

UWE ROSENBERG'S TANGRAM CITY



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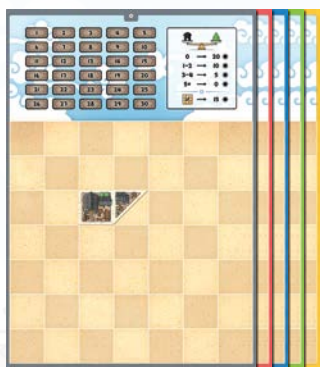
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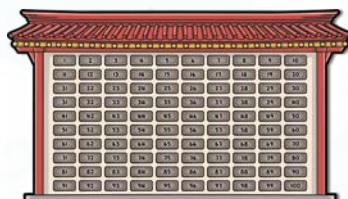
30 min

COMPONENTS

* 5 City Boards



* 1 Scoring Board



* 5 Black Balance Markers



* 5 Green Balance Markers



* 23 Cards



* 1 Start Marker



* 30 Fountain Tiles



* 5 sets of 23 City Tiles



* 5 Point Markers



* This Rulebook

OBJECTIVE OF THE GAME

If you have the most points at the end of the game, you win Tangram City.

SET UP

A Give the following materials to each player:

* 1 City Board

* 6 Fountain Tiles

* 1 Green Balance Marker

* 1 set of 23 City Tiles

* 1 Black Balance Marker

* 1 Point Marker

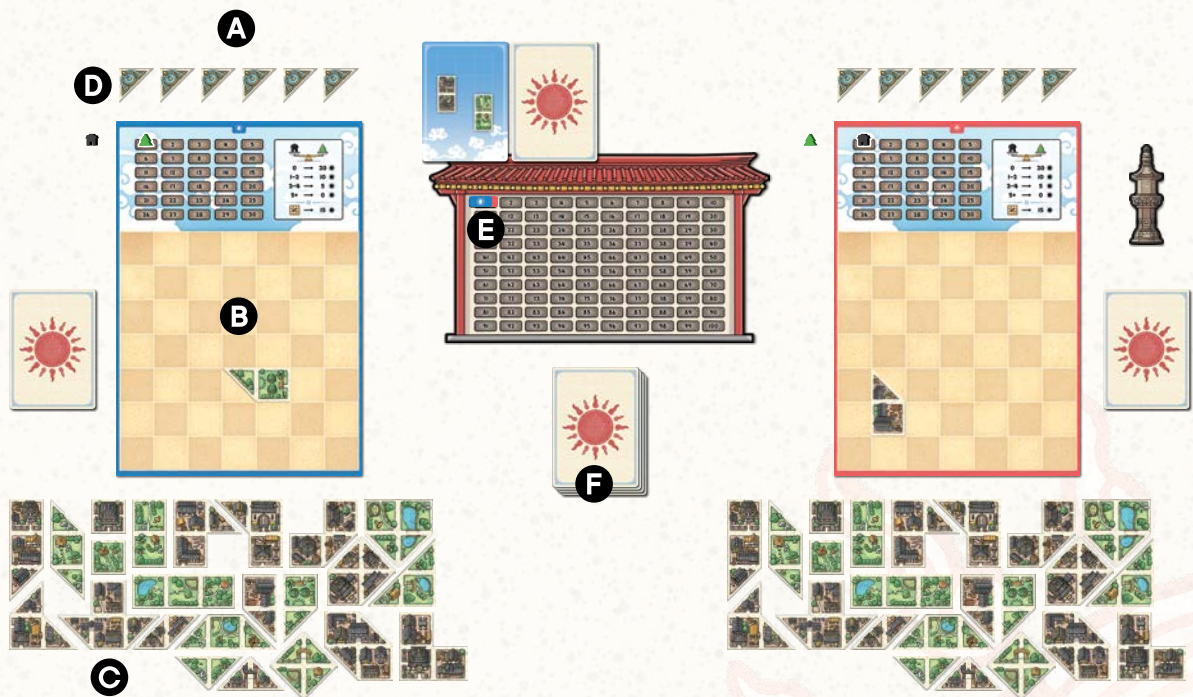
B Place the **City Board** in front of you with any side facing up.

C Place your **23 City Tiles** next to your City board. It doesn't matter if the black or green side is facing up.

D You can place the **6 Fountain Tiles** above your City Board.

E Put your **Point Marker** on the 1 of the **Scoring Board**.

F Shuffle the **23 Cards** and place them face-down in the middle of the table.



2 PLAYERS SETUP

GAMEPLAY

The game consists of 5 regular rounds and a 6th Final round, which has slightly different rules.

The process for the 5 regular rounds is always the same:

1. Deal Cards
2. Play Cards
3. Place Fountain Tiles
4. Round scoring
5. Round end

If you are reading this rulebook, you start the game and receive the Start Marker.

I. DEAL CARDS

In each round, **4 Cards are dealt** in total, regardless of the number of players.

However, the distribution varies depending on the number of players:

- * **1-PLAYER GAME:** Lay out the 4 Cards in a row in front of you. The first 2 Cards are face-up, while the last 2 Cards are face-down.
- * **2-PLAYER GAME:** Each player receives 1 Card face-down in their hand. The other 2 Cards are placed in the middle of the table, with 1 Card face-up and 1 Card face-down.
- * **3-PLAYER GAME:** Each player receives 1 Card face-down in their hand. The last Card is placed face-up in the middle of the table.
- * **4-PLAYER GAME:** The player with the Start Marker and the player to their left each receive 1 Card face-down in their hand. The remaining 2 players receive 1 shared Card. The last Card is placed face-up in the middle of the table.
- * **5-PLAYER GAME:** The player with the Start Marker receives 1 Card face-down in their hand. The next 2 players to the left of the Start player receive 1 shared Card, as do the remaining 2 players. The last Card is placed face-up in the middle of the table.

You are allowed to look at the Card in your hand or the Card you are sharing with someone at any time.

2. PLAY CARDS

The **face-up Card in the middle will be played first**. If you have any face-down Cards in the middle (depending on your player count), play them next. Then, play the Card of the player with the Start Marker, and continue clockwise until all Cards are played.

To play a Card, each player selects the corresponding City Tile from their set and places it on their City Board according to the Puzzle Rules (see page 4).

Once everyone has placed the corresponding Tile, the next Card is played.

Note that all Cards, disregarding their position, must be played by all players. You may choose not to place the given Tile, but you **cannot** place the same Tile later.

Some cards have exclamation mark () on them. These tiles may look similar to one another, so be careful to place the correct Tile.

3. PLACING FOUNTAIN TILES

After all 4 Cards of a round have been played, each player takes one of their Fountain Tiles and places it according to the Puzzle Rules.

4. ROUND SCORING

After placing the Fountain Tiles, it's time for a round scoring. Each player looks at their City Board and finds the **largest fully built rectangle**. Players earn as many points as the rectangle has squares. For example, if you have a rectangle of 3x4 squares in your City, you earn **12 points**.

SCORING EXAMPLE: A City built as depicted would score you **16 points**, as the biggest rectangle is 4x4 squares. Anything outside of the biggest rectangle is not counted.

Note that for the round scoring, the color of the City Tiles is irrelevant. Only the fact that the squares are fully built matters.

SCORING EXAMPLE



5. ROUND END

Before moving on to the next round, there are a few steps to be taken.

Each player counts the number of squares in their City that are fully built with Black Tiles and adjusts their Black Balance Marker accordingly on their Balance Scale. Do the same with the Green Tiles and the Green Balance Marker (see the scoring example above).

Squares that are fully built with one Black Triangle and one Green Triangle do not count for either color. However, if a Black or Green Triangle is combined with a Fountain Tile on a square, that square counts for the corresponding color. If there are two Fountain Tiles on one square, it does not correspond to any color, and, therefore, has no influence on your Balance.



Once everyone has finished this, place the 4 Cards of this round on the discard pile in the middle. Pass the Start Marker to the person who currently has the highest score. If multiple players have the highest score, the Start Marker must be given to the next player with the highest score in clockwise direction of the previous starting player. This rule also applies when the previous starting player has the highest score as well.

FINAL ROUND (ROUND 6)

After playing 5 regular rounds, there are only 3 Cards left in the deck.

Reveal these Cards in the middle of the table. Now, all players simultaneously place these last 3 City Tiles on their City Boards according to the Puzzle Rules.

Once everyone is done, each player receives their final Fountain Tile, and performs one

last round scoring before reaching the end of the game. Adjust your Balance before reaching the end of the game (see below).

PUZZLE RULES

The following rules apply to placing City and Fountain Tiles:

Players may:

- * **Place the Tiles on empty squares**
- * **Rotate and flip the Tiles before placing them**
- * **Place the Tiles exclusively on your own City Board**

Players may not:

- * **Overlap or stack the Tiles**
- * **Place the Tiles beyond the edge of your City Board**
- * **Move them after the next Card has been revealed**

It is not mandatory to place the Tiles adjacent to each other. However, the importance of doing so will become evident during the round scoring.

Additionally, players may choose not to place certain Tiles. In that case, they simply set the corresponding Tile aside. They may **not** play them at a later time.

END OF THE GAME

The game ends after the Final Round (Round 6). In addition to the points players have collected at the end of each round, they may receive bonus points (☀).

PLANNING BONUS

If a player has **fully built the entire 7x7 grid** of their City Board by the end of the game, they receive an **additional 15 bonus points**.



15



BALANCE BONUS

Now, each player checks the distance between their Black and Green Balance Markers. Depending on the distance between the two Markers, players receive additional bonus points (☀):

Distance: 0	→	20 bonus points
Distance: 1 or 2	→	10 bonus points
Distance: 3 or 4	→	5 bonus points
Distance: 5 or more	→	0 bonus points

After the bonus points (☀) have been awarded, compare your final scores. The player with the highest score wins the game. If players tie for first place, they share the victory.



0	→	20	☀
1-2	→	10	☀
3-4	→	5	☀
5+	→	0	☀



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