

URBANIA™

A Game For 2-5 Players
Designed by Simone Luciani
for ages 10 and up

Urbania™ is a game of urban renewal. You are a lauded Urban Planner. This city is horribly run-down and desperately needs re-development. Your success relies on renewing buildings, but you will really get ahead if you can get a kickback by helping out specialists. Throughout the game you will need to create a vision for how you'd like the city to look. The closer you can get to completing that vision, the more rewards you will reap.

"Those who can, build," —Robert Moses

CONTENTS

	FACTORIES	BANKS	HOSPITALS	BUSINESSES	SCHOOLS	PARKS	RESIDENTIAL
49 BUILDINGS (6 EA COMMERCIAL, 13 RESIDENTIAL)	 2	 2	 2	 2	 2	 2	 2
6 BUILDING VALUE MARKERS							
60 RESOURCE CARDS (10 PER SUIT)							
6 SPECIALIST CARDS							
6 SPECIALIST VALUE MARKERS							
							
31 PROJECT CARDS							
							
5 PLAYER AID CARDS (DOUBLE SIDED)							
							
8 VP CARDS (50/100 PER SIDE)							
							
5 PLAYER VP MARKERS							
							
1 START PLAYER MARKER							
1 GAME BOARD							
 <p>BUILDINGS & SPECIALISTS VALUE TRACK</p> <p>VICTORY POINT TRACK</p> <p>CITY CENTER</p> <p>NORTHWEST DISTRICT NORTHEAST DISTRICT</p> <p>SOUTHWEST DISTRICT SOUTHEAST DISTRICT</p>							

SET UP

1. Place the game board in the middle of your play area.
2. Shuffle the 49 building tiles. Place 5 random building tiles in the city center district (inside the monorail loop) **renewed side up** (the side with no numbers) **(A)**. Randomly place the remaining building tiles in the remaining spaces in the other 4 districts (divided by the busy main streets) **undeveloped side up** (the side with numbers) **(B)**.
3. Place the building value markers in the lower floor section on the "0" space of the value track **(C)**. Then move any of the markers that match the face-up buildings placed in the city center (step 2 above) up the value track, 1 space for each occurrence of a building type (as shown in the picture below) to show how many of each type of building has been developed.
4. Take a player marker and the matching player aid card in your choice of color. Place the marker on the "0" space of the scoring track **(D)** and place the player aid card in front of you **(E)**.
5. Shuffle the resource cards. Deal 5 to each player **(F)** to form their starting hand. Place the remaining resource cards face down beside the game board to form the **resource pile** (leave space for a discard pile) **(G)**.
6. Flip 5 resource cards face up in a row next to the resource pile to form the **resource pool** **(H)**.
7. Shuffle the project cards and place them beside the game board, face down, to form the **project pile** **(I)**.
8. Place the specialist cards beside the board **(J)** and place the specialist markers in the top floor section of "1" building on value track (above the number 1) **(K)**.



OBJECT OF THE GAME

Using only 2 actions per turn, you must draw and develop sets of resource cards. Use these cards to renew and score buildings and/or hire and score specialists. You must also draw, select and submit projects. Once you select your projects, you should build and hire so your projects maximize your end-game score.

GAME PLAY

Choose a starting player. If you are chosen, take the start player marker and keep it for the entire game. Play will begin with this player and will continue in a clockwise order around the board.

When it is your turn you **must** perform 2 actions. There are 4 different actions you can choose to perform. You can do them in any order you wish, and you may perform the same action multiple times each turn if you wish.

ACTIONS

1. Draw: *Gather the resources you need to complete your projects.* Take 2 cards and put them in your hand. These cards may be taken from your choice of any combination of the following: 1 card from the project pile, 1 card from the resource card pile, or 1 card from the resource pool. If you take a card from the resource pool, immediately replenish the pool with the top card from the resource pile. You may draw these cards in any order you wish and you may draw from the same source twice if you wish.



Note: There is no limit on the number of project or resource cards you may hold in your hand.

Before drawing your first or second card, if the 5-card resource pool has a total of 3 or fewer worker icons (construction helmets) showing, you may choose to discard all 5 cards in the pool and replace them with 5 new resource cards from the resource pile. If the resource pile becomes depleted, reshuffle the discard pile to form a new resource pile.

Example: Beginning with the display shown previously, Bob takes the first of his 2 cards. He chooses one from the resource pool (a brown factory \$1 + 2 worker card). He then refills the pool with a card from the resource pile (a \$3 parks card). The cards in the pool now only have 3 total worker icons.



Seeing no cards that he likes, Bob chooses to discard the entire resource pool and refill it with 5 new cards from the resource pile.



There are now more than 3 worker icons represented. But, he still doesn't see a card he wants to take. So, instead of taking a chance at drawing a random resource card from the resource pile, he takes his second card from the project pool. This ends Bob's draw action.

2. Renew: *It's time to renovate a dilapidated building.* Choose one undeveloped building that you want to renew. It must be orthogonally (not diagonally) adjacent to any renewed building.



Example: In the picture above the buildings outlined in red are already renewed. The buildings with the ✓ icon are the only ones that can be renewed here.

You must now assign workers to this renewal by playing one or more resource cards from your hand. These cards must have a number of worker icons (construction helmets) equal to or greater than the number of workers required on the building you are renewing; **and** the color of the workers you play **must match** the color of the workers on the building you chose. If the cards you use are of a greater total value than required to renew the building, you lose this difference (no change is given).



Residential Units: There are no blue workers. When you renew a residential unit, you may play any color workers you wish, but all of the workers you play must be of a single color.

Note: Rainbow-colored workers are wild cards that can be substituted for workers of any color.



Example: Ron decides to renew the Hospital (worth 4VP). He must spend three red workers to do so. So he plays a 2-red worker/\$1 card, and a 1 rainbow worker/pink \$1 card (any other red worker card or wild worker card would have worked; this is just what he had).

Once you have played the appropriate worker cards, immediately score as many victory points (VPs) as indicated in white on the top right corner of the building. Move your player marker up the corresponding number of spaces on the scoring track (A).

Additionally, you **MUST** move the corresponding colored building marker up one space on the value track (B) (i.e., if you renewed a brown building (factory), move the brown building marker up one space). Once you have scored yourself, and moved the building token, flip the building over to show its renewed side (C) (unnumbered).

Note: There is no building marker for the blue residential units.

After completing the renewal, look at the resource cards you have just played. If any of these cards have coin icons on them, place them face up in front of yourself for use in performing Hire actions (D) (described below). The other cards (the ones depicting 3 workers) are placed into the discard pile.

Lastly, if the building you just renewed has a card icon (B) on lower left corner of the tile, you may immediately draw 1 card from either the resource pool, the resource pile, or project pile.



The player marker moves up the scoring track



The building marker moves 1 space up the value track



The building tile is flipped over to its developed side



These cards are kept face up in front

Example: After Ron renewed the hospital in the previous example, he moved his scoring marker up 4 places on the scoring track. He then moves the red building marker up 1 space on the value track, then draws 1 card (icon on the building). Finally, he flips over the building. Ron now looks at the cards he played. He must place the coin/worker cards in front of himself. This ends his Renew action.

3. Hire: *Specialists can make your job easier, and improve your status.* When hiring a specialist, you may either hire an unclaimed specialist from beside the board or you can hire one away from an opponent. To hire a specialist you must play one or more resource cards with a sum total of coin icons equal to or greater than the current value of that specialist. The specialist's value is indicated by its marker on the value track. The coins you play must match the color of the specialist you are hiring. You may use the resource cards in your hand, **and/or** the resource cards that are face up in front of yourself to pay for the specialist.

Place all cards you use to pay for the specialist into the discard pile. If the cards you use are of a greater total value than the cost required to hire specialist, you lose this difference (no change is given).

Note: *Rainbow-colored coins are wild cards that can be substituted for coins of any color.*



Once you pay for the specialist, move the corresponding specialist marker up 1 space on the building track and place the specialist card in front of yourself.

If the specialist marker is moved onto a space of the value track with a card icon (M) at the top of the building, you may immediately draw 1 card from either the resource pool, the resource pile, or project pile.



Example: *Pete decides to hire the Parks Director specialist (green). Its value is 3 on the Value track, so Pete must pay \$3 in green coin icon cards. He pays for the specialist by playing a green \$2 card from in front of himself, and a green \$2 card from his hand to the discard pile. He then moves the specialist's marker to the 4 space on the value track (it has a card icon, so he draws a card—he chooses one from the project pile) and places the green specialist card in front of himself. Pete receives no change and this ends his Hire action.*

4. Submit: *Secure your vision of the city's future.* To submit a project, you simply choose a project card from your hand and place it face down in front of yourself. You may only submit a total of 3 projects during the course of the entire game (you can have as many as you like in your hand, but you can only submit 3). Project cards you submit cannot be changed or discarded.

When you submit a project you must immediately pay 1 victory point (VP) for every 10 VPs you currently have, rounded down.



Play project cards face down



Move your player marker down the track

Example: *Morgan submits a project card by playing it face down in front of himself. He currently has 39 VP, so he must pay 3 VP. He moves his VP marker down to 36 on the scoring track.*

SCORE YOUR SPECIALISTS

After you take your last action, score points for any specialists you currently control (*the ones in front of you*). Each specialist you control scores you VPs equal to the current value of the *building marker* (**not the specialist marker**) that matches that specialist's color. See the value track.



This Doctor earns you 2 VP



This Banker earns you 6 VP



Example: *Dallas has the Banker (gray) and the Doctor (red) in front of him. At the end of his turn there are 6 developed banks (gray) and 2 developed hospitals (red). He scores 6 for the Banker and 2 for the Doctor and moves his VP marker up 8 spaces on the scoring track. This ends Dallas' turn.*

SCORING TRACK & VP CARDS:

If your player marker goes beyond 50 points on the scoring track, take one of the VP cards, and place it "50" side up in front of yourself. If you go beyond 50 again, flip it so that the "100" side is facing up. Repeat this process each time you pass the 50 VP space.

ENDING THE GAME

The game enters the end phase as soon as **EITHER:**

- **Any 1 district** (the four areas divided by the elevated train and the highways) has 2 or fewer undeveloped buildings. **OR;**
- **3** or more specialists have a value of 5 or greater on the value track.

If either of these conditions are met, the game enters the End Phase.

The end phase lasts for 1 full round after everyone has taken an equal number of turns (i.e., in a 4-player game, if player 2 triggered the End Phase, play would continue player 3, 4, 1, 2, 3, 4). At that point the game ends and you score VPs for your submitted projects. Only the projects that were submitted (played face down) score. Any un-played project cards do not.

PROJECT CARDS SCORE AS FOLLOWS:

Neighborhood Projects:

You score the VPs indicated at the bottom of the project card for each developed building in the highlighted area of the map.



Example: Alex submitted the "NW neighborhood" project card, and there are 5 developed buildings at the end of the game. He scores $5 \times 4 = 20$ points.

Building Projects: You score the VPs indicated at the bottom of the project card for each developed building of the matching type.



Example: Coleman submitted the "factory" project card, and there are 4 developed factories at the end of the game. He scores $4 \times 6 = 24$ points.

Single Specialist Projects:

You score 5x the value of the specialist depicted on the card.



Example: Chuck submitted the "doctor" project card, and the doctor's value is 6 at the end of the game. He scores $5 \times 6 = 30$ points.

Dual Specialist Projects:

You score 3x the total combined values of the two specialists depicted on the card.



Example: Dan submitted the "Banker/Small Business Owner" project card, and the banker's value is 9 and the small business owner's value is 2 at the end of the game. He scores $(9+2) \times 3 = 33$ points.

As you score your VPs for your submitted projects, move your marker up the score track. After scoring everyone's submitted project cards the player with the most VPs wins the game. If there is a tie, the player who scored the most points with their project cards wins.

CREDITS

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