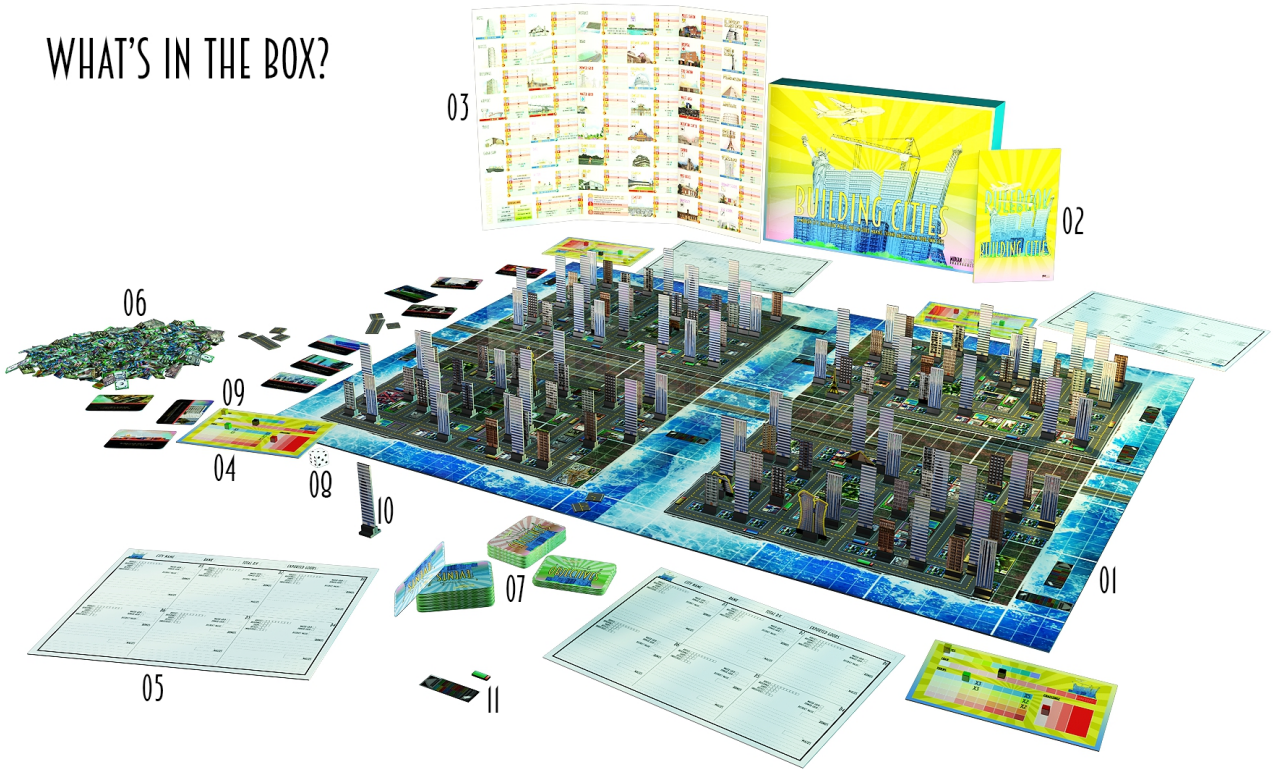


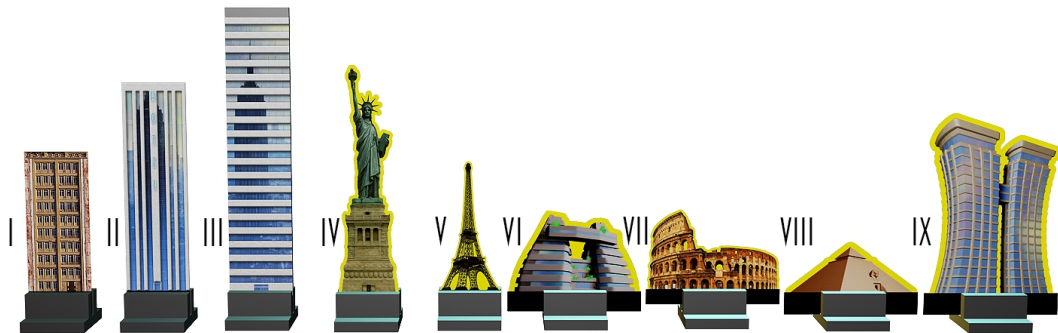
RULEBOOK

BUILDING CITIES

WHAT'S IN THE BOX?



- 01 - Game Board x4
- 02 - The Rule Book
- 03 - The Engineer's Handbook
- 04 - The Player's Board x4
- 05 - The Districts Sheet
- 06 - 370 Tiles 2x2, 4x2, 4x4, 6x2, 6x4 (Roads, Parks, Facilities, the Airport) x4
- 07 - 205 Cards (20 Objectives, 65 Challenges, 120 Events)
- 08 - 1d6
- 09 - 4 Plastic Markers for the Player's Board x4
- 10 - 42 Standees x4:



- I. Buildings - 18 Pcs. x4
- II. Hotels - 6 Pcs. x4
- III. Offices - 12 Pcs. x4
- IV. 4 The Symbol of Freedom x4
- V. 4 Tower of the Brotherhood x4
- VI. 4 B.C. University Research Centers x4
- VII. The Amphitheatre x4
- VIII. The Pyramid Museum x4
- IX. "H" Skyscraper x4
- 11. Tokens:
 - I. Trucks - 18 Pcs. x4
 - II. Cargo Ships - 14 Pcs. x4

Goal of the game

Building Cities is a modern city simulation where you can build, manage, expand and maintain your own city! Neighborhoods, factories, parks, garbage, education, citizen safety, there are no limits!

You will start by picking an Objective from the dedicated deck which will have more or less complex requests for longer or shorter games. At this point you will have to build the city trying to satisfy all the requirements of the drawn card, here are some examples of cards:

- *Build 12 Offices.*
- *Build 2 Legendary Buildings in 100 turns.*
- *Build the Stadium, the Observatory and the Airport in 100 turns.*
- *Build 3 hotels in 50 turns.*
- *Build 1 Concert Hall in 50 turns and don't use more than 3 Districts.*
- *Accumulate 5000 Maya in the Bank in 50 rounds. In case it is a multiplayer challenge, whoever reaches the goal first wins.*
- *Labor City: Build 6 Offices, 6 Factories, 6 Ships, 6 Trucks and a "H" Skyscraper.*
- *Study City: Build the B.C. University Research Centers, the Tower of Brotherhood, 4 Libraries, the Observatory.*
- *Fun City: Build the Pyramid Museum, the Amphitheater, the Concert Hall, the Stadium, 3 Tennis Courts, 2 Cinemas and 3 Theaters.*

In case you are playing alone, you will win the match if you do not go bankrupt or if you avoid building your city incorrectly, precluding the possibility of building that's needed.

If you are playing against other Mayors, the first one that will complete the goal (which will be the same for everyone) will win.

Learning to play is pretty simple, but always keep the Rulebook handy for the first few matches, so as not to forget some rules that make building the city more exciting!

And remember: There can be only one Mayor.

Tiles & Cards

Tiles are divided into categories.

Blue Tiles: the most common agglomerations of houses, each district has a maximum of 9

Orange Tiles: the stores, each district has a maximum of 3

Grey Tiles: the conventional industries, each district has a maximum of 3 industries (either normal or green)

Green Tiles: the green industries, each district has a maximum of 3 industries (either normal or green)

Pink Tiles: Buses, Taxis and Metros

Yellow Tiles: fun, health, free time: in addition to the frame that groups them under a single category, they also have a distinctive icon for each building

Red Tiles: the most useful and important buildings of the city, such as hospitals and police: they too have a distinctive sign that makes them immediately recognizable

Purple Tiles: the schools

Yellow/Blue Tiles: The Airport and the Protected Areas.

Tokens: Trucks and Cargo Ships

Objectives Deck: The card that is drawn at the start of the game. It can be customizable and if there are more players it will be the same goal for everyone

Events Deck: The cards drawn at the end of each turn, they will decide the fate of the city

Challenges Deck: After building the 2nd District they will be drawn every 4 turns, they are a sort of Event Cards but crueller. Later they'll be addressed more in detail

How to build: Roads and Buildings

Every road leads to the highway. You will begin to build the road from the motorway junction, **and every road will branch out from this point**, from the first **District** to the sixth, you will only have to keep in mind a few simple rules.

The street tiles must create a grid that will allow to build the buildings along their lines: **two straights or two curves must never touch**, but there will have to be a space or more between road and road in order to build the buildings.



So, each building will have to be placed next to the road tile, you will not be able to build in the midst of the green.

As we will see later, the first tiles that you will place on the game table will be the **road that connects to the motorway junction, and the two “Power Grid” and “Water Grid” tiles**. The houses, parks, industries, any building, will have to start from the vicinity of the “Power Grid” and “Water Grid” and branch off along the building areas.

You cannot therefore build, for example, a long straight with the “Power Grid” and the “Water Grid” on one side, and a shop on the extremity. The shop will have to be built next to the “Power Grid” or “Water Grid” and all the buildings will have to “transport” the electricity and the water supply to the buildings that will be built in the future, next to them.

No “holes” are allowed. However, building on the opposite side of the road is allowed, see the images to understand the concept.

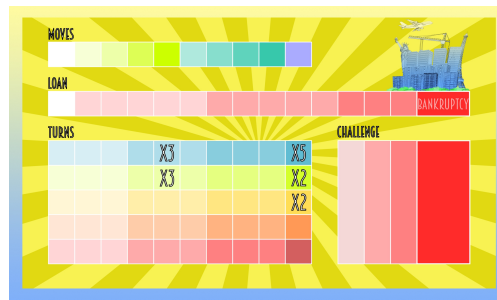


Building requires a number of moves, they can go from 1 to 10 and it will be the **“Engineer’s Handbook”** to tell you how much a building or road will cost you in term of moves, expenditure of Maya, what benefit it will bring to the District, if there will be Bonuses or Maluses and above all, which requirements will be necessary for the construction.

Placing a road or a simple cluster of houses will have no particular requirements, instead building a “Hotel” or an “Office” will not be immediate.

Building Type	Cost (Maya)	Benefit (Moves)	Requirements
HOTEL	6	1	300, 10, 2 BUILDINGS, 3
HOUSES	54	9	10, 5, 2
DISTRICT	13	500	YOUR PREVIOUS NEEDS 25 OCCUPIED TILES, YOUR BANK NEEDS A +700 ACCOUNT TO START THE SALE

Each turn includes 10 moves, you can help yourself with the marker on the **“Player’s Board”** (under the Moves heading) or keep them in mind: this is the only marker that you don’t need to move, unlike the other three (Loans, Turns and Challenge) which we will check later.



In some cases, you may decide to not use all 10 moves, but if you have the Maya to be able to build, in each turn you will have to spend at least 50 Maya (this rule will later be explained in detail).

The Districts

Once you have completed the first District, you will be able to unlock the nearby one as soon as you have reached the requirements of the Engineer's Handbook. So, if in your Bank you have more than 700 Maya (the currency of your city) and you have built more than 25 tiles in the first Districts (considering streets and buildings), you can buy the D2 or the D4.

You must always think in a "cross", both in the construction of buildings, during the assignment of the Bonuses (which we will see later in detail), in the construction of Districts or when the "Event Cards" will ask you to check if a building is present in the adjacent Districts, **you must never think "diagonally"**, but always on the sides of the tiles, of the buildings, of the Districts.

It could happen that a District does not allow further construction or that you are leaving some free spaces for future buildings required by the game Objective. **In this case, if you do not have the necessary Maya to unlock the next District, passing the turn to accumulate the Districts Value will be allowed** (see below to understand the concept of District Value). **As soon as the amount is reached you will be obliged to proceed with the purchase of the new District.**

It is advisable to not build excessively in a district, but to always leave some empty space, carefully planning how it will evolve: **it is not allowed to demolish or move anything**, so if you will foreclose certain possibilities, you **risk losing the game prematurely**.

The Commerce

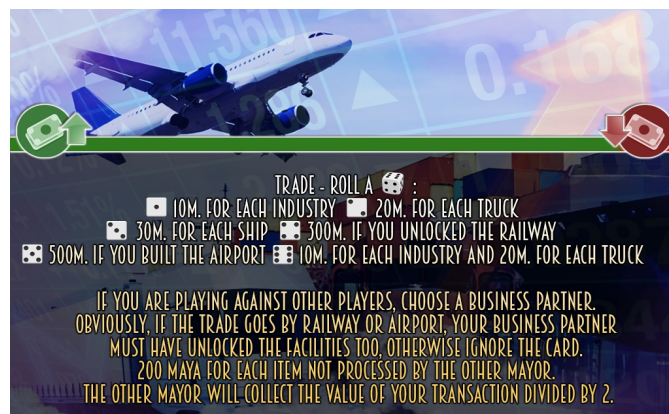
There are some **construction Priorities** and having an industry in the second District is one of them.

You will then have to choose whether to build a "normal" Industry or a "Green" one, bearing in mind the Malus that they will bring to the District and what you can afford: "The Green Industry" costs more and takes up more space but will give a smaller malus, on the contrary, the normal industry will occupy a single box, it will cost less but being more polluting it will give a greater Malus to your District.

An Objective Card may preclude you from building one or the other, but if you have free choice, you will decide. Once the first industry has been positioned, you will have to extract the goods that your city will deal with in the import/export.

The Engineer Handbook **reports 6 goods and by rolling the dice you will have to draw 2** (if the same number comes out, roll the dice again). These 2 goods will be written in the top right of the **Districts Sheet**.

When does trade actually come into play? With the random extraction of an Event Card! The card dedicated to trade looks like this, reporting everything you need to know:



If you are playing alone, you will only consider the first part of the card. You will roll the dice and according to the result you will behave accordingly.

So, if for example you were to draw the 2, you will take 20 Maya for each truck you own, in case you do not have trucks yet you will ignore the card.

At this point your trucks will ideally head towards the city of the other Mayor to trade, and **this will happen only if the other party also has unlocked the industries and has chosen the goods**, noting them on their Districts Sheet.

As the commerce trade states, if **it doesn't deal with the same goods processed by your city**, you can earn 200 Maya for each good, and your opponent half that amount (so if you win 400 Maya, they will also earn 200 Maya: obviously, they will earn nothing for the dice roll covered in the first part of the card).

If the dice roll were to mention planes, trains or ships, in order to benefit from the second part of the card both players must have unlocked the airport, station or ports.

If the match you are playing has more than two players, you will choose who to negotiate with.

Warning: if you get 1 from the dice roll, you will only count your industries and collect the Maya you deserve, the second part of the card will not come into play.

The ports will be accessible when you have purchased a sea area (S1-S7), and **you can only unlock an area adjacent to a District that you own** (the rules for the purchase of normal Districts apply). Once you have purchased at least one cargo ship (you can have 2 in each sea area), you will have the right to participate in sea trade.

The planes will of course be available only after placing an Airport (the 6x4 tile framed in yellow/blue).

Finally, **the trains** will become available only after unlocking the District 3, which has the rails positioned under the highway.

Airplanes and trains aren't physically present in the game unlike trucks and ships, trucks can be placed at will on the road (3 for each district) and the same applies to ships in sea areas (2 for each zone).

The Bank Loan

Oh No! There is a negative sign in your bank account! Are you doomed? Not yet.

The Central Bank comes to help you and you can therefore benefit from a loan of 300 Maya.

From now on you will have 15 turns to repay the Central Bank with **500 Maya**, if you reach the "Bankruptcy" box instead, **your match will be over**.

Do not rush, however, to give back the sum, take the time necessary to not find yourself again at zero: in fact, you can only ask for one loan per match.

At the end of each turn remember to also move the marker on the Loan heading.

How to start

Before anything else, you pick an Objective from the appropriate deck (will be the same for all participants).

You start by writing the digit 200 in the Bank heading on your Districts Sheet. You will in fact have 200 Maya at the start of the match.

First phase: City Building

Protected areas: Roll a dice and arrange the **protected areas as indicated in the scheme on the last page of the Rulebook**.



You can avoid this passage, but it gives more variety! Protected **areas cannot be removed**. **The scheme will be the same for all participants**.

As we were saying, you start by building **a road** that connects the highway to your first district, and right after the "Power Grid" and the "Water Grid": these two red tiles must **always be the first to be positioned in**

any new District.

Placing a road of 3 tiles, the Engineer's Handbook tells us that we will have to pay **30 Maya** (10 Maya per tile) and we will have used 3 moves of the 10 that the turn allows us.

Furthermore, we will have to remove another **20 Maya** from the bank for the "Power Grid" and the "Water Grid" (10 each) and **2 more moves** will be used.

5 moves remain, and they are necessary to build a "blue tile" (you need people in your city!), which are the Houses: we will deduct **10 more Maya** from the bank, again as indicated by the Engineer's Handbook, and we will not be able to do anything else for this turn.

Second phase: Update your data

In the quadrant of the District 1 (D1) of the **Districts Sheet**, we will mark an **X** in the first box under **Houses** and we will write **2** under **District Value**, in fact the Engineer's Handbook tells us that having 1 blue tile (so the houses) in the district will increase its value by 2.

In the upper part, next to the Bank heading, you will see **Total D.V.** which stays for Total Districts Value, hence the sum of all the values of the 6 districts. You will later understand that this field will speed up the calculations at the end of each turn.

Remember, once the construction is complete, **to always carefully update these values**, write the necessary X, calculate bonuses and maluses (which we will see in detail later) and write everything clearly: a calculator at hand is recommended!

BANK: 142		TOTAL D.V.: 2		EXPORTED GOODS: _____	
D3:	HOUSES <input type="checkbox"/>	WATER GRID <input type="checkbox"/>	D2:	HOUSES <input checked="" type="checkbox"/>	D1:
	BUILDINGS <input type="checkbox"/>	POWER GRID <input type="checkbox"/>		BUILDINGS <input type="checkbox"/>	WATER GRID <input type="checkbox"/>
	SHOPS <input type="checkbox"/>	DISTRICT VALUE: _____		SHOPS <input type="checkbox"/>	POWER GRID <input type="checkbox"/>
	OFFICES <input type="checkbox"/>	BONUS: _____		OFFICES <input type="checkbox"/>	DISTRICT VALUE: 2
	INDUSTRIES <input type="checkbox"/>	MALUS: _____		INDUSTRIES <input type="checkbox"/>	BONUS: _____
					MALUS: _____

Third phase: Event Card

The time has come to see what the fate has reserved for us. Many cards will take pity on you by telling you to ignore what was extracted since the match has just begun, but some will not be forgiving and could immediately bring you to your knees, forcing you to ask for a loan.

The card that is drawn, after being read, will be placed at the bottom of the event card deck.

Let's see some cards to understand what awaits us:

- A rich tycoon who greatly appreciates your work donates: collect 300 Maya.
- Your stocks are going badly, you lose 300 Maya!
- Some arsonists want to attack the District. If the Fire Station is present in this district do nothing, if it is in an adjacent district pay 200 Maya. If it is further away or not yet built, pay 400 Maya. Ignore the card if you only have the starting district.
- People complain about the postal service: pay a compensation of 200 Maya for each district that you own where you haven't built the Post office.
- Crime on the rise: if you have the Detention Center do nothing, otherwise pay a compensation of 300 Maya to the families affected. If you only have the first District, ignore the card.
- The demand for agricultural product is at historic lows: if you produce these products you lose 500 Maya.

Fourth phase: Upgrade the Player's Board

Now it's time to move the marker under the **Turns** heading in the Player's Board, in fact you will enter in the second turn. The Challenge marker will only move after the construction of the second District. Challenge cards are very important, and we'll give them a look later.

Fifth phase: Districts Value

The turn cannot be effectively concluded if the citizens do not pay "the taxes", which are the Districts Value, so since we only have **2 Maya as Total Districts Value** in this first round, we will add this sum to our bank. And now, what will you build? Bring out the Mayor in you!

Game Modes

Player vs Events

It is the game for one person, as Building Cities was originally conceived.

Fair Play

It's the player vs player where friendships don't break. There won't be the possibility to subtract the Legendary Buildings with the Auctions (explained later) and the commercial trades will be "regular", which means that in turn each participant (in case they are more than two) will have to benefit from it, nobody can be cut off from the trades.

Most of all, the Challenge Cards will not be stored to be used against other players but will instead be used immediately like in the single player mode (this is also explained in detail), so they will not harm your opponent but will weigh on your city.

Despicable Annihilation

This is where friendships break. This is where everything is allowed.

This mode will naturally be more appreciated if the game includes 3 or even 4 players. Coalitions can be born, agreements that seem sincere can break, only the most cunning can prevail.

General Rules and Advice

You can remain inactive for no more than 3 turns...

Withdrawing the Maya from the Districts Value and extracting the Event Cards, but **only under a total of 200 Maya in the bank**. Once the third inactivity turn is concluded, it will be necessary to build spending at least 50 Maya.

Buildings can't overflow...

From the district limits. **Everything that you build will have to be within the borders**, be it roads, parks or other: **even bonuses**.

Multipliers on the Player's Board...

Will only be valid once, so if you finish the first 50 turns and you start again from the beginning to move the marker, the x2, x3 and x5 multipliers will no longer be valid. In fact, these multipliers allow you to take the Districts Value x2, x3 or x5 times and therefore it is worthwhile to build as much as possible in a profitable way knowing that the multiplier will expand your bank!

Only 2 intersections are allowed...

For each district. **This will allow a more imaginative construction rather than a comfortable grid of streets** that would leave little to improvisation.

This quantity can be changed at your convenience, but we recommend not exceeding 2 intersections per district.

Construction Priority: After 5 housing units...

Which are 5 blue tiles, or 3 blue tiles and 2 buildings, **it will be necessary to build 2 red tiles** (for example the Police Station and the Fire Department) **and the elementary school**.

Construction Priority: After the creation of the 2nd District...

Once the "Power Grid" and the "Water Grid" have been positioned, if you have not yet built them, you will first have to build **3 orange tiles** (shops) **and at least 1 gray or green tile** (industries).

Construction Priority: After the creation of the 4th District...

Once the "Power Grid" and the "Water Grid" have been positioned, if you haven't built it yet, you will first have to build an **Office** (and thus meet the requirements necessary for its construction).

Construction Priority: before the construction of the 6th District...

It will be necessary to have **at least 4 trucks and 2 ships**, in addition, the most important red tiles must have been placed, **the cemetery, the police station, the hospital, the fire department, at least 1 waste area, at least 1 post office**.

Challenge Cards...

As we have said, **once the second District has been unlocked** (D2 or D4), at the end of each turn you will begin to move the marker on the Player's Board on the Challenge heading, once the 4th tile is reached, after

drawing an event card, you will draw a Challenge card.

In case it is a "**Task Force**" card, you will keep it aside to be able to use it when it is most convenient: in fact, the Task Force card cancels the effect of any Challenge card. **The Task Force card should not be re-inserted into the Challenge card deck once used. If it's a single player game, insert 4 Task Force Cards in your deck, if there are 2 players, insert 8 Task Force Cards. If it's a 3 players use 12 Task Force Cards. 15 Task Force Cards are needed for a 4 players game.**

The Challenge card instead, in single player, has an immediate effect and after being used **it must be placed at the end of the deck.**

In a session where there are more than one player and the chosen mode is Despicable Annihilation, **the Challenge cards will be kept aside, covered so that the other players do not know their contents, and will have to be used against the opponent of your choice**, one Challenge card at the end of each turn (if you have 3 Challenge cards set aside, you will need 3 turns to use them all, in case you want to use them all).

You can have a maximum of 6 cards in your covered deck, Task Force cards included, after which you will be forced to use at least one before having to draw a new one.

Let's see the text of some cards, just to understand what awaits you:

- *Some criminals blew up one of your Offices! If you have none, ignore the card, if the card is played by your opponent, they will choose which Office to remove.*
- *Hackers have tampered with your stocks, you have lost 600 Maya.*
- *Some thieves stole one of your trucks! If you have none ignore the card.*
- *The waters of your city have been poisoned, the misfortune will cost you 70% of your bank.*
- *Citizens complain on social media, they want a new Hotel. You will have to give precedence to its construction, if the construction is not possible, calm their minds organizing parties, they will cost you 500 Maya. If it can be built but you refuse, the parties will cost 2000 Maya.*
- *Many criminals have settled in District X making it infamous, the neighborhood has a permanent penalty of 50% of its value at the time this card is played. If you don't have the District it is applied to the start District, but it's not cumulative.*

Legendary Buildings...

Drawing a Legendary card from your Event card will be pretty easy, being eligible to place the Legendary Building instead will be more difficult.

In case you can't afford the Legendary Building or simply you don't want to build it, you'll have to insert the card in the Challenge card deck and mix it.

In the Despicable Annihilation mode, the Auction between the various players also comes into play.

Let's say you have the requirements to build the Symbol of Freedom, you are ready to pay the 600 Maya, but another mayor offers 700 Maya. Another one 800 Maya! The building will decorate the city of the highest bidder.

Are you therefore doomed? You can't build a Symbol of Freedom anymore? The answer is No, insert the card again in the deck and mix it. Mayors cannot have 2 Symbol of Freedom, but you will be free to buy it... Unless there is another mayor willing to offer more than you! Some of them take 2 tiles (B.C. University Centers, The Amphitheatre, the Pyramid Museum, the "H" Skyscraper).

Metro...

You can have buses, taxis and metro. But if you decide to build the metro, you must have at least 2 districts and build in 2 consecutive turns one metro in each district.

Power and Water Grids Upgrades...

An objective may ask you to bring the "Power Grids" and the "Water Grids" to the third level, but you may want to do it anyway to avoid the penalties of some event cards, or simply for the benefits that this move can bring in terms of Maya to your District. To do this, simply follow the instructions in the Engineer's Handbook.

After paying the necessary Maya you will have to roll the dice and see if luck helps you, in which case you will upgrade your Districts Sheet, marking the new level of the "Power Grid" or of the "Water Grid" and you will mark the Bonus in the appropriate boxes.

Benefitting from a Bonus...

Have you built a Hotel? Great! This is a building that gives **special bonuses**, in fact the Engineer's Handbook says that yellow tiles built near it will have a multiplier to their profitability. For "near" the rule of the "cross" of which we have spoken before applies, buildings that border it diagonally do not apply. The bonus will be counted on the Districts Sheet and marked on the dotted lines, as we will see now...

Bonuses and Maluses, how to mark everything correctly...

The Districts Sheet is designed in such a way as to simplify the calculations as much as possible thanks to

its dials to mark unitary and cumulative figures, and this includes the Bonuses and the Maluses.
 For example, you have placed a **tennis court** in the D1 that will increase your **District Value by 10 Maya**? You will then write **+10 Tennis Court** in the dotted lines and **10 in the Bonus box**.
 Then you built a **Library**? You will write **+10 Library** on the dotted lines and the value in the **Bonus box will become 20**.
 The value in the Bonus box will have to be added to that of the District Value, and all District Value will be added up to have the value at the top that contains them all: The Total Districts Value (**Total D.V.**).
 The same goes for the Maluses!
 Have you built **an industry** that **depreciates the district by 20 Maya** because of its pollution? In the Malus' dotted lines, you will mark **-20 Industry** and **-20** in the Malus box.
 A Challenge card will penalize your district due to **high crime**? In the dotted lines you will mark the penalty, let's assume it is **-70 villains** and the Malus box will become **-90**.
 The -90 will have to be deducted from the District value, but attention: **it could even go negative and make you lose some Maya at every turn!**

CITY NAME: MIDIAN BANK: 870 TOTAL D.V.: 113 EXPORTED GOODS: STEEL INDUSTRY / AGRICULTURE

District	Houses	Buildings	Shops	Offices	Industries	Water Grid	Power Grid	District Value	Bonus	Malus
D3	X X X X X X X X	X X X X X X X X	X X X X X X X X	X X X X X X X X	X X X X X X X X			102	50	
D2	X X X X X X X X	X X X X X X X X	X X X X X X X X	X X X X X X X X	X X X X X X X X			11	70	
D1	X X X X X X X X	X X X X X X X X	X X X X X X X X	X X X X X X X X	X X X X X X X X			11		90

Additional notes on the board:
 D3: +20 HIGH SCHOOL, +10 BOTANIC GARDEN (XS NEAR HOTEL)
 D2: +10 TENNIS COURT, +10 LIBRARY, +20 POLICE, +20 HOSPITAL, +10 SPA
 D1: -20 INDUSTRY, -70 VILLAINS

If it may seem complicated a first reading, while playing it will all become intuitive and immediate, and you will see that turn after turn you will speed up the processes and calculations in a mechanical way.

Conclusion of a match...

Have you completed the goal in single player? Congratulations! It's time to take a picture to show on Instagram.

In a multiplayer game, **"the five-turn rule"** applies: the first who completes the goal will be unable to do anything, the other players will not be able to use Challenge cards against him.

In these five turns they will be able to try to complete the goal themselves, in the event that they succeed, **the one who has more Maya in the Bank will win!**

This rule does not apply when you choose a goal that states that the first to accumulate X Maya in the Bank will win.

Coalitions and end of friendships...

And here we come to the painful part of the whole thing: the reason why friendships end by playing Building Cities.

Of course, we are talking about the "Despicable Annihilation" mode, where there are more than 2 participants.

In this sense the rules give you a free hand, you can customize the placement of protected areas, you have **5 empty cards for each deck that can be customized**, you can decide how to manage relationships with other mayors, you decide with whom to carry on a trade, who to penalize with a rain of Challenge Cards, with whom to side up and then maybe betray at the end of the match...

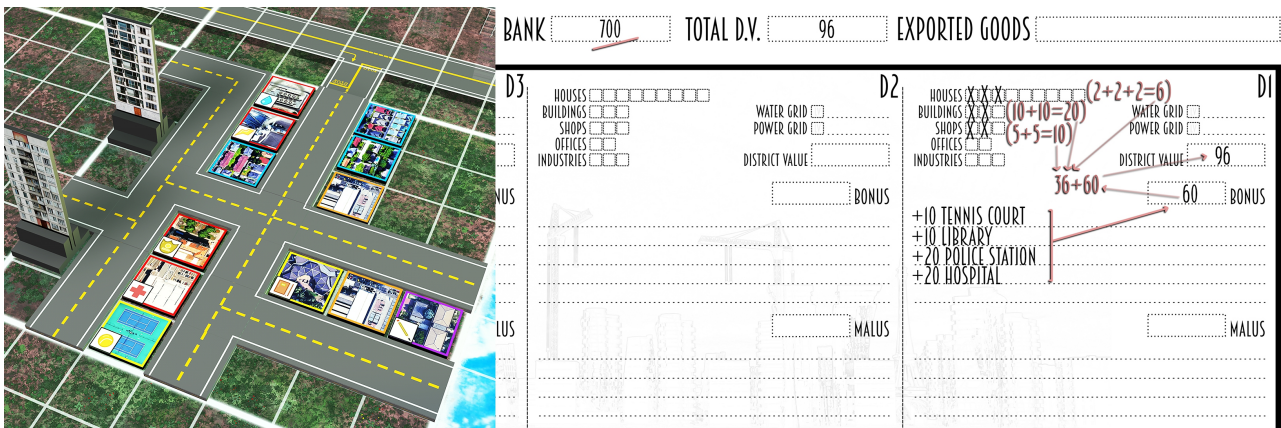
You could choose to play 2 vs 2, where your teammates will help you reach a goal by facilitating trade or intervening during an Auction.

He could favor you with loans for a purchase. It is up to you to decide how to play, what to allow and what to prohibit, as already mentioned you have a free hand. **You can decide to strictly follow the rules or make changes that make the game crueler...**

Modifying the Ruleset and empty cards...

So, now that you understand the importance of **a flexible ruleset that leaves room for your imagination** (or the need to use Building Cities as an excuse to end an uncomfortable friendship), think about how many opportunities you have!

Since **the real part of the game is reached after the creation of the first District**, you could decide to start with a **700 Maya Bank** for all the participants and a first District built for everyone in the same way, positioning the roads in the same way, positioning 3 Houses, 2 Buildings, some red and yellow tile... Immediately having the chance to build the second District and start to fight with the Challenge cards!



You may perhaps decide that after the second District the price of each purchase is doubled, and after the Fourth district it gets tripled, in case you are experienced Maya accumulators!
 You think you don't have enough time to have a long match? **You could then choose not to draw an Objective card but to decide on a comfortable goal** like reaching 5000 Maya in 50 turns!

The game modifiers and the alteration of the rules are strongly recommended, to really see who the best Mayor in the world is...

Tutorial...

You will find a simple tutorial on **our Youtube Channel**: you could appreciate, as an initial game, a simple goal as **“Collect 1000 Maya in your Bank Account in 14 turns”**.

Good luck and may the most cunning win!

