

## 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.

## Resolve Actions

Starting with the first player, each player reveals their chosen card(and tile), then resolves the corresponding action. The 3 possible actions are:

- Exploiting: Playing a card by itself
- Urbanization: Playing an Urbanization card with a tile
- Constructing a floor: Playing a Building card with a tile

## Exploiting

- If played only a *Urbanization* card, take either a resource or tile from general supply.
- If played only a *Building* card, take resources designated by tile's color. Red gives resources. Blue gives tiles. Yellow gives “success” points. Number of items received is the height of the building.
- Get bonuses from cards with *Exploiting* bonuses on the bottom. These are on character cards and cards earned through constructing a floor.
- Discard the card.

## Urbanization

- Replace the corresponding *Urbanization* token with the selected tile. Also place a *Construction Site* pawn and a resource (from behind the player's screen) on the tile.
- Place *Urbanization* token orthogonally adjacent to the new tile. If not possible, move other tokens so it can be placed. Tokens must remain in alphabetical order!
- Buildings orthogonally adjacent to the new tile are “utilized” by the player. Get bonuses as though you had exploited those tiles.
- Get bonuses from cards with an *Urbanization* bonus.
- Discard the *Urbanization* card.

## Constructing a Floor

Note, if you don't have the items to perform all these steps you must then Exploit the card and take back all your resources and tiles.

- Return resources from the building being constructed to the corresponding player. If it is a different player, they get a success point for each resource.
- Place tile atop the building. If number on tile is less than the covered tile number, pay the difference in success points. If the tiles

aren't the same color, discard a resource to general supply.

- Place resources equal to height of the building onto the tile. Place *Construction Site* pawn onto tile.
- Get bonuses from cards with a *Constructing a floor* bonus.
- Keep the card face up in your area. It gives bonuses for the rest of the game.

### Prepare for the Next Round

1. For each tile with a *Construction Site* pawn on it, find the corresponding card in one of the stacks of *Building* cards.
2. Shuffle the deck, discard pile, and new cards to form a new deck.
3. If 2 or 3 players, discard the top 7 cards before dealing players new hands.
4. Remove all *Construction Site* pawns.

### End Game

If the tile supply has been exhausted, players may add as many tiles from behind their screen to form a new supply. Players get 1 point for each tile they give.

The game ends after the current round when:

- The tile supply has been exhausted a second time.
- A player has placed all their resources into the city.

### Scoring

Add up points as follows:

- Any score tokens earned in the game.
- Cards with an endgame bonus (Will have an '=' sign).
- 2 points for each unused *New Hand* token.
- For each district in the city (district is area formed by two or more adjacent tiles of same color):
  - Player with highest number of resources in district gets points equal to total number of resources in district.
  - Player with second highest gets points equal to his number of resources in district.
  - If there's a tie, player with highest building wins. If still a tie, the number on the highest buildings is used to break the tie.