



Tutorial Round

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Usage

This tutorial round can be used to learn the rules and the strategy of the game in a fast way. The tutorial round can either be played as a separate introduction, where the players restart the game after the tutorial round, or the game can continue directly with round 2 after the tutorial.

Short sample of the first game round

Set up

Start by setting up the game as described in the rules.

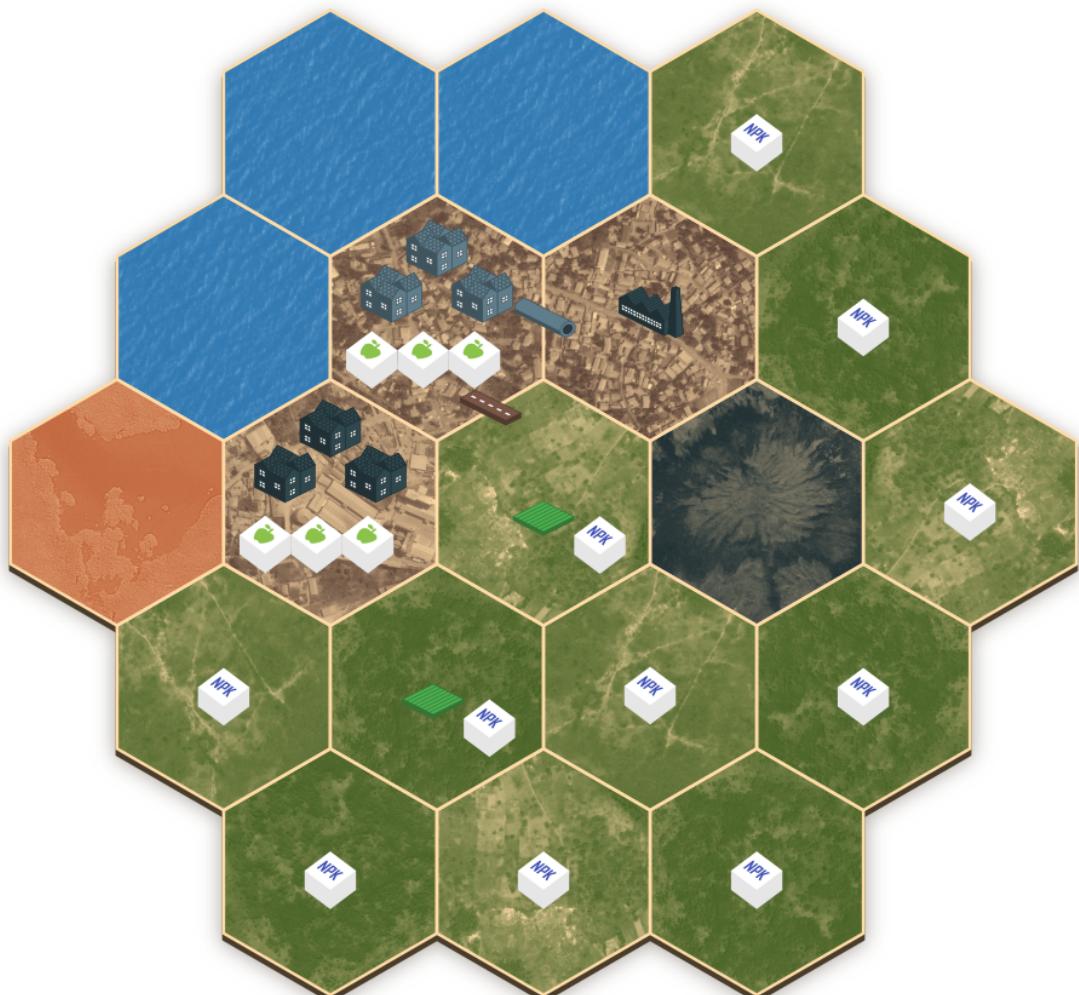


Fig 1. Setup according to the rules

The players play individually

The player that is assigned the **Housing** role starts playing. **The Housing role** decides to converts **two level 0 Housing blocks** (black color) into **level 1 Housing blocks** (grey color) in the lower **Urban hexagon** and in the upper **Urban hexagon** converts one **level 1 Housing block** (grey color) into a **level 2 Housing block** (green color). The player pays a total of 800 C (200 C for each upgraded level 0 Housing block, and 400 C for the updated level 1 Housing block). He/she chooses **two Housing level 1 cards** and **one Housing level 2 card**, carefully matching them with his/her own **Hidden agenda**.

The **Housing** role then turns all dice with **Food** symbol into **Mixed Waste** (from black and grey **Housing blocks**) or **Separated Waste** (from green **Housing blocks**). In this case, there will be 3 **Mixed Waste** in the lower **Urban hexagon**, 2 **Mixed Waste** and 1 **Separated Waste** in the upper **Urban hexagon**. Finally, he/she moves three units of **Mixed Waste** from the upper **Urban area** via the grey **Transportation** connections to the level 0 **Treatment plant** (black).

After the housing role finishes his/her turn: three units of mixed waste remain in the lower Urban area.

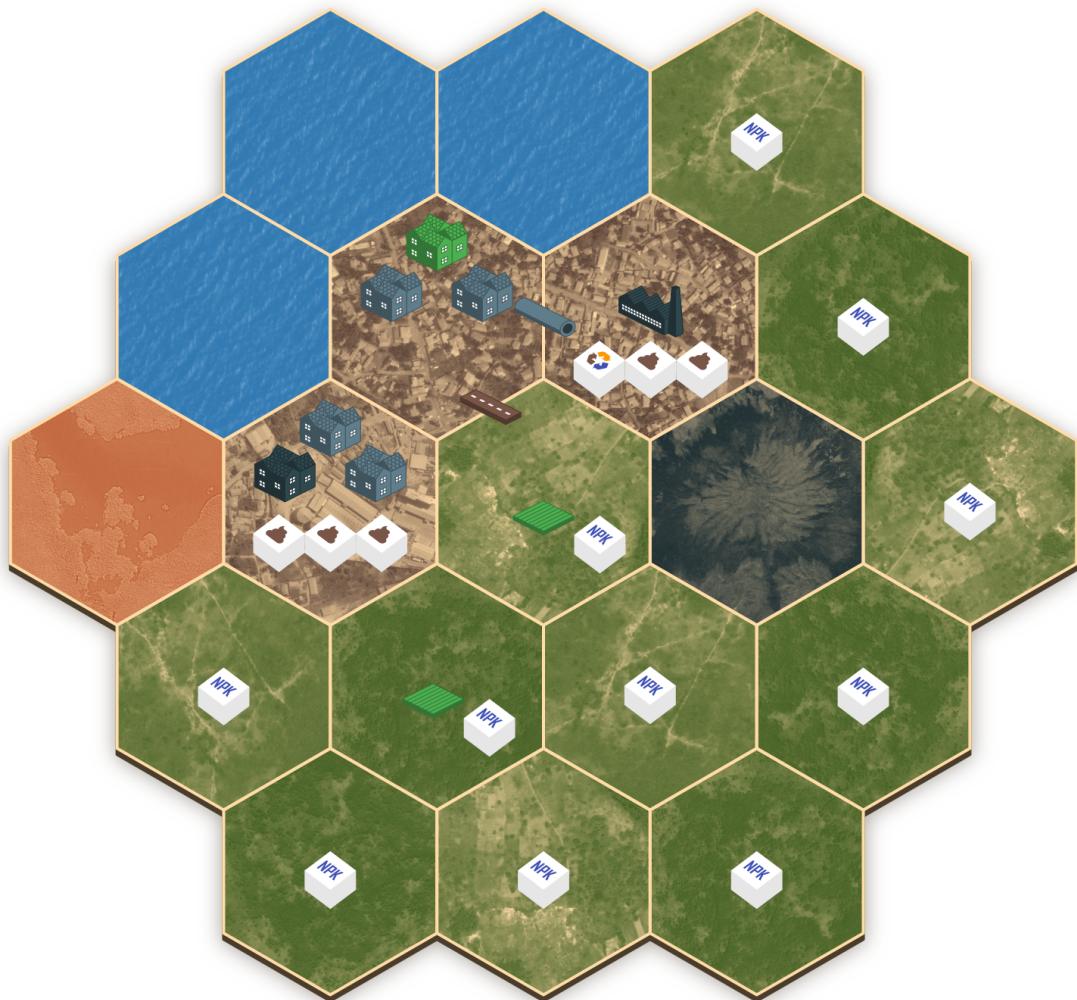


Fig 2. Housing role

Next, it is the turn of the **Treatment** role. This player decides to **build a level 1 Treatment plant** in the **Rural area** below the **Urban areas**. The player therefore flips the hexagon over, transforming the **Rural area** into an **Urban area**, before placing the **Treatment plant**. He/she then **decides** the a dump is needed for the sludge. Therefore, he/she designates a hexagon be the place to dump Sludge and **builds a Road** from the level 0 **Treatment plant** to this hexagon. He/she pays a total of 500 C (200 C for building the **Treatment plant**, 200 C for a **Mixed Waste transportation** and 100 C for building a **Road**). The player chooses one **Treatment Level 1 card**, carefully matching it to the **Hidden agenda**. He/she also takes **one grey Transportation infrastructure card** and **one brown Transportation infrastructure card**.

The **Treatment** role will then treat the waste at the **Treatment plants**. Two **Mixed Wastes** can be moved from the lower **Urban area** to the new Level 1 **Treatment plant** where they are converted into **Sludge** (flip the resource dice to show **Sludge**). Note that the mixed waste from the level 0 Housing (black) cannot be moved because these houses are unimproved/unconnected.

The **Treatment** roll must then attempt to operate the existing **Treatment plant**. He/she will **roll the Conversion dice one time for each Waste resource that should be converted** by the level 0 **Treatment plant**. The dice shows if the **Waste** is converted into **Sludge** and remains in the hexagon, or if it is flushed through the **Treatment plant** and ends up as untreated **Waste** in the **Water**. Note that the **Separated Waste** from the green level 2 **Housing block** was also sent to the level 0 **Treatment plant**. Since it was not sent to a level 2 **Treatment plant**, it is treated in the same way as **Mixed Waste**.

In this example, the die shows that two units end up in the river and one becomes Sludge.

If the waste becomes **Sludge**, they can be sent to the specified **Dump hexagon** (upper right corner). Alternatively, they can also be kept in the **Treatment plant** hexagon and later be sent to a **Farm**. (If the player had built a **Road** to a **Farm** it could have been sent there directly). See rule about this in the game rules.

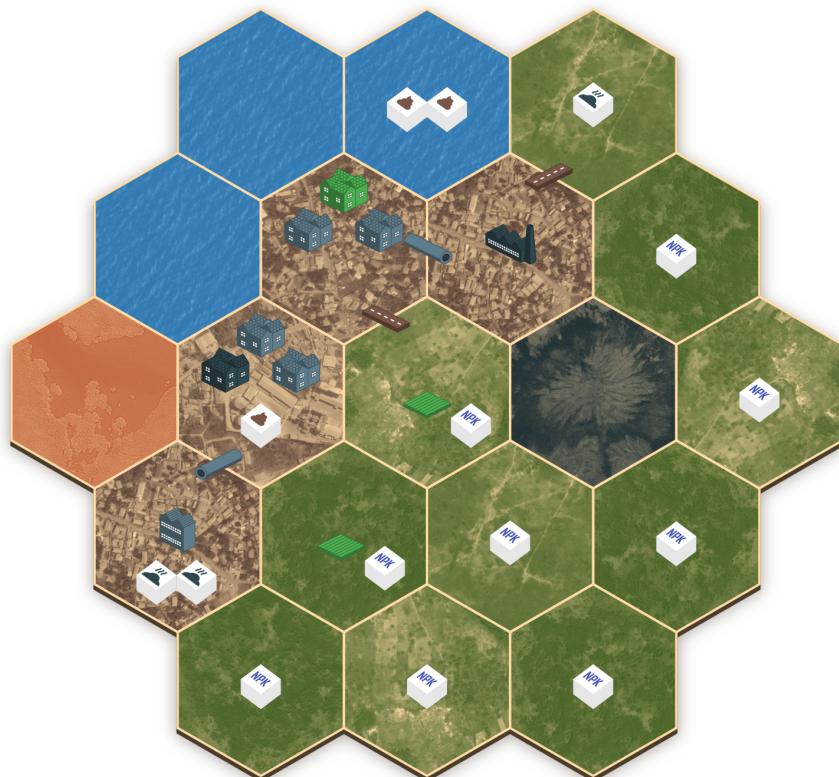


Fig 3. Treatment role

The Farming role upgrades one of the existing **level 1 Farms** to a **level 2 Farm**, and builds another **level 1 Farm** in a separate **Rural area**. He/she also builds a **Road** between the two previous Farms. He/she pays a total of 700 C (400 C for upgrading a Farm to level 2, 200 C for building a new level 1 Farm and 100 C for a Road). He/she chooses **one Farm level 1 card** and **one Farm level 2 card**, carefully matching them to the **Hidden agenda**. He/she also gets **one brown Transportation infrastructure card**.

The Farming role converts the NPK resource by each **Farm** into **Food** and sends the two resources with **Road** connection to an **Urban hexagon**. Note, the new level 1 **Farm** will also produce one **Food** resource, but since there is no road, that **Food** remains at the **Farm**.



Fig 4. Farming role

The **Independent Contractor** role decides which of the other roles he/she should impersonate this round. After deciding that he/she will play as the **Housing** role, he/she **builds a Road** from the unconnected **Farm** to the connected one and **builds a Road** from the level 1 **Treatment plant** to the closest **Farm**. He/she also upgrades **one level 0 Housing block** into a **level 1 Housing block**. This cost 700 C for the **Contractor** role, since costs are higher than for the others (400 C for 2 Roads and 300 C for upgrading a **Housing block**). He/she chooses **one Housing Level 1 card**, carefully matching it to the **Hidden agenda**. He/she also gets **two brown Transportation infrastructure cards**.

The **Independent Contractor** can perform any resource conversion and transportation if they performed an action connected to that resource/infrastructure. Thus, the player can **move** one unit of **Food** from the level 1 **Farm** to an **Urban area**.



Fig 5. Independent contractor role

On the board, there are now 3 **Food** resources in one **Urban hexagon**, 2 **Sludge** resources at the Level 1 **Treatment plant**, 1 **Sludge** resource on the **Dump hexagon** and 2 **Mixed Waste** units in the **Water hexagon**.

The players play together

The players now have to make joint decisions about the game. They count the number of **Food** resources and realize that they need to import 3 **Food** resources to make sure every **Housing block** has access to **Food** (cost of 100 C each – so total 300 C). There is 1 untreated **Waste** in the city which creates a risk of disease if it is not dumped in the **Water hexagon**. The players do not want to dump, so they take a risk and roll the **Disease Dice**.

*In this example, they are lucky and the **Waste** does not turn into **Disease**. Therefore, there is no disease on the board and no need for **Vaccination**.*

Since the **City budget** still has 200 C, the players decide that they will import 2 units of **NPK** in preparation for the next round. **NPK** cost only 100 C each this round.

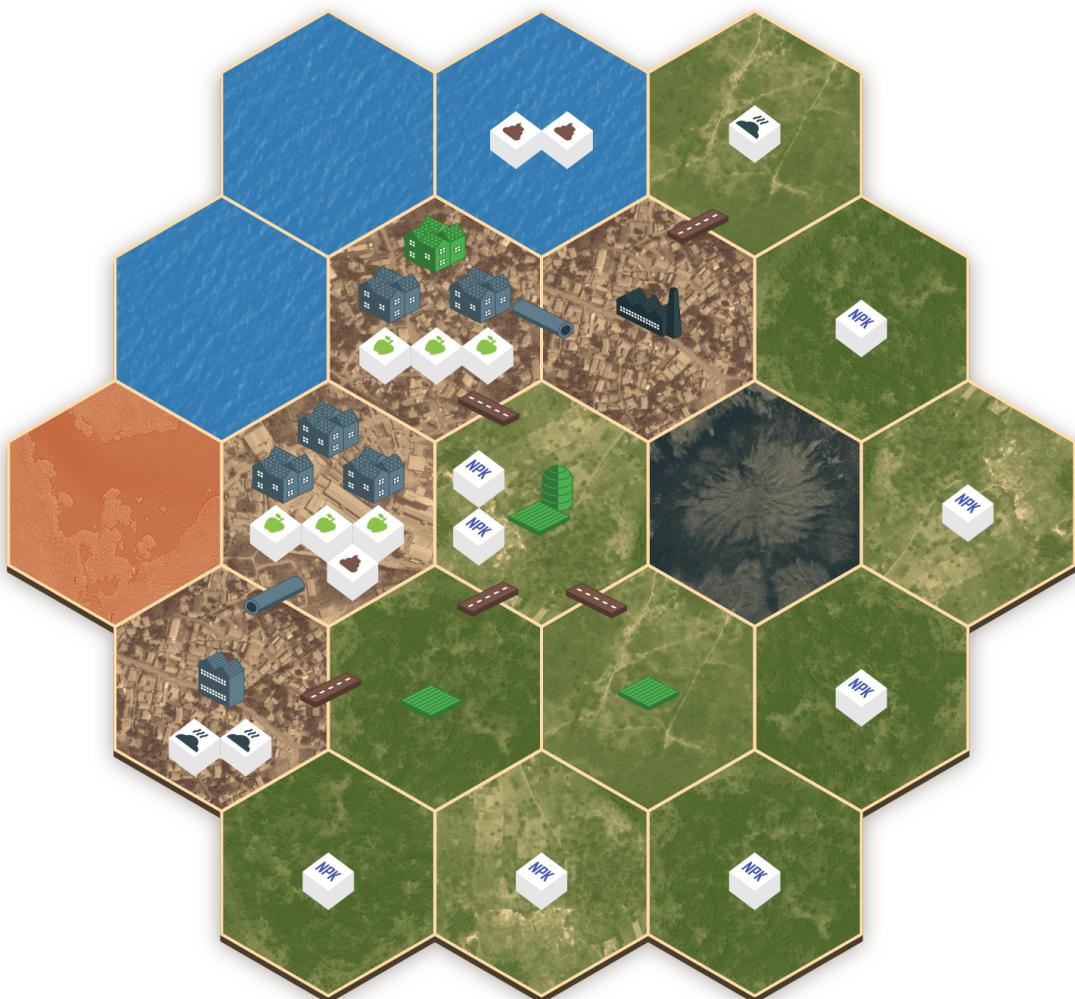


Fig 6. End of Tutorial round

The Game plays

There are 2 units of **Mixed Waste** in the river, it is not good but “ok for now”, we don’t have to roll the **Disease** dice.

There is no **Disease** on the board, which means the players don’t lose.

There is 1 **Food** resource per **Housing area**, which is good.

The players have survived the first round. The roles move one-step clockwise.

The existing **Housing blocks** are counted, for every 3 **Housing blocks**, another is placed. Since there are 6 **Housing blocks**, 2 new **Housing blocks** are placed together with 1 **Food** unit each.

Every player gets new coins (1000 C each) and the city budget 500C.

End of tutorial round! Decide if you want to continue playing, or start from the beginning!