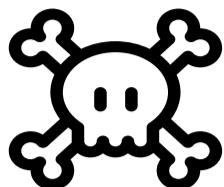
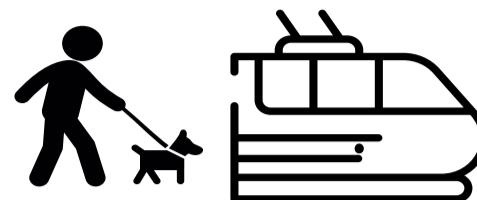


# Play The City! - Limerick Edition

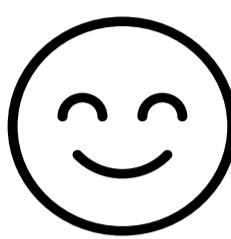
## Game Guide



Pollution builds up over the course of the game, starting at 0, at the end of each turn roll base 4 D6 and add pollution  
At every interval of 100 reveal the next card from the Pollution Deck



Pedestrian and Light Rail both cost €500, they don't generate pollution or congestion. Pedestrian can replace up to 2 cars and create 1 happiness, Light Rail can replace up to 3 cars.



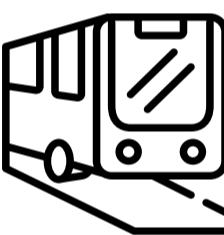
At the start of the game, happiness is at 0, while in positive happiness you can draw an extra card from the resource deck each turn, if happiness is 5 or above you can remove a D6 from the pollution roll, the first time happiness reaches 10 your next zone card is free of charge



While in unhappiness, you draw one less card per turn from the resource deck, if you reach past -5, add a D6 to the pollution roll, finally the first time you hit -10, put a blocker on one of the zones at random

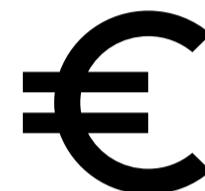


At the start of the game each road has a car on it, cars generate 1 pollution to tally up at the end of each turn as well as count towards congestion. Cars can be replaced with different forms of transport.  
For every 8 cars on the roads, you get 1 congestion which in turn decreases the amount of cards you draw from the resource deck each turn by 1.



Buses cost €250 each and replace up to 2 cars from roads, while they still each produce 1 pollution they do not contribute to congestion.

## Event Deck



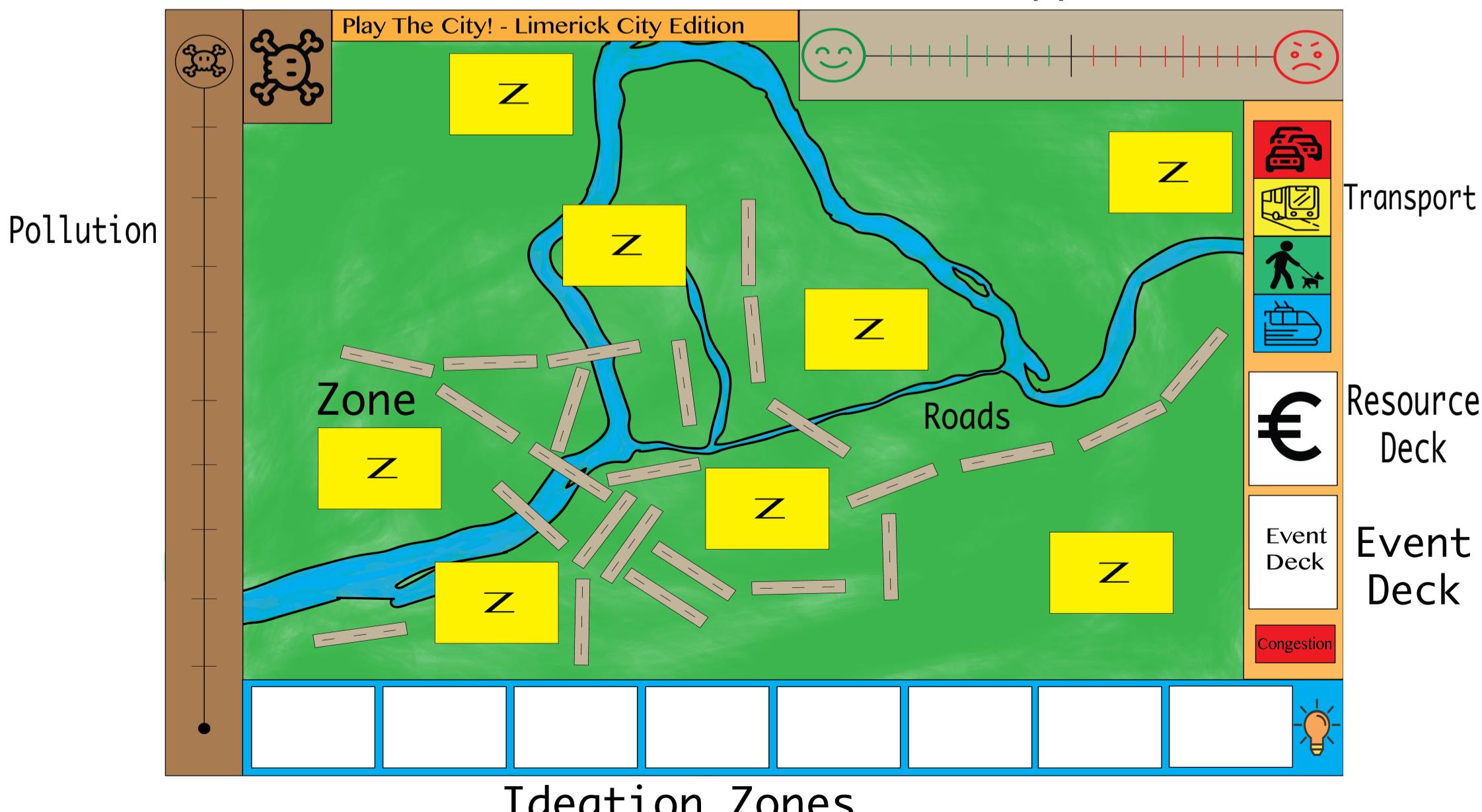
The Event deck is made up of four types of cards, Yellow Cards which can be built on the map(Zones), Green Cards which are once off buys that benefit the team, Blue Cards which cause an ideation phase and finally the Red Cards which create negative effects.

The Resource Deck made up of cards used to purchase zones, transport and other aspects in the game. The base amount of cards you would draw from this deck each turn is 5 however you need to take into account congestion and other factors in the game state.



The start of the game the team starts with 3 resource cards, then the turn order is as follows:  
Draw 3 cards from the event deck, Red Cards Trigger, then draw from resource deck, then the main phase involving discussion, purchasing and ideation.  
Finally the turn ends with the pollution roll.

## Pollution Deck



## Happiness