

INKTROPOLIS

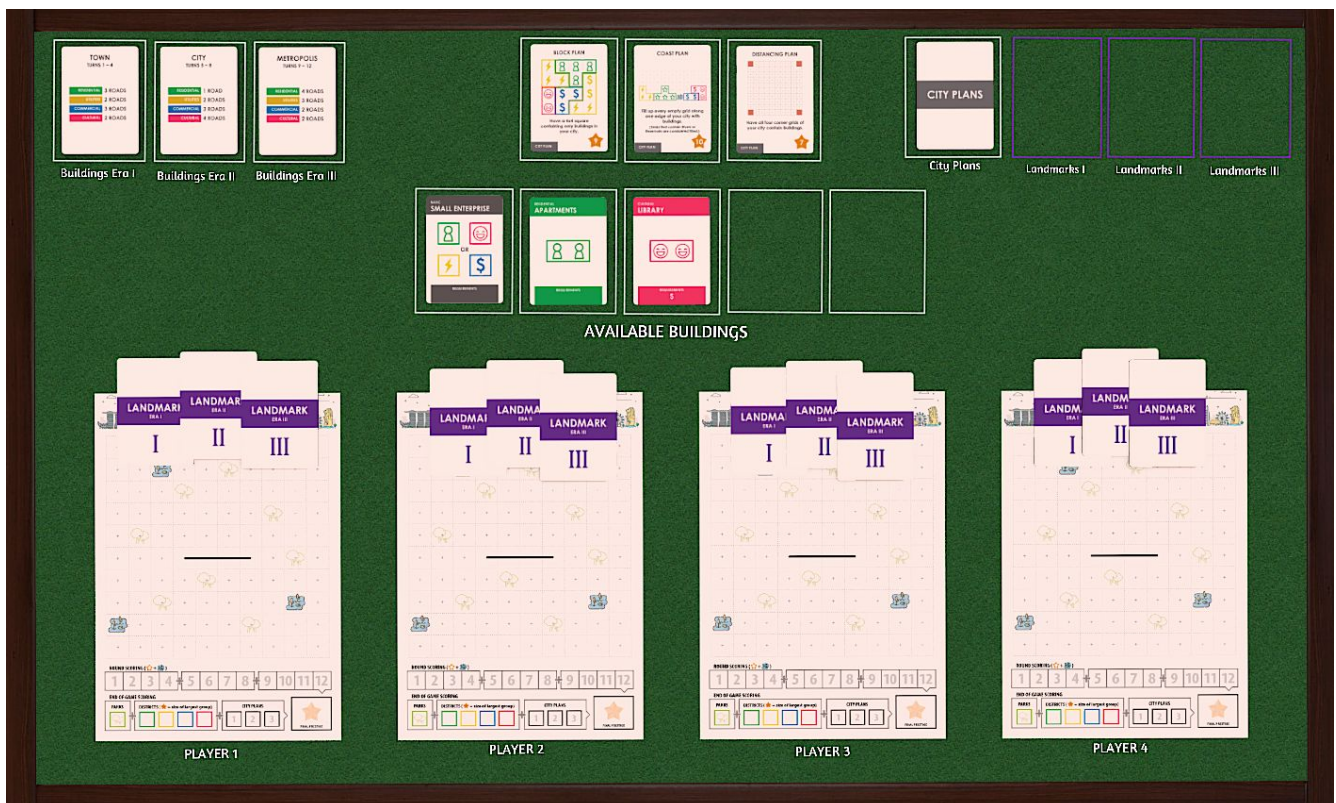
A Flip & Write game for 1~4 Players

Inktropolis is a game about building your own city! Each player takes the role of a City Planner, and over the course of 3 Eras, players build Buildings into their Cities. Careful resource management is key, and proper placement will help players build the largest Districts and achieve City Plans. The game ends after the 12th round is over, and the player with the most Prestige wins!

LIST OF COMPONENTS

1. City Boards (x4)
2. Black Markers (x4)
3. Colored Markers (Green, Orange, Blue and Red x 1 ea.)
4. Building Cards (x31)
5. Landmark Cards (x12)
6. City Plan Cards (x9)

GAME SETUP



1. Each player takes a City board and a black marker.
2. Players choose which side of the City board they'd prefer to use and place it face-up on the table in front of themselves.
 - a. For your first game, we recommend using the side without the River, as it makes the game harder.
3. Place the four colored markers in the middle of the table, within easy reach of all players.
4. Separate all cards by their card backs into decks, then shuffle each deck individually.

5. Deal a Landmark card from each Era to every Player. Return all remaining Landmark cards to the box. Each player's Landmark cards are kept hidden.
6. Draw three City plan cards and place them face-up in a row in the middle of the table. Return all remaining City plan cards to the box.
7. Place the 'Small Enterprise' card in the middle of the table, then draw two cards from the Era 1 Buildings deck and place both beside the 'Small Enterprise' card.
8. In no specific order, players will now build two Small Enterprise buildings of their choice into their Cities.
 - a. For your first game, we recommend you continue reading the rest of the rules first, and return to this step later.

OBJECTIVE OF THE GAME

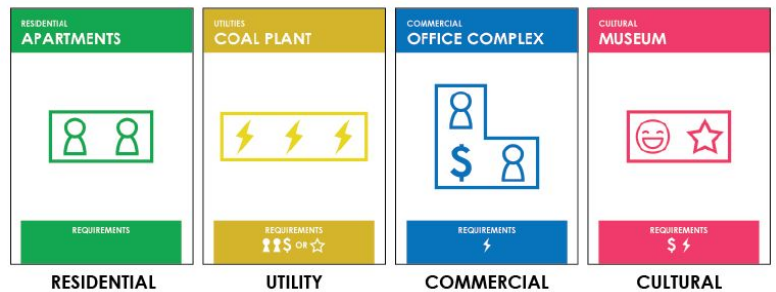
A game of Inktropolis is played over three eras of four rounds each, for a total of 12 rounds. After the 12th round ends, players do their final scoring, and the player with the most Prestige wins.

CORE CONCEPTS

Before learning how to play the game, it is important to understand several core concepts around which the game is built.

Buildings & Building types

A building is a shape containing resources, drawn onto one or more grids of a City Board. Buildings are drawn using a marker matching the color of the Building's type. There are 4 building types in the game: Residential, Utility, Commercial, and Cultural. Landmarks are NOT a type. A Building must always be built with at least one of its sides adjacent to a Road.



Note: Markers are not exclusive to players, and are shared around as needed if multiple players build the same Building type.

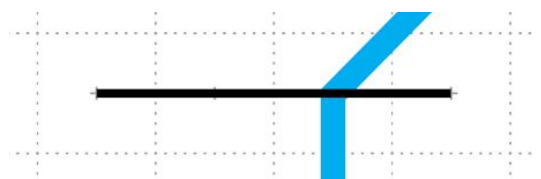
Resources

There are 5 resources in the game: Citizens, Utilities, Finance, Culture, and Prestige. When a resource is spent, it is struck off using a black marker. Spending the last resource in a building does not remove that building.



Roads

A Road is built by drawing a line from the middle point of one grid to another with a Black marker. Roads occupy the grids they are built in, and buildings cannot be built on a grid containing a road. Roads must always be built connected to an existing road.



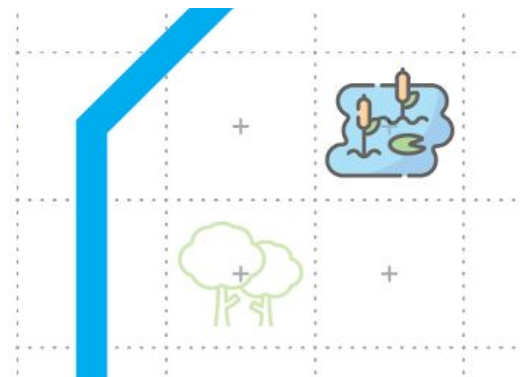
Features

There are several features found on the City boards, and each has their own purpose.

Parks: Can be built over. Each Park that is not built over at the end of the game is worth 2 Prestige.

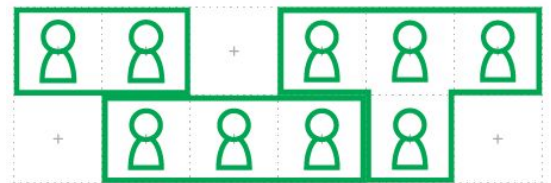
Lakes: Cannot be built over. When all four grids adjacent to a Lake contain either a Building, Road, Feature, or are outside of the board, that Lake will score 1 Prestige at the end of each round.

River: Roads can be built over Rivers, but not Buildings. Rivers only occupy grids if it covers their middle point.



Districts

A contiguous group of buildings of the same type is referred to as a District. Buildings must be orthogonally adjacent to each other to be contiguous. A Building cannot form a district by itself.



A GAME ROUND

Each round of the game consists of the same three phases, performed in a fixed order.

1. Draw phase
2. Build phase
3. Scoring phase

The Draw phase (Skip this phase during the first round of the game)

During this phase, new Building cards are added to those available. First, combine all Building cards of matching types into one stack, with the most recently drawn card placed on top of the stack.

Next, draw two new Building cards from the Building deck matching the current Era and add them to the table. After drawing each card, place it adjacent to any previously drawn card of matching type, face up (Residential, Commercial, Utility etc.). If there were no previously drawn cards of matching type, create a new face-up stack of that type. If you drew two cards of the same type, then the second one drawn is placed adjacent to the first.

The Build phase

During this phase, players will each choose one of the visible face-up Building cards and build the Building indicated on it. There are no turns during this phase; each player simply decides what Building they want and builds it.

To build a Building, players must first pay the associated costs indicated on that Building's card. Costs are paid by spending the required resources from Buildings in the player's city.

After any costs are paid, the player now builds their chosen Buildings. Players may feel free to rotate and flip the shapes indicated. Additionally, the placement of resources within the Buildings can be freely arranged.

Aside from the available Buildings, players may also choose to build their Landmarks. They flip the Landmark they wish to build face-up, and then choose a building type of their choice. The Landmark will be built as if it were the chosen type. Otherwise, the steps for building a Landmark are the same as those for Buildings.

After finishing their Buildings, players will also build Roads. The number of roads a player can build depends on the type of Building he built this round, and is indicated on the back of the top card on the current Era's building deck.

The Scoring phase

During this phase, players will score one Prestige for each Prestige resource in their City, and one for each Lake that is surrounded on all adjacent grids. This score is entered into the box on the score track matching the current round.

If the last box of the current Era is filled, this signals the start of a new Era. Return the current Era's building deck to the game box, and place the building deck for the next Era in the middle of the table. If there are no more building decks remaining, then the final Era is over! Proceed to final scoring. Otherwise, start a new round from the Draw phase.

FINAL SCORING

Aside from the Prestige scored during each round of the game, players will also score additional points for the following when the game ends. Fill in the score for each in the boxes provided.

Parks

Each Park that was not built over is worth 2 Prestige.

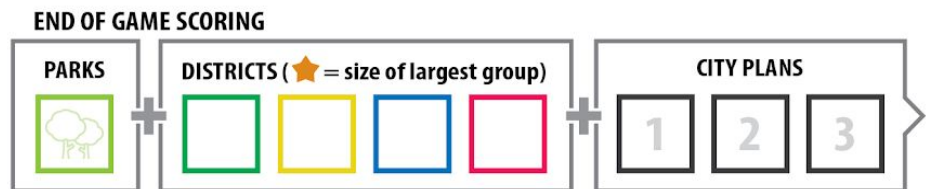
District

The largest District of each type in a city scores Prestige equal to the amount of grids it occupies.

City Plans

From the leftmost City plan and going rightwards, each player checks if they fulfilled the requirements indicated on the City plan card. If so, they score the amount of Prestige indicated on the card.




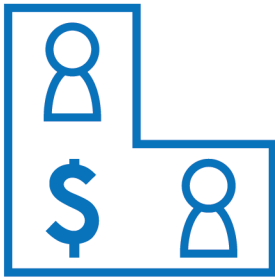





Total up all Prestige gained, from those scored each round and those scored during the final scoring. The player with the highest total Prestige wins! In the event of a tie, the player that scored higher for their Parks wins. If still tied, all tied players share the victory.



CHANGELOG

25/11/20: Document created.

25/11/20: Updated rule for the Draw phase to allow multiple buildings of the same type to be available.

<p>UTILITIES COAL PLANT</p>	<p>UTILITIES PUMP STATION</p>	<p>UTILITIES BUS TERMINAL</p>
 <p>REQUIREMENTS 👤 👤 \$ OR ☆</p>	 <p>REQUIREMENTS 👤 👤</p>	 <p>REQUIREMENTS 😊</p>
<p>COMMERCIAL OFFICE COMPLEX</p>	<p>COMMERCIAL CONVENIENCE STORE</p>	<p>COMMERCIAL RESTAURANT</p>
 <p>REQUIREMENTS ⚡</p>	 <p>REQUIREMENTS 👤 👤</p>	 <p>REQUIREMENTS ⚡</p>
<p>CULTURAL LIBRARY</p>	<p>CULTURAL MUSEUM</p>	<p>CULTURAL SCHOOL</p>
 <p>REQUIREMENTS \$</p>	 <p>REQUIREMENTS \$ ⚡</p>	 <p>REQUIREMENTS 👤 👤</p>

TOWN
TURNS 1 ~ 4

RESIDENTIAL	3 ROADS
UTILITIES	3 ROADS
COMMERCIAL	2 ROADS
CULTURAL	1 ROAD

TOWN
TURNS 1 ~ 4

RESIDENTIAL	2 ROADS
UTILITIES	3 ROADS
COMMERCIAL	2 ROADS
CULTURAL	3 ROADS

TOWN
TURNS 1 ~ 4

RESIDENTIAL	3 ROADS
UTILITIES	2 ROADS
COMMERCIAL	3 ROADS
CULTURAL	2 ROADS

TOWN
TURNS 1 ~ 4

RESIDENTIAL	3 ROADS
UTILITIES	3 ROADS
COMMERCIAL	1 ROAD
CULTURAL	2 ROADS

TOWN
TURNS 1 ~ 4

RESIDENTIAL	2 ROADS
UTILITIES	3 ROADS
COMMERCIAL	3 ROADS
CULTURAL	1 ROAD

TOWN
TURNS 1 ~ 4

RESIDENTIAL	1 ROAD
UTILITIES	2 ROADS
COMMERCIAL	3 ROADS
CULTURAL	3 ROADS

TOWN
TURNS 1 ~ 4




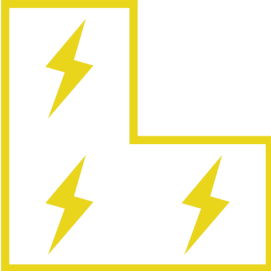





RESIDENTIAL	3 ROADS
UTILITIES	1 ROAD
COMMERCIAL	2 ROADS
CULTURAL	3 ROADS

TOWN
TURNS 1 ~ 4

RESIDENTIAL	3 ROADS
UTILITIES	2 ROADS
COMMERCIAL	1 ROAD
CULTURAL	3 ROADS

TOWN
TURNS 1 ~ 4

RESIDENTIAL	2 ROADS
UTILITIES	1 ROAD
COMMERCIAL	3 ROADS
CULTURAL	3 ROADS

<p>RESIDENTIAL APARTMENTS</p>	<p>UTILITIES RECYCLING PLANT</p>	<p>UTILITIES METRO STATION</p>
 <p>REQUIREMENTS</p>	 <p>REQUIREMENTS 🔑 ⚡</p>	 <p>REQUIREMENTS 🔑 😊</p>
<p>UTILITIES SOLAR FARM</p>	<p>COMMERCIAL SUPERMARKET</p>	<p>COMMERCIAL SHOPPING MALL</p>
 <p>REQUIREMENTS 🔑🔑🔑</p>	 <p>REQUIREMENTS 🔑 😊</p>	 <p>REQUIREMENTS 🔑 ⚡</p>
<p>COMMERCIAL CASINO</p>	<p>CULTURAL CINEMA</p>	<p>CULTURAL WATER PARK</p>
 <p>REQUIREMENTS ⚡⚡ OR ☆</p>	 <p>REQUIREMENTS 🔑 ⚡</p>	 <p>REQUIREMENTS 🔑 ⚡</p>

CITY
TURNS 5 ~ 8

RESIDENTIAL	2 ROADS
UTILITIES	3 ROADS
COMMERCIAL	2 ROADS
CULTURAL	3 ROADS

CITY
TURNS 5 ~ 8

RESIDENTIAL	4 ROADS
UTILITIES	3 ROADS
COMMERCIAL	2 ROADS
CULTURAL	1 ROAD

TOWN
TURNS 1 ~ 4

RESIDENTIAL	1 ROAD
UTILITIES	3 ROADS
COMMERCIAL	3 ROADS
CULTURAL	2 ROADS

CITY
TURNS 5 ~ 8

RESIDENTIAL	3 ROADS
UTILITIES	4 ROADS
COMMERCIAL	1 ROAD
CULTURAL	2 ROADS

CITY
TURNS 5 ~ 8

RESIDENTIAL	3 ROADS
UTILITIES	2 ROADS
COMMERCIAL	3 ROADS
CULTURAL	2 ROADS

CITY
TURNS 5 ~ 8

RESIDENTIAL	2 ROADS
UTILITIES	3 ROADS
COMMERCIAL	4 ROADS
CULTURAL	1 ROAD

CITY
TURNS 5 ~ 8

RESIDENTIAL	3 ROADS
UTILITIES	2 ROADS
COMMERCIAL	1 ROAD
CULTURAL	4 ROADS

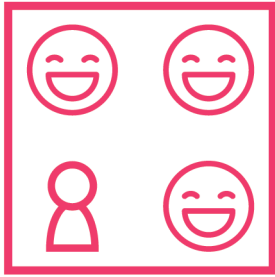
CITY
TURNS 5 ~ 8

RESIDENTIAL	1 ROAD
UTILITIES	2 ROADS
COMMERCIAL	3 ROADS
CULTURAL	4 ROADS

CITY
TURNS 5 ~ 8

RESIDENTIAL	4 ROADS
UTILITIES	1 ROAD
COMMERCIAL	2 ROADS
CULTURAL	3 ROADS

CULTURAL
UNIVERSITY



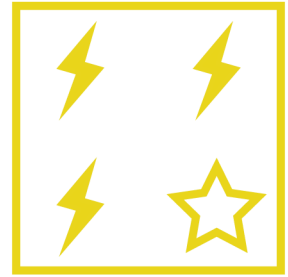
REQUIREMENTS
\$ ⚡

RESIDENTIAL
HOUSING ESTATE



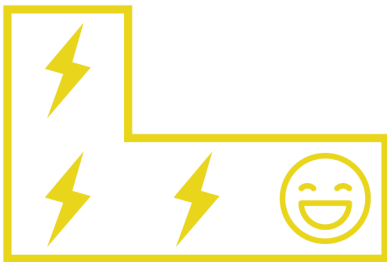
REQUIREMENTS

UTILITIES
BARRAGE



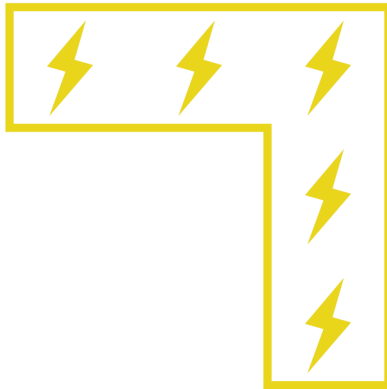
REQUIREMENTS
☹️ \$ 🔑

UTILITIES
HIGH SPEED RAIL



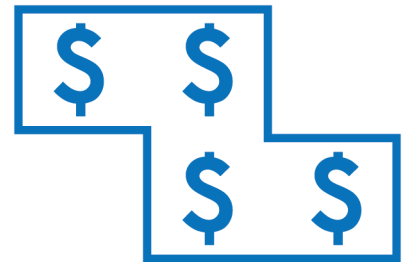
REQUIREMENTS
🔑🔑🔑🔑

UTILITIES
NUCLEAR PLANT



REQUIREMENTS
★ 😊

COMMERCIAL
CONVENTION CENTRE



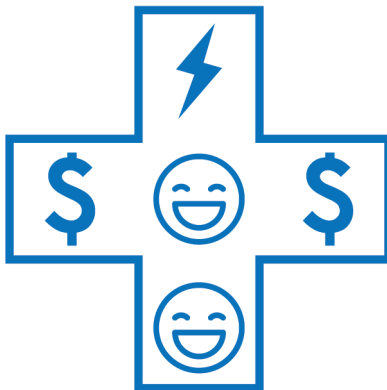
REQUIREMENTS
🔑 ⚡ ⚡

COMMERCIAL
AIRPORT



REQUIREMENTS
🔑 ⚡ ⚡

COMMERCIAL
SKYSCRAPER



REQUIREMENTS
★ 🔑 🔑

CULTURAL
THEATRE



REQUIREMENTS
\$

METROPOLIS

URNS 9 ~ 12

RESIDENTIAL 4 ROADS

UTILITIES 3 ROADS

COMMERCIAL 2 ROADS

CULTURAL 2 ROADS

CITY

URNS 5 ~ 8

RESIDENTIAL 1 ROAD

UTILITIES 4 ROADS

COMMERCIAL 3 ROADS

CULTURAL 2 ROADS

CITY

URNS 5 ~ 8

RESIDENTIAL 2 ROADS

UTILITIES 1 ROAD

COMMERCIAL 4 ROADS

CULTURAL 3 ROADS

METROPOLIS

URNS 9 ~ 12

RESIDENTIAL 2 ROADS

UTILITIES 3 ROADS

COMMERCIAL 2 ROADS

CULTURAL 3 ROADS

METROPOLIS

URNS 9 ~ 12

RESIDENTIAL 3 ROADS

UTILITIES 2 ROADS

COMMERCIAL 3 ROADS

CULTURAL 2 ROADS

METROPOLIS

URNS 9 ~ 12

RESIDENTIAL 3 ROADS

UTILITIES 4 ROADS

COMMERCIAL 2 ROADS

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METROPOLIS

URNS 9 ~ 12

RESIDENTIAL 2 ROADS

UTILITIES 3 ROADS

COMMERCIAL 4 ROADS

CULTURAL 2 ROADS

METROPOLIS

URNS 9 ~ 12

RESIDENTIAL 2 ROADS

UTILITIES 2 ROADS

COMMERCIAL 3 ROADS

CULTURAL 4 ROADS

METROPOLIS

URNS 9 ~ 12

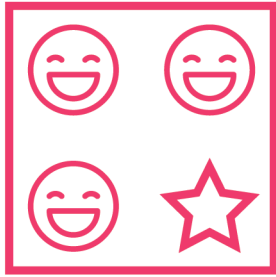
RESIDENTIAL 4 ROADS

UTILITIES 2 ROADS

COMMERCIAL 2 ROADS

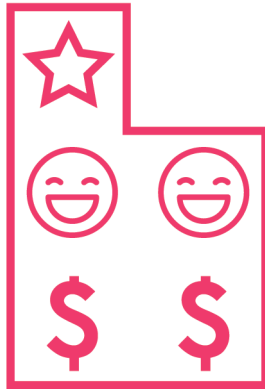
CULTURAL 3 ROADS

CULTURAL
STADIUM



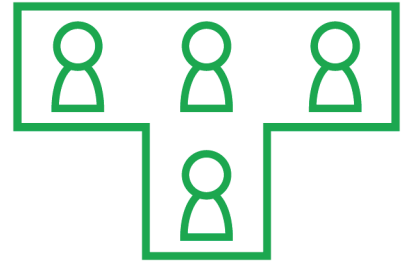
REQUIREMENTS
🗝️ \$\$\$

CULTURAL
THEME PARK



REQUIREMENTS
⚡⚡⚡

RESIDENTIAL
CONDOMINIUMS



REQUIREMENTS

LANDMARKS
FOUNTAIN



REQUIREMENTS
🗝️

LANDMARKS
BEACH CHALET



REQUIREMENTS
😊😊😊

LANDMARKS
HERITAGE SITE



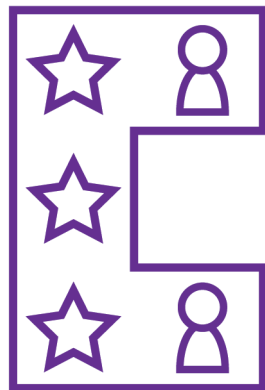
REQUIREMENTS
\$ 😊

LANDMARKS
LIGHT SHOW



REQUIREMENTS
\$

LANDMARKS
RESORT



REQUIREMENTS
II 😊😊😊😊

LANDMARKS
SHOPPING DISTRICT



REQUIREMENTS
II 😊⚡⚡🗝️

METROPOLIS
TURNS 9 ~ 12

RESIDENTIAL	3 ROADS
UTILITIES	2 ROADS
COMMERCIAL	2 ROADS
CULTURAL	4 ROADS

METROPOLIS
TURNS 9 ~ 12

RESIDENTIAL	2 ROADS
UTILITIES	2 ROADS
COMMERCIAL	4 ROADS
CULTURAL	3 ROADS

METROPOLIS
TURNS 9 ~ 12

RESIDENTIAL	2 ROADS
UTILITIES	4 ROADS
COMMERCIAL	3 ROADS
CULTURAL	2 ROADS

LANDMARK
ERA I

I

LANDMARK
ERA I

I

LANDMARK
ERA I

I

LANDMARK
ERA II

II

LANDMARK
ERA II

II

LANDMARK
ERA I

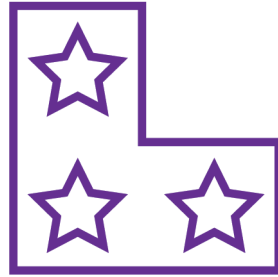
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LANDMARKS
FERRIS WHEEL



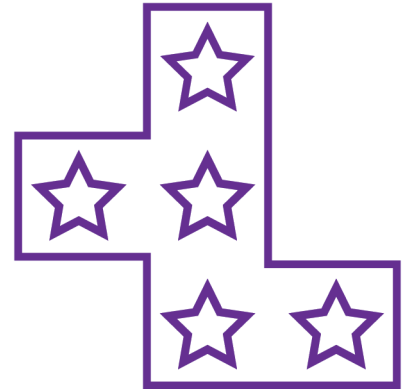
REQUIREMENTS
II ⚡ \$ 😊

LANDMARKS
SAFARI



REQUIREMENTS
II 😊 😊 \$

LANDMARKS
DOMED GARDENS



REQUIREMENTS
III 😊 😊 \$ \$ ⚡ ⚡

LANDMARKS
BIRD PARK



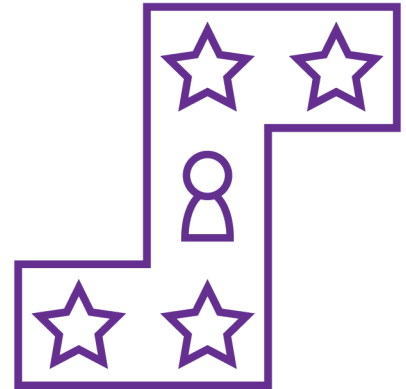
REQUIREMENTS
III ⚡ \$ 😊 👤 👤

LANDMARKS
ZOO



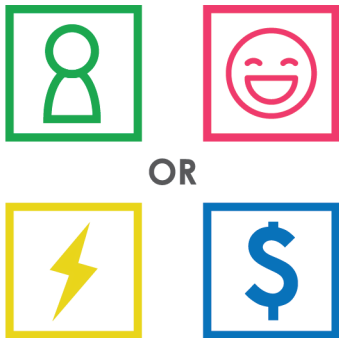
REQUIREMENTS
III 😊 \$ \$ 👤 👤

LANDMARKS
BAY HOTEL



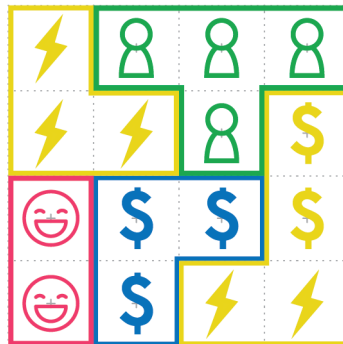
REQUIREMENTS
III \$ \$ \$ ⚡ 😊

BASIC
SMALL ENTERPRISE



REQUIREMENTS

BLOCK PLAN

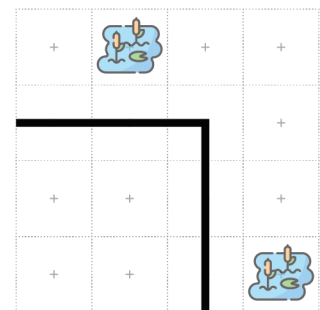


Have a 4x4 square containing only Buildings in your city.

CITY PLAN







NATURE TRAIL PLAN



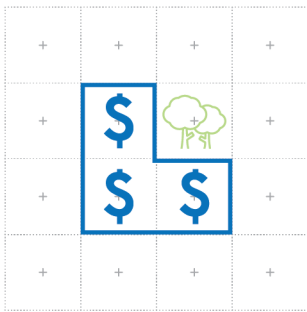
Have a road adjacent to all lakes in your city.

CITY PLAN



LANDMARK ERA III	LANDMARK ERA II	LANDMARK ERA II
III	II	II
LANDMARK ERA III	LANDMARK ERA III	LANDMARK ERA III
III	III	III
		BASIC SMALL ENTERPRISE
CITY PLANS	CITY PLANS	  OR  
		REQUIREMENTS

COMMUNITY PARK PLAN

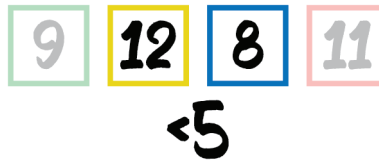


Have all Commercial buildings adjacent to at least one Park.



CITY PLAN

DIVERSITY PLAN

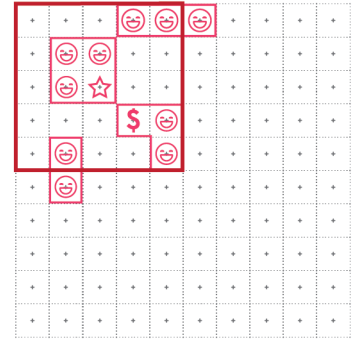


The difference between your highest and lowest Districts is less than 5.



CITY PLAN

TOURISM PLAN

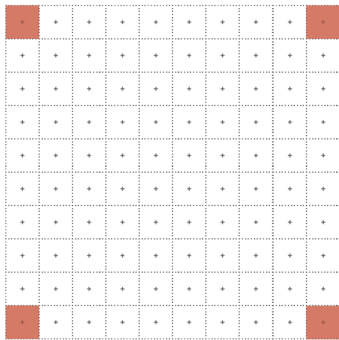


Have all Cultural buildings in the same quadrant of your city. (Any quadrant of your choice)



CITY PLAN

DISTANCING PLAN

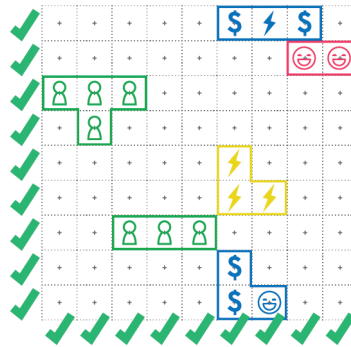


Have all four corner grids of your city contain Buildings.



CITY PLAN

COMMUTING PLAN

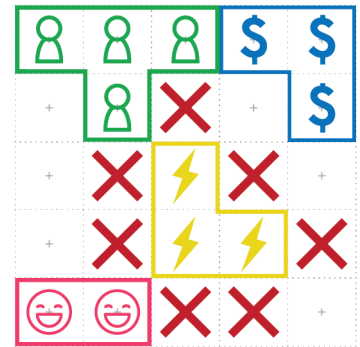


Have at least one building in every column and row in your city.



CITY PLAN

AIR CLEANLNESS PLAN



Have NO Utility type buildings adjacent to buildings of any other type.



CITY PLAN

COAST PLAN



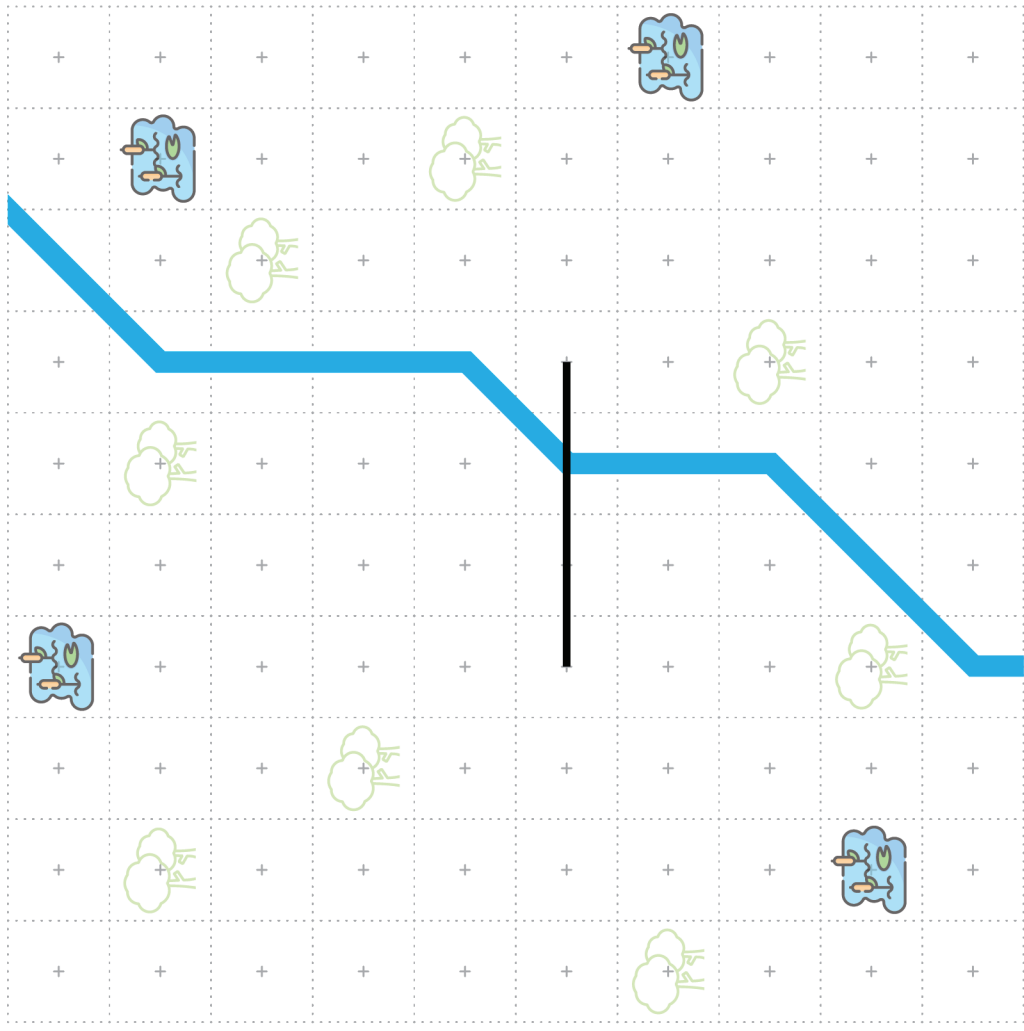
Fill up every empty grid along one edge of your city with buildings.

(Grids that contain features are considered filled.)



CITY PLAN

CITY PLANS	CITY PLANS	CITY PLANS
CITY PLANS	CITY PLANS	CITY PLANS
		CITY PLANS



ROUND SCORING (★ + 🏡)

1	2	3	4	5	6	7	8	9	10	11	12
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END OF GAME SCORING

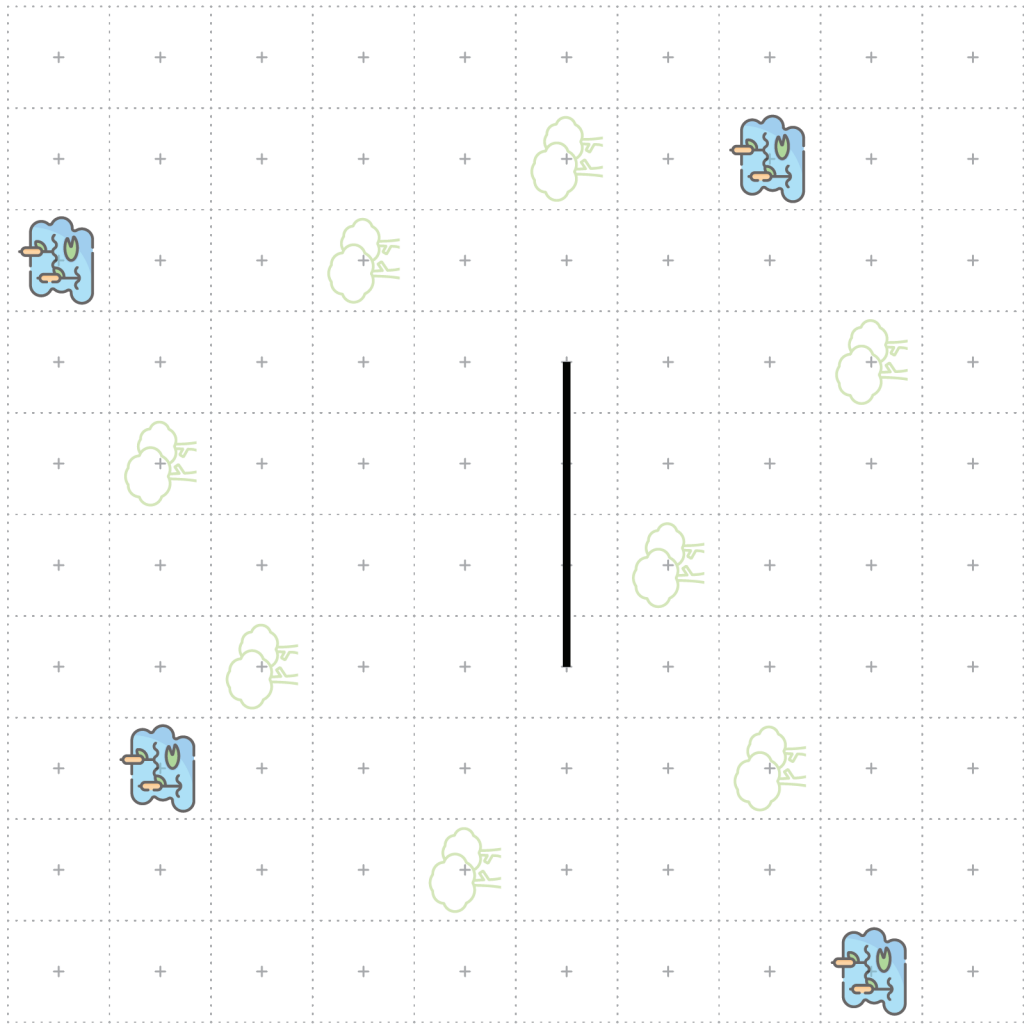
PARKS

DISTRICTS (★ = size of largest group)

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CITY PLANS

1	2	3
---	---	---



ROUND SCORING (★ + 🏡)

1	2	3	4	5	6	7	8	9	10	11	12
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END OF GAME SCORING

PARKS

DISTRICTS (★ = size of largest group)

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CITY PLANS

1	2	3
---	---	---

