

RULEBOOK: SAVE THE CITY (Tabletop Edition)

1. GAME OVERVIEW

Save the City is a strategic tower-defense game where you act as the Commander of the city's defenses. A timeline-destabilizing Threat descends upon the city every round.

- Goal: Build an army whose total Might equals or exceeds the current Threat Level.
 - Victory: Surviving the round grants Gold and advances time.
 - Defeat: If your Might is lower than the Threat, the city falls, and the timeline resets to Round 1.
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2. INTERFACE & HUD

- Treasury (Top Left): Your current Gold. Used to recruit units and buy logistics.
 - Threat Meter (Top Center): Shows the current enemy (e.g., "Shapeshifter", "The Embargo") and the target number you must beat.
 - Might Counter (Top Right): Your current total power.
 - RED: You are currently losing.
 - GREEN : You are safe to launch the attack.
 - Active Logistics (Left Sidebar): Shows your active global buffs (Square tiles).
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3. TURN SEQUENCE

The game is played in rounds consisting of three phases:

Phase 1: Recruitment (The Shop)

Spend Gold to build your engine.

- Buying Units: Click to purchase Units or Logistics from the shelf.
- Rerolling: If you don't like the selection, pay 10 Gold to refresh the shop.

- Shop Slots: You start with limited slots. Purchasing the "Connections" upgrade adds +1 slot to the shop.

Phase 2: Management (The Grid)

Organize your board to maximize synergies.

- Placement: New units are placed in empty slots.
- Relocate Unit: Click "Relocate Unit" (or the Move tool) to swap unit positions. Positioning is vital for "Business" units.
- Dismiss Unit: Sell a unit to clear space. You regain 50% of the unit's cost.
- Expansion: Purchase the "Expansion" Logistics tile to add a new column or row to your grid.

Phase 3: Battle

Click "LAUNCH ATTACK" to end the turn.

- The enemy applies their specific debuff (e.g., The Vampire drains gold).
- If $\text{Might} \geq \text{Threat}$, you win the round.
- Reward: You gain +30 Gold for a victory (plus bonuses from Tourists or Influencers).

4. UNIT TYPES & SYNERGIES

Units are the core of your defense. They interact based on their Type and Position.

A. Heroes (Combat Units)

High raw strength. They do not buff others.

- Heavy Tank: 15 Strength. (Cost: 12G)
- Sniper: 8 Strength. (Cost: 6G)
- Captain: 20 Strength. (Cost: 25G)
- War Bot: 30 Strength. (Cost: 40G)

B. Civilians (Utility Units)

Cheap units with special economic perks.

- Intern: 3 Strength. Cheap fodder. (Cost: 2G)
- Angry Mob: 15 Strength. Cost-effective mid-game unit. (Cost: 10G)
- Hacker: 12 Strength. Vulnerable to "Cyber Deity" threat. (Cost: 15G)
- Tourist: 5 Strength. Generates +5 Gold per round. (Cost: 8G)

C. Business (Multipliers)

Weak on their own (0 Strength), but they multiply the power of units around them.

- Manager: Multiplies the unit to his RIGHT by 2x.
- Director: Multiplies BOTH neighbors (Left & Right) by 2x.
- The CEO: Multiplies the unit to his RIGHT by 4x.
- The Chairman: Multiplies EVERY unit placed BEFORE him (to his left) by 2x. *Strategy Tip: Place him in the very last slot of a row!*

5. LOGISTICS (Global Buffs)

Logistics are square tiles that sit on the left sidebar. They do not take up grid space but are limited by your "Logistics Capacity."

- Hype TV: +2 Strength to EVERY unit on the board.
- Vigilantes: +3 Strength for every EMPTY slot on your grid.
- Meme War: +8 Strength (Flat global bonus).
- Influencer: Generates +2 Gold per round.
- Expansion: Permanently adds grid slots.
- Connections: Adds +1 Shop Slot and +1 Logistics Capacity.

6. THREAT DATABASE (Enemies)

Every round features a unique boss with specific abilities that may disrupt your strategy.

Threat Name	Ability / Debuff	Counter Strategy

Training Bot	Target Dummy. No effect.	Build economy early.
The Vampire	Drains 1 Gold per Unit.	Keep your army small and elite. Avoid massing cheap units.
The Silencer	Disables Media Buffs.	Hype TV and Meme War provide 0 strength this round.
Corp. Raider	-20 Strength to Business Units.	Rely on raw Hero power instead of multipliers.
The Auditor	Business Units Strength = 0.	Multipliers stop working entirely. Panic!
Cyber Deity	Hackers have 50% Strength.	Avoid buying Hackers this round.
The Embargo	Shop Prices +2 Gold.	Buy only what is necessary.
Shapeshifter	Swaps Units randomly.	Disrupts specific positioning chains (like Managers).
Y2K Bug	Mechs (Heroes) -5 Strength.	Civilians are safer this round.

7. QUICK STRATEGY TIPS

1. The Gold Loop: Early game, prioritize Tourists and Influencers. The extra gold snowballs quickly into massive armies later.
2. The Chairman Bomb: In the late game (Round 15+), try to fill a row with strong tanks and place a Chairman at the very end. He doubles *all of them*.
3. Vigilante Opening: If you have many empty slots, buying "Vigilantes" is very efficient early on because empty space becomes Strength.