

Setup

1. Place the 9 *Building* tiles numbered 1, 2, and 3 in a 3x3 square.
2. Place the 12 *Urbanization* tokens in alphabetical order around the board.
3. Shuffle the remaining *Building* tiles and place in face down piles. For 2 or 3 player game, remove 6 random tiles without peeking!
4. Form a deck by shuffling the 12 *Urbanization* cards (A to L) and the 9 *Building* cards that correspond to the starting building tiles. In 2 or 3 player game, discard the first 7 cards face up next to the deck.
5. Sort the *Building* cards numbered 4-20 by color and ascending order.
6. Each player picks a color and places the resources in the general supply. Take 25/20/18/16 resources for a 2/3/4/5 player game.
7. Each player gets a screen in their color and 2 *New Hand* tokens.
8. Give each player 4 character cards. Players take 1 card from their hand and pass the remainder left. Continue until everyone has 3. Then everyone reveals their character cards. In introductory game, each player receives a random set of 3 cards that are identified by the same number.

9. Place character cards in front of player screen. Take the resources indicated by the starting character cards in the top-left corner. All items go behind your screen.

10. Deal 4 cards from the deck to each player.

Goal of the Game

Players are trying to accrue the most “success” points by the end of the game by operating and constructing buildings in the city of Ginkgopolis.

Playing the Game

The game is divided into 3 phases:

1. Choose a card
2. Resolve actions
3. Prepare for the next round

Choose a Card

Players simultaneously look at their hand of 4 cards, pick one, and place it face down in front of their screen. The card can be played by itself or with a *Building* tile, depending on the action that you wish to perform. If playing it with a tile, select the tile behind your screen and place it face down on the card. Players may also discard a *New Hand* token to discard all 4 cards and draw 4 new cards.

End Game