


GAME INTRODUCTION


The **City board** shows the City, into which the building tiles purchased from the Market will be placed. It also serves as a scoring track with numbered spaces running from 0 to 50. The streets of the city have one of four colours (red, yellow, green and blue.) The City comprises several Blocks (2x2 squares). Each square in a Block is either in the North (**N**) or the South (**S**). Each square in a Block may also be in the outer section (**+**) or the inner section (**o**). Each square in a Block is (usually!) next to two streets of different colours.

1	10	9
+	N	8
		7

example: this City square is in the North (N), the outer section (+) and next to a Red and a Yellow street.

The **Market board** offers different types of building tiles (Shops, Banks, Churches, Statues and Parks) which may be bought during the game. As tiles are bought, the price for later tiles changes. It also has a **rondel** which shows which coloured streets or building types may be used by a player on a particular turn.


 The **Citizen** records victory points (vp). Every time a player earns victory points, they **must** move their Citizen piece forward that many spaces on the City board. If a Citizen reaches 50 points or more, they become Mayor and immediately win the game. Otherwise, it is the Citizen who has moved furthest around the city when three of the five tile lines are empty that becomes the new Mayor, and wins the game.

 The **Banker** records gold (gp). Every time a player spends gold, they **must** move their Banker piece backwards that many spaces on the City board. Sometimes a player may earn gold; if that happens, move the Banker forward that many spaces. The Banker stops moving backwards at the 0 space. A player cannot buy or place something that would reduce their Banker to below 0 gold. **[Exception: if an action by another player would cause a Banker to go below 0 gp, the affected player may still earn any victory points from that action without having to pay any excess gold.]**

Whenever a piece (Citizen or Banker) reaches a corner as part of its movement, the player may choose which street it moves into (if there is a choice, of course!) **[Note: there is a wall between spaces 13/37; it is considered to be two different spaces.]**

Important: Only one piece (Citizen or Banker) may occupy a numbered space on the City board at any time. If any piece would end their movement in a space occupied by another piece (belonging to any player, including themselves), it must continue to move in the same direction until it reaches an empty space. **[Exception: multiple pieces may occupy the 0 space at any time; multiple pieces begin the game in the 25 space but once they have moved, the "one piece per space" rule applies.]**

If a player needs to move both their Citizen and their Banker, they may choose the order in which to move them but must completely finish moving one before starting to move the other. If more than one player needs to move their piece(s) during a turn, the order is always taken in clockwise order starting with the current Active player.

 The **Action marker** moves in a clockwise direction around the rondel and indicates which colour or building type the player may use on their turn. Any number of Action markers may occupy each space on the rondel.

GAME PLAY

The Active player takes the following actions in sequences:

1. They **must** move their Action marker one space clockwise on the rondel. They **may** pay 1/3/6/10 gp to move their Action marker 1/2/3/4 extra spaces around the rondel. **[Note: 4 spaces will return the marker to the original space it was on before it moved.]**
2. They **must** choose one of these three options: **Buy** a tile, **Place** a tile, or **Pass** (and earn 2 gp.) If the Active player has **three** unplaced tiles (four in a 2-player game), then they **cannot** choose the Buy action but **must** Place or Pass.
3. (2 or 3 players only:) If their Action marker is in a space with a neutral player piece (i.e. a colour that is not being played by a player in this game), move that neutral piece clockwise to the first unoccupied action space. Only do this **after** action #2 is complete.

If the game has not ended, the next player clockwise becomes the Active player.

GAME END

The game may end in one of two ways:

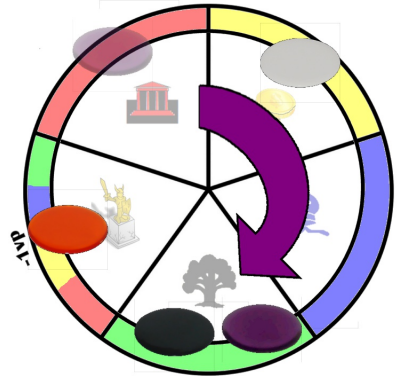
- a. A Citizen reaches the 50-point space and becomes Mayor (**that player immediately wins the game.**)
- b. Three of the five building tile lines are now empty. If this occurs then each player in clockwise order **starting** with the Active player (*who bought the tile that ended the game*), **may** place one of their remaining tiles (if they have any) on a legal City space according to their current colour position on the rondel and score accordingly. If a Citizen reaches the 50-point space during this process, they become the Mayor (**that player immediately wins the game.**) Otherwise, the new Mayor is the Citizen which moved furthest around the City. In the unlikely event of a tie, all tied players win; yay for job-sharing!

ACTIONS

MOVE

The active player **must** move their Action marker one space clockwise on the rondel; they cannot remain in their current location. They **may** move additional spaces but they must pay gold to be able to do so. They may pay 1, 3, 6 or 10 gold (moving their banker piece) to move 1, 2, 3 or 4 additional spaces around the rondel beyond the first space. If they pay 10 gold, they go all the way around and back to their original space.

Example: the purple Action marker automatically moves from the Bank (red) space to the Shop (yellow) space. The purple player then pays an additional 3 gold to move two more spaces on to the Park (green) space.

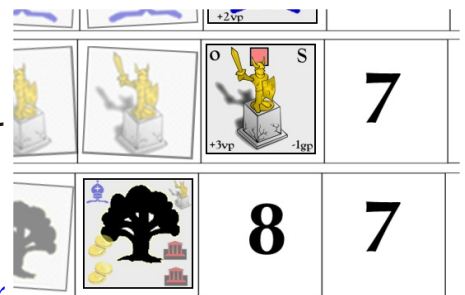


BUY A TILE

The active player may choose to buy the right-most face-up tile on the line indicated by the symbol in their current space. The tile costs the price indicated on the next visible space **plus** one for each other player piece (including neutral players) in their Action space. The tile is taken and placed face-up in front of the player. They move their Banker piece backwards the appropriate number of spaces. Turn over the next tile on that Building tile line (if there are any left to reveal.) **[Note: Shops, Churches and Banks get cheaper in price as more are bought; Statues and Parks get more expensive.]**

Remember that a player may not choose to Buy a Tile if they already have three face-up tiles (four in a 2-player game) and that they cannot buy or place something that would reduce their Banker to below 0 gold.

Example: the purple player is now on the Park (green) space. They choose to buy the Park tile that is visible. It will cost them 9 gold - the visible price is 8 and they must pay an additional 1 for the black player's Action marker that is also on the same rondel space.



PLACE A TILE

The active player may choose to place a tile from those in front of themselves onto the board in an empty City square **alongside any Street with a colour matching that of the colour of the rondel space their Action marker is on.** **[Note: not necessarily matching the colour shown on the tile itself.]**

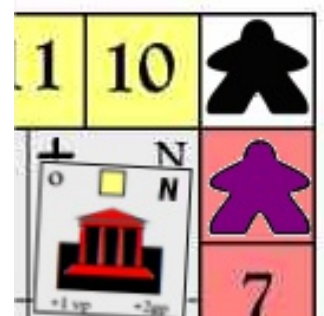
Important: A Block (a set of 2x2 adjacent City squares) may have only **one Building of each type in it; this includes Parks.** **[Note: the bottom right corner with two 2x1 blocks is also counted as one Square for this purpose.]**

Each building tile has three icons. For each icon on the tile that matches that space, the player scores the indicated bonus/penalty on the tile as VP (so they move their Citizen piece forwards) or gp (so they move their Banker piece forwards - or backwards in the event of placing a Statue!) **Any** player (including the Active player) **with at least one piece** on the same Street also scores the indicated bonus/penalty **once** (move markers in clockwise turn order as noted above.) The Active player should calculate **all** their matches (including a piece match if appropriate) **before** moving their pieces. If the space on the rondel is the Rainbow, the active player **must** pay 1vp but may place the tile on **any** valid empty space on the board (i.e. next to a street of any colour.) A player with their Citizen in the 0 space does not have to pay this cost. **[Note: this payment is always made before icon checks are made; this may affect the final scoring value of the tile if a marker is now adjacent or may no longer be!]**

[Exception: pieces in corner spaces (coloured white) are not adjacent to Streets or Squares and therefore do not score from tile placements. The 0 and 50 spaces are not White, Red, Yellow, Green or Blue and so the adjacent spaces can only be accessed by using the Rainbow colour space on the Action wheel.]

Example: the White player is in the yellow space on the rondel and is thus able to place this tile in the indicated City square as it is adjacent to a yellow street. There are two icon matches with the tile - the colour (yellow) is adjacent to a yellow street, and the area N matches the N. The O does not match the +. As there were two matches, the Bank scores twice, meaning the White player gets 2 vp and 4 gp in total. Meanwhile, the Purple Citizen is on an adjacent street (in the 8 space) and so gets to score the Bank once (1vp and 2gp), but the Black Citizen is in the corner (in the 9 space) and thus does not get to score a bonus because they are not adjacent. **(Note:** whilst the Purple citizen only scored 1 vp, they will move two spaces because the Black citizen is on square 9!)

	SHOP +4gp per match
	CHURCH +2vp per match
	BANK +1vp & +2gp per match
	STATUE +3vp but pay 1 gp per match



Parks score slightly differently to buildings. Placing a Park will score for each building in the same Block with a matching icon. Note that two of the building types shown on a Park tile have two icons, so each is scored twice. **Pieces on the same Street as a Park do not score** (unlike regular buildings.)

Example: the White player is in the yellow space on the rondel and is thus able to place the indicated Park tile in this Block next to a yellow street where there is a Church and a Shop. There is one Church icon and two Shop icons on the Park tile, so the White player gets to score the Church effect (2vp) once and the Shop effect (4gp) twice, making a total of 2vp and 8gp. The fact that the Purple player has a Citizen on an adjacent street (the blue one in space 18) does not gain Purple a bonus. **Note** that if a later player fills the bottom left corner square with a tile in future (either a Bank or a Statue since a Block cannot contain the same tile type more than once), the Park is not affected as it has already been placed in the Block.

21	20	19	18	17
20			N	16
19	O	N		15
				14
17	16	15	14	13

PASS

A player is not required to buy a tile or place a tile even if they could. Instead, they may choose to **Pass** their turn. If they do this, they earn 2gp, and should thus move their Banker forwards 2 spaces.

VARIANT TILES

There are two variants to the game that may be introduced once players have played the basic game. Either variant may be chosen, or they may both be used. Variant tiles that are not being used should be removed from the game before play.

EVENTS

There are ten Event tiles. The *Festival* Event tile should be removed and placed face-up in the area at the bottom right of the board. The other tiles should be shuffled and placed in a stack alongside this tile. The *Festival* Event is now in effect.

The Event tile will typically penalise tiles of certain types or streets of certain colours until they are replaced by a new Event; the *Festival* essentially makes everything 'normal' by removing restrictions and extra costs. Each time a player uses the Rainbow space on the rondel to *Place a Tile* (**not** to *Buy a Statue*), then after they have placed the tile, they should look at the top three Event tiles. They choose one to replace the existing Event tile and then put the replaced tile and the two unused tiles back face-down at the bottom of the Event tile stack.

[Exception: if they draw the *Festival* Event, it **must** be revealed and used as the new Event. The other Event tiles should all be reshuffled together, including the other two drawn tiles.]



example: while this Event is in play, players may not build on Yellow streets, and all Bank tiles cost an additional 1 gp to purchase.

CIVIC AMENITIES

There are nine Civic Amenity tiles. These should be shuffled before the game and then dealt out face-down, one into the middle of each of the nine main City Blocks (not including the 'Event' area at the bottom right.)

When the first player chooses to *Place a Tile* in a Block with an Amenity, they may instead choose not to Score their tile as normal but to take the Amenity tile instead. The Amenity tile is placed face-up in front of themselves (and counts towards their usual tile total.) **[Note:** if they do not take it, the Amenity tile should be removed from the game instead.]

On a future turn, they may use the tile when they choose their action to either:

- buy the relevant face-up tile (i.e. with a matching symbol to the rondel) from the Marketplace for free **[Note:** this is permitted if they are at the tile limit as the Amenity tile will be placed on the board immediate after this action.]
- place a tile anywhere on the board with no restrictions (i.e. they may even duplicate a building in a Block.)

After doing this, the player scores either 2vp or 4gp immediately (this is the choice of the player), and the Amenity tile should then be placed face-up onto the board in any empty City square space (so no other building can go there.)

[Exception: there are no duplication restrictions with Amenities; a single Block could contain four different Amenity tiles!]

[Note: an Amenity tile cannot be placed as a final tile if the game end is triggered by tiles running out.]