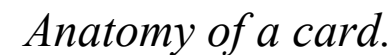
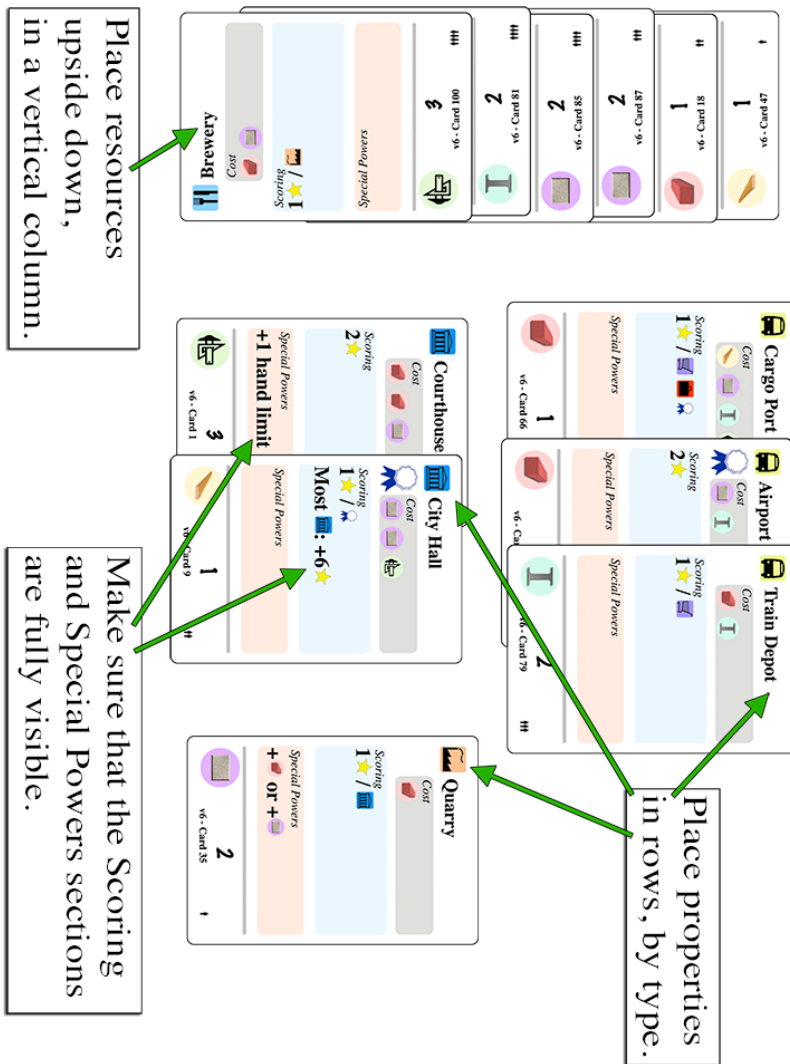


City of Cards
Version 9

Concepts








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How to lay out your district.










Building Resources

Resources are of seven types: Wood , Brick , Stone , Steel , Glass , Workers , and Architects .

When you build a card as a resource, place the card face up and upside down in your district, so that the resource section is at the top. When you build more resources, stack them in a downward fan with only the resource section showing (except for the top card). The property section no longer matters once a card has been built as a resource.

To pay for building a resource, discard a number of other cards from your hand equal to the resource cost of the card you are building. To build the card on page 2 as a resource, you would discard one other card from your hand.

Building Properties

Properties are of eight types: Business , Dining , Housing , Industry , Infrastructure , Shopping , Civic , and Entertainment , as shown by the Property Type icon on the card. Some properties are also marked with the Prime Property icon .

When you build a property, place it face up and right side up in your district, separate from your resources. The type, scoring, and special powers should be clearly visible. You should group your properties by type for easy counting, and you may overlap them slightly to save space. (See diagram on page 3.)

The resource type and cost no longer apply to a built property, and should be ignored.

Each property has a cost expressed in resources. To build a property, you must already have built all of its required resources into your district. When you build a property, the necessary resources are not consumed: they stay in your district and can be used to build more properties later.

Properties provide victory points, which are scored at the end of the game. Often, these points will depend on the other buildings in your district and, in some cases, other players' districts. See **Scoring** below for an explanation of how to score points.

Some properties provide *special powers*, which are explained below.

Setup

Remove cards according to the number of players. Shuffle the rest. Deal six cards to each player to form their starting hands. Deal three cards, face up and side by side, in the center of the table to form the *pool*. Deal one more to start a *discard pile*. Place the rest of the deck face down beside the discard pile.

The pool, the top card of the deck, and the top card of the discard pile form the *supply*.

Give each player a copy of each of the two Player Aid cards.

Select a start player, and remember who it is. The player to his right will take the last turn of the game.

How to Play

A *round* is every player taking one turn. Players take turns in clockwise order. On each turn, the active player takes the following five actions, in the order shown. All but the fourth action are optional, and may be skipped.

- 1. Replace one card in your hand.**
- 2. Build one resource.**
- 3. Build up to two properties.**
- 4. Draw two cards into your hand.**
- 5. Reserve a card.**

Each of these actions is explained in detail in the following pages.

Replace one card

You may draw one card from the supply into your hand. If you do, you must then discard one card from your hand. You may exceed your hand limit during this action.

Build one resource

You may play one card from your hand as a resource, by discarding a number of other cards from your hand equal to its resource cost.

Build up to two properties


You may play one card from your hand as a property. Your district must contain all of the resources shown in the card's property cost. You may instead play the card from your *reserve* (see below). If you do, discard one other card from your hand.

Build up to two properties (cont.)

You may now build another property under the same rules. If you do, you must discard two other cards from your hand.

Draw two cards

This action is not optional. You must draw two cards into your hand from the supply. **Important:** One card *must* come from the pool.

If you have built any property with the  special power, you may draw one extra card from the supply at this time.

After drawing your cards, you must discard down to your hand limit. Your hand limit is six cards.

Reserve a card

You may place a card from your hand into your *reserve*, by placing it face up and sideways in your district. Your reserve card is not a property or a resource, and does not provide any victory points or special powers. After reserving a card, you may draw a replacement card from the supply.

Only one card at a time may be in your reserve. You can only remove a card from your reserve by building it as a property. There is a substantial penalty for failing to build your reserve card, so be careful!

Your reserve card must remain face up and visible to your opponents.

Miscellaneous Rules

When you draw a card from the pool, immediately replace the drawn card with the top card of the deck.

Whenever the deck is empty, shuffle the discards to refill the deck, then draw the top card of the deck and place it on the discard pile.










Game End

The game end is triggered when the deck is emptied for the second time. When this happens, finish the round and then play one more full round.

Early Game End

If the supply is completely empty, so that no more cards can be drawn: finish the current round, skipping any card-drawing actions, and then end the game.

Special Powers Examples

	During the “draw 2 cards” action you may draw 3 cards. This does not affect your hand limit.
+  for 	Omit one resource of your choice when building an Industry  property.
+ 	This property also counts as a Worker  resource.
 : 2	Discard only 2 cards to build an Architect  resource.
 : 1	Discard only 1 card to build a second property in the same turn.

Scoring

Add up each player’s victory points from the properties in their districts. Then subtract five points from the score of each player who still has a card in their reserve.

The player with the most victory points is the winner¹. If there is a tie², only the tied players who do not have a reserve card are eligible to win. If there is still a tie, the tied player with the most properties is the winner. And if it’s still a tie, all tied players have won³.









¹ You may throw confetti now.

² Hang on, hold the confetti—we gotta figure this out, here.





³ Forget the confetti. Let’s all have cake.

Scoring Examples

The ★ icon represents victory points.

Notation	Meaning
2★	2 Victory points.
2★/ 	2 Victory points for each Business  property in your district.
2★/ ALL 	2 Victory points for each Business  property in your district and in your opponent's districts.
2★/  	2 Victory points for each Business  property and each Industrial  property in your district.

More Scoring Examples

Notation	Meaning
1★/ 	1 Victory point for each Prime Property in your district.
Most  : 2★	2 Victory points, but only if your district contains more Shopping properties than any other district.
2★/ ALL  Most  : +6★	2 Victory points for each Business property in your district and in your opponents' districts, plus 6 more victory points if your district contains more Business properties than any other district.

Solitaire Play

Remove all cards from the deck except those marked for a single player.

The rules for solitaire play are the same as for multi-player games, except that the game ends one turn after the turn in which the deck is first emptied.

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