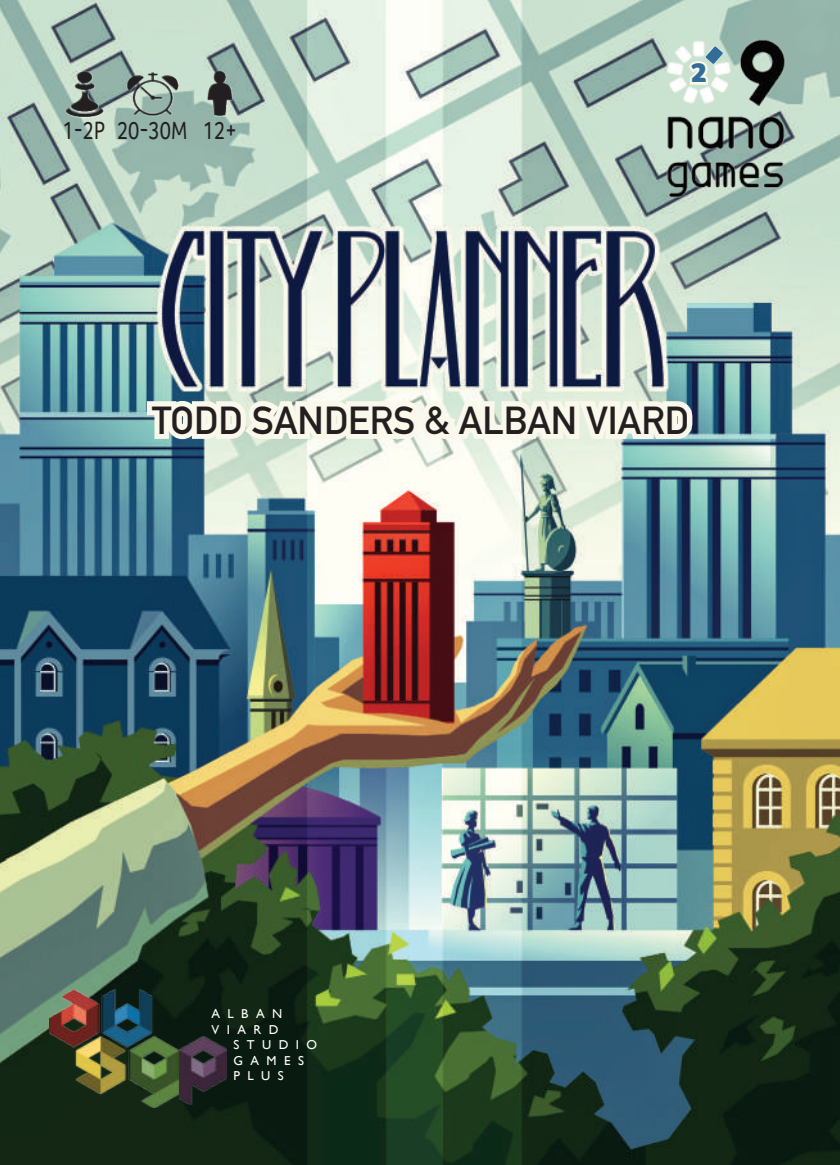
1-2P 20-30M 12+
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nano games
CITY PLANNER
TODD SANDERS & ALBAN VIARD
ALBAN VIARD STUDIO GAMES PLUS

To Win:
Have the most VP after 8 rounds.

Components:
7 City Dice Block cards



2 City Planner Score Track cards



9 six-sided dice (7 dice for the City Blocks and 2 dice to keep track of the rounds)



9 wooden cubes



Setup:
- Each player receives a City Planner Score Track card and four cubes (two white cubes to mark **VP** and two black cubes to mark **$**)



- Each player begins with $5 (place a black cube on the green **$** space). The white cubes will mark VP, and the second cube of each color will be used when values go above 50 on the track (mark accordingly on the 50/10/150 track spaces). Place the white cubes next to the track until VP begins to be scored.



- Use two dice to track the eight game rounds, setting them initially on ⚅ and ⚁.
- Decide on a Starting Player using a Corbusian or Golden Mean proportioning strategy *(or by any other creative means you use to decide start player status)* and give that player the red cube.

Note: in a solo game the player is always the Starting Player and the Active Player.

Playing:
During the game players will do the following four phases in order: Rolling Dice, Passing a Card, Scoring All Cards, Turn End.

Rolling Dice: When the game begins, the Starting Player (who then becomes the Active Player) places the seven City Dice Block cards in front of them in order: 1 through 7 *(as designated by their City Block numbers)*. One die is placed on each of the City Dice Block cards and will remain on that card during the game. Roll each of the seven dice on each card once, and place them on a Building image with the die face matching the die icon above the Building.



In later turns, the Active Player will be rolling dice on only six cards during their turn, having had one card passed to them with a locked die (See **Passing a Card** below).

Players are allowed to change die values either up or down one number on each of three separate dice during their turn, moving the dice from one Building to another as needed. Each time they change a die they must pay $1. If they cannot afford to pay, they cannot change a die value.

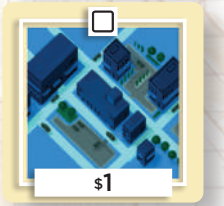
Passing a Card: After they have finished rolling, the player sets aside one City Dice Block card (this can be the card that was passed to them by the previous Active Player), **locks** the die on it by placing the red cube on the card, and then passes this card to the other player. This locked City Dice Block card will not score for the current player, and is ignored by them for all scoring rules for this turn.

Note: in a solo game this card is instead placed to one side and must be used by the solo player on their next turn with the die value locked.

Scoring All Cards: The remaining six dice on their respective City Dice Block cards are scored by the Active Player as follows (when Building is noted in the scoring rules this means the building has a die on it):



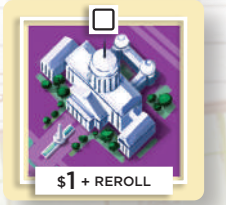
Suburbs
Each Green Building = **1VP**



Commercial Buildings
Each Blue Building = **$1**
(Player **must have** a die on Yellow Building on one of their City Dice Block cards to score $.)



Mixed Development
Combination Blue/Green Building = **VP** or **$**
Player decides which type of Building is to be scored.



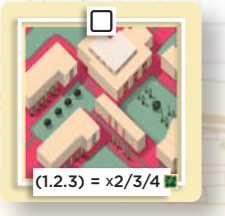
Town Hall
Each Purple Building = **$1 + a reroll** of a die on any City Dice Block card for free (not part of $1 die change cost) on that Active Player's next turn.



Parking Lot
A single **Black** Building = **$2 for any other Building not used in scoring** [*That is either not scorable or the player chooses not to score in their turn. Cannot not be used in conjunction with the Mixed Development*]
Place dice on these non-scoring Buildings on top of the City Block number so they no longer score otherwise.
2 or more **Black** Buildings = Score x2 for any one other scored Blue ($) or Green (VP) Buildings after any modifiers.



Industry
For each Yellow Building, score as follows:
1 Yellow Building = **x2$** for Blue Buildings
2 Yellow Buildings = **x3$** of Blue Buildings
3 Yellow Buildings = **x4$** of Blue Buildings



Offices
For each Red Building, score as follows:
1 Red Building = **x2VP** for each Green Building
2 Red Buildings = **x3VP** for each Green Building
3 Red Buildings = **x4VP** for each Green Building

If among the six City Dice Block cards no Red or Yellow buildings have been assigned a die for scoring, or if only one single Red, or one single Yellow Building has been assigned a die for scoring, the player must pay $5 (if they have fewer than $5 they must pay all that they have). If player has assigned dice to combinations of Yellow and/or Red Buildings, they do not pay this cost.

Turn End: After scoring, the six City Dice Block cards and their dice are then passed to the other player. This is the new Active Player and they now roll the six dice, keeping each on their respective City Dice Block cards.

The seventh City Dice Block card and die, which was passed to them earlier (with the red cube on it), is locked and may not be rolled, but could still be scored if another City Block Dice card is passed to the next player for their turn. **Remember: One City Dice Block card and die is always passed on as locked to the next player.**

Note: in a solo game this card is instead placed to one side and must be used by the solo player on their next turn with the die value locked. A solo player will always place one of the other six City Dice Block cards aside each round of the game to be the locked card during the following round.

At the end of each round, after both players have played (or the solo player has completed their single turn), rotate the dice being used to track rounds down by one value - 8 to 7 to 6 to 5 etc...

If a player is ever at $0, they have no money to spend but do not lost any VP as a result.

Game End:

The game ends after eight rounds. Every $5 at game end = **1VP**. If tied, player with most $$ wins.

In the solo game use the following chart to determine your City Planner status:

Intern Architect: 0-20VP
Architectural Designer: 21-40VP
Architect: 41-60VP
Firm Partner: 61-80VP
Emeritus: 81-100VP

Scoring Example:



Cards used for scoring.
Dice are placed on buildings with icons matching dice faces.

Locked seventh card set aside, does not score.



4VP (for the 4 **Green** Buildings) x3 (for the 2 **Red** Buildings) = **12VP**

Other Scoring Examples:



$2 for the 2 **Blue** Buildings x3 for the 2 **Yellow** Buildings = **$6**
1 **Green** Building = **1VP**

The player could also choose not to score any Building but the **Black** Building and score **$10**



$3 for the 3 **Blue** Buildings x2 for the 1 **Yellow** Building = **$6**
The player only has a single **Yellow** Building so they subtract $5
Total is now **$1**
2 **Green** Buildings = **1VP**



$2 for the 2 **Blue** Buildings x2 for the 1 **Yellow** Building = **$4**
1 **Green** Building = **1VP**

The player then scores the 2 **Black** Buildings modifying the above:
$4 for the 2 **Blue** Buildings x2 for the 2 **Black** Buildings = **$8**
OR
1VP for the 2 **Green** Building x2 for the 2 **Black** Buildings = **2VP**
Scoring is then either: **$8 + 1VP OR $4 + 2VP**
There is a single **Yellow** Building, the player must now subtract $5

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