

# Welcome to Cogsburg!

For ages, the studious inhabitants of Cogsburg lived without fear, happily ticking along as they went about their business. But now a freak accident has occurred at the Cogtower, scattering cogs all over the town and sending the clockwork winders into chaos. The Cogmen must repair the Cogtower before it is too late, while avoiding the puddles and rain that could make them rust (a terrible fate!)

## Game Summary:

Each player directs a handful of resourceful Cogmen to gather cogs and repair the Cogtower. Each turn, a Winding card will be drawn from the deck, and any Cogmen standing adjacent to a Winder will be wound up by that amount, gaining Energy. Once all the Winding cards have been used, a Rainy Day card is added and the deck is reshuffled. If a Rainy Day card is drawn, any Cogmen who don't find shelter will get wet and rust.

Beginning with the starting player, players take turns moving all of their Cogmen, who must spend Energy to move. At the end of the turn, any Cogmen dangerously low on Energy (and not near a Winder) may make a desperation move, one last push towards a Winder before becoming unwound. A Cogman that becomes unwound is inoperable until he is wound up by an ally. Cogmen must also be careful to avoid water. A Cogman who enters a puddle or stays out in the rain will become wet and eventually rust.

Cogmen can gather the cogs that are scattered about Cogsburg, or disassemble a broken Cogman to gain the cogs he was composed of. Once a Cogman has picked up a cog he will bring it back to the Cogtower and add it to the construction to gain Victory Points, or he may choose to repair a broken Cogman instead. A Cogman can only carry a single cog at a time (They're very heavy!)

Once the Cogtower has been rebuilt, final scores are tallied. Each player receives one Victory Point for each cog he supplied to the Cogtower, plus an additional point for each working Cogman. The player with the most victory points is the winner.

## Components:

1 game board	7 normal (white) Winding cards, with values
16 six-sided dice, four of each color	2,2,3,3,3,4,4
8 scoring cubes, two of each color	3 special (grey) Winding cards:
4 Turner tiles (2 in each direction)	2 Rainy Day cards of value 4
18 cog tokens	1 Rebuilding card of value 5
8 "unwound" markers	1 Start Player marker
8 "wet/broken Cogman" markers	

## Setup:

Shuffle the normal (white) Winding Cards and place them face down to form the deck. The special (grey) Winding Cards get added to the deck later, so just keep them off to the side for now, face up so that everyone can see them.

Distribute the Turners by placing them on top of four Winders at random. Randomly distribute the cogs on the puddle spaces, making sure there is at least one empty puddle (i.e., a puddle without a cog on it) in every row.

Each player selects a color to play: place a scoring cube of that color at the bottom (“0”) of the scoring track, and take the matching dice, which will represent the Cogmen he or she controls. To remind everyone which color they control, players should keep the other scoring cube of their color near their side of the board. Set any unused colors aside.

In a 4-player game, the players form two teams. Teammates should sit across from each other, so that the teams alternate as you go around the table. Each player still controls their own color, but the teams only need one scoring cube each. Decide which color will represent the teams on the scoring track and set the unneeded scoring cubes aside.

Pick someone to receive the Start Player marker.

Players begin with a different number of dice/Cogmen depending on the number of players:

- In a 2-player game, each player starts with four Cogmen.
- In a 3-player game, each player starts with three Cogmen.
- In a 4-player game, each player starts with two Cogmen.
- Set any unused dice aside.

Beginning with the player holding the Start Player marker, and continuing clockwise around the table, each player places one of his Cogmen (i.e., one of his dice) in a space adjacent to the Cogtower with the “6” side of the die facing up. In this game, “Adjacent” means a space in one of the four cardinal directions--diagonals NEVER count as adjacent.

- In a 3-player game, the player who places the final Cogman will not be able to place it adjacent to the Cogtower. Instead they must place it, with the “4” side of the die facing up, adjacent to any Cogman of their choice.

Once all players have placed their Cogmen, the game is ready to begin.

## Playing the Game:

The game is played over a series of rounds, which are each broken up into three phases: **Winding**, **Movement**, and the **End of the Round**.

### Winding

At the beginning of every round (except the first), flip over one of the Winding Cards. Each Winding Card has a value from 2 to 5.

Any Cogmen that are adjacent to a Winder (remember, diagonals are not considered adjacent) get wound up, gaining Energy. Increase the number on the die (his Energy) by the value shown on the Winding Card. The most Energy a Cogman can have is 6; any excess Energy is wasted. After all of the applicable Cogmen have been wound up, put the Winding Card in the discard pile.

If, after the Winding Card is drawn, the deck is empty, add one of the Rainy Day cards (if available) to the discard pile and shuffle it to create a new deck.

### Movement

The player with the Start Player marker takes a turn, followed by the player to his left (clockwise around the table), until everyone has taken a turn. A turn consists of an Activation phase and then possibly a Desperation phase.

### Activation

On his turn, a player activates any or all of his Cogmen, **one at a time**. The order which he activates his Cogmen is his choice, and a Cogman is not limited to one activation per turn. For example, a player might move one Cogman, direct a second Cogman to wind it up further, and then send the first Cogman off to pick up a cog.

A Cogman's actions are limited by how much Energy it has:

- A Cogman with 1 Energy is Desperate and cannot be activated. (see Desperation, below)
- As long as a Cogman has 2 or more Energy when activated, it may spend any or all of that energy by taking actions (see below). Energy spent is deducted from the value showing on the die. **If Energy would be reduced to 0, its die is instead set to "1"**. For example, a Cogman with a "5" showing could take up to five Energy worth of actions. After it completes those actions, the die is set to "1".
- Cogmen should try to end their movement near a winder (but see Desperation, below). Otherwise they could become unwound, requiring another Cogman to assist them.

Unwound Cogmen receive an "unwound" marker, and are considered to have 0 energy. Unwound Cogmen are inoperable.

The different types of actions a Cogman can take are detailed on the next page.

**Any energy spent is only deducted after the Cogman has completed all its actions.** You must deduct the energy before activating another Cogman.

### **Desperation**

After a player has finished activating his Cogmen, any of his Cogmen that are Desperate (i.e., has die showing only “1” Energy) may make a Desperation Move; this is like a regular move of one space, except that the Desperate Cogman cannot push another Cogman.

If, after its Desperation Move, a Cogman is adjacent to a Winder, it is safe. Otherwise, it will become unwound at the end of the round.

After all Desperation Moves have been made, the current player’s turn is over.

### **End of the Round**

After every player has had a turn, any Desperate Cogman that is not adjacent to a Winder becomes unwound. Place an “unwound” marker on top of the die. This Cogmen can no longer be activated until it is wound up.

In addition, if a “Rainy Day” card was drawn at the beginning of this round (i.e. there is a Rainy Day card on top of the discard pile), some Cogmen may suffer the consequences:

- First, any wet Cogmen immediately rust and break down. Take the “wet Cogman” token from underneath the die, flip it over to the “broken Cogman” side, and place it on top of the die. This Cogman is broken and cannot be wound up or activated until it is repaired.
- Second, any (non-broken) Cogman outside the sheltered (shaded) squares surrounding the Cogtower is caught in the rain and becomes wet: Place a “wet Cogman” marker underneath it. From now on, the “wet Cogman” marker moves with it, as a reminder that it is wet.

It is possible (however unlikely) that all of a player’s Cogmen will become unwound or broken at the end of the round. If that is the case, that player is out of the game unless he can convince another player to wind/repair his disabled Cogmen.

Keep in mind that broken Cogmen can only be repaired at the cost of a cog. If too many cogs are used to repair broken Cogmen, it might become impossible to complete the Cogtower! If that ever happens, the game immediately ends and everyone loses.

Finally, if, during this round, any of the scoring cubes have reached “4” on the scoring track for the first time, add all remaining special cards (the Rebuilding card and any remaining Rainy Day cards) to the discard pile and then shuffle it back into the deck.

## Cogman Actions

**Move:** A Cogman can move one space in any direction for one Energy, or spend more than one Energy to move in a straight line at a discounted Energy cost (since he gains momentum as he accelerates). A Cogman may move up to 3 spaces in a line for 2 Energy, up to 6 spaces in a line at a cost of 3 energy, or up to 10 spaces for 4 energy. A Cogman who crosses a Turner (see Terrain, below) can continue in a different direction as if it was moving a straight line.

A Cogman may **never** move into or over impassable terrain, including spaces containing cogs. A Cogman who moves into a puddle immediately becomes wet: Place a “wet Cogman” marker underneath it. From now on (until the Cogman rusts), the “wet Cogman” marker moves with it, as a reminder that it is wet.

When it moves, a Cogman may **push** a willing or inoperable Cogman by moving into its space and sliding the pushed Cogman one square in the same direction. Pushing does not cost any extra Energy, nor does it cost the pushed Cogman any energy.

A Cogman cannot be pushed if the space it would be pushed into is blocked by another Cogman or impassable terrain (e.g. a Winder, the Cogtower). Cogmen who get pushed into puddles immediately become wet: Place a “wet Cogman” marker underneath it. From now on (until the Cogman rusts), the “wet Cogman” marker moves with it, as a reminder that it is wet.

**Grab:** A Cogman may pick up a cog from an adjacent space, or an adjacent Cogman (willing or otherwise,) at a cost of one Energy. Place the cog token underneath the Cogman. While the cog is being carried, it moves along with the Cogman. A Cogman can only carry one cog at a time.

**Drop:** A Cogman may drop a carried cog in an adjacent space for free (without spending any energy). Keep in mind that it may not do so in the middle of a move.

**Wind:** A Cogman may wind up an adjacent Cogman by spending any amount of Energy and then increasing the Energy of the adjacent Cogman by the same amount.

- A Cogman with 6 Energy cannot be wound any further. Any excess Energy is wasted.
- An unwound Cogman has 0 energy. Remove the “unwound” marker as soon as it receives energy. If an unwound Cogman is wound up only to “1”, that Cogman is no longer inoperable, but is still Desperate and could become unwound again.

**Repair:** If a Cogman is carrying a cog, and adjacent to the Cogtower, it may spend one Energy to repair the Cogtower. Place the carried cog on the build track and move the scoring player’s scoring cube up one space on the scoring track.

Alternatively, a Cogman may spend one Energy and place a carried cog in the Repairs box to repair an adjacent broken Cogman. Replace the “broken Cogman” marker with an “unwound” marker.

## Winning the Game:

Whenever a Cogman uses a cog to repair part of the Cogtower, that player scores a Victory Point, moving their scoring cube up once on the scoring track. Every time someone scores, the cog is placed on the build track, to keep track of the total number of Victory Points accumulated by all players.

Once the total number of Victory Points equals 13, the Cogtower has been rebuilt and the game ends **immediately**. Each player or team receives an additional Victory Point for each operable Cogman they control; whoever has the most Victory Points is the winner!

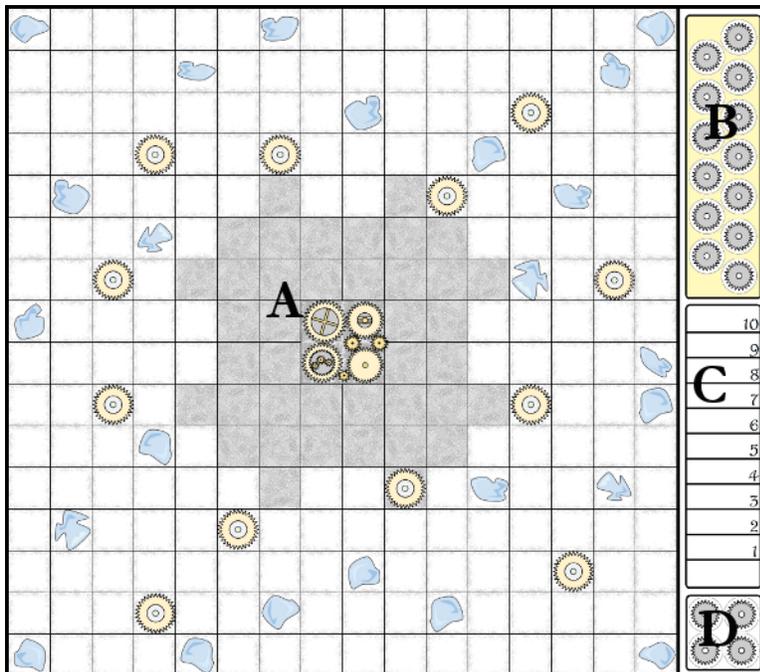
In case of a tie, the team/player with the fewest operable Cogmen is the winner; after all, their sacrifice in the name of the greater good should not be taken for granted. (In a three-player game, this could allow a player to win with fewer Victory Points than the tied players.)

If, in a three-player game, two players are tied for most Victory Points *and* fewest operable Cogmen, the *other* player wins; the meek shall inherit Cogsburg.

## Losing the Game

If too many cogs are used to repair broken Cogmen, there will not be enough to finish building the Cogtower. If there are no longer enough available cogs to complete the Cogtower--that is, if a player repairs a Cogman but the Repairs box is already full--all players immediately lose the game. (Extra ridicule should be heaped on the player who repaired that last Cogman!)

## Board Reference



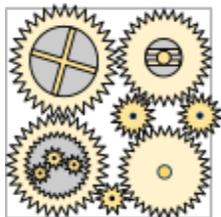
**A: Cogtower**

**B: Build Track**

**C: Score Track**

**D: Repairs Box**

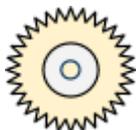
## Terrain



The **Cogtower!** Not only is it the most important building in Cogsburg, it acts as one big Winder.

Bring cogs to the Cogtower to repair it and score!

The Cogtower blocks all movement.



**Winders** are essential! They wind up adjacent Cogmen.

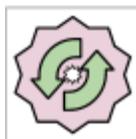
Winders block all movement.



**Turners** let you turn you left or right without stopping. If you move over a Turner, you must make a 90 degree turn in the direction of the arrow, and continue moving (for a discount) as if you were moving in a straight line!

A Cogman may stop on a Turner.

When starting a new move action on top a Turner, a Cogman may move in any direction, as normal.



**Puddles** are dangerous and should be avoided whenever possible.

If a Cogman ever enters a puddle it immediately becomes wet. Put a “wet Cogman” marker underneath it. From now on, the “wet Cogman” marker moves with it, as a reminder that it is wet.

Wet Cogmen rust at the end of the turn whenever a “Rainy Day” card is drawn, and can only be repaired at the expense of a cog.

A Cogman can safely pick up a cog that is laying in a puddle.



**Shaded** spaces near the Cogtower protect Cogmen from the rain. After a “Rainy Day” card is drawn, any Cogman will get wet unless it ends its turn on a shaded space.

## Tokens



Cogs! Is there anything they can't fix? A Cogman can pick up a cog from an adjacent space.

A Cogman can only carry one cog at a time (they're pretty heavy!)

Cogs block movement (they're pretty big!)



"Wet Cogman" markers are placed under any Cogman that gets wet, and stay there until the end of the game, or until the Cogman rusts. If that happens, replace the "wet Cogman" marker with a "broken Cogman" marker.



"Broken Cogman" markers are placed on top of a broken Cogman. That Cogman can no longer be activated unless he is repaired at the cost of a cog. Place the cog used in the repairs box as a reminder that it has been used in that way.



"Unwound Cogman" markers are placed on a Cogman if it fails to end its turn adjacent to a Winder. That Cogman is inoperable until it is wound up by another Cogman, or if it is pushed adjacent to and then wound up by a Winder.

## Credits

Cogsborg First Edition finalized September 18, 2010. Designed by ErikPeter Walker. Rules by ErikPeter Walker. Game Art and Illustrations by ErikPeter Walker. Everything else by ErikPeter Walker. Thanks to Jason Waye for suggesting "Cogtown" as the title for my next game.

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