

## My City (full legacy game) - Rules Summary (v1)

**Note:** The game includes a secret envelope to open at the start of each chapter (3 episodes per chapter, 8 chapters per legacy game, 24 total). It was designed to play the 3 episode games in each chapter in one sitting. Just note where you stopped. Do NOT open any envelopes until instructed to do so.

### Setup:

- **Each player** gets one game board (play on the front side).  
Write the name of your city in the top left box!
  - Place a scoring cube on the 10 in the score track.
  - Take 24 polynomial "building" tiles that match the animal symbol (and color) in the top left of your game board. Each player will have these same buildings (8 in each color):
    - **Yellow** are residential buildings.
    - **Red** are public buildings.
    - **Blue** are industrial buildings.
- Place the 24 shuffled construction cards face down.
  - This is the draw deck for the game, shared by all players.
- Episodes after the very first may have additional setup required (the secret envelopes introduce small rule changes).

### Game Play:

Play is in rounds, with these simple steps:

1. Flip over the top construction card and place it face up next to the deck as a discard pile. It is shared between all players.
2. Each player takes the matching polynomial tile that is pictured on the card from the stockpile of building tiles and places it on their game board all at the same time.
  - The building tile is placed on open light green spaces and can be oriented in any way (but NOT flipped over).
  - It cannot be moved during future rounds.
  - It cannot be placed on top of any prior building.
  - It cannot cover any gray mountain squares (on the left).
  - It cannot cover any dark green forests (on the right).
  - It cannot cross over the river (part on both sides).
  - It CAN cover rocks (this is good).
  - It CAN cover trees (not good: reduces your episode score).
  - The **first** building must have at least one side adjacent to the river.
  - Each subsequent building must have at least one side adjacent to a prior building (touching diagonally is not adjacent).
    - The prior building can be on the other side of the river.
  - If a player cannot (or chooses to not) place a building:
    - If they wish to keep playing this episode, they can "pass" and lose 1 point (move the cube on the score track). The building is placed face down in front of them. Once your score is zero, you are not allowed to pass!
    - A player may exit this episode if they wish (and not lose any points). They sit out while other players continue playing.
3. When all players have placed a building (or passed or exited the episode), begin the next round (step 1: flip over a card).
  - The episode ends when all players have exited or all cards have been flipped over.

### End Of Game Scoring:

When all players have exited the episode or all the cards have been flipped, adjust the score for each player using the overview chart (this can vary in future episodes):

- +1 point for each visible tree (not covered by a building).  
Note that if there are two trees in a square with trees, the square is worth two points (1 for each tree).
- -1 point for each visible rock. If a square shows 2 rocks, it would be -2 points for that square.
- -1 point for each empty light green space.
- Future chapters: Buildings of the same color are considered a "group" if each shares at least one adjacent side with another.
- If a score reaches 50, the player may immediately color in one progress circle (top of the game board).
  - Score is locked in at 50 and remains at 50 regardless of points added or subtracted later in the episode.
- If a score goes below 0, unused negative points are deducted from the next positive points earned during that episode.

### Episode Assessment:

- Two Player Games:
  - The player with the highest score colors in 2 progress circles.\* The chart may also instruct them to add a sticker to their game board.\*\*
  - The other player does not color in any progress circles. They are considered the "other player" (and may get to add a sticker to their game board.\*\*)
- 3-4 players:
  - The player with the highest score colors in 2 progress circles.\* The chart may also instruct them to add a sticker to their game board.\*\*
  - The player with the second highest score (or who lost the tiebreaker for highest) colors in 1 progress circle.\* The chart may instruct them to add a sticker to their game board.\*\*
  - Other players do not color in any progress circles, but may get to add a sticker to their game board.\*\*

\* In case of a tie, the tied player with the fewest empty light green squares in the top row gets the honors. If still a tie, look at the 2nd row to determine this, etc.

\*\* **Stickers:** The secret envelopes often have stickers for players to stick onto their game boards or tiles after completing an episode. Stickers placed on the game board go on an empty green space with the small dot in the middle of the square. You may move buildings out of the way since the game is over.

**Note:** At the end of all 24 episodes, the final score for each player will be the number of colored in progress circles.

**Secret Envelopes:** Each of the 8 envelopes contain a rule sheet that specifies changes to the rules of the game plus an overview chart that dictates how players can color in their progress circles. Envelopes may also contain stickers and other materials that will be used in future games. Plus they may contain hints, tips and tricks to help improve your game play.