CARD CITY XL

A game for 1–4 city planners

OVERVIEW



240 WAYS TO PLAY !

Alban VIARD

You are the **mayor of a city**. Each turn, you acquire Buildings to place in your City, in order to develop Districts and thus procure revenue and victory points.

Card City XL has three levels of play: Simplified, Normal, and Advanced, five different victory conditions, and multiple variants, all of which allow you to customize the experience from game to game and according to the players' tastes….

CONTENTS: 186 CARDS

comprising the following:

4 × Rules reminders



50 × Residences



16 × **L**eisure buildings



8 × **P**arks



36 × **C**ommerces



4 × **M**unicipal buildings (City Halls)



8 × **P**ollution Clouds

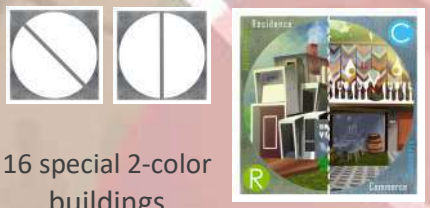


24 × **I**ndustries





16 special 2-color buildings



1 × First Architech Player Tile



20 × **P**arking garages





80 Money coins 1, 5, 25, and bank notes of 100.

Card City XL offers C C XL — that is, 240 — ways to play. **You should start off simple: the most basic level of rules, the normal Residential victory condition, and no variants;** but as you get comfortable with the game, you can start mixing and matching complexity levels, victory conditions, and variants. 3 levels × 5 victory conditions already gives you 15 combinations, even before you start thinking about variants. There are 4 variants, and you may use any combination of them; this means there are 2^4, or 16, variant combinations, ranging from no variants to all variants, with every other combo in between. 3 levels × 5 victory conditions × 16 variant combinations = 240, or C C XL ways to play Card City XL!

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THE RULES OF THE SIMPLIFIED GAME

GOAL OF THE GAME

Have the most **Victory Points** at the end of the game by having formed large residential districts and having accumulated lots of money.

Setup

Create a deck of cards from the following cards **per player** in the game:

6×  4×  4×  3×  3× 

Thoroughly shuffle the deck, and place it face down in the middle of the table.





Example: *In a 3-player game, the deck will comprise 18 **R**esidence, 12 **I**ndustry, 12 **P**arking, 9 **C**ommerce, and 9 **L**eisure cards.*

Sort the remaining  ,  , and  cards by color to create 3 face-up stacks, one for each type. These cards constitute the supply. Return the  ,  , and other remaining cards to the box.

Each player receives **$3** and a City Hall card. Place your  in front of you to form the first district of your city. Your money is always visible to all players. The player most recently downtown takes the first Architect Player tile, and will be first; play goes clockwise.

GAMEPLAY

The game plays out over 10 turns, each of which is divided into 5 phases

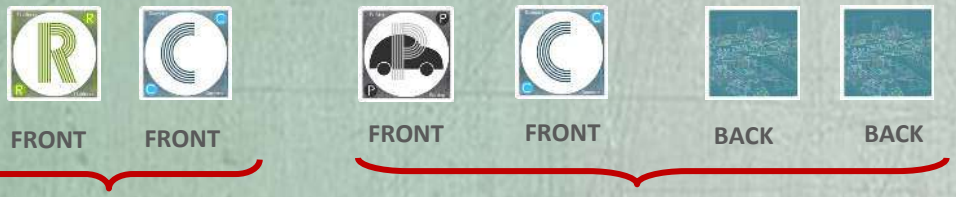
1. **Acquisition of New Buildings**
2. **Construction**
3. **Development**
4. **Revenue**
5. **End of the turn**

PHASE 1 : ACQUISITION OF NEW BUILDINGS

In this phase, each player will receive **2 Buildings**.

The first player draws 2 cards per player *(e.g. with 3 players, draw 6 cards)*, then looks at them discreetly.

Then the first player lays out 2 lots of cards *(see example below)*:



The **first lot** contains only 2 cards, face up.

The **second lot** contains all the other cards, half face up, the other half face down.

The second player now chooses which of the 2 lots of cards to take:

- If the second player takes the first lot of 2 face-up cards, then the first player takes the second lot, and splits it into 2 lots like before. Now, the third player chooses a lot to take.
- If the second player takes the second lot, then the first player takes the first lot of 2 face-up cards, and the second player splits the stack of cards into 2 lots like the first player just did.

Repeat the split-and-offer process until each player has exactly 2 cards.

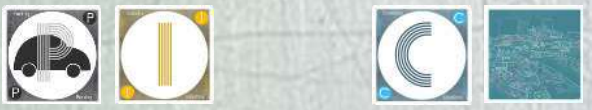


Example with the set from the top: *In the second turn of a 3-player game, the first player draws the following 6 cards: R, I, L, P, C, and C. He places the R and a C face up to form the first lot. For the second lot of 4 cards, he places the P and the other C face up and the I and L face down. (See illustration above.)*

He offers these 2 lots to the second player. She chooses the first lot (R and C). Now the first player takes the 4 cards of the remaining lot (the second), and discreetly creates a new first lot, P and I, and second lot, C and a face-down L (see illustration to the right).

*He offers these 2 lots to the third player, who takes the first lot (**P** and **I**); thus, the first player is left with the C and L lot.*

If, instead of taking the first lot (R and C), player 2 had taken the 4-card lot, then player 1 would have received the R and C, and player 2 would have split the 4-card lot to form 2 lots from which player 3 would have chosen.



Note:
*For only the first turn, return any **L**eisure cards you draw to the deck, then reshuffle the deck.*



At any time in the game, players are welcome to count the number of cards remaining in the deck.

PHASE 2: CONSTRUCTION

Everyone plays this phase simultaneously but you can play this phase in turn order (if you feel the need). In this phase, **each player places both of her new Buildings in her City before her**.



As a good citizen, you must respect certain ...

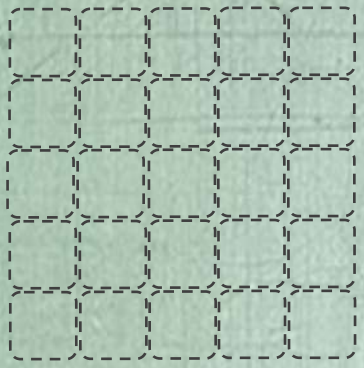
General Rule: Adjacency

In these rules, the term ***adjacent*** always means *orthogonally adjacent*; diagonal connections are not considered adjacent.



Your City

Your city is limited to a 5×5 square of 25 Building cards.



Your City will have **a solitary Municipal Building**, (your starting card), which does not need to be in the center.



The different types of Buildings that will form your City are as follows:

- **Development Buildings**


Residence


Commerce

- **Culture Buildings**


Municipal


Leisure

- **Miscellaneous Buildings**


Industry

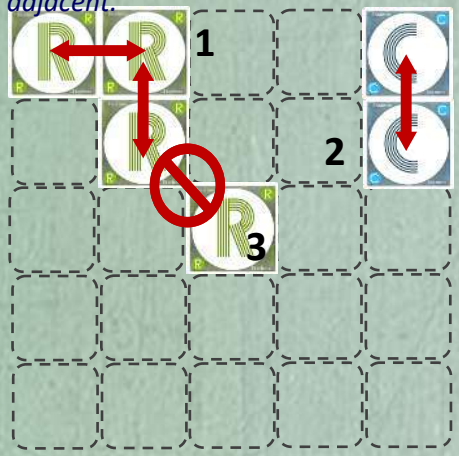

Parking

Districts

A District is a group of contiguous cards (i.e. connected orthogonally — remember: diagonals don't count!) of the same type.

Example:

Below, we have a District of 3 Residences, marked "1"; a District of 2 Commerces, marked "2"; a District of 1 Residence, marked "3". Note that Districts 1 and 3 do not form a single District, because they are diagonal from one another, and not considered adjacent.



City Size Limit

The size of your city is limited not only by the 5×5 grid, **but also by the number of Buildings it can support.**

This is determined by the number of  in your City, **to provide the citizens jobs**:

- Without any Industry, your City can only have 5 cards, including: 
- Each Industry card can support 5 cards.
- Your City must never exceed its size limit.
- However, even if you are at your limit, you can play an Industry card, because Industry cards do not count toward this limit.

Example:

This City comprises 5 cards; because it has no **Industry**, *this City has reached its size limit. In order to add more cards, you must add an* **Industry**, *which will support another 5 cards (besides the Industry).*



Luckily, the next pair of cards you acquire is an Industry and a Leisure. The next turn, you add 2 **Residences**. *Your City still has only 8 non-Industry cards, so the 1* **Industry** *can support 2 more non-Industry cards.*



Construction Rules

- **If you can construct a Building (place a card), you must do so.**
- **If you cannot construct a Building** (i.e. your City is at its size limit, or you would violate a construction rule), you must discard it.
- **You can construct your 2 new Buildings in whichever order you prefer**; however, remember that you must construct as many as you can, even if you would prefer otherwise. You cannot choose an order that would reduce the number of Buildings you construct *(see the first construction rule)*.
- **You cannot have an Industry adjacent to a Residence.**



- **In order to construct a Leisure, you must pay $5**; if you cannot pay, you must discard the card.



- **You can only place a new card adjacent to a card already in your City.** Thus, each Building you place determines where you will be able to place in the future.
- **You cannot construct a Development Building adjacent to a Building of the same color**.
You may construct a non-Development Building adjacent to a Building of the same color.



- **Once placed, a Building card cannot be relocated.**
- **You cannot keep cards in your hand for the next turn.**

Example: *In this City, limited to 10 non-Industry cards, you would be able to construct:*



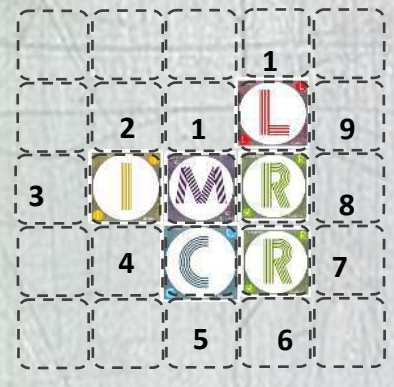
A  *(by paying $5) at any numbered location.*

A  *at any numbered location.*

An  *at any numbered location except 6, 7, and 8 (because it would be adjacent to a*  *).*

A  *at any numbered location except 4 and 5 (because you cannot construct a Development Building beside a Building of the same color).*

A  *at any numbered location except 6, 7, and 8 (because you cannot construct a Development Building beside a Building of the same color) and 2, 3, and 4 (because you cannot have an Industry beside a Residence).*



PHASE 3: DEVELOPMENT

Thanks to a favorable environment and good management by the mayor (YOU!), the Residences and Commerces attract new citizens to the City, which contributes to their development.

Everyone plays this phase simultaneously (you can play this phase in turn order if you feel the need). Development enlarges Residential and Commercial Districts by adding such cards from the supply stacks to your City.

Development Rules

- Whenever development is possible, it is mandatory.
- Only the **Development Buildings/Districts** (Residences and Commerces) are eligible for development; the others do not develop.



- If you have several developments available to you, you can choose the order in which to resolve them.
- After you have developed a Residence or a Commerce, it is possible that you can develop further in this same turn (and remember that if you can, you must!).
- Development respects the Construction Rules, and the City Size Limit, and of course your City's 5×5 layout. The one exception is that development specifically constructs Development Buildings adjacent to Buildings of the same color.



Note: Developing a **R**esidence is the only way you can have a **R**esidential District with more than 1 card in it, because you cannot construct them side-by-side in Phase 2

Residential Development 

A District comprising n  cards, which is adjacent to at least n+1 Culture Buildings ( and ) must be developed by taking a  card from the supply stack and placing it adjacent to the **Residential District**, enlarging it.



Example: *Your City has 2 Residential Districts, each with 1 Building. Only the District marked with a lightning bolt will develop, because it has only 1 building, and is adjacent to 2 Culture Buildings (1 Municipal and 1 Leisure). You must take a Residence card from the supply stack and place it at A or B. You choose to place it at A, merging the two separate Residential Districts into a single 3-card District. In order for this Residential District to grow further, you will need to construct 2 more* ***Culture buildings*** *adjacent to it, so the 3-card District will have 4* ***Culture Buildings*** *adjacent to it. Fortunately, your City has 1 Industry, but only 7 non-Industry cards, so your City can support 3 more cards before you need another* ***Industry****.*



Commercial Development

A District comprising *n*  cards, which is adjacent to at least n+1 **R**esidential **Districts** must be developed by taking a **C**ommerce card from the supply stack and placing it adjacent to the **C**ommercial District, enlarging it.

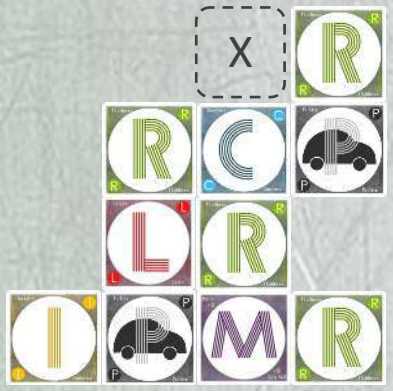


Example: *The Commercial District depicted below cannot be developed, because although it is adjacent to 2 Residences, they are both in the same District: The Commerce is adjacent to only 1 Residential District.*





Example: *The Commercial District depicted below* ***can*** *be developed, because the Commercial District is adjacent to 2 Residential Districts. The only place it can grow is X, so you must take a Commerce card from the supply stack and place it at X. Now, the newly 2-card Commercial District is adjacent to 3 Residential Districts, so it must grow again; however, your 1-Industry City already has its maximum of 10 non-Industry cards, so no further development can occur until you construct another Industry.*





Note: Developing a **C**ommerce is the only way you can have a **C**ommercial District with more than 1 card in it, because you cannot construct them side-by-side in Phase 2.

PHASE 4: REVENUE

Everyone plays this phase simultaneously (you can play this phase in turn order if you feel the need). In this phase, each player receives revenue from her City. This money will enable you to construct new Culture Buildings, and to construct new Industries when you desperately need to enlarge your City. Take your revenue from the supply.

Salary



Each turn, you receive $1 salary from City Hall. **Don't forget it!** …and don't spend it all in one place!

Commercial Revenue

Each of your **Commercial Districts** provides you revenue, as well:

A 1-Building **C**ommercial District earns you $1.

A 2-Building **C**ommercial District earns you $1 + $2.

A 3-Building **C**ommercial District earns you $1 + $2 + $3.

...



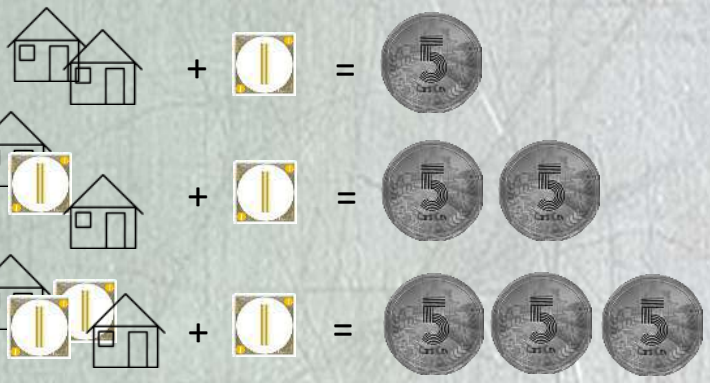
EXAMPLE

Example:** Your City (right) has 3 Commercial Districts. Each of the 1 card Districts earns you $1, and the 2-card District earns you **$1+ $2 = $3.** Therefore, your revenue for the turn is **$1 salary + $1 + $1 + $3 = $6.

PHASE 5: END OF THE TURN

In turn order, each player can buy 1  from the supply stack. If it would be the first Industry in your City, then it costs $5. If it would be your second Industry, it will cost $10, etc. When the Industry card supply stack runs out, tough luck!

Now pass the  to the left.



...

END OF THE GAME

At the end of the 10th turn, which is also when the deck is exhausted, the game has come to an end, and it is time for the final scoring. Once you are comfortable with Card City XL, you can use whichever victory condition you agree to use at the start of the game, but for your first game, you should use the Residential Victory:

Residential Victory

A 1-Building **Residential District** earns you 1 VP.

A 2-Building **Residential District** earns you **1+2 VP.**

A 3-Building **Residential District** earns you **1+2+3 VP**.

...

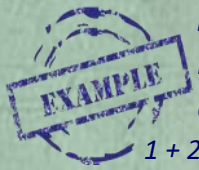
 **= 1 VP**

Trade in your money for VP: Each $5 you have earns you 1 VP.

Each empty space in your 5×5 City grid is **–1 VP**.

The player with the most VP wins the game! In a tie, the tied player with more money left (after the conversion to VP) wins.

If it is still a tie, play again to decide the victor!



Example: *In your City (right), you have 4 Residential Districts. The two 1-card Districts each earn you 1 VP, and each of the two 3-card Districts earns you 1 + 2 + 3 = 6 VP. You have $36, so you convert $35 of that into 7 VP, leaving you with $1. You have 2 empty spaces, so that's −2 VP. 1 + 1 + 6 + 6 + 7 − 2 = 19 VP (with $1 left for the tiebreaker).*



Accounting tip: In the final scoring, you can simplify the scoring by putting $5 of your money on each of your empty spaces, since $5 = +1 VP and empty space = −1 VP.

THE RULES OF THE NORMAL GAME

Other than the differences listed here, the rules of the simplified game still apply.

Setup

The table below shows the number of cards of each type in the deck **per player**, and how many turns the game will last.

2p	**7x**		**4x**		**5x**		**4x**		**4x**		= 24	(8 Turns)
3p	**9x**		**4x**		**5x**		**4x**		**5x**		= 27	(9 Turns)
4p	**7x**		**4x**		**5x**		**4x**		**4x**		= 24	(8 Turns)

Sort the remaining , , , , and  cards by color to create 5 face-up stacks, one for each type. These cards constitute the supply. Return the remaining cards to the box.

PHASE 1 : ACQUISITION OF NEW BUILDINGS

In this phase, each player will receive **3 Buildings**. The first player draws **3 cards** per player *(e.g. with 3 players, draw 9 cards)*, then looks at them discreetly. The first lot must always have 2 cards face up **and 1 card face down**.
The second lot must always be **⅓ face up and ⅔ face down**.
Repeat the split-and-offer process until each player has exactly **3 cards**.



Example: *In the second turn of a 3-player game, the first player draws the following 9 cards: R, R, I, I, L, P, C, C, and C. He places an R and a C face up, and an R face down to form the first lot. For the second lot of 6 cards, he places the P and a C face up, and the other C, the I, I, and L face down.*



The **first lot**

The **second lot**

He offers these 2 lots to the second player. She chooses the first lot (R, C, and hidden R). Now the first player takes the cards of remaining lot (the second), and discreetly creates a new first lot (P, I, and hidden I) and second lot (C and hidden C and L).



He offers these 2 lots to the third player, who takes the first lot (P and I, and hidden I); thus, the first player is left with the C and hidden C and L lot.

If, instead of taking the first lot (R, C, and hidden R), player 2 had taken the 6-card lot, then player 1 would have received the R, C, and R and player 2 would have split the 6-card lot to form 2 lots from which player 3 would have chosen.

PHASE 2: CONSTRUCTION

Your City

Your city is limited to a **6×6** square of **36** Building cards.
The different types of Buildings that will form your City are as follows:

Development Buildings:



Culture Buildings:



Miscellaneous Buildings:



Pollution Clouds

Whenever you construct an , if you constructed it in the same row or column as any other Industries, you must take 1  card (no matter how many Industries were in the same row and/or column), and add it to your City. Pollution Clouds can go beside any type of card. Just like the other supply cards, when the supply runs out, no more can be taken, so turn order is important for Pollution Cloud placement.

Pollution Clouds do not count toward your City Size Limit.



Example: *If you construct an Industry in a space marked with an "X", you will have to place a Pollution Cloud, as well; however, if you construct an Industry in a space marked with an "o", you will not have to take a Pollution Cloud.*



PHASE 5: END OF THE TURN



When it is your turn to buy an optional Industry, you may also/instead buy 1 Park from the supply stack for **$5** (no matter how many Parks you have). When the Park card supply stack runs out, tough luck, so again turn order will matter!

Parks do not count toward your City Size Limit.

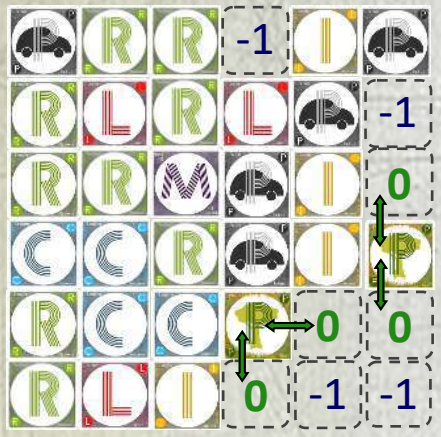
End of the Game

Empty spaces adjacent to a Park do **not** count as negative points.



Example: *The empty spaces marked with a "0" are* ***not*** *−1 VP, because they are beside Parks. That means these two Parks were effectively worth a total of 4 VP!*

Each Pollution Cloud card is worth −2 VP (if you play with the Residence Victory).



THE RULES OF THE ADVANCED GAME

These advanced rules represent the complete Card City XL! Other than the differences listed here, the rules of the normal game still apply.

Certain buildings could be considered to be of several types. For example, a restaurant would be a Commerce and a Leisure at the same time!



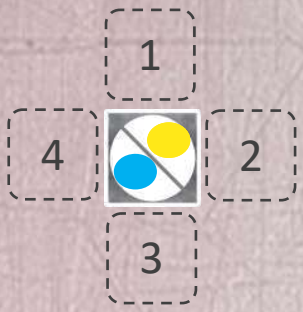
The advanced rules add an extra level to the strategy by integrating such bicolor, dual-function Buildings into the game. You can also rotate these cards to optimize the impact on adjacent cards!

Setup

Select the deck cards according to the rules for the normal game. Then, regardless of the number of players, remove 5 Residence, 5 Leisure, 4 Commerce, and 2 Industry. Add these removed Residence, Commerce, and Industry cards to their respective supply stacks; return the Leisure to the box. Now, add the 16 bicolor cards to the deck and thoroughly shuffle the deck.

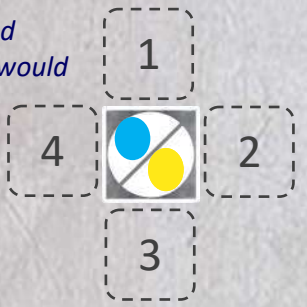


Example:
A Commerce Industry constructed as depicted would prevent Residences from being built at locations 1 and 2, and no Commerces could be built at 3 or 4.





By placing the card rotated 90°, locations 2 and 3 would be unable to accommodate Residences, and you would not be able to construct Commerces at 4 or 1.



PHASE 1: ACQUISITION OF NEW BUILDINGS



In politics, as in commerce, money plays an important role in decision making. This is where corruption enters the scene.

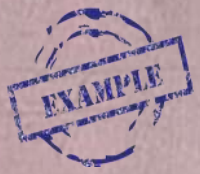
Whenever it is your turn to create the two lots, you can add your own money to one of the lots in order to make it more attractive. Of course, the player who ends up with this lot ends up with the cash incentive, as well.

PHASE 2: CONSTRUCTION

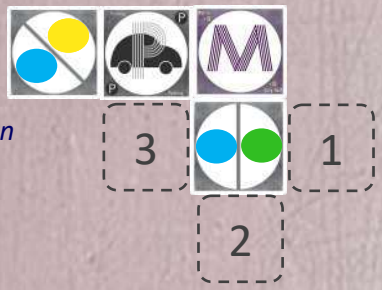
The bicolor cards are trickier to construct legally, because both colors' rules must be respected.



Note: The bicolor cards always count as 1 card for your City Size Limit, even if the card is half Industry.



Example: *At the start of the first turn, you construct a Parking garage and a Residence/Commerce, both adjacent to your Municipal (City Hall). In the second turn, you are allowed to construct neither an Industry nor a Residence at location **1.** You also are allowed to construct neither an Industry, a Residence, nor a Commerce at location **2.** Constructing a Residence at location 3 would enable the Commerce to its right to develop! Note that your City currently counts as having 4 cards, because the Commerce/Industry counts as one; on the other hand, the Industry portion of it allows your city to have 5 more non-Industry, non-Park buildings (and of course, Pollution Clouds never count).*



PHASE 3: DEVELOPMENT

The bicolor cards respect the rules for both colors. Even though the Residence or Commerce only occupies half of the card, it still counts as 1 card, not ½ card.



Example: *The Residence at 1 is adjacent to two Culture Buildings (your Municipal Building and the Leisure at 2).*



It must develop into location 3 by taking a Residence card from the supply



Example: *The Residence/Commerce adjacent to the Commerce/Industry form a 2-card Commerce. So, although it is adjacent to 2 Residential Districts, this is not enough to trigger growth.*

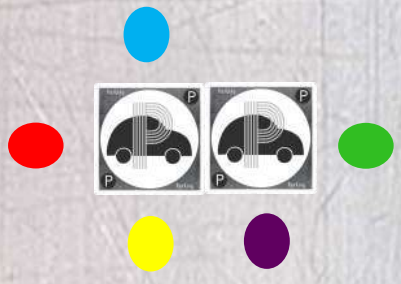


PHASE 4: REVENUE

In addition to your salary ($1) and Commercial revenue, City Hall has decided to install parking meters to raise more revenue.

A Parking District earns you revenue according to the number of colors adjacent to it (City Hall counts as 2 colors: both purple and red), except for Pollution and Parcs, of course:

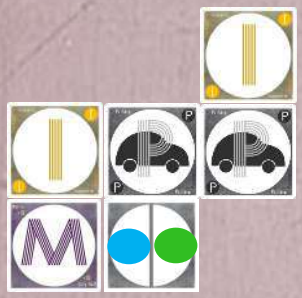
1 color: $0.
2 colors: $1.
3 colors: $2.
4 colors: $3.
5 colors: $4.



Just as with development, each bicolor card with **C**ommerce counts as 1 card, not ½ card.



***Example:** The **P**arking District is adjacent to 3 colors, and earns $2. The **C**ommercial District earns $1. With your salary, that's a total of $4.*

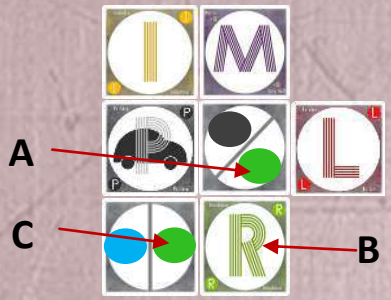


END OF THE GAME

Just as with development and revenue, each bicolor card with **R**esidence counts as 1 card, not ½ card.



***Example:** The 3-card **R**esidential District formed by **A, B,** and **C** earns 1 + 2 + 3 = 6 VP.*



CCXL OPTIONS

3 COMPLEXITY LEVELS

The rules so far have explained the 3 levels of complexity at which you can play Card City XL:
Simplified, Normal, and **Advanced.**

5 NEW VICTORY CONDITIONS

You can alter the victory condition. Before the game, agree to which victory condition you will use. All five victory conditions are viable for the simplified, normal, and advanced game, so have fun trying all **15** combinations!

Residential Victory



It's the normal victory condition. Each of your **R**esidential Districts provides you with victory points:
A 1-Building **R**esidential District earns you **1 VP.**
A 2-Building **R**esidential District earns you **1+2 VP**.
A 3-Building **R**esidential District earns you **1+2+3 VP**.
…
Trade in your money for VP: Each $5 you have earns you 1 VP. Each empty space in your City grid is **–1 VP**.

The player with the most VP wins the game! In a tie, the tied player with more money left (after the conversion to VP) wins.

Economic Victory



Instead of counting victory points from the **R**esidences, the richest player wins. Ties go to the player with more cards in her City.



Each empty space in your City grid is **–$5**.
Each empty space adjacent to a Park is **+$5**.
Each Pollution card is **$0** , but still occupies a space.

Industrial Victory 

Instead of counting victory points from the **R**esidences, the player with the greatest total number of **I**ndustry and **P**arking cards in her City wins. During this endgame scoring (and only then), the halves of the bicolor cards only count as ½ card. Ties go to the richer player (there is no conversion of money to VP), then to the player with more cards in her city.

Empty spaces in your City grid do not count against you; however, each empty space adjacent to an Industry is called a *virtual warehouse* and counts as 1 **I**ndustry for the final total.

Commercial Victory 

Instead of counting victory points from the **R**esidences, the player with the greatest total number of **C**ommerce and **P**arking cards in her City wins. During this endgame scoring (and only then), the halves of the bicolor cards only count as ½ card.

Ties go to the richer player (there is no conversion of money to VP), then to the player with more cards in her city.

Empty spaces in your City grid do not count against you; however, each empty space adjacent to a Commerce is called a *virtual warehouse* and counts as 1 Commerce for the final total.

Happiness Victory 

Instead of counting victory points from the **R**esidences, victory will be decided by having the happiest city. Each **R**esidential District with all of its needs met will generate Happiness Points equal to its size. In order to have all its needs met, the **R**esidential District must be adjacent to at least the following: 1 **L**eisure, 1 **P**arking, and 1 **C**ommerce.



Example: *A 4-card **R**esidential District adjacent to at least 1 **L**eisure, 1 **P**arking, and 1 **C**ommerce generates 4 Happiness points.*



Note :

- There is no benefit for having additional **L**eisure, **P**arking, and/or **C**ommerce adjacent to a **R**esidential District; it will not generate extra Happiness Points.
- Bicolor cards make it easier to generate Happiness Points.
- A **R**esidential District adjacent to at least 1 Pollution **does not generate Happiness Points**.
- A **R**esidential District adjacent to at least 1 Park generates **double** Happiness Points. The same Park can double the happiness of multiple **R**esidential Districts.
- Empty spaces in your City grid do not count against you.

3 4 VARIANTS

You can mix and match any of the following variants, using none, all four, or any combination in between. Remember, for your first game, you should use no variants. The more variants you include, the more realistically the game models real life!

Just don't choke yourselves by trying too many new variants at once; real life is hard….

1) Support of the Architect

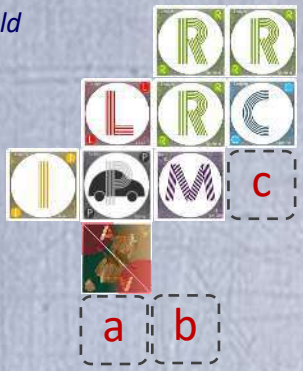


The First Player tile plays the role of the Architect, with whose support you can extend your city a little more creatively.

If you are the first player, and thus have the Architect tile, you can place the Architect temporarily in a space adjacent to a card in order to build adjacent to the Architect — even if that means the new card is not yet adjacent to any other card.



***Example:** If you place the Architect tile below the Parking, you could construct a Building at **a**, after which you could construct a Building at **b**. If you are playing the normal or advanced game, the third Building from your lot could be built at **c**, for example, allowing you to work on independent "twin cities".*



Note : Even if you keep working on separate "twin cities", they must still fit in your square City grid.

2) Ecological City

Certain cards generate pollution once they are built in your City:

There are 4 different illustrations on the Industry cards in CCXL. Each illustration has a different Level of Pollution percentage.

- Each Commerce **card** counts as 1% Pollution.
- Each Pollution card counts as 5% Pollution.
- Each Park card counts as −5% Pollution.
- Residence and Parking cards do not affect the Level of Pollution (they count as 0%).
- Suburbs (or virtual warehouse) do not affect the Level of Pollution (they count as 0%).

The Level of Pollution % affects all Victory Conditions as below:

Residential Victory: Subtract your Level of Pollution % from your Victory Points (it can make you go negative!) .

Economic Victory: Subtract your Level of Pollution % from your money (it can make you go negative!).

Industrial Victory: Add your Level of Pollution % to your total.

Commercial Victory: Add your Level of Pollution % to your total.

Happiness Victory: If your City's Level of Pollution is above 30% , you automatically lose the game. You can pay money to lower your Level of Pollution in order to stay at 30% or under.– 1% costs $5. Money returns to the box. Among only those players with 30% Pollution or lower, the player with the most Happiness Points wins.

3) Leisure Crisis:

The Leisure Buildings cost more and more to construct. They are priced the same way as buying an Industry: Your first Leisure costs $5 to construct, as usual. Your second Leisure costs $10, etc. If you have the money, you **must** pay to build the Leisure card.

4) Unity City

All players work together to build an single City : Unity City! This variant adds player interaction during construction and development.

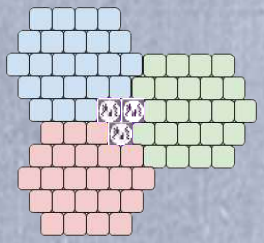
Setup

The following illustrations show the initial setup, and how the City is divided between the players.

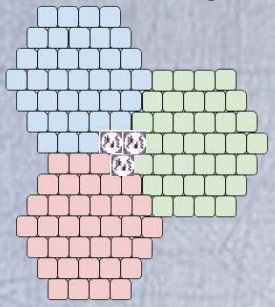




In each case, each player is still building a full-size (5×5 or 6×6) borough, so in a 2-player normal or advanced game, the final City will be 6×12, and in a 4-player game, the final city will fit in a 12×12 grid (the 3-player game is a bit special, as you will see in a moment). The final City in a 2-player simplified game would be 5×10. For a 3-player game, you will need to use a hexagonal layout:



Simplified Game



Normal and Advanced Game

These hexagonal layouts allow fair competition between the 3 players, but be aware that each card now can have 6 cards adjacent to it, rather than just 4: specifically, 2 above, 2 below, 1 to the left, and 1 to the right.
This also means that orthogonally split bicolor cards behave a bit differently:

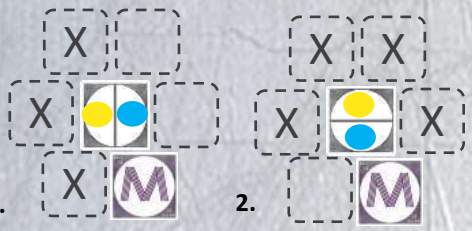
- Rotated one way, each half will only be adjacent to 3 other cards (and the other half of this card, of course);
- Rotated the other way, each half will be adjacent to 4 other cards (and the other half of this card).
- Each half of a diagonally split bicolor card will only be adjacent to 3 other cards (and the other half of this card).



Example:

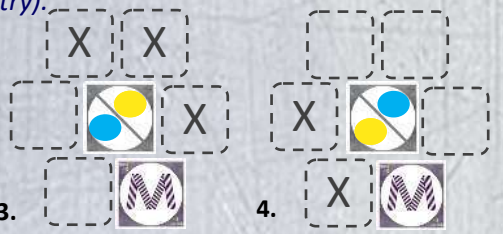
*1. The Industry prevents a Residence from being built in the three adjacent spaces marked with **X**.*

*2. The Industry prevents a Residence from being built in the four adjacent spaces marked with **X**.*



*3. The Industry prevents a Residence from being built in the three adjacent spaces marked with **X**.*

*4. The Industry prevents a Residence from being built in the two adjacent spaces marked with **X** (there's already a Municipal building in the third space adjacent to the Industry).*



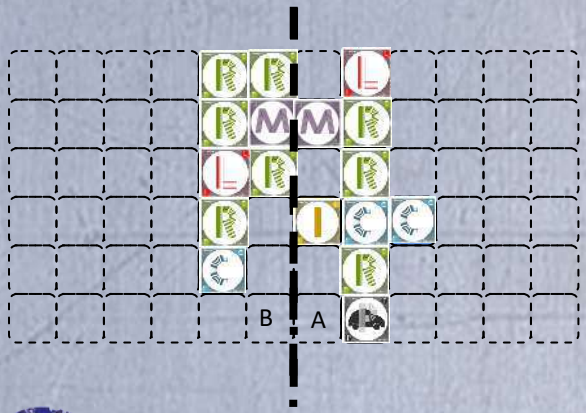
Gameplay

PHASE 2: CONSTRUCTION

- You must play this phase in turn order: Start with the First Player and go clockwise.
- All of the construction rules apply within each player's borough, **and** between the boroughs.
  Example: *If Player 1 has an Industry on her border with Player 2, Player 2 can build adjacent to that, but cannot build a Residence there.*
- In a 2-player game, once one of the players has established the "width" of the City by having 5 (simplified) or 6 (normal and advanced) Buildings parallel with the border, the other player cannot construct outside that



Example: *In a normal game, the right player has established the width of the City, which establishes the City's grid as illustrated.*





Example: *If the right player builds a card in A, then the left player will be able to build a card in B.*

PHASE 3: DEVELOPMENT

Development Rules

- You must play this phase in turn order: Start with the First Player and go clockwise.
- A **L**eisure constructed along a border can help enable development of a **R**esidence on the other side of the border.
- A **R**esidential District along a border can help enable development of a **C**ommerce on the other side of the border.



Note: Your **C**ommercial and **R**esidential Districts never grow into an opponent's borough; however, it is possible that your opponent's **C**ommercial District and your **C**ommercial District merge as they reach the border (same with **R**esidential districts). As always, once the different players' **C**ommercial District merge, they are a single District, requiring more **R**esidential Districts to grow; similarly, once different players' **R**esidential Districts merge, more Culture Buildings (**M**unicipal and **L**eisure) will be required to make the merged District grow.



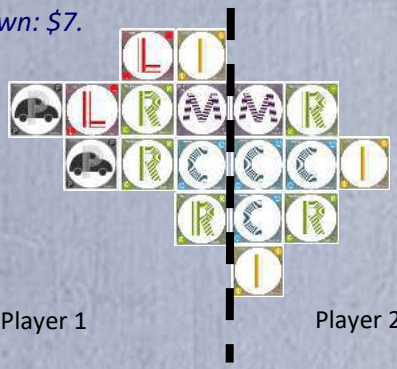
Example: *Player 1's 3-card **C**ommercial District is adjacent to 4 **R**esidential Districts; however, it cannot grow into an opponent's borough. Because it is penned in by those, the **L**eisure, the **P**arking, and the border, it will never grow larger than 3 cards... unless Player 2 builds a **C**ommercial District that grows to merge with Player 1's!*



PHASE 4 : REVENUE

The unified City generates revenue as a whole, ignoring borough borders; however, each player earns her portion of the revenue, according to how much of the **C**ommercial District is in her borough, rounded down (the accountants want their share).

Example: *The 4-card **C**ommercial District earns $1 + $2 + $3 + $4 = $10. 1 of the 4 cards is in Player 2's borough, so Player 2 will earn ¼ of that, rounded down: $2. The other 3 cards are Player 1's, so Player 1 will earn ¾ of that, rounded down: $7.*

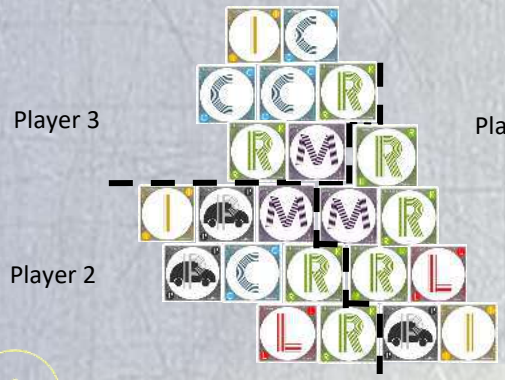


Player 1 Player 2

END OF THE GAME

The unified City generates VP as a whole, ignoring borough borders; however, each player earns her portion of the Revenue, according to how much of the **R**esidential District is in her borough, rounded down (it works just like revenue from **C**ommercial Districts).

Example:
*The 6-card **R**esidential District earns 1 + 2 + 3 + 4 + 5 + 6 = 21 VP. 1 of the 6 cards is in Player 3's borough, so Player 3 will earn ⅙ of that, rounded down: 3 VP. 2 of the 6 cards are in Player 2's borough, so Player 2 will earn ⅓ of that, rounded down: 7 VP. The other 3 cards are Player 1's, so Player 1 will earn ½ of that, rounded down: 10 VP.*



Note: Parks, Commerce, and Industries on the border still affect adjacent boroughs in the final scoring.

Examples:

- *For the Economic Victory Condition, if your neighbor has a border Park adjacent to an empty space in your borough, it increases the value of your empty space by $5.*
- *For the **Commercial Victory Condition**, if your neighbor has a border Commerce adjacent to an empty space in your borough, it creates a virtual warehouse in your empty space.*
- *For the **Industrial Victory Condition**, if your neighbor has a border Industry adjacent to an empty space in your borough, it creates a virtual warehouse in your empty space.*

*In all three of these examples, **your** empty space that has been enhanced helps **your** score, so thank your neighbor!*

SOLITAIRE

Other than the differences listed here, all the rules still apply. As usual, choose the level of play, victory conditions, and variants you will play.

Simplified Game

Setup

Use the Setup of the Multiplayer Simplified rules but for 1 player, i.e. 6 Residences, 4 Industries, 4 Parkings, 3 Commerces and 3 Leisures.

Gameplay

PHASE 1: ACQUISITION OF NEW BUILDINGS

Draw 3 cards, choose 2, and tuck the other card under the deck. As usual, in the first turn, shuffle Leisure cards back into the deck.

END OF THE GAME

Check the table below.

Normal and Advanced Game

Setup

Create the deck from the following cards:



The game will last 8 turns.

Gameplay

PHASE 1: ACQUISITION OF NEW BUILDINGS

Draw 4 cards, choose 3, and tuck the other card under the deck. As usual, in the first turn, shuffle Leisure cards back into the deck.

END OF THE GAME

Check your score against these rankings to see what level your City attained, depending on which Victory condition you have chosen:

Victory Condition →	Residential	Economic	Industrial	Commercial	Happiness
Wide Spot in the Road	0 - 29	0 - 59	0 - 29	0 - 19	0 - 9
Hamlet	30 - 39	60 - 79	30 - 34	20 - 29	
Village	40 - 49	80 - 99	35 - 39	30 - 39	10 - 14
Town	50 - 59	100 - 109	40 - 44	40 - 49	
Large Town	60 - 69	110 - 119	45 - 49	50 - 59	15 - 19
City	70 - 79	120 - 129	50 - 54	60 - 64	
Large City	80 - 89	130 - 139	55 - 59	65 - 69	20 - 24
Metropolis	90 - 99	140 - 159	60 - 64	70 - 74	25 - 29
Conurbation	100 - 119	160 - 169	65 - 69	75 - 79	
Megalopolis	120+	170+	70+	80+	30

Solitaire Variants

You can play all 4 variants provided by the multiplayer game except Unity City (of course) which is replaced by the Established Suburbs.

Established Suburbs

Setup

Before creating the deck, set up the suburbs surrounding the City as illustrated below, which for the simplified game requires 8 Residence, 8 Parking, and 8 Commerce, and for the normal and advanced games requires 10 Residence, 9 Parking, and 9 Commerce. Place your Municipal Building (City Hall) on any of the spaces marked with an "x".



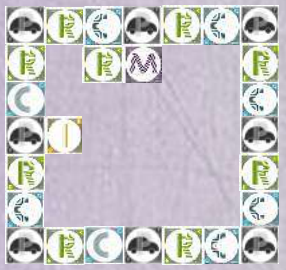


Note: Cards in the suburbs do **not** count for the City size, but they all count for the building rules and development rules. When you manage to integrate the R and C from the suburbs into your Residential and Commerce Districts during the game, the suburban cards will count both for your Revenue and final scoring; however, until a suburban card is part of a district in the City, it only applies its influence according to the Construction Rules.

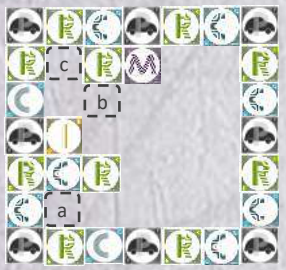
EXAMPLE

Example:

During the first round, you get a Residence and an Industry card which you build as depicted. Of course, it is not allowed to build an Industry next to a Residence of the Suburbs.



During the revenue phase, you only get your $1 salary for the City Hall. You don't get the revenue of the 8 suburban Commerce Districts. If the game were ending right now, and you were playing the Residential Victory Condition You would have only 1 VP for the downtown Residence District. During the second round, you get a Commerce and a new Residence. During the development phase, the Residence card from the suburb causes your downtown Commerce to develop into (a). This integrates a suburban Commerce into the district!



Now you have a Commerce District of size 3 which you will earn you $1+$2+$3 = $6 during the Revenue phase.
Later in the game, you could build a Leisure card in (b), then develop the Residence on the left side of City hall into (c) in order to have a Residential district of size 4, worth 10 VP, were the game to end now.

Size	Total		VP / $
1	1	=	1
2	1+2	=	3
3	1+2+3	=	6

Size	Total		VP / $
4	1+2+3+4	=	10
5	1+2+3+4+5	=	15
6	1+2+3+4+5+6	=	21

Size	Total		VP / $
7	1+2+3+4+5+6+7	=	28
8	1+2+3+4+5+6+7+8	=	36
⋮	1+2+3+4+ ...	=	...

LudiCreations

CREDITS: The designer would like to thank all the playtesters during the 6 years of development. He also wants to apologize for all the ideas which have not been kept, mostly because they were crazy.... Special thanks to Nathan Morse (hexagonal Unity City indeed!), Brice Cornilly, Teddy Pasquier, Paul-Evan and Gabriel Viard, David Glantenay, Sylvain Nocquard. / **Illustrations and Graphic work:** Sarah Ponceblanc.

ALBAN VIARD STUDIO GAMES