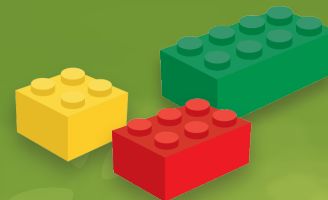




CALLING ALL MASTER BUILDERS!

You're in competition to build an entire city block using three prefabricated landscape cards: a house, a school, and a supermarket. The first player to place their building blocks correctly on all three plots and fit the corresponding landscape cards on top wins! But watch out for the event cards – in the building business you never know what happens next.



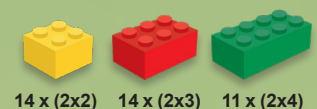
RULE BOOK

CONTENTS

77 BUILDING BLOCKS



17 x (1x1) 17 x (1x2) 4 x (corner)



14 x (2x2) 14 x (2x3) 11 x (2x4)

12 BUILDING PLOTS



12 EVENT CARDS



36 LANDSCAPE CARDS



12 green residence cards

12 yellow school cards

12 brown supermarket cards

2-4

15 MIN

6-99

SETUP

- 1 Distribute three building plates and three plot cards, one in each colour to each player and place them as illustrated.
- 2 Shuffle the event cards and place them face-down on the table.
- 3 Place all the building blocks in a pile within easy reach of all players (or pour them into the lid of the box).

Example: 4 players



HOW TO PLAY

1 PICK YOUR BUILDING BLOCK

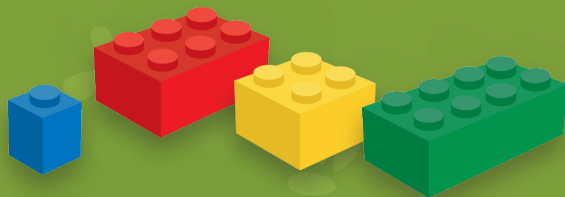
The building of plots takes place in rounds. Each round begins with one player selecting the building blocks that are to be used for building in that round. The youngest player starts.

Select 3 or 4 different building blocks from the box lid and place them on the table. This is the build pile.

BUILD PILE

2- or 4-player game, select **four** different building blocks for the build pile.

3-player game, select **three** different building blocks for the build pile.



You now take turns picking a building block from the build pile and placing it on one of your building plates. The player who selected the build pile gets to pick the first building block. Then the next player picks the second building block, and so forth, until all players have had a chance to select one brick. If there are only two players, each player selects two building blocks. The first player picks the first and third, the second player picks the second and fourth.

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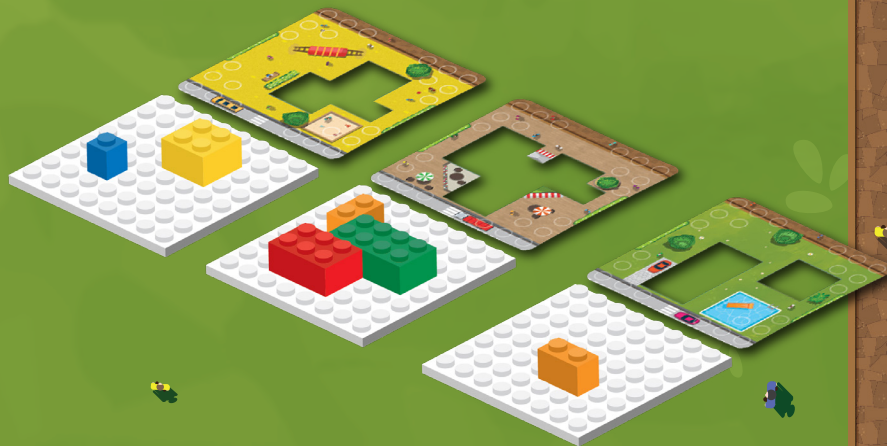
If you cannot (or do not want to) use one of the building blocks available in the pile, you return one building block to the brick supply and hope for a better selection of blocks in the next round.

• • •

NOW A NEW ROUND CAN BEGIN. Moving in a clockwise direction, the next player will select the new build pile and will pick the first block.

2 PLACE YOUR BUILDING BLOCK

The building blocks should be placed on the building plates so they match the cut-out shapes on each landscape card. Once you have placed a building block on a plot, the block can no longer be moved to another position. If you discover that a building block (or blocks) has been placed in the wrong position, you may move the block (or blocks) to a different position in the next round instead of picking a new building block. Or you may return the building block to the brick supply. The same rule applies if a you discover that a building block on your plot is the wrong size.



THE CARDS

Each of the three landscape cards requires a different number of building blocks to complete. The house cards require a minimum of two building blocks to complete, the school cards require a minimum of three building blocks, and the supermarket cards require a minimum of four building blocks. You may be able to complete your plots with fewer blocks – if you find a clever use for the white corner blocks or build in multiple levels. But watch out, both can upset your building strategy, too!

HELP

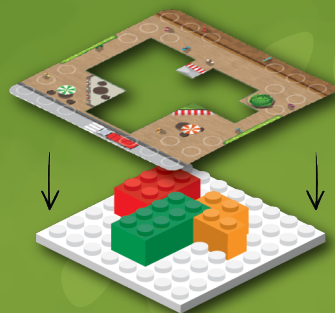
PLAYERS AGED 8 OR YOUNGER are allowed to place their landscape cards on top of their plots at the end of each turn, after they have placed a building block on the plot. The landscape card must be returned to the table before a new round begins.

3 PLACE THE LANDSCAPE CARD

When you believe that all of your building blocks have been correctly placed on the plot to complete a landscape card, you may take the landscape and place it on the building(s) to see if it matches.

If the landscape card fits and all of the cut-out areas are filled with building blocks when viewed from above, the plot is complete.

If the card does not fit the plot, or if one or more building blocks are missing, return the card to its original position and return one building block to the brick supply as a penalty.



CORRECT. The card fits perfectly onto the plot and the cut-out shape is completely filled.



WRONG. The cut-out shapes are filled but the landscape card does not fit directly on top of the plot.



WRONG. The landscape card fits perfectly onto the plot but the cut-out shape is not completely filled.

4 PICK AN EVENT CARD

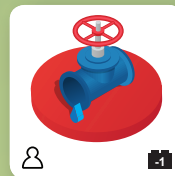
When you have completed a plot and all other players have placed their building blocks on a plot, you may draw an event card and follow the action described in the table. If you gain an extra building block or lose a building block, you must carry out that action immediately, before beginning a new round. **NOTE:** the actions described on the event cards apply only to plots that have not yet been completed. Completed plots are not affected.

AND THE WINNER IS...

The game is won by the first player to correctly place all three landscape cards on their completed plots. But remember, you still need to draw an event card after you have completed your last plot. If multiple players complete their last plot in the same round, the actions of the event cards are carried out in the same order as players picked their building blocks this round.

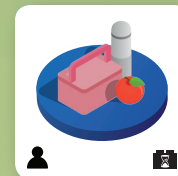
Once the winner has been determined, the remaining players continue the game to determine 2nd and 3rd place.

CARDS & ACTIONS



WATER LEAKAGE

Return one of your building blocks to the brick supply.



LUNCH BREAK

Give this card to any player to cause them to miss the next round.



HURRICANE

All players return one building block to the brick supply.



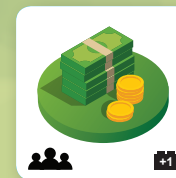
FAULTY CONSTRUCTION

Each player must return one yellow 2x2 building block to the brick supply (if applicable).



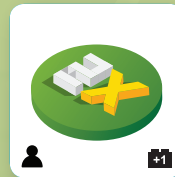
EXCHANGE BUILDING BLOCKS

Exchange one building block of your choice with the building block of another player.



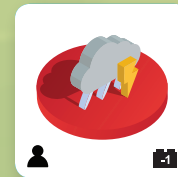
ADDITIONAL GRANT

Each player receives one building block of their choice from the brick supply.



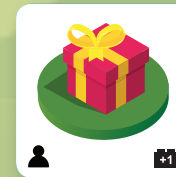
DOUBLE UP

Give this card to another player so he or she may select an extra building block from the brick supply in the next round.



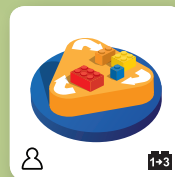
THUNDERSTORM

Give this card to a player who must return one building block to the brick supply.



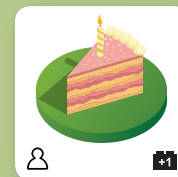
DONATION

Give this card to a player who may pick one additional building block from the brick supply.



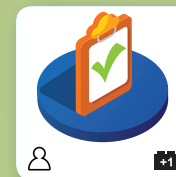
RECYCLE

Exchange any green or red building block for three smaller blocks of different colours. Place the new bricks on any available plots. Pass this card to another player if it doesn't apply to you.



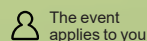
HAPPY BIRTHDAY

Treat yourself to an extra building block from the brick supply and place it on any of your plots.

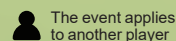


BUILDING APPROVED

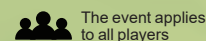
Select one additional building block from the brick supply and place it on any available plot.



The event applies to you



The event applies to another player



The event applies to all players



Gain one building block



Loose one building block

TAKING IT TO THE NEXT LEVEL ...

You can increase the level of difficulty of the game by applying these additional rules.

LEVEL 1B

Select a different trio of landscape cards at the beginning of the game. For example, choose one school card and two mall cards, but no residence card to make the game more challenging.

Should you run out of one building block size during play, you can return the building blocks from a completed plot. Then turn the building plot upside down to indicate that it has been completed.

LEVEL 2 – BUILDING IN TWO LEVELS

In this version of the game, you are required to build in two levels. A minimum of one building block must be placed on the 2nd level, and one white knob must be left exposed on the 1st level.

When the landscape card is placed on top of the completed building, the white knob must be visible when viewed from the side and covered by one of the building blocks on level 2 when viewed from above.

When you have completed a plot, remove the landscape card, return the building blocks to brick supply, and turn your building plate upside down. The first player to turn all three building plates upside down wins the game.

LEVEL 2B – BUILDING IN TWO LEVELS (ADVANCED)

In this version of the game, you are required to build in two levels. A minimum of one building block must be placed on the 2nd level while one white knob must be exposed on the 1st level of the house plot, two white knobs must be exposed on the 1st level on the school plot, and three white knobs on the mall plot.

When the landscape card is placed on the completed plot, the knob(s) must be visible when viewed from the side, and covered by one of the building blocks on level 2 when viewed from above.

The white knobs on the school and mall plots are not required to be visible from the same angle. One knob may be visible from one side, with one or two knobs visible from another angle. As long as no knobs are exposed when viewed from above, the plot can be considered complete.

LEVEL 2



LEVEL 2B



CREDITS • • • • •

INVENTOR: Jacob Berg is a Danish game inventor, storyteller and marketing consultant. Jacob lives in Copenhagen, Denmark, with his two sons, who are regular play testers and critics of Jacob's game ideas. **CITY BLOX** remains one of their favorite games.

ARTWORK: Carla Naude

DTP: Rikke Brokop

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