

CITY COUNCIL

Version	1.0
Version Date	June 2004
Number of Players	3-4
Game Length	90-120 minutes
Authors	Phillip Lerche, Michael Schoessow, Stephen Schoessow
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Equipment to Play	1 piecepack 50 pennies 1 City Grid (combine 4 copies of the 7x7 grid at the end of the rules) 1 Turn Order/Action sheet (print out) 3-4 Player Aid sheets (print out 1 per player) pencil(s) and paper for scoring, and clear tape

INTRODUCTION

Welcome to the groundbreaking of a new city! Players will develop the new community through adroit manipulation of zoning and transit laws and important city councilors. The player who does this best wins the game.

SETUP

Print out four copies of the city grid from the end of the rules and tape them down on the table to form a 14x14 grid with the gray squares positioned to form a central 4x4 region. The city will be laid out within the grid borders. Print out the Turn Order/Action sheet and place it next to the city grid within reach of all players. Print out player aid sheets, and give one to each player, along with a pencil for recording scoring each round. Place the fifty pennies in a pile near the city. Players choose colors from among red, green, blue, and black. Each player then takes the null, 2,3,4, and 5 coins, as well as the pawn and die, of his or her color. The four ace coins are used as *action chits* – place them suit side down next to the pennies. Players place their five coins number side up in front of themselves. Shuffle the tiles, suit side down, and form them into three stacks of 8 tiles for three players or four stacks of 6 tiles for four players. The stacks should be placed within reach of all players. Turn the top tile of each stack over so there is a suit-side-up tile on top of each stack.

OBJECT OF THE GAME

Players work to accumulate victory points through intelligent bidding, shrewd investment, and clever tile placement. At the end of the game, the player with the most victory points wins.

DEFINITIONS

The numbered tiles (2-5 in each of the four suits) represent *zones* in the city. The remaining tiles represent *sites*. The null tiles of all suits represent parks, and the ace tiles represent other specific sites. See below.

Numbered Crowns (green):	residential zones
Numbered Arms (blue):	commercial zones
Numbered Moons (black):	industrial zones
Numbered Suns (red)	warehousing zones
All Null Tiles:	parks
Ace of Crowns:	city hall

Ace of Arms: airport
Ace of Moons: sewage treatment plant
Ace of Suns: power plant

The suit tick on the corner of a tile represents the location of a potential rail transit stop.

Pennies represent railroad track segments.

Piecepack coins 2-5 represent action points and the null coins are bid markers. Action points are used in auction bidding, tile placement, and rail construction. Ace coins are action chits. Victory Points are earned and recorded with pencil and paper.

GAME PLAY

The game is played in eight rounds when there are three players, or six rounds when there are four players. A round consists of three phases:

- 1) Bid for priority in choosing turn order and lobbying city council members
- 2) Determine turn order and lobbying of council members
- 3) Player turns

1. BID FOR PRIORITY

The youngest player bids first in the first round of the game. In all other rounds, the bidding is opened by the player who was first in turn order during the previous round. Players bid in clockwise order around the table, with each player placing a **single** coin suit-side-up, covering the space matching the coin's value on the *Bidding Track* on the Turn Order/City Council sheet. A player may not duplicate the bid of an earlier bidder. After bidding, players stack their null coins suit-side-up on top of their bid coins. Note that there are six bid number spaces, numbered 2-7. The 2-5 spaces correspond to the coins of the same numbers. The other two spaces are used when a player has acquired additional action point chits (action point chits will be explained in The City Council section) that may be added to a bid coin, allowing bids of 6-7.

Example: Anne, Brian, Candice and Dave are playing. Anne was first in turn order during the previous round so she opens this turn's bidding, and bids her 5 coin, placing it, along with her null coin, suit-side-up on the "5" bid number space. Brian bids next since he sits just clockwise of Anne. He bids his 4 coin, placing it and his null coin on the 4. Candace bids next and adds an action point chit to her 5 coin for a total of 6, placing her coins on the 6 space, and the action chit back in the action chit pile. Dave bids last, and since he can't beat the other bids anyway, he bids his lowest coin, the 2, placing it and his null on the 2 space. The Bidding Track now shows the order of priority, from highest value to lowest, for choosing turn order and selecting council members to lobby in phase two of the round. In the example, the order will be Candace, Anne, Brian, Dave.

2. DETERMINE TURN ORDER AND LOBBYING OF CITY COUNCIL MEMBERS

At the top of the Turn Order/Action sheet the *City Council* lists Mayor, Transit, Treasurer, and Zoning, and describes what advantage each council member gives a player who lobbies them. Below this is the *Turn Order Table*.

The player who established highest priority in phase 1 of the round, now has first choice of *either* picking a turn order position *or* selecting a council member to lobby. Then the player with the next highest priority chooses, etc., and this continues until all players have *both* a turn order position *and* the favor of one city council member. As choices are

made, players move their coins up to the appropriate spaces on the Turn Order Table or the City Council Table.

Example: Continuing with the example from the last section, Candace has first choice and decides that she must lobby the Transit Director this round, so she moves one of her coins from the Bidding Track to the City Council Table, on the space next to Transit. Anne is next, and decides that she will go first in the turn order this round, so she moves one of her coins onto the 1st space on the Turn Order Table. Brian decides to take second place in the turn order, so he moves one of his coins to the 2nd space on the Turn Order Table. Dave then chooses to lobby the Mayor, and moves one of his coins onto the space next to Mayor on the City Council Table. Now Candace chooses again. Since she has already lobbied a city council member, she must now choose a turn order position, so she chooses 3, and moves her remaining coin to the 3rd space on the Turn Order Table. Anne must choose a city council member now since she has already chosen a turn order position, so she chooses Treasurer, and moves her remaining coin onto the space next to Treasurer. Brian has no choice but to take Zoning Board Chairman, and Dave must place his remaining coin on the 4th space on the Turn Order Table. Therefore the turn order this round will be, Anne (with the favor of the Treasurer), Brian (with the favor of the Zoning Board Chairman), Candace (with the favor of the Transit Director), and Dave (with the favor of the Mayor).

3. PLAYER TURNS

In turn order, each player carries out the following actions in the order shown (i.e., the first player does A, and optionally B and C, then the second player does A, and optionally B and C, etc.).

- A) place a city zone tile or site tile (**mandatory**)
- B) place an investor and/or a speculator (**optional**)
- C) extend the rail network (**optional**)

A. PLACE A CITY ZONE TILE OR SITE TILE

At the beginning of his or her turn, a player *must* choose one of the available suit-side-up tiles on the stacks, pay for it with a single coin equal to or greater than its cost, and place it in the city. Note that players later in the turn order will have fewer tiles to choose from, and that the player last in turn order will have no choices, and must place the last available face-up tile.

Tiles are paid for with the coins players have left over after bidding in phase 1 of the round. The cost of a tile in action points is equal to its number, for tiles numbered 2-5. All site tiles (nulls and aces) cost 5 action points. This is summarized on the player aid sheets at the end of these rules. The coin used for paying is turned number-side-down to indicate that it has been used this round. The payment must be made using a **single** coin, plus any action point chits the player has and wishes to use. If an exact payment cannot be made with a single coin plus chit(s), then the player must overpay as necessary, using a coin he or she has. If a player does not have a coin plus chit(s) of high enough value to buy *any* of the available tiles, he or she loses victory points equal to the difference between the lowest valued tile and his or her highest valued coin, and then places that tile on the board. *Using victory points is only allowed when a player cannot afford **any** of the available tiles using his or her largest coin plus action point chit(s).* Used action chits are returned to the action chit pile.

Placing a zone or site tile immediately earns a player victory points, as shown on the player aid sheets under BASIC V.P. If the tile is placed adjacent to a tile already on the board, bonus victory points may also be earned or lost, as shown under BONUS V.P. FOR PLACING ADJACENT TO.

Example: Candace takes a 2 of Crowns tile (the residential-2 zone) from one of the stacks. She pays 2 action points for it (as shown under COST on the player aid sheets) and places it on the board where it is adjacent to the residential-4 zone and is also adjacent to a park. For placing the residential-2 zone she gets 2 basic victory points. She also receives a bonus of 4 victory points for placing adjacent to the residential-4 zone, and she receives a bonus of 5 victory points for placing a residential zone adjacent to the park, for a total of 11 basic and bonus victory points.

Note that victory points can also be lost when placing tiles. For example, if a residential-2 zone is placed adjacent to an industrial-4 zone, the player would gain 2 points for placing the residential-2 in the city, but would lose 4 points for being adjacent to an industrial-4 (see player aid sheets), for a net loss of 2 victory points.

When placed, the tile must align with the grid. The first tile placed at the beginning of the game must be placed within the central 4-square by 4-square area outlined on the board. Tiles placed after the first tile must be placed either adjacent to a tile already placed or with a corner touching a corner of a tile already placed. Two tiles are considered adjacent when their edges are parallel to each other and are separated by no more than one space, and at least half a side of one tile is facing and across from half a side of the other tile. Tiles may be adjacent to more than one tile when placed.

As the board becomes populated with zones and sites, the areas on the board not covered by tiles or railroad tracks become the defacto *avenues* in the city (i.e., the main, broad streets between neighborhoods and business districts etc.). When a tile is placed, it **must** have access to the evolving network of avenues. At least half of one side of the tile must border an avenue, and this avenue must be part of a contiguous network of all the un-played areas on the board, so they are all connected. At any time during the game, it should be possible to travel from any tile to any other tile by way of the network of avenues without having to cross over any other tiles. Figure 1 on the next page shows examples of tile placement:

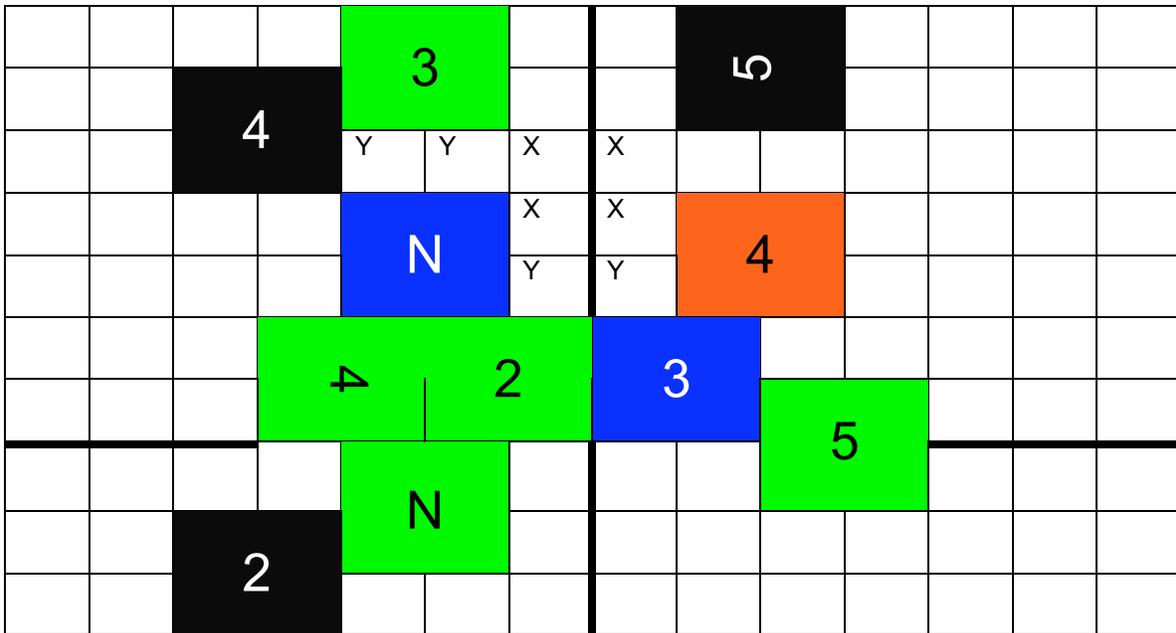


Figure 1 (showing part of the city grid): The blue null tile, a park site, is adjacent to the residential (green)-4 zone and the residential (green)-2 zone as it shares at least 1 common edge. The park is also adjacent to the residential (green)-3 as it is separated from that zone by 1 avenue space. The park is NOT adjacent to the industrial (black)-4 zone or the warehouse (red)-4 zone. It would be illegal to place a tile on the squares marked with an X as that would prevent the un-played spaces marked with a Y from being contiguous with the other un-played areas of the grid. [For the sake of clarity, no rail markers are shown in this figure]

B. PLACE AN INVESTOR AND/OR A SPECULATOR

After placing a tile, a player *may* place his or her investor (pawn) on the tile just placed. However, since one of the purposes of the investor is to positively identify a particular quadrant of the board, the investor may *not* be placed on a tile that straddles two quadrants. The cost to place an investor is 1 action point. At any time *after* the investor has been placed (during the player's same turn or on a subsequent turn of that player in a later round), the player's speculator (die) *may* be placed. The cost to place the speculator is equal to the number on the top face of the die when placed. Payment must be made with a **single** coin, plus any action point chits a player has and wishes to use. The player may set the die number to anything between 1 and 5 when placing it. The speculator may only be placed in one of the two board quadrants adjacent to the quadrant the investor is in, so that *the investor and speculator together define a 2-quadrant area equal to half the board, and called an investment region*. The speculator is always placed *directly on an intersection* (where grid lines cross), and the surrounding four squares of the board must be **unoccupied** when it is placed. When the speculator is placed, the player has invested in all tiles within his investment region that match either the suit or the numeral of the tile the player's investor (pawn) is setting on. Upon placing his or her speculator, a player earns an *initial* investor victory point bonus equal to the *sum of the costs of all the tiles* within his or her investment region.

Tiles that straddle the border of an investment region are not considered to be in that region.

Example: Brian's investor (pawn) is setting on the 3 of suns in the lower left-hand quadrant of the board from his point of view. Now he places his speculator (die) in the lower right-hand quadrant, paying action points equal to whatever number he puts face-up on the die. This defines a half-board-size region on the board, in this case the half-board closest to him. Brian has now invested in all sun tiles and all tiles with a numeral 3 within that region, including ones that are placed there later in the game. Suns (red tiles) and 3's within his region constitute Brian's investment interests. There are five zone and site tiles already placed within Brian's investment region and they are, the Power Plant (red ace), the commercial (green)-2 and -4 zones, the warehouse (red)-3 zone, and a park. His initial investor bonus is then $5+2+4+3+5 = 19$ victory points respectively, for the five tiles. Note that although his investment interests are all sun tiles and all 3's, his *initial* investor bonus is based upon **all** the tiles within his investment region, including tiles that are neither suns nor 3's.

Investing in a region is important since *a player immediately earns additional victory points in the form of an investment bonus every time anyone earns points by utilizing the player's investment interests*. An existing zone or site is considered to have been *utilized* if it is in any way involved in the gaining of victory points for any player (including the player who would receive the investment bonus by its utilization). Placement of a new zone or site within a player's investment region cannot, itself, immediately earn the player an investment bonus; only **existing** zones or sites within an investment region, when they are utilized by a player, earn investment bonus victory points for the investor.

Example: Brian has established his investment interests, as outlined in the previous example. One of the sites in Brian's region is the Power Plant (the ace of suns). Later in the game, Dave places an industrial (black)-4 zone adjacent to the power plant, earning him 4 basic victory points for placement, plus a bonus of 5 for placing an industrial zone adjacent to the power plant (see player aid sheet). Dave's placement however also earns Brian an immediate investment bonus of 5 victory points, because the power plant (which Dave utilized to earn a bonus) is one of Brian's investments (being a sun suit tile and within his investment region).

A player may place zones or sites such that he or she collects investment bonuses as a result.

The die has an additional investment/speculation function that typically comes into effect later in the game. When the die is placed on a grid line intersection, all four surrounding spaces must be empty, as stated above. Railroad tracks may not be built on these four spaces. A tile may be placed that covers one or more of the four spaces by any player *other than the investor* (the player who owns the die), but when that occurs, the investor receives a number of victory points equal to the die number times the cost of the tile placed. The die is then moved on top of that tile. This investment bonus may only be triggered once. Once the die is moved onto a tile after a bonus is collected, it becomes merely a marker for the remainder of the game. The rail building restriction also disappears at this time. For example, if a player's die is showing 4 on its top face and another player places a 5 tile such that it covers one or more of the four spaces surrounding the die, the owner of the die receives $4 \times 5 = 20$ victory points, and the die is then moved on top of the just-placed 5 tile.

Note that players may end up sharing all or half of their investment regions with competitors.

C. EXTEND THE RAIL NETWORK

After placing a tile, a player *may* elect to extend the rail network. At or near the beginning of the game, when there is no rail network yet, a player may start the rail network immediately adjacent to any tile already on the board. Pennies are used to represent track segments. Tracks segments may be built on the open squares of the board or on top of tiles placed on the board (except parks). Thereafter, players may only extend the network from one of its ends, and they may only build onto one end of the network per turn. All rail lines run east-west or north-south. When extending the network, there are four restrictions:

- 1) a tile may never have more than two track segments built on top of it
- 2) rail may not be laid across parks
- 3) rail may not be laid that closes a tile off from access to the network of avenues in the city
- 4) a loop of immediately adjacent rail segments may not be made. The last rail segment at any open end of the network may only be adjacent to one other rail segment (to avoid ambiguity)

It *is* legal for the tracks to cross an avenue at right angles. When the tracks cross an avenue, there must be at least one open space of avenue visible on each side of the crossing. Figure 2 shows examples.

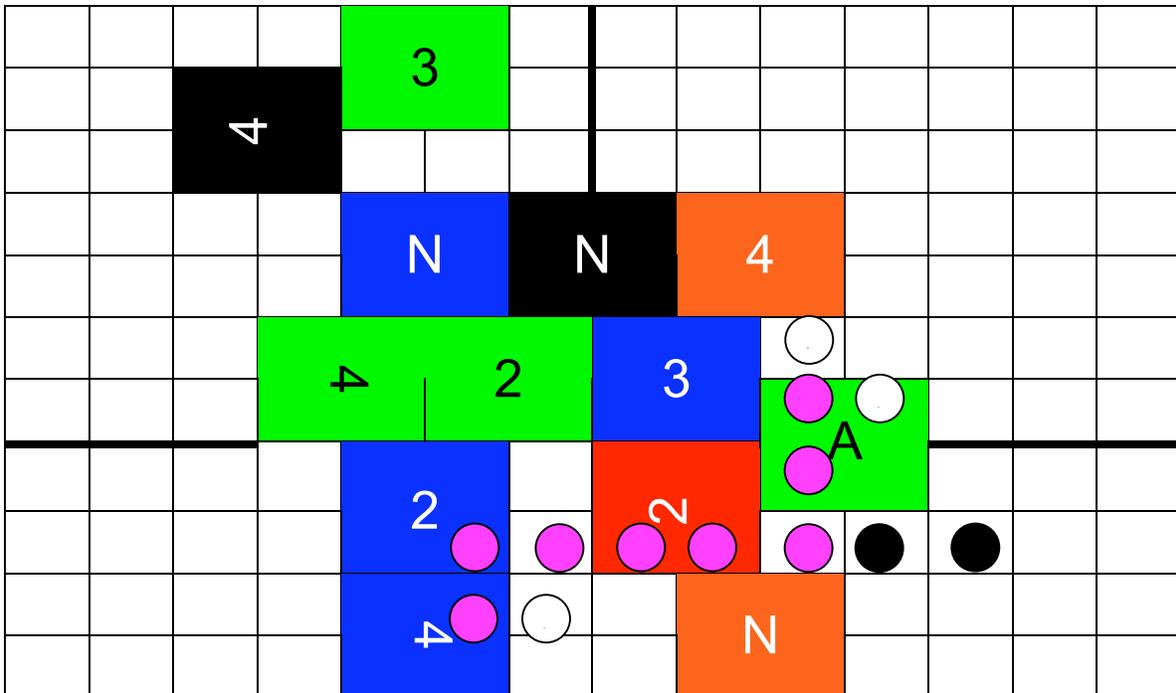


Figure 2 (showing part of the city grid): The rail network that has already been placed is shown in purple. The purple rail segment crossing the avenue between the commercial (blue)-2 and warehouse (red)-2 zones is legal as there is a clear avenue space on each side of it. Think of it as a railroad crossing, across the avenue. The white rail segments are illegal. The space between the warehouse (red)-4 zone and city hall (green ace) may not contain rail as it would block the only avenue access to the commercial-3 zone. This differs from the previous crossing because in this case there is not open avenue space on each side of the track. Tiles may not have more than 2 rail segments built on them, so the 3rd rail segment on city hall (green ace) is illegal. Rail may also not form ambiguous loops or loop-like segments, so the segment next to the commercial (blue)-4 zones is illegal. If a branch line is created (black rail segments) it must be done so that there is no confusion as to where it starts and ends.

When a player elects to extend the rail network, the track and labor must be paid for. Laying track on blank spaces on the board costs 1 action point per track segment. Building on top of tiles costs 2 action points per segment. A player may build as many segments as he or she can afford with the coins remaining following the bidding, tile purchase, and any investor or speculator costs from earlier in the round.

A player immediately receives 1 victory point for each segment of rail built, whether over open space or on top of a zone or site. Bonus victory points may also be earned for connecting zones or sites to the rail network (see Player Aid sheet).

When a rail segment is built over the suit tick marker on one corner of a tile, a transit stop has been created, connecting that city zone or site to the rail network.

When a player connects a residential zone to the rail network, that player receives 1 victory point for every ace tile already connected to the network (city hall, airport, power plant, sewage treatment plant), and for every commercial zone that has a transit stop.

When a player connects a commercial or an industrial zone to the rail network, that player receives 1 victory point for each residential and warehousing zone stop on the network.

When a player connects a warehousing zone to the rail network, that player receives 1 victory point for every commercial and industrial stop on the network.

This is all summarized on the player aid sheets.

Adding transit stops to the rail network can also generate investment bonuses for players, including the player adding the stops. As explained in the previous section of the rules, whenever anyone gains victory points in a way that involves utilization of a player's investment interest, that player receives a benefit in the form of an investment bonus. This applies to the utilization of existing rail stops to earn rail bonuses by making an appropriate new connection to the rail network.

Example: Anne's investments are commercial zones and tiles numbered 2 within her investment region. She adds an industrial zone transit stop to the rail network. The network is already connected to various other stops, including three residential zones (one of which is the residential-2 zone, which is one of her investment interests because it is within her investment region and it is a 2), and two warehousing zones. When an industrial zone is added to the rail network, there is a 1-point connection bonus for each residential and warehouse zone already on the network. Anne receives a bonus of 5 victory points, 1 point for each of the five residential and warehousing stops on the network.

Investment bonuses are also involved. One of the residential zones already connected to the rail network was the residential-2 zone, which is an investment interest of Anne's. Since this zone was utilized in gaining a point, it now generates an investment bonus of 2 points for Anne. Brian also receives an investment bonus of 3 points because one of the warehousing zones on the network is the warehouse-3 zone within his investment region.

*Note that investment bonuses are always equal to the original cost of the tile rather than its number. For example, all **sites** (as opposed to zones) yield investment bonuses of 5.*

There are only 50 segments of rail available during the game – once they have all been placed the rail network may not be extended further.

THE CITY COUNCIL

The four main city council members (Mayor, Treasurer, Transit Director, and Zoning Board Chairman) confer favors on the players who successfully lobby them. Each of the favors is different, and depending on a player's priorities, short-term goals, and position in the game, any one of the various favors could be advantageous. These favors give players special advantages outside the normal rules.

A player who lobbies the Mayor receives 7 victory points, in addition to whatever else he or she earns during their turn. This is frequently useful early in the game, but may be the best choice at other times as well.

A player who lobbies the Treasurer receives an action point chit, in the form of an ace coin from the action chit pile. The chit may be used during the same turn it is acquired, or it may be saved for use during a later round. If there are no action chits available, the player lobbying the Treasurer takes an action chit from the player of his or her choice.

who has one or more. Action point chits may be used for anything that action points are used for. Each chit is worth 1 action point. The chits are most useful in the early and mid game, and whenever a player feels it is essential to do well in the bid for priority. Once used, the chits are returned to the action chit pile.

A player who lobbies the Transit Director may form branch lines on the rail network. In other words, the Transit Director may add rail segments to the existing rail network at a point other than the two ends. After this is done for the first time, the network will have three ends, and after the second time will have four ends, etc. The Transit Director also receives 2 victory points for each rail segment he or she builds (rather than the usual 1 point per segment). The Transit Director is attractive to players who need a rail connection for a tile that is far from any open ends of the network, and to players who intend to lay a lot of rail during their turn.

A player who lobbies the Zoning Board Chairman prevents other players from collecting bonus investment victory points as a result of the lobbying player's actions that round. No other players receive investment bonus victory points as a result of any actions taken by the player who has lobbied the Zoning Board Chairman. This advantage is of little use very early in the game, but becomes useful in the middle game and can be powerful in the end game when investment victory points earned during other player's turns can be quite high, and critical in deciding the outcome of the game.

END OF A ROUND

At the end of a round, every unused *coin* that a player has remaining turns into two victory points. All players then retrieve their coins used for bidding, and turn all five of their coins back to being number side up. Unused action point chits are kept. Lastly, the top tile on each stack is turned over, in preparation for the next round. The game ends if the tile stacks are exhausted at the end of a round, and scores are totaled up for all players.

SCORING

The victory points earned or lost during turns are recorded publicly so players may see who is leading in points at the end of each round. At the end of the game, players add their scores for each round to see who has the highest grand total.

END OF THE GAME

As the city fills up with zones it becomes more and more difficult to place zones and sites for reasonable profits, or even for any profit at all. A player **must** place a tile each turn if he or she is able, even if this is not to the player's advantage. As soon as a situation arises in which a player *cannot legally place a tile*, the game is immediately over, and scores are totaled up for all players. Remember that rail may only be laid *after* a tile is placed, so a player who cannot place a tile does *not* get a last chance to add to the rail network. The player with the most victory points wins. In case of a tie, the player who is the Mayor (or, in the case of 3 players where the Mayor was not lobbied in the last turn, the player who is Treasurer) that round decides which of the tied players wins.

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Group Projects – division of labor by author

Phillip Lerche – Game concept, theme, and structure (multiple rounds of: Auction, Lobbying councilors, Placing Tiles, Building Rail, Scoring). Tile-placing mechanic. Rail-building mechanic. Keeper of the rules

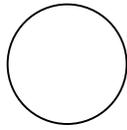
Michael Schoessow – Investor/Speculator concept and mechanic. Player aid table design. Live playtesting, Keeper of game notes

Stephen Schoessow – Auction mechanic, Live playtesting

All – Benefits bestowed by lobbying councilors; general rules review.

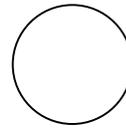
City Council

Mayor



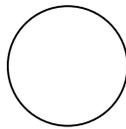
Receives 7 VPs

Transit
Director



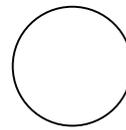
+2 VP per rail segment built. May form branch line

Treasurer



Receives action point chit

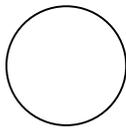
Zoning
Board



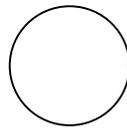
Other players do not receive bonus investment VPs as a result of your actions

Turn Order

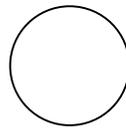
1st



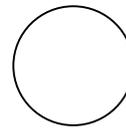
2nd



3rd



4th



Bidding Track

7

6

5

4

3

2

TYPE OF TILE PLACED		COST TO PLACE	BASIC VPs	BONUS RAIL VPs	BONUS VPs FOR PLACING ADJACENT TO:								
					Residential	Commercial	Industrial	Warehouse	Park	City Hall	Airport	Power plant	Sewage plant
ZONES	Residential (<i>crown</i>)	Value of tile being placed	Value of tile being placed	1 for each site and commercial stop	Value of adjacent tile	Value of adjacent tile	Minus value of adjacent tile	0	5	0	-5	-5	-5
	Commercial (<i>arms</i>)			1 for each residential, warehouse stop	Value of adjacent tile	0	0	Value of adjacent tile	5	0	5	-5	-5
	Industrial (<i>moon</i>)			1 for each residential, warehouse stop	Minus value of adjacent tile	0	0	Value of adjacent tile	0	0	5	5	-5
	Warehouse (<i>sun</i>)			1 for each commercial, industrial stop	0	Value of adjacent tile	Value of adjacent tile	0	0	0	+5	-5	-5
SITES	Park (<i>null</i>)	5	5	0	0	0	0	0	0	10	0	0	0
	Airport (<i>arms</i>)		Number of tiles in the city	10	<h1>CITY COUNCIL</h1>								
	Power (<i>moon</i>)			10									
	Sewage (<i>sun</i>)			10									
	City hall (<i>crown</i>)			10									

TURN SEQUENCE

- 1) Bid for priority
- 2) Determine turn order & lobby councilors
- 3) Player turns in turn order

PLAYER TURN:

- A) Place a tile
- B) Place investor and/or speculator (optional)
- C) Extend rail network (optional)