1-2P 20-30M 12+

CITY PLANNER

TODD SANDERS & ALBAN VIARD
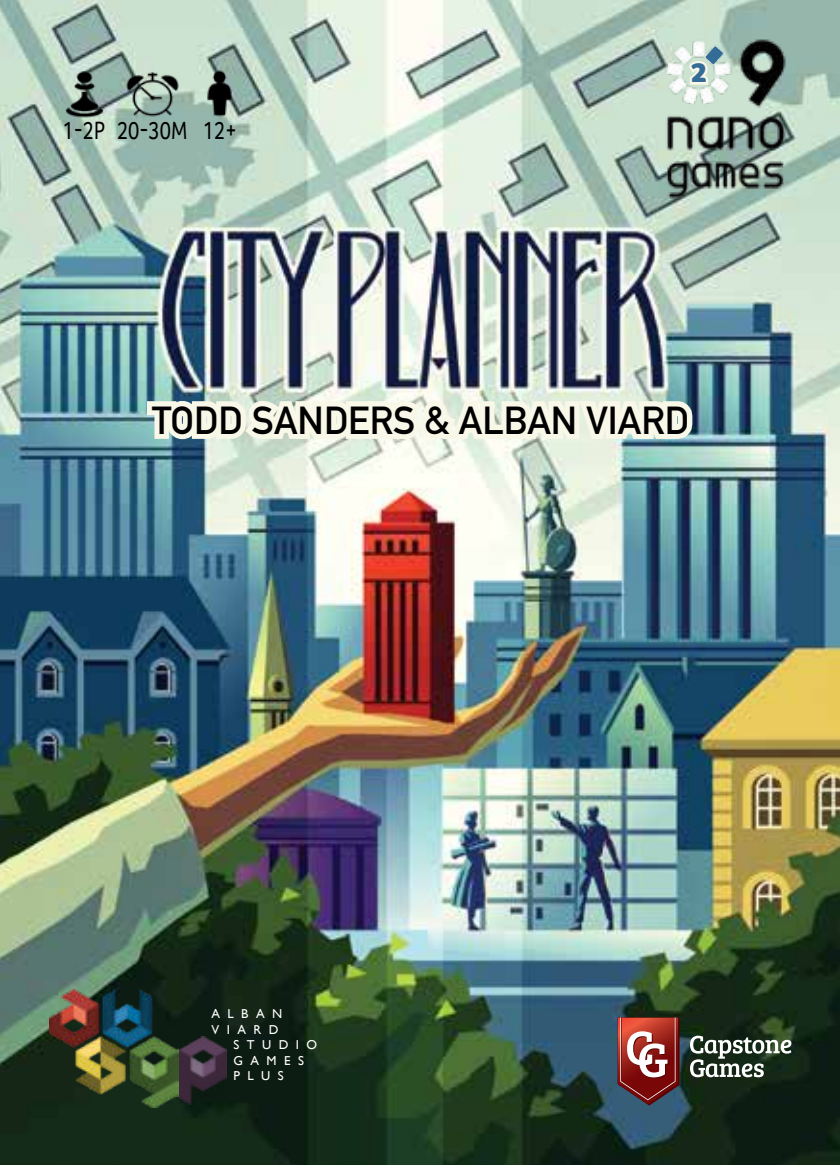
To Win:
Have the most VP after 8 rounds.

Components:
7 City Dice Block cards

2 City Planner Score Track cards

9 six-sided dice (7 dice for the City Blocks and 2 dice to keep track of the rounds)

9 wooden cubes
(4 white, 4 black, 1 red)

Setup:
- Each player receives a City Planner Score Track card and four cubes (two white cubes to mark **VP** and two black cubes to mark **$**)
- Each player begins with $5 (place a black cube on the green **$** space). The white cubes will mark VP, and the second cube of each color will be used when values go above 50 on the track (mark accordingly on the 50/10/150 track spaces). Place the white cubes next to the track until you begin scoring VP.
- Use two dice to track the eight game rounds, setting them initially to ⚁ and ⚀.
- Decide on a Starting Player using a Corbusian or Golden Mean proportioning strategy *(or by any other creative method)* and give that player the red cube.

Note: In a solo game, you are always the Starting Player and the Active Player.

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Playing:

The game lasts 8 rounds. In other words, each player gets 8 turns, whether it's a solo game, or a 2-player game. Your turn comprises the following four phases:

Rolling Dice: Place the seven City Dice Block cards in front of you in order: 1 through 7 (*as indicated by their City Block numbers*). Place a die on each City Dice Block card by rolling the die, then placing it on the Building image whose die face above it matches the die roll.

*Note: In the first turn of the game, you will roll and place all seven dice. In the other turns, you will roll and place only six, because the seventh comes to you locked from the previous turn (see **Passing a Card** below).*

You are allowed to change die values either up or down one number on each of three separate dice during each turn, moving the dice to the Buildings matching their new values. Changing a die costs $1. If you cannot afford to pay, you cannot change a die.

Note: You cannot change 6 to 1, and vice versa. You also cannot change the locked die.

Passing a Card: After you have finished rolling, set aside one City Dice Block card (this can be the card that is currently locked), **lock** the die on it by placing the red cube on the card, and then pass this card to the other player. This locked City Dice Block card will not score for you, and is ignored for all scoring rules for this turn.

Note: In a solo game, instead set this card aside to use next turn with the die value locked (i.e. you pass it to yourself). You must lock a different card and die each turn.

Scoring All Cards: Score each of the six remaining dice, according to its Building space, as follows (when a scoring rule refers to a Building, it means a Building with a die on it):

Suburbs (**Green** Buildings)
Each **Green** Building = **1 VP**

1 VP

Commercial Buildings (**Blue** Buildings)
Each **Blue** Building = **$1**
(You **must have** at least one die on a **Yellow** Building, on one of your City Dice Block cards, to score $.)

$1

Mixed Development (**Blue**/**Green** Buildings)
Combination **Blue**/**Green** Building = **VP** or **$**
Choose whether to score it this turn as **Suburbs** or **Commercial Buildings**.
It counts as this type for all scoring purposes this turn. Choose separately for each **Mixed Development**.

$1 OR 1 VP

Town Hall (**Purple** Buildings)
Each **Purple** Building = **$1 + a reroll** of a die on any City Dice Block card for free (not part of $1 die change cost) on your next turn.

$1 + REROLL

(1) $2 ⊠ (2) x2
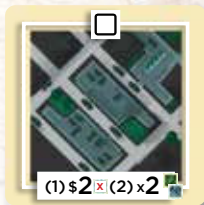
Parking Lot (**Black** Buildings)
1 **Black** Building = **$2 for each other Building you do not score** (**Exception**: Unscored **Mixed Developments** are not worth anything). Shift the unscored dice, for which this earns you $2, up to cover the City Block number, to remind you not to score them otherwise.

Note: This effect does not take the dice "out of play"; they still count to protect you against the penalty at the bottom of this page.

Instead, if 2 or more **Black** Buildings = Score x2 for **either** your set of **Blue** ($) or **Green** (VP) Buildings after any modifiers.

(1.2.3) = ×2/3/4

Industry (**Yellow** Buildings)
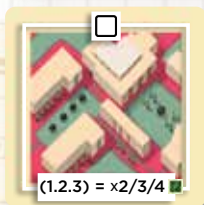For each **Yellow** Building, score as follows:
0 **Yellow** Buildings = **Blue** Buildings do not score
1 **Yellow** Building = **$ x2** for **Blue** Buildings
2 **Yellow** Buildings = **$ x3** for **Blue** Buildings
3 **Yellow** Buildings = **$ x4** for **Blue** Buildings
4 **Yellow** Buildings = **$ x5** for **Blue** Buildings

(1.2.3) = ×2/3/4

Offices (**Red** Buildings)
For each **Red** Building, score as follows:
1 **Red** Building = **VP x2** for each **Green** Building
2 **Red** Buildings = **VP x3** for each **Green** Building
3 **Red** Buildings = **VP x4** for each **Green** Building

You must pay **$5** (or everything you have, if you have less than $5) if you do not have a total of at least 2 **Red** and/or **Yellow** Buildings with dice placed on them (i.e. **Red Red**, **Red Yellow**, or **Yellow Yellow**).

Turn End: After scoring, pass the six City Dice Block cards and their dice to the other player. This player will now take their turn, starting with the Rolling Dice phase.

The seventh City Dice Block card and die, which was passed to them earlier (with the red cube on it), is locked and can neither be rolled nor changed, but could still be scored if this player chooses a different City Block Dice card to lock and give to you for your next turn. **Remember: One City Dice Block card and die is always passed on as locked to the next player.**

*Note: In a solo game, instead set this card aside to use next turn with the die value locked (i.e. you pass it to yourself). You must lock a **different** card and die each turn.*

At the end of each round, after both players have played (in a solo game, after each turn), adjust the total value of the dice being used to track rounds down by one - 8 to 7 to 6 to 5 etc....

If you are ever at $0, you have no money to spend but do not lose any VP as a result.

Game End:
The game ends after eight rounds. Every $5 at game end = **1 VP**. If tied, the player with most $$ wins.

In the solo game, use the following chart to determine your City Planner status:

0 – 20 VP: Intern Architect
21 – 40 VP: Architectural Designer
41 – 60 VP: Senior Architect
61 – 80 VP: Firm Partner
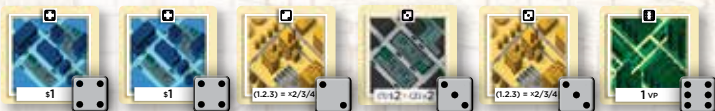81 VP and above: Emeritus

Scoring Example:

Locked seventh card is set aside, and does not score.

Cards used for scoring. Dice are placed on buildings with icons matching dice faces.

4VP (for the 4 **Green** Buildings) x 3 (for the 2 **Red** Buildings) = **12 VP**

Other Scoring Examples:

$2 for the 2 **Blue** Buildings x 3 for the 2 **Yellow** Buildings = **$6**
1 **Green** Building = **1 VP**

The player could also choose not to score any Building but the
Black Building and score **$10** (no $5 penalty, because there are
2 **Yellow** Buildings)

$3 for the 3 **Blue** Buildings x 2 for the 1 **Yellow** Building = **$6**
The player only has a single **Yellow** Building (they need a total
of at least 2 **Red** and/or **Yellow** Buildings) so they subtract $5.
Total is now **$1**
2 **Green** Buildings = **2 VP**

$2 for the 2 **Blue** Buildings x 2 for the 1 **Yellow** Building = **$4**
1 **Green** Building = **1 VP**

The player then scores the 2 **Black** Buildings modifying the above:
$4 for the 2 **Blue** Buildings x 2 for the 2 **Black** Buildings = **$8**

OR

1 VP for the 2 **Green** Building x 2 for the 2 **Black** Buildings = **2 VP**
Scoring is then either: **$8 + 1 VP   OR $4 + 2 VP**

Either way, subtract $5 for having only 1 **Yellow** Building.