

City Council FAQ





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Q:	I don't fully understand the airport . Why is its effect indicated as white collar -> 3\$ blue collar -> 2\$ when it could be indicated white collar, blue collar -> 5\$? If I understand the rules correctly, you have to pay all of the costs of activation. You can't pay only the white collar or only the blue collar.
A:	You are right. Nothing is wrong on tile's the action box but it will be more accurate to state: "white collar, blue collar -> 5\$"

Q:	I understood players draw 2 favor cards each turn as 1 of the City committees actions allows to keep them both, but when does this drawing phase happen? I couldn't see anything about that in the rulebook.
A:	In the Committees phase explanation (page 6), you will find the place and time where all players draws their cards: "On the Union Committee's turn, all players draw 2 cards from the Favor deck and may keep one of them. Only the Union chairman gets to keep both cards."

Q:	You can use Embezzled funds to influence the voting on buildings. I wonder if you can also use Embezzled funds when activating a building? I guess not because I can not find it i the rules.
A:	Not allowed by the rules but can be defiantly used as a cool variant.

Q:	I find the two paragraphs just below Picture 12 a little confusing. They read: Rules wrote: After the players have their new positions, each player performs his role in order, starting with the Transport Committee. On the Union Committee's turn, all players draw 2 cards from the Favor deck and may keep one of them. Only the Union chairman gets to keep both cards I find the " each player performs his role " part confusing, and, if "role" means the ability of the Committee the player is in, pretty misleading. If you were to strictly follow the manual, then the chairman of the Election Committee plays first (as per the previous paragraphs in the rules). Then it's the turn of the chairman of every committee to "perform his role".  First, the chairman of the Transport Committee. What does he do for "performing his role"? Activate a building or zone outside the Activation phase? Do nothing?  Then, the chairman of the Treasury Committee (embezzle \$1, OK on this count).  Then, the (possibly new) chairman of the Election Committee would get his turn. Would he switch/change people again?  Then, the Union Committee chairman. Everybody draws 2 Favor, everybody but the Chairman discards one of these two. OK on this count.
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	<p>5 Finally, the Executive Committee chairman gets an extra meeple.</p> <p>I don't think either 3 or the "activate out of phase" on 1 are the intended effects at all, but the literal reading of the rules supports that. Also, players will only draw 2 Favor cards when the Union Committee is filled (otherwise 4 doesn't happen), although in that case I suppose that was indeed the intended effect.</p> <p>And finally, with the rules as written it could be argued that play proceeds in (counter?)clockwise order from the Election Committee player - that the Committees phase determines turn order by choosing the starting player, not by fixing turn order to be that of the committees. I think that the intention is that people play in committee order (that's reinforced by the 1st, 2nd... labels in the City Committees part of the board), but still, I feel like it would be best to clarify it.</p>
A:	<p>Some committees have different effects on different phases of the game so we just want to give a good structure so gameplay will go smoothly.</p> <p>The official stance on the Union committee is that all players will draw 2 cards and keep one whenever it is time to go over the Union committee, even if it ain't occupied.</p>

Q:	<p>Execution Timing:</p> <p>I had the Pollution Prevention (or sumt) general favor card. Requires pollution to be less than 3 and a full yellow zone, etc. Now, general favors can be played anytime, right? But the rules are not clear on the timing of production from buildings, they just say "building by building".</p> <p>The question is, let's say pollution was at 3, and there's an activated building that increases pollution by 1 and another that decreases it by 1. Could I play Pollution Prevention just after the decreasing building has produced, when it would be at 2, but before the increasing one works, when it would be back to 3? Who decides the timing/order in which buildings produce?</p>
A:	<p>There is no order in resolving the actions at end of the Production phase.</p> <p>They all should be resolved at the same time. But you cannot actually do that so we suggested to go over and resolve building by building.</p> <p>You card cannot be scored, the pollution is still at 3. You need to try to control the production phase at the start so no polluting buildings will get enough workers/supplies for their activation demand.</p>

Q:	<p>When are the embezzled funds lost?</p> <p>In any case if i use them for the voting phase? Or only if the plan has to be executed? Or only if the plan is executed?</p>
A:	<p>Only when you actually fund a construction of a building.</p> <p>If you managed to get voted off while placing private funds on a building then you would get them back to your possession as you never used them.</p>

Q:	<p>Is it allowed to upgrade a building that has been built this turn, or can you only upgrade buildings that already existed at the start of the turn?</p>
A:	<p>You can only upgrade a building that is already built.</p>

Q:	<p>I'm having some trouble finding out about the special workers.</p> <p>I understand the Airport: Only one specialize worker (the pilot) is needed for both action boxes.</p>
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	<p>But in other cases, I'm unsure what the difference is between a specialized worker and a regular worker. For example, it seems to me that the current notation for the cost is the same as [Place a blue worker][Remove a blue worker][Remove a blue worker], so I don't see why this is a specialized worker.</p> <p>I'm thinking the specialized worker is often used to simplify the notation: * In case of the school and the university, to indicate that the specialized worker is not removed (the other workers are); * In case of the train station and the distribution depot, to indicate that the specialized worker is not part of the trade. I have no idea why a specialized worker is used for the courthouse or the church.</p>
A:	<p>I have several reasons why we picked these forms: I wanted to mark these special buildings so players would seek further information in the rules.</p> <p>The Courthouse markings are necessary so we could emphasize the fact that you can only choose one action block with the same "judge".</p> <p>I also thought that it is very thematic to mark the "specialize" worker and give him a proper presentation.</p>

Q:	Is it possible to activate a building with a specialized worker and then activate none of the boxes?
A:	You cannot. You need to fulfill all box requirements to count it as a legit activation.

Q:	<p>The Committee Election: You have to do one change, you have to change the committees whos were chaired for two turns by the same person and you should do the least number of changes.</p> <p>What does 'change' mean here? The way I understand it (from the other thread): The election committee choses two committees whos owners are interchanged. He might select an empty committee as long as that does not require more swaps.</p> <p>So if there are only two committees chaired for two consecutive turns, those two have to be swaped. But if there are three, the third one may either be exchanged with the empty committee (asuming 4 players) or the remaining player? It's about the swaps, not the number of player markers moved?</p>
A:	<p>You go for the least of changes in the committees. so if there are 3 players that must change due to the fact that they are all on position "B" only those three change position. The 4th player (assuming he is on the "A" position is not effected in this proces. You may not involve this player in the change since the swap has to be minimal!</p>

Q:	<p>What does 'filling a zone' mean? Some favors have the objective to activate a zone, fill a zone and activate the second zone of the same kind. Does it mean 'build something so the zone is full' or does it mean 'activate each building on it'? Since the other requests are part of the Production phase, I assume that the request in the middle refers to activating all buildings in that zone?</p>
A:	<p>Fill a Zone means that the entire section has to be filled up with buildings. Activating a zone is to power up a zone even if there are no buildings in a zone you could power up a zone. It does not mean activating all the buildings in a zone.</p>

Q:	<p>You have to activate a building if you can. Do you have to activate a zone, or could you decide not to do and thus block some buildings from being activated?</p>
A:	<p>No, You cannot activate a building prior to activating a zone. So first activate the zone then all buildings in that zone can be activated. Beware, a building that is halfway built over 2 zones can already be activated if one of the 2 zones where it is built has power.</p>

Q:	What is 0/0? Some cards request you to have more community token than money (for example), with twice as many as an additional objective. I would assume that the first part of the card requires you to have at least one community token to be fulfilled? (A friend of mine was in the mood to argue about that...)
A:	Nothing times two is nothing. So no! You have to have at least one of the required cubes at the left of the card.

Q:	The Election Committee decides how the buildings are moved and built and so on. He has to build to fulfill all proposals that were agreed on if possible. But if that is impossible, does he decide what to do? Does he need to care for the things that got the most votes first? Does he need to maximize the number of proposals to fulfill? For example: An expensive building in the engineering stage has the most agents on it, two other constructions are also voted for. The city budget allows for either the expensive building or the other two.
A:	He decides what is built and in which order. If there isn't enough money then maybe some buildings cannot be built. So you could end up with 3 buildings that would have to be built (in a 4 player game) where only the building that came 3rd can be built because that is the only one that can be paid due to lacking city funds. All that can be built has to be built!

Q:	I assume that only proposals that actually have an agent on it (were voted for) are able to be executed ? So in a 4 to 5 player game, if only two proposals have agents on them, only those two get executed, the Election Committee does not decide for one more?
A:	Correct.

Q:	Committee Question: Move the least number of player token. 3/4p: move to an empty spot (and possibly fill election committee) 5p: Swap two players (if two must move) or swap two times two players (if three must move). Can you chose to do those swaps within the three players that have to move, or will in any case someone be involved who did not have his or her chair at the committee for two consecutive turns?
A:	Sometimes a player who played a committee for one turn might be moved due to the EC rules.

Q:	Filling a zone: So those cards check for conditions in different phases of the game? Activations are in phase 3 and filling the zone happens in phase 2?
A:	On production phase, you or other players might activate the target zone, then you may score as it was already filled (or not) by this stage

Q:	Activating a zone: If the only activation you can do is to activate a zone, do you have to do so? Or could all players agree not to activate this zone and thus preventing the buildings in this zone from being activated? Do you have to activate an empty zone if a community token and power are available?
A:	You can activate an empty zone when advance planing condition triggered.

Q:	Executing plans: If it is clear that not all plans can be carried out, the Chairman of the Election Committee completely chooses which plans are done? So he could decide whether to build one expensive or two cheap buildings? (Even though one or the other might have more agents or funds on them?) Could he decide to execute only one or none plans in this case?
A:	The rules states that you cannot fail executing plans in purpose.

Q:	The two buildings that need a specialized worker and can convert goods to money or vice versa: Do you decide how to use them at activation or will the Election Committee decide when
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	the actions are resolved? (I guess that the mode is chosen at activation.)
A:	The player who activates the building must choose and fulfill one of the options.

Q:	Plan execution: the Election chairman may not sabotage the execution of a plan but can he make it more expansive than necessary (for his own gain)? I.e. Election chairman has a goal to 'empty budget' so it could be in his interest to spend as much money as possible (and still executing the plans).
A:	You are right.

Q:	Upgrading a building: does the upgrade have to overlap the previous building completely, or is it also allowed to let it overlap partially? I.e. if the factory is already built (horizontally placed on the board) and the biotech factory is just bought: do you remove the factory and place the biotech factory on the same spot (horizontally) or can you also place it over one the two previous building spots (vertically)?
A:	You must completely overlap the existing building. You may propose a relocate plan to "change" positioning of the newly built bio-tech factory.

Q:	Activating a building: do you have to keep activating buildings until all workers are placed or can you end this phase with workers unemployed (for other reasons)?
A:	You cannot let workers unemployed if you have a vacant job for them (a building with all required demand to activate it). You can try to manipulate the workforce but you cannot sabotage it.

Q:	If all workers have to be placed, are you also required to activate a zone for this (if necessary)? I.e. there's one blue worker left: to activate this last worker, you have to activate a zone in which the last free building is located. Do you have to activate this zone (paying electricity and community token) and after that place the blue worker on it, or can you just stop and accept there's one blue worker unemployed?
A:	There are nasty ways to cause unemployment. for example you can activate an empty zone to deplete the power supply or the community services so no one can activate the target zone.

Q:	Activating a zone: is it necessary to activate both zones a building is in, or is activating one zone sufficient (as with the grey zone)? I.e. a building is in green zone one and two and green zone one is already activated; do you also have to activate green zone two?
A:	No. The rules covers this case on page 10: "Activating a building Only building tiles that are built on or overlap with an activated zone (either the Starting Zone or a zone that was previously activated in this turn) can be activated."

Q:	Activating 'empty' zones: are you allowed to activate a zone without that this is necessary for the activation of buildings? I.e. player1 has a favor card with gaining victory points for activation of blue zones, but there aren't any buildings in these zones or they are already activated (power plant or grey area): can the player activate blue zones one and two just for personal gain?
A:	Yes. It is thematic, a "good" politician sometimes make "bad" decisions.

Q:	Unemployment report: are the penalties (3 workers unemployed) maximized or could the penalty be worse? I.e. what is the penalty if six blue workers are unemployed, still 2 crime or more?
A:	Yes. The unemployment and the Lifestyle indicators tracks have a max effects on both ends.

Q:	Should all plans be executed in vote order (with ties broken by the EC) or after the first plan is implemented does the EC have free choice?
A:	<p>About the rules, they are pretty straight forward and simple:</p> <p>"Plan Execution The Election Committee chairman is responsible for executing the plans. He decides on the execution order. He must strive to execute all approved plans (cannot "sabotage" plans by intentionally increasing building costs). In spite of this, it is still possible that some plans cannot be executed because there is not enough budget."</p> <p>The EC will choose which plans would be executed (based on his own agenda or by negotiating terms with other players).</p>

Q:	<p>The rules say that the EC must not</p> <p>Quote: "sabotage" plans by intentionally increasing building costs</p> <p>I am not clear what does and does not count as sabotage.</p> <ol style="list-style-type: none"> 1. Constructing a building in a non-matching zone to increase cost - Sabotage 2. Constructing a building (paying the full cost) when an upgrade option is available - ? <p>Is the intention of the rules for the EC to maximize the amount of the plans that can be completed? i.e., If another player can demonstrate a way that would allow more of the plans to be implemented then the EC must choose to do so?</p>
A:	

Q:	<p>The rules indicate that 'One Specialized worker can enable performing two actions on the same tile'.</p> <p>The Airport and the Courthouse are the only tiles that have a specialized worker and two action boxes. Are these the only tiles that can be activated twice?</p>
A:	

Q:	<p>Scoring Favor cards</p> <p>The rules indicate that the General Favor cards can be scored whenever the condition is met (and not in the first turn). In another post it was indicated (not sure if it was you) that the entire Action resolution phase should be completed before scoring General Favor cards, and that a player shouldn't score in the middle of this phase. In looking at the General Favor card examples in the rule book, I am wondering if you could indicate when you normally see players score those General Favor cards?</p> <ol style="list-style-type: none"> 1. Mob Hangouts - I could see scoring this at the end of the Activation sub-phase or after the unemployment report but before the Action resolution phase. 2. Correctional Activity - At the end of the Activation sub-phase but before the unemployment report 3. Increase Goods Reserve - It says it has to be done at the end of the turn. 4. White Collar Unemployment - At the end of the Activation sub-phase 5. Pollution Prevention - at the end of the Plan Execution Phase but before the Production Phase 6. Improve Residential Facilities - At the end of the Activation sub-phase. <p>Are my interpretations correct? Clearly there are multiple timing issues and some cards (Increase Goods Reserve) specify when they can be scored. It appears that they can be scored anytime it makes sense to do so as long as it is not in the middle of the Action Resolution Phase.</p>
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A:

Q: Say the **Airport** is the last building that can be and has to be activated and there are enough workers to use both boxes. Can you choose not to activate both boxes? I'd say yes, but I am not sure.

A: You must send all workers to work (if possible). You cannot "cause" unemployment.

Q: **Players never on Election committee?**

I might have understood the rules wrong, but in how I understand it, one player will never be on the election committee in a three or four player game, and two players on a five player game.

Example: player C is randomly chosen start of game, and proposes this order:
Turn 1: ABCDE

Then, on the second turn, he must make at least one change, but not more, since nobody has had their turn twice yet. Imagine he chooses this:
Turn 2: BACDE

Next turn, the C, D, and E players need to be moved, but in as little changes as possible. Let's say this happens:
Turn 3: BAECD

On turn 4, players A and B again need to be moved, in as little changes as possible. The only way for this I see is:
Turn 4 ABECD

From here on out, it keeps alternating between switching A and B and mangling C, D, and E. I don't see how A and B could ever go to the election committee.

In a three or four player game, something similar happens, with one player never being eligible.

A: According to the rulebook, the chairman of the election committee can a) switch players or b) assign players to empty spots; and the minimum number of changes (swaps/assignments) should be made. In a 5P game, you can't assign people to empty spots, so you would do the least number of swaps needed to get everybody to a new committee.

Cycling CDE to ECD requires two swaps (CDE -> DCE -> ECD, for example), but in those two swaps one of the players (D in the above example) is swapped twice. This is "gaming the system", since the twice-swapped player never had a chance to act as chairman of the "intermediate" committee. There's no way to get from CDE to ECD with swaps involving each player at most once; what has been done is not a player swap - it's a player cycle, which (could be argued) is not what is described in the rulebook.

So you would indeed do two swaps, but one within the "inner" CDE group and other involving one of the "outer" players. Two of CDE switch places, and the remaining one switches places with either A or B. On the following turn, the unchosen one of A/B will be switched with any of the other four players, and so on.

It follows that in a 5P game you would either do one or two swaps, depending on the number of players who had to move. If in the previous turn there was a single swap, three players will have to move, and two swaps (one "inner", other "outer") will be made. If there were two swaps, only a player will have to move, and a single swap will be made. You'll alternate 1-2-1-2-1-2... swaps for the duration of the game. The only moment the "you have to make at least a change" exception kicks in is in the second round (first "regular" round) to kickstart the "dance".

In a 3 Player game, the major rule in the EC is that swapping is not allowed (unless you have to - in 4 and 5 players game).

So in a 3 player game, on the start of the 3rd turn, the other player who is on 'B' position (run it

for two turns) must be moved to a vacant committee, the player on the EC must move to a vacant committee as well and the third player (who is on 'A' position) must take control over the vacant EC.

Hope this clarifies the EC rules and game flow in a 3 player game.