boost the Disaster to a level 3 and had two Zoning Bonuses that you used to get Planning Commission and an extra Action Point you would set the die to 12 Action Points {8 starting plus 3 from the disaster plus 1 from the Zoning Bonus}.

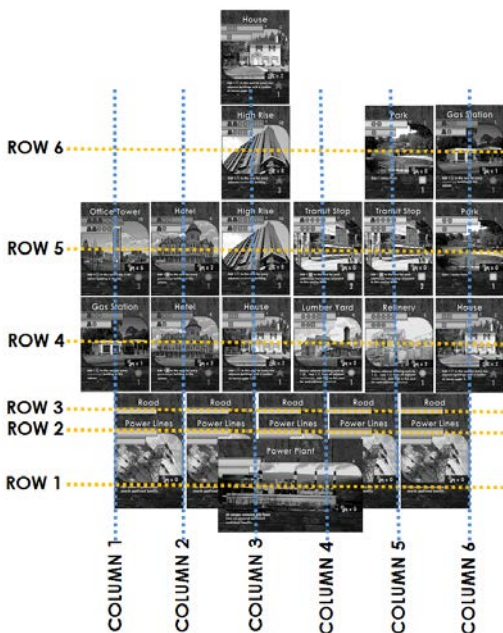
Determining Rows and Columns:

Rows 4 through 6 are made up of the bottom three rows of your Building Cards (excluding the Power Plant, Power Lines and Roads). The numbering progresses from bottom to top. The columns are numbered from left to right.

The Power Lines make up Row 2 and the Roads make up Row 3. These cards all straddle columns. When a column is rolled the cards on each side of the column are targeted.

The Power Plant is Row 1. All column rolls target the Power Plant if they target Row 1.

Example Rows and Columns




If a location is targeted in rows one through three, place the disaster marker or track the targeted location as if the grid formed in rows four through six extends all the way to row one. So if something targets row 1-column 1, and targets all adjacent locations, it'll also target row 1-column 2, row 2-column 1 and row 2-column 2.

Helpers:

Helpers provide a boost for post-disaster construction or specifically target the cause of the disaster.

Maintenance Crew: Spend 1 Action Point to repair all Roads or Power Lines once during the game. Discard this card after use.

Extraterrestrial Defense Agency: Remove one Occupied Card from any building after you construct a building. You may remove more Occupied cards at an Action Point cost of half the  value.



Collect Points, but not Conditional Benefits, when a Building Card is freed from the Occupied Card.

Engineering Corps: You may remove a building in the city to use its opportunity cost toward constructing a new building. You may not construct the same building as the one you removed. You may use this ability either before you flip up a Building Card or after you flip the card but you do not have enough Opportunity Costs to construct the building. Collect the Point Counters off the removed building and set them near Engineering Corps. These will count toward your final score.

National Guard: After spending 1 Action Point {typically while building a building} place a Guard Unit on a building to protect it from the effects of a disaster. You may move a Guard Unit from one building to another instead of placing a new unit.



Planning Commission: Discard up to three buildings when constructing new buildings in your city {instead of the usual 2}.

Rebuild Your City:

Place Point Counters on all of your remaining, non-Rubble buildings equal to and in the same color as the Points value on each card. Ignore the points awarded by Conditional Benefits. Reshuffle what remains of the Building Card deck.

You may now begin building as you did during the Build Your City Phase. There are three big differences in the Rebuild Your City phase compared to the Build Your City phase:

- When you build a building it costs an Action Point which you spend by moving the 20-sided die to the next lower number.
- When you place a building, you will add Point Counters to the cards based on its Points and Conditional Bonuses (if powered). {Buildings covered by Rubble cards do not count towards Conditional Bonuses}.
- You may choose to remove from the game all the cards you discarded when you build a building.

A card must have ALL Power Line cards in line with the bottom of the column in working condition, a working Power Plant and the card needs to have a continuous column of cards down to the line of Power Lines/Roads to be powered. If any of those conditions are not met, you do not get the conditional bonus and do not collect it once the card becomes powered either.

Buildings may be placed in gaps or above another Building Card. Buildings reduced to Rubble may also be built over by another Building Card or rebuilt for their Building Cost. If rebuilt, you collect the building's Points and Conditional Bonus as if it were built from the deck. To rebuild Rubble, Roads, Power Lines or the Power Plant, use your Opportunity Costs, but instead of flipping over the next card in the deck, only flip over the card or remove the Rubble card from the card you want to rebuild.

Some cards care about adjacency. A card is adjacent to another one when it is within one space in any direction (up, down, left, right and diagonal) and there is a working road between the columns (for cards in adjacent columns).

If an Industrial building gives you a cost reduction benefit, you do not need to factor that in when determining if you have enough resources to build the Building Card.

Play until you run out of Action Points.

Winning or Losing:

Once you have run out of Action Points, check to see if you have won. You win if:

- You have met the goal of the Disaster Card.
- You have a combined Point total of 65.

For all but one of the Disaster Cards, you should be able to easily determine if you win because the victory condition matches the number of Point Counters provided for that particular zoning type. Once you run out of the goal Point Counters, you may end the game and revel in your ability to finish early. If you fail to meet or exceed the goal you lose.

Credits:

The following people made this game possible.

Game Concept: Chris Romansky

Artwork: Chris Romansky

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