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 adjaced 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 it 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
- Take all unused cards (Including the First Player Card if present) from your right-hand neighbor.
- Draw up to a hand of 4 cards from the deck of unused cards starting with the new first player.
- If at any time the deck is exhausted, the first player must:
  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.