

Setup (advanced)

- 1 Give each player 1 cardboard marker and 3 round tokens in a matching color as well as 1 .
- 2 Shuffle the deck of Favor cards, deal each player 2 cards and place the remaining deck face down beside The main board.
- 3 Put one of each player's round tokens on "0" in the Scoring Track.
- 4 Set the starting City Budget to 11
- 5 Place 4 labors for a 4 player game and 5 for a 5 player game.
- 6 Place 2 suits (white- on the Workforce Housing section for a 4-5 player game.
- 7 Place 1 on the Goods Depot section.
- 8 Draw 3 small buildings, 3 medium buildings, 2 large buildings and 1 L-shaped building and place them underneath their corresponding stacks. All 13 buildings that are facing up are available for building. Also add one more \$ and one more relocate token to the planning area (there are now 2 of each) (pic 34).
- 9 Put advanced airport building on the printed buildings
- 10 Randomly place one of the round player (take all colored 0 markers in hand, draw blindly one) tokens in the Election Committee position. The player who got this position chooses the rest of the players' starting committees

Important : - All buildings and zones are available at the start of the game.
- The game end trigger and winning condition is 13
- The game continues even if there are no cards left to be dealt.

Using Favor Cards !!

- **Max hand of 7.** Players may **also discard any number** of cards even if they are within the hand limit.
- **Building cards** are scored **at the end of a turn**. Points can be earned for any building that is **currently** in the city (regardless of when it was built). Each building that matches the card earns a certain number of points, as indicated by the victory point indicator next to the building's name.
- **General Favor cards** can be scored whenever the condition is met. Ex activate 3 small buildings , if anyone has activated 3 small buildings !!

Important! You cannot score Favor cards in the First turn of the game.

0. Committees phase (except first turn)

A. Election Committee chairman decides upon roles/changes.

At least one change each turn; as few changes as possible; max. 2x same role

- 1) If there is no player on a 'B' spot, choose one player on a 'A' spot to regard as if he is on a 'B' spot. Move any players on a 'B' spot to a vacant spot (that is, a spot that was vacant at the beginning of the round) until no players remain on a 'B' spot, or until there are no more vacant spots left.
- 2) If there are still players on a 'B' spot, then switch two players on a 'B' spot until at most one player remains on a 'B' spot.
 - 2B) - If there is still a player on a 'B' spot, switch that player with a player on an 'A' spot.
 - 2D) - If the Election Committee is empty, move a player on an 'A' spot to the E. Committee.

After the players have their new positions, each player performs his role in order, starting with the Transport Committee.

B. Roles actions sub phase:

Transport Committee: Plays first in this turn and can activate two buildings in the *production phase*.

Treasury Committee: Can embezzle \$1 from the City Budget, if possible.

Election Committee: has the deciding vote in case of a tie in the *Council Meeting phase*, and is responsible for executing the approved plans.

Union Committee: Can keep both Favor cards during the drawing phase. **deal 2 cards** to each.

Executive Committee: Gains one extra vote for this turn in the Council Meeting Phase

1. *Council meeting phase*

A. Planning Proposals sub phase in turn order, choose any one (two for **Transport C**) of the three options

-**construct**_building: put player token on it (so long there is enough fund in de city budget to pay for)

-**relocate**_building: player token + relocate token on it

-**sell**_building: player token + sell token on it

B. Voting phase: put black meeple *on someone else's* proposal.

Embezzled funds **can be added**. Two functions: costs -1 + win by tiebreaker.

Then Exec. Committee **places second black meeple** on any plan.

C: Votes counting sub phase : private funds break ties; still tie, then Election committee breaks tie

D. Plan execution: Election Committee executes the plans. First Construct building/move/or sell with the highest votes thereafter second highest or if all equal he can choose what to Construct building.move.sell first !

- *Construction of building* :
 - if in grey zone no cost , if overlaps other area (medium building) so long it is the same category (green/residential – Blue /Commercial – Yellow/Industrial) no extra cost.
 - you must pay an **additional** \$1 for each building Block that is **not** located in the building's designated zone.
 - **Safety buildings** do not have zone restrictions and can be built on any zone with no extra construction costs !
- *Upgrading Building* :

paying the cost difference between the original building and the upgraded building. Then, he replaces (or covers in case of a pre-constructed building) the old building tile with the new one. The old building tile is discarded.
- *Relocating a building*

Simply move the building to its new location.if the new location does not match the building's designated zone, you must pay (from the City Budget) \$1 for each block that overlaps with the non-matching zone.
- *Selling a building*

CB receives the building's cost minus \$1. If a building costs \$1 then will get no money for this sale. building discarded.

2. Production phase

A. Buildings/zones activation sub phase

In turn order, The Transport Committee chairman can activate two buildings/zones (or one of each) on his turn.

Activate Building : place meeple on the building + *other stuff on the tile* in an activated zone (or center) , no other player can activate the same building in this turn !

Activate Zone : place pink cube + energy token on a neighbourhood , A specific zone can only be activated once per turn and this activates all buildings in the chosen zone during the whole turn.

Specialized workers : in addition to the cost that appears on the left side of the action. One can enable performing two actions on the same tile.

IMPORTANT ! Activate as many buildings as possible by supplying them with workers and resources (start again with the Transportation Committee Player) until end of phase condition reached (all workers employed – all jobs covered – city out of resources)

B. Unemployment report sub phase: check how many workers remain in the Workforce Housing section and find the corresponding spots on the unemployment monitor

C. Action resolution sub phase: one by one building action resolution updating the Power Supply and City Budget tracks accordingly and adjusting the amount of tokens in the city's monitoring sections.

3. Monitoring phase:

A: life-style indicators sub phase : Subtract the number pink cubes of from the number of Red + Grey cubes on the corresponding sections of the board. Check max criminality or Pollution level is reached (Game over)

4. Turn end and replenishing

- **Discard unconstructed buildings**; draw new buildings from the stacks

- **Score as many favor cards** Building Favor cards can only be scored in this phase. as you can or want (no scoring in 1st turn); discard down to max. 7 cards in hand.

- **Remove any power and pink cubes** used to activate zones to the reserve pile.

– **Player Advance** ! Move token to A or B spot !