RULES

NEOVILLE™

PHIL WALKER-HARDING
INGENIOUS STUDIOS

10+ | 2 - 4 | 45 min

GAME CONTENTS

- 78 Tiles including 4 Equity tiles (numbered 1 to 4 on the back)
  Tiles are split into 4 terrain squares.
- 28 Skyscrapers (7 Earth, 7 Forest, 7 Stone, 7 Waterfall)
- 36 Utilities (12 Ecomobiles, 12 Windmills, 12 Biodomes)



Have you ever thought about living in a city surrounded by organic architecture?

Welcome to Project Neoville. Become an architectural visionary and construct your own great city! Will you embrace the fluidity of water with waterfalls on Skyscrapers or follow the rigidity of stone?

Maybe you will use the forest to build the treehouse of your dreams or rammed earth with its vibrant red clay.

Your objective is clear, make your nature-based city the envy of the competition!

OBJECT OF THE GAME

Position Tiles strategically to build Skyscrapers and Utilities in your 4x4 city. Skyscrapers will add Harmony Points at the end of the game based on their value and district size.
Utilities will add Harmony Points when their position in the city fits their own requirements.

However, Skyscrapers or Utilities which do not meet their requirements will count as negative point.

SETUP

1. Place the Skyscrapers in the center of the table and sort them by type (Earth, Forest, Stone, Waterfall):
   - In a 2 player game, do not use the value 5 and 7 Skyscrapers.
   - In a 3 player game, do not use the value 7 Skyscrapers.

2. Randomly choose 2 types of Utilities (Ecomobile, Windmill, Biodome):
   - For a 2 player game, randomly take 5 of each chosen Utilities.
   - For a 3 player game, randomly take 6 of each chosen Utilities.
   - For a 4 player game, randomly take 7 of each chosen Utilities.

   Place these on the table next to the Skyscrapers.

Skyscrapers and Utilities will be used by all players. Return any unused Skyscrapers and Utilities to the box.

3. Separate the 4 Equity tiles from the 74 tiles. Equity tiles help to level advantages between players depending on their turn order. The last player to start will always have a better Equity tile than the first player.

4. Shuffle all the tiles and place them in a face- down draw pile next to the Skyscrapers and Utilities. Turn over 4 tiles from the pile and place them in a row, face up.

5. The player who most recently spent time in nature is the first player. They take the Equity tile 1. The other Equity tiles are distributed in numerical order, clockwise. Any remaining Equity tiles are placed in the game box.

6. Deal 2 tiles to each player. All player should have a starting hand of 3 tiles.

IT'S TIME TO PLAY!



HOW TO PLAY?

A game is played in 16 rounds. On your turn, carry out the following actions in order:

1. **ADD A TILE TO YOUR CITY**
2. **YOU MAY TAKE A SKYSCRAPER OR UTILITY AND PLACE IT ON THE NEW TILE**
3. **DRAW A TILE**

1 ADD A TILE TO YOUR CITY

Choose one tile in your hand and add it to your city face up creating Districts.
An Equity tile can be played at any time in the game like any other tile.

RULES FOR PLACING TILES:

- Connect your new tile to one of your other tiles by at least one side (2 terrain squares).
A tile cannot be offset to another tile.

- Tiles DO NOT need to have any matching terrain squares.

- You can rotate a tile in any direction before choosing where to place it. Once placed, tiles cannot be moved or rotated. You cannot change the orientation of your city during the game.
- You city cannot exceed 4 tiles in length and width. At the end of the game, you should have a 4x4 square.

- You are not allowed to connect 2 districts if both districts currently have a Skyscraper.
Exception: a tile may be placed connecting 2 districts with Skyscrapers only if no other option is available.

A District is a set of terrain squares connected orthogonally that can spread across multiple tiles.



2 YOU MAY TAKE A SKYSCRAPER OR UTILITY AND PLACE IT ON THE NEW TILE

After playing your tile, you may choose to add a Skyscraper, Utility or nothing to it following proper placement rules.

A SKYSCRAPER

• Must be placed on a terrain square type that matches its own type:

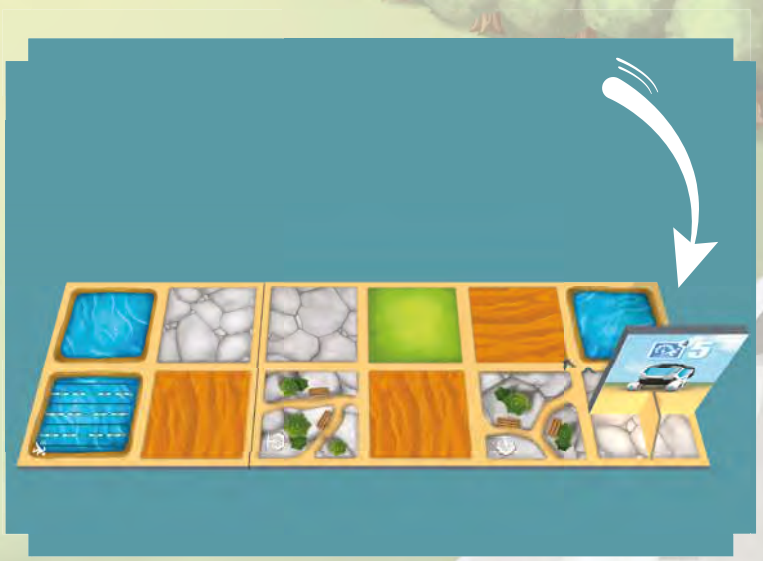
Soil for Earth
Grass for Forest
Rocks for Stone
Water for Waterfall

• Can be placed on any matching terrain square in a district that dœs not already have a Skyscraper associated with it.

• Cannot be placed on a terrain square associated with a Park (Tree Symbol) or Sport Facility (Athlete Symbol).

A UTILITY

• Can be placed in a district that already has a Skyscraper or Utility.
• Cannot be placed on a terrain square associated with a Park (Tree Symbol) or Sport Facility (Athlete Symbol).



3 DRAW A TILE

Take a new tile from the 4 available face up tiles or the top of the draw stack. If a face up tile was chosen, replace it with a tile from the draw stack.

It is now the next player's turn. Play continues this way until the end of the game.

HOW TO SCORE HARMONY POINTS?



SKYSCRAPERS

Each Skyscraper has its Harmony Point value listed at the top (4, 5, 6, 7, 8, 10 and 12 Harmony Points).



The #8 Waterfall skyscraper is in a district with at least 8 water terrain squares. It is worth 8 Harmony Points.



The #5 Earth skyscraper is placed in a district made up of 4 soil terrain squares, which is less than the skyscraper's value by 1. It is worth -5 Harmony Points.



The #4 Stone skyscraper is placed in a district made up of 2 rock terrain squares. This is less than the skyscraper value. It reduces your city's Harmony Points by 4.

Determine the size of the district the Skyscraper is in by counting all the orthogonally connected terrain squares it is located in.
If this value is equal or greater than the value listed on the Skyscraper, then it is positive Harmony Points.

If this value is less than the value listed on the Skyscraper, then it is negative Harmony Points.

In the unlikely event that a district has more than 1 Skyscraper, then the player may choose which Skyscraper to score.
Any remaining Skyscrapers are 0 Harmony Points.

For example, a waterfall Skyscraper with a value of 4 must be in a district with at least 4 adjoining water terrain squares at the end of the game to add 4 Harmony Points.





ECOMOBILES

Ecomobiles have values of 5 or 8 Harmony Points.

Ecomobiles patrol along their terrain square's row and column. The features that are checked to calculate points are indicated on the Ecomobile and may include Parks (Tree Symbol), Sport Facilities (Athlete Symbol), Skyscrapers or Utilities.

If the number of features is equal or greater than the required number, then add the Ecomobile's Harmony Points to your score.
If there are less than the required number of features, subtract the Ecomobile's Harmony Points from your score.





• Ignore any features not being checked for when scoring Ecomobiles.
• More than one Ecomobile may be on the same row or column.
• One feature can be applied to several qualifying Ecomobiles.

This Ecomobile will add 8 Harmony Points as it is located at the intersection of a line and column counting together 4 parks, as required.

WINDMILLS

Windmills have values of 4, 5 or 6 Harmony Points.

Windmills are scored based on which tile in your city they are located on.

They must be placed on one of the TILES highlighted on the diagram shown on the Windmill.
If the Windmill is located on the correct tile, it will add the indicated Harmony Points.
If the Windmill is not located on the correct tile, it will subtract the indicated Harmony Points.

More than one Windmill may meet its requirements on the same group of tiles.



The Windmill is properly placed in the column of tiles on the far left of the city. Therefore it will add 4 Harmony Points.

BIODOMES

Biodomes have values of 5, 6 or 8 Harmony Points.

Only 1 Biodome can be scored per district. Any additional Biodomes are negative Harmony Points.
Biodomes placed in any type of district that is the same shape and size as the district shown on the token add positive Harmony Points.
The shape can be looked at in any direction.
Any biodome located in a district that doesn't match their requirement adds negative Harmony Points.



This biodome adds 5 Harmony Points as it is placed in a district made of 3 Water squares forming an L shape.

PARKS (TREE ICON)

The player with the most Parks in their city will get 5 Harmony Points. If more than one player is tied for the most, then all tied players receive 5 Harmony Points.

SPORT FACILITIES (ATHLETE ICON)

The player with the most Sport Facilities in their city will get 5 Harmony Points. If more than one player is tied for the most, then all tied players receive 5 Harmony Points.

END OF THE GAME

The game ends once all players have built their 4x4 city.

Each player then rates their city's environmental harmony by adding or subtracting each Skyscraper value and adding or subtracting each Utility value.

The player with the most Parks in their city adds 5 Harmony Points to their total.
The player with the most Sport Facilities in their city adds 5 Harmony Points to their total.

The player with the most harmonious city wins the game. In case of a tie, the player with the most Skyscrapers and Utilities is the winner. If there is still a tie, the tied players share the victory.





This player ends the game with a total of 38 Harmony points.

ECOMOBILES



Add 8 Harmony Points if this Ecomobile is placed on a terrain square at the intersection of a row and column of terrain squares, which together include at least 4 parks.



Add 8 Harmony Points if this Ecomobile is placed on a terrain square at the intersection of a row and column of terrain squares, which together include at least 4 sports facilities.



Add 5 Harmony Points if this Ecomobile is placed on a terrain square at the intersection of a row and column of terrain squares which together include at least 4 parks and/or sport facilities.



Add 5 Harmony Points if this Ecomobile is placed on a terrain square at the intersection of a row and column of terrain squares, which together include at least 3 Skyscrapers.



Add 8 Harmony Points if this Ecomobile is placed on a terrain square at the intersection of a row and column of terrain squares, which together include at least 4 Skyscrapers.



Add 8 Harmony Points if this Ecomobile is placed on a terrain square at the intersection of a row and column of terrain squares, which together include at least 3 Utilities. This Ecomobile dœsn't count as part of the 3 Utilities.



WINDMILLS





Add 4 Harmony Points if this Windmill is placed on a tile in the far left column of tiles.



Add 4 Harmony Points if this Windmill is placed on a tile in the far right column of tiles.



Add 4 Harmony Points if this Windmill is placed on a tile in the top row of tiles.



Add 4 Harmony Points if this Windmill is placed on a tile in the bottom row of tiles.



Add 5 Harmony Points if this Windmill is placed on one of the four corner tiles of your city.



Add 6 Harmony Points if this Windmill is placed on one of the center four tiles of your city.

©2021 Blue Orange Edition. Neoville and Blue Orange are trademarks of Blue Orange Edition, France. Game published and distributed under license by Blue Orange, 97 impasse Jean Lamour, 54700 Pont-à-Mousson, France. www.blueorangegames.eu.