

# WE COME IN PIECES

## RULEBOOK

### The Story Thus Far...

After years of observing the citizens of Earth, your planet's Matriarch has sent you, her alien masterminds, to Earth in order to secretly capture its first wave of Earthlings to bring back to your home planet as pawns to do your bidding. Now that you have infiltrated Earthling society and managed to disguise yourself as one of them (hopefully), you are ready to begin Operation: We Come in Pieces. In order to capture the humans, you must first build a mechanical humanoid (Earthlings call them robots), equipped with the necessary tech to take control of the humans' minds. This will remove any resistance, preparing them for the Mother Ship to arrive for transport.

It is currently somewhere in the middle of the 20th century by the Earthlings' measurement of time, and, as a technical genius, you scoff at the Earthlings primitive technology. However, you are trying not to draw attention to yourself, and have been ordered by the Matriarch to use only Earthling tech to build your robot. However, the Matriarch has agreed to allow you ONE piece of alien tech from home, endowing each of you with a unique special ability. After selecting a secret hideout on the outskirts of a quiet Earthling town, you set up your laboratory and have managed to collect some mechanical parts from a contraption that looked like it was very important to the Earthlings...but no matter, it will get you started. Perhaps you'll be able to find some better parts to use as you proceed.

Now that you've assembled your robot, it's time to send it out amongst the humans in the town. Fortunately for you, the intelligence of the humans is rather lacking. As long as you don't do anything rash, they shouldn't suspect too much. However, if they do catch wind of your efforts, they will likely resist. When the Mother Ship arrives carrying the Matriarch, she is expecting a hefty load of mind-controlled humans to beam up, and has promised a substantial reward for the most worthy alien mastermind, so you can bet that your supposed collaborators will soon get in your way.

### Game Objective

***WE COME IN PIECES*** takes place in the fictional town of Small-Town in the middle of some unnamed region of an unnamed territory or state in Earth's mid-20<sup>th</sup> century. Each player is one of the alien masterminds working for the Matriarch. Your goal is to use your robot to exert influence over the citizens of Small-Town, improving your robot when you can, and thwarting the efforts of the other masterminds. But you must be careful—if the humans catch wind of your true intentions, they will resist, impeding your progress. What's more, you are in a "friendly" competition with your fellow alien masterminds for taking control of Small-Town, and these collaborators won't hesitate to find ways to slow you down and get ahead of you. All in good fun, of course.

The Matriarch receives great delight in favoring the underdog in these contests. For this reason, the player in last place, known as the **Favored One**, will always receive the favor of the Matriarch, receiving temporary special powers. That is, until another mastermind becomes The Favored One...

The alien mastermind who has exerted the most control over the populace, slowed down the other player masterminds, and accomplished side missions while upgrading their robot and maintaining the most Discretion by the end of the 5th day (round) wins the favor of the Matriarch (and the game!)

## Game Components

**Town Hex Tiles x 18**



**Alien Robot Figures x 4**



**Neutral Citizen Meeples x 36**



**Head, Body, and Feet Upgrade Tiles x 12  
(1 each per player)**



**50-Point Scoring Track Markers x 4  
(1 each per player)**



**Influenced Citizen Meeples x 80  
(20 in each player color)**



**Discretion Markers x 4**



**Immunity Tokens x 4**



**Modification Tokens (Mods) x 38**



**Story Effect Cards x 20**



**Favor Die x 1**



**The Tower Rotates Cards x 12**



**Favored One Token x 1**



**Mayor Figure x 1**



**Story Objective Token x 1**



**Player Boards x 4**



**Tower Deck Mat x 1**



**Alien Mastermind HQ Tiles x 4**



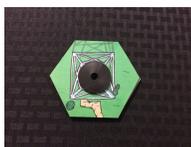
**Player Aid Cards x 4**



**Scoring Track x 1**



**Radio Tower Tile x 1**



**Radio Tower Model x 1**



**This Rulebook x 1**

## Game Setup

1. Place the Radio Tower tile in the center of the table (with the Tower Model attached, arrow on top of model pointing towards the road on the tile).
2. Set aside the four player HQ tiles.
3. Each player will select the alien mastermind they wish to play. If players cannot agree, shuffle all player HQ tiles and deal one out randomly to each player. Set aside any HQ Tiles that are not being used.
4. Each player will choose a color to represent their mastermind and take all associated components for their mastermind persona: Influenced Citizen meeples, Robot figure, Immunity Token, 50-Point Token, Discretion Track Marker, Alien Mastermind Persona card and one each of the Head, Body, and Feet Part tiles.
5. Each player will take the Player Mat matching the chosen player color.
6. Shuffle all 18 Town Tiles.
7. Make a stack, facedown, of 6 random Town Tiles. One at a time, beginning with the road edge of the Radio Tower tile, place tiles from this stack around the 6 edges of the Radio Tower in clockwise order. It does not matter which direction the tiles face.



8. Make randomized stacks of the remaining Town Tiles based on the number of players:  
**2 PLAYERS:** 2 stacks of 6 tiles  
**3 PLAYERS:** 3 stacks of 4 tiles  
**4 PLAYERS:** 4 stacks of 3 tiles
9. Starting above the last town tile placed, place tiles from the 1<sup>st</sup> stack, one at a time, clockwise around the outer edges of the map. When the stack is empty, the player closest to the last tile placed places their HQ to the outer edge of this tile (see figure below):



- Repeat this process with each remaining stack of tiles. When finished, HQ Tiles should be evenly spaced, with each HQ touching 2 Town Tiles.



**SAMPLE 2-PLAYER HQ PLACEMENT    SAMPLE 3-PLAYER HQ PLACEMENT**



**SAMPLE 4-PLAYER HQ PLACEMENT**

- Make sure the Radio Tower arrow is pointing to the road edge of the Tower Tile.
- Shuffle all the Modification Tokens and place them in a bag, cup, or similar container for ease in drawing randomly. This is called **The Scrap Pile**.
- Shuffle all Story Effect Cards. Randomly deal 5 Story Effects into a facedown draw pile. Set the remaining Story Effect Cards aside, out of play.
- Each player will then: (1) Place their Scoring Marker on the “0” space of the Scoring Track, and (2) one Influenced Citizen meeple off to the side of your player board, near the Action Track. (3) Place your Discretion Track Marker on the “10” space on the Discretion Track of your player board. (4) Set the Head, Body, and Feet Part Tiles out next to your player board.
- Place the Alien Mastermind Persona card on the matching spot on your player board, “Skill side up”.



16. Each player takes a double-sided Player Aid card.
17. The player whose HQ is closest to the Town Hall begins the game as the **Favored One**. If more than one player's HQ Tile is the same distance from the Town Hall, the youngest player takes the Favored One Token, or randomly determine this.
18. Place the Favored One Token on the "5 - FAVORED ONE" circular space on the Action Track of the Favored One's player board.
19. Place The Mayor figure on the "Town Hall" tile.
20. Set the Story Objective Token and the Favor Die near the play area.
21. Place 2 Neutral Citizen meeples on each Town Tile. Do not place any on the HQ tiles or the Radio Tower tile.
22. Place the players' Robot figures on their matching HQ tiles.
23. Place the Tower Deck Mat next to the play area. Shuffle **The Radio Tower Rotates** deck and place it, face down, on "The Tower Moves...DECK" space.



**COMPLETED SETUP FOR 2 PLAYERS**

24. *And now, you may commence with the brainwashing of Small-Town. Hurry up, the Mother Ship is on its way!*

## THE FAVORED ONE

The matriarch is particular about *all* her agents producing results, and therefore enjoys giving special help to the underdog. Each round, the player with the fewest points takes the **Favored One** token and is bestowed additional abilities and powers. These powerful abilities include:

- Taking the first turn when establishing player order
- Having a 5<sup>th</sup> bonus action each round (except for the first round)
- Being in control of The Mayor's movement
- Having limited control over the rotation of the Radio Tower
- Wielding unique powers in opportune moments throughout the game

## The Game Round

### PHASE ONE: HEADLINES!

1. Players **reset their player skill cards** by flipping them back over to the unused side (the side that has the skill description printed on it), if it was used last round. *At the beginning of the first round of the game, the skill card begins unused.*
2. Players will **remove any IMMUNITY tokens** on their player boards from the previous round.
3. Players will **remove any MODS** from their robot parts from the previous round, if any.
4. **Pass the Favored One Token** to the player with the fewest points (skip this stage in round one). If more than one player is tied for last place, the Favored One from the previous round must choose which of the tied players to give the Favored One token to. If the previous Favored One is one of the players tied for last place, he **MUST** give the token to one of the other tied players; he cannot choose to keep it. *See setup to determine which player begins the game as the Favored One.*
5. **Draw a new Story Effect Card** from the Story Effect Deck and turn it over, putting it into play immediately. Resolve any immediate effects of the card. Then read the bonus Scoring Objectives for that round aloud for all players.
6. The Favored One **draws TWO cards** from the top of the "**Tower Rotates**" deck. He selects one of them and places it **face down** on the "Tower will move this way!" space of the Tower Board. He then discards the other card **face down**.
7. The Favored One **moves The Mayor** 0, 1, or 2 tiles.  
**The Mayor** is the sniveling irritant that leads the naïve citizens of Small-Town. He is aware of the alien's plans and moves about the town, warning the citizens of your robots that are supposedly friendly. Due to his custom tin-foil hat, The Mayor is immune to all alien influence and has the ability to counter this influence over his citizens. He also works to reveal the true nature of the robots and their activities. He does these things by:
  - Providing Immunity: Citizens cannot be influenced by alien masterminds when in the same tile as The Mayor

- Rescuing Influenced Citizens: Influenced Citizens sharing a tile with The Mayor *at any time* immediately become Neutral Citizens (switch to a Neutral Citizen meeple)
- Sabotaging Robots: A player must lose 2 **DIS** (Discretion) every time The Mayor moves into or through his robot's tile and each time his robot moves into or through The Mayor's tile. If the player has less than 2 DIS, the player loses what he can, taking his DIS to "0". Any additional damage that cannot be taken in DIS is taken by reducing the strength of robot parts (1/1). If The Mayor moves "0" spaces, he has no effect on robots in his current tile. He must actually move into a robot's tile for the player to suffer "damage" to his DIS.

## **PHASE TWO: ACTIONS**

*"Player order" begins with the Favored One and moves clockwise.*

1. In Player order, each player will select ONE of the actions below and perform it immediately, losing Discretion (DIS) for the action as required.
2. In Player order, each player will select a SECOND action and perform it immediately, losing Discretion (DIS) for the action as required.
3. In Player order, each player will select a THIRD action and perform it immediately, losing Discretion (DIS) for the action as required.
4. In Player order, each player will select a FOURTH action and perform it immediately, losing Discretion (DIS) for the action as required.
5. The Favored one ONLY receives a bonus FIFTH action as part of the Matriarch's blessing. (*In the First Round of the game, the Favored One does not receive the bonus 5<sup>th</sup> action—this benefit is skipped*).

*Note: Players may not take an action that costs DIS if they do not have enough Discretion to pay for the action.*

## **PHASE THREE: Discretion**

1. **Apply Discretion Tile adjustments**: each player regains the amount of Discretion equal to the bonus printed on the **DIS** Tile their robot currently occupies (if any).
2. **Resolve Resistance Reactions** effects for each player based on each player's remaining DIS. Timing issues are settled in player order.
3. **The Radio Tower rotates (and emits the Tower Frequency Discharge (TFD))**:
  - Flip the **Radio Tower Rotates** card currently face down on "The Tower Moves...THIS WAY THIS ROUND!" space on the Tower Deck Mat.
  - Rotate the Radio Tower according to the results on the card.

The TFD fires in a conical shape, narrow at the Radio Tower base and widening as it moves away from the Radio Tower. The TFD affects all Town Tiles that it comes in contact with in the inner and outer tile ring (HQs are not affected). The TFD thus affects the inner-ring tile the Radio Tower is pointing to, as well as the three Town Tiles in the outer ring of town touching the affected inner-ring tile.

*[See diagram below]*

- Any Influenced Citizens occupying tiles affected by the TFD are immediately turned into Neutral Citizens. Additionally, any Player Robot occupying tiles affected by the TFD immediately lose DIS equal to 5 – the robot's **MOV ability rating**.



*The Radio Tower TFD is facing in the direction of the arrow. The TFD affects the tile that it is directly facing (FIRE STATION), then moves out in a conical fashion, affecting the adjacent tiles in the outer ring of town as well: PLAYGROUND, POWER PLANT, and TOWN HALL. The player's HQ is not affected.*

## **PHASE FOUR: Scoring**

1. Players score 1 VP per Influenced Citizen on the board or in their HQ.

## **TYPES OF ACTIONS (Phase Two)**

### **1. UPGRADE PARTS (cost: FREE)**

As an alien mastermind, you will be always working to improve the quality of your robot in an attempt to make it more effective at Influencing Citizens, stronger in Combat, and with a greater degree of Movement. You will accomplish this by upgrading your robot using an **UPGRADE PARTS** action. The **UPGRADE PARTS** action does not cost **DIS**, and is performed immediately by increasing the value of any of your robot part tiles by up to TWO points. For example, you can upgrade two different parts by one point each, or 1 part by two points (from a "1" to a "3").

### **2. Move Robot (cost: 1 DIS)**

You may decide to move your robot to another location in Small-Town. To do so, check your current **Movement (MOV)** ability value on your currently-equipped **FEET** robot part. This ability rating determines how many Town Tiles your robot may move during one **Move Robot** action. Moving around the town, however, draws attention to yourself, and therefore requires you to spend **1 DIS** when you take this action. This cost is the same regardless of how many Town Tiles your robot moves in one action; this is the benefit of having a higher Movement value.

- A robot may not move into or through a tile occupied by another player's robot.
- A robot may not move into or through the Radio Tower tile.
- A robot may move into his own HQ, but never into another player's HQ.
- If a player moves into or through a tile occupied by The Mayor, he must lose 2 DIS. A robot may occupy the same tile as The Mayor, however, after taking this damage to his DIS, and takes no further damage from The Mayor unless The Mayor moves out of the robot's tile and back into it again later.

### 3. **Attack** (*cost: 1 DIS*)

The player's robot may attack another player's robot or targets in certain Story Objectives **from any Town Tile to any Town Tile**. Players may never attack from or into an HQ.

To attack, follow these steps:

#### **1. Determine Attacker's Combat (COM) Value**

$$\begin{aligned} & \text{Attacking robot's } \mathbf{COM} \text{ value} \\ & \quad + \\ & \text{Attacking robot's } \mathbf{Town Tile COM bonus} \text{ (if any)} \\ & \quad + \\ & \mathbf{Other COM bonuses/penalties} \text{ (from Modifications, Story Effects, etc.)} \\ & \quad + \\ & \mathbf{Favor Die Result} \text{ (attacker rolls the Favor Die once)} \\ & \quad = \mathbf{[Attacker's COM Value]} \end{aligned}$$

#### **2. Determine Defender's Combat (COM) Value**

$$\begin{aligned} & \text{Defending robot's } \mathbf{COM} \text{ value} \\ & \quad + \\ & \text{Defending robot's } \mathbf{Town Tile COM bonus} \text{ (if any)} \\ & \quad + \\ & \mathbf{Other COM bonuses/penalties} \text{ (from Modifications, Story Effects, etc.)} \\ & \quad = \mathbf{[Defender's COM Value]} \end{aligned}$$

*NOTE: The defender does not roll the Favor Die.*

### **3. Determine Robot Damage (if any)**

**IF:**

Attacker's total **COM** value is equal to or lower than Defender's **COM** value:  
*Defender's robot has repelled the attack and suffers no damage.*

**IF:**

Attacker's **COM** value is greater than Defender's **COM** value:  
*Defender's robot has been hit by the attack and must suffer damage to its parts as follows:*

[Attacker's **COM** value] - [Defender's **COM** value]

**= [Damage to Defender]**

To resolve the damage suffered, the Defender follows these steps:

- Downgrade currently-equipped robot parts, one point at a time (i.e., INF 3 reduced to INF 2), until all damage has been taken (reducing a part value by 1 satisfies 1 point of damage).
- If robot parts have all been reduced to their minimums of "1", no further damage can be suffered and this excess damage is ignored.
- The Attacker gains VP equal to the amount of damage the Defender actually suffered, not the amount of damage dealt.
- If the defender took damage, he is now immune to further attacks from any player this round. To show this, he places his Immunity Token on his player card. He will remove this token at the beginning of the next round.

*NOTE: Equipped Mods that offer a bonus to INF, COM, or MOV are not considered body parts and cannot be used to reduce damage.*

*Combat Example: Kariz Mah decides to spend her 3<sup>rd</sup> action to attack Tek Wzrd. Because neither she nor Tek Wzrd are in an HQ, she is able to attack him. She first moves her Action Track token to "3" and reduces her DIS by 1. Next, she calculates her total COM value: her robot's COM (2) + her Town Tile bonus (Barracks = 3) = 5. She has no other bonuses. She then rolls the Favor Die and gets a 1, which gives her a total COM value of 6.*

*Tek Wzrd calculates his total COM value: his robot's COM (1) + his equipped Mod (+2 COM this round) = 3. He has no COM bonus on his town tile, nor any additional bonuses. This gives him a total COM value of 3.*

*Kariz Mah's (attacker) COM value (6) is greater than Tek Wzrd's (defender) COM value (3), resulting in a successful attack. The attacker's COM – the defender's COM results in a difference of 3 (6 – 3 = 3), so Tek Wzrd must take 3 points of*

damage on his robot. His robot is currently: HEAD (INF) = 2, BODY (COM) = 2, FEET (MOV) = 1. He can reduce his HEAD down to "1" and BODY down to "1", but he cannot reduce any of his parts below a value of "1". Therefore, he can only satisfy 2 points of damage. He reduces all his parts to "1", thereby taking 2 damage, and the remaining 1 point of damage is ignored.

Kariz Mah (attacker) has successfully dealt 2 points of damage to Tek Wzrd, and immediately scores 2 VP.

Since Tek Wzrd was attacked successfully and took damage, he places his IMMUNITY TOKEN on his player card, thus making him immune to attacks for the remainder of the round.

#### 4. Influence (cost: 1 DIS)

The player can use his robot to Influence the neutral Citizens *on the same or adjacent Town Tile* as the robot. To execute an Influence action, the player follows these steps:

- Spend **1 DIS** to pay for the action.
- Check the **Influence (INF)** value on his robot's HEAD.
- Influence a number of Neutral Citizens or Influenced Citizens of another player *equal to the robot's INF value* on the same or adjacent tiles.
- These Citizens are now considered your **Influenced Citizens**. To show "ownership" of these new Influenced Citizens, remove each meeple that was Influenced and replace it with a citizen meeple that matches your player color.

*Note: Some Story Objectives offer Bonus VP in some Story Effects by Influencing them. In these cases, perform the Influence action in the same manner, and the Story Character is treated as a Neutral Citizen (it requires 1 INF to influence). Qualifying Neutral Citizens may also be Influenced in the same Influence action following normal Influence action rules, as long as the Story Effect does not prevent this via special rules.*

*The Story Character counts as 1 citizen when Influencing, and is removed from the board afterwards (do not replace with the player's Influenced Citizen meeple).*

#### 5. Lay Low (Cost: FREE)

There are times where a player has such a low DIS (or none) that he cannot perform any desired actions, and will suffer greatly during the **Resistance Reactions** stage of the **Discretion Phase**. In these cases, the player may choose take a **Lay Low** action. To do so, simply add **2 DIS** to your Discretion Track.

#### 6. Regroup (Cost: 1 DIS)

Influenced Citizens, when roaming around the town, are vulnerable to being neutralized by The Mayor or the effects of the Radio Tower's TFD, or to being

“stolen” via Influence actions by the other Alien Masterminds. However, if an Influenced Citizen can be moved into a player’s HQ, that Influenced Citizen is safe from any such effects (except for a few special cases in Story Effects or MODS). Therefore, a player would be wise to try and protect his Influenced Citizens by moving them into his HQ. This is accomplished in this way:

- Spend 1 DIS for taking the action.
- Move either:
  - 1 Influenced Citizen 2 tiles OR
  - 2 Influenced Citizens 1 tile each.
- Moving an Influenced Citizen into or through The Mayor’s tile will neutralize it, so be careful!
- Influenced Citizens cannot be moved out of an HQ once they are inside.

## 7. Scavenge (*Cost: 1 DIS*)

The Earthlings keep a wide variety of apparently useless, archaic junk lying around. However, searching through the junk can sometimes result in finding something useful, in the form of Modifications (MODS). To acquire these, follow these steps:

- Spend 1 DIS for taking the action.
- Draw up to THREE (3) MODS from The Scrap Pile (the bag or cup you are drawing the MODS from).
- The player may secretly look at each MOD drawn, then place each MOD face down in front of him. These are considered “in hand”.
- A player may hold any number of MODS in hand, but may only play one MOD to its matching robot part each round (up to a total of three—one per matching Head, Body, or Feet part). MODS are easily lost during the Resistance Reactions (Discretion Phase), so it can be difficult to keep too many of them.

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## **Equipping Modification Tokens (Mods)**

At any time on a player’s turn, whether before an action, during an action, or after an action, the player may play any number of Mods from his hand. Mods either give an immediate, one-time effect, or an ongoing effect. To put them into play, the player will choose a Mod from his hand, spend the appropriate amount of DIS marked on the token, and place the Mod token on top of the robot part that matches its type (Head, Body, or Feet). Whether the mod has an immediate or long-term effect, the token stays equipped to the appropriate robot part until the beginning of the next round. Because of this, only one Mod may be equipped on

a single robot part per round. Therefore, it is possible for a player to have up to three different Mods equipped to his robot at any given time, one on each part.

### **Story Effect Cards**

The Small-Town newspaper, known as **The Daily Spin**, releases the daily edition of its paper faithfully each morning. It is within these pages of meaningless fluff that you, the Alien Mastermind, will find clues as to how the Earthlings are behaving and to what degree they are aware of your devious activities in Small-Town. Each edition of The Daily Spin is represented in the game by **Story Effect Cards**, which are put into play at the beginning of every round and affect the rules and events of the game in a unique way. The Story Effects also provide a story that unfolds as the game progresses and provides a different experience each time you play the game. The Story Effect cards also act as a timing mechanism in the game, for at the end of the week (5 days), the Matriarch's mother ship will arrive to snatch up the Earthlings you have managed to capture. Moreover, each Story Effect card will bring sudden events and special rules unique to the round. Each Story Effect card looks like the front page of The Daily Spin and includes several different and important sections:

**THE DAILY SPIN**

SPECIAL EDITION      \$What it's worth to ya      Small-Town, Somewhere

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**SOMETHING'S IN THE WATER**



The beautifully improved Water Treatment Plant provides clean water to the whole town.

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**STORY EFFECT:**

*The Earthlings MIGHT be more agreeable if we find a more surreptitious method...the water supply comes from that big Water Plant...if we just place this in the supply...*

- All Players immediately upgrade their robot's Head parts by 1.

**BONUS SCORING:**

**4 VP:**  
The first player to discard 1 DIS while on the Water Treatment Plant.

**2 VP:**  
All players whose robots are adjacent to the Water Treatment Plant at the beginning of the Discretion Phase.

- The title of the Story Effect Card, setting the theme for the day's events
- An accompanying picture and a caption beneath to summarize the story
- Flavor text to summarize the reaction of the alien players to the daily events

- A description of how the Story Effect card affects gameplay for the round
- Two Story Objectives that present opportunities for players to score additional points that round by accomplishing special tasks that relate to the story. The Story Objectives are worth 4 Victory Points (claimable by only one player) and 2 Victory Points (achievable by all players). These points are scored immediately upon achieving the Story Objective.

### The Story Character

During the **Headlines! Phase**, a new Story Effect card is put into play, adding special rules to the round. Many Story Effects require the insertion of the **Story Character**, a figure that represents the special character or events in the story. The Story Character affects game play as related to the Story Effect, sometimes moves to a limited degree, and the Story Objectives for the related Story Effect often involve interacting with the Story Character in some way.

### Resistance Reactions

The local populace will react negatively to your recent actions in town based on your current amount of **DIS**. The more **DIS** you have during this step, the fewer ill effects you will suffer (if any) from the angry locals. These effects are suffered as follows:

<b>Current DIS</b>	<b>Effects</b>
9-10	No effect.
6-8	1 of your Influenced Citizens (choice) reverts to a Neutral Citizen.
3-5	2 of your Influenced Citizens (choice) revert to Neutral Citizens <u>AND</u> discard 1 choice Modification Card.
1-2	3 of your Influenced Citizens (choice) revert to Neutral Citizens <u>AND</u> discard ALL Modification Cards.
0	Your robot is destroyed. Return your robot to your HQ. Set your Discretion Track to 3 DIS. Discard ALL Modification Cards.

### End of Game

The game ends if, at the end of a round, the Story Effects deck is empty. This will usually be at the end of the 5<sup>th</sup> round (as the Story Effects deck is made up of 5 cards at the beginning of the game).

Each player now scores 1 additional VP for each remaining **DIS** on your Discretion Track.

The player with the highest score is the winner.

1. **1st Tie-Breaker:** The player with the most Influenced Citizens on the game board.
2. **2nd Tie-Breaker:** The player whose robot is on the Town Tile with the highest bonus.
3. **3rd Tie-Breaker:** The player who currently holds the most Modification tokens.
4. **4th Tie-Breaker:** The player who can do the most convincing EVIL LAUGH.