

GUNS & STEEL

Introduction

Guns & Steel is a civilization development themed game with only 50 cards. An *Hand Building* mechanic is used to represent the technological improvements of your civilization, using different resources such as Food, Iron, Horse, Gunpowder & Oil to buying new cards throughout the ages.

Players will need to make challenging decisions on every turn, competing with each other to build the greatest civilization of the world. **Guns & Steel** is a tightly packed strategy game that is deeper than it's simple form would suggest.

Card Description

Civilization Cards

Each Civilization card has 2 sides, the Development Card side and the Resource Card side. When you **Deplete** a resource card, you flip it over to the development side and the **effect will not be activated**.

When purchasing cards you can deplete resource cards to provide the indicated resource for payment; however resources depleted due to effects or attacks will be lost.

Development Card side: (front)

1. Card title.
2. Age icon. Also an indicator of the resource on the back side of this card.
3. Card type icon.
4. Military strength Icons.
5. Listed cost of buying this card.
6. This card will not be used in 2P games.
7. Card effect diagram & text.

Resource Card side: (back)

1. Resource provided when you deplete it.
2. VP provided at end of game.
3. Resource Icon.

Wonder Cards

The reverse side of each wonder card is still a wonder.

1. Card Title.
2. Age indicator.
3. Wonder icon.
4. Setup indicator.
5. VP provided at end of game.
6. Listed requirement of gaining this card.



Card Type

Every Development card has an effect that can be used when you play it on your turn. There are 4 types of cards.



Civil : Aid in resource production of your nation.



Tactic : Will activate other attack cards in your hand or have been played in front of you.



Attack : Attack all players using the face up military strength total in front of you. You win if you have a larger strength than an opponent's total. The losers will suffer the penalty effects listed.



Response : When your opponents attack, cards with the response icon may be played to increase your military strength . The effects will not be activated when you do so.

Game Setup

1. Separate the civilization cards according to the **Age Icon**. Shuffle each age pile individually, and build a tech pyramid as shown with the Space age cards on the top, and Global, Oil, Gunpowder and Horse cards below in this order. Every card will be connected to 2 cards from a lower age, except for the bottom row.
2. Sort the Wonder Cards into a column according to the VP with the highest on top. Check the setup indicator icon on the upper right of both sides. The Civilization Card that is closer to the Wonder column will decide which side is used in this game.

Example: The 7VP wonder "International Space Station/Apollo Project" has "Nuclear Submarine/Computer" icons on the upper right corner. Since "Nuclear Submarine" is closer to the column of wonders, "International Space Station" will be used in this game.

3. Each player takes a set of 5 starting Civilization Cards to their hand, consisting of "Reinforcement", "Agriculture", "Barter Trade", "Mining", and "Warrior". The starting resources are 3 Food, 2 Iron respectively. Each set will have a border of different color on the back.
4. Randomly determine the starting player, the turn order will be clockwise in this game. **The 4th player chooses and plays 1 resource card (face down) in front of him, then the 3rd player also plays 1 resource card.** The 1st & 2nd player does not have any starting resource.



Turn Sequence

From the starting player, each player will get a turn to perform each phase in the following order, and then the next clockwise player gets a turn.

1. You **must play a Resource card** (face down) in front of you.
2. You **must play a Development card** (face up) in front of you.
You may activate the effect now, and must apply all effects if you do. If you don't, then the effect cannot be used until you play it from your hand again.
 - a. **Civil**: Aid in resource production of your nation.
 - b. **Tactic**: Will activate other attack cards in your hand or that have been played in front of you.
 - c. **Attack**: Attack all players using the face up military strength total in front of you. Cards on the resource side do not provide military strength; you cannot flip them over unless instructed to do so. Compare your strength with the total of each opponent* separately. You win if you have a larger total strength, the defeated players will suffer the penalty effects listed.



** Your opponents may choose to play any amount of cards with the response icon immediately, even if they already have a larger military than you.*

3. You **may buy one** Civilization/Wonder card from the supply.
 - a. Deplete resource cards to pay the required cost for a Civilization/Wonder card. The **effects will not be activated** when you flip them to the development side. See the next section for detailed rules on card purchase. You can also convert resources into other types using the chart on right.
 - b. **Put the bought card in front of you.** The military strength will be added to your total, but the effect will not be activated.
 - c. Some wonder cards may be gained for free if you satisfy their requirements, but this still counts as one purchase, so you cannot buy another card after you gain a wonder.
4. End of Turn
 - a. **If you only have 0 or 1 card left in hand:**
 - i. You **must retrieve all face up development cards** to your hand.
 - ii. You may choose to retrieve any amount of the face down Resource Cards to your hand.
 - iii. Wonder Cards cannot be retrieved to your hand.
 - b. **If you have 2 or more cards in your hand, do nothing.**
 - c. If resources gained by effects or flipping cards are not used for purchase, they will be lost and cannot be kept to your next turn.
 - d. Next player's turn.

End of Game

Whenever a player buys the last Wonder Card or buys the last Space Age Civilization Card, the game ends immediately.

Tally all points gained from Wonder Cards & Civilization Cards. The player with the most points win. In case of a tie, the player with the most cards win.

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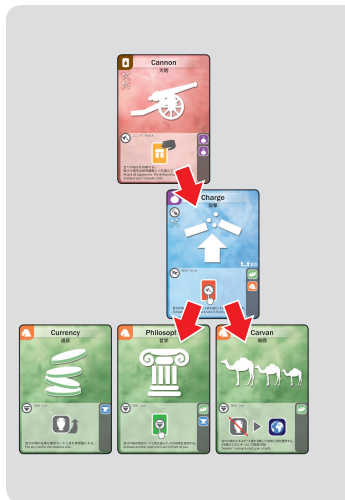
Purchase Rules

Civilization Cards

1. If a civilization card does not touch any cards under itself, you can purchase it at the listed cost.
2. If a civilization card touches one or two cards under itself, then you must pay 1 extra resource of any kind for **every connected card** under it.

Example: For the "Cannon" card, every red arrow marks a card connected under it. Thus in addition to the listed cost of "2 Gunpowder" you must pay 3 extra resources of any type in order to purchase the "Cannon" card.

The card to the bottom left of "Cannon" has already been bought, so the "Currency" card is not connected.



Wonder Cards:

In addition to the listed requirements, you must pay 1 extra resource of any kind for **every unbought development card** in the same row.



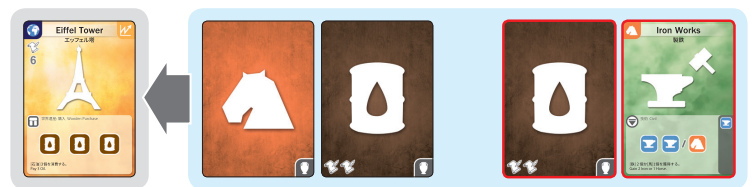
Example: For the "Manhattan Project" wonder, there are 3 remaining cards in the same row. Thus in addition to the listed requirement of having 8 military strength in front of you, you must pay 3 extra resource of any type in order to gain the Manhattan Project card.

Resource Conversion:

- 2 Food -> 1 Steel
- 2 Steel -> 1 Horse
- 2 Horse -> 1 Gunpowder
- 2 Gunpowder -> 1 Oil
- 3 of any kind -> 1 Earth

1 Earth may be used as a wildcard in place of 1 resource of any kind, specifically in place of 1 Food, 1 Steel, 1 Horse, 1 Gunpowder or 1 Oil.

1 Space may be used as 2 Earth, and may be used as 2 different resources of your choice.



Example: You wish to buy the "Eiffel Tower" wonder card. All Earth age development cards have been bought, so you can buy "Eiffel Tower" at the original price of 3 Oil.

Before your turn starts, you have 1 Horse & 1 Oil resource cards in front of you. First you play an Oil resource card, then you play "Iron Works" to gain 2 Iron. Next, you deplete and flip all resource cards to gain 1 Horse & 2 Oil. Finally, you convert 2 Iron + 1 Horse into 1 Earth, paying 2 Oil + 1 Earth to buy Eiffel Tower.

Component List

- 45 Civilization Cards
- 5 Wonder Cards
- 3 Reference Cards
- 1 Rule Sheet