



1-6



60 min



14+

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Cooperate to build a majestic city, one neighborhood at a time. Build new blocks and navigate your citizens through the city traffic, aiming to grow your approval, economy, urbanism, and population while managing to fend off crime and pollution.

Each game, you create a new neighborhood, which you draw on the city map at the end of the game, and near which future neighborhoods will appear. As games go, borders with past neighborhoods will help you depending on how their game went, and fulfilling goals will unlock modules with brand new blocks, gimmicks, and challenges!

COMPONENTS & SETUP

1. Leave the **city map (A)** and the **24 border tiles (B)** in the game box, they are only at the end of the game.

(This changes after the first game, as explained later under **FUTURE GAMES**.)

2. Place the **government board** within reach of everyone.

3. Place the **Approval die** and the **Economy die** purple-side up on the dark slots of the corresponding tracks on the government board.

4. Separately mix all **12 crime tokens** and **12 pollution tokens** face-down, place 1 of each on each slot in the Urbanism track, and the rest on the corresponding supplies, at the right side of the government board.



5. Place all **50 citizen/traffic tokens** citizen-side up on the Population track boxes, 10 on the first box, 8 on the others.

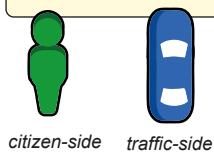
6. Place all **50 coins** below the government board, then give each player 6 coins.

7. Among all **13 module boxes**, set aside the most advanced you have unlocked of each block type, leaving the rest in the game box.

8. Take the **Tax Refunds decree** and the **1 decree of each module** you have set aside, and place them in a face up supply near the government board.

9. Take the **1 goal tile of each module** you have set aside, and place them two-color side up near the government board.

10. Mix the **12 anti-goal tiles** two-color side up, place one of each kind near the goal tiles, and return the rest to the game box. (This changes after the first game, as explained later under **FUTURE GAMES**.)



Each box has **10 block cards**, **1 decree tile**, and **1 goal tile**. From level 2 onwards, they also include some neat surprises.

11. Give each player one of the **6 secretary cards** of their choosing, then return the rest to the game box. Among all chosen secretary cards, each block type must appear at least once. Block types are     .
Playing solo, secretary cards are not used.



12. Take the **1 starting block card of each module** you have set aside (starting blocks have an S where others have a coin cost), shuffle them, and lay them face up in a 2x2 shape.

Leave a gap between each, the width of a citizen token, and a good amount of space around them.

*(This changes after the first game, as explained later under **FUTURE GAMES**.)*



13. Resolve any  effect (explained later in the BUILD section) on the starting blocks.

(On your first game, only the  block has a  effect. Add 2 from the leftmost population box to its top)

14. Separately shuffle the **9 block cards of each module**, then deal to each player's hand one block of each of the block types in their secretary card.



If you're the Labor secretary ( + ), your initial hand could look like this)



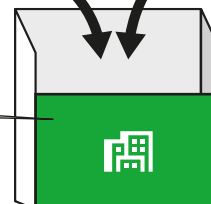
Each module has blocks from one of the 4 kinds:

 residence  industry  commerce  public

15. Shuffle all remaining block cards with the **4 purple crisis cards** into a deck, place it face down inside the **deck tray**,



16. Give the deck tray to the player that feels the most confident with playing first (based on their cards and the starting blocks' position). You're ready to start!



GOAL OF THE GAME

Cooperate to fulfill one goal before you end up fulfilling one anti-goal!

Goals always require being at or above certain tiers in the four tracks on the government board. The current tier for 👍 Approval and 📊 Economy is the corresponding die's color (explained later under **Tracks**). The current tier for 🏡 Urbanism and 👤 Population is the leftmost box with any tokens on each of those tracks..

Anti-goals are tied to not being able to receive a penalty, either because you must lose 👍 Approval or 📊 Economy but the corresponding die is already as low as possible, or because you must add 🚒 crime or 🦹 pollution but the corresponding supply is empty.

GAMEPLAY

Players alternate taking turns until the conditions on one goal or anti-goal tile are met.

On your turn, do the following steps in order (explained in detail further ahead), then pass your turn to the next player clockwise.

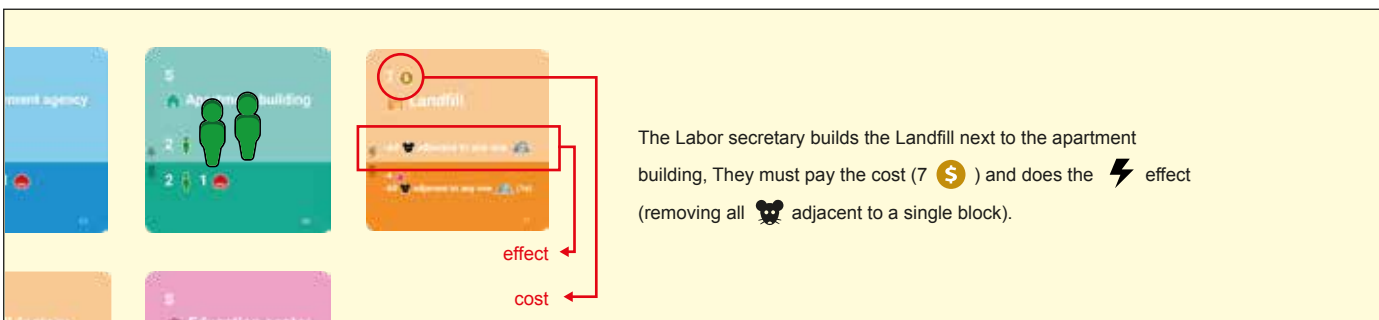
1. **Tax.** Trash blocks from your hand to gain coins.
2. **Action.** Choose one of the following actions:
 - A. **Build.** Pay to play one block from your hand, resolving its ⚡ effect.
 - B. **Move.** Move one citizen, resolving adjacent blocks' 🚗 effect.
 - C. **House.** Place one citizen on any 🏠 block.
3. **Crisis.** Add a card to the crisis track, then resolve the crisis if it is full.

1. Tax

Trash any number of blocks from your hand, placing them face up below the government board on the 🗑️ slot. For each block you trash, gain as many 💰 as the number shown in the 📊 Economy die.

2A. Build

Pay to the supply as many 💰 as indicated on the top-left of a block in your hand. You can only pay with your own money. Then, place it adjacent to any block already in the neighborhood, leaving a gap between them the width of a citizen token. Finally, resolve its ⚡ effect.



2B. Move

Move one citizen along streets with no traffic, then flip it to its traffic side. Streets are the segments of empty space around blocks, including the perimeter of the neighborhood, but excluding anything beyond it. A citizen can leave its block from any of the four streets around it.

Then, lose one per crime and one per pollution bordering any street the movement went through (this includes those next to where the movement began and ended). Finally, resolve the effect on one or both blocks around where the movement ended.

Note that penalties from and always come before resolving effects.

2C. House

Place 1 citizen on any block you choose, resolving as indicated further ahead under **Population**.

3. Crisis

Place the **bottom card** of the deck face down on the leftmost empty slot, repeating this if it was a purple crisis card. Then, if all slots have a card, follow these steps in order:

1. Anyone can trash a block (as explained before under **1. Tax**) to swap the position of two cards on the slots.
2. Resolve the crisis as indicated by the table below, taking into account only:
 - the **top line** of the card on the 1st slot,
 - the **middle line** on the 2nd,
 - the **bottom line** on the 3rd.
 (Adding crime or pollution is explained further ahead under **Crime & Pollution**.)
3. Shuffle any purple crisis cards there back into the deck, and distribute the remaining cards among everyone as you see fit.

Slot 1	Slot 2	Slot 3
From all blocks...	...the 1st, 3rd and so on (following reading direction)...	... generate 1 pollution.
From all blocks...	...the 2nd, 4th and so on (following reading direction)...	... generate 1 crime.
From all blocks...	...all of them...	... generate 1 crime & 1 pollution.
From all blocks...		

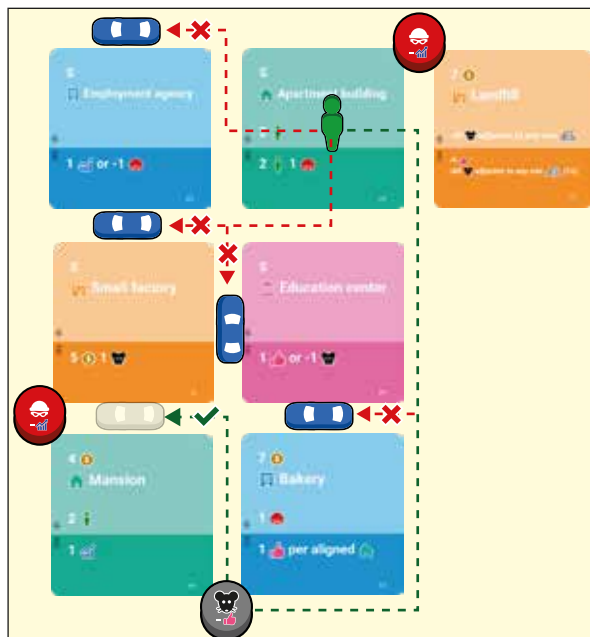


After the end of the turn, the Culture Secretary takes the bottom card from the deck and place it on the last spot, triggering a crisis.

The cards say blocks on all positions generate 1 and 1 .

Any player can trash a card from their hand to swap two of the cards. If the 2nd and 3rd cards are swapped, the crisis becomes much lighter: blocks positioned 2nd, 4th, and so on generate 1 .

represents the heavy traffic in a street, which is why citizens refuse to go through it.



On the next turn, the Culture Secretary moves the only remaining in town. They want to activate the Small Factory, but the only route available passes next to 2 (1 at the start, 1 at the end of the route) and crosses 1 . So they lose 2 and 1 .

Only then can they activate the effects of the Small Factory and the Mansion. They gain 1 and 5 , but must place one from the supply next to the Small factory (more on how to place under **Crime & Pollution**).

Other Resources

When you remove a  traffic, return it to the game box.

When you gain or lose a  coin or any other component from advanced modules, take it from or return it to the supply. If there are none left, use anything as a placeholder.  coins are individual, so you cannot use yours to afford costs for another player.

Any other icons and keywords on effects can be found at the back of the rulebook, under **Icons & Keywords**.

GAME END

The game ends as soon as one goal or anti-goal is fulfilled! Once that happens, flip the goal or anti-goal, then do the following:

1. If you have completed a goal, unlock the module indicated by it. The block cards, goal tile and decree tile inside it will replace the ones of the same type from the previous module in your next game.
2. Open the city map, draw the outline of your neighborhood, then give it a name, writing inside the outline both the name and the goal or anti-goal the game ended with.

Just for the sake of fun, draw parks, lakes, and the like whenever the city map ends up with an enclosed area that looks too small to fit a new neighborhood.

Another nice idea is keeping track of each neighborhood's population (1k on purple, 5k on red, and so on, as indicated by the Population track). That way, once the city is complete, you can know how many people live there!

FUTURE GAMES

When setting up future games, change the **SETUP** steps as follows:

On step 1 (see page 2): Lay open the city map, choose roughly where this game's neighborhood will be, and arrange as many of the 24 border tiles as needed on the table to represent the borders of past neighborhoods nearby, using the A, B, C and D sides to represent different neighborhoods. Then, place inside each of those neighborhoods the goal or anti-goal tile their game ended with, single-color side up. Finally, return the city map and any unused border tiles to the game box.

 In the rare case there are not enough border tiles, use anything as a placeholder, but remember you do not need to make the whole border, only enough to cover the area your new neighborhood might reach – and if it extends beyond what you initially imagined, simply adjust the border tiles to depict as much as needed of past neighborhoods.

On step 10 (see page 3): Leave out anti-goal tiles that were already fulfilled by past neighborhoods. In the rare case there are no remaining anti-goals of a kind, use one from the past neighborhood that is the least likely to have new neighborhoods around.

Step 12 (see page 3): Place the 2x2 shape near border tiles, so that it takes at most 1 build action to make the new neighborhood share borders with one of the previous ones.

When playing future games, each previous neighborhood can be activated as if it was one giant block with the  effect written on their goal or anti-goal. Moving remains limited to the perimeter of the new neighborhood, building must still happen around the new neighborhood, and nothing can ever be built over past neighborhoods.

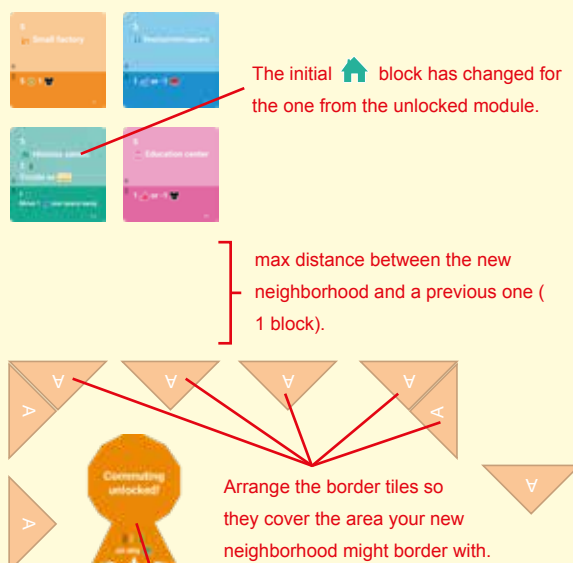


You won the game by achieving the 1st  Population goal.

Draw the shape of your neighborhood on the map, name it, indicate the goal inside it, adding its type and number.

Since this was your first neighborhood, the next one's four starting tiles must be near it.

This is what your next game setup might look like:



The initial  block has changed for the one from the unlocked module.

max distance between the new neighborhood and a previous one (1 block).

Arrange the border tiles so they cover the area your new neighborhood might border with.

When you park next to another neighborhood, gain the benefit shown in its goal tile

ICONS & KEYWORDS

Types of blocks



Residence



Residence



Residence



Residence

Goals



Population



Urbanism



Economy



Approval

Crisis



Crime



Pollution

Resources



Citizen



Traffic



Coin

Activation



Upon entering play



Upon citizen stopping by



Ongoing

Other



Deck



Block



Crisis



Decree



Move to the trash
slot below the board

Keywords

Adjacent: next to something, by the top, bottom or one of the sides.

Aligned: in a single line (might be a street, for crime and pollution, or a line of blocks, for blocks).

Around: along the perimeter of something, usually in reference to crime, pollution, and traffic surrounding a block.

Advanced Modules

Paste advanced module icon references and rule reminders in the space below.

OFFICIAL HOUSE RULE

Although the **SETUP** steps instruct to always use the most advanced module of each block type, feel free to play games mixing and matching modules however you want, as long as the goals you use are always the latest ones (since the others are used in past neighborhoods), and as long as each block type has exactly 1 decree, 1 starting block, and 9 other blocks.