



## INDEPENDENT CONTRACTOR GAME ROUND:

1. Perform up to 3 of the following actions:

**The Independent Contractor can do any action from the previous roles, at a greater cost, rounded up.**

**Standard cost:**

**Contractor cost:**

**100**



**200**

**200**



**300**

**400**



**600**

**500**



**800**

2. An *Event* card may be used if any is applicable.
3. The *Independent Contractor* can perform any resource conversion and transportation from the previous roles, but only if they performed an action connected to that resource/infrastructure.

# GENERAL GAME ROUND DESCRIPTION:

**1. All players take 3 actions**, then convert & move their resources.

## **2. Political decisions:**

All players discuss which (if any) of the political decisions are needed. Political decisions are paid primarily with the *City Budget*:

**Import food, *REQUIRED*:** All *Housing Areas* without *Food* **must** be provided with *Food* through *Import*.

**Import NPK:** Buy new *NPK* and place on *Farms*.

**Vaccination campaign against disease:** If there is any *Disease*, players may pay to remove it from the game.

**Take care of remaining Waste**, 2 options:

- Dump it in the river.
- Leave it (and risk *Disease*)

Note: Both *Mixed* and *Separated Waste* risk becoming *Disease*.

**3. Spread of Disease:** Roll the *Disease Die* once for each remaining *Mixed* and *Separated Waste* on the board and once for each *Water Hexagon* containing 4 *Waste* cubes.

**4. Check the losing conditions:** If any are met - the game is over.

- Is there 4 *Waste* cubes in each *Water Hexagon*?
- Is there 4 or more *Disease* cubes on the board?
- Is there less than 1 *Food* resource per *Housing block* on *Urban Hexagons*?

## **5. Before the next round:**

- Change all cost cards.
- Rotate all roles, one step to the left.
- For every 3 *Housing block* on the board, place 1 new 0-level *Housing block* + 1 *Food* resource in the same *Hexagon*. If there are already 4 *Housing blocks* in all current *Urban Hexagons*, a new one is converted from *Nature* or *Farm*. Players decide which.
- Every player gets 1000 coins and the *City Budget* gets 500 coins. Unspent money from previous rounds is kept by each player and not rotated with the role.