

## Contents

5 Player Sheets & 5 Pens

6 Region Dice, 3 Promise Dice, 1 Bike Road Die (10 Dice in total)

25 Promise Cards and 1 First Player Token

## Story

As an Urban Planner, your goal is to impress the Mayor by getting the most points with your blueprint, showing plans to build schools with bike roads, animal hospitals, fundings, provide free Wi-Fi, assign Civil Servants to hospitals and schools. Each building needs Civilians, so try your best by balancing everything to have the perfect city. Can you be the next Mayor?

## Game Setup

1. Each player gets a pen and a Player Sheet.
2. Shuffle the 5 **First Promise Cards** and deal each player one random card, which (s)he places face up next to his/her Player Sheet. Return any remaining **First Promise Cards** to the box.
3. Shuffle the 20 **Promise Cards** and place them face down in the middle of the table. Then reveal 5 cards from this deck and display them face up in a row next to the deck. This will be your **Promise Area**.

## Gameplay

The game consists of several rounds. Each round the players take their turns one by one, starting with the first player and continuing clockwise (to the left). During a round the following phases happen in this order:

- A. Throw dice
- B. First player claims a **Promise Card** (optional)
- C. Players claim regions according to the dice and draw symbols
- D. End of the round

### A. Throw dice

In the beginning of a round the first player throws all dice (1 Bike Road Die, 3 Promise Dice, *Player Number +1 Region Dice\**) to create a dice pool. Use 2 Region Dice in a solo game, 3 Region Dice in a 2-player game, 4 Region Dice in a 3-player game ... and so on.

### B. Players claim Promise Cards

The first player can claim one of 5 **Promise Cards** if (s)he likes and put it on his/her player sheet. Then immediately reveals another one from the **Promise Card Deck**.

### C. Players claim regions according to the dice and draw symbols

Starting with the first player each player takes a turn. During their turn the first player chooses one of the Region Dice from the pool and claims it by placing the die on the **same numbered Mosque** on their **Player Sheet**. Then they find a free hex of the same color (color of the claimed region) on their sheet and draw the same symbol that was on **one** of the **3 Promise Dice** from the pool. Then the second player can claim one of the remaining Region Dice and draw symbols. Finally, each player draws the corresponding Bike Road on any free hex from any region. On your turn you **must** draw 2 symbols; one symbol from one of the Promise Dice rolled (you skip your turn if you are out of free hexes) and one symbol from the Bike Road Die.

If the first player (only the first player) rolls a pair, (s)he can claim both dice which allows him/her to claim any region (s)he wants and draw the same symbol that was on one of the 3 Promise Dice from the pool.

### D. End of the round

The round ends when all the players have drawn the Bike Road Symbol (must) and the corresponding symbols on the Promise Dice (if possible).

Take all the dice and pass the first player token to the next player clockwise. The new round begins with phase A.

## End of the game

The game ends when the first player has drawn symbols on all the hexes of his/her player sheet. The remaining players then must draw any Bike Road symbols on their free hexes to complete their city. After that the players do the scoring on their sheets. The player with the most points wins!

## Scoring

There are 9 types of criteria to look at when calculating the final score:

### A. Political Stability [? x -5/+5]

How many buildings do you have in total (hospitals and schools)?

How many people do you have in total (3 people in one hex counts as 3)?

You get minus 5 points per **imbalance**. You get plus 5 points if you have the **perfect balance (0)**.

E.g.: You have 3 hospitals, 2 schools and total of 7 people on your map;  $3+2-7 = -2$ , this means you get minus 10 points.

You have 3 hospitals, 2 schools and total of 4 people on your map;  $3+2-4 = 1$ , this means you get minus 5 points.

You have 3 hospitals, 2 schools and total of 5 people on your map;  $3+2-5 = 0$ , this means you get +5 points.

### B. Hospitals [? x 10]

Gain 10 points for each 3 Hospitals.

### C. Schools with Bike Road [? x 2]

Gain 2 points for each School adjacent to a Bike Road **connected**. Schools with no road connected counts zero.

*In Figure 1a: School A on the left scores 0 whereas School B on the right scores 2 points.*

### D. Buildings with internet [? x 1]

Gain 1 point for each Building with adjacent Wi-Fi symbol.

*In Figure 1a: School A on the left scores 1 point.*

### E. Free Wi-Fi [? x 5]

Gain 5 points for each 2 Wi-Fi Zones.

### F. Funding [? x 3]

Gain 3 points for each building with an adjacent Funding symbol.

*In Figure 1a: School B and the Hospital are funded, scores 6 in total.*

Figure 1a.



### G. Faith

[? x 1]

Gain as many points for each **Mosque** as there are people on adjacent hexes.

*In Figure 1b: Mosque IV scores 1 point, Mosque V scores 7 points and Mosque VI scores 3 points, 11 points in total.*

Figure 1b.



### H. The Longest Road

[+10]

Roads can only go through the buildings (including the mosques), they cannot be connected with people, funding or Wi-Fi symbols when calculating. Each hex with buildings counts as one road. You can only go through a building once.

*In Figure 1c: Current score is 8 if followed this path, you can also keep going to the left, through the hospital.*

Figure 1c.



## **I. Promises**

[+/-]

Gain or lose points depending on your claimed promise cards.

Each promise card depicts a combination of hexes to be drawn on at the end of the game. Each single hex can only count towards one promise card. So if several promise cards show the same drawings, each of these drawings must be fulfilled individually.

### **Winning the Game**

Sum all the vote points you've gained. The player with the most vote points wins!

In case of a tie, the player with the most funding wins.

If there's still a tie, the player with the most Wi-Fi zones wins.

If there's still a tie, the player with the least people wins.

When playing solo, you win if you score more than 50 points and successfully kept at least 3 promises!

### **Real Life Final Scoring Example**




**-Coming Soon-**








- A. Political Stability =
- B. Each 3 Hospitals x 10 =
- C. Each School with Road x 2 =
- D. Each Building with adjacent Wi-Fi x 1 =
- E. Each 2 Wi-Fi Zones x 5 =
- F. Each Building with Funding x 3 =
- G. Faith =
- H. Longest Road =
- I. Promises =

PROMISE




+3 VOTE POINTS IF KEPT

PROMISE




+3 VOTE POINTS IF KEPT

PROMISE




+3 VOTE POINTS IF KEPT

PROMISE



+3 VOTE POINTS IF KEPT

PROMISE


+3 VOTE POINTS IF KEPT

PROMISE


+3 VOTE POINTS IF KEPT  
-2 VOTE POINTS IF YOU COULDN'T KEEP IT

PROMISE




+3 VOTE POINTS IF KEPT  
-2 VOTE POINTS IF YOU COULDN'T KEEP IT

PROMISE



+3 VOTE POINTS IF KEPT  
-2 VOTE POINTS IF YOU COULDN'T KEEP IT

PROMISE





+3 VOTE POINTS IF KEPT  
-2 VOTE POINTS IF YOU COULDN'T KEEP IT

PROMISE





+3 VOTE POINTS IF KEPT  
-2 VOTE POINTS IF YOU COULDN'T KEEP IT

PROMISE





+4 VOTE POINTS IF KEPT  
-2 VOTE POINTS IF YOU COULDN'T KEEP IT

PROMISE





+4 VOTE POINTS IF KEPT  
-2 VOTE POINTS IF YOU COULDN'T KEEP IT

PROMISE





+5 VOTE POINTS IF KEPT  
-2 VOTE POINTS IF YOU COULDN'T KEEP IT

PROMISE

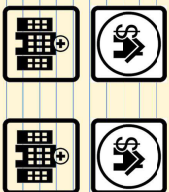
+5 VOTE POINTS IF KEPT  
-2 VOTE POINTS IF YOU COULDN'T KEEP IT

PROMISE

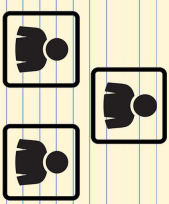
+5 VOTE POINTS IF KEPT  
-2 VOTE POINTS IF YOU COULDN'T KEEP IT

PROMISE



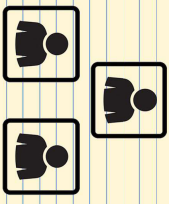
+5 VOTE POINTS IF KEPT  
-2 VOTE POINTS IF YOU COULDN'T KEEP IT

PROMISE



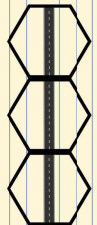
+5 VOTE POINTS IF KEPT  
-2 VOTE POINTS IF YOU COULDN'T KEEP IT

PROMISE



+5 VOTE POINTS IF KEPT  
-3 VOTE POINTS IF YOU COULDN'T KEEP IT

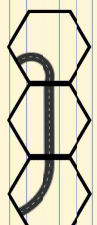
PROMISE



BUILD ANY TYPE OF 3 CONNECTED ROADS WITH NOTHING IN BETWEEN

+5 VOTE POINTS IF KEPT  
-3 VOTE POINTS IF YOU COULDN'T KEEP IT

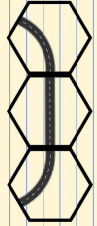
PROMISE



BUILD ANY TYPE OF 3 CONNECTED ROADS WITH NOTHING IN BETWEEN

+5 VOTE POINTS IF KEPT  
-3 VOTE POINTS IF YOU COULDN'T KEEP IT

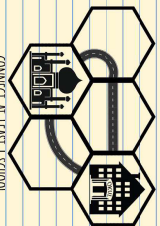
PROMISE



BUILD ANY TYPE OF 3 CONNECTED ROADS WITH NOTHING IN BETWEEN

+5 VOTE POINTS IF KEPT  
-3 VOTE POINTS IF YOU COULDN'T KEEP IT

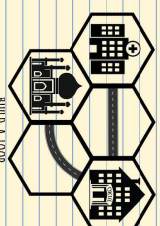
PROMISE



CONNECT AT LEAST 1 SCHOOL TO ANY HOUSE

+5 VOTE POINTS IF KEPT  
-5 VOTE POINTS IF YOU COULDN'T KEEP IT

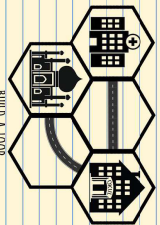
PROMISE



BUILD A LOOP CONNECTING SETTLEMENTS WITH ROADS

+5 VOTE POINTS IF KEPT  
-2 VOTE POINTS IF YOU COULDN'T KEEP IT

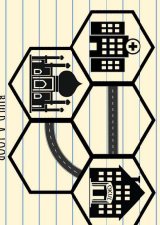
PROMISE



BUILD A LOOP CONNECTING SETTLEMENTS WITH ROADS

+5 VOTE POINTS IF KEPT  
-2 VOTE POINTS IF YOU COULDN'T KEEP IT

PROMISE



BUILD A LOOP CONNECTING SETTLEMENTS WITH ROADS

+6 VOTE POINTS IF KEPT  
-3 VOTE POINTS IF YOU COULDN'T KEEP IT

